

[KillerDM] 6:00 pm: ok lets get started
[Freelancer76] 6:00 pm: Naw. I finished my circumnavigation already.
[Freelancer76] 6:00 pm: Back in CA.
[pkapera] 6:00 pm: Cool.
[KillerDM] 6:00 pm: i will ask that no one post till we open questions to the floor
[Lounge]: bkmcdevitt has entered at 6:00 pm
[Lounge]: Mountain_Guardian has entered at 6:00 pm
[Lounge]: ChenSun has entered at 6:01 pm
[KillerDM] 6:01 pm: if you have a question please pm me and i will put you in the Que
[ChenSun] 6:01 pm: hi room
[KillerDM] 6:01 pm: ok
[Knighthawk] 6:01 pm: wow, I thought you were asking if it was me (I'm also Dave)
[KillerDM] 6:01 pm: lets start
[bkmcdevitt] 6:01 pm: hi everyone, hi killeer, hi alex
[KillerDM] 6:01 pm: ok alex tell us how you got started in rpgs
[Alex_Flagg] 6:01 pm: yo
[Alex_Flagg] 6:01 pm: Me?
[KillerDM] 6:01 pm: the early stuff
[KillerDM] 6:01 pm: yes
[Alex_Flagg] 6:02 pm: I got started in RPGs back in 2000
[Alex_Flagg] 6:02 pm: I actually was always interested in writing games
[Mountain_Guardian] 6:02 pm: wow...I'm on time my first time?!?
[Lounge]: GothicPaladin has entered at 6:02 pm
[Alex_Flagg] 6:02 pm: after college, I wanted to design an RPG and self publish to break in
[Alex_Flagg] 6:02 pm: I started with a homebrew system I cooked and tested myself
[Lounge]: Polymancer has entered at 6:02 pm
[Alex_Flagg] 6:02 pm: A friend of mine, who was at Atlas and White Wolf, looked it over and told me I should consider converting to d20
[Alex_Flagg] 6:02 pm: so I could protect my system
[Alex_Flagg] 6:03 pm: So I tried designing a d20 Scifi game
[Polymancer] 6:03 pm: hello, every
[Alex_Flagg] 6:03 pm: needless to say in those early days, it was a bit of a disaster
[Polymancer] 6:03 pm: -one
one
[Alex_Flagg] 6:03 pm: WAY too many complications and the system was still pretty new
[Alex_Flagg] 6:03 pm: so I decided to simplify by making a modern game
[Alex_Flagg] 6:03 pm: That was an early draft of Ten Thousand Bullets (first time I wrote it)
[bkmcdevitt] 6:04 pm: Hi Louis
[Alex_Flagg] 6:04 pm: Well, I was developing that for about 8-9 months, and I heard of Spycraft
[Alex_Flagg] 6:04 pm: looked it over and though "eh, they're doing something very different from me"
[Lounge]: enigm has entered at 6:04 pm
[Alex_Flagg] 6:04 pm: At the time, Spycraft was Series Archer, and based on Roll n Keep
[Alex_Flagg] 6:04 pm: Then, in Jan of 2002, they released Spycraft Lite
[KillerDM] 6:05 pm: everyone hold questions for now. I'll tell you when we are ready
[Alex_Flagg] 6:05 pm: turned out, it was almost *exactly* the same as

where I was going, down to the damage codes and combat system

[Alex_Flagg] 6:05 pm: So I ended up writing Pat out of the blue and asking to team up, to release 10kB as a free supplement to Spycraft

[Alex_Flagg] 6:05 pm: I built a 120 page draft and took it to Gencon 2002

[Alex_Flagg] 6:06 pm: Met Pat there for the first time, and showed it to him

[Alex_Flagg] 6:06 pm: He hired me on the spot as a freelancer.

[bkmcdevitt] 6:07 pm: good fer you

[Alex_Flagg] 6:07 pm: We hung out the rest of the weekend with the team, and that's how I got started. From there on, I continued on with Spycraft, worked with Mythic Dream Studios, did some stuff for Paradigm Concepts, Fantasy Flight and Privateer Press

[Alex_Flagg] 6:07 pm: the rest as they say is history

[KillerDM] 6:07 pm: ok pat tell us a little about yourself

[pkapera] 6:07 pm: I like clouds.

[KillerDM] 6:07 pm: lol

[pkapera] 6:07 pm: Not what you're after?

[KillerDM] 6:07 pm: i heard that about you

[Alex_Flagg] 6:08 pm: he's had a long night

[pkapera] 6:08 pm: I got started with gaming *young*.

[pkapera] 6:09 pm: When I was a wee child losing at tether ball and generally confused by both genders, this creepy kid came up to me and invited me to his house.

[Lounge]: ShadoCat has entered at 6:09 pm

[Alex_Flagg] 6:09 pm: This sounds like a criminal testimony doesn't it?

[pkapera] 6:09 pm: Turns out his parents were old school roleplayers, dating back to Chainmail.

[AzgrymnThePale] 6:09 pm: lol

[pkapera] 6:09 pm: They played Dark Tower over dinner.

[pkapera] 6:10 pm: Remember that? The board game with the spinning tower?

[pkapera] 6:10 pm: Anyway, they "introduced" me to D&D.

[pkapera] 6:10 pm: By "introduced," I mean they trained me as their DM because all of them wanted to play.

[pkapera] 6:10 pm: They considered it a long-term investment.

[Mountain_Guardian] 6:10 pm: :grin:

[Alex_Flagg] 6:10 pm: ROFL

[pkapera] 6:11 pm: So here I am, at the impressionable age of eight, being taught how to DM before I learned how to play.

[Alex_Flagg] 6:11 pm: but they never knew how long term it would be...

[pkapera] 6:11 pm: It was like another class.

[pkapera] 6:11 pm: That's where it started.

[pkapera] 6:11 pm: The next 10 years or so were a blur of home games and experimentation.

[pkapera] 6:12 pm: There was gaming too.

[pkapera] 6:12 pm: And eventually, I was at a local con here in SoCal, where I found an old friend (jim pinto) behind the counter seemingly pimping Shadis.

[pkapera] 6:12 pm: I assumed he must be stealing.

[pkapera] 6:13 pm: Because, well, it's jim.

[pkapera] 6:13 pm: When I tracked down the AEG owner to report him, however, she explained that they'd had a lapse in judgment and actually hired him.

[pkapera] 6:13 pm: I figured if they'd hire jim they'd hire anyone so I asked about jobs.

[Alex_Flagg] 6:14 pm: *rimshot*

[bkmcdevitt] 6:14 pm: maureen?

[pkapera] 6:14 pm: The next week I was an editing intern under DJ Trindle.

[pkapera] 6:14 pm: Yeah, Mo brought me on.

[pkapera] 6:14 pm: DJ was a spindly fellow with a keen eye and a rapier wit he liked to use to puncture lesser humans.

[pkapera] 6:15 pm: After I sacrificed the other interns to save myself (and wound up with a cover credit three months into my internship), they brought me on as a staff writer.

[pkapera] 6:15 pm: Then, you know, writing, editing, crying, boozing, etc.

