

Whispering Runes

Zorg: Black Reign Thank You

We want to say thank you to everyone that played in Zorg Black Reign. We were very excited and happy to see so many people come to the game. Everyone there helped make it a great success. Everyone was an NPC at one time or another during the game, and everyone was just fabulous.

We want to give a special thanks to everyone that NPCd The Ring and Quest for the Druid's Staff. These people NPCd for 7 teams totaling 32 people that played The Ring and 6 teams totaling 24 people that played Quest. These wonderful people are Andy Moon, Robert Armbruster, Pat McGhearty, John Jones, Greg Cox, Tom Paul Grissom, Grant Barnes, Sandra Whaley, Dane Lyon, Chris Acterhoff, Stefean Cox, Greyson Cox, Kasey Jones, Jennifer Fuqua, Olan Knight, and Charles James. All of you made these game a fun and challenging success

Special thanks to Matt and Morgan Kline for putting us up Friday night and having a fabulous dinner for us after we got back from a very frustrating day of trying to set up the game. Special thanks to Rick Peterson: Thank you, Rick, for resurrecting Parsival for a second time for us. A special thank you to Olan Knight who sanctioned and as always really is the Don. Special thanks and love to our daughter, Taryn who gave up PCing to play Kleach. You were fabulous and absolutely perfect.

An EXTRA SPECIAL thanks to Matt Kline. We couldn't have done this game without you. Matt contributed, sanctioned and always got back to us immediately with comments, game staff, NPCd all day Saturday and part of Sunday and also stayed to clean up Sunday, so we could get home.

Finally to Jeanne Schneider for working with us on our game staff and magic shop items, running for pizzas, staying for checkout and locking up so we could get back home, but most of all for trusting us with Zorg and all its characters. Jeanne, we don't think we can adequately express how much the faith you have in us means to us.

If we left someone out, please forgive us. We really appreciated everyone that was there. EVERYONE made this game work. We love every one of you.

David Spence & Tina Cox

Fairhaven Requiem: Post-Mortem (get it?) and Bountiful Thanks!

The Dallas IFGS Board members met on the 3rd of June and looked at the way-too-sparse schedule we had and decided that the Dallas Chapter needed to run a game. We chose an ambitious schedule: to hold the game on the 28th of that month! This would allow the members access to a game three weeks after "Zorg: Black Reign" and would be the first Dallas game since "Help Wanted V". I had a couple of ideas and offered to write the game. John Jones and Mark Venable agreed to sanction it and help produce it with John Jones agreeing to be the nominal producer. Paul Coley allowed us to use the town of Fairhaven for the game setting. Amy Coley did the date verification with the Norman folks and got the game onto the schedule. ALL of the above people then sat around after the Board meeting and discussed what the game might contain. Basically we brainstormed a premise and a few basic ideas for the plot. EVERYONE contributed to the basic plot!

I took those ideas home, expanded them, then wrote up the script. Many thanks and kudos go to John and Mark for Sanctioning the script in record time. More thanks go to Paul for reviewing the script for consistency with the previous Fairhaven games and for pointing out one little item that might have accidentally, errr.... killed a bunch of PCs if it had not been caught! :O

I wanted a world course for several reasons. One, the production would be minimized. This is a good thing during the HOT season! Two, this was to be a tough mental game and that lent itself to this style of course. The game would have to be *solved*. It would be physically impossible for one PC to acquire everything needed – either the artifacts or the information, and thus even one PC with critical information could hose everyone else by withholding their piece of the puzzle. Three, I did not want to spoon-feed the PCs the required information. They had to go out and *find* what they needed. On their own. Four, I was going to throw a LOT of information at the PCs, and all of this was going to occur on a timed basis. That meant that if you were in the location where a timed event was to occur, you would be involved in the action and would be exposed to the information. If you were elsewhere, say on a line course

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or the Safari, you'd miss that information. ALL of the information provided was required in order to solve the game. There were 36 live-action informational encounters, 96 Flag encounters, 2 line courses, and a Safari. All timed - which explains why I kept looking at my watch all day long.

