

A Life Less Ordinary

THE MAGAZINE FOR LIVE ROLEPLAYERS

Issue number 1
May/June 2009

Elizabeth Bennet -
My alien bloodbath



This copy is
FREE



*There is more to live
roleplaying than beer
and hitting stuff*

INSIDE YOUR COPY OF A LIFE
LESS ORDINARY THIS MONTH
(WELL, TWO MONTHS, BUT
YOU GET WHAT WE MEAN)...

SPECIAL OFFERS
ARTICLES
NEWS
COMPETITIONS
STUFF!



Contains
FREE
subscription form!



**Sexy elf girls... Are they
a legitimate marketing
tool?**

Male roleplayer



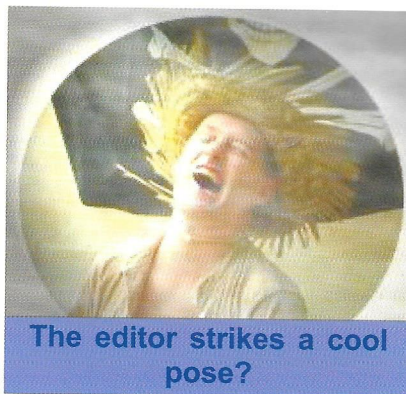
on front cover shock!



**ODYSSEY... CAN IT
BE MORE THAN
ROME, THE LARP?**

I DON'T BLOODY KNOW! I'M TAKING A PUNT AND WE'LL SEE WHAT HAPPENS

Hi! Thanks for picking up a copy of the first ever issue of A Life Less Ordinary. Free is always an exciting word, statistically, it's one of the most successful words in advertising. On the basis that everyone likes a bargain, the deal with the first issue is that it's free, there's that word again. Despite it being free, it's packed with interesting articles and information to help you get the most from your hobby.



lovely letter which included the word pedagogical, lordy lord, look at the polysyllabic politician.

The Dara O Briain 'My LARP Hell' article has also been shelved for similar reasons, not the collapse of the global economy or Dara's attempting to fiddle his expenses, but that his agent has been desperately busy so hasn't replied to clear the story.

There is an ulterior motive to making the first issue free, I'm hoping that you read the magazine, enjoy it, and on that basis, opt to take out a subscription for future issues. As this is the first issue, I'm really keen to find out what you guys think about A Life Less Ordinary. If you have any comments, you can post these on the forum at: www.allomagazine.com.

In the first issue, we've got previews of a couple of exciting projects, Odyssey and Aliens and Alienation. We've got the first installment of 'A Lady's guide to LARP', this is likely to be regular feature, at least for this issue and the next one and we'll have loads of other stuff in future issues, being as how there are three times as many pages to fill.

I'm hoping to include both of these, along with interviews with the nice people at Hicks with Sticks and Mandala Studios in the next issue.

May will see me attending the first Curious Pastimes event, so you can all expect a review of that in the next issue, don't worry, it won't be biased, I hate the b*stards.

So, here's hoping that you enjoy your fun-size ALLO enough to take a punt on the full-size, much, much bigger issue due out in July. If you're interested in contributing to A Life Less Ordinary, as a writer, a photographer or something a bit more exotic, feel free to drop me a line at: contact@allomagazine.com.

The 'MPs talk about LARP' article will be in the next issue due to their all being too busy fulfilling their mandate to rule by attempting to bankrupt the country whilst diligently bickering about fiddling their expenses. One notable exception was the Chancellor of the Exchequer, the one bloke who you'd think really did have more important stuff to be getting on with. He wrote a

As well as all these goodies, I'll be attempting to interview the winners of this year's National Student Roleplaying and Wargaming Championships, the chaps from Huddersfield University Gaming Society (HUGS), who won by the narrowest of margins courtesy of their fancy dress efforts, along with lots of other stuff requiring more conventional attire.

LARP MAGAZINE IN SHAMELESS MONEY-MAKING SCHEME

IN A BLATANT ATTEMPT TO RAISE MONEY, A LIFE LESS ORDINARY HAVE INCLUDED ADVERTS OFFERING ADVERTISING SPACE TO ENTREPRENEURIAL TRADERS, EQUIPMENT MANUFACTURERS AND GAMES ORGANISERS WITHIN THEIR MAGAZINE. THIS IS NOTHING SHORT OF A CLEAR PLOY TO PROMOTE THE BENEFITS OF ADVERTISING IN A LIFE LESS ORDINARY. THE ADVERTS ADVISE PEOPLE TO EMAIL CONTACT@ALLOMAGAZINE.COM FOR INFO AND RATES.

