



International Fantasy Gaming Society-Dallas Chapter

Spring 2013

Vol 1 Issue 37



Note from the Editor:

I do apologise as it has been quite a while since the last newsletter. Unfortunately, as many of us can relate, real life does interfere and obligations thereof can cause other issues to lag behind. I have taken some steps to prevent this from occurring again. I plan on making the next newsletters far less spartan, and I welcome suggestions and crave submissions from both players and in-game/in-world communiques from characters.

Seth Bush

The President's Page

Well, it sure has been awhile. Dallas IFGS is growing and getting bigger everyday and I love it. We have had a very interesting and awesome couple of months. Many things have happened since we last spoke in this capacity so lets go over it all shall we?

First we had March. Joyus March, funny March. This was the month of the flagship game for Joshua Imboden. Wet Behind the Ears they called it, more like drown in the ocean and laugh about it. Very fun game, had a blast hunting down a crazed pirate played by David Spence. Which translates into hunting down David Spence in one of his many hats. For he is a man of many hats. Officially we welcome Joshua back into the Dallas Chapter and back into the IFGS!

Second we had the month of April, lovely month, beautiful month. We had Passing of the Garter written by David Spence and Produced by Tina Spence. This was an excellent game with plenty of hooks and plots and crazy antics. Da Kidd (Taryn Cox) is now the head of the Hookers Guild, a vendetta was declared against the Altos for them being stupid and thinking anything could stand up against the family of the Don. Also a smaller and lesser known fact, this was David and Tina's 60th game! Holy freaking crap, most people don't even have 10 games under their belt and these two have 60. Thats more than anyone in entire IFGS society. So next time you see either of them, congratulate them. Thank them for being part of this chapter, because with out them then chapter would be dead. Ask them about it sometime.

Third we had May. Tiring month. We had Knightshade at the end of the month. A game that John Jones has had on the docket for around 6 or 7 years. Finally we had the game, and it was a great one at that. It was night, we had zombies, there was a bone bridge with excellent comedic effects ala Army of Darkness (if you don't know what the Army of Darkness is then you are sad and I do not wish to speak to you any further). The game was very hectic yet everyone walked out having had an excellent time.

Lastly we have June, which we just started. Awesome awaits us in this month. We already had Fight the Knight at A-Kon, and next we have Portal to Heck, written by Rich Adkisson. This looks to be an amazingly hilarious and fun game.

Thats all I have us now, I look forward to this upcoming month and amazing summer.

TaTa for now!

David Wood - El Presidente

Helpful Article Submissions from our Members

Foreword by the Editor:

One of the most time consuming and oftentimes thankless jobs in the administration and running of an IFGS chapter is Registry. We are blessed with a Registry chair who is incredibly skilled and diligent at his job: Olan Knight. In case one is unaware of what he does just as the Registry chair, he is the one who reads and stores the data from the front of your yellow sheets into a database keeping everyone in the chapter up to date on all their character information and CAP points as well as storing and keeping all the fronts of your yellow sheets in a managed storage as a failsafe against computer failures. Anytime we can help him out, like the correct way of filling out a yellow sheet, we should endeavor to do so. Considering the many other different administrative caps he wears, if you get a chance, please thank Olan for his considerable time and effort as our Registry chair.

How To Fill Out Your Gamer Experience Form

by Olan Knight

Everyone needs to know the CORRECT way to complete their gamer forms. Here are just two reasons why this is important:

- If you win or earn gold in a game but don't list it - you don't have it.
- If I can not read your writing - you don't have it.
- If the cost of the purchases you list exceed the gold you have *as shown in the database*, your CAP will reduced to cover the difference at the standard CAP-for-Gold rate of 10 CAP for each gp.

