

ACE Game Club Newsletter

Minutes of the Meeting of August 5, 2001

Scot Alsop opened the meeting and called the members to order. Frank Duval conducted a review of scheduled regular games and recorded changes and corrections. Sundays are the Mage Knight Scenario Club, Pokemon League, and Walt's Gamma World. Mondays are the Mage Knight League and Inquisitor. Tuesdays are Jim's HackMaster. Wednesdays are the Mage Knight League and Dave Saunders' Third Edition D&D. Fridays are Jim Thorpe's UnderDark Third Edition D&D campaign. Saturdays are Charlie's Mage Knight league, Warhammer 40,000, HackMaster or Star Wars RPG (alternate weeks), Pokemon League, and Noel's First Edition D&D.

Scot reported to the members that the club's terrain needs to be properly picked up and put away. He directed his comments particularly at the current group of 40K players. There are now copious shelves in the game room; there is no need to stack terrain or throw one piece on top of another. Jim will put the pieces in storage if they are not properly taken care of. Mike Keyes said that he would organize a terrain-making party to make some buildings on the cheap. These members signed up to participate on the white board: Zane, Rich, Mike, Anton, Jimbo, Max, and Ben. The club voted to allocate up to \$30 from the treasury for materials for this effort.

Charlie Brown said that, without pointing any fingers, he would like the younger Mage Knight players to remember that cleaning up and putting terrain away is everyone's responsibility, and that they should not waste time arguing about who should pick up what. We are all responsible; if we do not all take care of the terrain we will all lose it. And remember, no sodas are permitted on the tables or terrain shelves.



HackMaster has been hot this month. Check out our official KODT figures!

Jim Destromp reminded the members that non-members are not permitted in the game room except during special open events, such as sanctioned Mage Knight tournaments. It is really irritating for Jim to have to enforce this rule because the Game Masters don't have the guts to do it. We know who is not paid up; Game Masters if you don't handle it the management will kick your gutless keister and your players out for the night. The same goes for the all-nighters. These are Club events. One person bought two non-members to the last all-nighter, and these "guests" were put in the position of having to pay \$15 each for a membership or hit the highway. Do not do this to your friends and to the people you game with.

Jim said that the "guest" issue needed to be put to a vote. A proposal to create a \$2.00 one-day guest pass was put before the group. Votes were cast as follows: none for a free guest pass; 27 for a paid guest pass. A second vote was cast with 24 in favor of a \$2.00 guest pass. Club policy was amended to allow guests to play for \$2.00. Game Masters are still responsible for making sure Club policies are enforced and gutless Game Masters will still have their games shut down for not enforcing the \$2.00 guest pass rule.

Jim asked the members if they would like to vote on doing a Club movie night at Jay and Silent Bob. It was decided that it was not appropriate to spend Club funds on an R-rated movie, such as Jay and Silent Bob, that not all of the members could legally see.

Scot Alsop proposed that an all-nighter be held on the Saturday of Labor Day weekend, September 1. The motion passed and the all-nighter was duly scheduled; the September Club meeting was rescheduled for September 9. As usual, members must sign up for a specific scheduled event to be present at the all-nighter, and sign up to bring food to share. Charlie said that he would close off the event sign-ups seven days prior to the all-nighter. Scot reminded everyone that failing to sign up to bring food will result in your name being pulled from the event sign-up list. No one needs to offer to bring chips or soda. Minors will need permission slips from their parents. Jim Thorpe suggested that Game Masters reserve table space prior to this event. Everyone will need to clean up their areas before leaving; we do not want the last group of players to have to clean up a big mess at 9:00am.

Jim said that he was visited yesterday by a guy who runs a shirt company. Jim asked the group if there is any interest in having ACE Game Club low-profile hats made. Scot suggested large foam cowboy hats as well. The members voted 17 in favor of spending Club money to order hats. The Club is also just about out of shirts. A new shirt order of 144 will cost about \$800. The Club treasury had close to \$1000 last month, before spending about \$75 on movie tickets. There is normally a setup fee for silk-screening, but the shirt vendor has agreed to waive this fee. The group was asked if the new shirts should have the old logo, the newer fireball logo, or something altogether different. The members voted in favor of having a contest to design the next club shirt. The contest prize will be a free year's membership plus a free shirt. Contest submissions need to be in the form of a high-quality color original. There must be a minimum of six entries for the contest to be valid.