THIS IS AN OUTRAGE!

Contents

Special Features

Aliens and Alienation - an alien invasion game with a Jane Austen twist. **Page 5**

Is LARP made entirely of slugs, snails and puppy dogs' tails? **Page 5**

Profound Decisions bring Rome, Troy and 300, to life in their epic new larp. **Page 8**

Regular Columns and Features

Ramblings of an Idiot... The editor tells all about the ongoing trauma that is ALLO. **Page 2**

Heal This! Sarah Cawkwell talks about a woman's place in larp. **Page 4**

Reviews

The Great Pau Wau - David Moore gives an event Organiser's perspective. **Page 6**

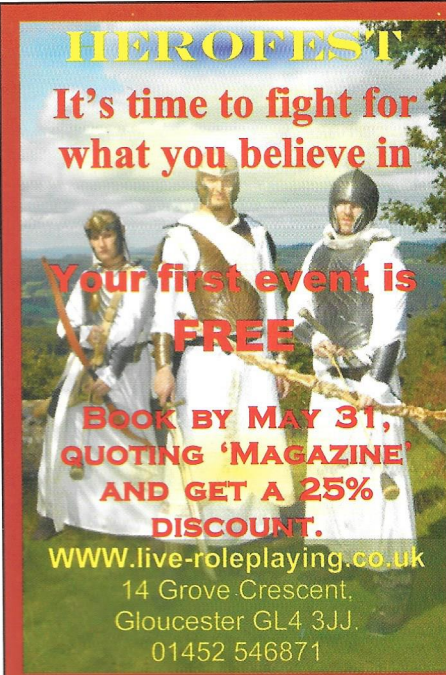
Pigging out in Style - Sarah Cawkwell reviews the Viper benquet. **Page 11**

Resources

Event Guide - a whole load of larp, all in one handy location... Enjoy **Page 10**

Subscription form - allows ALLO to find you, rather than you having to find it. **Page 12**

All content is copyright of A Life Less Ordinary or its contributors. Any reproduction of the magazine, in part, or in full, should only be undertaken with the express permission of the publisher. You can contact A Life Less Ordinary Publishing at: A Life Less Ordinary, 117 Lochaber Road, Fort William, Inverness-shire, PH33 6TX. If you would prefer, you can contact us by email at: Contact@allomagazine.com



HEROFEST
It's time to fight for what you believe in
Your first event is **FREE**
BOOK BY MAY 31, QUOTING 'MAGAZINE' AND GET A 25% DISCOUNT.
WWW.live-roleplaying.co.uk
14 Grove Crescent,
Gloucester GL4 3JJ.
01452 546871



We specialise in making top quality costumes, props, armour, L.A.R.P. safe weapons and make up - in fact, practically everything you could possibly want to complete your character.

Go shopping at www.adventurersmart.co.uk in may or June to get your £5 gift voucher.



ADVENTURER'S MART
8 HIGHFIELD RD, LEVENSHULME,
MANCHESTER, M19 3JX.

ADVENTURERS.MART@GOOGLEMAIL.COM

Heal THIS!

Sarah Cawkwell

Are you a Healer Girlfriend? If so, don't despair – because it's not the end of the world. You CAN be saved. If you want to be.

Let's face it, ladies. LRP. It's a man's world, isn't it?

Well...at least that's what they would like to have you think, but I'm going to let you into a little trade secret. Don't repeat it too loud, because we'd hate to shatter the illusions our menfolk have of us – but women can role play too. And they don't have to play healers in order to do it.

You can shove your Healer Girlfriend idea right up there... I'm playing a Waitress Girlfriend!



... and so Am !!

bemused and all sorts of other alliterative things.

My first LRP character wasn't a healer. I went against the grain and caused all sorts of confusion. Furthermore, I met my boyfriend – now husband – through

manners. But I also like to join in the fun.

So here's the key point, girls.

If you want to play a female warrior, play a female warrior. Be prepared for ridicule and pissing-taking – but women who fought throughout 'real life[tm]' history were subject to the same thing. Build this into your role play. Stand up to the misogynists who are probably far more afraid of you – and your character – than they'd willingly admit. If you want to play a mage of great power, then do it.