IFGS Game Experience Form					
Name:		IFGS #	Game Name:		
Street:		Chapter:	Game Date:		
City:		PC: NPC:	~ Staff / NPC Record ~		
State:		Publish personal info? Yes No	Function	Hours	
Zip:			CAP	GM/BR	
Phone:		Your 1st IFGS event? Yes No			
Birthdays:		Personal data changed? Yes No			
Email:					
<small>Game Producer (GP)2500 per hour on game day + set upLM5000 per game Game Writer (GW)5000 per sanctioned game hr.SC2000 per SGH NPC and all other functions1000 per hour</small>			Total CAP Earned:		

So let's begin with the essentials which are fairly self-explanatory:

Name: Your real name

IFGS #: Your IFGS ID (can be found at the members reports page of the Dallas IFGS website)

The NAME of the game: (highly important)

The DATE of the game: (also fairly important in case you misprinted the name of the game)

Address Section: If absolutely NOTHING has changed in your address, phone, or email you can circle the NO, else circle the YES and populate the address and contact information.

Email/Phone Information: Much quicker and useful in contacting you about the game sheet & future games

CAP/NPC Record: IF you provided support for the game in any way, list the NPC function(s) you performed and the hours (round up) spent for each function.

THIS IS THE ABSOLUTE MINIMUM YOU MUST SPECIFY on each and every Gamer Form!

YOUR EMAIL ADDRESS IS **EXTREMELY** IMPORTANT because email is our primary means of communication!

If you PC'd:

I understand that YOU know which PC you played at the game, but the odds are good that the Bank Rep does NOT know, so **AT A MINIMUM** please list your PC Name and PC Class. The Registry will determine what gold you actually have at the start of each game, but you can access that information from the *PC Points Report* available online at the Dallas IFGS website.

PC ID :(not your IFGS ID) This is a specific ID to your character. Can be found at the Reports on the website.

CAP Applied to PC's level: List any CAP spent to increase your total experience points

CAP Applied for GP(GOLD): List any CAP spent to get GPs. Ratio is always 10:1 (CAP:GP).

**Player Character Record
GM/BR**

PC Name:		Previous EP:	Previous Gold:		
PC Class:	Level:	CAP Applied To PC's EP:	In To Game:		
ID:		EP Earned:	Out Of Game:		
PC Notes:		New EP Total:	New GP Total:		
CAP Applied For Gold:	Gold From CAP:				
Change in PC and/or Items	Value	Game of Origin	Item #	Status / PC Traded	GM/BR
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	
				Gained/Lost	

Change in PC and/or Items: List any gold won, stolen, or earned; items used, sold, traded, or lost; items purchased and their cost; and any other change in your collection of gold or items. List each item on a separate line. If the line item was lost, circle LOST; if the line item was acquired, circle GAINED (yes, even for gold pieces). Please be very legible.

Game Ratings: Providing ratings lets the producer know what you thought of the game. It helps influence how game will be written and produced in the future.

At a minimum, please specify the OVERALL rating. Low =1, High = 10.

Game Ratings

Overall:	Design:	Logistics:	Mental:	Physical:	Fighting:	Risk:
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Best of Game: Here's how you tell the players and the staff who you liked best! If you were a NPC, you vote for a PC. If you were a PC in the game, you vote for the NPCs. Do NOT vote for another PC or your vote will be discarded.

<i>NPCs vote for PCs:</i>	Best Of Game	<i>PCs vote for NPCs:</i>
Roleplaying :		
Costume:		
Monster:		
Humor:		
Fighting:		
Special Effect:		
Comments:		

Comments: The COMMENTS section is provided to allow you to pass on your, opinions, ideas, or any other thoughts you might have to the production staff.

Please write legibly.

Please take the time to AT LEAST specify the data identified above.

Taking the time to provide accurate and complete information about your experience at the game will allow the Registry to maintain accurate and complete records for you.

Thank you,

Olan Knight
Dallas IFGS Registry Chair

How LMs are Chosen for Games by Tina Spence

This is just how David and I pick LMs. I'm sure other GPs have their own criteria. How the LMs are picked is strictly up to the GP. There are open games, draft games and invitational games. There are times a GP will ask for volunteers to LM, or teams are formed on game day and an LM picked among the team, and I have even seen a game where potential LMs were asked to write to the GP and give their reasons why they should be an LM. At least 20 people applied, 6 got picked based on what they said. But in my 20 years of IFGS, the majority of the time the GP picks LMs.