Jim Destromp requested that Club hold an early election for Club President immediately. Club elections are usually held in October, but as our current President is on maternity leave and our interim President will shortly be sent to Florida, arrangements need to be made. The members agreed to the immediate election. Those nominated were Jimbo, Charlie, Ben, Jerry Stedman, Randy, Walt, and Ray. A paper ballot vote was held and the results were Ben 5, Charlie 23, Jerry 1, Jim Thorpe 5, Randy 2, and Walt 2. Charlie was declared the new President. His term will expire in October 2002. Noel More pointed out that there are two other Club offices for which elections are held, Treasurer and Scribe. These will be voted on as scheduled in October. The current Treasurer is Noel; Dave is the current Scribe.



Notice the back of Bob's shirt. Wow! He was at Gary Con back in '96!

Jim Destromp conducted the locker review. Those present to pay were Tony, Jimbo, Scot, Pete, Walt, Rich, Noel, Noe, Billy, Don, and Randy. If you are not present to pay, your stuff is out. Fantasy miniatures were pulled from locker 88. Locker holders were reminded to faithfully return the key to the front counter.

Dave Peterson thanked Randy Dilday, Ray Cote, and Tracy Johnson for their contributions to the newsletter this month. Their material made it an especially good issue. Noel thanked Dave for his long service in producing the newsletter. As special tokens of appreciation pairs of passes to Jay and Silent Bob were presented to Ray for doing several book reviews for the newsletter, to Ben, to Randy for running numerous sanctioned Mage Knight tournaments and leagues, and to Scot for cleaning up the game room, and for running the last three meetings as interim President. Peter B. was recognized for being the first member ever kicked off of Everquest. Noel offered a motion to award Dave Peterson a

ACE Game Club Newsletter - September 2001

lifetime membership and a free T-shirt for his service of nearly five years of recording the Club minutes and producing the Club newsletter. This was approved unanimously.

Incoming President Charlie Brown suggested that all members help with game room cleanup by appointing one player at their table to police keeping drinks and boxes off the tables. There are now shelves reserved for holding your boxes and miniatures cases while your game is running. Charlie reminded everyone that they need to check the member roster being handed around. If your name is in red, your membership expires within 30 days. He also reminded everyone that they need to wear their Club T-shirt and have a current membership in order to get 15% off games at the register.

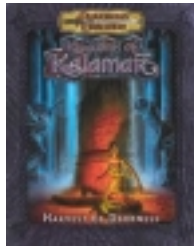
Dave Peterson suggested conducting a drawing for a door prize at each meeting. The door prize would be a \$10 ACE gift certificate paid for by Club funds. The drawing will be from those present at the previous month's Club meeting, and you must be present to win. The motion was approved.

Charlie asked Scot if there was any interest in the Monty Python movie marathon that Scot proposed last month. This was approved by a vote of the members, but the question of who will bring the TV equipment was not resolved.

Scot thanked current Membership Chair Ray for doing a great job calling members to remind them about the current meeting and expired memberships. Scot declared the meeting adjourned, seeing no further business. The Mage Knight Chaos tournament got under way.

Heart of Darkness, 64 pages, Adventure Module, \$12.99, by C.T. Brown

I have to begin this review by saying "wow!" I have enjoyed many supplements but nothing that ever gave me back the feel of the old Ravenloft or Greyhawk settings without revamping the same games over and over-- until the Kingdoms of Kalamar source book came out.



I have to admit the part I was dreading was reading the book cover to cover, not being a real big fan of the slow drawl of a game book. I usually have to change a good bit in a module to make the adventure concepts more gradual. Harvest was not only an easy read, but was also a smooth ride from one adventure to the other. I loved every idea this game put into my head from the shock to my players of dealing with undead in the desert to their surprise at the reappearance of someone as a ghoul. That battle was particularly fun though it was as far as we got. I am really anticipating the other adventures connecting to this one. They have just the right ratio of hack-and-slash to the in-depth role-playing I enjoy. My players and I also liked the experience point progress that keeps the character's experience at a good pace and the level of each adventure in the series moving upwards. I also liked the way you could move into a stand-alone adventure in different sections to adjust to your party's experience level.

