



Whispering RINES

International Fantasy Gaming Society -Dallas

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2015 March

President's Column

Fellow gamers,

This month started off with a great game, An Ill Will, by Joshua Imboden. For those of you lucky enough to play in it there were some great times and some really good roleplaying. Thank you Joshua! Next up on the schedule is Es-Cap-EE running on May 9th at Winters Park.

A small note on communication. Running and producing a game is hectic, time consuming and a major undertaking. If you are picked to be a LM by a GW/GP or a major NPC please keep in communication with them. A GW/GP will send out increasingly frantic emails as the game gets nearer trying to coordinate all the various aspects of their game, and not hearing from people that they are counting on makes it so much harder. I can tell you from firsthand experience how frustrating it is to find out that one of your major NPC's or LM's is not going to be there on game day at the last minute. As a GW/GP we are trying to keep track of not only the NPCs that we need on game day but all the PCs on the teams so we know who can call on and attempt to coerce when we lose someone the week before the game.

To continue with the game writing theme, this month let's talk about some of the other things that a game needs to get sanctioned.

Budget: All games have to have a budget in them before they can get sanctioned. This budget should list the expected cost of the props, the minimum game profit margin which is \$100.00 on major games, \$50.00 on bar games and the minimum insurance/society fees of 5.00 dollars. It should also have a line that shows the PC/NPC game fees, vs. the expected game cost with a total that is not in the red. While the estimated prop cost is exactly that, an estimate, it should be close.

Flyer: Every game has to have a flyer that is approved by the SC team. I will do another entire column on flyers later.

Treasure Page: At the end of the game copy include a page that has a breakdown of all the treasure, the savvies and values. Also on the page put the treasure and XP calculation for the game so it is in one location for the GM and team when they are performing treasure division at checkout.

Lore Page: While it is necessary to put the lore in each encounter so the GM can use it as the teams enters the encounter, it is also nice to have a master lore page at the end. This way when a team uses a lore ability on a previous encounter the GM does not have to flip through game copy trying to remember where that lore was located.

NPC List: Include a page that has a listing of all NPCs by encounter. This will help your NPC coordinator on game day. Hopefully you will have locked in most of the roles before game day but this be handy to identify any needs on game day and where people need to go.

President's Column .. Cont'd

Personalization Page: If you are lucky enough to get character histories before the game runs and you intend to do personalization add in pages that covers all of these. The GM for the team will need to refer to it and you will also need to put copies of the page in each encounter that includes a personalization so have extras.

Signed your hectic president trying to get his game prepped,

David Spence



Fixing Registry Errors!



Putting Gamer Sheets into the Registry

The Registry is the database where all of the activity of the Dallas IFGS members is tracked and maintained. This includes treasure items, games played, and gold, among other information. This data is used to create the Member Reports, which are the four sets of reports for each member that are available from the website if you know your IFGS ID. Instructions for and access to these reports are available here:

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

These reports are updated at least once per quarter. When they are sent out, a notice is placed in our FaceBook page and an email is sent out to the Dallas IFGS mailing list informing the membership that new reports are available.



PCs get Member Reports

Occasionally something is omitted from, or entered incorrectly into, the Registry. That's why whenever a new set of Member Reports are published, I ask that everyone review their personal reports and let me know if they find any errors. If no one contacts me with corrections, I assume the reports are correct and file the paperwork.

I can easily search the paperwork for calendar year in the past. Any are far more difficult to verify.



Finding and correcting errors

any error that is from a game up to one changes for games prior to that one year period

In the future, any requested corrections for any game that has occurred more than one year prior to the date of the revision request will require that the person asking for the change come to my house to help dig through the paperwork.

So PLEASE review the reports when they are issued **and let me know as soon as possible** if there are any corrections that need to be made. I'm happy to correct any and all errors, but please don't wait more than one year to make those requests!



Seeking old records requires help!

Thank You,

Olan Knight
Dallas Registry Chair

World Committee Meeting 3/4/15

The world committee consisting of Sarah Gibson (president), John Jones and Tina Spence met on 3/4/15. In addition, ad hoc members, Jim Davie, David Spence and David Wood were present.

The following topics were covered. Some information withheld to allow members to play in the games:

* The world committee game, "awaiting game name" is being written to run later this year by David Wood, David Spence, Sarah Gibson and Tina Spence. John Jones and Jim Davie will oversee the sanctioning of the game. It is being written as 2 high lines and 2 low line mini games to be run on the same day. These will change the basic world shape and form of the Dallas IFGS world to give game writers new material to explore.

* We discussed the possibility of adding a second event in July to be the run date for the world committee games in the future. Run like the banquet without the IFGS providing food due to expense. This would allow 2 main events a year and allow 6 month writing arcs. Tabled until next meeting.

* David Wood brought up a proposal for allowing game lore to be swapped by game writers with games on the schedule. Essentially a GW with a game coming up would pass on lore or even an encounter (roleplaying usually) to a GW with a game on the schedule before his. This is being done to enhance continuity between games and is strictly voluntary. This will be tested in Es-Cap-EE and Ode to a Dragon.

* Discussed having a monthly SC and game writers meeting on the third Thursday of each month via Skype. This has been added to the meet up page and will be hosted by Jim Davie and David Spence initially. First meeting is April 16 at 7pm and on the meet up page now.

* Discussed having a set day for fighter practices to encourage more people to come out and play. The third Saturday or Sunday at Winters Park was suggested. David Spence to conduct a poll via FB to firm up time and date if enough interest.

