



The Shivering Runes*

VOLUME 1 ISSUE 15

JAN 2010

Dallas President's Column for January 2010

Wow! I was amazed at the turnout for "Out Cold". More than 30 people braved sub-freezing weather and with adequate layers, nobody frozen. Smile. A brave effort by all and we hope to see more games in the future from this first game producer/new recruit, Jason Dziuk. Looks like the start of another full year.

Next on the calendar is our Annual Banquet on February 20, 2010 at Gatewood Pavilion, same location as last year with the same setting, Mordra's Spring of Healing. Board meeting, banquet (big lunch provided), 6 hours of gaming, all for one price. Check the Dallas IFGS website for the latest details (dallasifgs.org). And I'll appreciate volunteers. Those who contact me ahead of time will get to see the script for the part of the game they are not playing.

Also happening at the Banquet will be the seating of our newly elected board members and the election of chapter officers for the coming year. Be on hand so you can know to contact with ideas on how to make our chapter better and have more fun in the coming year.

This is my last letter at 2009 Dallas IFGS President. Thank you all for reading these missives and helping make our games happen. Unlike passive entertainment, IFGS is an active hobby and the more you put into, the more we all get out of it. Dallas IFGS is healthy and growing thanks to you.

Patrick McGehearty
aka Sandor/Sir William/Hawkeye/Mathe/Twilight/Brandt/Falcon/Otter

* No, it is still "The Whispering Runes". Editor was just making a point on how playing in the winter is so mind numbingly cold.

IFGS and Positions

With the prime gaming season approaching I thought it might be time to re-visit some of the basics, such as game staff. All of us have heard of these various positions and many of us have been tapped to fill in the roles when needed, but what are they really? Can anyone do them? Am I qualified? How much cap does all this get me ☺? Below is a breakdown of the positions with a little first hand knowledge of them.

Game Writer:

This would be the slightly insane person who had an idea for a game and then was willing to let a group of his friends abuse his idea and run off in a completely different direction than he intended. A game writer has put in a tremendous amount of work balancing out his games (What do you mean that kobolds don't have 200 life points?), bringing light to his perfect world vision (This only looks a lot like the Princess Bride!), forcing it thru a 3 member sanctioning committee over the course of sometimes years (OK, only 30 points for the kobold, can he have a Vorpal Sword?) and finally finding the staff members listed below. Be nice to these people, they are the reason we get to play.

Game Producer:

This is the slightly more insane person who is going to try and bring the GW's vision to life and explain why he cannot do certain things (The city will NOT let me have a flame thrower for the Balrog). These are the most harried and busy people on a game day. According to the rule book a game producer "...is responsible for ensuring that the game site, staff, cast, props, players and budget all come together successfully on game day." Additionally the game producer can suggest changes that may need to be made to the watch dog to ensure that the game retains its original intent and flavor. Changes are usually something a game producer has to make due to issues with the land site (no, you cannot dig a 200 foot trench and construct a bridge they have to fight across), loss of NPCs on game day (We need 20 orcs for the last fight and I only have 5, can I send them in 30 waves?), or team issues (What do you mean team three is only 3 mages, this is a game for 8 PCs!). The game producer is always careful about requesting these changes because it can really throw off a game if not carefully considered.

Watch Dog:

This is possibly the best position on game day (assuming you don't want to kill/maim PCs). You get to walk around course and see the entire game, pass by teams and giggle evilly or pretend to say things into the radio like "OK, have team 1 put on the extra Ringwraith costumes, Tolkien only mentioned 9, there could have been 17." Once again, according to the book the WD "...is responsible for ensuring that the game runs as sanctioned ..." In other words, they make sure that very little in the game gets changed from the original sanctioned game that the GW and Sanctioning committee worked so hard to bring to life. In Dallas we used to have this wonderful GW/GP named Gordon who insisted that his WD sleep under the tree, that meant nothing went wrong for the day.

GM:

A GM is the final authority on course subject to any rulings by the WD. If the WD had to make a change on game day these changes are always communicated to the GM's first since they are working off of a static script. A GM has already had to put up with a team (Why did I agree to an entire team of Kenders led by Tom Paul?) all day and last minute changes have been enough to send them running home screaming (No wait, Tom Paul did that also). The rule book says about GM's, "...her decision in regards to the rules is final on course." That is a pretty weighty responsibility. In addition to knowing the rules they must also know the game, the team, the character histories and the magic items (No, your eye patch of game script reading does not function in this game). To top all that off the GM must be able to bring the GW's vision to life with the help of the GP's props. The GM tells the team what they see, what their spell does and the ever popular "You don't see that...yet!" A good GM can take a marginal game and make it fantastic for their team while a bad one can ruin the best game ever written.