If you want to play a healer, do that, as well. But don't let the menfolk bully you into being a 'healer girlfriend' on the grounds that 'all the girls play healers' or worse, 'you wouldn't like being in a fight'.

A large percentage (don't ask me to quote statistics, I'll just end up making it up), but a LARGE percentage of the female population at a live role play event are there because their boyfriends, husbands, partners or next door neighbours have convinced them to come along to offer support. And almost invariably they find themselves in the role of the 'healer girlfriend'.

the course of LRP and didn't get dragged along for support. This is the very worst kind of scenario, because it confuses the menfolk dreadfully. When they realise you are attached and aren't a healer, they're often not too sure how to handle it. Their little braincells all flop into a heap of misery and refuse to function. It's a sort of cranial impotence that non-healer girlfriends induce in them.

Suck it and see. You might be pleasantly surprised. And above all else, don't let them pigeonhole you. Next issue: ballgowning and how to carry it off without looking like a reject from 'Pride and Prejudice'.

This is exactly what it sounds like. There is a presumption that if a woman comes to LRP, she's best suited to the role of a healer. Specifically, that individual's personal healer. And, poor love, she knows no better.

Why is this? What is the mental block with men that makes them think this is the best role for their loved ones? Is it a need to be looked after? Is it an anxiety that letting their women loose with a sword might just put them to shame? Whatever it is, you see these poor, confused girls trailing around after their barbarian boyfriends looking baffled,

Of course, this is all generic - it's SUPPOSED to be generic. For every lost soul, there are plenty more women at LRP who've cut through the fetters of typecasting and do very well for themselves, thank you very much. For every old-fashioned type who grumbles about women at LRP, there are plenty of others who have no problem with it whatsoever. Regardless of how you dress it up, women ARE the weaker sex, and I don't care who says otherwise, I know that I still like it when men offer to carry something heavy, regardless of whether I could carry it myself. I like men to open doors for me, and I like good

MANDALA STUDIOS

"THE BEST MASKS IN LARP"

AT MANDALA STUDIOS, WE SPECIALISE IN MAKING THE FINEST MASKS AND PROSTHETICS AVAILABLE FOR THEATRE AND LIVE ROLEPLAYING.

UNIT 9, 4-10 ARGYLL STREET
COVENTRY
CV2 4FL

WWW.MANDALASTUDIOS.CO.UK

Dear Mr. Darcy, whilst your proposal of troth is, indeed, most felicitous, I do believe he intends to eat us!

Not the most snappy of titles for an article, I grant you, but if you want to know what to expect at Aliens and Alienation, this about covers it. The proposed game, a sort of 'Pride and Prejudice, the Predator years', plunders period literature for its background, listing Sharpe, Temeraire and Strange and Norrell as background material. Even if the game turns out to be rubbish, the background reading alone will make the effort worthwhile.

Normally, I'd be saying 'Boo, where's your originality, I thought this hobby was all about creativity' at this point, but, by plundering the two most incongruous genres possible, period romance and alien invasion, and mercilessly bolting them together before polishing them up with a bunch of other literary sources, the Brains Trust behind Aliens and Alienation have forged a concept that is astonishingly adventurous and just a little bit brilliant. It's the insanity of it all that makes Aliens and

Alienation so appealing, an insanity that is actively encouraged by having characters that have built in flaws and weaknesses, to counterbalance their skills.



The character design options are entertainingly diverse. - the skills cocktail that can be picked hints at the possibility of this event brokering some fantastic roleplaying and an eclectic range of characters.

James Fishwick, one of the team behind Aliens and Alienation

describes the game as "one of those ideas you have that you think, yeah, that'd be fantastic, so we looked at it a bit more and now we're pretty much most of the way down the line to making it happen. The level of enthusiasm for Aliens and Alienation has been amazing, I can't wait to see the reaction when the first aliens turn up, I guess that's when we'll all find out how many of the players have taken the Cowardice and Faint flaws."

In a fair and reasonable world, the ingenuity and innovation that has gone into creating Aliens and Alienation will result in an event that those lucky enough to play it will be enthusing about for a long time. or until the next episode appears on the horizon.

Here's hoping that we live in a fair and reasonable world, and that what a man with a fortune needs, as well as a wife, is a bloody good ruck with some alien johnnies.

Is LARP made entirely of slugs, snails and puppy dogs' tails?

