

Once Upon a Game

A fall festival held in the Enchanted Forest.

Game Ratings

General ratings. (Mini-game ratings will be listed on their sign-up sheets)

Mental: 9

Fighting: 6

Physical: 4

Risk: 7

- *OUAG 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, and Cleric 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.*

Dates: Oct. 7 – 9, 2016

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

Fee: If buying meals, payment must be made by Oct. 1st

All 3 days & meals Fee - \$60

Saturday & meals Fee - \$45

All 3 days & NO meals Fee - \$40

Saturday & NO meals Fee - \$35

You may make Payments on the Dallas IFGS Website:

<http://www.dallasifgs.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, Joshua Harris

Contact: David Spence 817-565-0854

Information on game and schedule:

- We must have a commitment from 40 people minimum to make this game happen.
- Everyone will PC and 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.
- Game fee covers camping, world course, mini-games, and random events throughout the game, lunch & dinner on Saturday, and Breakfast Sunday morning.
- 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. 😊
- There are a limited number of cabins to stay in. These will be on a first come basis and sleep 6. The cabins have slatted bed frames, so you need an air mattress etc.
- 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 has to 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 general 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: Dustin & Rachel's Wedding
6:30 pm: Masked Ball
8:00 pm: Evening Mini Game — Night of the Ancient Dead

Saturday:

8:00 am: Opening Greetings
9:00 am: Morning mini game — Day of the Hunter
10:00 pm: Magic shop opens
1:00 pm: Lunch (1-hour meal break)
2:00 pm: Afternoon mini game — A Crawl in the Cavern
5:00 pm: Pumpkin Decoration contest and Artwork contest
6:00 pm: Dinner in the main hall (1-hour meal break)
7:00 pm: Bardic contest
8:00 pm: Evening mini game — Into the Void.

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 — Grumpy
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.
- Without people NPCing 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.

Dustin's & Rachel's Wedding

Everyone is invited to join in the celebration of Dustin's and Rachel's Wedding.

The Masked Ball

After the wedding, there will be a masked ball reception. If a person does not have a mask, a limited number will be on hand. At midnight, the best mask winner will be based on general applause.

Contest Prize: 1 permanent Life Point

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

Raffle Prize: Masquerade Mask - Disguise per the Thief ability one time per day at 10th level.

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:

Night of the Ancient Dead _____ Joshua Harris

A formidable elder necromancer is summoning the ancient dead—monsters that rule the night with powers not seen in a thousand years.

Day of the Hunter _____ David Spence

To gain more information on the heroes and their capabilities, an evil hunter has been given the ability to slip through shadow and pointed towards the heroes by an evil force.

A Crawl in the Cavern _____ Sarah Gibson

Sequel to A Walk in the Woods. A One-hour, Silly, Line Style Mini Game. Woodsy is in need of your help again!

Into the Void _____ David Spence

It's time to truly test the players, and the evil force has brought over several creatures from another plane. This is a true test of the player's abilities—a rock and roll, high risk game.

Grumpy _____ David & Tina Spence

Can you help someone find True Love in spite of the Evil Queen?

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:

1st 1,000 gold

2nd 750 gold

3rd 500 gold

Art contest

Throughout the day, there will be a display of artwork produced by the populace and entered into the competition. 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:

1st 1,000 gold

2nd 750 gold

3rd 500 gold

Bardic contest

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:

1st 1,000 gold

2nd 750 gold

3rd 500 gold

Chess tournament

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

Prizes:

1st 500 gold

2nd 300 gold

3rd 100 gold

Dagger Melee

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

- Each contestant is able to 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:

1st 500 gold
2nd 400 gold
3rd 300 gold

Puegelsdam tournament

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

Prizes:

1st 500 gold
2nd 300 gold
3rd 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:

1st 500 gold
2nd 300 gold
3rd 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 considered to be a kill
- When a player is dead then 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 gold
2nd	300 gold
3rd	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.