Continued from previous page

Safety Officer:

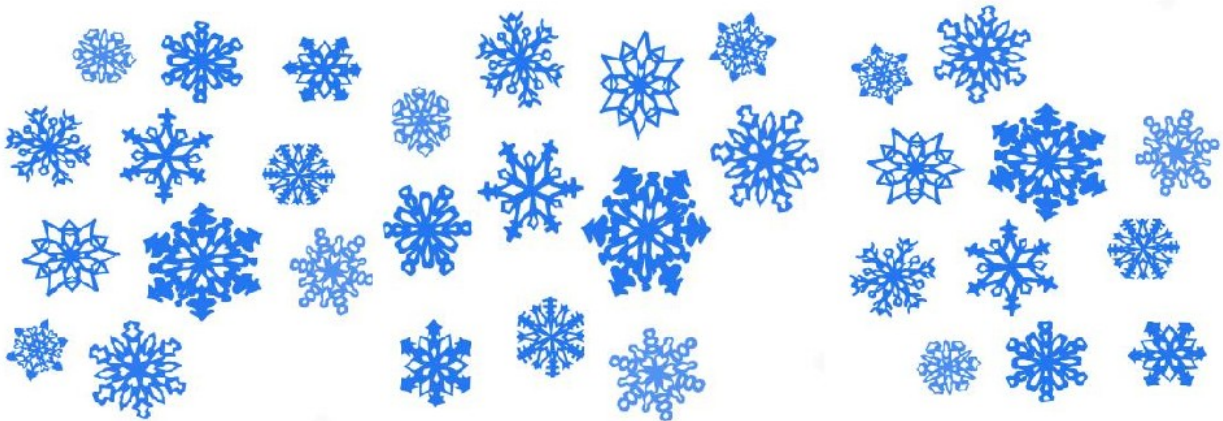
The first of two positions that we have to maintain for legal and insurance reasons. According to the book this is the first guy on course and the last guy off course. This is the guy that walks the course, inspects the weapons (“NO Olan, wrapping foam around your REAL Katana is not legal”), inspects all fighting encounters (If you use the flame thrower you MUST have a fire extinguisher Pat”) and warns you about bug spray, vampire vines and heat stroke. A game safety officer is the one guy that can shut down the entire game if they deem it unsafe. A SO can hold other positions on game day but ALL other positions must be considered secondary. According to our rule book the SO “...should have at least basic training in First Aid and CPR.” (5 trips to the ER this month does not qualify you as a safety officer). Additionally they must be approved by the Chapter Safety Officer since they are the one person who cannot be overruled on course. If you wish to be a safety officer and have a current CPR card then get with Rich and he will get you certified.

Bank/Registry:

The last position I want to speak about is bank. This is probably the single most under appreciated position in the entire IFGS (Except chapter president (Pat made me add that)). This individual has to sit at a table and makes sure that everyone signs in, pays money, sign the waiver (And see the same waving joke 600 times) and fills out forms. They do this for every person that comes into game and goes out of game and then they take it home to write everything up for the newsletter. In Dallas we have been lucky to have the best registry rep in the IFGS for many years but lets all give him a hand so he does not burn out.

In conclusion, I hope this helps everyone to understand a little more about these positions. I could write at length on each one because they are all so important to our games but even more important is that we fill these positions on game day with people who understand what the responsibilities of the job are, want them and are willing to make the game work. Not just for the GW who wrote it, not for just the GP or other NPCs but the players involved in it also. After all, we do this for fun, to feel heroic, to wear funny clothes and use bad accents or to just beat up on Tom Paul/Rich/Olan/Myself/John/Pat/<Insert name here>. So this year let’s all remember why we do this and help each other out and the sit down at after game and swap stories.

David Spence (Really Old Guy)



Everlasting One Shots

When completing your Gamer Experience Forms, please remember to list the one-shots that you have burned. At this time, only two people are regularly listing one-shot items that they have used in a game.

Now, it is possible that a PC would not use any one-shot items in a game. This is unlikely, though, unless you have built your PC purchasing once-a-day or other types of permanent magic items.

