

Clint Black 1:56 AM 02/03/12  
Welcome to the Most Unread Chat Ever! (I totally made up that name myself!)

Tommy Brownell 1:56 AM 02/03/12  
HORRIBLE name.

Clint Black 1:56 AM 02/03/12  
But see, it would be ironic and stuff!

Tommy Brownell 1:57 AM 02/03/12  
By the way, January was my highest traffic month ever.

Tommy Brownell 1:57 AM 02/03/12  
And Peginc.com had a pretty big hand in that.

Clint Black 1:57 AM 02/03/12  
Irony! Is there nothing it can't improve!

Jodi 1:57 AM 02/03/12  
Hi guys! Off to post on FB and stuff!

Tommy Brownell 1:59 AM 02/03/12  
Clint: We didn't get to do a full game of Fiasco last night, unfortunately...but we did enough that I know I NEED to play a full game now.

Clint Black 2:00 AM 02/03/12  
My jealousy is not abated by your lack of completion

Jodi 2:00 AM 02/03/12  
How's life, Tommy?

Clint Black 2:00 AM 02/03/12  
I still need to play that game!

Tommy Brownell 2:00 AM 02/03/12  
Not too shabby, Jodi...you?

Clint Black 2:00 AM 02/03/12  
Hi Erica!

Erica B 2:01 AM 02/03/12  
Hello!

Tommy Brownell 2:01 AM 02/03/12  
Clint: The podcast of the demo session is supposed to be up in a week or so, I think.

Jodi 2:01 AM 02/03/12  
Life is good, Tommy. I turned in the taxes today for our family, for the business, and for our aspiring actress. :)

Jodi 2:02 AM 02/03/12  
Neigh, Erica!

Erica B 2:02 AM 02/03/12  
lol Hay Jodi

Tommy Brownell 2:02 AM 02/03/12

We should be getting ours turned in tonight or tomorrow. My employers had a huge error, and so our W2s were delayed...=P But my boss has seemingly found the missing info we needed.

Clint Black 2:02 AM 02/03/12

Speaking of podcasts, I get to be love on the last episode of TGTT.  
Bittersweet that.

Jodi 2:02 AM 02/03/12

I actually do a pretty good neigh, I should have showed you Saturday!

Erica B 2:03 AM 02/03/12

it just occurred to me the other day that in the two times Starshine has been played, her player managed to get the book away from Wildburr and then scury off to read it. XD

Jodi 2:03 AM 02/03/12

XD

Guest Luke 2:03 AM 02/03/12

Hi everyone.

Erica B 2:03 AM 02/03/12

hello!

Clint Black 2:03 AM 02/03/12

I will not actually be "love." I must have been looking at Jodi while I was typing. I will be on the last podcast.

Jodi 2:03 AM 02/03/12

Jeff, I was going to tell you the new chat lets you log in with Facebook if you want!

Jodi 2:04 AM 02/03/12

:)

Tommy Brownell 2:04 AM 02/03/12

The new chat is really awesome.

Jodi 2:04 AM 02/03/12

Thanks Tommy!

Guest Luke 2:04 AM 02/03/12

I saw that. But I thought I was logged in via the web page, but it's not showing.

Jodi 2:05 AM 02/03/12

Want to try the Facebook route? We're in no rush

jcombos 2:05 AM 02/03/12

Got it.

Jodi 2:05 AM 02/03/12

There you are!

Jodi 2:05 AM 02/03/12

How do you like the new chat software, Jeff? Last time you were here it was the old style.

Tommy Brownell 2:05 AM 02/03/12

Got an e-mail from Christina Stiles today...looks like I'll be reviewing Rogue Mage before the Kickstarter is completed.

jcombos 2:06 AM 02/03/12

It's pretty sweet. I have chat envy.

Jodi 2:06 AM 02/03/12

:) to both of you!

jcombos 2:06 AM 02/03/12

Thanks for coming out everyone.

Jodi 2:06 AM 02/03/12

Thanks for joining us, Jeff! You have a lot of beans to spill, so why not get started with Deadfellas?

Clint Black 2:07 AM 02/03/12

Thank you, Jeff!

jcombos 2:07 AM 02/03/12

Before we get started, one logistical note:

jcombos 2:07 AM 02/03/12

I'm still at work and have to zip off to catch my bus home at 6:55pm. But that means I'm chatting with you all from the nerve center of Microsoft in Redmond, WA.

Jodi 2:08 AM 02/03/12

OK, that's pretty awesome.

jcombos 2:08 AM 02/03/12

:)

jcombos 2:08 AM 02/03/12

Thanks for having me on again. I wish I did this more often.

Jodi 2:09 AM 02/03/12

OK, well, actually, since you mentioned the new job... what are you doing exactly?

jcombos 2:10 AM 02/03/12

I work for a group inside the games group called "Narrative Design".

Jodi 2:11 AM 02/03/12

So you're part of a team designing stories? I think that's a great fit for you. :)

jcombos 2:11 AM 02/03/12

Our job is to incubate new intellectual property for MS and to help with story development for games and other media.

jcombos 2:11 AM 02/03/12

So I'm a producer, but I work with a bunch of writers. It's been fun so far-- but boy is it hard work!

Jodi 2:12 AM 02/03/12  
They make you work at Microsoft?!

Jodi 2:12 AM 02/03/12  
:)

jcombos 2:12 AM 02/03/12  
Who knew? I feel like I was grossly misinformed.

Clint Black 2:12 AM 02/03/12  
Wow, that's a whole different side of the game industry... the profitable side. ;)

Jodi 2:13 AM 02/03/12  
Ok, so tell everyone about Deadfellas. I'll go snag the Kickstarter link and put it here.

jcombos 2:13 AM 02/03/12  
Thanks, Jodi.

Jodi 2:13 AM 02/03/12  
<http://www.kickstarter.com/projects/2085348754/deadfellas-the-zombie-mobster-card-game>

Bretbo 2:13 AM 02/03/12  
Seems like a good job match, Jeff, given your RPG work...oh, and hi everybody!

jcombos 2:13 AM 02/03/12  
For those that don't know, Deadfellas is a card game about zombie mobsters.

Jodi 2:13 AM 02/03/12  
Hi Bob!

