

President Column

Greetings IFGSers!! We've had a good May so far. We helped pack up the shed so John Jones can move to his new place. Once he gets settled we will have to help him get the shed organized again, this time it should be easier due tot he fact that there will be more room. Upcoming we have Allison's game Life Styles of the Rich and the Bored. Its a world course that seems interesting and is bound to be fun.

We are also still coming down off of the amazing game we had at the Triads home. A huge thanks goes out to Greg Cox for getting up at 2 in the morning to cook the food for us. The second thank you goes out to David Spence and Tina Cox, for writing, producing and all around pulling these wonderful games off. Then a thanks to everyone who showed up and brought food with them. It was all good and there wasn't very much left over.

After Lifestyles we have A-kon coming up. There are several things to do at A-Kon and we are part of it. Olan Knight and Greg Cox have their latex weapons booth as they do every year, and then we also have Fight the Knight. This is a great and fun event where we get to fight with the attendees of the convention and show what we are made of. All I have to ask is that the more aggressive members (me included) take it easy on the less experienced convention goers. We don't want them to be scared yet.

We don't have a final decision on what we are doing after A-Kon, but we will at the board meeting during Lifestyles of the Rich and the Bored. Thanks guys and have a great time at the upcoming events,
David Wood

THE ARGYLE SWEATER

BY SCOTT HILBURN



Member Musings and Thank You's

"The night before a game, I like to make sure I have everything packed up and ready to go. Before "The Ring", I did my standard routine and I thought I had everything in order. As I looked over my stash, I noted that I had my spell and damage cheat sheet, all parts of my costume, my weapons, water, rulebook, physical representations, and entry money. While this seems like it would be all a standard low level PC would need, this game was going to have lunch provided which means I had to bring a side dish.

I looked in my cabinets, but nothing I could take or was willing to part with was there. Sorry guys, my Doritos are mine and mine along. After looking in the fridge, I saw that I had a mini cheesecake that was unopened. Everybody likes deserts right? So I decided on that and called it a night. I loaded up the car on the way to Jason's house as I was going to carpool with him and Andrew to Weatherford the next morning. Around halfway there, I noticed something, I had forgotten the cheesecake! Thankfully, I called a BBQ restaurant I saw nearby and ordered a pint of Pork 'n Beans to go as it would go well with chicken and brisket.

Fast forward through the two amazing games and the equally fantastic Saturday and you have me sitting at my computer Sunday night. To my knowledge, I had gained enough EXP to reach level three so I needed to make a new cheat sheet. Though the updates for the previous night would not happen for a while, I wanted to get a head start on copying down my inventory. To my surprise, I was already level three. On top of that, I had Six Points of Innate Healing and a one shot Two Points Healing. This means that I played the entire game as a level two and had to stop healing at the last encounter because I ran out of Spell Points.

So I guess there is a lesson to be learned from all of this. Always make sure you have everything you need and do your research before hand. I suppose IFGS has taught me a valuable lesson, a couple extra minutes of checking over things could have saved me hours of aggravation.

- Drake McWhorter

Dragon NPCs & Game Staff,

Many thanks for a wonderful and challenging game. I had a blast, except for all the Killing Attack Arrows. You did not hold back but nor did you go overboard. A good High Risk game. And a special thanks for the writers, producers, GMs and BBQ cooks.

Danny Barry

Character Communique

Team,

Thank you for your assistance in destroying that awful ring! You all did great and I'm so happy that nobody died.

To The Balrog,

Your existence is a blasphemy against my Goddess and I will slay you in her name before I leave this world forever.

Zaden,

Thank you for your help in destroying the ring. I forget sometimes that not everyone is trustworthy, and I needed you to watch my back. I will keep your perspective in mind in the future.

Caine,

Though winter is dark and cold, the Goddess always leads us through it. We need the winter in order to appreciate the rich beauty of spring. There is no darkness in our souls that Mordra cannot remove. Safe travels, brother.

- Lavender, Knight of the Green Way.

LAVINDER,

Hey, kiddo, what's up? You did great out there and you were an excellent leader. That ring you carried had bad joo joo all over it yet you carried it with grace. I can tell you're going to do great things in the world throughout your life. It's a shame you won't live as long as an elf, so make every day count.

SILVARANT,

I don't know how you're able to cure paralysis and multiple stab wounds to the body so effectively but whatever you do keep it up. You're also good at curing sadness through your sense of humor. If our adventure were a play, I would definitely vote for you as best supporting actor. Without you, we all would have died. Thank you.

CAIN (formerly known as misery),

Two words – get help. You obviously have issues.

TO THE REST,

Every one of you fought well. It's a shame I didn't get a chance to know you guys better (or at least well enough to memorize your names). Keep up the good work.

Zaden Erowid – Private Investigator

Character Communiques Continued

Lord Lyle,

Many thanks for your timely presentation of the curative potion during the battle with Tiamat's minions. May Fortune never put you in a similar position, but if so, I will gladly return the favor.