Here's the thing, most blokes like blokey types of films, and most girls like girly types of films. There is, of course, an overlap, some chaps absolutely adore the canon of work that is Colin Firth and Hugh Grant, whilst there are individuals of the female persuasion that like an action movie as much as the next man. I don't think this is a sexual orientation thing, more a 'whatever floats your boat' kind of thing. So, this is only a theory, but what if the reason there are fewer girls at LARP events is that LARP, run predominantly by guys, is overly bloke-centric and, thus, unappealing to our womenfolk.

There ought to be lots of women at roleplaying events, roleplaying is

something that ought to tick their boxes, like Colin Firth emerging from a lake, an occurrence that seems to be becoming ever more prevalent as he becomes ever more overweight. If you have any doubts about this (roleplaying ticking girls' boxes, not Colin Firth emerging from a lake), go and visit your local am-dram group and check out the demographics.

Is the solution for girls to write and run LARPs? Possibly, although, as most LARPettes are likely to have a social outlook and sphere of interests leaning more towards the gentlemanly, are they the right people to do this? Is there a risk that they'll just create another manLARP, with the caveat that this

one's been written by someone more testicularly challenged.

Over the past few years, and I accept that this is anecdotal, I've seen more and more female players at the events I've attended. Maybe this is the potential legacy of LARPs like Aliens and Alienation, that they bring a diversity that brings more women into the hobby. Of equal relevance, is it important that LARP mirrors the demographics of the UK? Does it actually matter what percentage of any socio-economic or ethnic fragment of the population are constituent parts of the Venn diagram of LARP? It's not like we're trying to organise a dinner party.

How to run a LARP without getting jam on your face!

A behind the scenes view of an event

Great Pau Wau
Jhereg Faction Event
Curious Pastimes' Renewal
System (Sanctioned Event)
John Lee's Wood, Leics.
March 6^t – 8th 2009
By David Moore

Running an event starts a long time before time in; more than a year, in this case. The Jhereg faction (about eighty players, at last count) consists of some ten or so distinct groups, and for our sins we've decided to let each group "host" an event for the next few years... and this time, it was to be the Lakota's turn (a Native American-style beastman group in the faction).

We started with discussions with the group, what their event would involve and seeding faction plot at the main Curious Pastimes' events with foreshadowings of the event plot. Next up, we had to locate a site, book a date and talk to the site's owners about what we could and couldn't do. A lot of players just won't track information on the internet, even in the 21st century, so we needed booking forms to hand out at the event beforehand. Andy, the group's leader, gave me a plot outline to embellish and turn into monster stats, NPC briefs, background material and individual encounter sheets. In this, I had the invaluable assistance of Kathy, one of our new faction referees and one of the best memories in terms of recalling the Jhereg faction's past plots. The whole thing had to be passed by Curious Pastimes'

board of directors to be sanctioned, then converted into a handy little spreadsheet for tracking encounters and linking to write-ups (it's only recently I've seen laptops being used to run LRP events, but I'm all about the new technology).



The plot was fairly straightforward: the Chiefs of the Lakota Nation were having a big old Pau Wau to talk about the future of their relationship with the Jhereg (out of sight, naturally, since we had a sum total of about six fatsuits), then visit the player camp in ones or twos to talk to the players and get a feel for them before placing their votes. Unfortunately, the meeting took place on a disturbed burial ground full of tortured ghosts – talk about bad planning, To add to the ongoing spooky shenanigans, an evil Chief had an army of zombies and poison-wielding braves. So, lots of fights, lots of talking and roleplay and a light seasoning of mysteries to solve.

Advance bookings were brilliant (about thirty, which is unheard-of for our lot), but we were concerned about crew numbers (Andy had promised me about ten-to-fifteen, including some uncerntains). So, the plan was laid.

As always, I was half-convinced we'd forgotten something vital, or that the plot was going to fall flat, or that the larpers perennial foe, the weather, was going to ruin it completely. The last three days on the run up to the event, as seems to be typical, descended into a frantic round of phone calls after I realised that we hadn't organised the tents I thought we had. Complicating this further was the weather forecast, which varied, depending on which website you checked between 'rain' and 'built a large boat and fill it with animals'. Brilliant!

The Event

Friday, 1400. I'm doing a site walk with Andy, the second-in-command of the faction, he'll be in character for the whole event, so we're taking a look at the site and getting details finalised before we start setting up. The



first couple of carloads of stuff have arrived, but the van that, basically, contains the entire event, is at least a couple of hours off. There are several huts on site which would be ideal for basing the players, but we're concerned that they're too close to the 'monster hut' (the headquarters the crew will be using for the event) to be practical; and in any case, this is a deliberately outdoorsy event.