Erica B 2:13 AM 02/03/12  
lol nice

Tommy Brownell 2:14 AM 02/03/12  
Oh. Deadfellas. That makes sense...=)

jcombos 2:14 AM 02/03/12  
(Hi Bob!) In the game, each player gets a gang of zombie Mooks that they use to attack each other.

jcombos 2:14 AM 02/03/12  
To win the game, you have to whack 10 points worth of Mooks.

jcombos 2:15 AM 02/03/12  
But to whack someone, your Mook needs three different cards: A weapon, a disguise, and a getaway vehicle.

Jodi 2:15 AM 02/03/12  
Whack-a-Mook

jcombos 2:15 AM 02/03/12

For example, I could give my Mook a sock monkey, a nurse uniform, and a hot air balloon.

Jodi 2:16 AM 02/03/12

OK, that's a visual!

Erica B 2:16 AM 02/03/12

of course! WHy wouldn't you? lol

Bretbo 2:16 AM 02/03/12

I prefer a Gorilla Suit, but that's just me!

Clint Black 2:17 AM 02/03/12

Sock monkey is a great disguise, but how do you use a nurse uniform as a weapon? ;)

jcombos 2:17 AM 02/03/12

And if you succeed in whacking someone, you have to throw away a piece of evidence, which makes you weaker (and therefore a target) until you can equip a new card of the appropriate type.

Jodi 2:17 AM 02/03/12

I hate that I didn't get to try this at GenCon.

Bretbo 2:17 AM 02/03/12

Got a chance to try it out at Gencon...a lot of fun!

jcombos 2:17 AM 02/03/12

So your Mooks will go through a lot of strange combinations.

Erica B 2:18 AM 02/03/12

sounds interesting, Jeff

jcombos 2:18 AM 02/03/12

Interestingly, Deadfellas seemed to do very well with female gamers. I'm very happy about that. We were worried that it might appeal to a narrower audience.

Jodi 2:19 AM 02/03/12

The Kickstarter looked like it hit funding pretty easily - over by \$2K!

jcombos 2:19 AM 02/03/12

Yes. Deadfellas was not my game idea. It was brought to me by two friends: Jesper Myrfors and Brian Snoddy.

Jodi 2:20 AM 02/03/12

Did they do the art for the cards?

jcombos 2:20 AM 02/03/12

Jesper was the original art director on Magic: the Gathering and I worked with him on Bella Sara. Brian is an artist (he did some work for me on Mysteries of the Hollow Earth) and I worked with him at Airtight Games.

jcombos 2:20 AM 02/03/12

Brian also did all the zombie art for Gimme the Brain and Lord of the Fries.

jcombos 2:21 AM 02/03/12

And since they wanted Deadfellas to exist inside that universe, they got James Earnest to OK the game--and that's why his name is on the box too.

Jodi 2:21 AM 02/03/12

I didn't know you worked on Bella Sara. I bet EricaB knows about that game. :)

Clint Black 2:21 AM 02/03/12

Cool.

Clint Black 2:22 AM 02/03/12

So it's like an oddball trilogy of zombie comedy!

Jodi 2:22 AM 02/03/12

zany, even!

jcombos 2:22 AM 02/03/12

I'd wanted to diversify Exile into other games for a while, and was working on a card game of my own, but Deadfellas seemed, well, better than my idea.

Erica B 2:22 AM 02/03/12

which game?

Jodi 2:23 AM 02/03/12

That's the tough sort of decision-making power that made you Freakin' Jeff Combos!

Erica B 2:23 AM 02/03/12

Bella Sara? I've heard of it, but I never played it. Surprisingly. lol

jcombos 2:23 AM 02/03/12

And I wanted an excuse to put something on Kickstarter, so it was a great reason to do the game.

jcombos 2:23 AM 02/03/12

(Oh Jodi. Sigh.)

Jodi 2:23 AM 02/03/12

Erica: <http://www.bellasara.com/>

Clint Black 2:24 AM 02/03/12

Right, Jodi... everyone knows it's Jeff Freakin' Combos!

Jodi 2:24 AM 02/03/12

:)

jcombos 2:24 AM 02/03/12

\*facepalm\*

jcombos 2:24 AM 02/03/12

So anyway...

Clint Black 2:25 AM 02/03/12

Seriously, Jeff is one of the nicest people I have every met in the game industry. If you ever have a chance to stop by and talk to him at GenCon, do so.

Greg Kerner 2:25 AM 02/03/12  
hi

jcombos 2:25 AM 02/03/12  
Another positive for Deadfellas was that Brian and Jesper were doing all the art, game design, and layout. So all I had to do was production and marketing.

Jodi 2:25 AM 02/03/12  
+1 to what Clint said. I love working with you and the Exiles, Jeff.

jcombos 2:25 AM 02/03/12  
Oh, Clint. You're such a charmer. (I'll pay you later...)

Clint Black 2:25 AM 02/03/12  
Wait, you mean you can get other people to do that stuff???

jcombos 2:25 AM 02/03/12  
(You too, Jodi...)

Jodi 2:26 AM 02/03/12  
It does sound like a sweet deal landed in your lap.

jcombos 2:26 AM 02/03/12  
So Deadfellas seemed like a total win, since we could do it and I could still work on a little game called Hollow Earth Expedition.

jcombos 2:26 AM 02/03/12  
But that's not how it worked out.

jcombos 2:27 AM 02/03/12  
Don't get me wrong. Deadfellas is a great game, but it's had something of a cursed production.

Tommy Brownell 2:27 AM 02/03/12  
I still need to pick up/review HEX sometime soon.

jcombos 2:27 AM 02/03/12  
I'd had to stay on top of it a lot since the Kickstarter project got funded.

Jodi 2:27 AM 02/03/12  
I bet you're glad it comes out this month!

jcombos 2:28 AM 02/03/12  
I sure am!

Greg Kerner 2:28 AM 02/03/12  
Is it something for HEX?

jcombos 2:28 AM 02/03/12  
But we've had printer problems, layout problems, etc.

Clint Black 2:28 AM 02/03/12  
Nope. Goodfellas is a standalone card game (scroll back up for more info, Greg).

Jodi 2:29 AM 02/03/12

Was it very difficult to produce a card game versus a book?

Greg Kerner 2:29 AM 02/03/12

oh. Thanks Clint

jcombos 2:29 AM 02/03/12

Not that anyone will notice this, because I've been on working hard to correct them all.

jcombos 2:29 AM 02/03/12

But it's a case of if it can go wrong, it will on this one.

