



One Last Apocalypse Game Nights

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One Last Apocalypse Game Nights

Throwing an Apocalyptic spin on the traditional gaming experience to get your community discussing, exploring social literacy, unpacking games as a cultural artifact and immersed into new experiences.

Not your average Book club! It is more than turning pages. It is the first step to engage your community and get them into the library to discuss ideas around lyrics, novels, film, and comics.

The Edge themed the Game Night series (This way the series as well as the larger project has a through line) around Apocalypse.

*An apocalypse (Ancient Greek: ἀποκάλυψις *apokálypsis*, from ἀπό and καλύπτω, literally meaning “an uncovering”) is a disclosure of knowledge or revelation. In religious contexts it is usually a disclosure of something hidden, “a vision of heavenly secrets that can make sense of earthly realities”.[1] (<https://en.wikipedia.org/wiki/Apocalypse>)*

Before you run a Games Night, do your [Apocalypse research](#)

Game Nights @ Deception Bay Library

1. [Life size games](#)

2. [The Quiet Year](#)

The library plays [The Quiet Year](#)

Game Nights @ The Edge

The following three Game Nights experiences are mixing in role playing, map drawing, and a live, immersive experience facilitated by a Brisbane performance artist.

1. [Quiet Year Games night](#)

[Edge team play The Quiet Year](#)

[Flexi School Quiet Year Games session](#)

2. [Fiasco](#)

[The Edge programming team play Fiasco](#)

3. [Immersive](#)

4. [Werewolf](#)