You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday.

Each game runs for four hours.

Please let me know your preferred adventure, day, and time slot in the following format:

“Blue on Blue – Friday 10 a.m. – 2 p.m.”

**Blue on Blue**  
Nine years ago, police officer Adrian Mulrovey was one of the first cops in the precinct to develop mutant powers. He took medical leave, and volunteered as a test subject with Dr. Lucius Quade. He was part of Quade’s original study group. Unable to cope with his burgeoning mutations, Mulrovey committed suicide.

At least, that’s the official story.

**Blastback**  
An accident at a mutant-only gym brings the characters into the shadowy world of mutant prize-fighting.

**The Kids Aren’t Alright**  
An attack in a Mutant City high school suggests that there’s at least one unidentified mutant among the students. As the characters investigate, they find a mutant phasing ring.