Clint Black 2:29 AM 02/03/12

Sorry, Deadfellas. (I am seriously brainpanned tonight)

Clint Black 2:30 AM 02/03/12

Not Goodfellas

Clint Black 2:30 AM 02/03/12

Murphy's game then?

Erica B 2:30 AM 02/03/12

my head is just full of mobster zombie pun names now...

jcombos 2:30 AM 02/03/12

But it's turned out well. And it's a fun game that balances well with different numbers of players.

jcombos 2:30 AM 02/03/12

I can't recommend it highly enough.

jcombos 2:31 AM 02/03/12

I just wish it would've gone a bit more smoothly.

Jodi 2:31 AM 02/03/12

what are the stats? :) Number of players, play time, suggested age range...

Erica B 2:31 AM 02/03/12

John Rotti... Yucky Luciano... Bugs Eat Siegel... Al Cabone...

Von Dan 2:31 AM 02/03/12

With names like Jhonny B Ghoul and JUmpping Jack Ghast

Jodi 2:31 AM 02/03/12

Oh, Erica! too funny.

Von Dan 2:31 AM 02/03/12

for thr 60 's vegas mogsters

jcombos 2:32 AM 02/03/12

2-6 players, approx 30 min, and 8+

Clint Black 2:32 AM 02/03/12

Nice! The girls will love it!

jcombos 2:32 AM 02/03/12

Of course, it depends on the maturity level of your 8 year old.

jcombos 2:32 AM 02/03/12  
But it's not a gorey game.

Jodi 2:32 AM 02/03/12  
No, it looks like pretty much every 8 year old we've met would be cool with a zombie card game.

jcombos 2:33 AM 02/03/12  
So as it stands now, the printer is reprinting all the cards and repackaging the game.

Jodi 2:33 AM 02/03/12  
wow

jcombos 2:33 AM 02/03/12  
There was a production error with one of their machines.

Erica B 2:33 AM 02/03/12  
oops

Tommy Brownell 2:33 AM 02/03/12  
...ouch.

Greg Kerner 2:34 AM 02/03/12  
yikes

Jodi 2:34 AM 02/03/12  
Will they make it to your Release Party?

jcombos 2:34 AM 02/03/12  
So I won't have copies of the game in hand until maybe the end of next week. I talk to them every day and they should hopefully confirm that tomorrow.

jcombos 2:35 AM 02/03/12  
I want them for the release party (which Brian and Jesper scheduled a while back) but I won't know for sure until tomorrow.

Clint Black 2:35 AM 02/03/12  
Best of luck!

jcombos 2:35 AM 02/03/12  
But I think it's safe to say that we'll have Deadfellas in the warehouse and shipping out to customers by the end of the month.

Jodi 2:35 AM 02/03/12  
Where is the party, again?

jcombos 2:36 AM 02/03/12  
The party is here: <http://www.afktavern.com/>

jcombos 2:36 AM 02/03/12  
It's at 6pm on 2/11.

Jodi 2:36 AM 02/03/12  
the legendary afktavern!

Clint Black 2:36 AM 02/03/12  
Cool. I'll likely be visiting that location in May when I'm out there.

jcombos 2:37 AM 02/03/12  
You should! It's a great place!

Clint Black 2:37 AM 02/03/12  
For a Super Secret Thing.

jcombos 2:37 AM 02/03/12  
Really? What is it? :P

jcombos 2:38 AM 02/03/12  
So that's the long road to Deadfellas. Reanimating mobsters is harder than it appears.

Clint Black 2:38 AM 02/03/12  
Should be announcing soon.

Clint Black 2:38 AM 02/03/12  
LOL

Jodi 2:39 AM 02/03/12  
"Reanimating mobsters is harder than it appears" has to be one of my favorite quotes from the chat tonight. :)

jcombos 2:39 AM 02/03/12  
:)

Clint Black 2:40 AM 02/03/12  
So what can you tell us about the future of HEX?

jcombos 2:40 AM 02/03/12  
Does anyone have any questions about Deadfellas, Kickstarter, or HEX?

Jodi 2:40 AM 02/03/12  
BTW, for you regular chat guests, we'll do the Free Shipping draw after Jeff leaves, so he doesn't miss out on mass transportation.

jcombos 2:40 AM 02/03/12  
Thanks!

Jodi 2:41 AM 02/03/12  
Actually, I'm curious about your experience with Kickstarter.

Bretbo 2:41 AM 02/03/12  
Any expansion plans for Deadfellas or is it too soon to say?

jcombos 2:41 AM 02/03/12  
OK. I'll take those ?s in reverse order.

Jodi 2:41 AM 02/03/12  
I don't have any projects of my own I'm considering, but I like to hear what worked and what was difficult about using Kickstarter.

jcombos 2:41 AM 02/03/12

Brian and Jesper want to do an expansion for Deadfellas that they lovingly refer to as "Bagels and Shamrocks."

jcombos 2:42 AM 02/03/12

So it'd be less Italian mobsters and more Jewish and Irish mobsters.

Jodi 2:42 AM 02/03/12

Ah, thought so but was afraid to ask.

jcombos 2:42 AM 02/03/12

And there would be totally different special cards with different abilities.

jcombos 2:43 AM 02/03/12

I want to get them to call it "Necrosa Nostra."

Erica B 2:43 AM 02/03/12

lol

Bretbo 2:43 AM 02/03/12

:)

Tommy Brownell 2:43 AM 02/03/12

Nice.

Jodi 2:43 AM 02/03/12

Our Necrosis?

Greg Kerner 2:44 AM 02/03/12

What is the Jewish Mob going to be called?

jcombos 2:44 AM 02/03/12

They also want to introduce Kingpin Mooks that are worth 4-pts. and have a special ability.

jcombos 2:44 AM 02/03/12

We'll see. It depends on how well Deadfellas does.

Jodi 2:44 AM 02/03/12

I read Kingpin as Klingon there for a second...

Greg Kerner 2:45 AM 02/03/12

I did too

jcombos 2:45 AM 02/03/12

So who knows, the expansion might end up on Kickstarter too.

Clint Black 2:45 AM 02/03/12

Perhaps call it "Mooks in White Satin Suits"

jcombos 2:45 AM 02/03/12

Ha!

jcombos 2:45 AM 02/03/12

Speaking of Kickstarter, it's an amazing tool for getting your creative idea out there and seeing if it will connect with people.

