

## Progress Report One for GameStorm Thirteen

### GameStorm's Free Game Day – [Aaron Curtis](#)

The next game day will be **this Saturday, July 24, 9 AM to 10 PM**, at the [Hilton Vancouver Washington](#). As the name implies, it's **free!** This is our thanks to all of our members, and a chance to give a taste of GameStorm to anyone.

Bring your friends! We have the GameStorm game library, RPG living campaigns, and video console gaming provided by our friends at *Kumoricon*, the local anime convention coming up in September.

We are planning additional game days for October and January, details TBA. Stay tuned!

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### From the [Chair](#)

While GameStorm 13 is still many months away, the committee has been working hard to insure it is the best GameStorm to date. We are working hard to improve the scheduling system, and to have all the web features up and running much earlier this year. We'll have the system ready for GMs to sign up by the end of summer, and to begin scheduling before the end of the year. The online registration is ready, so be sure to pre-reg early and often. Lisa Steenson and Mike Stackpole are two of our confirmed Guests of Honor. Add to that Boardgames, RPG's, LARP, Console Gaming, RPGA, Panels and much more!

Remember...GameStorm needs volunteers! If you would like to volunteer at the convention, you can email [volunteers@gamestorm.org](mailto:volunteers@gamestorm.org) for information. We are still looking to fill several committee positions, so if you are interested in becoming more involved in organizing the convention, you can request information at [chair@gamestorm.org](mailto:chair@gamestorm.org) or you are more than welcome to attend the next committee meeting, this Sunday July 25<sup>th</sup>, 1 pm - 3 pm, at the Burger King Conference Room, [632 NE Weidler St., Portland](#).

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And, what else is there to know about GameStorm 13 progress?  
Here's reports from selected departments:

### LARP - [Michael Birkes](#)

LARP provides Live-Action Role-Playing games and try to introduce LARP to people who have either never heard of it or who may have an inaccurate impression of LARP. We provide an open, friendly atmosphere within which to try something new.

We have several new GMs, new games and new styles to try out this year, including *Jeepform* and a game run by folks from the International Fantasy Gaming Society. We are continuing and expanding our raffle and our game tokens from last year, as both seemed very popular.

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### Game Lab - [K. C. Humphrey](#)

Game Lab returns in 2011 with a very similar format to our successful 2010 operation. We plan to have the Guest of Honor involved both on our expert panels and as a designer seeking playtesters from the GameStorm crowd. We will have as many or more opportunities for new designers to play test their games. We will also have several hands on workshops with industry representatives, published designers and other leaders working to help and inspire new designers.

Size-wise, GameLab will grow by about one table next year, thanks to Master of Tablature Doug Cooley (thanks

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Doug!) We will be in our same front corner, hoping to entice new players to play at least one game in Game Lab during GameStorm, even if they never play tested before. We believe GameLab might be unique enough among major Game Cons that it could serve as a potential draw for new folks to visit GameStorm.

Whatever we can do to help you or to help GameStorm grow, please let me know so we may start working on it for 2011. We are always on the lookout for people interested in Game Lab staff positions. Our regular staff roles include hosting games, signing people up, collecting game reviews, giving out prizes, etc. The staffing works out to about 2.5 person-equivalents per day of GameStorm. We will also have some opportunities for volunteers at special Game Lab events which will likely coincide with GameStorm free play game days. Interested volunteers can contact me.

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MIB - *Jason Bostick*

Hello from our super secret lair located at \*BZZZZZZ\*. The Secret Masters have once again tasked us with preparing another thrill year of Open Games and demonstrations.

The Men in Black (MIB) are local area volunteer demonstrators for all things relating to Steve Jackson Games. From their award winning *Munchkin* Game line, to the ever popular *GURPS*, we try our best to hit every level of interest.

For Gamestorm, we will have days upon days of games, including the Spring *Munchkin* Tournament.. Due to its success last time, Con-Long Frag returns, including the newest expansion due out later this year. We will also be running games of all of your favorite games like *Chez Geek*, *Illuminati*, *Nanuk*, and all the other classics.

On top of all this, as if this wasn't enough, we will have ALL of the newest games, like *Zombie Dice*.

