

Nationals 2020: RPG Categories Addendum

We've made a few changes to the RPG categories this year, so we thought we'd best elaborate on a few of them a little:

What happened to True Random and Weird & Wibbly?

They've been clarified and renamed. Opinion has always been divided on whether True Random meant "something distinctly different to most games" or "just give me any game, I don't mind". And a few people have thought that Weird & Wibbly meant wibbly-wobbly- timey-wimey, i.e. Doctor Who.

So if you're looking for something odd, different, quirky, and weird, choose the "Unique" category, and if you really don't mind what you play, choose THE ALGORITHM's Choice to be randomly placed into a category. (Okay, it isn't quite random, it'll put you wherever works best to balance the numbers.)

Where's my Call of Cthulhu / Legend of the Five Rings etc?

Feedback from last year showed most people preferring more genre-based categories rather than specific games, so we have e.g. Eldritch Horror, which include Call of Cthulhu and similar games, and Low Fantasy rather than Warhammer RPG. There are still system-specific categories for a few big favourites. D&D is of course popular enough for several categories all its own, and we don't have high enough security clearance to remove Paranoia.

Three D&D 5e Categories? Have all my dreams come true?

Yes. Because we love you.

D&D 5e was hugely popular last year, so we thought the best way to open it up to as many people as we can would be to give you the choice of if you want a high-level or lower level game. We're also very lucky to be able to offer the Massive Multiplayer again this year after it went down so well in Glasgow.

What's with the new Trust & Teamwork category?

A lot of people find Player-Vs-Player in RPGs to be a deal-breaker, or else they're only comfortable with betrayals when it's a group they know well. (I personally only like betrayal when it's in a long enough campaign that your victims get the chance to swear deadly revenge. It's only fair!) The idea is that in this category, while there might be plenty of disagreements and bickering, there's no situation where you win by making other players lose. It's roleplaying that's 100% co-operative.

Think Guardians of the Galaxy: they're as dysfunctional as a group can be, but at the end of the day you know they're all on the same side.

How about Backstabbing & Betrayal?

This is the flip side of Trust & Teamwork! This is for players who do like to cut loose with the treachery - to give them the opportunity to do so without needing to worry if they're ruining the fun for the rest of the table, and a chance to test themselves in a game where everyone's watching their backs and there are no easy targets. Coming up with a game setup that doesn't involve everyone murdering each other in the first half-hour is something we'll leave up to the ingenuity of the GMs. Best of luck!