

# Rochester Gamers' Community



2008  
Annual  
Report

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## Introduction

*“Rochester Gamers' Community (RGC) is a volunteer-based organization dedicated to nurturing a sense of community across all tabletop gaming boundaries, promoting the hobby of tabletop gaming in all aspects, and providing the tabletop gaming community with the best environment to present their games and find like-minded players.” - RGC Mission Statement*

This report summarizes the activities of the Rochester Gamers Community for the calendar year 2008 (note that the RGC business year runs from June to June however). While mentioned in this report, a complete account of the 2008 Gamers Reunion convention is beyond the scope of this report and can be found elsewhere.

## RGC in 2008

### Highlights

- RGC sponsored over 600 hours of gaming and over 12,000 person-hours of gaming in the Rochester area in 2008.
- RGC membership grew approximately 66% in 2008 to over 130 General and Voting members, but Voting membership fell from 24 to 21 Voting members by the end of the year.
- The first RGC-sponsored gaming convention, the Gamers Reunion, was held in September and was a tremendous success with over 180 people attending.
- RGC-sponsored events, including Gamers Reunion, generated over \$1100 in contributions to charity in 2008.
- RGC events and members were featured in several local television newscasts and newspaper articles.

## Events Summary

The tables below summarize the major gaming events sponsored by the RGC in 2008. Not included below are the many informal gaming events held at members' homes, non-gaming social events, and incidental gaming (e.g. after convention planning meetings) - all of which are a very important and enjoyable component of the RGC experience! All venues are in Rochester, Minnesota unless otherwise noted.

### Major Events

<i>Event</i>	<i>Date(s)</i>	<i>Venue</i>	<i>Attendance</i>
1Q Game Day	March 1	Godfather's Pizza	70+
2Q Game Day & Picnic	June 7	West Silver Lake Shelter	60+
JordalCon	July 25-27	M. & K. Jordal's home, Austin, MN	~15
Gamers Reunion	September 25-27	Kahler Hotel	180+
Miniatures Game Day	August 16	Godfather's Pizza	~18
4Q Game Day	November 22	Godfather's Pizza	~78

### Regular Events

<i>Event</i>	<i>Frequency</i>	<i>Venue</i>	<i>Ave. Attendance</i>
Wednesday Night Gaming	weekly	C. Bany's, W. Schwendemann's, J. King's homes	~6
Thursday Night Gaming	weekly	M. & K. Jordal's home	~6
Chateau Game Nights	monthly	Chateau Theater	~ 15
IBM Lunchtime Gaming	weekly	IBM Bldg 030 breakroom	~10

## Membership

While it is the *quality* of the RGC experience that is most important, the RGC is always looking to expand its scope and depth in the community by attracting more members.

The RGC offers two levels of membership, Voting and General membership.

Voting members (as the name implies) are allowed to vote in the Board of Director elections and on other issues that are put up to a vote. Voting members also benefit from numerous discounts offered by local businesses (see Partners, below). Voting members pay a \$10 annual fee and are issued a photo ID card.

General membership is available to anyone who participates in RGC activities, include the online discussion boards and gaming events. Additional information about membership in the RGC, including details on the benefits for Voting members, can be found on the website.

The RGC experienced significant growth in 2008 in General membership as measured by registrants on the online forums. On-line membership grew from approximately 80 members to over 130 by the end of 2008. That is an increase of around 66%! Voting membership declined in 2008 from about 24 Voting members early in the year to 21 Voting members at the end of the year.

## Partners

The RGC benefits from a close association with local businesses that deal in games or game-related products. Sadly, the RGC lost two of its closest partners, **Jimmy Jams** and **Video Trading Company (VTC)**, both of which went out of business in 2008. The RGC mourns the passing of both of these enterprises and wishes the best for their former employees.

The RGC continues to receive generous support in the form of discounts and other contributions to the RGC organization and its Voting members from the following:

- **Covenant Games**, Chris Bany [www.covenantgames.com](http://www.covenantgames.com)
- **Games By James**, 111 S Broadway # 207 [www.gamesbyjames.biz](http://www.gamesbyjames.biz)
- **PWNED LLC**, 212 N Broadway <http://www.pwnedgamecenter.com/>

While not an official RGC partner, **Godfather's Pizza**, 1611 16th St NW, Rochester has been very accommodating in allowing the RGC to use their party room for many of our gaming events. It is the perfect venue for us and their flexibility and tolerance is greatly appreciated!

