

# The Morning Star

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**MACE & Justus Productions**  
<http://www.justusproductions.com>



## MACE 2011

Nov 11-13, 2011

*Best Western*

*High Point, NC*

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**Justus Productions** is...

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Star

**Stephanie McClung**  
Editor of The Morning Star

## Cornhole "MACE HOLE" Tournament

*(from the American Cornhole Assoc.  
Web site)*

### What is Cornhole?

It has been called many things, Corn Toss, Bean Bag, Bean Toss, Soft Horseshoes, Indiana Horseshoes, but to many of us born and raised in Kentucky and the southern part of Ohio, the game is passionately referred to as Cornhole.

It has been said that the game originated in Germany in the 14th century, and then was rediscovered in the hills of Kentucky over 100 years ago.

The truth is, who really knows, but the game is great fun for all ages and can be played anywhere!

Cornhole or Corn Toss is similar to horseshoes except you use wooden boxes called cornhole platforms and corn bags instead of horseshoes and metal stakes. Contestants take turns pitching their corn bags at the cornhole platform until a contestant reaches the score of 21 points. A corn bag in the hole scores 3 points, while one on the platform scores 1 point.

Scoring can be swift and the lead may change hands several times in a match



before the winner is decided.

The game is generally played tournament style with an individual or team being named the champion at the end of the tournament.

### Why play Cornhole / Corn Toss?

The biggest reasons to play Cornhole or Corn Toss instead of horseshoes or other similar games is that Cornhole can be played anywhere and everyone can play Cornhole.

If you can aim and toss a corn bag 30 feet, you can master the game of Cornhole - It's great for family outings.

## Cornhole "MACE HOLE" Tournament (cont')

Cornhole can be played anywhere - driveways, parks, backyard, campgrounds, beaches and even in-doors.

Safe for everyone - no metal or pointed objects. Corn bags are made of extra soft 12 oz. duck canvas material and filled with pliable high quality feed corn.

No muss; no fuss. Two cornhole platforms and 8 corn bags and you're ready to play the game.

Very portable. Can be taken anywhere. Fits in most car trunks and there are fold-down models that are even more portable.

Horseshoes require a sand pit and are hard for the kids to pitch, lawn darts require a lawn and hasn't been seen since the 70's, ring toss was made for children and bean bags are for wimps; Cornhole is the game for everyone!

champs, Jeff and Ron will be looking to reclaim their crown! (As long as there are no furies playing this time!).



The MACE Cornhole tournament—something we like to call MACE HOLE tournament—is returning. It will take place on Sunday morning and go on until we have a winning team. We play in pairs and the MACE West

## MACE 2011 Update—What's new on the schedule

Below is a list of new additions to the schedule. See our web site for times and locations.

### Board/Card Games



**Nightfall, the Card Game:** Nightfall is the all-new deckbuilding game from Alderac Entertainment Group. Designed by David Gregg and releasing in early 2011, Nightfall puts players in control of minions of the night, fighting one another for control of an Earth shrouded in eternal night. Werewolves, vampires, ghouls, and those who fight them see no need to hide from the public, waging

their war in the streets. Featuring direct head-to-head game play, card drafting, and the unique "chain" mechanic, Nightfall is unlike any other deckbuilding game on the market

At MACE, we will be hosting demos Friday night and a tournament Saturday night. The game creator David Gregg present to help run the tournament and supplying prizes for it.

### Live Action Games

**Serenity LARP "Wedding Bells & Shotgun Shells":** With the news of Miranda, and the origins of the Reavers revealed, the planets are in quite a tizzy. The



Rim planets are fairly unified against the Alliance, but are lacking, in arms as well as a target. The Border worlds, have the best of both worlds. Please note the sarcasm. Being closer to the center, they not only get the goods to arm such a rebellion, but they also get a target. The Alliance outposts scattered across the Border planets have their hands full of troublesome

*(Continued from page 2)*

sorts, just aching to exact a little revenge for years of living under oppressive meddlers.

The Core planets, however, seem blissfully unaware of such unease. Whether is do to the rigid control of the Alliance, or a deliberate ignorance, it's unclear. What is clear is the crystal they drink their fancy wines in. And it's also clear that the social life of Londinum isn't going to suffer at the whims of a few unhappy dirt farmers. Politics are played at by the bureaucrats, and large, lavish engagements parties are still the thing.