Conrad

Lionel,

If you want to be king of my mountain, you're going to have to come here and knock me off.

Conrad Von Tempest, Earl of Wayland

The 88s,

I will call you The 88s as I figure there were about 88 levels on our team. Wow. Many thanks for a splendid outing. Were you all as <cough> concerned as I was when the Green Dragons let lose with their arrows? Surely nothing can stand against such a company as ours.

Conrad Von Tempest

To the Invaders of Moria,

I still have a few Firestrikes left.

Balrog

“Lifestyles of the Rich and Bored” Bank Report

This novel laid-back game was run on Memorial Day weekend with only three non-PCs as staff. Kudos to Allison Pace, John Jones, and Alyssa Phillips for their hard work in pulling the game off in spite of last minute drops by some of the NPCs.

The day started well with some “paranoia dagger throwing” with tokens as prizes. That was followed by a dagger toss safari with more tokens. Due to the missing game staff, it was decided to take some teams on the puzzle course while letting everyone else participate in a mass combat. More tokens were passed out. Meanwhile, there was some unscripted pirates vs the princess action among the PCs which kept us all entertained.

Finally, we started on the puzzle course and discovered that the tokens allowed us extra tries or hints at riddles, traps, etc. Early on, production realized we had too many PCs and not enough GMs given the length of the puzzle course (and it was LONG), so they switched from 2 person teams to 4 person teams. Perhaps switching to 5 person teams at the outset would have helped in reducing the downtime of having only two GMs for the puzzle course - but that's after the fact thinking, perhaps useful when on the fly adjustments are needed in future productions. There were many riddles and puzzles, some easy and some quite frustrating. The glyph puzzle was the most innovative and required significant creative thinking. Most found the potion puzzle to be extremely frustrating. These two alone justified the game's high mental rating.

Again, thanks go to Allison, John, and Alyssa for managing to get the game run in spite of losing half the game staff at the last minute.

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
6.8	5.9	7.0	9.2	4.6	4.8	3.7

NPC's voting for PCs:

Roleplaying
1. The Koopas (Henry Wood, Chris Kuykendal, Drake McWhorter, Devan Bedell, Moises Heredia, Dustin Proctor)
2. Tyler Davis as Bowser, King of the Koopas
3. Moises Heredia as Timid, Greyson Cox as Widget baum, the Kinder

Costume
1. Tyler Davis as Bowser
2. Olan Knight as Torvak
3. The Koopas
4. Drake McWhorter as Silverant Elm David Spence as Nicolin and Moises Heredia as Timid

Monster
1. Tyler Davis as Bowser
2. The Koopas and The Purple Dinosaur
3. Nathan Tryon as Sir Thing, General of the Goblin Armies

Humor
1. Rich Adkisson as Trick, Cleric of Loki
2. The Koopas
3. Tyler Davis as Bowser Devan Bedell as Dry Bones

“Onward into Darkness” Bank Report Cont'd

Fighting
1. David Spence as Nicolin
2. James Hines as Setenarian Rich Adkisson as Trick Pat McGehearty as Mathe

Special Effect
1. The giant boulder
2. The Five Senses puzzle
3. The snowball tournament

PC's voting for NPCs:

Roleplaying
1. John Jones as The Butler
2. Alyssa Phillips as Our Genial Host

Costume
1. Alyssa Phillips as The Host

Monster
1. The last puzzle
2. Allison Pace

Humor
1. John Jones

Fighting

Special Effect
1. The spinner

Pat McGehearty
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes**April 23, 2011**

President David Wood called the meeting to order at an undetermined time after the game Dragon's Revenge / The Ring

People in Attendance :

Board members: Rich Adkisson, Jason Dziuk, Patrick McGehearty, Allison Pace, Alyssa Phillips, Andrew Saunders, and David Wood.

General Attendees: Many members present (meeting was after a game); see Olan Knight for full list .

Committee Reports:

Treasury – No Report

Quartermaster - Shed will move soon to QM's new house. New location is 5 miles north of Josey and Hwy 121.

Registry – Olan reports registry is not caught up.

Safety – Several injuries at the game: splinters due to running into a tree, twisted/sprained ankle, broken wrist. Rich will track the followup on the injuries.

Newsletter - March issue is on the website with March minutes.

Society Liaison – A volunteer needed to be contact for Society Board. Ask John Jones for details.

Sanctioning – Various games are in progress. Due to an approach thunderstorm, we did not go over the game status in much detail. Looking for a game for June/July.

Allison Pace's game "Lifestyles of the Rich and Bored" will run either May 21 or May 28.

Old Business – Board voted 5-0 to reimburse Seth Bush for his Elections Expense.

New Business

Beat the storm front home. Meeting adjourned.

Next board meeting: May 28, 2011 (or whenever Allison's game runs)

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

Alyssa Phillips, David Wood, and Andrew Saunders.

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David Wood

Vice President

Alyssa Phillips

Secretary

Allison Pace

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Check the Dallas IFGS Website for Schedule - <http://www.dallasifgs.org/>

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: 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