Also, **Chateau Theaters** has been very cooperative in allowing the monthly game nights, and we are indebted to them.

## Promotion

Publicity for the RGC benefits the organization in many ways, including attracting new members, advertising events, and educating the community about the hobby.

## RGC in the News

Local news media were very supportive of RGC in 2008, and the publicity we received through their features and news stories hopefully draws new members and helps create good will within the community.

The **Rochester Post-Bulletin** and the **Austin Daily Herald** printed press releases and roughly seven articles about the quarterly game days and other RGC events in 2008.

**KAAL-TV** interviewed RGC members and broadcast features about our quarterly game days and about the Gamers Reunion convention.

## Online Promotion

The RGC benefits from exposure on the Internet through the individual efforts of its members. This includes things like promoting RGC events on BoardGameGeek, Minnesota Miniature Gamers, Facebook, MySpace, and other online gaming and social communities. Since this costs nothing and reaches gamers nationwide, it is an excellent way to advertise RGC events.

## Community Outreach

### Charitable Donations

An auction held during the 2008 Gamers Reunion generated proceeds of over \$1100 which was donated to the Boys and Girls Clubs of Rochester.

### Community Education

RGC developed a Rochester Community Education class on “Selecting Games for Your Family” that was to be held in April. Unfortunately, this class had to be cancelled by the Community Education coordinator due to a lack of registrations. Lack of interest in these classes might have been because most people have no idea of the great family-friendly games that are available. Hopefully that will change as the RGC continues to expose the public to tabletop gaming. Kudos to everyone who helped out with preparing for this class - the material is still available and can be used in the future if we want to try again.

### Library Display

The RGC again this year set up a display case at the Rochester Public Library, this time on the 2<sup>nd</sup> floor through the month of August. The goal of this display is to publicize the RGC and to attract new gamers to tabletop gaming. While difficult to measure, this display always seems to generate some interest in the RGC. In 2009, we should reserve the lower level case in August to help promote the upcoming Gamers Reunion.

## On the Road

Besides being a good time for all, RGC presence at non-RGC national and regional conventions and remote venues helps to promote the RGC and events like the Gamers Reunion.

RGC members attended **GenCon Indy** (4 RGC members attending), **Origins Game Fair** (1 member attending), **Con of the North** (7 members), **ReCon** (2), **Gamicon** (2), and **OshCon** (1) in 2008. RGC members ran games at **Con of the North**, **Gamicon**, and **Oshcon**.

A miniatures gaming event was held at **Treefrog Treasures** store in Eyota on March 22, thanks to the generous support of Shannon Reuss, owner of the store. About 8 RGC members and others attended.

As part of a promotion campaign for the 2008 Gamers Reunion, on September 8 several RGC members ran games at **Misty Mountain North** in Burnsville, MN, **The Source** in St. Paul, MN, and at **River City Hobbies** in La Crosse, WI. Also, RGC visited the **Little Professor Book Center** in Owatonna, MN that same day.

## Board of Directors

### Responsibilities

The RGC is lead by a Board of Directors. Members of the BOD are expected to be active in RGC events and meetings and to generally offer support and encouragement to RGC members in executing the RGC mission.

## Term and Membership

Voting members of the RGC elect two BOD members in even-numbered years and three BOD members in odd-numbered years. All BOD members are elected for a two-year term. An election for BOD positions is held annually within the BOD. The year started with the following BOD lineup:

President - Jeff King  
Vice President - Tony Byrne  
Secretary - Bob Anderson  
Treasurer -- Wade Schwendemann  
Public Relations - Michael Jordal

## 2008 Elections

In May, the annual BOD elections were held for two of the BOD positions, with 20 out of 24 voting members voting. The BOD lineup after the elections is:

President - Dave Allen  
Vice President - Bob Anderson  
Secretary - Wade Schwendemann  
Treasurer - Jeff King  
Public Relations - Michael Jordal

In June 2009, three BOD positions will be up for election; with Wade, Bob, and Jeff outgoing.

## Website

The RGC website, [www.rochestergamers.com](http://www.rochestergamers.com), continued to be a major avenue of communication and a wealth of vital information within the Rochester Gamers Community. Anyone interested in learning more about the RGC and its events and activities should check it out. Thanks to Jeff King for all he does! This Bud's for you!