I tell you, there for a while I was starting to get worried that no one was going to even *find* the line courses! It was a couple of hours into the game before the first line course was eventually found. *Sheesh!*

Logistically, if I'd had two more NPCs, we could have run two teams at a time through the line courses. As it was, we had stacking for both of the line courses. However, that was pretty much the only thing that did not run as smoothly as I had hoped.

More good news: our generator works and works well. I ran that thing with three box fans attached for over 8 hours and it ran like a champ! The cost was about 3.5 gallons of fuel – cheap for the service provided! ☺ Here's a hint for the next person to use the generator: the bloody black metal frame gets really hot after 8 hours of direct Texas sunlight (well, duh!), so do NOT leave the unit out in direct sunlight – place the unit in a shady spot somewhere!

It was hot. I mean really HOT! But everyone seemed to do all right. There was food and snacks and gallons of iced orange juice and water – all available in the Tavern. People wisely availed themselves of the providence all day long.

The game started on time. (Will wonders never cease?) The events were packed in and were running fairly smoothly except for the stacking at the line courses. 3:00 pm was originally scheduled to be the end of the activities. This was to give the PCs time to assemble the clues and to determine their next move. Well, because the line courses had been found so late, the production staff extended the shut-off time for the line courses by an hour. This allowed everyone waiting for the line courses actually complete them.

I've got to give Kevin Halliburton his due: he tried to get the PCs to coordinate their information, but it was just not happening as the PCs were not paying attention to his queries! Then Pat McGehearty picked up the ball and ran with it. Let me say this: EVERY PC at the game needs to thank Pat McGehearty vociferously the next time they see him. He came in, took charge, and was able to learn what was needed and what had to be done in order to successfully complete the game. GOODONYA, PAT!!! The PCs would have failed spectacularly if not for him and Kevin. Let me also point out that failure to resolve the quest successfully would have engendered a great deal of PC pain and suffering - all right at the *end* of the day. Bwaaahahahahaaaaa!!!!

So everything turned out fine and the Quest was successfully resolved, and Cullen can sleep well at night. As a side note, Luigi is not only dead, but his body cannot be recovered - so that NPC is well and truly gone. But you know, he did have a rather large family and I see Paul chortling to himself off in the corner, hunched over a new script....

The day went well and we only had one person take a hit from the heat, and wouldn't you know it...it was me. Arrgggggh! Fortunately that bit of unpleasantness occurred *after* the game was over. I >>>REALLY<<< want to thank all of you who helped with teardown and who expressed concern about me. You'll never know how very much both were appreciated.

THANKS AND KUDOS:

I thank all of you who helped to make this game a success.

Paul Coley Many thanks for allowing me to mangle, I mean **use** Fairhaven as the Setting for the game. Thanks also for your careful reviews of the script.

John Jones Thank you for doing so much of the production work on game day! You were amazing. A special thanks to you for your evil and twisted plot contributions! And thank you for helping to sanction the game in such short order!

Mark Venable You were amazing. You were all over the field on game day, and were the Master constructionist! You also did the NPC roles on line course #2! And let's not forget that you were Melvin, the possessed Maxine (briefly), and you GM'd a great part of the day. Thanks also for running back to the shed to get more pavilion hardware! And you helped to sanction this beast! Thank you, thank you, thank you!

Alex Goodpasture Alex volunteered to NPC. For his efforts, he got to work like a Trojan all day long! My man, you were also amazing. Like the Energizer bunny, you helped to build the courses, then you staffed line course #1 all day long! Thank you, thank you, thank you!

Chris Wright Chris showed up and immediately went to work helping to set up the Safari. Then he NPC'd and GM'd the rest of the day. As usual, you did a wonderful job that was simply fun to watch. Many, many thanks, Chris!