Erica B 2:45 AM 02/03/12

I can see future expansion packs for ninjas, Chinese tongs, street gangs, and Russian mafia.

Jodi 2:45 AM 02/03/12

Well, we're starting to run out of time (already!) so what can you spill about Revelations of Mars?

Erica B 2:46 AM 02/03/12

possibilities are endless XD

jcombos 2:46 AM 02/03/12

We're working on Mars now.

Greg Kerner 2:46 AM 02/03/12

Yakuza

Bretbo 2:46 AM 02/03/12

The Undie-ables

jcombos 2:47 AM 02/03/12

In fact the mostly-final sample character art has just come in and I have someone revising the character backgrounds as we speak.

jcombos 2:47 AM 02/03/12

They will likely be one of the first things people will see from RoM.

Jodi 2:47 AM 02/03/12

I know a bunch of HEX fans are looking forward to that!

jcombos 2:48 AM 02/03/12

I can't wait to get it out, but it's woefully behind because of Deadfellas.

jcombos 2:48 AM 02/03/12

But that is about to ease up and I'll be able to devote more time to getting it done.

jcombos 2:48 AM 02/03/12

But I really like where it's going. I want this to be the best book we're put out yet.

Jodi 2:48 AM 02/03/12

:)

tomg 2:48 AM 02/03/12

Hi folks. Just stopping by to say HEY!

Tommy Brownell 2:49 AM 02/03/12

I've heard lots of good about HEX...and I liked Ubiquity after reading All for One.

Jodi 2:49 AM 02/03/12

Hey, Tom, you just missed our discussion about the perils of pulling together a card game about mafia zombies!

jcombos 2:49 AM 02/03/12

All for One is a great game!

tomg 2:49 AM 02/03/12

Hi Jodi. Just got finished playing Halo with the boy.

Clint Black 2:50 AM 02/03/12

Tommy, you really need to check out the origins of the system, and Mysteries of the Hollow Earth is out of this world (or IN of this world I guess).

Jodi 2:50 AM 02/03/12

Jeff, are you planning to release a core Ubiquity book at some point?

jcombos 2:50 AM 02/03/12

And the new Ubiquity stuff Wiggy and Robin have coming out is super cool too.

Bretbo 2:50 AM 02/03/12

You can see the cover art here:

<http://www.incrediblyinappropriateentertainment.com/>

Tommy Brownell 2:51 AM 02/03/12

I plan on it, Clint. Hopefully sooner rather than later.

jcombos 2:51 AM 02/03/12

I'd really like to do a generic Ubiquity system book. It's likely that it'd be v2.0 of the system with lots of revisions.

Jodi 2:51 AM 02/03/12

I LOVE the ponytail on that girl!

Jodi 2:52 AM 02/03/12

I don't want to make you miss your bus, Jeff, so last call for questions!

Jodi 2:53 AM 02/03/12

(Everyone's looking at the art)

Clint Black 2:53 AM 02/03/12

Wow, that cover is awesome!

tomg 2:53 AM 02/03/12

That is some neat art.

Clint Black 2:53 AM 02/03/12

4-armed green dudes are a must on Mars!

tomg 2:53 AM 02/03/12

But of course.

Bretbo 2:53 AM 02/03/12

How do you hope to expand upon Exile's product lines besides HEX?

Jodi 2:53 AM 02/03/12

Thanks for joining us, Jeff, and you're welcome back anytime.

jcombos 2:54 AM 02/03/12

Like the rest of the HEX stuff, we want to do things that are evocative of pulp books and movies, but are still unique in their own way.

jcombos 2:54 AM 02/03/12

Thanks for having me. And I'll answer you question in person when I see you, Bob. :)

Greg Kerner 2:54 AM 02/03/12  
thank you for the chat.

tomg 2:55 AM 02/03/12  
Thanks Jeff

jcombos 2:55 AM 02/03/12  
Bye everyone!

Bretbo 2:55 AM 02/03/12  
In two months...can't wait! Later!

Clint Black 2:55 AM 02/03/12  
Thanks, Jeff! Don't miss your bus!

Erica B 2:55 AM 02/03/12  
bye Jeff

Clint Black 2:56 AM 02/03/12  
Okay, the free shipping drawing is next!

Clint Black 2:56 AM 02/03/12  
Jodi is frantically typing....

Jodi 2:56 AM 02/03/12  
tomg and Bretbo are actually the only ones signed in who do NOT have a Free Shipping win to their name. so you guys just choose a suit (Clubs, Diamonds, Hearts, Spades).

Jodi 2:56 AM 02/03/12  
Bye Jeff!

tomg 2:56 AM 02/03/12  
spades

Bretbo 2:56 AM 02/03/12  
Clubs

Clint Black 2:57 AM 02/03/12  
Always bet on Black! I like that

Jodi 2:57 AM 02/03/12  
Any lurkers want in on Free Shipping from the site?

Jodi 2:57 AM 02/03/12  
Ok, the winner is...

Erica B 2:57 AM 02/03/12  
I thought I won a free shipping a few weeks ago?

Erica B 2:57 AM 02/03/12  
ah well. lol

Jodi 2:57 AM 02/03/12

Spades! Jack of Spades, too, Tom!

tomg 2:57 AM 02/03/12  
Vootie!

Bretbo 2:58 AM 02/03/12  
Congrats, Tom!

Clint Black 2:58 AM 02/03/12  
Congrats, Tom!

Jodi 2:58 AM 02/03/12  
Erica, yeah, that's what I meant... that Tom and Bob were the only ones who hadn't won it yet.

tomg 2:58 AM 02/03/12  
Thanks Bretbo, Clint

Erica B 2:58 AM 02/03/12  
oh right! Duh

Jodi 2:58 AM 02/03/12  
Your win is still good, Erica!

Erica B 2:58 AM 02/03/12  
never mind me. lol

Von Dan 2:58 AM 02/03/12  
q Jodi i wont last week but i thouth you were seind a confirm e-mail

Von Dan 2:59 AM 02/03/12  
won

Jodi 3:00 AM 02/03/12  
Sorry, Von Dan, basically you just place an order and I'll refund the shipping, The website shipping matrix is on the fritz right now, so that's the easiest way to handle it. Don't worry, I won't forget as long as Carbonite doesn't! :)

Greg Kerner 3:00 AM 02/03/12  
@Tommy Are you going to stat up Voodoo and the Vampire Queen?