GPs do a lot of work to get a game ready and it's a balancing act with NPCs, props and budget. We know how many teams we can comfortably put through the game and still make budget, and unfortunately we have to limit the number of LMs and teams we have. So we need to know the LM will be responsible and once they have committed to the game, they *will* be there. I won't give an LM spot to someone who has a reputation of not showing up, or deciding to do other things at the last moment, or is always late. If the LM screws around and doesn't get a team to the game, that can destroy a budget, or if they don't get the team to the game on time that

screws up the schedule, and schedules are important if NPCs have to leave at a certain time or there is only so much daylight or any number of other things.

In the vast majority of the 50 + games David and I have produced, we picked the LMs. There are reasons for that.

- I want to know the LM is responsible and reliable; will put a team together and have the team on game site on time game day.
- I want to know the LM will pass on all the info I have given them to their team. This includes, the day of the game, where the game site is, what time they are expected to be there, any lore, special rules, or other instructions or information I have sent to the LM.
- I want to know the LM will get me their team's character histories and magic item list ASAP; that they will answer my emails ASAP. I once had an LM who didn't answer emails or get me any of the information I asked for until the night before the game. The game included personalizations and I couldn't do it the night before the game, so that team didn't get any. And most GPs will tell you if they don't get magic items list way before the game, then you aren't bringing them in. When I have had an LM who did not keep in contact with me or answer my emails ASAP or provide info ASAP, I never pick them as an LM again.
- I want to know the LM will make sure their team knows what they need to bring to the game: game fee, a costume with long pants and good footwear, reps, IFGS legal weapons, lunch, water, snacks, bug spray, sun block, rain gear etc.
- I want to know the LM will keep me informed of any changes on the team and will keep their team informed and have team meetings. Maybe have some beforehand role-playing going on in emails or maybe have a thread on Facebook.
- If it is a novice game or recruitment game, I want to know the LM will stay on the novices and make sure they get to the game, will see that novices have a working understanding of the rules, make sure the novices have all the info they need, the LM will help the novices with their SAS and role-playing throughout the game and will put the novices first and make sure they have a good time and feel welcome. Not everyone can do that, so I wouldn't open up the LM spot to just anybody who thought they wanted it.

When it comes time to look for LMs, we look for all the things I have already stated and we also try to come up with members we have seen writing, producing, NPCing a lot or doing other hard work for the chapter. We like to reward those who do a lot of the work with LM spots. We also have a habit of looking for LMs who are role-players, who will understand down times, rain and other unforeseeable circumstances and who aren't hot-headed.

In some games we are looking for certain personality types or character types that will fit the game. If my game is all about helping angels fight demons and send them back to Hell before they destroy the world, it may not be a good idea to have an LM who's one character hates angels, wants to see them all dead and wants to see the world burn.

In 50 + games, we haven't picked the same LMs over and over again. That's not to say that someone hasn't LM'd for us more than once. Sometimes the games are a series so it is nice to get the same LMs and teams back if possible to see the saga through to the end.

With a few exceptions, the LM gets to pick their team. Let's face it, when we are on a team we want to be with people we know we can count on, will be at the game unless there are dire circumstances keeping them from it, not just "Oh I don't feel like getting up that early" or "I decided to go to a movie with my friend instead" or "I feel like doing a raid in WoW today

instead” or “I decided to go do a soccer game instead,” all of which we have heard before. And guess what? We never ask them to LM or be on a team again. Teams need to mesh in character personalities, alignment and philosophies or at least know they can count on the person even if they are evil and the rest of the team is good.

There are always other considerations that can come into play especially considering what kind of game it is, but this is the basics David and I look for.

Tina Spence

Tarrelline Settlement Laws (Out of Game)

by Jim Davie

The "Tarrelline Settlement Laws" were established to entice 'skilled professionals" (PCs) to settle and improve the lands in Tarrelline, and in return, receive a title commensurate with the scale and importance of the land improvement that they had accomplished.

It was designed to make it easy for new or old Players alike to weave their PCs into the fabric of our gaming world, by giving them a permanent "home base" in Tarrelline for something to do between games, and gain the recognition and support of their fellow Tarrelline citizens.

