

WINDMILL GAME CO.

Monthly Newsletter July 09

WELCOME TO THE MILL!

July was a big month here at the mill! Origins was amazing, our website launched, and we're getting everything ready for GenCon! We wanted to take a moment to introduce ourselves though and say a few things about Origins. For those of you who don't know us, we're Windmill Games.

AKIRA BARNES – The fearless president of Windmill Game Co. Akira began with *The Impossible Dream* and began Windmill to keep developing the games that you all love playing

JASON PISANO – One of the Co-GMs and writers of *ADGNPSEF555!* Jason is the second in command of the Mill! He began working with Akira several years ago after playing in a game of *Four Colors Al Fresco* that the *Impossible Dream* was running.

BRANDON GRINSLADE – Lead Developer for *Dread: tales of terror* and our business manager, Brandon came to the team after a whirlwind series of *ADGNPSEF* games run by Akira.

KEVIN KREINER - Lead Developer for the secretive “Sandal punk” project here at the mill, Kevin began working with the *Impossible dream*, and still runs *Four Colors Al Fresco* at conventions.

RYAN LARANGER – Head of marketing and in house SCIENTIST! Ryan is one of the newest additions to the team. He has brought the Wacky for several years to the *ADGNPSEF555* table and is currently working on several projects.

AVERY LIELL-KOK – Head of our art Dept, Avery manages and arranges all of the artwork that appears in our books. Avery is our reigning queen of the TPK (total party kill) and one of the best dread GMs on the team.

AKIRA!

Hello, all you wonderful people! If you're reading this, then you know that we at Windmill Game Co. love you. I am Akira Barnes, El Presidente of the Windmill, and I am proud to kick off our first official company newsletter. I have hundreds, no, thousands of ideas floating around in my head – the hard part is putting it into words that makes some sense. But I'll try. Before I turn you over to the rest of my partners in the world's greatest up-and-coming new gaming company from Wisconsin named Windmill Game Co. let me make a few statements about where we've been and where we're going.

It's summer, and the insanity begins... Origins is in the past, GenCon is in the future. GAMA / Origins Game Fair in Columbus, OH was amazing as always. Columbus in late June is always hot and humid, but we look forward to spending our time running awesome games and heading over to North Market for the best variety of fantastic food. Despite attendance being a bit down this year, we still had a great time and would like to send out a special thanks to the incredibly accommodating and helpful convention staff, and also to our wonderful friends who made sure we got enough food and caffeine to make up for the lack of sleep.

For the last several years, we have run Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555 in the Breezeway connecting the Convention Center to the ever important hotels and food court. We did that again this year, although the Breezeway was under construction – and the lack of air conditioning was painfully apparent when we were screaming our heads off and running around, throwing candy and running games that make Comedy Sportz look like scripted drama – but despite being drenched in sweat, we had an amazing time as usual! This year we had something resembling continuity, which was a novel concept and tied all the games together. We also made sure that everyone had plenty of paper to draw on, for reasons we'll get to in a moment.

Dread. What can I say? Despite being down two GM's this year, we rocked this Con. As per

usual we had only a few games scheduled, and tons of people showed up to play – we hate turning people away, so whenever possible we scrambled Hosts for Dread and all of us ended up running extra games. Thank you to everyone that showed up and played, and to everyone who bought our books. Also thanks to David, et. al. for their patience, thanks for waiting until we had the manpower to run for you. Infinite thanks are due to Don, Ryan D and Ryan R for running games even though they weren't even on the company roster!

Tokyo Masks (the TV-14 Golden Hour setting to go along with the TV-Y7 ADGNPSEF555 setting) went well, and some of the characters made a cameo appearance at the ADGNPSEF555 game!

...And then there was the LARP. We taped all the crayon drawings from the previous games of Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555 (that's what the paper was for, see?) on the walls all around the room, and a bunch of players came. We had special guest appearances by Harry Rotten, the Punk Rock Wizard, and El, the Paranoid Mariachi Detective. There were a great deal of shenanigans, shinolagans, flim-flammery and advertisements involved in this game – my favorite moments were the commercial breaks, playing dodge ball with giant foam d20's, and passive-aggressive Timmy Who. All in all, the LARP was an awesome way to end this year's Origins!