[Lounge]: just_jerry23 has entered at 6:15 pm

[Alex_Flagg] 6:15 pm: (there can be only one)

[pkapera] 6:15 pm: And here we are.

[] 6:16 pm: no wenching?:)

[KillerDM] 6:16 pm: in a moment we will be open for questions.. there are a lot of people so be patient

[Alex_Flagg] 6:16 pm: Where do you think he worked, White Wolf?!?!

[Lounge]: just_jerry23 has left at 6:16 pm

[pkapera] 6:16 pm: We're game designers, not rock stars.

[pkapera] 6:17 pm: *They're* rock stars.

[KillerDM] 6:17 pm: i dont need to know your questions just that your asking one

[KillerDM] 6:17 pm: so pm me then ill tell you when to ask it

[pkapera] 6:17 pm: I think we're good.

[pkapera] 6:17 pm: To take questions. Please direct them to Killer.

[KillerDM] 6:18 pm: blackheart is up

[Lounge]: ChenSun has left at 6:18 pm

[Alex_Flagg] 6:18 pm: Did "No wenching?" count as his question?

[Alex_Flagg] 6:19 pm: :D

[pkapera] 6:19 pm: LOL

[] 6:19 pm: sorry, missed my cue

[KillerDM] 6:19 pm: ok go bh

[] 6:19 pm: What's next after FC and MC?

[Alex_Flagg] 6:20 pm: well, there will be some PDFs supporting Fantasy Craft, obviously...

[pkapera] 6:20 pm: The rough schedule goes something like this...

[AzgrymnThePale] 6:20 pm: I've designed a game it is complete now did all the art and all the writing, I would like to know some advice on where I can take it to get a career like this going.

[pkapera] 6:20 pm: Fantasy Craft

[pkapera] 6:20 pm: World on Fire Player's Guide

[pkapera] 6:20 pm: World on Fire Campaign Guide

[pkapera] 6:20 pm: Ten Thousand Bullets

[pkapera] 6:20 pm: Roughly

[pkapera] 6:20 pm: There's Mistborn in there as well but it's on a side track.

[Lounge]: just_jerry23 has entered at 6:21 pm

[pkapera] 6:21 pm: Am I missing anything - other than the PDF support - Alex?

[Alex_Flagg] 6:21 pm: Well, we also have Spellbound in there somewhere

[Alex_Flagg] 6:21 pm: but that's a bit further out at this point, certainly in 2010

[pkapera] 6:21 pm: Yes. Spellbound will wrap up through this year and into early next.

[Alex_Flagg] 6:21 pm: the hazy "fyuuuuuuuture"

[Lounge]: ChenSun has entered at 6:21 pm

[pkapera] 6:22 pm: Next?

[Alex_Flagg] 6:22 pm: So, Azgrymn had a question

[KillerDM] 6:22 pm: yes

[pkapera] 6:22 pm: Ah. Killer - can we take this one?

[Alex_Flagg] 6:22 pm: You've got a completed book with art and everything

[pkapera] 6:22 pm: Cool.
[KillerDM] 6:22 pm: yes
[pkapera] 6:22 pm: So it's laid out?
[Alex_Flagg] 6:22 pm: and you want to make a go of publishing
[AzgrymnThePale] 6:23 pm: MADE a scifi game called Chaos 6010 A.D., did all the art and writing alone, would like to take it to get started somewhere. Any advice who I could show it to?
[pkapera] 6:23 pm: Honestly, this is the golden age of indie publishers.
[Alex_Flagg] 6:23 pm: that's true
[Alex_Flagg] 6:23 pm: PDF market is a good place to start
[pkapera] 6:23 pm: You *could* take it to someone.
[pkapera] 6:23 pm: Or you could just put it out on your own.
[Alex_Flagg] 6:23 pm: I would recommend the latter, frankly
[AzgrymnThePale] 6:24 pm: :::nod nod::: Release it under my own company name then?
[pkapera] 6:24 pm: Yeah, in our experience, most established companies have their own lines.
[Alex_Flagg] 6:24 pm: Guys like the IndiePressRevolution and The Forge are doing pretty cool stuff with small projects
[pkapera] 6:24 pm: Yeah. Put up a shingle and join the town square.
[Alex_Flagg] 6:24 pm: yes, Az, definately
[AzgrymnThePale] 6:24 pm: thank you
[pkapera] 6:24 pm: We're all nice people. Just don't spit or kick the jester.
[Mountain_Guardian] 6:24 pm: Youy both mention that you started by approaching others at cons...is this the most common way to start?
[Alex_Flagg] 6:24 pm: One Book Shelf has the Edge, which lets you showcase with other small publishers too
[Alex_Flagg] 6:25 pm: I'll take that
[Alex_Flagg] 6:25 pm: I started in 2002
[Alex_Flagg] 6:25 pm: d20 was still HUGE
[Alex_Flagg] 6:25 pm: and even then, I didn't just show up at a con
[Alex_Flagg] 6:25 pm: I was talking with the Spycraft team for nearly 7 months before I met them
[Alex_Flagg] 6:25 pm: and it was almost an accident we hit it off so well
[Alex_Flagg] 6:25 pm: they hadn't expected me to actually DO as much work as I did
[pkapera] 6:26 pm: That.
[pkapera] 6:26 pm: You *really* want to impress a publisher.
[Alex_Flagg] 6:26 pm: and to be frank, I was the only person that had the chance I did at the time
[pkapera] 6:26 pm: Do the work.
[Alex_Flagg] 6:26 pm: it's the only thing that matters (to them)
[Alex_Flagg] 6:26 pm: So if you get a chance - don't blow it
[pkapera] 6:26 pm: My internship was for editing only - odd jobs.
[Alex_Flagg] 6:26 pm: I tell you, it will pay poorly
[Alex_Flagg] 6:27 pm: if it pays at all at first
[Alex_Flagg] 6:27 pm: BUT, if you can do the work, it will lead to better jobs and better pay
[Alex_Flagg] 6:27 pm: and you should really be doing this because you love it :)
[pkapera] 6:27 pm: I went out of my way to grab bigger and bigger projects, and to help with writing whenever I could.
[Mountain_Guardian] 6:27 pm: I have a friend looking to do something, maybe gt his own stuff out there...His artwork is spot on, in most cases
[pkapera] 6:27 pm: Must have spent ~30 hours a week there my first three months.