(Of course, Tarrelline is not the only game in town. You may want to petition the other land-holding Nobles for a similar arrangement, if you prefer your allegiances to lie outside of Tarrelline.)

So, how to get started? Glad you asked.

OPTION A: The Establishment.

Your PC (or NPC) may be interested in establishing a 'business' or establishment that matches their inclination, such as a simple farm (100 acres), or something more daring.....maybe a shipping company on the Frigodur River, forts to watch the borders, professional schools, monastery or church, magic shop chain-store, tavern, library, military garrison, Guildhall, unicorn preserve, transdimensional portal network, airship station, anti-dragon artillery base, prison, archaeological dig site in a lost city....anything!

OPTION B: The Village.

Design on a grander scale...create your own village, town, or city by giving a detailed description of the buildings that it would contain, and what it does to support itself. Describe the PCs (or NPCs) that have important positions in the town's government.

For example, you may have a PC thief, TackyFingers, that is happy being the head of the Thieve's Guild in your newly-designed town of Darnville, but has no interest in running the town as a local Baron. Choose a different PC (yours or someone else's) to assume role of Baron of Darnville, or make up a NPC.

OPTION C: The Job.

If building something is not your PC's thing, you may want to try civil service!

If there is something your PC wants to do, such as establish and lead the Tarrelline 1st Dragon Air Corps, or be the Librarian in charge of Transmutational Magicks or Undead Studies at the Tarrelline

Library, then by all means, the position is likely open! Just inquire with Kae-Su or one of his Nobles.

The only requirement is that you describe the nature and responsibilities of the desired Position, so that someone will know what it is that you do, or what you are in charge of.

So, this is how it works:

1. Choose an improvement option (Establishment, Village, or Job)
2. Write it up and submit to me for approval. [Keep it reasonable....as unusual requests such may require History Committee or Sanctioning Committee review].
3. Enjoy your new position! And bring it to life for others to enjoy!

There's only one catch... your write-up needs **details**.

The Player owning the PC or NPC must provide a detailed written Legend Lore for their Establishment, Village, or Job (including description of cities or buildings, floorplans of buildings if appropriate, prominent PCs and NPCs at the institution, and what they do, daily operations, rough location in relationship to established landmarks on the map, symbols, rituals, etc.).

In short, the writeup should have all the details a game writer would need if they wanted to create a good copy of that institution/village/improvement/Job [and its NPCs/PCs] in a game.

A few paragraphs and a simple sketch of a floor plan would be a reasonable minimum for a PC seeking a minor noble title. Something longer and more elaborately detailed should accompany those applicants with more ambitious schemes such as founding a large stronghold with multiple PCs/NPCs, village or town.

All submissions should be sent to me by email. (Contact me if you wish to provide it by other means such as by mail or in person):

KaeSu.daviejr@xoxy.net

Some PCs have already taken advantage of this program, with great success....the Tarrelline lands are much more exciting for it.

It may even open doors to NPC/PC opportunities for you, should gamewriters be looking for inspiration!

But the surface is barely scratched.

-- *Monk without a monastery?* Build it, and recruit those acolytes (PC or NPC) to make your own Order. Hermit? Then enjoy the sound of silence in your personal Fortress of Solitude. Or help train the Royal Armies as Head Instructor of Unarmed Combat.

-- *Cleric without a Cloister?* Build a Abbey, or Forest Sanctuary, or Stonehenge.....and attract those converts! Divine the will of the Gods (or just the weather) with an altar or holy circle. Protect it with a Glyph Moat. Not enough? Add on a next-door orphanage, poor house, or undead re-hab center.

-- *Magi or Sorcerers?*....open your own School of Witchcraft and Wizardry! Or design a hidden keep for forbidden mystical research with guard golems, mind-bending puzzle door locks, and a carnivorous hedge maze to keep those insurance salesmen and bothersome hero PCs off your doorstep....

-- *Druid or Ranger?* Maybe a forest preserve for valuable endangered species, complete with

Protector Treants and a Dragon to help your PC keep those goblin poachers at bay...or be an Advisor to the King.