Look for us at GenCon, and now I give it away to the rest of the family.



JASON

Once again it is convention season for us here at Windmill Games and that means running around from one convention to the next, attempting to get our name out there and running ourselves ragged creating the best game possible for everyone who sits at our table. So before I get fully into the Origins that was, it will probably be best if I introduced myself.

My name is Jason Pisano, and here at Windmill games I wear many hats. I'm the co-founder of the company; having been attached to many of these other guys back when we were under a different name. I'm one of two main writers for Golden Hour and its associated settings and a secondary writer on The Tales of Terror.

Being a primary writer on Golden Hour, currently focusing on the Advanced Dimensional Green Ninja Educational Preparatory Super Elementary Fortress 555 game setting means I spend a lot of time immersing myself in anime, pop culture and sleep deprivation in an attempt to put the craziness that is our game into the written word. It is not always an easy job and while I'd like to say it always comes easy or that everything I write is a nugget of comedic joy, hell this is my piece; so I'll say it. As far as ADGNPSEF555 writing is concerned I'm a golden god of comedy. I am The Man.

If anyone who sees me at cons can believe, my entire life is not just running from one game to the next. I spend my life away from the GM screen/Jenga tower/candy throwing, pixie stick guzzling madness attempting to get myself a new career. After a much longer absence than I care to admit to, I have found myself once again within the halls of higher education attempting to gain my Master's in Secondary Education, focusing in Mathematics. Aside from my school and my projects for Windmill Games I spend an inordinate amount of time engrossed in media of all sorts; whether it is television, movies or video games I spend more time than is probably healthy immersed in worlds of other people's creation. I guess that might be what has motivated me and probably many of the rest of us to start this thing.

But the topic at hand is Origins. Origins was, as it always is, an absolutely awesome gaming con. While Gencon may be the biggest in terms of sheer number of attendees and has the largest dealer's room, Origins is by far the biggest gaming con in terms of awesome gaming action. Origins is like returning home after a long absence, the staff is friendly and helpful, the gamers bring their A game and North Market does in fact have the absolute best ice cream. This Origins was a little rough, even by our standards because due to unforeseen circumstances we were down 1 GM and a backup GM, leaving each of us with more games to run than we had expected. Not only that but every night we sat down to run Dread we would find ourselves with 2-3 tables of overflow. Not wanting to turn away anyone each of us pulled together to make sure as few people as possible got turned away. I feel like I could write a lot more about Origins and may very well in the future, but I'm quickly approaching my limit.

I just want to leave everyone with this, thank you all for playing our games. It is your excitement and enjoyment of our product that keeps each and every one of us fighting to get these books out. Keep reading and see you all at Gencon!

BRANDON

Being the business manager of a small press game company is often like being a cat herder. Last minute changes are par for the course and before every convention something always comes up. This year (2009) Origins was no different. With our Art director, Avery, getting hurt and one of our other lead GM's not being able to make it we went into Origins shorthanded. It's one of those situations you never want to find yourself in, back against the wall, three hours to one of the holy trinity of modern conventions, with several games to make up for. Still, to the credit of everyone involved we really nailed this con, so in the end the good guys won and that's the difference between a disaster flick and a summer blockbuster.

Origins hangs there at the beginning of the summer convention season like a great big target, a sort of "Hit it here and the rest of the season will follow" so in the beginning there was a palpable

sense of doom and despair. Still the brave soldiers of the Windmill marched forward remembering that our own awesomeness and the awesomeness of our games and fans would carry us through, and sure enough, with the help of several great folks, who aren't necessarily employees of the company but who make up our "family" we made it through! So thanks a ton to Nate Scheidler, Jeffery. Ryan, Claire, Don and the crew from Silvervine Games (Ryan Rawlings, Ryan Dean, Ed, and Alec). These folks picked up games, ran around with their free time and got us stuff when we needed it and not only made up for the lack of staff, but made it so we could spend time doing what we do best, making the con fun for as many people as possible!

