

HorseFeathers

Duke's Address

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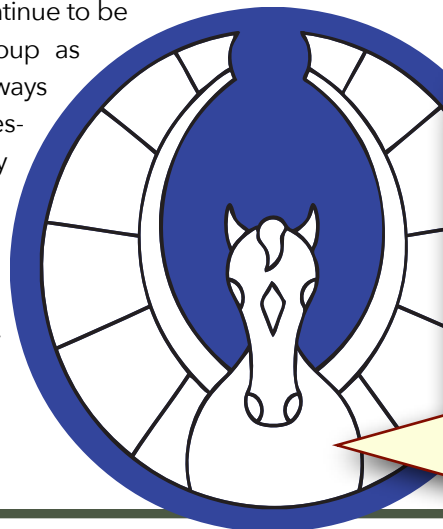
Regent's Address

January saw many of our members undertaking trips to lands throughout the kingdom. Some traveled to our crown lands to compete in arts and fighting tournaments or feast, some visited our friends and neighbors in Wyrmspire and Savage Highlands. This is a trend I would love to see continue! In fact, quite a few of our members plan to head up to Wyrmspire again tomorrow, so if you need a ride (or if you need passengers) just ask around.

Congratulations to Overlord Shadow on his hard-fought third place in the kingdom's Dragonmaster tournament. Just four *hundredths* of a point separated the top three competitors; that's some intense competition. He also had the highest single item score, with a 4.4 for his chutney. Excellent work! Congrats, too, to everyone who participated in the tournaments.

Whether you're running for office or just want to showcase your abilities, crown qualifications are just two short weeks away - it's time to kick your efforts into high gear. Arts and Sciences on Tuesday evenings at UNM have resumed, and classes will continue to be announced on the facebook group as they are scheduled, but you can always bring your own projects or questions. Inferno continues to kindly host Friday night's A&S/Fighter Practice all-in-one at her home. Those are at least two nights a week when you can practice your skills and get help - especially if you're thinking about competing!

Lady Isoud MacArdry



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**If you would like to have anything published in the newsletter, please submit it to:
PVHorsefeathers @gmail.com**

From the Prime Minister:

Greetings! Thanks again for reading the newsletter. We have \$158.62 in the cash box. The old bank account holds \$1478.36 and the new back account has \$75.85. We have two pending reimbursements, one to Baron Fu (travel) and one to Lady Isoud (Feast). The monthly audit by the BoD Treasurer (Baronet Shadow) went well.

-- Baron Exedor Wayfel

Ok, People. This is our newsletter! It's meant to be a community effort. If you have anything you'd like in the next (or the ones after that, even), please either email your submission to PVHorsefeathers@gmail.com or send it to Exedor on Facebook or even bring it to Exedor at the park. I can put in artwork, announcements, ads, poetry... Really, I'm pretty lenient with content. Thanks for reading!!

How do we want to play Amtgard?

A bit ago, I made a form I wanted people to fill out. Some people did, others didn't. A big thanks to those who did, however. Here are the responses, in a simplified way of looking at things:

Objectives: Simple objectives are highly favoured by 10, with Quests following at 9, and Complex and Shatter games bringing up the rear at 4.

Game Types: A 10 for Full Class, with Ditch Rules at 7, and nobody besides 3 people really seem to like Militia Games. Can't blame them, personally.

Terrain: This is really an abstract. On a scale of 1-5, of course the average managed to win. Not too much, not too little. As for types, anything seems to go, but Castles and such have a high priority. Terrain, as was fairly excellently put by "not me" is not so much a certain type, but blocking areas and things so you must adapt gameplay.

Lives: As per V7.7 was the resounding winner at 8, due to familiarity and ease of usage, not to mention, balance with the paradigm. Unlimited lives follows at 5.

Death Counts: 150-90 was the strongest at 6 votes, with 300 at 4 and others at about 2 votes each. Everybody agrees that killing someone should not be an entirely meaningless goal, and it should give the player downtime for being killed.

One fun idea that was brought up a few times, was Accumulation Respawn. Ie: "Respawn as soon as three of your team are at your base." I like this idea a lot, as it makes for a randomizing sort of effect to shift the balance.



Kaylee's This 'n That

By Shayleigh

Offering Pegasus Valley Patches, Tunics, Tabards and Cloaks
Other mundane objects also available.

Please Find me at the park or Message me

www.facebook.com/KayleesThisnThat

For the Spell Counts, I believe that all spell counts should sit comfortably at approximately half the death count. Realizing that there wasn't really a thing for that, I'll be sure to tweak the form later.

Refreshes: Objective Based Refreshes leads at 7, followed by No Refreshes, and Set Number at the end. Objective Based Refreshes are a great idea for non-Shatter games. What they might mean is anything from "Score 3 points, your team gets a Refresh" to "Rescue the maiden and loot the stronghold, your team gets a Refresh". Fun stuff.

As a game designer, it's good to see what people like to play. Some responses were very obvious and easy to guess. Others, were not. Regardless, this was a good first go.

I'll be bringing this form back, possibly making it on a much bigger scale. The games people like to play can change, and new ideas can present themselves. I welcome that kind of human element, as I try to design games humans like to play. I swear this isn't all fuel for the robot overlords. Yeah....

Thanks again:

- *Talifer Impetus Atera, Heir Apparent of the Duchy of Pegasus Valley*



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