

**Dates**: Oct. 13 – 15, 2017

**Location**: Camp Holland in Weatherford, TX 1419 Holland Lake Dr., Weatherford, TX 76086

# Fee: If buying meals, payment must be made by Oct. 7

All 3 days & meals Fee - \$65 Saturday & meals Fee - \$50 All 3 days & NO meals Fee - \$45 Saturday & NO meals Fee - \$40

You may make Payments on the Dallas IFGS Website:

http://www.dallasifqs.org/

Game Producer: David & Tina Spence World Course Writer: David Spence

Sanctioning Team: Sarah Gibson, Dustin Proctor, David Gibson, Tina Spence

Mini Game Writers: David Spence, Tina Spence, Sarah Gibson, TBA

Contact: David Spence 817-565-0854

- Dead Man's Party is a three-day game for PC's of any level.
- First level PCs may play at 2nd level.
- Treasure limit: Treasure and gold value brought into game may not exceed your experience point total.
- Cloning is allowed / The Fate Point option is in effect.
- PC Fairness is in effect
- Rules Variant 7.0 is in effect for this game, plus the Optional Character Build rules, Bard Class, Cleric, and Mage Specializations.

- Special Rules will be on display at Check in.
- Death: Optional rule concerning accidental death is in effect.
  - In the main area during any combat, a PC cannot drop below 0 hit points. Damage that would normally kill PC stops at 0 hit points, unless by game design. At 0 hit points, PC is unconscious and bleeding out. They must be healed within one minute or PC will die.

# Information on game and schedule:

- We must have a commitment from 40 people minimum to make this game happen.
- Game fee covers camping, world course, mini-games, and random events throughout the game, Lunch & Dinner on Saturday, and Breakfast Sunday morning.
- Everyone will PC and must NPC at some points in the game. We will need everyone who is a Safety Officer to fulfill that role at some point.
- This is a world course that will contain multiple line courses for people to play in. These will be posted on game day with explanation of game type, levels etc. on the sign-up sheet. More game info will be forthcoming as we get closer to game date.
- Portions of the main game or line courses will run in the dark, so bring a light source.
- There will be multiple contest and tournaments running all weekend. See the description below for more on the various contest and tournaments.
- You must sign up for and NPC at least one block of time during the game.
- There will be random events throughout the game we are not going to tell you about until they happen. ©
- The cabins will <u>not</u> be available this time. We have plans for them. The tavern will be available for overnight.
- There are camp sites. Bring your tent and camping gear if you plan to camp at the site. There are 2 cold water and 1 hot water showers, flush toilets, water, and power on-site.
- We'll have to wait till closer to the date to determine if the fire marshal will allow fire.
- Game staff will be providing water. If you want soft drinks, snacks etc., bring them for yourself in an ice chest with your name on it.
- Bringing readymade snacks (vegie tray, fruit tray, cookies, marshmallows to roast over the fire, the makings of s'mores etc.) that everyone can share is encouraged. (Nothing that must be cooked.)
- Game site is less than 5 minutes away from stores, restaurants, and hotels if you do not want to camp.
- Parking will be on-site and secured from public.
- Do not leave valuables alone. Please lock them in your car.
- So far, we have made a very good impression on Parks and Recs. That is why they let us have the camp. Please be courteous and clean up after yourself. There may be Parks and Recs people either playing or observing the game, so please make them feel welcome.

#### **Tentative Schedule:**

Except for check in, check out, and meals, times are very approximate. Be prepared for changes in the schedule.

# **Friday Night:**

4:00 pm: Check in opens

6:00 pm: Pumpkin Decorating contest

6:30 pm: Costume Ball

8:00 pm: Evening Mini Game — TBA

## Saturday:

8:00 am: Opening Greetings

9:00 am: Morning mini game — TBA

10:00 pm: Magic shop opens

1:00 pm: Lunch (1-hour meal break) 2:00 pm: Afternoon mini game — TBA

5:00 pm: Artwork contest

6:00 pm: Dinner in the main hall (1-hour meal break)

7:00 pm: Evening mini game — TBA

10:00 pm: Bardic contest

Chess tournament: All day Dagger Melee: All day Puegelsdam: All day

Weapon tournament: All day

#### Sunday:

9:00 am: Breakfast in the main hall (1-hour meal break)

10:00 am: Morning mini game — TBA  $\,$ 

10:00 am: Various Tournaments

3:00 pm: Leave taking

#### **Game Notes**

- Staff will be wearing orange safety vests.
- The check in shack is also the safety shack.
- We need people to NPC or we cannot run the games.
- Random events will be happening throughout the day. These are not totally random, but at any time you may be tasked with being an NPC for a short period.
- PC fairness is in effect. If you know someone pick pocketed you, let a GM (orange vest) know if you want to use PC Fairness.

# The Dead Man's Party Ball

There will be a costumed Ball. A limited number of masks will be on hand for those who want to join in on the fun. There will be a prize for best costume.

Prize: TBA

There will be a raffle at the ball. Everyone who enters the Ball gets 1 ticket.

Raffle Prize: TBA

# **Mini Games**

Mini Games have their own treasure awards based on level and risk. Teams for mini games will be formed on game day.