[pkapera] 6:27 pm: Without pay.
[Alex_Flagg] 6:28 pm: But it lead to a pretty cush job at AEG for many years
[pkapera] 6:28 pm: _pat@crafty-games.com_ <mailto:pat@crafty-games.com>
[Alex_Flagg] 6:28 pm: we like new artists :)
[pkapera] 6:28 pm: Give him that. We need artists, almost as much as we need writers.
[pkapera] 6:28 pm: Graphic designers too, if you know any,
[] 6:28 pm: I'm already writing for you
[pkapera] 6:29 pm: True dat. Proof positive.
[pkapera] 6:29 pm: There are a number of our freelancers in the audience.
[Alex_Flagg] 6:29 pm: We noticed Aragathor's work in the License to Improve section of our forums
[] 6:29 pm: I am interested in writing for the industry and wondered what advice or tips you guys had for an aspiring game writer?
[pkapera] 6:29 pm: Hit your deadlines.
[Alex_Flagg] 6:29 pm: Do the work
[Alex_Flagg] 6:29 pm: Take it seriously
[Alex_Flagg] 6:29 pm: know English
[Alex_Flagg] 6:29 pm: follow directions
[] 6:29 pm: show it off
[Mountain_Guardian] 6:29 pm: ;)
[Alex_Flagg] 6:30 pm: this all sounds stupid, but it really IS the most important thing you can do
[Alex_Flagg] 6:30 pm: Just do the work, to spec, on time
[pkapera] 6:30 pm: Listen to critiques and try to figure out *why* the publisher is offering them and what they actually want.
[Alex_Flagg] 6:30 pm: Doing these things sets you apart from about 90% of the other people trying to be freelancers
[Alex_Flagg] 6:30 pm: Suddenly, your odds get a *whole* lot better
[pkapera] 6:31 pm: When I find a writer I really like, I keep him around for a long, long time.
[] 6:31 pm: can you elaborate on "show it off"?
[pkapera] 6:31 pm: Eventually I may even offer to set up a shingle with him. :)
[Freelancer76] 6:31 pm: Speaking of publishers and what they want... how much do you compromise between their money, and your "vision?"
[Alex_Flagg] 6:31 pm: *points to self*
[Alex_Flagg] 6:31 pm: Interesting question
[pkapera] 6:31 pm: Two questions there. First is for you Alex.
[Alex_Flagg] 6:32 pm: about the money?
[pkapera] 6:32 pm: Oh, was it you who said "Show it off."
[Alex_Flagg] 6:32 pm: Well, here's the thing
[pkapera] 6:32 pm: Wasn't me.
[] 6:32 pm: it was me
[Alex_Flagg] 6:32 pm: Actually, Marcin said that
[] 6:32 pm: if I can?
[pkapera] 6:32 pm: Go for it.
[Alex_Flagg] 6:32 pm: sure
[] 6:33 pm: don't hide your work, it's of no use if it's lying around
[pkapera] 6:33 pm: (sorry about that - the lines blur together a bit)
[Alex_Flagg] 6:33 pm: That's a very good point, actually
[] 6:33 pm: go to public places like forums and post it
[] 6:33 pm: otherwise your great idea will never be found
[Alex_Flagg] 6:33 pm: It's certainly a way to get noticed
[Alex_Flagg] 6:33 pm: exactly
[Alex_Flagg] 6:33 pm: On the second point
[pkapera] 6:34 pm: Yeah, there's a lot of worry about giving your work

away, but really, you're selling your technique more than the actual ideas.

[] 6:34 pm: if I haven't posted on the forum then I would never be a freelancer

[Alex_Flagg] 6:34 pm: *ding ding*

[Alex_Flagg] 6:34 pm: Ok, on the second point

[Alex_Flagg] 6:34 pm: as a publisher, we hire freelancers generally do to a task

[just_jerry23] 6:34 pm: If I write a SpyCraft episode, where would I need to send it?

[Alex_Flagg] 6:34 pm: we have a specific thing we're going for, and a number of words to fit it into a project (if we're tlaking about a book)

[Lounge]: Fersboo has entered at 6:35 pm

[Alex_Flagg] 6:35 pm: so as a freelancer, you are generally coming to us as a contract employee

[Alex_Flagg] 6:35 pm: the best freelancers look to the publisher and say "what do you want" and the best publishers say "roughly this" and the freelancer goes

[Alex_Flagg] 6:36 pm: because the publisher *usually* doesn't want to control every word

[Alex_Flagg] 6:36 pm: otherwise they'd be doing it themselves

[Alex_Flagg] 6:36 pm: they want the freelancer to fill in the gaps, be creative

[Alex_Flagg] 6:36 pm: but sometimes, as a freelancer you may not have the full picture

[pkapera] 6:36 pm: We *do* have freelancers create projects for us - like our new release, Origin of the Species: Transmechs, out today.

[Alex_Flagg] 6:36 pm: so there will have to be compromises

[Alex_Flagg] 6:36 pm: right

[pkapera] 6:36 pm: But even then, we still ask for something specific. the chat is done?

[Alex_Flagg] 6:36 pm: but on a book or a project where you are approached or assigned something, it's generally more focused

[pkapera] 6:37 pm: Because we have to frame the product within our game lines.

[Alex_Flagg] 6:37 pm: publisher needs to determine the value to the customer as well

[Alex_Flagg] 6:37 pm: and they may have a much bigger view than a freelancer

[Alex_Flagg] 6:37 pm: so it's all about give and take

[Alex_Flagg] 6:37 pm: my advice is find a publisher who doesn't stifle creativity but gives guidance up front (like us! :D)

[pkapera] 6:37 pm: Yeah, the most "original" (read: personal) idea in the world doesn't guarantee sales.

[Lounge]: has left at 6:38 pm

[Alex_Flagg] 6:38 pm: OK, I think that's it for that question

[pkapera] 6:38 pm: There's a zen place you get to as a writer.

[pkapera] 6:38 pm: Balancing the projects you do for yourself and the ones you do for others.

[pkapera] 6:39 pm: Did we miss any questions in there?

[Alex_Flagg] 6:39 pm: Jerry had one about an adventure

[Alex_Flagg] 6:39 pm: how to get it published, yes?

[AzgrymnThePale] 6:39 pm: I want to be in that zen place

[Alex_Flagg] 6:39 pm: it takes a while

[] 6:39 pm: lots of coffee

[AzgrymnThePale] 6:40 pm: lol

[Alex_Flagg] 6:40 pm: you will just be there one day...can't force zen :)

[Lounge]: has left at 6:40 pm

[] 6:40 pm: and a deadline

[Alex_Flagg] 6:40 pm: anyway...

[just_jerry23] 6:40 pm: I've played the original SpyCraft and greatly enjoyed it.

[Alex_Flagg] 6:40 pm: Jerry, if you have an adventure, you can submit a proposal to us, and we'll take a look at it

[Alex_Flagg] 6:40 pm: what edition were you writing for?

[pkapera] 6:40 pm: Again, _pat@crafty-games.com_ <mailto:pat@crafty-games.com>

[just_jerry23] 6:41 pm: Originally the first. And running it for my own testers.

certain amount of the chat. Will we be able to save the whole thing?

[Alex_Flagg] 6:41 pm: Cool. Well, at this point we're looking for adventures for 2.0

[Alex_Flagg] 6:41 pm: but you may be able to retrofit ones from first ed with some work

[just_jerry23] 6:41 pm: i haven't sat down with them yet on the 2.0

[Alex_Flagg] 6:41 pm: Cool

[Alex_Flagg] 6:42 pm: well, first things first - get that proposal in

[Lounge]: Anat13 has entered at 6:42 pm

[Alex_Flagg] 6:42 pm: we can head you off at the pass if we've got something else on the boil

[Alex_Flagg] 6:42 pm: we'll take it from there :)

[Lounge]: Anat13 has left at 6:42 pm

[Lounge]: Anat13 has entered at 6:42 pm

[just_jerry23] 6:42 pm: Also is there a way to convert original characters to 2.0?