My own Con experience was spent around the Dread tables (go figure) and with some great people playing amazing games! I'm always struck by how people take to the stories we build for them. It's humbling to have two games scheduled for 6 players each and have 30 people show up. So a huge thanks to everyone who showed up and played the games! There were so many intense moments this con!

- With the unveiling of the Dreadestal, an Idea thought up by Nate Scheidler, we brought a whole new vector to the terror and everyone who played with it had a great time.
- I managed to experience my first TPK (Total Party Kill) and it was in the last pull of the game!
- Playing the first game of Tokyo Masks! (Thanks so much to all my players)

There were so many amazing moments this convention, I can't wait for Gencon, and the chance to see all of you at my Dread tables! Finally I want to throw another special thanks to Tabletop Adventures for hosting our product at Origins! (<http://www.tabletopadventures.com/>) Look for them in the future and check out their stuff!



KEVIN

My name is Kevin Kreiner, and I'm the product line developer here at Windmill Games. That means going to places nobody else in the hobby as gone, and finding new subjects and ideas for the games we love.

And no mistake, its a labor of love. Gaming for me has always been about the story, about the people we play and the worlds we explore. Nothing excites me more as a player or game master as when a character I'm playing gets me saying something that surprises me, and taken aback by my own words, I learn something about that character.

I'm not a full time game designer. I'm actually trained as a historian, specializing in intellectual and cultural history. In other words, I'm more interested in what people in the past thought about, what they read, what they laughed at, then how they voted or what battles they fought. I'm also versed in the rare discipline called history of the future, given that my academic mentor, W. Warren Wagar, was a leading futurist. Through history of the future, we explore the possibilities of what may come and make sense of them using the science and disciplines of history.

I spend my time exploring the worlds of the past and making those tangible, understandable, and exciting to classrooms of college students. As a game designer, I'm looking for the same thing, a way to make other times and places connect with our own through the stories of the people who live there. Our games are simply a framework in which to tell the stories, whether they're set in the past, present, future, or some alternate that's all of those things rolled into one.

Personally, I tend to run games set in the historical past, which is a rich resource for ideas, cultures, and adventures, and my current project is intended to draw on the same historical understanding and imagination that I rely on when running games as I have for the past twenty five years.

We've recently returned from Origins Game Fair. While the others were focused more on running the

ever popular ADGNPSEF555 I ran three new scenarios. First up was the latest for Four Colors Al-Fresco, a superhero game set in an alternative Renaissance. Then a game called Passages, which begins with a real historical event, set during World War II and then takes a dark left turn to land somewhere, as the blurb went, between The Chronicles of Narnia and Lord of the Flies. I also ran my first LARP, a horror scenario called "The Victim's Ball" and set at the end of the French Revolution. Response to the LARP was overwhelmingly positive, so much so that I'm already planning next year's. Hope to see you there.

RYAN

Sleep Deprivation, Time Travel, Pure Evil, and Dodge ball: A Trip to Origins

Kevin Kreiner and I live in Binghamton, NY. In order to get around the inevitable traffic that comes from a 10 hour drive, we always drive in the night before Origins. I was SUPPOSED to sleep the afternoon before...but my day job kept me busy until it was time to go.

The drive itself was uneventful. It ended at about 10 in the morning...and my first game of our TVY7 Golden Hour Module Advanced Dimensional Green Ninja Educational Preparatory Super Elementary Fortress 555 was at 11. It had been...some time since I slept. Thankfully, Claire was angelic this convention, and got me some coffee right before it was time to run. The game itself was great fun. When I came in, slightly late, a group of characters were in a robotic version of Farley's pants. In short order, the players had decided to turn the local robotic lava sharks into zombies, and managed to get to the golden portajohn. Soon after our time-traveling kid from the future learned something terrible would happen, somebody jumped into the session as Farley. He soon created a paradox singularity by putting a shiny ball into the pocket of his pants he was wearing which was also the adventure setting. Not to worry, paradox-fueled ends of the world are all in a day's work for our heroes, and soon all was well.