General Tiberius Wyndham is announcing the long awaited betrothal of his only daughter, Alexandra. Her intended is a rising star in the military himself, Major Giles Hart. Everybody who is anybody knows that, but only the creme de la creme are invited.

But the marriage may already be on the rocks. Despite the best efforts and security that money can buy, some undesirables have managed to make their way on to the guest lists. Who they are, and

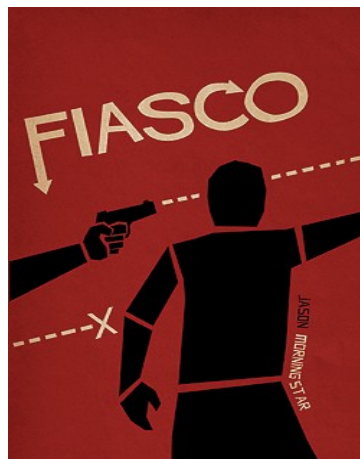
what they are up to remains a mystery. All in all, it should be one mighty fine shindig.

Games From The Grave is heavily encouraging participation in the convention's food drive. Show us either the goods you intend to donate, or some indication that you donated, and your character will start off with three additional Drama Points. Thanks!

Any questions and what not can be sent to [gamesfromthegrave@gmail.com](mailto:gamesfromthegrave@gmail.com)

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### Role Playing Games



**Fiasco** hosted by **Bully Pulpit Games**: Fiasco is a role-playing game by Jason Morningstar, independently published by Bully Pulpit Games. It is a GM-less game for 3-5 players, designed to be played in a few hours with six-

sided dice and no preparation. Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong - inspired by films like Blood Simple, Fargo, The Way of the Gun, Burn After Reading, and A Simple Plan.

During the game players select a "playset" package that determines the setting elements for the story, such as "a small Southern town." They then take turns selecting elements and building a web of relationships and details. Once the setup is established, the game proceeds with players setting up and role-playing scenes and conflicts in two acts. In between these acts is the Tilt, which introduces new unbalancing elements to the story. Play ends after act two when points are counted and the Aftermath unfolds, with each player determining what unfortunate end they will narrate for their character.

At MACE, Jason Morningstar and Steve Segedy will be hosting a two-table Fiasco event.



## Interview: David Gregg, designer of Nightfall

# NIGHTFALL

### Thanks for taking the time to talk with us. Tell us a little about yourself?

Certainly! I grew up around Wal-Mart variety board games, video games (favorites were Mario and Sonic) and classic card games. My family would frequently play a game of Hearts or Euchre after dinner in the evenings and my father loved to destroy us in Monopoly or play cooperatively with me in Contra on the NES. My dad taught me chess in middle school, which stuck with me all the way through high school, even going so far as to start a chess club, run it for a couple years and compete in some local tournaments. Throughout high school I played TCG's such as Magic: The Gathering and Yu-Gi-Oh, but eventually had to abandon those money sinks and ended up settling on video games for quite a while. It was some years before I finally found Board Game Geek and officially adopted board gaming as one of my primary hobbies.

### What kind of gamer would you characterize yourself?

I'm mostly a casual gamer, playing with my wife, daughters and a

few close friends. My nearest FLGS is a bit of a hike away, so I don't get to game there very often. Right now I'm just trying to grow my collection, nabbing some of the most popular games so I can get a good feel for what all is out there. So far I very much enjoy cooperative games and strategy games that have small bits of luck tossed in. I'm a big fan of card based games, modular boards and dice that have more than 6 sides. I'm not interested in war games, abstracts or the overly complex, they tend to make my head hurt. I haven't yet gotten to play any RPG's, but have a couple that I would like to try out sometime.