[Alex_Flagg] 6:43 pm: PCs or NPCs?

[just_jerry23] 6:43 pm: Or do we start over again?

[Alex_Flagg] 6:43 pm: there are varying degrees of work

[just_jerry23] 6:43 pm: PC's

[Alex_Flagg] 6:43 pm: it's usually easier to start over, but at one point there were some notes on conversion

[Alex_Flagg] 6:43 pm: Pat, were those in the wiki on our site?

[pkapera] 6:44 pm: We included the official stuff in the two Classic Spycraft core books.

[enigm] 6:44 pm: have a question; you are done answering Jerry's question

[pkapera] 6:44 pm: If you buy them from DriveThru.

[Alex_Flagg] 6:44 pm: right that's it

[pkapera] 6:44 pm: I believe there's information on the wiki as well but don't quote me on that. :)

[Alex_Flagg] 6:44 pm: so that should help :) Wiki has some info too I think

[Lounge]: Anat13 has left at 6:44 pm

[Alex_Flagg] 6:44 pm: ok, enigm

[Alex_Flagg] 6:44 pm: what's up dude

[just_jerry23] 6:44 pm: Thanks. I'll look into it

[KillerDM] 6:44 pm: [SiliconPaladin] 6:43 pm: So can we expect any other curve balls from Origin of the species? Alien races, horror monsters as PCs? Low level supers or the like?

[enigm] 6:45 pm: Shadowforce Archer, dying cult classic or looking to publish in 2011 :)

[Alex_Flagg] 6:45 pm: OK, so there's a heap in there!

[Alex_Flagg] 6:45 pm: going in order...

[pkapera] 6:45 pm: Origin of the Species is pretty wide open.

[Alex_Flagg] 6:45 pm: It's all *about* the curve ball :)

[pkapera] 6:45 pm: You can expect, well, pretty much anything that's a species in there.

[Alex_Flagg] 6:46 pm: We have one in draft right now you might not expect
[pkapera] 6:46 pm: On SFA, I can only say it won't be out next year.
[enigm] 6:46 pm: hence my comment, publish in 2011 :)
[pkapera] 6:46 pm: True. We have one more in first draft.
[Alex_Flagg] 6:46 pm: yes, the 8-ball can't see any further than 2010
[pkapera] 6:46 pm: ::crosses fingers::
[pkapera] 6:46 pm: Makes no promises.
[Alex_Flagg] 6:46 pm: *stupid Cal I gadget picks*
[pkapera] 6:47 pm: That thing? It's a Common Item.
[Alex_Flagg] 6:47 pm: NUH UH!
[Lounge]: just_jerry23 has left at 6:47 pm
[pkapera] 6:47 pm: Was that your question, enigm?
[enigm] 6:47 pm: it was actually
[Alex_Flagg] 6:47 pm: SFA
[pkapera] 6:48 pm: Coolness.
[pkapera] 6:48 pm: I think that brings us current.
[pkapera] 6:48 pm: Speak up if we missed you.
[KillerDM] 6:48 pm: ok i think we are
[pkapera] 6:48 pm: Or, you know, send your questions to Killer. :)
[KillerDM] 6:48 pm: so lets start talking about your new stuff
[pkapera] 6:48 pm: Well, it's new.
[KillerDM] 6:49 pm: tell us about all the new stuff you put out over the last few days
[pkapera] 6:49 pm: Might even be shiny but again, I'm not making any promises. ;)
[Alex_Flagg] 6:49 pm: That would be Transmechs
[pkapera] 6:49 pm: You might have heard of this little flick some hack director put out today.
[pkapera] 6:49 pm: Stars a bunch of nobodies.
[Alex_Flagg] 6:49 pm: with big transforming robots
[pkapera] 6:49 pm: This lets you do that.
[pkapera] 6:50 pm: We like to aim low. :)
[Alex_Flagg] 6:50 pm: or, a cartoon like that
[Alex_Flagg] 6:50 pm: we both grew up on G1 stuff from the genre...
[pkapera] 6:50 pm: It's a Spycraft expansion introducing big shapeshifting robots into your games.
[Knighthawk] 6:50 pm: cool
[pkapera] 6:50 pm: Animals, vehicles, objects, combined mechs, mini-mechs, and more.
[KillerDM] 6:50 pm: thats sounds sweet
[Knighthawk] 6:50 pm: I would buy that
[KillerDM] 6:50 pm: i just saw transformers today
[Alex_Flagg] 6:50 pm: please do :D
[Mountain_Guardian] 6:51 pm: 8s
[pkapera] 6:51 pm: Did I hear someone say they'd buy it?
[pkapera] 6:51 pm:
_http://rpg.drivethrustuff.com/product_info.php?products_id=63037&affiliate_id=71282_
[] 6:51 pm: will be picking it up soon as well ;)
[pkapera] 6:51 pm: Thanks for your support!
[Alex_Flagg] 6:51 pm: Unlike our previous OOTS products, this one also features 3 introductory scenes to introduce the transmechs into an existing campaign
[Alex_Flagg] 6:52 pm: and an organization to oppose them
[] 6:52 pm: Ohh....sweet....
[Alex_Flagg] 6:52 pm: and guns :D
[pkapera] 6:52 pm: One introduces spies to transmechs and the other two

focus on a potential transmech campaign.
[pkapera] 6:52 pm: Ah yes, future guns.
[pkapera] 6:52 pm: First time we've done any.
[Alex_Flagg] 6:52 pm: Yes, my friends, you can now play another player's cell phone if you wish ;)
[pkapera] 6:52 pm: Or another vibrating pocket accessory. Your call.
[Knighthawk] 6:52 pm: interesting, I bookmarked it...after DexCon I'll see if I've got money
[Mountain_Guardian] 6:52 pm: :grin:
[Alex_Flagg] 6:53 pm: *muchkin voice* I AM....VIBROTRON!!!
[pkapera] 6:53 pm: Looks like there's another question...
[Freelancer76] 6:53 pm: How can the fan base help Crafty right now? Do we need freelancers (anything specific?), put out the brand name at a specific con for market penetration....?
[pkapera] 6:53 pm: Yes, and yes.
[Alex_Flagg] 6:53 pm: yes please
[Knighthawk] 6:53 pm: do we need to guess what Vibrotron transforms into?
[pkapera] 6:53 pm: On the freelance front, we need the following in the following order...
[pkapera] 6:54 pm: Writers (we have more writing assignments than we can handle right now)
[] 6:54 pm: I can write more if you want
[pkapera] 6:54 pm: Graphic Designers (narrowly skirting artists only because we get a lot of cold artist approaches)
[pkapera] 6:55 pm: Artists (always need fresh blood in this category)
[Alex_Flagg] 6:55 pm: Cabana girls
[Alex_Flagg] 6:55 pm: Bunnies are always welcome
[Fersboo] 6:55 pm: no cabana boys?
[Alex_Flagg] 6:55 pm: we like to think out of the box
[pkapera] 6:55 pm: Maybe for Steve.
[Fersboo] 6:55 pm: that is what my wife threatens to replace me with
[KillerDM] 6:55 pm: ouch
[Freelancer76] 6:56 pm: I don't do Brazilian waxes, so you'll get me "Euro" style. But I'm game.
[pkapera] 6:56 pm: He likes them bronzed though. And he's picky about abs.
[Alex_Flagg] 6:56 pm: LOL
As for putting our name out there....yes please
[pkapera] 6:56 pm: Lots of ways to do that...
[pkapera] 6:56 pm: Write a review of one of our products, especially somewhere that we haven't received much, if any, exposure yet.,
[Alex_Flagg] 6:56 pm: If you have a chance, and you want one of our upcoming products cough *Fantasy Craft* cough, please ask for it by name soon
[Alex_Flagg] 6:57 pm: at your FLGS
[pkapera] 6:57 pm: Build a Spycraft fansite. We'll trade links with you.
[] 6:57 pm: *cough* in store demos *cough* :)
[KillerDM] 6:57 pm: lol
[pkapera] 6:57 pm: Absolutely. Always check to see if your FLGS carries our products. If they don't, ask them to talk to their distributors. We're available through all the majors.
[Alex_Flagg] 6:57 pm: one of the big challenges for us right now is reminding stores why to buy someone who isnt' releasing a book every month
[Lounge]: rgpandrade has entered at 6:57 pm
[KillerDM] 6:57 pm: [ChenSun] 6:56 pm: Ask if they ever thought of a spycraft video game or MMO
[Alex_Flagg] 6:58 pm: Heh, funny story, that
[pkapera] 6:58 pm: Also, run con games.
[pkapera] 6:58 pm: Or write your own products! We have a license for that.

