

# Game Play

This is an area for pages to help playtest games.

- [Chronica Mutanis Mundi](#) - Gamma World using a variation on Mike Holmes's d20-pool system
- [Dark Conspiracy](#) - Mike Holmes' game of a dystopian future created by dark forces from beyond.
- [Ironclaw](#) - A short run of the classic anthropomorphic-animal fantasy RPG.
- [Rays of Hope](#) - A post-empire Star Wars game testing the SimpleSix system.
- [These Are The Voyages](#) - A test area for These are the Voyages.
- [LiveHack Playtest](#) - playtest of the V 0.8 Beta of LiveHack.
- [Byzantine Structured Design Exercise](#) - Freeform play of the [Byzantine](#) setting to discover which mechanics should go where.
- [Karbon](#) - Online playtests of the Karbon RPG.
- [Random Heroes](#) - ?
- [Consulting Detective](#) - A test run for [Consulting Detective](#).
- [Tunnels and Trolls](#) - ?
- [Northern Lights](#) - A fantasy game using JUGS.
- [Weird West](#) - JP's long running weird old west game using [Ghosts of Albion](#) system.
- [Dyson's Delfs](#) - Elfs!
- [Snatched](#) - [Snatched](#) playtests.
- [Brimstone](#) - [Brimstone](#) playtests.

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