



# The Whispering Runes

VOLUME 1 ISSUE 6

MAR.-APR. 2009

## Dallas President's Column for April 2009

The big news for this month is that the 7.0 Rules are finally official and published. The chapter has ordered several boxes of these books and sold 17 at the April 18th Board meeting. They will be available at every IFGS event (unless I forgot to bring them). These rules have been in development for a really long time and we expect them to be in effect for a really long time in the future. So if you have the budget, I urge you to get a copy and read over your favorite character class to see what's changed from the old rules (version 6.8). If you have the interim book (version 6.97), most things are the same, but all the damage charts have changed. Talk to me if you have questions about how to adapt from 6.97 to 7.0.

This year has been off to a rousing start, with a game every few weeks, including mini-games at our Board meetings, so that the Board does not get lonely when figuring out how to keep those games coming. And we have two more games coming up in May, one at the beginning and one at the end. I strongly urge you all to check [www.dallasifgs.org](http://www.dallasifgs.org) frequently so you can keep up with what's planned. The game at the start of May will be run under the 6.97 rules. I expect all games after that will be run under 7.0 rules.

Speaking of "games after that", we can always use more games and game writers. Even if the calendar appears full, things happen, people find out they can't finish their game on time or they have to move away for a job or whatever, and we are left with a gap in the schedule. So we are always in need of more game writers. If you have the creative urge, contact me or anyone who's written a game for advice on how to get started. There are large CAP awards for writing games that actually run.

On the topic of CAP awards, everyone should know that CAP is awarded for all aspects of helping a game happen. And CAP is expected to be used to apply either experience points or gold to characters or both. As characters go up in levels, game writers assume they will have accumulated some magic items and base their game difficulty on that assumption. If players don't have enough magic for the higher level games, they may find the games far tougher than intended. So its a good idea to earn CAP whenever you can. You never know when you might want to turn it into gold to get a favorite item for your favorite character.

See you on course!

- Patrick McGehearty

## To Free A Lady

The IFGS game "To Free A Lady" will run on 02-MAY-2009 at Winter Park in Garland, TX. This is a fun, light, low-risk world course game for levels 1 and 2 only. If you want to start a new character, or dust off one you've not played in a while, this is your chance to do so! The website has been updated.

Game Date: 02-MAY-2009  
 Location: Cecil B. Winter Park, Garland, TX  
 Sanctioned: 6 hours  
 PC Levels: 1 and 2 only  
 PC Fee: \$15  
 NPC Fee: \$5

Risk: 4 Mental: 6 Fighting: 4 Physical: 3

Producer: Allison Pace

Email: [baburioppai@gmail.com](mailto:baburioppai@gmail.com)

The Grand Duke, Sir James Jameson VII, is a very rich and powerful man, and loves nothing more than a good tale of adventure. Word of many people's great deeds and adventurous spirit has reached his ear and intrigued him. Thus he decided to throw a grand ball on April 25th in honor of these adventurers, and sent out invitations to those he felt worthy of this honor. His personal barge, the Gweein, will set sail to pick up the selected travelers and deliver them safely to the palace, where there is to be much celebrating and rewards to those that impress him. All that the adventurers must bring to show their worth, are the personal invitations from the Grand Duke himself. But what if an adventure finds them before they reach the palace gates?

~ ~ ~ ~ ~ ~ ~ ~ ~ ~  
 To Free a Lady is a fun little game designed to be light and low risk, in contrast to the amazing game that happened in March, *Into the Woods* by Courtney Miller. This will be a World Course game. The game is for low level PCs, levels 1-2, so if you have had a character in mind that you wanted to create, or one that you haven't had a chance to play in a while, here's a great opportunity to create that new PC or to play the old one. All alignments are welcome.

This is my first attempt at writing a game, and I truly hope that you enjoy it, whether you plan on NPCing or PCing. If you wish to join in the fun, please email me at [baburioppai@gmail.com](mailto:baburioppai@gmail.com) with your name, and if you plan on PCing or NPCing. PCs please include your PC name and what level/class you are. If you can make the subject of the email, To Free a Lady NPC/PC, that would be AMAZING! So come on out and show everyone that chivalry isn't dead, at least not in the IFGS.