--*Thief without a lair?* Make Ali Baba and his 40 thieves jealous... Design a thief's hideout with a secret entrance, death traps galore, and a secret tunnel network into the city. Establish an Assassin's Guild/ Thieve's Guild and recruit some new PCs to the Brotherhood. Schedule banditry on the merchant caravans. Offer your services to the Crown as a member of the Tarrelaine Spy Network, and gather intelligence.

-- *Fighter-type without a Cause?* Join the Tarrelaine Military and protect the weak! Become a garrison leader, or weapons instructor. Build a Fort on the frontier, Create a Stealth Archery unit, Covert operations unit, or serve as a Military Advisor.

I invite you to join the fun, and make our Lands an exciting, living, growing tapestry.

Jim Davie

Character Communiques and Announcements

People of Terraline and Fyorginshine, my name is Lord Nor. It has come to my attention that one of my citizens has been actively seeking refuge in your lands. I request that you refuse this man any assistance or alliance as he is an agent of a corrupt and distainable regime and cannot be allowed to continue his mission. Finally to Killroy, I would request that you surrender but I know this would be fruitless so I simply ask; do you believe that you are **truly safe**?

Lord Nor

Seen in many town squares throughout the realms and distributed to those visiting Terraline:

Kae-Su

King of Tarreline by Divine Right et al, does proclaim to any and all, newcomers and old acquaintances alike:

Once again, the call goes out to all those, willing and able, to come lend their strength and loyalty to the lands of Tarreline, and gain status and title thereby. Not by accident of birth or circumstance, but by the sharpness of your wit, the steadfastness of your spirit, and the strength of your heart, shall you succeed, and become known among the citizens in Tarreline.

Let It Be Known..... *The Settlement Law of Tarreline now sees its 18th year of success. By this, any free person who swears fealty to the Crown may claim any unheld, free land within the Kingdom in a location of their choosing, to do with...and improve...as they see fit... no matter if it be farm or freehold, town or tavern, mine or monastery.*

To this endeavour, the Crown will grant whatever artisans, workers, serfs and funding are necessary to make such improvements a reality. For those wishing to construct an edifice...from smallest monastery to vast city...the artisans shall work with the supplicant in drafting the maps and written plans needed to render the vision truly.

Once said land has been improved, such free person responsible shall, in due recognition for their service, be granted ownership of said land and its improvements in perpetuity for them and their heirs, and receive due Title or Nobility, based upon the scale of their ambition.

Also Let It Be it Known.... *For those who wish to serve the Crown itself, there be several Advisory, Ministry and Military Positions available of ranks befitting their ability. Should one possess rare skill in arts militant or mystical, creative or civil...seek out his Majesty or his Court in the capital city of Tarreline.*

Bank Reports

Wet Behind the Ears

As usual for this time of year, the day was bright, clear, breezy, and delightful. And then the lightest of misty rain began to fall around 1:30 pm. And it continued to fall for the rest of the day. Kudos to the PCs and NPCs who played through and had a good time in spite of the moisture!

This was a very popular game with all participants! Congratulations to Joshua Imboden on a hugely successful first game in Dallas!

We had one novice at the game, so please be sure to welcome **James Runge** the next time you see him!

Once again the “Best Of” ratings were scattered all over the map. Congratulations to those where were singled out by their peers for their performances! It’s also *very* nice to see some **NEW** names in these lists!

Game Ratings

NPC Votes

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.7	8.9	7.3	6.0	6.3	7.0	6.0

PC Votes

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.7	8.9	8.1	8.1	8.0	8.1	6.7

Best Of The PCs

Roleplaying 1st - Tyler Davis as Fat Frank
 2nd - David Wood as Steve Irwin and Rich Adkisson as David Bowie
 3rd - Brittany Flatt as Nariya and Sara Cox as Lavender

Costume 1st - Brittany Flatt as Nariya
 2nd - Sara Cox as Lavender
 3rd - Joshua harris as Miatachi and Joseph Willingham as Sir Joseph Israel

Monster 1st - Alyssa Phillips as Sera

Humor 1st - David Wood as Steve Irwin
 2nd - Sara Cox as Lavender

3rd - Tyler Davis as Fat Frank and Team #2 taking the LOVE advice of the Merfolk

Fighting 1st - Tyler Davis as Fat Frank
2nd - Joshua harris as Miatachi
3rd - Sara Cox as Lavender and Alyssa Phillips as Sera