[Alex_Flagg] 6:58 pm: Yes. At one time. But we can't do it on our own.
[Tracker7] 6:58 pm: Con games or games at cons?
[pkapera] 6:58 pm: There's a difference?
[Alex_Flagg] 6:58 pm: Let's go with #2
[Alex_Flagg] 6:58 pm: for now...
[Tracker7] 6:59 pm: Just making sure.
[Alex_Flagg] 6:59 pm: a fair question
[pkapera] 6:59 pm: Yes, running our stuff pretty much anywhere helps - even at home. :)
[pkapera] 6:59 pm: Especially at home. :)
[Alex_Flagg] 6:59 pm: Spread the love!
[pkapera] 6:59 pm: We have places to promote all this.
[KillerDM] 6:59 pm: [ChenSun] 6:56 pm: Ask if they ever thought of a spycraft video game or MMO
[pkapera] 7:00 pm: If you write a review, let us know and we'll add it to the product page.
[Fersboo] 7:00 pm: say we wanted to run a game day @ our FLGS, is there graphic materials available for download, ie displays, banners, handouts, etc?
[pkapera] 7:00 pm: If you run an event, we'll put host it in our Event Center.
[pkapera] 7:00 pm: If you release a Powered by product, we'll add it to our catalog (pointing to you, of course).
[pkapera] 7:00 pm: We're part of the Mongoose collective, so you *can* run demos of our products through them.
[pkapera] 7:01 pm: And get Mongoose credit in the process.
[Alex_Flagg] 7:01 pm: For demos we're also in the process of getting new iconics for demos together
[] 7:01 pm: I can answer questions offline about MGP or they can go to the website.
[pkapera] 7:01 pm: Sorry. Lots to say there. :)
[Alex_Flagg] 7:02 pm: yes, Nez is a good man to ask about those things
[pkapera] 7:02 pm: Oh, and on the display materials:
[_pat@crafty-games.com_ <mailto:pat@crafty-games.com>](mailto:pat@crafty-games.com)
[pkapera] 7:02 pm: We don't have physical ones to spare just yet, but we can certainly provide graphics.
[Alex_Flagg] 7:03 pm: OK, the MMO question!
[Alex_Flagg] 7:03 pm: Funny story about that...someone asked a *long* time ago
[Alex_Flagg] 7:03 pm: Didn't go very far
[pkapera] 7:03 pm: It was a startup. Those are always tricky.
[pkapera] 7:03 pm: We're always on the lookout.
[Alex_Flagg] 7:03 pm: Now there's been a number of attempts at a Spy MMO, but I have yet to see any bear fruit
[Alex_Flagg] 7:04 pm: but we're not against the idea! :D
[pkapera] 7:04 pm: We occasionally have bites but as Alex says it's important to find partners who can deliver the goods.
[Alex_Flagg] 7:04 pm: Crafty's still *WAY* too small to do it on our own
[pkapera] 7:04 pm: Agency's coming. So there's one.
[Alex_Flagg] 7:04 pm: K next question
[pkapera] 7:05 pm: If you know someone with a few million to spare, by all means send them our way!
[Freelancer76] 7:05 pm: I've noticed there are more kids in the area, and Spycraft often leans to the mature audience due to the genre. As theft, lying, and garroting people in the dead of night are often tough sells to their parents, any thoughts on how to market to the next generation? "G rated" mods? Or should we emphasize more problem solving

and abstract the violence down to DnD level?

[pkapera] 7:05 pm: Actually...

[Lounge]: Lilith has entered at 7:05 pm

[pkapera] 7:05 pm: So we have this license for the Mistborn novel series.

[pkapera] 7:06 pm: Not exactly juvenile fare, but not quite as edgy as Spycraft either.

[Lounge]: NihilisticMind has left at 7:06 pm

[Lounge]: Lilith has entered at 7:06 pm

[pkapera] 7:07 pm: That will probably be featuring a new system we're building. Our target right now is a bit more casual than Spycraft, and may skew somewhat younger on average.

[pkapera] 7:07 pm: We expect it to do well with you guys as well, of course. :)

[pkapera] 7:07 pm: But we think we've got an opportunity with licenses to reach a bit outside our conventional box.

[Alex_Flagg] 7:07 pm: There are Spycraft mods that are "lighter" as well

[Lounge]: bkmcdevitt has left at 7:07 pm

[Freelancer76] 7:08 pm: Looking forward to it. Telling a 10 year old kid "You wake up naked, tied up in a chair" isn't exactly something I want to be known for.

[Alex_Flagg] 7:08 pm: LOL

[Alex_Flagg] 7:08 pm: Yes, we have some available in our download section of our site

[Lounge]: bilwar has entered at 7:08 pm

[Alex_Flagg] 7:08 pm: but "light-ER" is not necessarily kid-friendly :)

[Alex_Flagg] 7:09 pm: Fortunately, we're not quite as dependant on "murder and rob" as other genres

[pkapera] 7:09 pm: We have Facemen and Sleuths and such.

[pkapera] 7:09 pm: I've run many a game without a single shot fired.

[Alex_Flagg] 7:09 pm: Advocates are wussies in combat too, don't forget :)

[Alex_Flagg] 7:10 pm: Many of the top Living Spycraft players would actively avoid combat, especially in the UK groups

[AzgrymnThePale] 7:11 pm: I'm trying to promote my game by allowing people to play on a virtual table top. Is there any VTT that you think would be good to run it on or have you had any experience running a game on those at all?

