

# ACE Game Club Newsletter

October 1996

## **Business conducted at the September 9th Meeting**

### **Temporary Treasurer Appointed**

Following a long-standing ACE Game Club tradition, the monthly meeting was opened by the selection of a new treasurer. Michael Menard was appointed temporary treasurer in the absence of both Rusty and Jim by a voice vote. Official appointment of club officers will take place at the next club meeting. In the meantime, Michael agreed to keep the books, track down the funds, and to try to open a checking account for the club. Michael recommended that members not purchase terrain or other materials on behalf of the club until the books are straightened out unless they do not mind being permanently out of pocket.

### **New Locker Policy**

It was reported that new locks had been installed on the lockers, and that locker rental will be \$1.00 per month. The new policy is that all locker keys will be checked out at the front counter and will be returned immediately after use. No keys will be duplicated. No keys will leave the store. Locker holders will be asked to hand in a picture ID when they check out a key. Anyone who has recently paid for a locker should be sure to get in touch with the locker administration to make sure they get what they paid for.

### **Dry Erase Board**

Someone agreed to hunt for the dry erase white-board and put it back up. The

Because non-members are no longer allowed to enter the game room, it was suggested that a \$1.00 guest pass might be sold as a club fund raiser. The proposed guest

board will be used to announce club meetings and other events.

### **Clean-Up Policy**

Now that only ACE game club members are allowed in the game room, it will be painfully clear when club members don't clean up after themselves. Don't be a pig! Pick up your cups, papers, and trash. Act like you are a guest on the premises because you are! Dungeon Masters, Game Masters, and other referees running games will be held

***Notice: It is now official ACE store policy that only ACE Game Club members are allowed into the gaming rooms or areas at each store. Non-members will be allowed entrance only for tournaments.***

responsible for having their players clean up before leaving. All referees must make an effort to police the game room before leaving.

Doing periodic clean-ups of the game room was also discussed by the group.

### **Coffee Fund Raiser**

It was agreed that the game club will provide coffee singles, creamer, sugar, and cups for \$.25 per cup as a fund raiser. Will Williams agreed to serve as Coffee Committee Chairman. Will agreed to price the needed items at the Price Club and report to the next meeting.

### **Guest Pass Policy Discussed**

pass would need to be signed for by a chaperoning club member who would be willing to vouch for the good behavior of the guest. Further discussion of this idea was

postponed until the next meeting.

### Newsletter Launched

Several people agreed that the game club needs some sort of news letter. Dave Peterson agreed to edit the news letter. He said that he felt that it should contain game and club event schedules, announcements, tournament results, and Game Master contact information. Richard Parker and Dave Peterson also brought up the possibility of posting ACE Game Club material on the World Wide Web.

### ACE Game Club Events

#### October

- 1 Feng Shui, (Mann "IO" Thomas, Chris Flemming)
- 5 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 6 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 6 ACE Game Club Meeting, 100pm (be there!!)
- 7 Star Wars Campaign, 530pm-900pm (Mann "IO" Thomas)
- 8 Feng Shui, (Mann "IO" Thomas, Chris Flemming)
- 12 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 13 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 13 BattleTech Tournament, 100pm-close

Sci-Con 18 will be held at the Holiday Inn Executive Center on November 8 through 10, 1996. Anyone who attended last year's Sci-Con can tell you it was a real blast, so be sure to plan on attending this year's event. The Con's guests of honor will include Larry Elmore, Charles Sheffield, Melissa Benson, and Decipher Inc. Table-top and role-playing games events will include BattleTech, Starfleet Battles, Star Wars, Fading Suns, Babylon 5, AD&D, and Silent Death. Live-action role-playing games will include Vampire, Loremaster II, and Star Wars. An art show and the traditional costume contest will also be featured. Sci-Fi video and the

(Michael Menard GM). Clan light/medium tech up to 3050 competes for the blood name "Munchkin" and a cash prize.

- 14 Star Wars Campaign, 530pm-900pm (Mann "IO" Thomas)
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- 20 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 21 Star Wars Campaign, 530pm-900pm (Mann "IO" Thomas)
- 22 Feng Shui, (Mann "IO" Thomas, Chris Flemming)
- 25 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 27 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 26-27 O.K.XX-General Gaming Con, Newberrytown Fire Hall, Etters PA (Foner's Games 717-761-9899 for information)
- 28 Star Wars Campaign, 530pm-900pm (Mann "IO" Thomas)
- 29 Feng Shui, (Mann "IO" Thomas, Chris Flemming)

#### November

- 8-10 Sci-Con 18, Holiday Inn Executive Center Virginia Beach, registration \$20 until Oct 1. The biggest local gaming event of the year-- don't miss out!

### Get Ready for Sci-Con 18!

best in Japanese Animation (courtesy of the Peninsula Anime Club) will run continuously through the weekend. For further information call (757)868-6738 or browse <http://www.earthlink.net/~sci-con> on the World Wide Web. Weekend admission is \$20 until October 1, and \$30 at the door.

Sci-Con is the highlight of the year's gaming events. Don't miss out!