## Meetings

RGC members meetings and Gamers Reunion planning meetings are open to ANYONE that is involved with RGC and the Gamers Reunion, including online only, running games at events, or even just attending an event occasionally. Everyone is invited and encouraged to offer input, and it's also a good opportunity to meet a few other RGC members and to get caught up on what has been happening on the official front of RGC.

RGC member meetings were held on the first Sunday of each month at Godfather's Pizza for most of 2008. In December, the Gamers Reunion planning meeting and the RGC members meetings were combined into one meeting that is usually on the third Saturday of the month.

## Miscellaneous Activities

### Game of the Month

RGC members vote monthly on a featured "Game of the Month." This allows members an opportunity to let other members know more about a game that they have found particularly enjoyable to play. Usually whoever nominates the winning game writes a review which is posted on the RGC website, but anyone can write the review of the GotM and have it posted.


### The Labyrinth

The RGC periodically publishes a magazine containing nearly anything that can be tied to gaming -- game reviews, session reports, original short fiction, convention trip reports, and interviews with industry insiders, etc.

PDF versions of the last editions of **The Labyrinth**, as well as writer's guidelines and suggested topics for contributions can be found on the RGC website.

Unfortunately, **The Labyrinth** was not published in 2008.

## Secret Santa

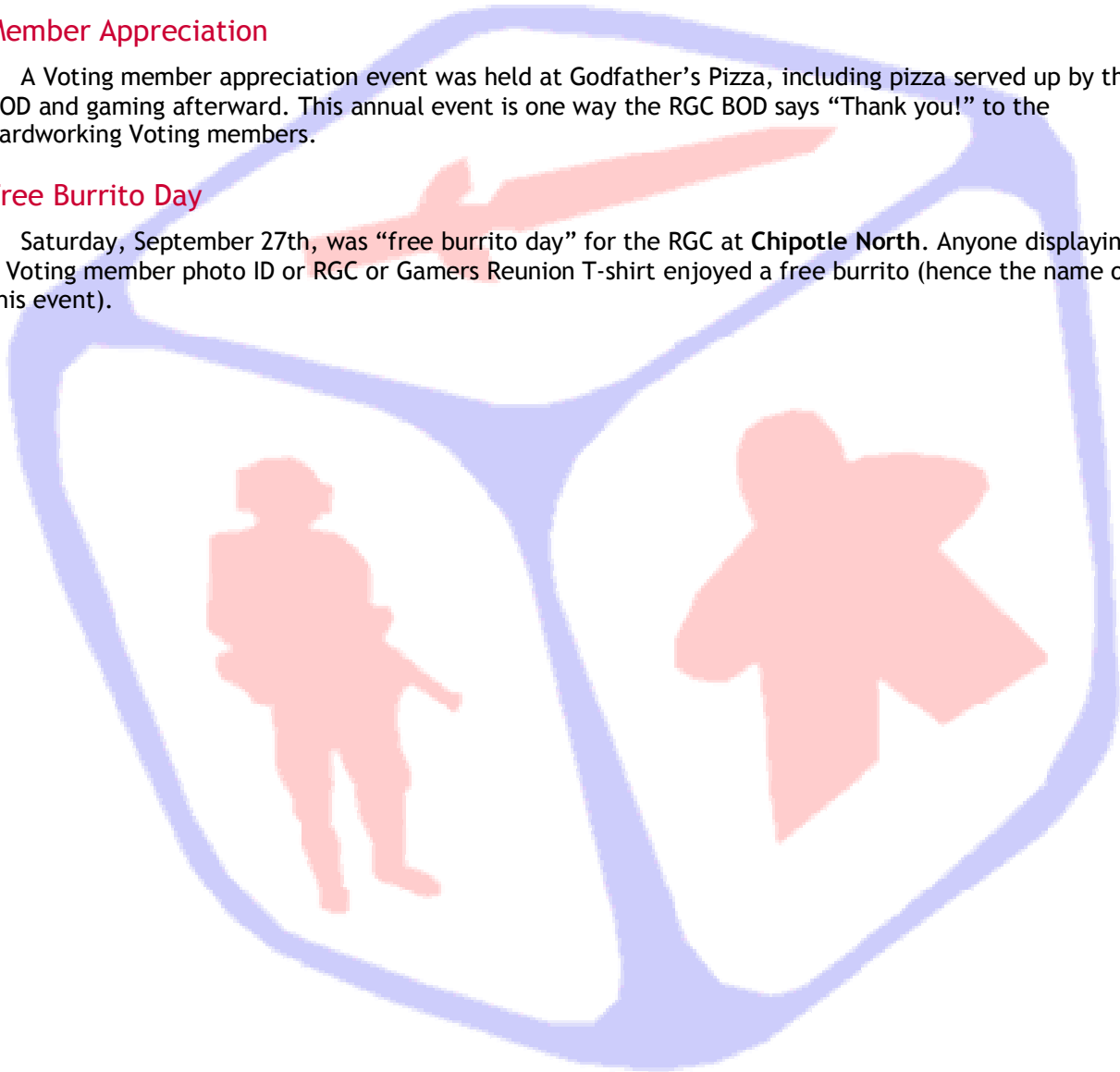
The Secret Santa project lets  visit the good little boys and girls of the RGC and bring them something from their wish list. This year, the gifts were delivered at a party was held at Mick Reese's house on Saturday Jan 12<sup>th</sup> and a merry time was had by all.

