

# Whispering RUNES

*International Fantasy Gaming Society -Dallas*

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## “Breaking The Code” Bank Report

Our March game was called “Breaking The Code”, written and produced by David Wood. This was a superb one hour mini-game that was a complete blast!

We start out meeting a poor Knight, Sir Sim, on (John Jones) who has had his Knightly Code stolen from him – ripped from his soul, in effect. Apparently Knightly Codes aren’t the only type of “codes” these bad guys can steal – they can take your personal beliefs and your will to live. This is not good. The team agrees to help and Sir Simon transports the team to a “minor” vault – the description of which was WAY cool; think Steampunk meets sentient magic!

There’s an obstacle course to traverse in order to get the items we need to protect us from the Code Thieves! We cross the obstacles, get our items, and are sent back to the lands of the living. Just in time to meet the bad guys, who are both severely butch and very dangerous. It’s one HECK of a fight, and a serious spank-fest for our levels! The team crawls away on one arm and returns to Sir Simon – who has his Code back now that the thief who took it has been dispatched. Rewards are given, thanks are accepted, and everyone moves on.

THIS was a seriously fun little game. Our team wants to thank John Jones for enabling our hideous and non-ending generation of puns, and for eventually kicking our butts into gear. The After-Game party was held at Golden Corral, and most of the people who were at the game showed up. Mass quantities were consumed, along with even mass-er quantities of caffeine!

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BEFORE the game, two things occurred. The February 20120 Chapter Board meeting took place, and after that we had the Map Meeting. Sarah Gibson, our resident phenomenal artist, has volunteered to Chair the Task Force in charge of creating and keeping up to date the Dallas Chapter IFGS World Map. The map meeting was a chance for the World Committee to meet, to hear petitions from those who had claims to land in this world, and to confer with the Chapter Board on rules for acquiring land and titles.

The following rules were established:

1. Land must be earned in a sanctioned game, it cannot simply be claimed.
2. Titles must be earned in a sanctioned game. Though your PC can be the Ultimate Lord King Fabulous Uber-Everything-Of-All-Time where they came from, to earn a valid title in our gaming world, it must be a treasure item from a sanctioned game.
3. All future grants of land must fit within the Chapter World Map. This provides for continuity of the stories, prevents overlap and topographical mistakes within the story line of the games, and makes owning land and titles meaningful.

## Bank Report Continued

4. Those who currently own land may, within limits, do with it as they will, including give it away, lease it to other PCs, grow cranberries, or whatever.

For example: Jim Davie's PC "Kae-Su" is the King of Tarrelline, and King Kae-Su has a set of requirements that any PC can meet in order to be awarded land within his kingdom. Contact Jim Davie for more information at [JimDavie@gmail.com](mailto:JimDavie@gmail.com).