Robert Pickering What can you say about one of the best role-players in the chapter? He was a joy to behold and a terror to face, so to speak (especially for you higher-level PCs)! He played multiple NPC roles and as usual, contributed significantly to the flavor of the game!

Molly Hollern Molly was wonderful and amazing. She was the BR, the TR, she took pictures, she NPC'd, and

she GM'd. Her contributions were phenomenal and were a lot of fun to watch! It's your loss if you did not take the opportunity to interact with her NPC!

THE SHED: MORNING

As usual, I want to provide a SPECIAL THANK YOU to those intrepid souls that met at the shed on game morning to get the day started. Those people were John Jones, Mark Venable, and Alex Goodpasture. Seriously, I truly thank each and every one of you!

Alex, please say thanks to your new bride for being there with us! I very much appreciated her help in the morning at the shed and at the game site!

TEARDOWN:

Normally, I'd be able to recall who helped at tear down. However, since I was on my back gasping like a fish out of water in front of the A/C unit in a pickup truck for 45 minutes, I have very little memory of what actually went on during the tear down. However, here's the list of people that I >>THINK<< helped with the tear-down. I just wish I could have helped! I apologize now if I missed anyone on this list. These MOST appreciated Heroes are:

John Jones, Mark Venable, Robert Pickering, Kevin Halliburton, Marcus Hayes, Alex Goodpasture, Chris Wright, Molly Hollern, David Spence, Michael Whaley, Jonathan Whaley, Sandra Whaley, Tina Cox, Pat McGehearty, and Gordon Griffith. Note that Gordon did not show up to PC, but he showed up at the end of the game to help tear-down. Many, many thanks, Gordon!!!!

THE SHED: EVENING

These fabulous people helped out at the shed putting the props back up:

Gordon Griffith, Pat McGehearty, Alex Goodpasture, John Jones, Mark Venable, Robert Pickering, David Spence, Michael Whaley, Jonathan Whaley, Sandra Whaley, and Tina Cox!

All in all I think the game went very well (the ratings seem to back that opinion) and I think that most people enjoyed themselves. I especially enjoyed how the PCs calculated their damage to the spirit monsters, and their reactions to the various flag courses! I'll say this: the two Thieves at the game sure were popular! Finally I'd like to thank the PCs that showed up for the game: I hope you had fun!

Be sure to check out the pictures of the game that are available on the Dallas IFGS website at http://www.dallasifgs.org/photos/fr_thumbs_pg1.html.

Happy Gaming!

Olan Knight

Game Writer/co-Producer

Fairhaven Requiem: Bank Report

From the beginning of the day, Fairhaven Requiem was full of laughs. With a crew of John Jones (Game Producer), Olan Knight (Game Writer), Alex Goodpasture and his lovely wife at set up, how could it not be?

The game had a fabulous turnout, despite the heat and much fun was had by all. The story centers on the ten year old town of Fairhaven, to which everyone's favorite blacksmith, Cullen, has recently relocated. Apparently, Fairhaven was not the first settlement on this site and the new inhabitants have discovered the *ahem* archeological significance of the area.

Being a world course the game was set up so that to be truly successful all PC's really needed to work together. And work together they did. Olan and John have proven to be a powerhouse team in game writing/producing, I can't wait to see what the two of them do next.

PC Best of Game

Roleplaying (*three-way tie*) Jonathan Whaley, Tina Cox, David Spence

Costume Tina Cox

Monster Jonathan Whaley

Humor David Spence

Runner-up: Mikey Wright (in his "tree-chant" role)

Fighting The Monk/Knight team

NPC's Best of Game

Roleplaying

Chris Wright

Runner-up: Robert Pickering

Costume Mark Venable (as the spider)

Runner-up: Robert Pickering (as the wraiths)

Monster (tie) Robert Pickering (wraiths)

Mark Venable (spider)