Tommy Brownell 3:00 AM 02/03/12  
Not sure yet, Greg.

tomg 3:00 AM 02/03/12  
I'm off to bed.

tomg 3:01 AM 02/03/12  
Good night everybody.

Clint Black 3:01 AM 02/03/12  
Night, Tom

Von Dan 3:01 AM 02/03/12  
someday i may order on line i get a really good deal at local flgs and i can pay cash

Greg Kerner 3:01 AM 02/03/12  
Night Tom

Tommy Brownell 3:01 AM 02/03/12  
Going to get the system specific files set up this weekend (thanks again) and then see if they get any kind of response before I bother with more stats.

Erica B 3:02 AM 02/03/12  
nite tomg

Clint Black 3:02 AM 02/03/12  
Well, you are set if you need it, Von Dan

Greg Kerner 3:02 AM 02/03/12  
Sounds good

Von Dan 3:02 AM 02/03/12  
and flgs takes my thrift store finds in tade ofeni get 4 times what i paid for it

Tommy Brownell 3:02 AM 02/03/12  
The first post about them was one of my lowest traffic posts...=P

Greg Kerner 3:03 AM 02/03/12  
lol. I always find stuff like that cool.

Greg Kerner 3:03 AM 02/03/12  
provided they are written up for a good system.

Tommy Brownell 3:03 AM 02/03/12  
The hope, obviously, is that people download them for the game stats, then check out our comics.

Clint Black 3:04 AM 02/03/12  
Next week, we will have Pantheon Press talking about their RPG, Fortune's Fool.

Tommy Brownell 3:04 AM 02/03/12  
I don't even know for sure if the webcomic is being read by a handful of people...=P

Tommy Brownell 3:04 AM 02/03/12  
I reviewed Fortune's Fool.

Erica B 3:04 AM 02/03/12  
that one sounds interesting, Clint.

Clint Black 3:04 AM 02/03/12  
The mechanics are all built around using a single Tarot deck.

Tommy Brownell 3:04 AM 02/03/12  
I don't own a tarot deck, though...=0

Greg Kerner 3:04 AM 02/03/12  
XD

Clint Black 3:05 AM 02/03/12  
The setting is cool as it is a Renaissance fantasy world.

Tommy Brownell 3:05 AM 02/03/12  
Btw, new comic is out at IndyPlanet.  
[http://indyplanet.com/store/advanced\\_search\\_result.php?keywords=Equinox&osCsid=k6741qbn6m2j2ohqsr7sglbcv6&search.x=13&search.y=12](http://indyplanet.com/store/advanced_search_result.php?keywords=Equinox&osCsid=k6741qbn6m2j2ohqsr7sglbcv6&search.x=13&search.y=12)

Jodi 3:06 AM 02/03/12  
NO DICE. Just tarot deck!

Tommy Brownell 3:06 AM 02/03/12  
Pick up all my published comic work in one fell swoop.

Clint Black 3:06 AM 02/03/12  
Literally, Earth in the Renaissance with Elves, Orcs, Dwarves, etc.

Jodi 3:06 AM 02/03/12  
Cool, Tommy!

Tommy Brownell 3:06 AM 02/03/12  
Speaking of diceless, I posted my first Marvel SAGA session with my son this weekend. An alternate universe Spider-Man game.

Jodi 3:06 AM 02/03/12  
cool!

Greg Kerner 3:07 AM 02/03/12  
I regret selling my copy with the four promo cards.

Tommy Brownell 3:07 AM 02/03/12  
<http://mostunreadblogever.blogspot.com/2012/01/saga-of-spider-man-episode-1-tag-team.html>

Clint Black 3:07 AM 02/03/12  
I still have my set of cards... somewhere.

Jodi 3:08 AM 02/03/12  
I've got a lot of social media to catch up on now that the taxes are done. :)

Von Dan 3:08 AM 02/03/12  
a thrift store tip colorfull rpg items like the marvel rpg suppliments can bfor 50 cents each if they think they are from the kids section had

Tommy Brownell 3:08 AM 02/03/12  
Mine are heavily guarded, in deck protectors. I love that game...=)

Tommy Brownell 3:08 AM 02/03/12  
Jodi: I was telling Clint that my blog set a new record for monthly traffic in January.

tomg 3:08 AM 02/03/12  
I'm back. Wife finished the taxes tonight too. Whew!

Von Dan 3:08 AM 02/03/12  
well that was my mouse jumping and moving the word had

tomg 3:08 AM 02/03/12

Jodi, I noticed Faery's Tale Deluxe is \$0.00. Is that right?

Von Dan 3:09 AM 02/03/12

as i type the wireless mouse does weird things akll over the screen

Jodi 3:09 AM 02/03/12

Yes... it's not in print and I didn't want anyone to try to buy it. But I wanted to have the link to the pdf!

Von Dan 3:09 AM 02/03/12

is Faery's Tale Deluxe based on that project some one relased for free a few months ago as it did not get picked up for swle

tomg 3:09 AM 02/03/12

Ok.

Greg Kerner 3:10 AM 02/03/12

What is Faery's Tale Deluxe about?

Jodi 3:10 AM 02/03/12

Apparently I didn't explain it enough on the product page, I'll go look at it again.

Jodi 3:11 AM 02/03/12

Nope, Faery's Tale has been out for years, and it's not free. :)

Clint Black 3:11 AM 02/03/12

It's an RPG designed for younger kids.

Jodi 3:11 AM 02/03/12

Faery's Tale (Deluxe added more rule options like another Delxe you might be familiar with)

Jodi 3:11 AM 02/03/12

is what our eldest runs all the time

Jodi 3:12 AM 02/03/12

It's a d6 dice pool mechanic, and the 6's Ace.

Clint Black 3:12 AM 02/03/12

Basically, it's like the new Tinkerbell movies (though it predates them). You play one of four different types of faeries protecting the forest and the human village nearby.

tomg 3:12 AM 02/03/12

It sounds pretty cool.

Jodi 3:12 AM 02/03/12

You play Faeries, Sprites, Pixies, etc. and go on cute little adventures saving animals and such. Meant for the 3rd grade-6th grade or so.

tomg 3:12 AM 02/03/12

She should run it for the Kids' Track.

