

AUGUST NEWSLETTER

Hello and welcome to the newsletter for August. After a few delays and hospital visit we are at it again. We have the Rimworld game report, the blurb for Martin's winter game, a points list, and other assorted mayhem. Buckle your seat belt; it's time for takeoff.

Rimworld 2-The Haunting Game Report

The R.I.M. has been saved. In a dazzling display of cooperation, aided greatly by the wisdom of Black Fox, the heroes discovered the true identity of the Crazy Hermit and why the magic was being disrupted. Dragons being the source of magic means you can't mess with dragons because they will mess with you. The Orb was destroyed and the dragon was freed. Joran the Archmage is back to his old self. The dragon, however, is still feeling the effects of Agnes' potion. He should recover eventually. Despite the conflicting goals of the various parties, all is well at the Royal Institute of Magic once again. The cause of the haunting was discovered and the shades were freed from their prison between worlds. The barbarians left after putting the shade of Ariel the Spellsinger to rest. She shall join the ranks of their honored dead. Will her power aid the barbarians in their quest to reclaim the Land of the Dragon? (Also known as The R.I.M.) Zathras claimed Elliemay for his own. Will he use the power of an undead archmage to depose Ellsworth and take over as High Archmage? Only time will tell. But for now, the R.I.M. has the power of five archmagi and the Marquis, to rebuild, and to reclaim its former glory. "You can't make an omelet without breaking a few eggs." Bwaa-haa-haa-haa-haa....

From Wookies vantage point, everyone did an outstanding job, so the points awarded shall be...

Alia Bigio	12	Lyne Dufault	12	Dale Roberts	12
Chantal Boudreau	12	Craig Dutton	12	Alex Shannon	12
Bob Brennan	12	Gerald French	12	Amber Saville	12
Gavin Carruthers	12	Pat Gordon	12	Kevin Sauder	12+3
Trevor Colborne	12	Dan Henderson	12	Trevor Schellnick	12
Catherine Dennison	12	Colin Hoeg	12	Sarah Taylor	12
Bryce Dennison	12	Jenny Marsh	12	Anita Thibideau	12
Nathan Dennison	12	Wayne Pittman	12	Mark Thorton	12
Mary Deveau	12	Russell Rait	12	Cathy Watters	12

+3 Points was awarded for those that provided rides and did not take the discount.

Winter Game

By Martin Sasinek

ICCIBOO 2 The Crappy Day

Picture this: New Sicily, 2916. The streets are mutant ridden, The skies are opaque and backed up all the way to New Neo Newark. Space is where your children are. It is three years since the loss of the Gigantic with all hands. Earth has finally resurfaced from the financial furrow it fell into following said fiasco. Ambassador Stravros Kildmani, Legitimate Businessman and President of Earth's branch of the Intergalactic Collective of Cooperative Intelligent Beings of Otherworldly Origin, (ICCIBOO), has decided to host an intergalactic kegger to celebrate. Compulsory invitations were once again sent out to the delegates of all various species under ICCIBOO's influence. However this time they were all naturally a bit wary of Kildmani's intentions. But the political game must go on. Each race dutifully sent a delegation to the artificially sustained pleasure planet of Crap. (due to an unfortunate translation happenstance, Crap means "really, really nice" in Crapperspeak.) Everyone arrived on the initial day of what would be a Crappy week long, 29 Earth hours, celebration, and settled in for what promised to be a relatively good time.

Almost immediately, things took a turn for the mutinous. Moments after the last delegate transported to the surface, a force shield surrounded the planet, keeping everyone in and/or out. The natives who had been, er, well, employed by Kildmani as domestics, to serve the delegates pulled blasters out from the pheasant under glass and started to vaporize ambassadors and bodyguards indiscriminately. Kildmani and more than half the guests were shot dead in the first wave of attacks. Fortunately for the delegates, new armament and security statutes had been implemented since the Gigantic Incident. The delegates quickly formed a resistance. At this point, the natives control the local environment control center and have created a bleak, cold and truly crappy climate. They also hold the Armory and several other key locations.

The Ambassadorial resistance has managed to hold the rejuvenation spa, which has helped keep their numbers more or less constant. It is also located close to one of the heavily guarded force shield generators. If the generator could be neutralized, a hole in the shield could be created and the delegates could all be transported to safety. Victory and freedom are within their grasp!

Then again, exactly what do the rebels want? Perhaps an arrangement could be reached. This is the kind of thing the delegates do after all. Then again, again, some delegates arrived on Crap earlier than others, and may have already made a deal with the natives. With the seeds of unrest firmly planted, can the delegates and their respective entourages, (what's left of them), survive and make it off Crap before the mutinous serving staff execute them, and offer them up on a silver platter.

This is a one-day, 10 point, sci-fi adventure for the winter game. The date and location have yet to be determined. Stay tuned.

Halloween Game

“Rescue the damsel in distress.
Kill the bad guy.
Save the world.”

Okay, so we don't really have a game for the Halloween game slot. YET! But maybe somebody has an idea for a one-day game out there. C'mon, don't make me grovel. The board would like to have an experienced game master to run this if possible. But if you have an idea for a game please bring it up with a member of the board. The next Board meeting will be Thursday, September 20th at 7:00PM, at the Food Court In Scotia Square.

First Aid

Since most of our games are held in non-urban settings, we should probably have a list of people with some kind of first aid training. Just so we have something to do while waiting for the 911 people to pick up the phone. If you are among those who have taken a first aid course, please email the Postlord account to let us know.

Congratulations

Special congratulations go out to Brad and Mary Bradley. Brad and Mary have a new addition to their family- a baby boy. I believe he is called Cameron. Happy day.

Points List

Here it is at last! The updated points list. This goes up to Wookie's Rimworld II game. Craig's three-day game points will be in the next newsletter. Once again, if there are any major glaring errors please let me know and I'll get them fixed up.

Alia Bigio	45	Brian McGee	30
Colin Binnington	72	Donna McKay	30
Chantal Boudreau	237	Les Mills	6
Dawn Bourne	4	Karalee Morrison	5
Brad Bradley	66	Tara Murphy	11
Bob Brennan	145	Sheldon O'Brien	146
Laverne Brewer	10	Wally O'Rourke	53
Mack Brewer	34	Jackie Pettipas	85
Gavin Carruthers	48	Wayne Pittman	17
John Chapman	37	Luke Porter	6
Dave Chisholm	10	Len Purdy	3
Wayne Chisholm	28	Nicole Quickert	36
Trevor Colborne	34	Russell Rait	99
Bryce Dennison	114	Gino Ranieri	44
Catherine Dennison	82	Norma Ranieri	44
Nathan Dennison	22	Peter Rans	10
Mary Deveau	74	Gil Richards	36
Mike Drysdale	31	Dale Roberts	235
Lyne Dufault	73	Kevin Sauder	118
Craig Dutton	32	Tom Savage	6
Brad Phillipone	26	Trevor Schellnick	38
Gerald French	61	Amber Seville	27
Sylvie French	108	Alex Shannon	39
Adam Gavel	6	Michelle Spagnalotti	4
Pat Gordon	32	Chris Stockley	117
Dan Henderson	47	Sarah Taylor	12
Colin Hoeg	119	Chris Tait	52
Shelley Jenkins	4	Anita Thibideau	37
Corinne Lewandowski	45	Mark Thornton	37
John Lovin	35	Martin Tomlinson	10
Jenny Marsh	12	Paul Verreault	97
Chrystal MacPhee	14	Cathy Watters	12
Sandra Mason	141		