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The Dallas Chapter would VERY much like to welcome the three new people that showed up for the game! The came early, stayed though the Board Meeting, the Map Session, the game, and the After-Game party! A superb beginning! ♪ These three new Heroes are: Greg Mathis, Tyler Hyatt, and John Brown. WELCOME!!!!

~~~~~

Game Ratings:

| Overall | Logistics | Design | Mental | Physical | Fighting | Risk |
|---------|-----------|--------|--------|----------|----------|------|
| 8.1     | 8.2       | 8.6    | 5      | 6.3      | 8.3      | 7.1  |

PC's voting for NPCs:

| Roleplaying                                       |
|---------------------------------------------------|
| 1. John Jones as Sir Simon                        |
| 2. Tom Paul Grissom as The Evil Code Thief Cleric |
| 3. Nate Roberts as The Evil Code Thief Knight     |

| Costume                                           |
|---------------------------------------------------|
| 1. David Spence as the Evil Code Thief Monk       |
| 2. Tom Paul Grissom as The Evil Code Thief Cleric |
| 3. John Jones as Sir Simon                        |

| Monster                                                                                  |
|------------------------------------------------------------------------------------------|
| 1. David Spence as the Evil Code Thief Monk                                              |
| 2. Tom Paul Grissom as The Evil Code Thief Cleric (We HATED that Simon's Spell "Sleep"!) |
| 3. Nate Roberts as The Evil Code Thief Knight                                            |

| Humor                                            |
|--------------------------------------------------|
| 1. John Jones as Sir Simon                       |
| 2. Alyssa Phillips as the Evil Code Thief Ranger |
| 3. Amber Gallegos being "un-armed"               |

| Fighting                                                                                                            |
|---------------------------------------------------------------------------------------------------------------------|
| 1. David Spence as the Evil Code Thief Monk (No surprise here)                                                      |
| 2. Nate Roberts as The Evil Code Thief Knight<br><i>tied with</i><br>Tom Paul Grissom as The Evil Code Thief Cleric |
|                                                                                                                     |

| Special Effect                                                                                               |
|--------------------------------------------------------------------------------------------------------------|
| 1. The Imaginary Vault                                                                                       |
| 2. Obstacle Course<br><i>tied with</i><br>The Water Basin<br><i>tied with</i><br>John Jones "Weapon Shatter" |
| 3. David Spence for being his usual awesome Monkly fighting machine self...                                  |

## Bank Report Continued

NPC's voting for PCs:

| Roleplaying                                                                                                                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. John Brown as Werlitten (TH)                                                                                                                               |
| 2. <i>We have a 4-way tie:</i><br>Tyler Hyatt as River (CL)<br>Rich Adkisson as Bowie (RN)<br>Pat McGehearty as John Brown (RN)<br>Olan Knight as Torvok (MU) |
|                                                                                                                                                               |

| Costume                                                       |
|---------------------------------------------------------------|
| 1. Olan Knight as Torvok<br>(That's my Steampunk techno-mage) |
| 2. Devan Bedell as Daxven (KN)                                |
|                                                               |
| 3. John Brown as Werlitten (TH)                               |

| Monster                             |
|-------------------------------------|
| 1. Joe Dimatteo as Luigi (FT)       |
| 2. Pat McGehearty as John Brown(RN) |
|                                     |
| 3. Olan Knight as Torvok (MU)       |

| Humor                                                                               |
|-------------------------------------------------------------------------------------|
| 1. John Brown as Werlitten (TH)                                                     |
| 2. Joe Dimatteo as Luigi (FT)<br><i>tied with</i><br>Nathan Tryon as Sir Thing (KN) |
|                                                                                     |

| Fighting                                                                       |
|--------------------------------------------------------------------------------|