Allison Pace  
 Game Writer/producer

## Rescue Me! Bank Report

The January Board Meeting was held at Tina Cox's house on the 10<sup>th</sup> of January. As usual, Tina had a lovely spread set out so those that attended could munch if they so desired. The Board meeting started at 12:15 and ended at 1:00 pm.

I had written the mini-game with...*minimal* advance notice, so some things were not as tightly organized as they might have been, but it was fun. Everyone got to both PC and NPC. Except for Justin Murphey, everyone thought the weather was D\*MNED cold, and we did have a lot of shivering people on course at times! Many thanks to the Triad for the use of their pool, and to all the PCs that had to fish the House Key from the pool without using the skimmer, I give to you my MOST EVIL LAUGH!!  
BWAAAHAAHAHAHA!!

Thanks to Taryn Cox for bringing a novice to see what the insanity is all about. Please be sure to welcome Brittney Flatt the next time you see her!

Finally, I want to thank everyone for their enthusiastic contributions to both PCing and NPCing in the very cold weather! A special thanks goes to John Jones who organized everything that we used on course, hauled it to Weatherford, then hauled it back to the shed and put it up by himself. Yet again.

The results of the voting for the mini-game are as follows:

### Best Of NPCs:

- |                 |   |                                |
|-----------------|---|--------------------------------|
| Roleplaying:    | 1. Taryn Cox as the (W)itchy daughter! ☺  | 2. Greg Cox as her Father      |
|                 | 3. Ashley Miller as the Mother  | 4. Brittney Flatt and Sara Cox |
| Costume:        | 1. Justin Rosser as Captain of the Guards   | 2. Greg Cox as Daddy           |
| Monster:        | 1. Taryn Cox as the charming and sweet daughter!  | 2. Sara Cox, David Spence      |
| Humor:          | 1. Taryn Cox                      2. Brittney Flatt, Sara Cox, Justin Rosser, Rich Adkisson,<br>And having to get that bloody key out of the pool |                                |
| Fighting:       | 1. Justin Murphey   | 2. David Spence                |
|                 | 3. John Jones, Taryn Cox, Justin Rosser   |                                |
| Special Effect: | 1. Justin Rosser jumping into the frigid pool   |                                |
|                 | 2. Olan Knight getting this game to run with 2 days notice  |                                |

### Best Of PCs:

- |              |   |  |
|--------------|---|--|
| Roleplaying: | 1. Rich Adkisson  | 2. Sara Cox, Taryn Cox, Brittney Flatt, Justin Rosser,<br>and David Spence |
| Costume:     | 1. Greyson Cox  | 2. Tina Cox                      3. Brittney Flatt                         |
| Humor:       | 1. David Spence                      2. Pat McGehearty attempting to recover the key, and<br>The NPCs shooting arrows at the Captain of the Guard |  |

Fighting: 1. Alyssa Phillips, Justin Murphey  
2. Justin Rosser, Rich Adkisson, David Spence, John Jones

Special Effect: 1. Justin Rosser jumping into the frigid pool

Game Ratings:

Overall: 8.6  
Design: 8.4    Logistics: 8.4    Mental: 6.9    Physical: 6.6    Fighting: 8.0    Risk: 6.8

The mini-game was cold but was a LOT of fun, and the socializing was as much fun. It was, as always, nice to see everyone again! All in all, this was a great start to the new year!

See You Next Time,

Olan Knight

## 2009 Annual Banquet - Bank Report

Saturday the 28<sup>th</sup> of February started off COLD! Well, it was cold for Dallas (Omaha had 1" of snow per hour all day long). The temp started out in the upper 30's, but by the afternoon it had warmed up to the mid 50's. And what with all of the running around and all the combat, most people managed to stay warm! We also had a nice large fire going for most of the day, and that helped keep people warm when they need to get a wee bit toastier.