Special Effect 1st - Rich Adkisson's (as David Bowie) inflatable guitar/bow rep
2nd - Raining underwater (it rained and the PCs were supposedly under the water)

Best Of The NPCs

Roleplaying 1st - Olan Knight and Tom Paul Grissom as The Aristocratic & Annoying Trolls
(by a landslide)
2nd - David Spence as The Captain
3rd - Nathan Tryon as Airel the Merman
4th - Taryn Cox as Ashley The Mermaid

Costume 1st - David Spence as The Captain *(another slam dunk)*
2nd - The Jellyfish
3rd - The Sharks
4th - Tina Spence and Nathan Tryon

Monster 1st - The Sharks
2nd - David Spence as The Captain
3rd - The Jellyfish
4th - Olan Knight & Tom Paul Grissom, Greyson Cox

Humor 1st - Olan Knight and Tom Paul Grissom as The Aristocratic & Annoying Trolls
2nd - Nathan Tryon as Airel The Merman
3rd - David Spence as The Captain
4th - The pirate possession story time

Fighting 1st - The Sharks and The Undead Crew
2nd - Olan Knight and Tom Paul Grissom as The Trolls, and David Spence as The Captain
3rd - Kevin Dunning, Seth Bush, and The Jellyfish

Special Effect 1st - The music for the Sharks (the "Jaws" theme)
2nd - The Troll Pit
3rd - The Sharks, The Jellyfish, the Pirate Cannon, and brushing up (whatever that means)

Comments

In addition to the ratings, there were a lot of comments:

- Fun game, lots of opportunity to improvise, do anything - wonderful!
- Arrrrrr!
- Awesome game! Lots of fun roleplaying!
- Great game
- This game was so much fun!
- AWESOME GAME!

I cannot wait to see MORE games from Joshua Imboden!

Happy Gaming,

Olan Knight
GM and Bank Rep

Knightsshade

Knightsshade written by John Jones and produced by David Wood. It ran on May 18, 2013. It was a late afternoon/evening game out of respect for heat. As the ratings show, the game was well appreciated with a very high overall rating of 8.7. The physical rating was due in part to the heat while the mental rating was due to John Jones interesting plot and encounter points as well as his gadgets. The fighting rating was due to respect for the fighting skill of the NPCs. The Risk rating showed that the game was challenging as intended. The Best of Categories indicate lots of potential for after-game stories. Ask those involved for details, since no-one could see all teams for all encounters.

Ratings: Overall 8.7 Design 8.9 Logistics 8.8 Mental 7.7 Physical 7.1 Fighting 7.8 Risk 8

NPC votes:

Roleplaying: 1) Hermes Priest (Nathan Tryon) tie 2-3) Jim Davie, Owen

Costume: Tie 1-2) Tina Spence, IFGS Shield Guy (Will Haddon?) 3-4) Ray Michel, Black Wolf, David Spence

Monster: David Wood in final fight

Humor: 1) Nathan Tryon Tie: David Spence, Rich Adkisson, Angela Gallegos, Taryn Cox

Fighting: 1) David Spence, 2) Tina Spence

Special Effect: Shiniest Shiny Crystal

PC votes:

Roleplaying: 1) Chris Wright 2) David Wood 3) Pat Wade and Sara Gibson

Costume Tie: David Wood - Blacklight, final fight 2) Pat Wade as Malkavian Captian

Monster: 1) Jenny Wright as Undead Turtle 2) David Wood

Humor: Brother Benedict - Sword Training, Alyssa - running quickly, Jenny Wright (turtle)

Fighting: 1) David Wood as Gerard 2) Wraiths, Sarah, Josh, Sam

Special Effects: 1) Blacklight Runes on Gerard 2) Undead Turtle

Written by Patrick McGearty

Board Meetings

March

Start Time: 5:44 PM, March 9, 2013

Board Members in Attendance:

David Wood (with Angela Gallegos' proxy), Greyson Cox (with Hank Wood's proxy), Rich Adkisson, David Spence, Alyssa Phillips

Committee Reports:

World - Major changes for the world are on the way, a summer mini-game is in the planning stages to start these changes

Newsletter - No report

Quartermaster - Shed is a little wet... behind the ears.