| 1. Joe Dimatteo as Luigi (FT)                                                  |
| 2. Olan Knight as Torvok (MU)*                                                 |
| 3. Danny Barry as Bron (FT)<br><i>tied with</i><br>Rich Adkisson as Bowie (RN) |

| Special Effect                             |
|--------------------------------------------|
| 1. Torvok's (Olan Knight) techno laser gun |
| 2. Obstacle Course                         |
|                                            |

*\*(Don't let this fool you. I'd hit an NPC with an Electrify from as far away as possible, then run, run away to recharge, then repeat, recalling at all times that a Mage is made of pathetically thin glass.)*

This was a perfect example of how even a mini-game can generate an entire afternoon's worth of entertainment and fun for all!

I hope to see you at our next event in May, which will be the sequel to the Annual Banquet game. Check the website for details ([www.dallasifgs.org](http://www.dallasifgs.org))!

Happy Gaming,

Olan Knight

Bank Rep

## Character Communique

*Dear Anyone,*

*I don't mean to be a bother, but my Captain, Mr.Prince, is still a fish...*

*And, I don't want to be mean, but everything is kind of not okay because of it.*

*Not that it's his fault or anything, He didn't want to be a fish in the first place, but these things happen. I mean... I don't know he probably shouldn't have been so greedy or he wouldn't be this way and I'm sorry he's so greedy, I really am.*

*Not that there's anything wrong with greed, It's a human trait. People are greedy, it happens, Its okay to be who you are and all that. It's just what got him here in the first place.*

*I'd just really like him to be human again*

*Not that there's anything wrong with fish, They're great and i'm sure others who are fish are very pleasant. I've only had the pleasure of meeting one, and that's my Captain. I wouldn't know so I'm not one to judge.*

*Anyways... I'd really appreciate if someone would help...*

*Humbly yours,  
Penelope Heartfeild  
Pirate in Training*

## The Web, the Veil, and the Void: A Brief Overview of Everything

### Part 1

*[Note: Although this information is presented in character, it is unlikely that most player characters would know much or any of it unless they learned it in-game, or it is related to their character background. It is intended mainly as a tool for game writers who wish to fit otherworldly games into a common cosmology, much as the revised map is intended to help those who wish to fit their games into our existing geography.]*

Let us begin simply, with the common earth beneath our feet. From cradle to grave, this world is all most of us will ever know. For all that it is sometimes mysterious and dangerous, it is familiar to us. Its rhythms and rules are deeply ingrained in us by time and custom.

There are countless others, inhabited—or not—by other folk. There are worlds so like to this one that one would be hard-pressed to tell them apart, and others so different that we could not survive them long enough to draw breath. There are worlds where magic is unknown, or the air is choked with poison dust. Worlds where cats rule empires, or where men are fairy tales in books written by rabbits. Yet, they abide by the same fundamental rules. Unsupported objects fall. Fire consumes fuel—magical or mundane—and produces heat. Effect follows from cause. All that they are has arisen naturally from these rules. They are, in a sense, kin to our home, each pursuing its own destiny.

But not in isolation. It is possible to pass from one world to another, and some—bold, foolhardy, or just desperate—do so. The Gates, of course, are the most direct means of walking the worlds, but they are not the only route. Indeed, in some ways, they are the most limited—except for the Great Gates, they allow passage only between two fixed locations. Still, they link the many and varied worlds together into a whole. I have heard it called the multiverse, or the Chain of Creation, among other things. I have seen it from the outside, though--seen the worlds hanging like shining drops of dew from the gossamer threads of the Gates, swathed in shimmering mist—and I have another name for it.

I call it the Web.

*--From the research notes of Gordon Dexter, compiled at the behest of the Great Library.*

## **Radio Report**

**by Rich Adkisson**

IFGS Radios May 5, 2012 – 10 new radios bought and tested and will be used from now on

Executive Summary:

Bought 10 Tri-Square TSX300 Radios (5 TSX200-2VP) for \$432.95 and we intend to keep them.

Some people did not like the new headsets that came with the radios. At some point in time I will investigate headset possibilities and we can decide if we want to get some number of different ones.

There were two tests of the radios, and they were used in the game. The first test with 3 radios did not go all that well with some radios losing sync. The 2nd test with 10 radios went very well and all the sync issues seem to have good solutions. I did not hear any problems with the new radios being used for the game.