The day started off at 9:00 am. Andrew Saunders was the first to arrive, but most of the production staff and the NPCs for *Into The Woods* were there by 9:30 am. Several of us set up the Ropes Course for the game while the production staff set up the remainder of the game course. At 10:00 am the NPCs gather together to chortle and laugh at those who had somehow managed to end up as PCs for *Into The Woods*. Props were assigned and some basic NOPC-style combat training occurred. At about 11:00 am, the PCs all came charging down and attacked the NPCs, everyone was swinging zeros! It was great fun!

The Dallas Chapter Board meeting started on time at 11:00 am, surely a first in the history of IFGS, and covered the following:

1. Election by acclaim of the applicants for the Board. Our new Board Members are Justin Murphy, Ashley Miller, and John Jones.

2. Confirmation of the Committee Chairs:

Safety - Rich Adkisson

Registry - Olan Knight

Land - Tom Paul Grissom

Treasury - Tracey Skopinski

Quartermaster - John Jones

Newsletter - Paul Coley

Sanctioning - Pat McGehearty

Elections - *always an ad hoc position*

History - *open*

Public Relations - *open*

3. The Board maintained its current arrangement:

President - Pat McGehearty

Vice President - Rich Adkisson

Member - Justin Murphy, Ashley Miller, John Jones, Olan Knight, Lloyd Macmann

## 2009 Annual Banquet - Bank Report Cont'd.

4. Pat then thanked those who ran games last year. That list included David Spence, Tina Cox, and Olan Knight.

5. Pat then thanked all those who were writing and producing games THIS year. The 2009 Dallas IFGS schedule looks GREAT thanks to all of these wonderful people, including: Pat McGehearty, Courtney Miller, Allison Pace, Justin Murphey, John Jones, David Spence, Tom Paul Grissom, Taryn Cox, and Olan Knight. In addition, Pat thanks everyone who supported the games, either as NPCs or as staff or as sanctioning. Pat also pointed out that under the new CAP rules, people who help support a game either as staff or as NPCs earn *serious* CAP!

6. The next Board Meeting is scheduled for Saturday, 28-MAR-2009 at Tina Cox's house. David Spence will run a mini-game. The meeting was adjourned at 11:50 am.

During the Board meeting, John Jones and Tom Paul were doing wonderful things in the background. They had the grill fired up and were cooking the ground sirloin and all-beef hot dogs. Lunch started promptly at noon, and included hamburgers, hot dogs, carrots, cookies, grapes, cupcakes, sodas, and a vegetable medley. It was outstanding and Tom Paul and John did ALL of the cooking

SERIOUS KUDOS to Tom Paul and John. Lunch turned out to be awesome and NO ONE left hungry - not even the hordes of teenage males! :O

After lunch, Pat broke everyone up into teams and the game began. We broke into two groups: those with PCs at levels 1-3, and those with PCs at levels 4-5. One group PC'd while the other NPC'd, and then the grouped swapped roles. During the game, we have several visitors from whom we'd not heard in a LONG time. Gordon Griffith stopped by for about an hour, and a friend of mine named Phil also swung by. Phil took a lot of great photos and has posted them for all to enjoy:

<http://picasaweb.google.com/crosstime/IFGS20090301?authkey=Gv1sRgCLy1jZ0q2cvkDg&feat=directlink#>

We also have several new people attend, and one of them, Brittney Hogle, spent the day taking pictures as well. Her pictures are on the website for you to enjoy:

<http://www.dallasifgs.org/photo.html>

We did have two minor injuries at the game. Courtney somehow managed to puncture the skin on the top of her head. Rich took her to a doctor to get it checked out. It was not at all serious but when she came back she looked like a nun! ☺ And Garret Wright got smacked in the eye during a combat. Again, no big deal but it hurt like heck and took him a few minutes to recover.