[pkapera] 7:11 pm: The UK audience based an entire campaign around roleplaying. It was most impressive.

[Alex_Flagg] 7:11 pm: On the VTT - I've never tried one, though I may soon

[KillerDM] 7:11 pm: game table

[KillerDM] 7:11 pm: gametable.com

[Alex_Flagg] 7:11 pm: I hear good things about Fantasy Grounds, I think

[pkapera] 7:12 pm: I tend to run more without boards across the internet.

[KillerDM] 7:12 pm: we are looking at intergrating this into the bomb

[pkapera] 7:12 pm: I have heard good things about that one as well.

[Alex_Flagg] 7:12 pm: cool!

[Tracker7] 7:12 pm: Not using a VTT, but I'm in a game using the Heavy Gear setting and Spycraft rules via Skype, and it's working pretty well.

[pkapera] 7:12 pm: Nice.

they wanted to put in spycraft 2.0 that didn't make it in, or do they have any regrets about a mechanic that made it into the game that they feel didn't turn out the way they liked.

[KillerDM] 7:12 pm: [ChenSun] 7:12 pm: were there any game

mechanic ideas that they wanted to put in

spycraft 2.0 that didn't make it in, or do they have any regrets about a mechanic that made it into the game that they feel didn't turn out the way they liked.

[Lounge]: Fersboo has left at 7:12 pm
[pkapera] 7:12 pm: Wow.
[pkapera] 7:13 pm: How much time ya got?
[Lounge]: Fersboo has entered at 7:13 pm
[enigm] 7:13 pm: ouch
[pkapera] 7:13 pm: Game design is a funny thing.
[Alex_Flagg] 7:13 pm: Well, we didn't put fantasy as a genre in 2.0 - in retrospect, that was a VERY good call
[pkapera] 7:13 pm: You never wind up with the product you wanted when you started.
[Fersboo] 7:13 pm: oops. Gametable's address is [_http://gametable.galactanet.com/_](http://gametable.galactanet.com/)
[pkapera] 7:14 pm: Usually you wind up with what you *need* instead.
[Alex_Flagg] 7:14 pm: even with 500 pages to work with
[pkapera] 7:14 pm: Well that, right there.
[AzgrymnThePale] 7:14 pm: yes so far I wanted to use something free so we have been using Skype and Screen Monkey
[AzgrymnThePale] 7:14 pm: thanks
[pkapera] 7:14 pm: We didn't start with 500 pages in mind.
[Alex_Flagg] 7:14 pm: *only* 500 pages :)
[pkapera] 7:14 pm: We started with the goal of being comprehensive.
[Lilith] 7:14 pm: [_http://ttoprpg.com/TTopRPG/index.htm_](http://ttoprpg.com/TTopRPG/index.htm) is free as well.
[pkapera] 7:15 pm: Comprehensive turned out to be 500 pages.
[pkapera] 7:15 pm: So there are two questions here.
[pkapera] 7:15 pm: The first is easy.
[pkapera] 7:15 pm: Anything that wound up on the cutting room floor? Yes, tons.
[pkapera] 7:15 pm: But we keep all of it and the good parts of it eventually wind up in other products.
[pkapera] 7:16 pm: The second is less straightforward.
[pkapera] 7:16 pm: Regrets about a mechanic... Well, let me start by saying that the designers all have thier own preferences.
[pkapera] 7:16 pm: We're like a big Vin diagram.
[pkapera] 7:17 pm: Spycraft is what was in the middle in 2002.
[Lounge]: Polymancer has left at 7:17 pm
[pkapera] 7:17 pm: When you build like that, you invariably wind up with stuff that isn't 100% what anyone wants.
[pkapera] 7:17 pm: Which is, again, usually for the best.
[Alex_Flagg] 7:17 pm: ah, triangulation
[pkapera] 7:18 pm: I, for instance, am not a gun nut.
[Alex_Flagg] 7:18 pm: and of course, your preferences change over time and as you grow as a designer
[pkapera] 7:18 pm: On my own, I'd never product a game with that many guns.
[pkapera] 7:18 pm: But there's a market for it, and it was the market for that game.
[pkapera] 7:18 pm: Yup.
[pkapera] 7:19 pm: This is why I asked about time. It's not a simple question.
[Alex_Flagg] 7:19 pm: What you "regret" tends to change dependong on what's hard that day ;)
[pkapera] 7:19 pm: Looks like Alex has to go soon. Any other questions for him?
[Alex_Flagg] 7:19 pm: I don't regret anything in 2.0, but it is a snapshot from 5 years ago in my lifetime as a designer
[Alex_Flagg] 7:19 pm: so there are things I would do differently now
[Alex_Flagg] 7:19 pm: OK guys, I've got to go.
[Alex_Flagg] 7:20 pm: thanks for all your questions and enthusiasm!

[Alex_Flagg] 7:20 pm: Doug, thanks for hosting
[Tracker7] 7:20 pm: Seeya, Alex.
[ChenSun] 7:20 pm: thank you
[pkapera] 7:20 pm: Looks like Killer's AFK for a bit as well.
[Freelancer76] 7:20 pm: Take care!
[Fersboo] 7:20 pm: thanks
[deral] 7:20 pm: Thanks Alex
[] 7:20 pm: Have a good one Alex :)
[Lounge]: Alex_Flagg has left at 7:20 pm
[Lilith] 7:20 pm: Thank you Alex_Flagg! :)
[rgpandrade] 7:20 pm: Thanks Alex
[pkapera] 7:20 pm: But I'm game to stick around for a bit if there are more questions.
[] 7:20 pm: puts admin hat on
[] 7:21 pm: Feel free patrick :)
[deral] 7:21 pm: There are always more questions
[pkapera] 7:21 pm: Any other questions?
[Freelancer76] 7:21 pm: Sure....
[Tracker7] 7:21 pm: Pat - I'm asking this on behalf of someone else. How do you define the difference between artist and graphic artist?
[] 7:21 pm: I have only answers
[Lounge]: enigm has left at 7:22 pm
[pkapera] 7:22 pm: It looks like we're losing folks on the east coast.
[pkapera] 7:22 pm: Should we get that freebie out there Killer?
[AzgrymnThePale] 7:22 pm: I'm still here El Guapo
[] 7:22 pm: hey, it's 4 am here...
[deral] 7:22 pm: Here's mine, too: The call for freelancers has been mentioned, and you guys have said already you're looking for writers, what do you look for in people you contract with, not just qualifications, though I'm curious about those too, but what's it like working for/running/having whatever involvement with Crafty Games, and what do I have to do to get in on it?
[Lounge]: Polymancer has entered at 7:22 pm
[Lounge]: redd has left at 7:23 pm
[pkapera] 7:23 pm: Ah. A graphic designer is a person who lays products out in a desktop publishing program (we use InDesign).
[Polymancer] 7:23 pm: (it spontaneously logged me out..... ()*#\$(@)(*098)
[pkapera] 7:23 pm: When I say "artist" I usually mean "illustrator," or a creator of images to spec.
[Tracker7] 7:24 pm: Thank ya.
[Freelancer76] 7:24 pm: Any comments on the collectible miniatures genre, and can Spycraft ever do that? Seems like a weird cash mine.... and I get Spycraft minis. ;)
[pkapera] 7:25 pm: The qualifications we look for in freelance writers...
[pkapera] 7:25 pm: The ability to create interesting text within the bounds of a contract assignment.
[pkapera] 7:25 pm: The ability to bring things in on time.
[pkapera] 7:25 pm: The ability to work with us professionally and courteously.
[KillerDM] 7:26 pm: thats a big one
[KillerDM] 7:26 pm: so many jackoffs out their
[KillerDM] 7:26 pm: oops did i say that
[AzgrymnThePale] 7:26 pm: lol
[pkapera] 7:26 pm: As for what it's like working for us... Well, I'd like to think we're pretty easy going.
[] 7:27 pm: I can sing a song here
[pkapera] 7:27 pm: Perhaps the thing that turns some writers off is that

we usually come into a project with a vision.

