

Mutant City Blues

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 dorphing ring.

Mutate the Streets

The ghost flu transformed humanity, leaving a small minority of people with paranormal powers. But it didn't transform society, it didn't transform the economy.

The radical Mutate Wall Street movement fell apart a few years ago, but now, with election fever gripping the nation, it's back. And with some candidates voicing anti-mutant sentiments, the streets are a dangerous place tonight between protest and counter-protect.

Normally, you're the Mutant Crimes Division, but tonight you've got your riot gear on. Keeping the city streets safe tonight is going to take more than superpowers...