Conclusion of the test: All radios need training for the users, but these more than others. These are more finicky, and require good communications procedures (always ask for a reply, and if you don't get it, your message did not go through). For \$40 per radio instead of \$228, we are getting less and have to work a bit harder, but it seems to be a good trade-off.

Everything I have heard so far is to keep these radios. If there is any disagreement, or if anyone desires further testing, please tell me. We have 30 days from May 02, 2012 to return them. I will bring them to the next board meeting scheduled for May 26, 2012.

More Details:

I bought 10 Tri-Square TSX300 Radios (includes batteries, chargers and headsets) as directed by the last board meeting. The purchase was made at a local Fry's, 5 TSX200-2VP (2 packs including 2 radios, 2 headphones, 2 batteries, and a charger for 2):  $\$79.99 \times 5 + \$33.00 \text{ tax} = \$432.95$

I tested 3 radios with Olan Knight and Nathan Tryon on Friday 5/4/2012 and the test did not go that well, with some of the radios losing sync when trying out the private channels. I then went home, searched on the internet, found workarounds and operation procedures.

I tested all 10 radios with 9 volunteers at the end of the game "East Port Jubilee III" on 5/5/2012.

That test went very well with all the radios in sync, and private channels and texting working well. One radio did get out of sync, but my instructions to wait 30 seconds worked, and it got back in sync. We did not test the range this time (all 10 of us were in a big circle), but Alyssa and I did with 2 radios on 3/13/2012 and they seemed to cover all of Winter's Park in Garland (far corner to far corner).

Two or three of the new radios (none of the old radios) were used by production in the "East Port Jubilee III" game. I did not hear any negative comments about that experience, and the batteries lasted the whole time.

There were some comments about sound quality, but there may have been confusion about where the microphone was (it is on the Push-To-Talk button).

Sync Problems:

Sometimes when switching channels (or powering the radios on), the radios cannot talk on the channel (they appear to send but nobody receives) because they are out of synchronization.

These radios are 900 MHz (same as home phones with wireless connections) and are FHSS (Frequency Hopping Spread Spectrum), meaning each "channel" is a sequence of 50 frequencies that are hopped through. It takes about 20 sec to hop through all 50 frequencies. If you only talk for 5 seconds, the radio will still continue to hop till it finishes the 20 second sequence. When you first turn on a radio or when you change to a new channel, your radio goes to the first frequency for that channel and waits there until you push the transmit button or the radio picks up someone else doing that.

## **Radio Report Continued**

Most of the time the radios hop frequencies together and everyone is happy. But if a radio is turned on or a channel is changed within 20 seconds of one of the other radios transmitting, then it can't find the first frequency of the channel until the transmission is done, and therefore be out of sync. And if you transmit on that radio (the one out of sync), then nobody will hear the message. Fortunately, you just have to wait for the out of sync radio and the others to finish their 20 seconds of hopping.

So waiting for 20 to 30 seconds or so should resolve the issues.

Solution:

1. Waiting 20 to 30 seconds should get your radio back in sync. [40 to be sure]
2. Always ask for a reply. If you don't get one, your message may have been lost.

### **General Setup:**

The main group channel (where everyone can talk to everyone or text to everyone) is channel 4347 (IFGS). Each radio (R01, R02, ... to R09, R10) has a private channel: 434701, 434702, ... to 434709, 434710. That is, IFGS01, IFGS02, ... to IFGS09, IFGS10.

The main group channel is labeled "ALL", and individual private radio channels are labeled "R01" to "R10".

My intention is to have R01 be for the GM of Team 1, R02 for the GM of Team 2 etc...

R10 will be Safety, R09 will be production, R08 will be the watchdog, and the rest are more teams or spares.

The radios will power up on the last channel used, which should be "ALL", but could be one of the private channels "R01" to "R10", or it might end up with default channel 0 (which we don't use). So the user must check the channel and make sure it starts out on "ALL". Also, if the user sends a private call (which requires selecting that private channel), then the user must remember to select "ALL" at the end of the call (otherwise it will stay in that private channel).

Issue Summary:

1. Have to train users on these radios. Need to allocate 10 minutes or so (plus the time to gather everyone etc...) before a game to train the GMS, Production, etc... on using the radios.