[pkapera] 7:27 pm: We know the product has to do certain things.

[pkapera] 7:27 pm: And we ask writers to respect those needs.

[pkapera] 7:27 pm: Ego has its place but it often gets sidelined in contract work.

[pkapera] 7:28 pm: I will say that we *do* pay - what we can - on time, every time.

[deral] 7:28 pm: A nice feature in an employer

[pkapera] 7:28 pm: As for minis, my experience has been that you need a specific kind of product to pull it off.

[] 7:28 pm: the experience you get at Crafty Games is worth more than money

[Lilith] 7:28 pm: Do you pay by the word, or a flat rate for the project?

[deral] 7:29 pm: I can believe it

[pkapera] 7:29 pm: It's a lot like a CCG in that you have to have a lot going on visually.

[pkapera] 7:29 pm: That makes it a difficult fit for espionage.

[pkapera] 7:29 pm: We pay flat rates, royalties, or a per word rate, depending on the project.

[pkapera] 7:30 pm: If you have any more questions about freelancing with us, please drop me a line.

[rgpandrade] 7:31 pm: Ok so I asked a question earlier, which was answered...the follow up is..Ok guys what kind of material do you want from a prospective freelance writer?

[pkapera] 7:31 pm: Samples are nice but not necessary.

[pkapera] 7:31 pm: We have new writers write a couple articles for us - usually for Signs & Portents.

[pkapera] 7:32 pm: We've found that this gives us a really good feel for the process with them, and what they can handle.

[pkapera] 7:33 pm: We walk the writers through a process involving them brainstorming article ideas. This helps because it highlights their passions and strengths.

[] 7:33 pm: Solid way to test the grounds on both ends :)

[pkapera] 7:33 pm: It's worked pretty well so far.

[pkapera] 7:33 pm: Next question?

[KillerDM] 7:34 pm: no one is in the que

[KillerDM] 7:34 pm: anyone else have a question

[Lilith] 7:34 pm: What type of article will make you recognize a new writer?

[Lilith] 7:34 pm: Something that makes you go "Hey, I wanna talk to this guy!" Or gal. :P

[pkapera] 7:35 pm: Not so much

[rgpandrade] 7:35 pm: How do we submit to Signs and Portents? Through you or Mongoose?

[pkapera] 7:35 pm: One of our favorite article ideas to date was something that came up on our forums

[pkapera] 7:35 pm: "Dinner, a Movie, and a Game"

[pkapera] 7:36 pm: Consists of a recipe, a video suggestion, and a related scene.

[pkapera] 7:36 pm: It's wacky, original, and really caught our attention.

[Lilith] 7:36 pm: Yummy. :)

[pkapera] 7:36 pm: But so did all the other ones we've published.

[pkapera] 7:36 pm: They all had something special making them stand out, even when they weren't necessarily "new" ideas.

[pkapera] 7:37 pm: You can submit through them but we prefer that you submit through us.

[pkapera] 7:37 pm: Mainly so we can see you in action,.

[rgpandrade] 7:37 pm: cool

[pkapera] 7:37 pm: If there are no other questions, it's looking like

freebie time!

[rgpandrade] 7:37 pm: Yay Freebies!!!!

[pkapera] 7:37 pm: Lemme go clip the link

[Fersboo] 7:37 pm: : :)

[] 7:37 pm: Oh free beer!

[GothicPaladin] 7:37 pm: Free is a very good price

[pkapera] 7:38 pm: OK here's how it works.

[pkapera] 7:38 pm: Head on over to our DTRPG webstore...

[pkapera] 7:38 pm:

http://rpg.drivethrustuff.com/product_info.php?products_id=63037&affiliate_id=71282

[Lounge]: ShadoCat has left at 7:39 pm

[pkapera] 7:39 pm: The link I'll add at the bottom here will let you grab a copy of Origin of the Species: Classic Fantasy at no cost to you.

[Lounge]: ShadoCat has entered at 7:39 pm

[pkapera] 7:39 pm: This is another product in the same line as Transmechs but presenting orcs, elves, drwarves, and pech.

[KillerDM] 7:40 pm: lets hear it for these guys they were great with all their advice and now free stuff

[pkapera] 7:40 pm: In many ways, it was an inspiration and seed for Fantasy Craft, though the print product has evolved quite a bit since then.

[Lounge]: Mountain_Guardian has left at 7:40 pm

[Lounge]: Mountain_Guardian has entered at 7:40 pm

[Lilith] 7:40 pm: :clap:

[KillerDM] 7:40 pm: :yeah:

[rgpandrade] 7:40 pm: :clap:

[pkapera] 7:40 pm: The link is good through this weekend only...

[pkapera] 7:40 pm: [REDACTED]

[] 7:40 pm: been eyeing that for a while. :)

[GothicPaladin] 7:40 pm: :clap:

[Number_Three] 7:40 pm: For the uninitiated "pech" are "halflings" without the potential for lawsuit :)

[Mountain_Guardian] 7:41 pm: sorry...had to put the wee ones down

[Number_Three] 7:41 pm: And then some

[bilwar] 7:41 pm: :yeah:

[Fersboo] 7:41 pm: ty

[KillerDM] 7:41 pm: ok we are going to crack the rest of the chat open

[KillerDM] 7:41 pm: say what you have to say now

[Lounge]: Fersboo has left at 7:41 pm

[Mountain_Guardian] 7:41 pm: kewl..."Pech pech pech pech..."

[KillerDM] 7:41 pm: just jump in

[KillerDM] 7:41 pm: thanks pat

[pkapera] 7:41 pm: Pech are indeed halflings - 'cept badass,

[Lounge]: bilwar has left at 7:41 pm

[Lounge]: bilwar has entered at 7:41 pm

[Lounge]: Lilith has left at 7:41 pm

[] 7:41 pm: they are belkar

[KillerDM] 7:42 pm: pech as in 1st ed D&D

[Lounge]: bilwar has left at 7:42 pm

[Mountain_Guardian] 7:42 pm: so...where are the nelwin and daikini?

[Lounge]: bilwar has entered at 7:42 pm

[KillerDM] 7:42 pm: from MM2

[Number_Three] 7:42 pm: Pat, would you mind if I distribute that link for a short while?