Humor Chris Wright Runner-ups: Robert Pickering, John Jones, Olan Knight (as Cullen; "I am Cullen, I look a lot like Paul Coley. It says so in the script), The Ceremony, The Hokey Pokey, Molly Hollern (when possessed)

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Fighting (Tie) Alex Goodpasture Mark Venable (tie)
Runner-up: Robert Pickering

Special Effects The portal stone/teleport pad
Runner-ups: The hunt course, rocks

Game Ratings

	Overall 9		
Logistics	7	Design	8
Mental	8	Physical	6
Fighting	6	Risk	5

Molly Hollern

Bank Rep & "Maxine, the Barkeep"

IFGS - Dallas Chapter Board June Meeting Minutes

In attendance:: John Jones(Pat McGehearty's proxy), Olan Knight(Gordon Griffith's proxy), Joe Dimatteo, Mark Venable, Amy & Paul Coley

The meeting was called to order at 7:29PM by Joe Dimatteo

A motion to accept the May meeting minutes as published in the newsletter was made by Olan Knight, seconded by John Jones, it passed 6-0-0

Committee Reports

Safety: Olan Knight has contacted Paul Coley, who has two rechargers for testing, informing him to contact Andy Moon who has the radios.

QM: No change.

Bank: Bank is up to date.

Sanctioning: Gordon Griffith's game, Crystals In Need, is in sanctioning with intent. Paul Coley's game, Punishable by Death(an indoor game), is in sanctioning.

Newsletter: The newsletter is out for May. The newsletter is now on the website, along with back issues.

PR: The website is up to date. New material has been added(i.e. it's worth a look).

FRC: No report

Society Liaison: No report

Treasury: No report

Old Business

- None

New Business

-The cost of renting the shed is becoming too costly in comparison to the revenue generated by our current number of games.

-John Jones is writing a game, Keys to the Gate.

-Gordon Griffith's game, Crystals In Need, has been moved to July 26th. Mark Venable has volunteered to produce it at Cecil B. Winter.

-In lieu of Gordon Griffith's game, a bar game will be run on the 28th of June.

-The board is submitting a call for volunteers to fill the one newly opened board slot.

-The board voted 6-0-0 to instill Paul Coley as a member.

-The board would like to thank exiting member Allen Pickering for his service to the Dallas chapter.

A motion was made by Olan Knight to make the next board meeting at 7:30PM on July 1st at John Jones's apartment. Motion was seconded by Joe Dimatteo and passed by acclaim.

Joe Dimatteo pronounced the meeting adjourned at 8:03P

IFGS - Dallas Chapter Board June Meeting Minutes

In attendance:: John Jones, Olan Knight, Joe Dimatteo, Mark Venable, Tracey Skopinski, Amy & Paul Coley

The meeting was called to order at 7:37PM by Joe Dimatteo

Committee Reports

Safety: There was one case of heat exhaustion at Fairhaven Requiem.

QM: The shed is in its typical post game condition.

Bank: The bank has not been updated to reflect Fairhaven Requiem.

Sanctioning: Gordon Griffith's Crystals of Need is fully sanctioned. Molly Hollern and John Jones have games in and/or near sanctioning.

Newsletter: No report.

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Sanctioning Committee Game status

Sanctioned:

Game	Writer/Producer	Level	Run Date	Committee	Status
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Sanctioning at Work.

Game	Writer/Producer	Level	Run Date	Committee	Status
Crystals of Need	G. Griffith	3-4,5-6,7-8	TBD	Pat McG, Joe D	Submitted
Punishable by Death	P.Coley	2-4	TBD	Amy C.	Submitted
Untitled	M/B. Magness	TBD	TBD	P. Coley, A. Coley	Submitted

Calendar Of Events

Game	Chapter	Author/Producer	Levels	Type	Date
COSTUMING PARTY	Norman	M. and S. Whaley	All	Event	Aug. 2
CRYSTALS OF NEED	Dallas	M. Venable	Variable	Major	Sep. 6
KING ARTHUR FAIRE	Norman				Oct. 4-5