

Whispering RUNES

President Column

Hello IFGS people! I hope everyone is doing ok, it has been a long time since I have spoken to you in such a fashion. Well, there have been somethings happen since the last time you read this kind of thing from me, so here we go. In March we had Breaking the Code written by me, went off well and I heard a lot of people liked it, which is good because I thought I was going to lose my mind. Next we had Eastport Jubilee 3, which had a risk 10 game attached to it. That was a lot of fun and I actually enjoyed myself in a Risk 10 game. Then we had friend come back from Canada for a game, and that game was the first running of Hel to Pay. Courtney Miller was in town and wanted to play, so we couldnt resist. After that we had Fight the Knight at A-Kon. There was a great turn out this year and a lot of people came and fought, which is freaking awesome! The next thing we had was Dead Man's Chest. This game was awesome. The fights were cool, the story was cool, the fact that you actually got physical reps for your toys was better. All in all it was a great game. Next we have DASTO/Hel to Pay/Quest for the Druids Staff which promises to be a doozy. After that we will have Keep Krushers which is written by Angela Gallegos and myself. That also promises to be one heck of a game. Till next time kiddos,

TaTa for now!

David Wood
Dallas IFGS President



The Baron chuckled quietly to himself as he thought “No assassin can shoot me with a Black Arrow of Death as I have cleverly hidden myself behind this leaf!”

EastPort Jubilee III - Thanks from the Trenches

I want to thank everyone who came out to the game on Saturday, 05-MAY-2012! To the PCs: I hope you enjoyed the game, had fun, and earned some gold! In fact, there were two magic shops and an Auction Board selling items at BELOW Bluebook, and many people took advantage of that!

To those Glorious and Shining Examples of Humanity we call "NPCs", you have my thanks and admiration. Quite a lot of people came by at 09:30 am to help set up – and we used every single one of those volunteers. Due entirely to The Miracle Of The NPCs, we were ready to start the Jubilee at noon with all of the various events ready to go! Robert Armbruster and Chris Wright were especially awesome, as was (as usual) the amazing John Jones. Nathan Tryon handled the Bank and thus gained Phenomenal Cosmic Power! Sarah Gibson showed up early and brought the amazing artwork that adorned most of the events! Others that were there to help included Jennifer Wright, Jim Davie, Andrew Saunders, Matt Kline and Chris Kuykendall. If I missed your name, you may flog me at will the next time we meet, and I humbly beg your forgiveness!

Many thanks to Paul Coley who came out to play Baron Rall Arminor, and to Brittney Hoglund who performed the Very Loud Duke Pompridour! Also, thanks to David Spence for NPCing Sir Aminor, to Tina Spence for NPCing Acacia, and to Taryn Cox who played Princess Brightmoon! Sarah Gibsom did a fabulous job as Marga The Seer (and for all you nay-sayers about Marga's abilities – no one can forsee their own death)! Thanks also go to Sara Cox who played Meldrath, the town Mayor. There was a lot of information handed out when the NPCs interacted. I hope you were listening because there WILL be a test later on in the form of a future game. Heh.

John Jones set up the earthbound evil that was the Lock Picking Contest, so he shares the blame with me for the various simple and easy challenges that were available. Heh.

Robert and Andrew set up the Safari and did a darned good job of it. Chris Wright helped me set up a variety of events AND coordinated the NPCs for the mini-game. Joe Dimatteo GM'd throughout the day, and he GM'd both teams in the mini-game! THANK YOU JOE!

Rich Adkisson was our Safety Officer, and he brought more water and our new radios!

I also want to thank everyone who stayed to help tear down the course, and that was MOST of the people there! Thank to all of you, we were able to get the entire game site torn down in under an hour! BLESSING ON YOU ALL!

And finally, my great thanks go to John Jones, who helped me with the script update, with setting up the encounter boxes, loading the props by himself, hauling them to the site, then helping set up, NPC, tear down, re-load the car, and helped to unload everything back into the shed. Which is really nicely organized now, by the way! ♪

Thanks go to Jason Dziuk for bringing his wicked cool new toy for me to drool over; that was great! And Jason was an amazing GM throughout the day! Thank you Jason!



I want to welcome the three NEW people that showed up to PC in the game. They are Josuc Valdez, Conner Kuberski, and Joshua Deen! They even got to PC in the mini-game and came out alive! Please be sure to welcome them the next time you see them!



To those of you who played the mini-game, I watched both teams as they blew through the combat encounter with the Trolls! Superb work by everyone on both teams!!! Sadly, neither team was able to return the assassin alive to Baron Arminor for questioning. Just FYI: the assassin took a poison pill right after he killed Marga, and from the moment the team took off after the assassin, they had 30 minutes of real time before the poison killed the assassin. That's what the stopwatches were for.