Greg Kerner 3:12 AM 02/03/12

ic. Will have to remember that if I ever need to run for young kids

Erica B 3:12 AM 02/03/12  
definitely not Faery Meat. lol

Jodi 3:13 AM 02/03/12  
She does!

Jodi 3:13 AM 02/03/12  
She ran the heck out of it at SCARAB. :)

Tommy Brownell 3:13 AM 02/03/12  
With my son being seemingly open to trying different games, I have a growing list I'm wanting to tackle with him. Dragon Age, Grimm, Monsters and Other Childish Things, Low-Life, maybe ICONS and BASH, as well as Marvel SAGA and probably return to Star Wars Saga Edition.

Greg Kerner 3:13 AM 02/03/12  
Faery Meat. That is the game I was trying to recall.

Jodi 3:13 AM 02/03/12  
We'll get it on the list for MACE West, too, Tom!

Von Dan 3:13 AM 02/03/12  
oh so it could be used for to game my rainbow valley novel

Tommy Brownell 3:13 AM 02/03/12  
I think I've convinced the wife to play Fiasco with me as soon as we can find at least one other.

tomg 3:13 AM 02/03/12  
How is Grimm? my son love Icons.

Greg Kerner 3:13 AM 02/03/12  
I would run Faery Meat for a kid.

tomg 3:13 AM 02/03/12  
Oh my word Fiasco is so freaking great

Tommy Brownell 3:14 AM 02/03/12  
Grimm reads very well, but I haven't had a chance to play it.

Von Dan 3:14 AM 02/03/12  
i added flesh eating faries to my kids book

Tommy Brownell 3:14 AM 02/03/12  
Tom, we did a demo session on the Bamf Podcast last night with Jason Morningstar. Should be up in a week or so.

Jodi 3:14 AM 02/03/12  
kewl, gotta look for that!

Tommy Brownell 3:14 AM 02/03/12  
Speaking of: Mike Lafferty has asked me to be a semiregular on the Bamf Podcast

tomg 3:14 AM 02/03/12  
Fantastic. Jason is a great guy.

tomg 3:15 AM 02/03/12  
And a superior game designer.

Greg Kerner 3:15 AM 02/03/12  
Cool.

Tommy Brownell 3:15 AM 02/03/12  
Fiasco = fun.

Greg Kerner 3:15 AM 02/03/12  
Are you going to do reviews?

Erica B 3:15 AM 02/03/12  
there's another game similar to Fairy Tales, but you play animals, with a few  
fairy types if you want 'em. "Tales from the Wood." I have the PDF, but never  
ran it so I can't speak for how the system works.

Tommy Brownell 3:15 AM 02/03/12  
Yep. That's the plan.

tomg 3:16 AM 02/03/12  
Just bookmarked the site.

Jodi 3:16 AM 02/03/12  
Tommy is the next Kurt Wiegel. :)

Clint Black 3:16 AM 02/03/12  
Gang, I've been up late the past two night, so I need to head to bed. Take  
care and see you next week!

Tommy Brownell 3:16 AM 02/03/12  
With all due respect to Kurt Wiegel, I'm more interested in being the first  
Tommy Brownell...;)

Erica B 3:16 AM 02/03/12  
nite nite Clint!

Greg Kerner 3:16 AM 02/03/12  
Erica, isn't that by Simon W, creator of Barbians of Lemuria and Super!

tomg 3:16 AM 02/03/12  
Bye Clint. Sleep well.

Greg Kerner 3:17 AM 02/03/12  
nite Clint

Jodi 3:17 AM 02/03/12  
Yeah, me too. Y'all hang out in the chat as long as you want!

Jodi 3:17 AM 02/03/12  
Goodnight all!

Bretbo 3:17 AM 02/03/12  
Later, Clint

Tommy Brownell 3:17 AM 02/03/12

G'night, Clint! And Jodi!

Greg Kerner 3:17 AM 02/03/12  
Nite Jodi.

tomg 3:17 AM 02/03/12  
I should to bed too. Good night again.

Greg Kerner 3:17 AM 02/03/12  
Bed? Its only 7:17pm XD

Erica B 3:17 AM 02/03/12  
I'm out, too! Nitters!

Greg Kerner 3:17 AM 02/03/12  
Nite Erica

Tommy Brownell 3:17 AM 02/03/12  
'Night Tom and Erica!

Tommy Brownell 3:18 AM 02/03/12  
Sleep only comes for me after this page is lettered.

Tommy Brownell 3:18 AM 02/03/12  
I GOTTA stop doing this the night before.

Bretbo 3:18 AM 02/03/12  
Bye, all.

Greg Kerner 3:18 AM 02/03/12  
I GOTTA start writing and drawing regularly again.

Greg Kerner 3:18 AM 02/03/12  
nite Bretbo

Tommy Brownell 3:18 AM 02/03/12  
I find writing keeps me from driving off a bridge.

Tommy Brownell 3:19 AM 02/03/12  
'Night, Bretbo!

Tommy Brownell 3:19 AM 02/03/12  
...even though it sometimes makes me want to drive off a bridge.

Greg Kerner 3:19 AM 02/03/12  
The latter when I hit writer's block.

Tommy Brownell 3:20 AM 02/03/12  
Mine's usually when projects leave my hands and then completely stall out.

Tommy Brownell 3:20 AM 02/03/12  
I'm too busy to be blocked anymore...=P

Greg Kerner 3:20 AM 02/03/12  
lol

Tommy Brownell 3:21 AM 02/03/12

With projects (writing and editing) for Daring Entertainment, Savage Mojo, Equinox Comics, the blog and side projects with friends, I can't AFFORD to be blocked.

Greg Kerner 3:21 AM 02/03/12

Very true.

Greg Kerner 3:22 AM 02/03/12

My writer's block started when I injured my drawing arm.

Tommy Brownell 3:22 AM 02/03/12

I sometimes think I have WAY too much on my plate...but then I see how little forward progress I'm making towards where I WANT to be, and I don't think I've taken on enough.

Tommy Brownell 3:22 AM 02/03/12

That makes a lot of sense, actually.

Tommy Brownell 3:23 AM 02/03/12

(your writer's block, not my circle logic)

Greg Kerner 3:23 AM 02/03/12

lol.