Please note that as the Registry Chair, I am VERY well acquainted with the vast number of one-shot items that out there in the Dallas IFGS universe, and it's pretty amazing that darned few of them have been used.

We run this game very much on the honor system, and I realize that it can be difficult to keep track of every little thing done and every item touched or used during the course of the game day, and I respect that. I'm not a complete Nazi about this, but come on. . . . if you used some one-shot healing during the day, or maybe some spell point crystals, then list it as LOST on your game form. The numbers and counts do not have to be exact, just reasonable.

And no, I do NOT want updates to past games! *Shudder* Just start trying to do a better job of listing these items in the future, please!

Your Faithful Nag,
Olan - Dallas IFGS Registry Chair

Keep Up!

Perhaps the single most important piece of paper in all of IFGS is your Gamer Experience Form. It's important because it tracks what you did for the game, either as an NPC, a PC, or both. Filling it out completely and accurately means:

1. Your NPC points are accrued, and THAT means more CAP for you, and more CAP means more gold and more Fate Point protection!
2. Your PC points and magic items are tracked, and that means you have access to your toys without having to make something up and without having to go through the "I think I had XXX" comedy routine.
3. Your contact information is kept current, which means that when a LoreMaster wants to get in touch with you to be a PC on their team, they can find you. Same thing for game producers that need NPCs – they can contact you.
4. You get email updates from the IFGS Mailing List, so you are kept up to date on event information, event changes, and on when the next newsletter becomes available.

One bit of advice I give everyone is to keep a separate folder or paper bag with all of your Gamer Experience Forms in it for EACH PC! For example, I currently have 12 PCs, and I keep the paperwork for each PC in a separate paper bag, along with the gee-gaws and gizmos that those PCs have acquired. If I want to look up what my Cleric has, I go to the bag that contains his paperwork and toy list - and voila! All information on that PC is immediately at hand. Same for my Fighter, or for my Mage. You get the idea...

In most cases, our members (this means you) do a darned good job of completing their Gamer form. There are times, however, when that is not the case. Please note that when you get sloppy about your Gamer form, you are only short-changing yourself.

Bottom line: PLEASE, for your OWN SAKE, fill out those gamer forms completely and accurately EVERY TIME! Doing so allows you to keep up with your PCs and your NPC experiences, and this is a good thing!

Olan Knight - Dallas Registry Chair

Bank Report for “Out Cold”

Saturday, 30-Jan-2010 was a bloody cold, but very pretty day! An amazing group of >>>> 37 <<<< people showed up for the game! This proves conclusively that as a group, IFGS gamers are completely insane. ☐ I ought to know, I was there, too...

As a wonderful bonus, we had 10 novices show up for the game! They were absolutely wonderful as The Bunnies Of Doom! Please be sure to welcome these fabulous newbies the next time you see them:

Jordan Callahan	Victoria Givler	Dave Cook	Dennis Reyna
Vira Cook	Patrick Wade	Josh Damknowzer	Stephen Williford
	Sarah Frazier	Hollie Wood	

In addition, a fabulous bit of magic occurred – every NPC that said they were going to show up for the game actually did so! Many thanks to the NPCs – they are the ones that allow the game to happen!!!

The game was a lot of fun, and very much as advertised. Congratulations to Jason Dziuk on a fun, wonderful, and very successful first game! As a side note, earlier in the week Jason was worried that the weather would be too warm! Apparently his prayers were heard and game day was the coldest Saturday of the year! Many thanks again to the NPCs who played their roles brilliantly, fought magnificently, died gloriously, and who braved the cold!

This was the first cold weather game we have ever had in the Dallas IFGS, and our insistence on everyone wearing proper clothing for the game paid off handsomely: we had no injuries of any kind, and no cold-related issues at all. We did have to help a few people out with plastic vests and plastic socks – but that was planned for and went very smoothly. By the way, I can tell you from personal experience that the plastic socks REALLY help keep your feet warm! I had thick socks and big hiking boots, about after about 30 minutes my feet started getting cold. Adding the plastic socks fixed that instantly and lasted all day.

The after-game party was held at the Golden Corral, and we had a good crowd – we filled the back room! Mass quantities were consumed, war stories were told, and much socialization occurred. After about an hour we held the January Board meeting, and it went very smoothly and quickly. (Remember that everyone who attends a Board Meeting gets CAP! Look for the minutes of the Board Meeting elsewhere in this newsletter.)