[] 7:42 pm: Halflings are vulgar, I hear they eat thier young.

[] 7:42 pm: Thanks Pat, off to bed for me, 4:30 trip to the gym comes early on ESTime. :)

[Lounge]: bilwar has left at 7:42 pm
[pkapera] 7:42 pm: I would prefer you don't, even though we know some folks will.
[Number_Three] 7:43 pm: Understood
[pkapera] 7:43 pm: We like to reward folks who participate.
[Freelancer76] 7:43 pm: Shhh. They track download IPs, so they know who to hire as freelancers. ;)
[Number_Three] 7:43 pm: I was thinking more along the lines of FC teasing for a few friends
[Lounge]: bilwar has entered at 7:43 pm
[AzgrymnThePale] 7:43 pm: lol
[Lounge]: ShadoCat has left at 7:43 pm
[AzgrymnThePale] 7:43 pm: Thanks all for the info and the freebies
[] 7:44 pm: Thanks guys !!!!
[] 7:44 pm: tell your friends to buy it and you got it for free :)
[Number_Three] 7:44 pm: It's useless to track my IP. I'm in retail, I have no useful skills. :)
[pkapera] 7:44 pm: Oh, within your circle and such. Yeah, that's fine.
[Number_Three] 7:44 pm: Nezeray: I already bought it the day it came out
[Lounge]: bilwar has left at 7:44 pm
[deral] 7:44 pm: Pat, I sent you an email a couple days back, honestly, I'm kind of curious if it reached you
[pkapera] 7:45 pm: What email did it come from?
[pkapera] 7:45 pm: Tell me in IM
[Lounge]: has left at 7:45 pm
[pkapera] 7:45 pm: I've been swamped with Transmechs and FC this week.
[Knighthawk] 7:45 pm: just downloaded
[] 7:45 pm: NumberThree> okay, well sell them your other copy *grin*
[Lounge]: has left at 7:46 pm
[] 7:46 pm: Hmm ... have to wait till after Origins to snag a copy of Transmechs ... looks like fun :)
[KillerDM] 7:46 pm: Ok guys ill be around but in and out
[Lounge]: Tracker7 has left at 7:46 pm
[AzgrymnThePale] 7:46 pm: Hope I can join you one day in taking over the planet, or at least a small portion of it. I'm tired of waiting tables.
[pkapera] 7:46 pm: You can have Latvia.
[pkapera] 7:47 pm: Or Peru.
[AzgrymnThePale] 7:47 pm: lol
[Lounge]: Aragathor has entered at 7:47 pm
[Aragathor] 7:48 pm: g'night everybody
[AzgrymnThePale] 7:48 pm: I sent an email too, link to my site. Thanks for sharing the info. Good night
[Number_Three] 7:48 pm: g'night y'all
[Lounge]: GothicPaladin has left at 7:48 pm
[pkapera] 7:49 pm: G'nite!
[Lounge]: Aragathor has left at 7:49 pm
[rgpandrade] 7:49 pm: night everyone and thanks again for a great product and answering questions Pat
[ChenSun] 7:50 pm: night
[Lounge]: rgpandrade has left at 7:50 pm
[Number_Three] 7:50 pm: I had to get my laundry between 6:30 and 7. Did I miss anything good
[KillerDM] 7:51 pm: I will be posting the transcript in our forums
[KillerDM] 7:51 pm: it was all good
[pkapera] 7:51 pm: Much fun was had.
[pkapera] 7:51 pm: We voted you off the island.
[pkapera] 7:51 pm: And stole your underwear.

[ChenSun] 7:51 pm: lol
[pkapera] 7:52 pm: And gave them to a monkey with a bad case of halitosis.
[ChenSun] 7:52 pm: lol
[Number_Three] 7:52 pm: As hot as it's been in Jersey today, you can keep it
[] 7:52 pm: Bad Breath Monkey is Bad
[KillerDM] 7:52 pm: ok its back to planning my global domintation
[KillerDM] 7:53 pm: it really coming along well
[pkapera] 7:53 pm: He will become Super Boxer Baboon!
[pkapera] 7:53 pm: Toki Toki!
[Mountain_Guardian] 7:53 pm: jersey nuthin...try texas
[] 7:53 pm: Box Monkey No!!!!
[KillerDM] 7:53 pm: now all i need is a few million members on the site
and i will rule the world!
[Mountain_Guardian] 7:53 pm: near Houston...104
[KillerDM] 7:54 pm: monkey in a box?
[Number_Three] 7:54 pm: Super Boxer Baboon with Explosive Baboon Butt
Bombs?!?! NOOOOO!!
[KillerDM] 7:54 pm: hmm sounds like somthing i saw on youtube
[pkapera] 7:54 pm: Monkey with stolen underwear over his head.
[KillerDM] 7:54 pm: monkey with your wifes underwear over his head
[KillerDM] 7:54 pm: hmm
[KillerDM] 7:54 pm: that would be bad
[pkapera] 7:55 pm: Hey now! This was a *clean* discussion! :p
[] 7:55 pm: Usually I have to pay for something like that.
[KillerDM] 7:55 pm: lol
[KillerDM] 7:55 pm: too funny
[Mountain_Guardian] 7:55 pm: singing "I've been through the desert on a
horse with no name...."
[pkapera] 7:55 pm: That horse has a name. He just keeps to himself.
[] 7:56 pm: inserts penis joke here :)
[] 7:56 pm: Oh man I kill me
[Mountain_Guardian] 7:56 pm: nooooooo...not there!!!
[Lounge]: ChenSun has left at 7:56 pm
[] 7:56 pm: Sorry about that
[Mountain_Guardian] 7:56 pm: exit only!:grin:
[AzgrymnThePale] 7:58 pm: :0
[KillerDM] 7:58 pm: lol
[Number_Three] 7:58 pm: :mean:
[Number_Three] 7:58 pm: :down:
[Mountain_Guardian] 7:58 pm: wah-wah
[KillerDM] 7:58 pm: i can't take credit for that joke its not mine
[KillerDM] 7:58 pm: but its funny
[] 7:58 pm: Ah well, I'd better go post on a PbP (my GM's prodding me
via IM) ... have a good one gang :) Thanks for the chat and freebie
Patrick ...
[KillerDM] 7:59 pm: see ya
[pkapera] 7:59 pm: My pleasure. Thanks to everyone!
[Lounge]: has left at 7:59 pm
[Freelancer76] 8:01 pm: Well, I've got some material on Darfur... let me
go open up that Word file...
[KillerDM] 8:01 pm: guess im not as cool as them
[KillerDM] 8:01 pm: lol
[Lounge]: spenoza has entered at 8:02 pm
[Lounge]: spenoza has left at 8:02 pm
[Lounge]: spenoza has left at 8:02 pm
[Lounge]: spenoza has entered at 8:03 pm
[Lounge]: spenoza has left at 8:03 pm

[Lounge]: Freelancer76 has left at 8:03 pm

[Mountain_Guardian] 8:04 pm: so...guess I should go look up Spycraft now
huh...?

[KillerDM] 8:04 pm: yes