Greg Kerner 3:23 AM 02/03/12

Then when I started writing again, my dad died of cancer.

Greg Kerner 3:24 AM 02/03/12

I am thinking of just putting that aside and working on my superhero stories again.

Tommy Brownell 3:25 AM 02/03/12

Among other things, I'm writing Hellrazer #2 right now, and I've reread the last several pages...I think I'm working out a LOT of tension and frustration in those pages.

Tommy Brownell 3:25 AM 02/03/12

I don't know of much of that'll stay on the page when I letter it, mind you.

Greg Kerner 3:25 AM 02/03/12

It is good to get that stuff out.

Tommy Brownell 3:25 AM 02/03/12

Hopefully...=)

Greg Kerner 3:26 AM 02/03/12

An abridged version of the start of my fantasy story is in my facebook notes. Needs another pass and editing.

Greg Kerner 3:27 AM 02/03/12

but I think for the moment the superhero and sci fi are better to pick up at the moment.

Greg Kerner 3:27 AM 02/03/12

for me to "pick up"

Tommy Brownell 3:27 AM 02/03/12

I was gonna write a fantasy novel once. I MIGHT reuse elements of that in short stories now, instead.

Tommy Brownell 3:28 AM 02/03/12

I'm impatient. I don't even like to READ long books anymore, much less write them.

Greg Kerner 3:29 AM 02/03/12

Which is cool. My sci fi is several short stories linked by people crossing paths.

Tommy Brownell 3:29 AM 02/03/12

Yeah, it would be a series of interlinked stories in the same world...just not a big, sprawling, single volume epic.

Greg Kerner 3:30 AM 02/03/12

That's a cool.

Tommy Brownell 3:30 AM 02/03/12

Which I would then self-publish as ebook collections.

Greg Kerner 3:30 AM 02/03/12

How much does Drunken Duck charge you?

Tommy Brownell 3:31 AM 02/03/12

Nothing, thank God.

Tommy Brownell 3:31 AM 02/03/12

If I owned Hellrazer, it would be on a dedicated site already.

Greg Kerner 3:31 AM 02/03/12

You don't own it?

Tommy Brownell 3:31 AM 02/03/12

Nossir. I am "work for hire...without a paycheck...just lots of promises".

Tommy Brownell 3:32 AM 02/03/12

Yeah. I'm an idiot.

Tommy Brownell 3:32 AM 02/03/12

But I REALLY like working with Johnnie.

Greg Kerner 3:33 AM 02/03/12

Been there. I still have someone that owes me \$6k for two storyboards that I did ten to twelve years ago. I hate freelance.

Tommy Brownell 3:33 AM 02/03/12

Well, I've shopped my writing talents around...but Equinox is the only company that's interested...so there's that, too.

Greg Kerner 3:34 AM 02/03/12

Which is why I don't want to go back, but I may have to. Just had people asking me for websites, but two don't want to pay or only \$100. And two decided to hold off.

Greg Kerner 3:35 AM 02/03/12

So, I, definitely, understand.

Greg Kerner 3:35 AM 02/03/12  
Is Hellrazer owned by Equinox?

Tommy Brownell 3:36 AM 02/03/12  
Yeah. The original concept was from one of the co-founders. Johnnie and I took that basic concept, scrapped everything else, and rebuilt her from scratch.

Tommy Brownell 3:37 AM 02/03/12  
Originally, she was a horribly cheesecake Blade With Boobs.

Tommy Brownell 3:37 AM 02/03/12  
Er...female chest parts. There's apparently a censor in here.

Greg Kerner 3:37 AM 02/03/12  
Lol. I thought you censored yourself.

Tommy Brownell 3:38 AM 02/03/12  
Nah...the chat is keeping us honest...=P

Greg Kerner 3:38 AM 02/03/12  
haha. And, here I thought you were respecting Jodi's "house".

Greg Kerner 3:38 AM 02/03/12  
XD

Tommy Brownell 3:39 AM 02/03/12  
Well...it honestly never occurred to me to censor THAT word...but it makes sense.

Greg Kerner 3:39 AM 02/03/12  
So how many issues of Hellrazer do you have plotted out?

Tommy Brownell 3:40 AM 02/03/12  
After Voodoo, I have the first four issues outlined, with the basic plot of the next two...and an overall outline of a sprawling arc that we laid the seeds for in the "Living in Shadows" short story.

Tommy Brownell 3:41 AM 02/03/12  
Issue 1 is done, just awaiting scanning and lettering to begin.

Tommy Brownell 3:41 AM 02/03/12  
I have some technical tweaks I need to do on Voodoo, and that'll be made available to purchase in print.

Tommy Brownell 3:41 AM 02/03/12  
After the story ends online at the end of the month.

Tommy Brownell 3:42 AM 02/03/12  
At this point, I'm barely promoting the webcomic, and using it more as a reason to keep me and Johnnie moving on the material...=P

Greg Kerner 3:42 AM 02/03/12  
See. you should promote it and, maybe, people will come check out the character stats!

Greg Kerner 3:43 AM 02/03/12

Or is it promote the stats and they will come check the comic?

Tommy Brownell 3:43 AM 02/03/12

Once I get the sheets in system specific documents this weekend, I'm going to hit the SAGA list, the ICONS list and the BASH website.

Tommy Brownell 3:44 AM 02/03/12

That's the plan...use the stats to promote the comic.

Tommy Brownell 3:44 AM 02/03/12

I'm not trying to sell copies of RPGs, I'm trying to make people check out me and Johnnie...=)

Greg Kerner 3:44 AM 02/03/12

I still have the layered PSD's.

Greg Kerner 3:46 AM 02/03/12

Corrections are easy. I hadn't, yet , read the part or I would have put "Uncle Gunnysack" up by the name.

Tommy Brownell 3:47 AM 02/03/12

Good times. I don't think anything needs to be corrected, really...I just need to figure up the missing info on the BASH sheet.

Greg Kerner 3:48 AM 02/03/12

BASH, another supers game on my to buy list.

Greg Kerner 3:49 AM 02/03/12

Still trying to decide on the new Marvel game.

Tommy Brownell 3:49 AM 02/03/12

Wait for my review? =)

Tommy Brownell 3:50 AM 02/03/12

From what I've seen thus far, I don't think it's going to be a SAGA killer for me...but BASH is the only thing lurking out there that makes SAGA worried.