Time-In

Friday 1500. Four hours to go until nominal Time In. I'm laying out costumes, makeup, props, my laptop and notes, and getting a start in the kitchen (we're going to be feeding our monsters). The monster hut is the tidiest it's likely to be all weekend. I'm crapping bricks (this is a technical term to describe the pre-event tension experienced by all larp organisers). If I ever turn up to run an event and feel perfectly calm, I'll know for *certain* that's the day that everything goes wrong.



Friday, 1700. The van and some more cars arrive, along with the tents and the news that one of our monsters is too unwell to come. Andy's also received information about a couple of absconding monsters. Coupled with some that we haven't heard yea or nay from, the monster situation is beginning to look grim. We start to get the tents up. Kathy's with us, and starts getting the kitchen ready while we compare notes on the plot. I get a text message from another monster who's stuck at Parliament. I mean, awesome excuse, but seriously. I'm starting to wonder which gods I've upset.

At least the weather's holding; we've had clear skies and some sunshine all day.

Friday, 1900. Time In. The site is crawling with players, the player camp's ready and decorated, we even have lights sorted out, which is no small achievement. We're directing players down to the IC camp. I have a crew consisting of Kathy, three monsters and me. Suicide's quite a dignified way out, right?

Friday, 2000. The CP sanctioning ref has arrived with two more monsters, another two monsters have arrived from the supermarket, hurrah! There are arguments immediately about the fatsuits – not about the discomfort of wearing them, apparently, they don't look pretty enough. Some gentle coaxing persuades the monster to put the kit on anyway, and a little work and creativity overcomes the limitations of the costumes. A couple of hours later I gain three more monsters – two of whom were to leave on Saturday evening – I lost another one after Friday night, but gained two more on Saturday morning.

If you want to find out more about Curious Pastimes, or the Nation of Jhereg, visit the Curious Pastimes website at www.curiouspastimes.co.uk.

So, based on this information, how many monsters did I have at 1030 Saturday morning? Nope, I didn't have a clue either.

Over the course of the event we dismissed an entire plot line, lost some encounters and gender-changed some NPCs. As they

say in the military: no plan lasts beyond first contact with the enemy. Some of the time, none of



us were sure which encounters had gone out and what was meant to happen. In the end, everything went brilliantly. The crew delivered, the players were involved and interested in what was going on and the weather miraculously held.

Running the event also means making sure everyone is off-site before you. The wonderful Jhereg players contrived to sweep and mop the player buildings for us, and we had everything packed and rolling offsite at 6pm. Kathy and her husband drove off with the van while my wife and I closed the gate and pulled out of the site. We were all ready to collapse. It had been an enormous amount of work, including weeks and months of preparation, followed by two days of frantic, panicked energy, and I was utterly exhausted; I was no use at all at work the next day.

An apology

Due to a technical oversight which resulted in my losing the images of the event along with the contact details of the event photographer, the pictures in the article are of lovely people I believe to be guilty of Jheregry. The photos are by Darwingirl and The Flasher.

The Absolute Game?

A FIRST LOOK AT DEEP DECISIONS' NEW PROJECT

There is a theory which proposes that the fear of failure makes businesses less ambitious. Whilst this is, to a degree, a reasonable approach, most businesses fail because they fail to grasp their opportunities, in short, because they're not ambitious enough. I'm not sure this applies to Deep Decisions, if their latest bright idea turns out to be anything like they envisage.

The DD team have come up with a concept which approaches live roleplaying from a completely new direction, certainly as far as UK fest larp are concerned. Odyssey will be set in a classical background with a simpler rules system and less invasive game mechanics aimed at promoting immersion, feel and interaction in precedence to, without eliminating, player stats and game mechanics. If there is a niche in the market for a fest game which falls between the traditional, rules heavy, D&D based, UK style of fest larps and



the more immersive, living theatre approach of the Scandinavian fests, then Odyssey may well be it, much to the delight of Rome, Troy and 300 fans.