## Member Appreciation

A Voting member appreciation event was held at Godfather's Pizza, including pizza served up by the BOD and gaming afterward. This annual event is one way the RGC BOD says "Thank you!" to the hardworking Voting members.

## Free Burrito Day

Saturday, September 27<sup>th</sup>, was "free burrito day" for the RGC at **Chipotle North**. Anyone displaying a Voting member photo ID or RGC or Gamers Reunion T-shirt enjoyed a free burrito (hence the name of this event).



# RGC 2008 Event Reports

## 1Q Game Day

The planning for this event really began in November 2007 since these events requires a lot of work by a lot of people, from the design and distribution of the flyers to those who volunteer to run the games. After a little strong-arming and some pleading, we had a schedule. The flyers were designed (both of them) and distributed. Distribution is an ongoing process, and more than once we checked our standard locations to make sure they had an adequate supply. Of course, no event is complete without some last minute snags, and this event was no different. A couple last minute cancellations quickly turned into opportunities for some other members to run or expand their games. The highest attendance count was 42, with over 70 different attendees at some point throughout the day.

Games that were played at the 1Q Game Day included:

<b>Starcraft</b>	<b>Sleuth</b>	<b>7th Sea RPG</b>
<b>Power Grid</b>	<b>Citadels</b>	<b>Manifest Destiny</b>
<b>Heroes Inc.</b>	<b>Heroscape-Capture The Flag</b>	<b>Java</b>
<b>Descent (3-D Terrain)</b>	<b>Red Dragon Inn</b>	<b>Return of the Heroes</b>
<b>Heroscape</b>	<b>Shadows Over Camelot</b>	<b>Pillars of the Earth</b>
<b>2nd Edition D&amp;D</b>	<b>Travel Blokus</b>	<b>Goa</b>
<b>Check Your 6!</b>	<b>Ark of the Covenant</b>	<b>Star Wars Risk</b>
<b>Transformers Risk</b>	<b>Eberron D&amp;D</b>	<b>Forgotten Realms D&amp;D</b>
	<b>Lunch Money</b>	
	<b>Age of Empires III</b>	

Wade Schwendemann, who led this event, spent some time with the photographer and reporter from the Post Bulletin, which he found quite interesting. The reporters both seemed genuinely interested in the event and our upcoming plans, particularly as they related to our incorporating charity events into our gaming. That's just another one of the things that makes RGC great!

## 2Q Game Day & Picnic

The RGC has traditionally held the 2<sup>nd</sup> quarter event as a "picnic" at the West Silver Lake Picnic Shelter, and this year was no exception. The RGC picnic serves as a fundraiser for both RGC and the Gamers Reunion, and this year both added over \$75 to their respective funds from this event, a significant increase from last year.

Attendance this year was over 60 people total and at least 49 at peak. This was down somewhat from last year, possibly due to the threatening weather, but still a nice turnout.

Jeff King lead this event, and like many RGC events, this year's picnic could not have happened, and would not be as profitable, if not for the time, energy, and funds donated by many RGC members. In addition, we received \$60 in gift certificates from VTC to hand out as door prizes - much appreciated!

## JordalCon

From July 25 through 27, Michael and Kate Jordal were kind enough to open their home in Austin to over a dozen gamers for an entire weekend. Several members took advantage of the offer to spend the night at the Jordal's, and T-shirts were provided! Kate and Michael's generosity is appreciated!