* Discussed the giving out of a lottery style award at the end of the year to encourage participation. This would basically be in the format of tickets awarded to each game writer, game producer and the top vote getters in the best of NPC categories. These tickets would be drawn at the banquet, either annual or semi-annual and prizes awarded. Prizes will be determined at a later date based on the poll that is currently on face book.

Registry Notice

FYI -

Somehow, the paperwork for the game "Keys To The Gate" has vanished. Obviously one of the Thieves in the chapter has absconded with it. However, that leaves me with no hardcopy from the game for the Dallas records.

If you participated in the game in any capacity, please scan your Gamer Experience Form and email to me, or make a copy and snail-mail it to me. Send me an email if you need my snail-mail address.

Thank You,

Olan Knight
registry @ dallasifgs.org

LARP Demonstration

Hey, IFGSers!

The Dallas Chapter has agreed to put on a demonstration of LARPing and LARP combat for the Planet Kidz (Facebook @HartmanPK) organization on Friday, 24-APR-2015. The audience will consist of children between the ages of 7 and 13. This is a great opportunity for us to introduce LARPing to an entirely new audience - and to their parents! :)

The schedule looks like this:

- Introduction to IFGS
- Basic LARP combat and safety
- volunteers and quick training
- Very short 2 or 3 encounter game: Rescue the Captive
 This will be run using the volunteers and will occur in front of the audience
- Q&A, hand out cards, flyers if requested
- if there is time and interest, maybe run another short game: Arrest The Bandits

We need volunteers to run this event!

Please contact Olan Knight (olknight@yahoo.com) or Jason Dziuk (jason.dziul@gmail.com) if you can help make this happen!

Details

IFGS Demonstration

Friday, 24-APR-2015

arrive at 7:00 pm to get organized, show at 7:45

about one hour

the show is being presented for:

Planet Kidz

On Facebook @HartmanPK or HartmanPK.com

1323 Petaluma Dr, Rowckwall, TX

Map:

<https://www.google.com/maps/place/1323+Petaluma+Dr,+Rockwall,+TX+75087/@32.9454163,-96.469533,17z/data=!3m1!4b1!4m2!3m1!1s0x864c01bd297e036f:0x1c689fa4885847b0>

Park in front parking lot / circle, come in the front doors. There are no parking fees.

Thank You,

Olan

ODE TO A DRAGON

6 person teams

Levels 3-5 (Team 1 and Team 2)

26 Max Levels per team

Something has gone wrong at a Keeper facility. The Knights of the Keepers have put forth a request for help.

Levels 5-7 (Team 3)

Narath has been called upon by his ancestors to do a job of utmost importance. The fate of the dragons hangs in the balance!

Risk 7/8 Fighting 7/8 Physical 6/7 Mental 8

Team	LMS	GMS	Game In
1	Mason Young	Nathan Tryon	1:30 PM
2	Rachel Bickett	Henry Wood	2:15 PM
3	Seth Bush	Dane Lyon	3:00 PM

Game Fees

PCs: \$30

NPCs: \$5

Date:

June 13th, 2015

Location: Winters Park

Game Writer & Producer: David Wood

Safety: TBD

Bank: TBD

Watchdog: John Jones

Sanctioning Team:

John Jones

Dane Lyon

Henry Wood

NPCs NEEDED!!! Email me for a role! I have FOUR roleplaying roles!!
If there are any questions please feel free to email me at
zanith487@hotmail.com

Sub Rules in Effect:

Soliloquy

NPCs and PCs may call soliloquy and everyone on the field must stop and listen to the individual that called soliloquy.

Snap Shot

Level 8

The ranger may call snap-shot and then fire any arrow. The ranger must pre-cast snap shot. This represented by a red flag.

Knockback

Some attacks will have the effect "Knockback" added to it. Knockback means the target moves back the stated distance and takes a 0 second knockdown. A Knockback is subject to Evade and Dodge Blow. Every Knockback has a 0 second knockdown at the end of it unless otherwise noted.

Weapons Instructor

Level 4 (moved from 3rd)

A fighter may teach another PC/NPC how to dual wield for the game day.

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

<i>President</i>	David Spence	president@dallasifgs.org
<i>Vice President</i>	Pat McGehearty	vice_president@dallasifgs.org
<i>Secretary</i>	Seth Bush	secretary@dallasifgs.org
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	Angela Wood	board_member_3@dallasifgs.org
	David Wood	board_member_4@dallasifgs.org
	Sarah Gibson	board_member_5@dallasifgs.org

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<i>Treasury</i>	Tracey Skopinski	treasurer@dallasifgs.org
<i>Newsletter</i>	Paul Coley	newsletter@dallasifgs.org
<i>Quartermaster</i>	John Jones	quartermaster@dallasifgs.org
<i>Registry</i>	Olan Knight	registry@dallasifgs.org
<i>Safety</i>	Rich Adkisson	safety@dallasifgs.org
<i>Sanctioning</i>	Jim Davie	sanctioning@dallasifgs.org
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<i>Public Relations</i>	open	publicrelation@dallasifgs.org

Ad Hoc Committees

<i>History</i>	Sarah Gibson	history@dallasifgs.org
<i>Land</i>	open	land@dallasifgs.org

IFGS Websites

Dallas Chapter	http://www.dallasifgs.org/
National	http://www.ifgs.org/

Newsletter Information

Submission Addresses:

Submission Deadline: Whispering Runes)Dallas Chapter
5 Days prior to last day of the month. newsletter@dallasifgs.org

Submission Deadline: Chainmail (National Newsletter)
1 week prior to last day of the month. Email: nougouna@yahoo.com