Each team was asked to do two things. First, you were tasked with capturing and returning the assassin alive – it was doable, but darned difficult to accomplish; this was where the Risk 9+ for failure for the game came into play.

Next, you were asked to collect as much information as possible as to what was going on. There were 6 distinct items of information available in the game. Neither team thought to capture, Life Spark, Enthral, or in any way question the Trolls, or to bring one back with you for questioning.

The two factors of 1) did you return the assassin alive, and 2) how many items of information did you return – together determined your reward for the mini-game. There was a chart for it in the script.

I hope everyone had fun in this little game. Certainly the combat was challenging and both teams did SURPRISINGLY well! Well done, everyone!

Happy Gaming, Olan Knight Game Producer

Eastport Jubilee III Bank Report

The game was held on Saturday, May 5th 2012 and was an action packed tournament with a fun rock and roll mini-game thrown in.

The adventure opened with the attempted assassination of a local lord and the death of his Seer. As adventurers had already gathered to battle the local troll problem, teams were quickly formed to capture this assassin archer. It would eventually be revealed that the assassin was a Drow agent of Malsiferous, and an opening to the Underdark was discovered. Could this mean that Fiorgynsheim will soon see the return of the Drow in these troubled political times? Stay tuned to find out!

Apart from the mini-game there were also a number of tournaments and competitions to entertain players, including lock picking contests, Safaris, weapons tournaments, and the ever-popular Obstacle Course. Also present was a Silent Auction that had players bidding for magic items at nearly 20 percent below Bluebook value right up till the final buzzer.

Despite the fun to be had, a number of players chose to abstain from several of the contests due to the heat and the grueling but fun mini-game that had just run. The weather was warm but not unbearable and despite rains of the previous night, the landsite was perfect.

The game ended with a brief Chapter Board meeting (there's an oxymoron if I've ever heard one) to discuss future games and the upcoming A-Kon 23 event "Fight The Knight". Also approved were a number of new throwing daggers made by Paul Coley that proceeded to derail the board meeting completely until after we had finished pelting each other with his work. The meeting ended with the reveal of our 10 new radios and the meticulous testing of them led by our Safety Chair Rich Adkisson and using 10 conscripts, I mean "volunteers".

On a final note we also welcomed three new members today! A trio of friends who found us through our website showed up to PC in the various events of the game. Despite playing at only level 2 the group was able to survive the risk 9 mini-game and proved to be pretty cool guys. Here's hoping we see more of them in the future and get more folks like them! Please welcome them the next time you see them:

Josuc Valdez,

Conner Kuberski,

Joshua Deen!

Jubilee Winners

Safari, Expert

Jason Dziuk as Asher
David Wood as Zanith
Matt Kline as Xiang

Safari, Novice

Chris Kuykendall as Greed
Josuc Valdez as Revor

Lock Picking Contest, Expert

Jim Davie as Kae-Su
Pat McGehearty as Sandor
Tom Paul Grissom as Lord Lyle

Sir Orion's Challenge, Expert

Jim Davie as Kae-Su
Robert Armbruster as Tiberian

Sir Orion's Challenge, Novice

Conner Kuberski as Faramir
Justin Moore as Glutney

Obstacle Course, Middleweight

Jason Dziuk as Tenkin
Rich Adkisson as Zibon
Matt Kline as Xiang

Obstacle Course, Heavyweight

Robert Armbruster as Tiberian

Bank Report Continued

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.3	7.9	7.9	6.7	7.5	8.6	7.9

Game Best Of's**Roleplaying**

1. Chris Wright as Bubbles The Troll
2. Paul Coley as Baron Rall Arminor
Matt Kline as the Assassin

Costume

1. Paul Coley as Baron Rall Arminor
2. Brittney Hoglund as Duchess
Pomridour

Monster

1. The Trolls – all of them
2. Matt Kline as a Troll
3. Robert Armbruster as a Troll
Chris Wright as Bubbles The Troll

Humor

1. Chris Wright as Bubbles The Troll
2. Arminor, Lyle, and Zanith arguing
over payment

Fighting

1. Matt Kline as the Assassin
The Trolls - all of them
2. John Jones as a Troll
3. Robert Armbruster as a Troll

Special Effect

1. The Black Arrow
2. Actual bubbles from the Troll
The Safari
The Trolls
The Drow "Enthrall"

Nathan Tryon
Bank Rep

“Hel To Pay” Bank Report**by Olan Knight & John Jones**

The game was held on Saturday, May 26th 2012 and was an action packed two-hour game. The weather was perfect, the team had a great time, and there were enough NPCs to fill the slots! In addition, we got to welcome back Courtney Miller, one of our very own gamers and Game Writers who lives in Canada during the rest of the year. She brought her friend Charles Trudel, who got to experience his first IFGS game!