Safety - Radios did well, but backup batteries might be a wise addition. Safety will investigate that, and sort through the first aid kit and update out-of-date medicines.

Registry - Not up to date. Still working on Banquet information, and Wet Behind the Ears (of course). Registry would like to request that members check their stats online (gold, EP, items) before filling out forms at the games, as wrong information is being put down.

Treasury - Solidly in the black. Any expenses that have been submitted have been paid.

Sanctioning:

Knightshade - *April 27*, Writer: John Jones, SC: David Wood, Hank Wood, Pat McGhearty

Mined Games - *TBD*, Writer: Josh Harris, SC: David Wood, Angela Gallegos, Jim Davie

Portal to Heck - *May*, Writer: Rich Adkisson, SC: John Jones, Robert Armbruster, David Wood

Hourglass Constellation - *October*, Writer: David Wood, SC: John Jones, Angela Gallegos, Hank Wood

Onward Into the Day - *2014*, Writer: David Wood, SC: Angela Gallegos, David Spence, Michael Magness

Keep Krushers 2: Krush Harder - *2014*, Writer: Angela Gallegos, SC: David Wood, John Jones, Hank Wood

World Committee Mini-Game - *Summer '13*, David Spence, Tina Spence, Alyssa Phillips, John Jones

Sequel to "The Forge" - *August 31*, AnimeFest mini-game, Writer: Seth Bush, SC: Olan Knight, Kevin Dunning

A Very Mini-Game: Fight the Knight! - *June 1*, A-kon Mini-mini-game, Writer: Alyssa Phillips, SC: David Spence

Leaping Lizards - *September 14*, AnimeFest Newbie Recruitment Game, Writers: David and Tina Spence

Next Board Meeting: *April 27* at Knightshade

End Time: 6:16 PM

April

Minutes for March meeting approved, 6-0

Committee Reports:

- **Treasury** - All taxes have been paid, bank is still in the black, at least \$5000
- **Newsletter** - Seth Bush has volunteered to take over the Newsletter from Paul Coley, the board would like to thank Paul for his years of phenomenal service, and, as always, the Newsletter is open to submissions, and actively encourages any member to submit articles, jokes, stories or other things that are IFGS related.
- **Quartermaster** - The shed is still waterlogged from after Wet Behind the Ears, and is in need of a clean-up. A shed cleaning will be scheduled for the near future, and all members are requested to come help if possible.
- **Registry** - Up-to-date except for *Passing of the Garter*
- **Safety** - First aid kit is currently missing, but is likely in the shed.
- **Society Liaison** - No general items. (*See New Business*)

Sanctioning/Game Calendar:

- Knightshade - May 18, lvls 3-5, sanctioned. Board meeting beforehand.
- A-Kon: Fight the Knight - June 1 (A-Kon has a new location this year!)
- Portal to Heck - June 22, lvls 1-3 and 3-5, GW: Rich Adkisson, SC: David Wood, John Jones, Robert Armbruster
- Mined Games - August 2013, lvls 2-4, GW: Joshua Harris, SC: David Wood (needs two more)
- AnimeFest: ReForged - Aug 31, lvl 1, GW: Seth Bush, *needs SC*
- Wrath of the Dark Mage - September 2013, lvls 1-3, GW: Pat Wade, *needs SC*
- Hourglass Constellations - October 2013, lvls 8-10, invitational team only, GW: David Wood, SC: John Jones, Brittany Flatt, Angela Gallegos
- Onward Into the Day - March 2014, lvls 4-6, 2 day game, GW: David Wood, SC: Angela Gallegos, David Spence, Michael Magness
- Keep Krushers II: Krush Harder - June 2014, lvls 4-6, GW: David Wood, *needs SC*
- The Great Library - date TBA, lvls 4-6, GW: Alyssa Phillips, SC: Brittney Hoglund, Seth Bush, Robert Armbruster

*More writers are **always** welcome! Writers, get writing!*

Old Business

- Rulebooks are in! Books are \$20 each.