Greg Kerner 3:50 AM 02/03/12

lol. I have a real issue with the Event format. Other than Winter Soldier (which I have not read), most of my interest in Marvel stops around Inferno. The exceptions are Spidey which stopped when they renoteed and Busiek/Perez Avengers.

Greg Kerner 3:51 AM 02/03/12

rebooted

Tommy Brownell 3:52 AM 02/03/12

My issue is with the assumption that you'll be playing canon Marvel characters. The Spider-Man game I'm running for my son is the first time I've ran a Marvel game with a player controlling a canon character.

Tommy Brownell 3:52 AM 02/03/12

And I have ran a LOT of Marvel over the years.

Greg Kerner 3:52 AM 02/03/12

That is another things. All of my games have been their own "pocket universe" with guest appearances.

Tommy Brownell 3:53 AM 02/03/12

Yeah, I use villains and heroes (the latter as supporting characters/team ups) all the time...but the stars are player-made characters.

Greg Kerner 3:54 AM 02/03/12

But I like character modelling. That is kind of how we talk out characters before my players create them.

Greg Kerner 3:54 AM 02/03/12

Helps for a game like M&M 2e and how I would do t with Icons if I could get my players to try it.

Tommy Brownell 3:55 AM 02/03/12

My one game running ICONS didn't impress me. My son liked it okay...but I think he likes SAGA more.

Greg Kerner 3:56 AM 02/03/12

I could not get my friends to try SAGA, because of the cards.

Greg Kerner 3:56 AM 02/03/12

Honestly, I would love a dice based saga.

Tommy Brownell 3:56 AM 02/03/12

It was pulling teeth getting my friends to try SAGA, because they liked FASERIP. Then, they were hooked.

Tommy Brownell 3:57 AM 02/03/12

But that happens when you blow up Doom's Castle in a moment of desperation as you overload your powers in order to stay alive.

Greg Kerner 3:58 AM 02/03/12

Lol. I was so into FASERIP until I started trying games other than TSR. I like a lot about it, but at the same time I find a lot of elements annoying. Classic Marvel and Ty State's sites have some of my house rules from before I moved on to to other things.

Tommy Brownell 4:00 AM 02/03/12

The only thing I hate about SAGA is that, BECAUSE of the cards, there IS no real community hanging on. It's a hard game to buy into thanks to the Fate Deck.

Greg Kerner 4:00 AM 02/03/12

I was so happy when I read Icons and saw that Steve Kenson addressed the problem Marvel had with "Wresting".

Greg Kerner 4:00 AM 02/03/12

community?

Tommy Brownell 4:01 AM 02/03/12

Yeah...the SAGA mailing list is all but dead, and I own a dead SAGA message board. That's pretty much it for SAGA players anymore.

Greg Kerner 4:02 AM 02/03/12

I think I saw your message board about a week or two ago when I was checking to see what was going on these days.

Greg Kerner 4:02 AM 02/03/12

I know some sites are still up. Technol13 and Madmen and Mayhem (?)

Tommy Brownell 4:03 AM 02/03/12

Martyrs and Madmen?

Greg Kerner 4:03 AM 02/03/12

Yeah, that one.

Tommy Brownell 4:03 AM 02/03/12

I occasionally make updates to the Tom Costa roster files.

Tommy Brownell 4:04 AM 02/03/12

I outlined the Green Goblin's Guide to Crime, but didn't see the point since no one really plays the game anymore...=)

Greg Kerner 4:04 AM 02/03/12

yeah, that can be disheartening.

Tommy Brownell 4:07 AM 02/03/12

It is what it is...=) I'll be posting game notes for my son's game on my blog. Character stats, etc. I kinda rushed through the notes this week so I wouldn't forget them.

Tommy Brownell 4:07 AM 02/03/12

(I was doing a LOT of improvising)

Greg Kerner 4:07 AM 02/03/12

What do you think of the new game's Team, Buddy, Solo and lumping all the enhanced stat heroes together.

Greg Kerner 4:07 AM 02/03/12

non enhanced heroes together.

Tommy Brownell 4:08 AM 02/03/12

The Team, Buddy, Solo stuff is actually kinda cool, I think. The rest...I dunno. Feels like it could be a bit too handwavy.

Greg Kerner 4:10 AM 02/03/12

That is my my feeling. I have concerns also that there is no equivalent of Edge to differentiate early new mutants from someone like Captain America. And someone like Cap rolling more dice can get screwed since more chance of 1's.

Greg Kerner 4:11 AM 02/03/12

has me concerred.

Tommy Brownell 4:12 AM 02/03/12

Very possible. Edge is one of my favorite game mechanics ever.

Greg Kerner 4:13 AM 02/03/12

Agreed. I have been thinking that I would really like t to see a cross between SAGA and some stuff we are hearing about the new game. A SAGA with dice.

Tommy Brownell 4:14 AM 02/03/12

Andrew Collas was working pretty hard on a "SAGA with Dice" game...then started doing BASH stuff...now seems to be doing comics rather than games.

Tommy Brownell 4:15 AM 02/03/12

I would try to tackle it but a) I would always just play SAGA instead and b) I Am Not A Game Designer.

Greg Kerner 4:16 AM 02/03/12

The name is familiar. Was he the one on the mailing list that came up with the revised rules for equipment during character generation?

Tommy Brownell 4:17 AM 02/03/12

...maybe. I don't recall...=)

Greg Kerner 4:18 AM 02/03/12

lol. I just remember the name Andrew.

Greg Kerner 4:18 AM 02/03/12

anyway, I will let you get to lettering.

Tommy Brownell 4:19 AM 02/03/12

Yeah...dialogue heavy page. =)

Tommy Brownell 4:19 AM 02/03/12

SOME day, I've gotta start getting ahead of myself again.

Tommy Brownell 4:19 AM 02/03/12

Very enjoyable chat, though, sir.

Greg Kerner 4:19 AM 02/03/12

thank you. the same.

Tommy Brownell 4:20 AM 02/03/12

See ya around the Facebook!

Greg Kerner 4:20 AM 02/03/12

Yep. or here.

Tommy Brownell 4:20 AM 02/03/12

Or both...=)

Greg Kerner 4:20 AM 02/03/12

lol.

Greg Kerner 4:20 AM 02/03/12

have a great nite.