Game Ratings						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
7.9	7.6	8.2	8.4	6.6	7.6	6.4

PCs Voting for NPCs

Roleplaying
1. Tom Paul Grissom as Ice Master #2
2. Pat McGehearty as Ice Master #1.
3. Joe Dimatteo as the Sword Master Robert Armbruster as the Drunken Monk Chris Wright, Jenny Wright and the Bunnies Of Doom

Costume
1. Pat McGehearty as Ice Master #1 (the hat was awesome!)
2. Tom Paul Grissom as Ice Master #2
3. The Bunnies (great noses and ears)

Monster
1. The Bunnies Of Doom (all of them)
2. Brandan McGranor & Ashley Murphey as the Death Gods
3. Robert Armbruster as the Drunken Monk Tom Paul Grissom as Ice Master #2 Pat McGehearty as Ice Master #1

Humor
1. Tom Paul Grissom as Ice Master #2 The Bunnies Of Doom (those ears! Those noses!)
2. The Ghost Bunny Robert Armbruster as the Drunken Monk

Fighting
1. The Bunnies Of Doom
2. Robert Armbruster as the Drunken Monk
3. Chris Wright, the Lead Bunny Of Doom Tom Paul Grissom as Ice Master #2

Special Effect
1. The WEATHER (fit the game perfectly!)
2. The huge Sphinx
3. The heating tent

NPCs Voting for PCs

Roleplaying
1. Olan Knight as Belgarath (“Belly”)
2. Rich Adkisson as Kurt Von Tempest
3. Vira Cook as Carl Albes

Costume
1. Olan Knight as Belgarath (pink fuzzy goggles)
2. Andrew Saunders as Thor (green great cloak)
2. Nathan Tryon as Freddy Mercury (springy hat) and Seth Bush as Narathshi’id (big white templar cloak)

Monster
1. Justin Murphey as Beristan
2. Seth Bush as Narathshi’id
3. The cold weather!!!

Humor
1. Rich Adkisson
2. Vira Cook – finding polymorphed penguins
3. David Wood – using the ability “Fighter’s Savvy” and Justin Murphy – running into all of the Bunnies by himself, and the resulting carnage

Fighting
1. Angela Gallegos as Areona Justin Murphey as Beristan Vira Cook as Carl Albes Olan Knight as Belgarath (Belly runs really well)

Special Effect
1. The Bunnies Of Doom noses and ears Olan’s fuzzy pink goggles The COLD!

See you next time!

Olan Knight - Bank Rep

Bank Report for “Mistletoe Wedding”

Saturday, 12 DEC 2009 was a cold, but very pretty day! The December Board meeting was held at John’s house. The meeting went smoothly and quickly, and Pat introduced a new way to start each meeting: by having everyone state their name to the other attendees. This will help to make new faces more comfortable with the old familiar ones, and will force the new face to introduce themselves to the rest of the crazies!

After the Board Meeting, the NPCs went to set up the mini-game, and the rest of us took off to get some lunch. Since there are plenty of local dining spots, this was not difficult. The game started with a background explanation of how we all ended up in the manor, and the starting point of the game was explained. Then the PCs were on their own!

This was a “Flag” style game: where there are envelopes hidden about the premises, each with a statement, a description, and item, or an event described. The player finding the envelope then proceeds based on the contents of the envelope. Clues were found, alliances were formed, combat with baddies ensued. At the end of the game the poor, tortured spirits were laid to rest and the PCs were free to depart.

MAJOR KUDOS to John Jones for trying a new style of gaming! This game taught us some good lessons about flag-style games, including the fact that we needed more NPCs or we needed to use PCs as NPCs, and that the flags were found pretty quickly once an area was opened up. The biggest problem was that there was lots of down time for PCs while the few NPCs were off handling the “events” that one or two PCs uncovered. And the poor, few NPCs were simply overwhelmed. Live and learn.

Most of us handled the down time by interacting with each other and role-playing, thus most people filled their time and managed to enjoy themselves. The next time we run one of these type of games, it will run much faster and will have far less downtime!