If there is a game you are dying to try, or just want to check out our library of games at the Gamestorm Gamedays, or come see us at Gamestorm. if people want to help with setup and/or cleanup of the HQ, it is always appreciated. We look forward to seeing you there. -MIB #2553

-SIGNOUT

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Vendor Liason – *Daniel Sanders*

I am in charge of ensuring that vendors are booked for Gamestorm, have everything they need at con, and help with setup and takedown if necessary.

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Treasurer (Convention) - [D. Stephen Raymond](#)

The Treasury Department works behind the scenes. It works mainly with other departments, rather than directly with the members. If all goes well, a member would never have direct contact with the Treasury Department. The Treasury Department takes the members' money, and makes sure it is available when needed for all the other departments/events/operations/functions to do their jobs for the members.

The Treasurer is the Chief Financial Officer for the convention, generally reporting directly to the Chair. The Treasury Department assists the Chair early in the convention process, to create a working budget for the convention. Monies received from membership payments and other sources of income are deposited to the convention's bank account, and checks are written by the Treasurer to pay for expenses incurred by the other

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d/e/o/f as preparation for the convention progresses. The Treasurer makes sure the books stay balanced, and that the conventions is not overspending.

The Treasury Department picks up cash and checks collected at the convention, and gets those payments into the convention's bank account, and makes sure that expenses incurred during the convention itself are paid. After the convention, the Treasurer makes sure all revenues have been collected, all expenses have been paid, and closes the books for the convention.

The working budget for the convention has been created as of 5-20-2010, 10 months before the convention. This is an improvement over last year by five months. I believe it will match more closely to actual expenditures than last year's budget, simply because we have more experience with the convention hotel and new functions/services we are providing. The books for GameStorm 12 closed already, earlier than is required by the Chair's management contract with OSFCI, and far earlier than the last few conventions.

The Treasury Department is currently looking for a third member of its triad. There are some candidates the Treasurer has in mind.

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### Boardgames – [Doug Cooley](#)

We provide a wide variety of services at the con, from organizing and scheduling the BG space to interacting with GMs, facilitating GMs and players at the con, and running the game library. We work with GoH's and others to facilitate marquee events which can include con-long events (such as the Z-Man Tournament from GS12).

We interface with the following groups:

Hotel: Coordinate gaming space and table layouts

Panels: Advisory role in selecting panel topics and guests.

Events: Marquee events and tournaments.

Marketing: Provide awareness of special events as necessary.

Upcoming activity: Assist with online game scheduling and sign-up system. Add staff to provide special event coordination (one body). Consider ways to get GM and player feedback on specific events at the con. Create and publish scheduler process for getting games into the system. Create specific tools (spreadsheets) for schedulers to allow for as little data loss as possible. Contact KC for information and liaison with GameLab. Consider better ways to allow for BG sign-ups at the con itself (laptop at the library?)

We may need volunteers to act as primary contact person in the board gaming area, and also in the Game Library. May need sign-up people if we use a laptop to avoid library/sign-up overlap (too many jobs for one person).

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### Hospitality – [Devlin Perez](#)

We provide food, snacks and beverages for hungry gamers. There will be a selection of healthier options in addition to the typical fare. Last year's hospitality was very popular and we hope to do even better this year! Volunteers are always needed and welcome. We have simple tasks (refill soda or ice, etc) or more involved tasks (prep of food, shopping runs, etc). Please contact us before the convention or even pop in to help between games. LOOKING FORWARD TO SEEING YOU ALL THERE!

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Operations vice-chair – [Devlin Perez](#)

We make sure the convention runs smoothly and safely. If you don't see us, we've done our job. However, we are there if something happens. For volunteer opportunities please contact us at the convention in the office.

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Progress Reports - [John Bartley](#)

Motto: Making members happier and selling more memberships through explaining our progress.

Each department, event, operation and function is requested to provide news for these reports.

What else do you, as a member reading this report, want to know in advance of the con? What could help your friends make up their minds to buy their GameStorm memberships earlier (for, as in politics, Early Money Is Like Yeast, it grows more money for the con and helps hugely with planning to deliver the best possible con with the resources available).

Please also write me, if you don't know who would best answer your question, if your e-mail is not answered within a reasonable time, or if an e-mail bounces.

And, stay tuned to our new Twitter feed, [@gamestormcon](#) for up-to-the-minute updates!