Mini-Game Name: Writer/Producer:

TBA

TBA

TBA

TBA

TBA

TBA

TBA

## **World Course**

There will be opportunities to earn gold and items throughout the event.

## **Contests and Tournaments**

# **Pumpkin Decorating contest**

Pumpkins (not provided) may be carved or decorated. (Please bring your pumpkin already carved or decorated to the game.) The populace will choose the best pumpkins based on general applause.

Prizes:

1<sup>st</sup> 1,000 gold

2<sup>nd</sup> 750 gold

3<sup>rd</sup> 500 gold

#### Art contest

Throughout the day, there will be a display of artwork produced by the populace. This can be any piece such as jewelry, weapons, painting, needlework etc. Basically, any handmade item. After dinner, everyone will have the chance to vote on the pieces to determine the winners.

## Prizes:

```
1<sup>st</sup> 1,000 gold
2<sup>nd</sup> 750 gold
3<sup>rd</sup> 500 gold
```

## **Bardic contests**

#### Best Bard

A contest will be held to determine the best bard at the event. Contestants may perform any artistic piece, song, story, poem etc.... and the winners will be chosen by the populace.

#### Prizes:

```
1<sup>st</sup> 1,000 gold
2<sup>nd</sup> 750 gold
3<sup>rd</sup> 500 gold
```

# **Bardic Ghost/Scary Story contest**

A contest will be held to determine the best Ghost/Scary story at the event. Winners will be chosen by the populace.

#### Prizes:

```
1<sup>st</sup> 1,000 gold
2<sup>nd</sup> 750 gold
3<sup>rd</sup> 500 gold
```

#### Chess tournament

The chess tournament will be run using standard chess rules. Two people play until a winner is decided.

## Prizes:

```
1<sup>st</sup> 500 gold
2<sup>nd</sup> 300 gold
3<sup>rd</sup> 100 gold
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# Dagger Melee

During the day, a dagger melee will be held. The rules are as follows:

- Each contestant can carry two daggers into the melee.
- Used daggers may be picked up and reused.
- Any hit to a limb renders it unusable.
- Any hit to the body results in the PC being eliminated.

The contestants that sign up for the melee will be taken to a roped off area. There they will be given their daggers. The PC's will then spread out amongst themselves at the edge of the ring. When the GM calls "GO," the PC's will start throwing. The last one up wins. We will run a series of bouts depending on the number that sign up until we get the winners.

#### Prizes:

1<sup>st</sup> 500 gold 2<sup>nd</sup> 400 gold 3<sup>rd</sup> 300 gold

# Puegelsdam tournament

Puegelsdam is an ancient contest held between two people fighting with staffs on a log. The first person off the log is the loser.

#### Prizes:

1<sup>st</sup> 500 gold 2<sup>nd</sup> 300 gold 3<sup>rd</sup> 100 gold

#### Weapon tournament

The weapon tourney will be fought in a stair step format. The PC's will be paired up in a random drawing, and their names will be posted on the board. There will be two divisions — Novice (under two years in IFGS) and Expert. Each category will have an unlimited tournament where each PC chooses their own weapons and a second tournament for matching long sword, single weapon.

# Prizes:

1<sup>st</sup> 500 gold 2<sup>nd</sup> 300 gold 3<sup>rd</sup> 100 gold

#### Troll Ball

The people wishing to play will be divided up in equal teams. One side will wear the headbands to mark their team.

## Rules:

- Each team may have 5 players on the field at a time
- Any hit to a body is a kill
- When a player is dead, they take a knee and raise the sword, hilt first above their head.
- Another player may come in, take the sword and return it to their side to tag in another player.
- The game starts when the troll head is dropped into the middle of the field.
- Points are scored by dropping the troll head into the other team's basket.
- Games are to 3 points.

## Prizes:

1st 500 gold2nd 300 gold3rd 100 gold

#### Address of Game Site:

1419 Holland Lake Road, Weatherford, TX 76086

# **Nearby Hotels:**

# **Weatherford Heritage Inn**

(817) 594-7401 1927 Santa Fe Dr, Weatherford, TX 76086

# **Holiday Inn Express & Suites**

(817) 341-6299 850 East I 20, Weatherford, TX 76087

# **Super 8 Weatherford**

(817) 598-0852 720 Adams Dr, Weatherford, TX 76086

## **Quality Inn & Suites**

(817) 599-3700 2500 South Main St., Weatherford, TX 76087

## **Hampton Inn**

(817) 599-4800 2524 South Main, Weatherford, TX 76087

## **Comfort Suites**

(817) 599-3300 210 Alford Dr., Weatherford, TX 76086

# **Candlewood Suites Weatherford -**

(817) 599-9999 215 Alford Dr., Weatherford, TX 76087

## **Fairfield Inn & Suites Weatherford**

(817) 599-4040 175 Alford Dr., Weatherford, TX 76087

## La Quinta Inn & Suites Weatherford

(817) 594-4481 1915 Wall St., Weatherford, TX 79068

There are several more, go to www.dallasifgs.org for maps etc.