Game Ratings						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
7.5	7.9	6.7	6.5	4.4	6.5	5.9

PCs Voting for NPCs

Roleplaying	Costume
1. Pat McGehearty as The Butler	1. John Jones, Justin Murphey, and Pat McGehearty
2. John Jones as Gordon Dexter	
3. Justin Murphey as The Groom	

Monster
1. The "Move When You Blink" Golems, John Jones & Justin Murphey
2. The Shadow Creature, Aaron Thompson
3. The Evil Spirit, Pat McGeheartys

Humor
11. John Jones as Gordon Dexter, the sarcastic, musical mage

Fighting
1. John Jones as one the Blinky Boys
2. Justin Murphey as the other Blinky Boy
3. Aaron Thompson as the Shadow Creature Pat McGeheartys as the Evil Spirit

Special Effect
1. The WARM indoor game site
2. The food!

NPCs Voting for PCs

Roleplaying
1. Olan Knight as Belgarath ("Belly")
2. Joe Dimatteo as Aloycious, The Cowardly Cleric

Costume
1. Andrew Saudners as Thor
2. Nathan Tryon as Freddy Mercury

Monster
No Votes

Humor
1. Aloycious calling Wrath on one of the Blinky Boys and having them freeze! (That was WAY cool!)
2. Captain No-Beard

Fighting
1. Joe Dimatteo as Aloycious, The Cowardly Cleric

Special Effect
1. The Blinky Boys
2. The spider
3. The food!

See you next time!

Olan Knight - Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes 30-Jan-2010

The meeting was brought into order at 6:00 pm at the Golden Corral.

People in Attendance:

Board members: Olan Knight, Pat McGehearty, Rich Adkisson, Justin Murphy, Ashley Murphy, & John Jones. (Olan Knight has Lloyd's proxy.)

*Members in attendance: Allison Pace, Courtney Miller, Nathan Tyron, Joe Dimagio, Danny Fuchs, Brandon McGrennor, Andrew Nunnally, Sarah Cox and Jason Dziuk.

*Other People in attendance (Non-members): Chris James, Dennis Reyna, & Patrick Weade.

Minutes:

The November and December minutes were approved with a 7-0 vote.

Committee Reports:

Treasury – No change from last month.

*** Action item*** Signature cards for new board member will be acquired by Olan soon

Registry – Registry is up to date with minor corrections pending. If you have more than 10 corrections needed, email Olan and he will send you an exportable to fill in that he can import, or something to that like. If it is fewer than 10 corrections, just email him the corrections.

Safety – No known injuries were reported for the game Out Cold, and the expiration date for the stash of drugs is being checked. There will also be some reimbursing for supplies owed to Rich taken care of at a later time.

John took note of Murphy's proclamation of, "Slippery, wet, inclined balance beams = busted balls."

Quartermaster - The shed is still a mess, most of it being in the vehicles outside, but all of the necklaces, AKA Bling!, has been organized. When the weather is warmer, a spring shed cleaning is in order.

Newsletter - There was no report on the newsletter, but submissions are still greatly appreciated and desired.

Society Liaison – Pat announced that we now have two members on the society board, John Jones & Olan Knight. YAY!

Elections – All ballots are due to be post marked by Feb. 1st and must be sent in to Seth Bush by that date to be valid. There are plans in motion to try and get the elections shifted to an electronic ordeal instead of having to deal with snail mail, and shall be further explored and proposed at the banquet meeting this Feb. 20th.

Webmaster – No report (Editors note. There it is again. Wonder if they think of me as a spider)

Sanctioning - Pat McGehearty

~Welcome to Xindhi - Nathan Tyron is sanctioned and ready to go. Get ready for production assignments!

~The Banquet Game for February – Pat McGehearty -“Is all up here... still”.

- it will be a sequel to the previous banquet game. It seems Mordra's Spring festival is in trouble again. There is promise of delicious food at the always fun Gateway Pavilion.

*Into the Woods (Again!) – Pat McGhearty (Original done by Courtney Miller)

- Will be rescheduled for later in the year or even next year to allow for more Dallas PCs to be able to partake that were not here last time, and for timing. The April spot previously held is open now, but there IS another big game scheduled for April, so it might just be the board meeting filling its spot.

*Shadow of Death – David Spence

-Will be for levels 3-5 and is completed, in sanctioning, and is the long awaited sequel to Shadow of the Witch and should be playing in late April.

*Life Styles of the Rich and Bored – Allison Pace

-Has been moved from the February spot, and now has a sanctioning committee consisting of Alyssa Phillips, John Jones, and Seth Bush.

*Shipwrecked – Danny Fuchs

-Is written and getting the kinks worked out currently and is expected to run before the summer.