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8	6.5	8.5	5	8.25	9	7.25

Game Best Of'sPC's voting for NPC's

Roleplaying
1. Hank Wood as Gozer and Angela Gallegos as Hel

Costume
1. Hank Wood as Gozer
2. David Wood as Zanith

Monster
1. Shepp the Berserker
2. Olan Knight as Undead #3

Humor
1. Andrew Saunders as Bob the Zombie Head
2. Rich Adkisson

Fighting
1. Olan Knight as Undead #3
2. Angela Gallegos as Hel
3. David Wood as Zanith

Special Effect
1. The Swamp
2. Hank Wood as Gozer

Game Best Of'sNPC's voting for PC's

Roleplaying
1. Courtney Miller as Dartmouth
2. Moises Heredia as Daniel Boozle Tyler Davis as Raum

Costume
1. Courtney Miller as Dartmouth
2. Andrew Nunnally as Drayn, Moises Heredia as Daniel Boozle, Tyler Davis as Raum

Monster
1. Courtney Miller as Dartmouth
2. Tyler Davis as Raum

Humor
1. Moises Heredia as Daniel Boozle Tyler Davis as Raum
2. Courtney Miller as Dartmouth, Tyler Davis as Raum Devan Bedell as Tsi-Onai

Fighting
1. Tyler Davis as Raum
2. Charles Trudel as Elias Courtney Miller as Dartmouth

Special Effect
1. Soliloquy
2. Courtney Miller as Dartmouth
3. The Bead

Greetings, Gamers! I recently had an email conversation with one of the Game Writers from the Denver/Boulder chapter who had questions on how the CAP awards worked when writing and producing a game. I responded in my capacity as the Society Registry Chair.

Hi Olan! [OLK] Hi, Will!

We have been having a few registry questions here in D/B for a few months now, so I wanted to check it out with you and get some official answers before our game this weekend. [OLK] Go for it...

1. Can a Producer get Game Support CAP? Our guess was no.

[OLK] The answer is YES. The GP hours are applied on the days on which the game was produced ONLY. All preliminary work - making props, walking the land site, etc - all are GS points.

2. On our forms, it lists the max for Game Support for a game as 10,000 * Sanctioned Production Hours. Some people believe that this number is also the maximum any one person can earn for a game. Is that true?

[OLK] No. Page 26 in the v3.11 version of the Registry Handbook has a chart that shows the limit per game day for each CATEGORY of NPC points. The definition of Sanctioned Production Hours for a major game is [Sanctioned Game Hours] + [number_of_teams - 1].

So if the GP has an 8 hour major game with three teams on each of two days, the SPH = 8 + [6 - 1] ==> SPH = 13

Let's say Will has an 8 hour major game with the stats as per the line above, and William has done the following:

- a) Spent 17 hours over the past two weeks getting props together
- b) Spent 6 hours walking the course
- c) Spent 8 hours herding cats; I mean rounding up NPCs ---> this totals 31 hours of game support
- d) On Saturday, Will arrived on site at 7:00 am and left at 7:00 PM ---> this is 12 hours of GP time
- e) On Sunday, Will arrives at 9:00 am and leaves at 8:pm ----> this is 11 hours of GP time
- f) On Monday, Will goes to the shed and helps restore order for 4 hours ----> this is 4 hours of GS time

NOTE: For the purposes of CAP Limits, a one-day game is a game that runs for one day. A weekend game is a game that runs both on Saturday and Sunday, it can be a two-day game or a one-day game run twice. Look at running the one day game twice:

$SPH = 2 \times (8 + [3 - 1]) = 2 \times (8 + 2) = 2 \times 10 \implies 10 \text{ SPH for one day, but the game ran twice} = \text{SPH of } 20 \text{ hrs.}$

So lets look at the amazing effort Will put in to run the game:

$GS = 31 + 4 = 35 \text{ hours} = 35 * 1000 = 35000 \text{ CAP}$

$GP = 12 + 11 = 23 \text{ hours} = 23 * 2500 = 57500 \text{ CAP}$

Going back to page 26, we see that the limits on each type of CAP are:

$GS = 10,000 * SGH = 200,000 \text{ CAP}$, so the 35,000 CAP for GS is approved automatically.

$GP = 90000$ for 2 x one day games, so the 57500 CAP for GP is approved automatically.

Even using the SPH as determined for production (not for the CAP Limits), we have 13 SPH as above, which means the GS CAP Limit is $13 * 10,000 = 130,000 \text{ CAP}$.