The game takes place in several locations, beginning in the desert village of Narmaren and moving onto the forest village Dirasipidu. The general theme of the module is the undead, but you are not restricted to it completely. This theme was particularly poignant with NPC's that are main adventure goals. Each adventure offers multiple adventure hooks and also multiple avenues for the adventure to take towards the primary goal and conclusion of each adventure. Also each adventure provides statistics for NPC's that the party may approach through one of the avenues of the adventure. Some are even listed from the standpoint of simple interaction for information. Harvest of Darkness offers a dark presence like the Ravenloft setting did without the morbid pitches and generally brings a little shine to a classic concept, making it, perhaps, a new classic.

I found the book to be arranged in a very easy format and I actually got two sessions of play out of each of the first 2 adventures. I enabled the players to get to know the tavern owner and also enjoyed role-playing the sinister sales man Delton. This was one of the easiest games I have ever run with out any lack of detail. It was easy to run and at the same time run an NPC that has moved with the group since their first adventure. I enjoyed playing and running this game and it wasn't as much a hassle as some supplements have proven to be using this method. Kenzer has produced another quality adventure and kept the cinematic feel of play that makes this an excellent module for both the beginning DM and the experienced player. As both I hope that they keep up this kind of standard in future modules. This is the first time I am looking forward to reading another

supplement in a series. Thanks to Kenzer for breathing new life into my old gaming experience.

Notes from the Proprietor, by Jim Destromp

Please be aware that all distributors are out of most of the pre-constructed Mage Knight Rebellion decks. Get them while you can!

Mage Knight Trading Cards Review, by Jim Destromp



Last month Upper Deck Trading Card Company released its long-anticipated Mage Knight Trading Cards. The product came with 6 boxes per case, 24 packs per box and 8 cards per pack. The card quality is excellent and contains the stats for each figure along with a game "tip" containing recommendations on how to use the piece in a game environment. Even the card box itself is impressive. It is made of thick, high quality material that can hold your excess cards. The main selling point of the cards was that there were to be two "Unique" figures contained in each box. These figures were initially promoted as being available only in these boxes, that is, nowhere else. While the figures are truly unique and "named," they are the same ones obtained in any of the sponsored Mage Knight tournaments (level 3 uniques) and ARE NOT unique "only to these packs". Another selling point was that there were special unique "Redemption" cards found in the packs. The ratio listed on the packs (and advertised) are as follows:

- 1 Mounted Elven General limited edition Redemption card, 1 per 95 packs (1 per 4 boxes)
- 4 Mage Knight Dragon cards 1 per 143 packs (1 per case)
- Mage Knight Signature cards (limited to 500 each)

I sold cases to two customers who told me that they purchased the cases with the understanding that they would get a dragon card and possibly up to 2 Mounted Elven General cards. What they received was ONE (1) Mounted Elven General in each case, a total of SEVEN (7) autograph cards AND NO DRAGON CARDS!!! One customer even purchased another sealed box with no luck there either. I did contact the Upper-Deck company and was told that they could and would not be responsible for the collation and that other cases could potentially have more dragon or Redemption cards in them.

Well, needless to say, the word has traveled and sales of this product at our stores is completely dead!! While the card quality is nice, let's face facts. People buy these cards for the special figures, not the trading cards. When you have a "snowball's chance" of getting one in a box then it's not going to sell.

So if you are looking for some Mage Knight trading cards to give to your kids then buy this product. If you are a Mage Knight player looking for Unique figures then write this product off! Our recommendations to purchase these cards on a scale of 1 (lowest) to 10 (highest) is 2!! Don't waste your money. Just buy the Mage Knight figures in the booster packs. Your odds of getting a unique are much better.

Top Ten Things To Do When You Have Lost or Are Losing, by the Game Club Chaplain

10. Tell your opponent that he or she has done a great job, especially if your opponent is much younger than you are.
9. Shake hands at the end of the game and say "good game!"
8. Get really tense. After all, this is not just a game-- your ego is on the line here.
7. Tell your opponent you are really off your game today, so it doesn't really count.
6. Say that your dice are really lousy today.
5. Mind your manners-- but start acting really snippy.
4. Tell your opponent that you have dinner in the oven and have to go.
3. Cry.
2. Pout.
1. Pick up your toys and go home.