2. Users need to know to always ask for a reply. Voice or text can get lost, so no reply means lost.
3. Users need to know to wait 20 to 30 seconds under some circumstances to get radios back in sync.
4. Some people don't like the headsets, so we may need to look into getting a selection.
5. Maximum distance has not been resolved. These have only been tested at Winter's Park and Gatewood Pavillion. They should work at our main places (Winter's Park in Garland and Soldier Springs Park in Weatherford). Still have the old radios for backup if needed.
6. If we use text messages a lot, need to put in more standard and IFGS specific default messages like "Team leaving encounter".
7. Would be good to get more feedback on the radios before May 31 (I would have to return them the next day). Are there more tests we need to run, more people that want input etc...?

## Instructions for the Dallas IFGS Radios

10 Tri-Square TSX300 Radios: 1,2,3,4,5,6(bar underneath),7,8,9(not labeled yet), 10.  
1=Team 1 GM, 2=Team 2 GM, etc... 10=Safety, 9=Production, 8=Watchdog

Radio names and channels:

Group channel Name: ALL  
Group channel number: 4347 (IFGS=4347)

Individual radio name: R01 to R10  
Individual channel number: 434701 to 434710 (IFGS01 to IFGS10)  
0000434791 to 0000434710

Headsets: Loop goes around the back, underside (nearest head) of ear.

Talk using the PTT (Push To Talk) button on the wire. Don't use the PTT on the radio.

Talk into the microphone near the PTT button. Don't talk into the radio.

Without Headset: Talk using the PTT (Push To Talk) button on the radio. Talk into the radio.

Note: Push the appropriate PTT, wait one second, and then talk.

The first second can get lost, so WAIT after PTT pressed BEFORE YOU SPEAK.

Always ask for a reply! If you don't get one, your message was lost.

General Operation: Make sure you see: CHANNEL: ALL in the display, if you want to talk to everyone (normal case). If not, press the button under "CONTACTS", use the up/down arrows to move to "ALL" (just below "MY RADIO" and just above R01 or R02) and press the button under "SELECT".

Volume Control: When you are out of the menus (and see "CHANNEL: ALL), the up/down arrows are volume control. I've set many of the radios to "10" (1 to 15 range, default was 7).

Sync problems: It takes 20 seconds or so for the radios to hop between all frequencies. If you change channels within 20 seconds of someone calling, the caller or one being called (or another) can get out of sync. If you get a burst of static out of your radio, it means it is out of sync and someone is calling.

To fix: Wait 30 sec. Try to call again. Re-select Channel "ALL" (Contacts->up/down to "ALL"->Select), wait 30 sec, try again.

Private Calls: Be careful with this as the radios can get out of sync.

To call Radio 3: Contacts->up/down to "R03"->Select. "CHANNEL: R03"

Now press PTT button and you should be sending to Radio 3 (GM of Team 3).

Note: Need to go back to Channel "ALL"!!!! (Contacts->up/down to "ALL"->Select).

Problem: If anyone called 20 seconds before hand, Radio 3 will get a "Call Waiting" beep. If Radio 03 does not press "ACCEPT", it will not hear you.

Solution: Wait 30 seconds and try again. If no calls happen for 30 sec, Radio 03 will see "PRIVATE CALL" and hear you.

Text Messages: Be careful with these also, but here is how to do it:

Menu->up/down to "TEXT MSG"->OK. Then choose between NEW or STORED and press OK.

NEW – Type in your text the old fashioned way. "CALL ME" = 222 (wait) 2 555 (wait) 555 (left arrow/lock = space), 633.

STORED – Select from previous messages etc. or READY NOTES:

1=Yes, 2=No, 3=OK, 4=Where are you?, 5=Can't talk right now, 6=Can you talk?

I may add some stored notes later...

Then press send. It will take literally 10 seconds or longer to send. The receiver gets:

"NEW TEXT MSG" and has to press "READ". Then can "REPLY" or "DONE".

Text Messages are just like voice calls, they can be sent to the group (ALL) or to a private person.

## **Dallas Chapter IFGS - Board Meeting Minutes**

**April 5, 2012**

### People in Attendance :

Board members: Rich Adkisson, Angela Gallegos, Alyssa Phillips, and David Wood

General Attendees: Matt Kline (East-Central Oklahoma), Robert Armbruster, Paul Coley, James Davie, Joshua Deen, Joseph Dimatteo, Jason Dziuk, Sarah Gibson, Tom Grissom, Brittney Hogle, John Jones, Olan Knight, Conner Kuberski, Chris Kuykendall, Patrick McGehearty, Justin Moore, Laura Moos, Andrew Nunnally, Nathan Tryon, Josue Valdez, Chris Wright, Jennifer Wrig

< The rest of the minutes will be published when they are located. >



## BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

Alyssa Phillips, David Wood, and Andrew Saunders.

### President

David Wood

### Vice President

Alyssa Phillips

### Secretary

Allison Pace

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

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### Newsletter Information

Editor: Paul Coley

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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