This convention was all about running ADGNPSEF555 for me, and as usual the pace was

frenetic. Each game followed the events of the one before in some vague nod to continuity. So, if one game ended with the characters going back in time to deal with Dr. Clockso the steampunk villain, our next game would start with everyone playing steampunk versions of their characters. The games were also run back-to-back for 6 hours a day. The other GMs and I would run in teams, taking shifts while dear friends got us food and caffeine out of concern for our well being. This pace, you might imagine, made planning of any sort impossible. It became an improvisational wonderland, the GMs rolling with the unfolding insanity and trying our best to keep up with the wild imaginations of our players.

For our Golden Hour run at Origins, the capstone was an ADGNPSEF555 LARP. Four hours of two other GM's and me running around and entertaining a number of excellent players at the end of a long convention. The story was simple. It was parent-teacher conference day. The Janitor is my favorite NPC to play at LARPs, and of course he was up to no good. But the plucky children foiled my plan by, amongst other things, convincing me to take a nap and then tying my shoes together. Then we all got together for a lively game of "hit the GMs with foam d20s", and a round of commercial breaks, where players and storytellers alike could shill for their favorite fake products. We ended the game, and the convention, with another game of dodge ball, and then it was time to clean up the fantastic mess.

GENCON SCHEDULE

THURSDAY 08/13

1200-1400 RPG0903780 Golden Hour – ADGNPSEF555
1400-1600 RPG0903783 Golden Hour – ADGNPSEF555
1400-1800 RPG0903814 Dread – 13
1800-2200 RPG0903817 Dread – Henchmen
2200-2600 RPG0903819 Dread – The Wild Hunt

FRIDAY 08/14

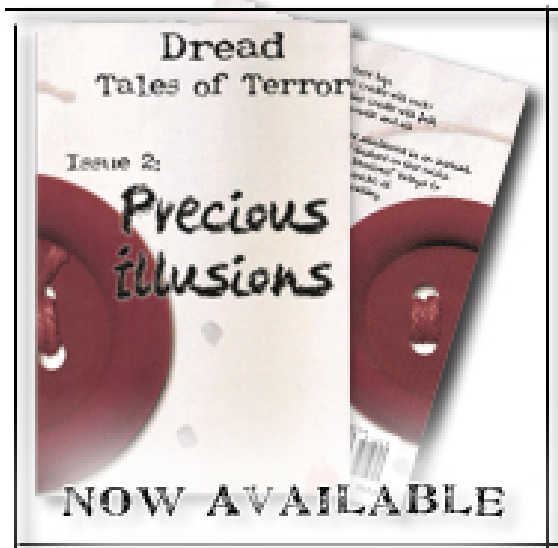
1200-1400 RPG0903785 Golden Hour – ADGNPSEF555
1400-1600 RPG0903786 Golden Hour – ADGNPSEF555
1400-1800 RPG0903815 Dread – Beneath the Surface
1400-1800 RPG0903808 Golden Hour – In My Day
1800-2200 RPG0903818 Dread – Henchmen
1800-2200 RPG0903810 Golden Hour – Operation: Top Hat

SATURDAY 08/15

1200-1400 RPG0903787 Golden Hour – ADGNPSEF555
1400-1600 RPG0903788 Golden Hour – ADGNPSEF555
1400-1800 RPG0903816 Dread – Beneath the Mask
1800-2200 RPG0903820 Dread – The Wild Hunt
2000-2400 RPG0903811 Golden Hour – Passages

SUNDAY 08/16

1200-1600 LRP0903789 Golden Hour – ADGNPSEF555 LARP
1200-1600 RPG0903813 Golden Hour – Children of the Atom



That's it for our newsletter, look for another one after GenCon!

Remember to sign up for our mailing list! (email info@windmill-games.com)

Check out our forums! (<http://windmill-games.com/phpBB3/index.php>)

Be our friend on Facebook!

(<http://www.new.facebook.com/home.php#/pages/Madison-WI/Windmill-Game-Co/82912657489?ref=ts>)