The game ended when it got too dark to see anything, and everyone filled out their forms and boogied off into the night. The following people stayed and helped tear down:

Rich Adkisson  
Olan Knight

Seth Bush  
Ben Lawrence  
Nathan Tryon

Tom Paul Grissom  
Lloyd Macmann  
Chris Washington

John Jones  
Pat McGehearty

## 2009 Annual Banquet - Bank Report Cont'd.

### Game Ratings

Overall – 9.0

Design - 8.9    Logistics - 9.0    Mental - 6.5    Physical – 7.2    Fighting - 8.4    Risk - 5.8

### Game "Best Ofs"

Roleplaying: We have a five-way tie for 1<sup>st</sup> place:  
 Greyson Cox, Chris Wright, Sara Cox, Justin Murphey, Olan Knight as the Whip Master

Costume: We have a two-way tie for 1<sup>st</sup> place  
 1. Greyson Cox as the screaming yellow mage    2. Pat McGehearty as Brandt the Cleric

Monster: 1. Olan as the maniacal Whip Master    2. Chris Wright as the Fairy Falcon

Humor: 1. Garret Wright as the controlled undead    2. Chris Wright as the Fairy Falcon  
 3. Rich Adkisson as Kurt Von Tempest. As usual.    4. Tom Paul Grissom – putting the son into the sky! :O

Fighting: We have a three-way tie for 1<sup>st</sup> place: Seth Bush, Nathan Tryon, and Olan Knight

Special Effect: 1. The Ropes Course    2. Falcon puppet    3. Tie: lunch and the fire

See you on course! - Olan Knight Garret Wright, Tina Cox -*Tag-team Bank Reps*

## Birthday Bash - Bank Report

Saturday the 28<sup>th</sup> of March was COLD, and it stayed cold until about 2 in the afternoon. By which time most people started wearing down from the constant combat! The good news is that everyone stayed warm during the game and got LOTS of good exercise!

The day started off with a Double-Elimination 4x4 Dagger Melee that lasted a couple of hours. As it turns out, the final two winners of this competition were the Team Leaders for the next phase of the day...

... Which turned out to be a modified version of *Capture The Flag* where only beanbags – in this case PINK balloons filled with beans – could be used as weapons. Tournament rules were in effect for the combat so one hit to the limb and the limb was out; a torso shot meant that the player was out.

The game ended by acclaim (translation: everyone was too pooped to continue) after the second round.

The highlight of the day was that Greg barbeque lunch for everyone: brisket and chicken, potato salad, and snacks all day long. ***The food was outstanding!***

### Game Ratings

Overall: 9.6

Design – 9.4    Logistics – 9.6    Mental – 6.9    Physical – 8.0    Fighting – 8.5    Risk - 3.4

### Game "Best Ofs"

Roleplaying: David Spence as Sir Aminor

Costume: Greyson Cox as Black Jack Gyles

Humor: Olan Knight as Belly The Mage

Fighting: Olan Knight

Special Effect: The AWESOME barbeque!!!

Olan Knight - Bank Rep

## “Into The Woods” - Bank Report

Courtney Miller's first game was run on the 21<sup>st</sup> and 22<sup>nd</sup> of March 2009 and was a screaming success. Sometimes literally if you ask the PCs! The weather was perfect for gaming: dry and slightly cool with a nice, steady breeze for both days! Actually, we were VERY fortunate as both the weekend before and the weekend after were gloomy and rainy. I have made the appropriate, heartfelt obeisances to all the appropriate deities!

This was the first two-day game we've had in Dallas in a LONG time, and the first seriously high-mental, high-fighting, high-risk game we've had since First Blow back in 1995.

As usual, no production is a do-it-yourself project. The game could NOT have gone off without the wonderful help of all the NPCs and the staff. In more detail...