*Another Murphy Production is expected to run in early/mid March to allow people who want to buy toys for Xindhi the opportunity to do so. The Averlast merchants have asked that anybody with a request for a toy, submit it to Murphey, and he'll see what he can do.

*David Wood's Game was also mentioned as having been nearly completed script wise and in sanctioning now. More updates to come.

Old Business:

There were no actions taken on Old Business.

New Business-

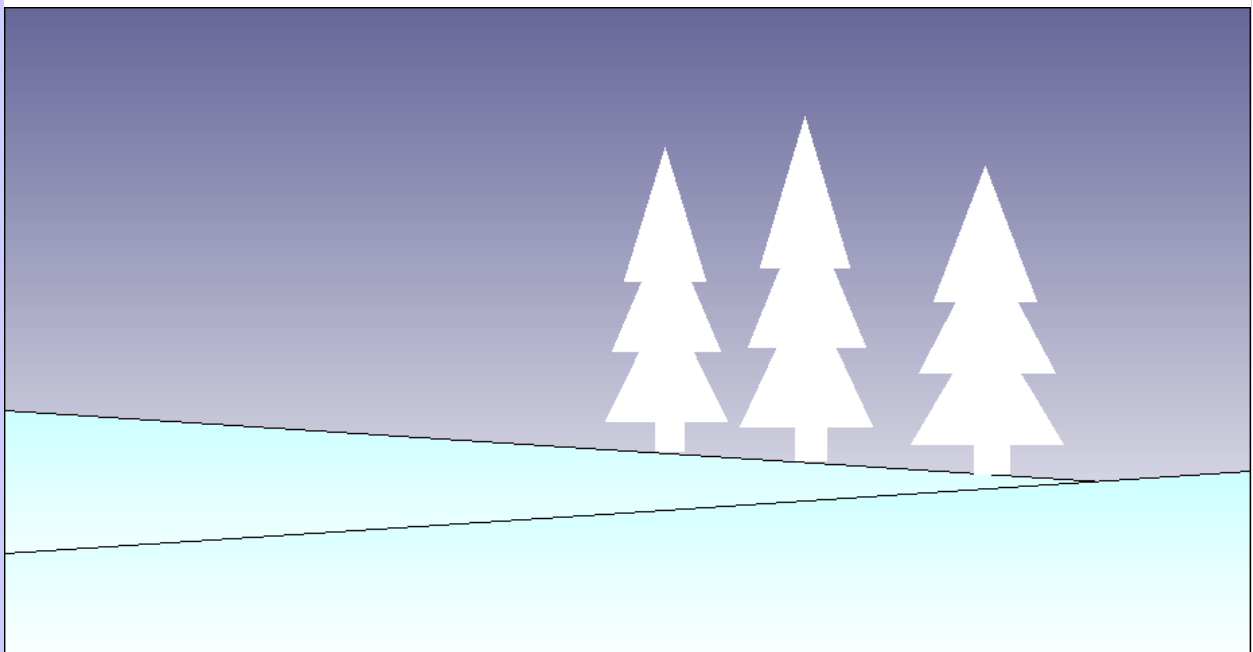
*Receipts for the election ballots will be submitted by Olan soon for reimbursement around the sum of \$50. This was moved and seconded by Rich and Murphey respectively, then passed with a 7:0 vote.

Olan Knight made a motion to change the Election process from a snail-mail based operation to an email-based operation. At Pat McGehearty's suggestion, this item is tabled until next month to allow Pat and John Jones to try and find a copy of the Dallas Chapter Constitution. Rich Adkisson volunteered to convert the document, when found, into a PDF format; John Jones volunteered to convert the PDF via OCR into an editable format.

Action Item: Pat and John will try to find a copy of the Dallas Chapter IFGS constitution.

*The next meeting will be the Banquet meeting on Feb. 20th as mentioned before. It's going to be fun!

End time 6:22 pm.



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Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
Annual Meeting & mini-game Annual Meeting, lunch, mini-game	Pat McGehearty	In Process	Gatewood Pavilion , Meeting: 11 am, mini-game: 1-4 pm February 20, 2010
Welcome To Xindhi	Nathan Tryon	Sanctioned	March 27 & 28, 2010
In The Shadow Of Death This is the sequel to "Shadow Of The Witch"	David Spence	In Sanctioning	May 1, 2010

IFGS Websites

Newsletter Information

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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