New Business

- David Spence is resigning from the World Committee. (Accepted, 6-0) The board would like to thank David for his service on the World Committee, and welcome Sarah Gibson as his replacement as the World Committee Chair. Anyone wishing to join the World Committee is encouraged to contact Sarah.
- *Aftergame* - Service at IHOP has fallen to unacceptable levels, and so we are

attempting to find a new afterparty location. The pre-game for Knightshade will be Fuzzy's Tacos (not far from IHOP). The board is open to any suggestions for other locations.

- *Rainy games* - The standards by which we cancel games for bad weather are really the *absolutely no game can be played* standards. Producers should always be aware of what the potential weather is for their games, and let PCs know if there is a reasonable chance of rain or other weather that could potentially ruin costumes, weapons, and props. *Safety and the GP should consult on if a game should be called if the weather gets bad, and should consider the potential of damage to PC's gear, costumes, and shed props in that decision. The board voted and approved a measure that rain dates be included in the schedule when requested by the GP (6-0).*
- GMs are asked to let NPCs at encounters know how far away the next team is. Not all NPCs will have access to radios, and it will help if GMs consider themselves responsible for nearby NPCs, especially when leaving an encounter.
- **ALL PLAYERS MUST LISTEN WHEN SAFETY OFFICERS SPEAK. Those not listening can and WILL be asked to leave the course. Safety information may change per game; the Safety Lecture is MANDATORY.**
- *Society Sanctioning Committee Update/News* - There is a *proposed* change to the experience earned per hour. The new proposal is the lowest level in game x 300 = exp/hour. So a 1-3 game would have exp of 300/hour, while a 4-6 would have 1200/hour. The *current* rule is that experience is offered at a blanket 500/hour. Thoughts/comments/proposed additions on this should be e-mailed to the Society Sanctioning Committee and/or the Society Board.
- *Online Chapter Board Voting* - Jason Dzuik will head a task force to send out a mailing vote for a Chapter Constitutional Amendment to allow voting by alternative means. If the vote comes back in favor of modifying the Chapter Constitution, the board will vote on approving the change to allow for voting by means other than just by mail. Measure and procedure approved, 6-0.
- Folding trailers are available for purchase for around \$300. The board will contact John Jones as Quartermaster to check on his availability of space, and will consider purchasing one of these to assist in hauling props to and from games.
- David Spence has been approved up to \$60 to investigate and purchase 30 clipboards.
- Commendation Pins for the Dallas Chapter - David Wood is looking into getting commendation pins for Game Writers and Game Producers.
- End time: 5:45pm Next board meeting will be held at Fuzzy's Tacos before Knightshade,
May 18th

May

Start time: 2:00pm

Board Members in attendance: Alyssa Phillips, David Wood (with Hank Wood's proxy), Greyson Cox, Angela Gallegos, David Spence

Committee Reports:

- Treasury - No report.
- Newsletter - Publishing schedule: At the end of each month.
- Quartermaster - Shed is in shambles.
- Registry - No report.
- Safety - First aid kit was found in the shed as expected.
- Society Liaison - No report, no Society meeting since last board meeting.

Sanctioning/Game Calendar: (new additions only)

- Leaping Lizards - September, newbie game, GPs: Brittany Flatt and Taryn Cox
- Costume Building Session - late June/early August at Sarah Gibson's house

More writers are always welcome! Writers, get writing!

Old Business

- Old Dallas Constitution found by Pat McGehearty.

New Business

- Onward Into the Day - High production, Board has approved Producer to spend up to \$500 to update props, production team will also be cataloging current stock of props
- Constitution updates - Old constitution will be reviewed and compared to the new standard constitution by David Spence and Greyson Cox. They will also be reviewing how to convert voting to electronic, rather than paper only.
- David Wood will be purchasing pins for those who have produced and written games.

End time: 2:30pm

Next board meeting will be held at Fuzzy's Tacos after Portal to Heck, June 22nd.

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I WANT YOU

**to submit character
communiques
and articles**

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IFGS Websites

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Submission Deadline:

1 week prior to the end of the month

Dallas Chapter

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

National

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