The FIRST thanks goes to Courtney Miller for writing her wonderful game; one where the choices made by the PCs directly affected the outcome of the game, the Fighting rating, and the Risk rating. A brilliant game that I wish I had been able to PC! ☺

I want to thank those who put *extra* time and effort into helping make the game run: Allison Pace, Alyssa Phillips, and Rich Adkisson. Allison was a super-trouper who helped with production, made prods, and was a GM. Alyssa helped make props, also helped with production, and MADE Queen Lilith come to life! Rich was PERFECT as Malakin, and he also helped making props AND ensuring that the safety gear was up to date.

Thanks also to ALL who helped with the props, which includes the above group, and Ashley Miller, Justin Murphey, and Nathan Tryon. Nathan helped me walk the course and decide on encounter locations, was responsible for the Pixies, and whose inspired performance as the Water Nixie caused one GM to remark that “brain bleach” was going to be needed to wash his performance out of her brain! Yes!

Thanks to Pat McGehearty who was a PC but who brought the bottled water for the NPCs. Ditto for John Jones who was also a PC and who transported props and filled the water jugs.

A special thanks goes to Jenny Wright who drove up from Austin to NPC for two days! THANK YOU SO MUCH! In addition, Jenny brought her boy friend who ALSO helped by NPCing!

Another special thanks goes to Brittney Hogleund who stepped in at the last second – literally – to help with production and to NPC, as well as taking pictures most of both days.

I also want to welcome back Keith Banks who showed up to NPC and was voted the best NPC fighter of both days! Thunder and doom, thy name is “Keith”!

True, heartfelt thanks goes to Greg Cox who was Safety, Bank, and the Watchdog. This freed up two other people to NPC. Note that Greg did this even though he was recovering from shoulder surgery! Super thanks to the GMs: Allison Pace, Sara Cox, Courtney Miller. Did I mention that Greg also ended up as a GM on day 2?

Besides the host of wonderful people that NPC'd, we had three novices come out and NPC brilliantly: Danny Fuchs, Chris Pettit, and William Garner. Please be sure to welcome them the next time you see them!

## “Into The Woods” - Bank Report Cont'd

Other NPCs that really helped make the game work: Chris and Mikey Wright, Paul and Amy Coley Andrew Nunnally, Chris Washington, Keith Banks Seth and Jesse Bush

If I have not listed you here, it's only because I'm a doofus. >>>YOU<<< were wonderful and I am TRULY thankful for the time and effort that EVERYONE expended in order to make this game run, and run so well.

### Best Of NPCs:

#### Roleplaying:

1. Rich Adkisson as Malakin
2. Chris Wright as Sir Porth
3. Alyssa Phillips as Queen Lilith
4. Jenny Wright as Yavamiya

#### Costume:

1. Alyssa Phillips as Queen Lilith
2. Brittney Hogleund, and Alyssa Phillips as the Dryad  
Chris Wright as the Stone Golem  
The Pixies

#### Monster:

1. The Bark Monsters: Keith, Nathan, Justin, Alyssa, and a host of others
2. Chris Wright as the Stone Golem
3. Chris Wright as Sir Porth
4. Alyssa Phillips as Queen Lilith

#### Humor:

1. The marriage discussion between Malakin and Lillith
2. Rich Adkisson as Malakin
3. Malakin and Yavamiya (Jenny Wright) despising each other
4. The various teams negotiating with Malakin

#### Fighting:

1. Keith Banks
2. Justin Murphey
3. Seth Bush and Alyssa Phillips

#### Special Effect:

1. The Pixies
2. The Fire Maze
3. The Mosaic Door
4. The Stone Golem, and the various puzzles

### Best Of PCs:

#### Roleplaying:

1. Sid Pogue as Angus
2. Matt Kline as Giribaldi
3. David Spence as SeaDawn, and John Jones as Cyd See'sher ☺
4. Tom Paul Grissom as Chill

#### Costume:

1. Taryn Cox as Saramoon
2. Tom Paul Grissom as Chill
3. Sid Pogue as Angus
4. Robert Armbruster as Sir Scorpious  
Tina Cox as Tashlin , David Spence as SeaDawn

