



MISSION CONTROL

FINAL

The Newsletter of ApolloCon—By Fans, For Fans

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Free!

UNTIL NEXT YEAR

Games

Henchmen Inc! is pleased to report that we've had another successful day of gaming. People came. Battles were fought, there were victors, there were the conquered. Most importantly many had fun.

Some winners include, but are not limited to:

Badge Name: Game

Youvee: Settlers of Catan

Shaan Parvaze: Munchkin Cthulu

Cory Bradshaw: Munchkin

Andrew: Illuminati

Help Me! - Heroclix

Gabby Coker-Garcia: Order of the Stick

Henchmen Inc! would also like to thank his Loyal Minions: the Brazoria Gamers, Emily and Richard Gibbs.

LARP

The first mythos Houston LARP at ApolloCon was a tentacular success. As is appropriate for a Cthulhu game, by the time the characters figured out what they needed to do to escape their doom, they were nearly too insane to do it. But they did pull it off just in time, discovering that they were all a part of the psychological defenses of an astronaut who was lost in space and under attack by a Cthulhoid horror. Throughout a fast-paced sequence of disintegrating dream scapes, they collected clues and solved puzzles while under attack by monsters. As one player told the Keepers, 'You guys are sick, evil, awful, horrible people—I haven't had this much fun in a long time!'

Farewell—after a good time

The panels, games, masquerade dance, auction, videos—in short, everything at ApolloCon 2010—were well-attended. The Dealers Room, ConSuite, and lobby conversation pit were also often full.

Packing up and moving out is a sad thing, with lots of work. Cleaning a hotel room after a masquerade-related make-up disaster can take a long time!

Y'all come back next year, y'hear?

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