Deep Decisions are best known for their 'Maelstrom' fest system. This is, predominantly, a game of pioneering adventurers colonising a strange new world; although for some, who've opted to play the indigenous population, it's a struggle for survival against an ever encroaching invading force. Maelstrom has received

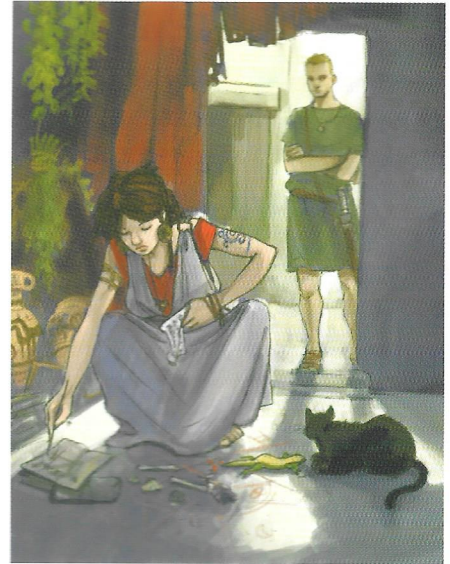
Warleaders and their champions fight in the arena, those that can prove themselves in battle will take control of the Ancient World. From the temples of Greece to the deserts of Africa, each new area conquered gives new advantages as the campaign develops.

rave reviews and has introduced a number of novel aspects to live roleplaying, not least, successfully shifting focus away from the fest paradigm of clanking up and battering swathes of monsters. The new game, provisionally titled Odyssey, threatens to be the dun cow of live roleplaying, a large scale fest system that brings all the

Those that fight in the arena are not the only ones who play the Great Game. Whether you're a priest or a philosopher, diplomacy, subterfuge, and betrayal will be needed to fulfil the wishes of the Gods and ensure success.

advantages of having lots of players but has the intimacy and accessibility of a local club game. The setting is a kaleidoscope of ancient world mythology. Simon White, of Deep Decisions, describes Odyssey as "a game that will focus on the activity at the

event itself, so character-driven battles and ongoing story-led plot are the main thrust of the game, rather than trade and skills acquisition. Immersion is key to ensuring players feel part of the myths, legends, and heroes of the



classical age. We feel that, for Odyssey to work on the level we want, the words and deeds of the individual have to matter. High quality costume, props, and purpose built sets are the order of the day, rather than distracting game elements such as laminated cards or complex downtime systems. Iconic items such as the Spear of Athena or the Dagger of Tanit will be custom-made props created specially for Odyssey, and should you be cunning or strong enough to win these for your character then they are yours to wield, until lost, stolen, or traded."

If you're thinking that Odyssey will be the perfect opportunity to give that 'Life of Brian', comedy, Roman character you've been wanting to play an airing, best think again; the chaps at DD are adamant that Odyssey will be as gritty as a sandwich at a beach picnic... think blood, sweat, violence and glory and you've got the gist of it.

Profound Decisions have fairly epic ambitions for their epic adventure, the initial plan is to build a gladiatorial arena that will seat several hundred players. As the game develops, temples to the various deities and a purpose built marketplace will be added. Special effects expert, Bill Thomas, has been recruited to lead the set building and special effects team. "The aim is for anyone stepping into the arena to experience, as near as is possible, the same emotional experience as someone entering the Colosseum, but hopefully with a little less pain. The plan for the

which is aimed at focussing attention on character actions rather than game mechanics. Character creation takes moments and the only character progression is the wealth and renown your hero accrues in their lifetime. Odyssey uses a magic system which has more of an 'emerging science meets mysticism' feel to it, rather than the fest staple of point and click mage bolt magic. The combat system is planned to be fast-paced and reward genuine skill. By making the gameplay as accessible as possible. PD are hoping that every player who plays Odyssey will be able to step

fewer things there are to distract a player from playing their character, the better."

A
Life
Less
Ordinary

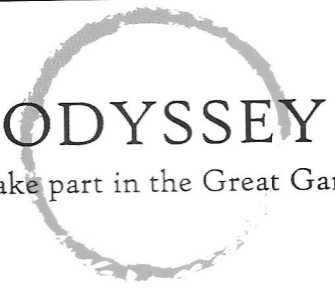
There'll be further updates and information about Odyssey in the next issue of A Life Less Ordinary.

Ordinary



Matt Pennington, the Blofeld behind Profound Decisions' latest attempt at world domination, describes Odyssey as "the most ambitious LRP project ever attempted in this country. If you have ever dreamt of playing a hero in the age of Hannibal, Socrates, or Theseus; in a game where every item, character, and building is exactly what it appears to be; or to do battle on the sands of the arena floor beneath the eyes of hundreds, then Odyssey is the game you have been waiting for."