## “Into The Woods” - Bank Report Cont'd

Humor:           1. John Jones as Cyd, possessed by “Bob” from The Dresden Files. The lech!  
                   2. Tom Paul Grissom as Chill, with his unique points of view on...everything  
                   3. Sid Pogue as Angus, the slightly less than completely sane

Fighting:       1. Michael Whaley as M'Caal  
                   2. Greyson Cox as Black Jack Gyles  
                   3. Matt Kline as Giribaldi and David Spence as SeaDawn  
                   4. John Jones as Cyd, Justin Rosser as Caim, and Taryn Cox as Saramoon

Special Effect: 1. David Spence as SeaDawn  
                   2. Robert Armbruster as Sir Scorpious  
                   3. Sid Pogue as Angus

### Game Ratings:

NPC Votes - Overall:9.4

Design: 9.5      Logistics: 9.2   Mental: 8.8      Physical: 7.4   Fighting: 8.5    Risk: 9.0

PC Votes: - Overall:9.6

Design: 8.6      Logistics: 8.5   Mental: 8.4      Physical: 7.4   Fighting: 8.4    Risk: 8.5

### Comments:

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1. Wonderfully written game, fantastic production, fabulous NPCs!
2. The NPCs were all amazing
3. The first Dallas game in YEARS where the risk was as high as advertised

Most of the PCs, and all of the NPCs, seemed to truly enjoy the game. It was a massive effort to get the game written, sanctioned, and finally produced. My blessing and personal thanks to ALL of you who helped to make this game such a good one! And my thanks to the PCs that braved this truly challenging game!

See You Next Time,

Olan Knight  
 Game Producer/Bank Rep

**Dallas Chapter IFGS - Board Meeting Minutes****28-Mar-2009**

The meeting starts at 11:08 am. The February minutes are amended to indicate that the new Board Members for 2009 are John Jones, Ashley Miller, and Justin Murphey. The board approves the January and February minutes.

**Committee Reports:**

Treasury - Action item for Pat to get Tracey to send a check to Society to cover the the Society fees for those who were at the mini-game in January 2009; game\_id = "2009-04-02". A list of the participants is attached in Excel and PDF formats. Several expense receipts from the Annual Banquet and from "Into The Woods" are still outstanding and need to be turned in to the game producer as soon as possible; Pat McGehearty (AB) and Olan Knight (ItW).

Registry - is not up-to-date, needing:

- 1) Magic Items put into the database from the Annual Banquet
- 2) All data from "Into The Woods" needs to be input to the database
- 3) All data from "Birthday bash" needs to be input to the database
- 4) Emailed corrections to the last round of reports need to be input

Safety - Spent \$ 46 on first aid equipment. Spent \$168 on 5 new headsets. Several of the radios need new batteries. The Board approved the purchase of 3 new batteries. Pat suggested that NPCs in downtime use their time to clear the encounter site of such nasties as vampire vines. This DOES mean the NPCs would need to bring plant snips and gloves with them.

Quartermaster - Shed was fully cleaned by Olan Knight prior to "Into The Woods". Shed needs to be cleaned again

Newsletter - Paul will accept submissions for the newsletter up to 5 days before the end of the month or the publication date.

Sanctioning -Free A Lady: script written, need comments from the GSC. Alyssa Phillips, Olan Knight, and Pat McGehearty are on the GSC. Game set for 25-APR-2009

Adventures in Averlast - written, needs formatting and more detail. GSC is Ashley Miller, Andrew Nunnally, and John Jones. Game is slated for 16-MAY-2009. I Only Want - written, needs formatting and needs a GSC. David Spence will prep "Samurai of Death" with the v7.0 rules if they are available, or the 6.97 rules if the 7.0 rules are not available. This will be a back-up game for the Chapter.

Society Liaison - The v7.0 Rulebooks are ready. Society wants people to update the Society game Library games to the v7.0 rules and there is talk of awarding CAP for this effort.