Will's total CAP for the game is $(35000 + 57500) = 92500 \text{ CAP total}$.

More explanation: SPH is shown as being equal to the Sanctioned Game Hours + the number of teams - 1. Thus, for an 8 hour game for 5 teams, the SPH would be 12, so the max Game Support Hours would be 120. Does that sound right so far?

[OLK] Correct for a one day game. 120 hrs = 120,000 CAP max.

The question has then been asked if that number (120,000 CAP in this case) is the max CAP anyone can earn for the game?

[OLK] No. See the above example.

If a game writer put in 120 hours of work and NPCed for 16 hours, is the max still 120,000, or do the maximums for each type of CAP apply instead? [OLK] The maximums for each CATEGORY (page 16, v3.11, Registry Handbook) apply.

In addition, GW hours are entirely separate from production hours. Page 21 says that GW hours are only awarded for the first running of a game. So let's say Will also wrote the one-day game. The SPH considers the fact that the game may be run twice, thus the SPH for the one-day game above (run twice) is 12 hours. $GW \text{ CAP} = 12 * 5000 = 60000 \text{ CAP}$.

Notice on the chart on page 26 that there are no limits on GW CAP; this is intentional and indicates that GW CAP is separate from production CAP. Thus Will's new total CAP for the game, if he also WROTE the game, is now $92500 + 60000 = 157,000$.

i.e. NPC is listed as 45,000 max for one day. GW is listed as having no max. For a GW of an 8 hour game for which he did 100 hours of support and NPCed for 16 hours... could he earn $40,000 + 100,000 + 16,000 = 156,000 \text{ CAP}$? [OLK] Yes.

Does that make sense? [OLK] Yes. Thanks, William [OLK] You are welcome!

Dallas Chapter IFGS – June 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
The meeting was called to order at 11:30 AM

People in Attendance :

Board members: Angela Gallegos, Hank Wood, Rich Adkisson, Andrew Saunders, David Wood.

Proxies: Alyssa Philips held by Angela Gallegos

Absent: Allison Pace

Committee Reports:

Treasury – Olan Knight reported for Tracey Skopinski that we have approximately \$6000 in the bank.

Quartermaster - John Jones reports the shed is in order.

Registry – Olan Knight reports it is up to date.

Safety – Rich Adkisson reports the 10 new radios are to be checked out today as this will be the last chance to return them.
(post game update: we are keeping the radios).

Newsletter - Paul Coley needs submissions. Next newsletter will be coming out very soon.

Society Liaison – The New Bluebook was approved. Dallas's John Jones led the effort. It can be found at:

<http://www.ifgs.org/files/96/BlueBook2.1.pdf>

Sanctioning – David Spence is stepping down as Sanctioning Chair. Patrick McGehearty accepted the role. Approved 6-0.

Active Games in Planning:

Dead Men's Chest - (levels? LMs?) proposed for June 16, Alyssa Phillips producer. Need to confirm with Alyssa that that date is doable. Later communication from Alyssa says June 30 is a better date.

Keep Crushers - proposed for late July - David Wood and Angela Gallegos, 4th - 6th level

Animefest game - Sept 1-2 proposed same game as last year.

Game of Samurai - David Spence and Tina Spence, two lines - low line for novices, especially from Animefest, high line for 7-10th levels.

Wind of Wills - producers Sarah Gibson and Andrew Saunders, writer Michael Whaley, low level, early Oct, to include novices from Animefest.

New SC Chair (patmcgeh@flash.net) needs to get status of these and all other games in sanctioning. If you are writing or sanctioning a game, please notify Patrick.

Lore - The World Committee has proposed that all games in sanctioning include a location on the map and/or a description of how PCs get to the starting point of their game (land travel, ship, portal, gate, whatever). There is also a proposal that game writers may earn land and titles for the PC of their choice. There was a consensus that the Board needed to see the proposals in writing and get general discussion from the chapter before voting on them. It was recommended that the World Committee post their proposals somewhere like Facebook so people could comment on them. The proposal was tabled until next month.

Old Business –New Business

Akon - Announcement: Dallas IFGS will again sponsor “Fight the Knight” on Saturday, June 2, 2012 at AKON. Event time runs from 3pm until 6pm. The event is near check in, so no AKON membership is required to participate. Lots of fun and good weapons practice. Contact Olan Knight to volunteer and for more details .

Oklahoma - ECO (East Central Oklahoma) Chapter of IFGS is starting up. First event was this weekend May 26, 27. Their tentative date for their June event is June 23. They want to avoid running on the same weekends as Dallas to encourage inter-chapter play. Early communication of firm game dates (by Facebook?) will help.

Next Board Meeting June 16 after Dead Men's Chest.

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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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