

PHENOMENON 2019

# Panic

*Being a curious case of satyrs in the top paddock*

“Sorcery and sanctity... these are the only realities. Each is an ecstasy, a withdrawal from the common life.” — Arthur Machen.

numinous

'nju:minəs

adjective

denoting, being, or relating to a numen; divine:

mysterious or awe-inspiring, surpassing comprehension or understanding: of, relating to, or like a numen; spiritual or supernatural.

Bohemian Sydney, 1926: the pubs, wine-bars, coffee shops, scandal, gossip and sensuality of the street. Starving artists, poor musicians, writers scratching for a living, bit actors, and people with all sorts of strange jobs. The men seek the verities of beer, women and mammon. Mostly the beer. The women seek something a little more complex and indefinable. Led by Jack Lindsay, the Vision group seeks to defend True Art against the barbarities of modern life.

But something has entered this antipodean arcadia, something beautiful and terrible. Something *deadly*.

The Players

Jack Lindsay: angry young poet, son of the immortal Norman.

Ken Slessor: dapper journalist and poet.

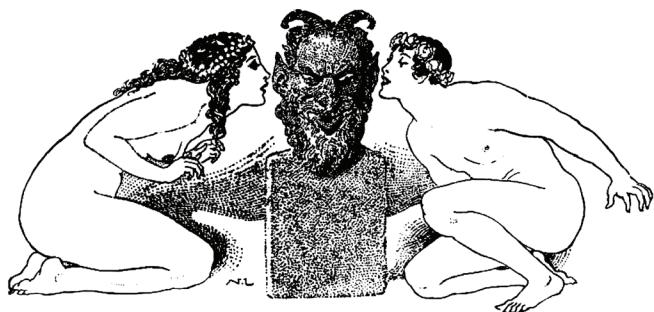
Dulcie Deamer: novelist, charismatic ‘Queen of Bohemia’.

Moira Dartley: Bulletin columnist, social climber.

Hope: street tough and artist.

Panic is a retelling of Arthur Machen’s horror classic, ‘[The Great God Pan](#)’. It offers horror, mystery, an interpenetration of worlds, and, perhaps, an ecstasy.

BY HUGHES, SCOTT & HUGHES



VISION

A LITERARY QUARTERLY

Edited by FRANK C. JOHNSON, JACK LINDSAY & KENNETH SLESSOR

# Sydney 1926: twenty five years since Federation ...

## *What's the game again?*

### Seriousness

On the serious side, with interludes of levity.

### Genre/Setting

Boozy art types in 1920s Sydney. Similar to Lovecraftian horror, but make no assumptions.

### System

Systemless multiform.

A systemless game focuses on character interaction and storytelling. Typically, it means that very few or no dice-driven mechanisms are used. Genre conventions and a sense of drama drive the story forward. Systemless games sacrifice mechanism for emotional depth and intensity.

A multiform simply means the group does not sit round a table, but uses the full game space, as if on stage.



### Movie Rating

MA 15+. Possible trigger issues with sexual content, suicide and bodily transformation. Please contact [the designers](#) if in doubt.

We will discuss group trust and comfort before play begins.

Want to dig deeper? Check out Myth-O-Logic: [myth-o-logic.org/convention-modulz/panic-2019/](http://myth-o-logic.org/convention-modulz/panic-2019/)