## Miniatures Game Day

The RGC Miniatures Game Day was held on Saturday, August 16 at Godfather's Pizza. Dave Allen, who led this event, counted somewhere around 20 people attended, with a peak at any one time of around 15. There were a number of local miniatures gamers, as well as at least two who came down from the Twin Cities, attending. Games played included **Tirailleurs en Grande Bandes**, **Battleground**, **Red Baron**, **HeroScape**, and **Worlds of Warcraft Board Game**.

## 4Q Game Day

Planning for the 4th Quarter Games Day was lead by a non BOD member, Cyrus Kirby. Cyrus took on the responsibilities of planning and organizing the event because he was a fan of the other game days and wanted to make sure they kept going. This is an excellent example of the Rochester Gamers' Community helping out.

Wade Schwendemann was assigned as the BoD representative to assist Cyrus and to answer any specific BOD questions.

The event was held at Godfather's Pizza, Saturday November 15th from 12 PM to 10 PM. Michael Jordal created the fliers for the event. All members of RGC were asked to help distribute the fliers around the community. In addition, several community online calendars were sent a request to add the event. A notice was also placed in the Post Bulletin.

The following games were scheduled for the event:

<b>A Touch of Evil (with new Web-based villain)</b>	<b>Drakon 3rd Edition</b>	<b>Senji</b>
<b>Agricola</b>	<b>Dune</b>	<b>StarCraft: The Board Game</b>
<b>Amun-Re</b>	<b>Godzilla: Monsters Attack!</b>	<b>Tribune</b>
<b>Axis and Allies: War at Sea</b>	<b>Heroscape</b>	<b>Twilight of the Luftwaffe - Check Your 6!</b>
<b>Battlestar Galactica: The Board Game</b>	<b>Incan Gold</b>	<b>World of WarCraft Miniatures Games demo</b>
<b>Battletech</b>	<b>Knights at Tournament - Savage Worlds</b>	<b>World of WarCraft: The Adventure Game</b>
<b>Cutthroat Caverns</b>	<b>Lord of the Rings - Friends and Foes - Sauron</b>	
<b>D&amp;D 4th edition</b>	<b>Order of the Stick</b>	
<b>Descent: Journeys in the Dark</b>	<b>Power Grid</b>	
	<b>Red Dragon Inn 2</b>	

In the end, a few games were cancelled or did not have enough interest to be playable. There was, however, more than enough games on hand and people to play them to keep the event active and highly populated. It was estimated that the number of individuals who arrived and played were in the upper 70's.

For those who provided feedback, the event was well received and everyone had a great time.

## Wednesday Night Gaming

Through 2008, with few exceptions, RGC members gathered at the homes of Jeff King, Chris Bany, or Wade Schwendemann for an evening of gaming on Wednesday nights. These events lasted most of the evening and the average attendance was around 6 gamers, ranging from 2 to 12 at any one time. Thanks to Jeff, Chris, and Wade for letting the RGC into their homes!

### Thursday Night Gaming

Michael and Kate Jordal hosted RGC gaming on Thursday evenings in Austin, running an average of 6 players every week throughout the year. Hospitality like this makes being in the RGC not only fun, but rewarding socially. Hats off to Michael and Kate for keeping Rochester gaming alive and well in Austin ☺ !!!

### Chateau Theater Game Nights

The RGC sponsors an evening of gaming at the Rochester Chateau Theater, 3450 East Circle Drive NE, on the 2<sup>nd</sup> Friday of each month from 7:30PM to around 11PM. This event is free and open to the public, and provides great exposure for the RGC.

Sheldon Johnson led this event until he and his family moved, and Brian Lucier picked up this leadership role for the remainder of 2008. Thanks to both for their hard work and dedication!

### IBM Lunchtime Gaming

Brian Lucier started up Friday lunchtime gaming at IBM on October 3. Attendance has averaged around 10 people each time, which is great turnout considering it is open to IBM only.

Date	Attendance	Games Played
10/3	7	Alhambra
10/10	8+	Alhambra, Down in Flames WWI
10/17	8	Alhambra with the City Gates, Wings of War
11/*		Godzilla
12/05	10	Ticket to Ride
12/12	12	Ticket to Ride, Check Your 6!
12/19	10	Ticket to Ride