SSC Liaison - members are invited to email John Jones ([forcesinbalance@\[remove this\]gmail.com](mailto:forcesinbalance@[remove this]gmail.com)) or Olan Knight ([olknight@\[remove this\]yahoo.com](mailto:olknight@[remove this]yahoo.com)) with suggestions they might have, including magic items or SAS that fall within the v7.0 rules.

**Old Business** - Expense Receipts for "2009 Annual Banquet" and for "Into The Woods" need to be turned in to the appropriate game producer. Now.

## Board Minutes Cont'd

**New Business** - Society has the new v7.0 Rulebooks ready to sell to the chapters . Dallas will sell them for \$20 to members, and for \$25 to non-members and will include a membership until the end of the year for the purchaser. The Board voted to purchase 50 of the new Rulebooks. The Board has decided to hold off on the purchase of a new wagon until it is needed.

The next Board Meeting will be on 18-APR-2009 at John Jones apartment. The following activities will occur:

10:00 am - Shed Cleaning - come help and earn CAP

11:30 am - Board Meeting - 3000 CAP for attending members

12:30 pm - Weapons Tournament, written by David Spence, earn EP, gold, and CAP!

Meeting was adjourned at 12:02 pm.

Olan Knight  
Temp Secretary Yet Again

## Dallas Chapter IFGS - Board Meeting Minutes                      18-Apr-2009

The meeting starts at 11:22 am. Olan asked for a volunteer to be secretary. Allison Pace agreed and was appointed with Alyssa Phillips and Brittany Hogle as backups. Olan checked the list of People to make sure all 19 attendees were noted. Approved old minutes

### Committee Reports:

Treasury - Tracy agreed to continue as the chapter Treasury Chair. All money was turned in through "Into the Woods"

Registry - Caught up to present except for "Birthday Bash" magic items. Presented a list of PC Cap and Gold amounts for all PCs of all members according to the registry.

Safety - Three radio batteries were bought to replace old ones. Were \$24.00 each for a total of \$72.00 spent. Pat was approved as the Game Safety Officer for "To Free a Lady" on May 2<sup>nd</sup>

Quartermaster - Shed is clean and organized, many thanks to those that helped earlier. Encounter boxes for "To Free a Lady" ready to go and easy to access.

Newsletter - President letter to be sent out by Pat to make more updates. Motion passed to make newsletters monthly instead of bimonthly

Sanctioning - "To Free a Lady" (written by Allison Pace) is fully sanctioned and ready to go on May 2<sup>nd</sup>. Will be the last game to run under the 6.97 rules. "Adventures in Averlast, Part I" (written by Justin Murphy) is in Sanctioning currently and set a time to meet after "Into the Shed". Target date is still May 30<sup>th</sup>. "Dead Man's Chest" (being written by Alyssa Phillips). Outline is done, so encounters just need to be written out. Target date is in October 2009. "Samurai of Death" (written by David Spence) is finished and ready to run as a back up game at any time



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**Ad Hoc Committees***History*

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## *Dallas Sanctioning Committee Game Status*

Game	Writer/Producer	Level	Run Date	Status
To Free A Lady	Allison Pace		May 2, 2009	Sanctioned
Adventures In Averlast , Act I	Justin Murphey		May 30, 2009	In Process
Knightshade	John Jones		June 20,2009	In Process
in The Shadow Of Death	David Spence		June 2009	In Process
I Just Want To Touch It	TomPaul Grissom		July 2009	In Process
Fluff The Bunny	A Triad Game		September 2009	In Process
Portal Of Stars	Taryn Cox		November 2009	In Process

### IFGS Websites

#### Newsletter Information

**Editor: Paul Coley**

#### Submission Addresses:

**Email:** [paulcoley@comcast.net](mailto:paulcoley@comcast.net)

#### Submission Deadline:

**5 Days prior to last day of the month.**

#### Dallas Chapter

<http://www.dallasifgs.org/>

#### National

<http://www.ifgs.org/>

#### Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 2.4 that will accept **\*\* MOST \*\*** Microsoft formats. As always, Artwork, Pictures and personal articles are welcome.

Editor  
Paul Coley