I'm not sure that I fancy being Hannibal, Socrates or Theseus, but I do fancy being the bloke selling dormouse or linnet on a stick to the punters in the arena whilst the drama unfolds.



ODYSSEY

Take part in the Great Game

The Odyssey team can be contacted via Profound Decisions' website.

arena is that we'll be able to push the boundaries of fest combat, allowing for a much more dynamic and dramatic fighting style".

Behind the exciting and innovative setting is a simple rules system

straight into their chosen character. "It's important that the rules don't hinder playability; we're planning to run with a 24 hour time-in system with everybody, including the refs and other PD staff, being in character, so, the

'Odyssey' images by Magdalena Partyka.

Calendar

DATE	EVENT	GENRE	ORGANIZER	WEBSITE
JUNE 12 - 14	The Black Forest	Fantasy	Curious Pastimes	
12 - 14	Refuge Larp (Thesia)	Fantasy	Refuge Larp	
5 - 7	Provocation	Fantasy	Maelstrom / PD	
5 - 7	The King's Wedding	Fantasy	Heroquest	www.live-roleplaying.com
6 - 8	The Nightmare Gate	Horror	The Dark Door	
18 - 23	Into The Jaws Of Darkness	Fantasy	Heroquest	www.live-roleplaying.com
19 - 21	Garden of Eden	Fantasy	Heroes and Heroines	
19 - 21	Baldelands Chronicles 2:8	Fantasy	Bladelands	
19 - 21	Darkmere - Lord of Vorrin	Fantasy	Legion of Dreams	
26 - 28	Curse of Devil's Island	Pirate	Irregular Productions	
26 - 28	Event 14	Fantasy	Nyctophobia	
JULY				
2 - 5	The Interplanar Fayre	Fantasy	Herofest	www.live-roleplaying.com
3 - 5	Wrath of the Riagorm	Fantasy	Legion of Dreams	
3 - 5	Masquerades & Massacres	Austen/Aliens	Aliens & Alienation	
10-12	Refuge Larp (Thesia)	Fantasy	Refuge Larp	
10 - 12	Baldelands Chronicles 2:9	Fantasy	Bladelands	
11	LT bards Guild	Fantasy	LT sanctioned event	
17 - 19	Nature's Bounty	Fantasy	Legion of Dreams	
17 - 19	Fayre of Albion	Fantasy	Curious Pastime	
18	The Dark Door BBQ	Sausages	The Dark Door	
18 - 23	Into the heart of darkness	Fantasy	Heroquest	www.live-roleplaying.com
24 - 26	Summer Solstice	Fantasy	Maelstrom / PD	
31 - 2 Aug	Reprisal	Fantasy	Spearhead	
31 - 2 Aug	The Last Devi	Fantasy	Legion of Dreams	

If you want your event to be listed, simply get in touch with some details about your game.

WIN... STUFF!

HERE'S YOUR CHANCE TO WIN THINGS, NOT JUST ANY OLD THINGS, BUT THINGS YOU ACTUALLY WANT. EMAIL A PICTURE OF YOURSELF, IN YOUR KIT, AND YOU COULD WIN COOL, SHINY, NEW KIT, A SUBSCRIPTION TO ALLO OR SOME OTHER STUFF.



"I sent in my picture. I didn't really, this is a cunning marketing ploy to get you to send in your pictures."



"I'm not even a LARPer, why the hell would I want a latex claymore?"

IF YOU CAN'T BE BOTHERED TO SEND A PICTURE, SIMPLY SEND US AN EMAIL ADVISING US THAT YOU CAN'T BE BOTHERED TO SEND IN A PICTURE BUT LIKE THE IDEA OF FREE STUFF AND WE'LL ENTER YOU IN THE DRAW.

Clearly, as this issue is free, no purchase is necessary to enter the competition

A Life Less Ordinary Subscription Form

To subscribe to A Life Less Ordinary, cut out and complete this form and send it to A Life Less Ordinary, 117 Lochaber Road, Fort William, PH33 6TX, along with your cheque for £15.00 if you live in the UK, £21.00. Cheques should be made payable to A Life less Ordinary. If you don't want to damage your copy of A Life Less Ordinary, feel free to photocopy the subscription form.

Name

Address (remember to include your postcode)

Signed

I have included my payment