### Tell us a little about Nightfall and its inspiration?

Shortly after discovering Board Game Geek I found out about the deckbuilding mechanic and thought it sounded like a great way to have a Magic-like game without the necessary money sink that comes with a TCG. Unfortunately the only deckbuilding game around at the time had little to no player interaction, which disappointed me greatly, so I de-

cidated to attempt a game of my own. My first attempt ended up being something extremely similar to Magic with a light bit of deckbuilding thrown in and it was absolutely horrible... After a few iterations I decided to abandon cost restrictions for playing cards, but still wanted to restrict play somehow. After a lot of twiddling my thumbs I came up with the chaining mechanic that the game is now centered around. Tracking minion health directly on the cards was added and shortly afterward AEG spotted me in the BGG forums and picked me up. It wasn't until after I gained the help from AEG's playtest teams that we came up with the wound system, the minion based starter decks and the final influence systems, all of which I've been very happy with. All of this can be read in more detail via my designer diaries on the official Nightfall website: [www.nightfallgame.com](http://www.nightfallgame.com)

### What is the philosophy behind its design?

The original goals were simply a deckbuilding game with directly conflict. As development progressed, other goals were added

such as wanting the game to build up in epicness over the course of the game, preventing run-away-leader and for the game's momentum to build up very quickly.

### How does this compare to other similar games?

There are several deckbuilding games in the market now, but from what I know of them there still lack other DBG's with direct player confrontation. Most of the DBG's are more about racing to

some end goal such as most victory points or some other win condition, which while some love those scenarios, others will quickly point it out as their primary reason for why they generally dislike the genre. Nightfall in comparison is all about direct confrontation, with the game scoring the players based on how well they handle all those incoming attacks.

### Tell us a little bit about your plans for MACE and Nightfall.

This will be my second conven-

tion (first was GenCon this year), so I'm still very new to what is available at game conventions. So far I know that I want to help out with the Nightfall demos and tournament in any ways that I can. I also plan to browse what other games are being demoed and perhaps demo another game that I'm currently developing.



## MACE 2011 Additional Attending Professionals

### David Gregg

Designer of Alderac Entertainment Groups' deck building game, Nightfall. (See Interview)

### Jason Morningstar & Steve Segedy

**Bully Pulpit Games LLC** is a small-press publisher of high quality role-playing games and game-related products based in Chapel Hill, North Carolina and run by Steve Segedy and Jason Morningstar.



## Interview: Steve Segedy & Jason Morningstar

### Tell us a little about Bully Pulpit Games and its genesis?

**Steve:** Jason and I started Bully Pulpit Games as a collaborative venture in 2005 with our friend Patrick Murphy. We had been gaming together for years and creating settings, hacks, and little games for our own use when we decided to try our hand at publishing. We realized that we had everything we needed to put out our own games in a practical way without going into debt, so we gave it a shot. We started with the Shab-al-Hiri Roach, which Jason originally wrote for the 2005 Game Chef competition.

Today Bully Pulpit Games LLC has four fully-produced games and a number of other books and supplements in our catalog along with a handful of other projects in the works. Our most popular game right now is Fiasco.

### Tell us a little about yourself? What kind of gamer would you characterize yourself?

**Jason:** I'm half of Bully Pulpit Games. BPG has won a number of awards for our games, including 1.5 Diana Jones Awards for Gaming Excellence, Indie RPG of the Year, and others. Our game Fiasco has been translated into Italian, Portuguese and Russian, with Polish, French and Spanish

on the way. I've been a guest of honor at Denmark's Viking Con, Italy's Lucca Games and Comics, and most recently DragonCon in Atlanta.

In addition to my work with BPG, I've written for Pelgrane Press and Red Moon Medicine Show recently. I've helped build and judge a variety of RPG contests, including Little Game Chef, and I've participated in Game Chef since 2005.

In more serious gaming territory, I'm a consultant on and designer of games for teaching and learning, primarily for medical and public health education. My clients have included Kaiser Permanente, the Innovation Learning Network, and the Schools of Nursing and Public Health at the University of North Carolina at Chapel Hill.

**Steve:** I'm the other, more craggily-handsome half of Bully Pulpit. I handle most of the publishing and editing work for our projects, as a compliment to Jason's focus on design. This largely means handling the business aspects of our work, such as negotiating with printers and distributors, keeping the books and managing the website. In addition I've done play-testing and writing for a number of projects, most notably the Fiasco Companion which we

published earlier this year.

As a gamer I find that my preferences have shifted over the years - I have a couple of young kids and a full-time web development day job, so my time to play is limited. Where I used to love running all-night D&D sessions, now I find I prefer games that let me get in and out in two hours with a full dose of fun, which is what Fiasco was designed to do.

### Tell us a little about Fiasco and its inspiration?

**Jason:** Long story. I wanted a game that worked for the way my friends play - we have a short amount of time, and we tend to play crazy situations that spiral into failure. I also recognized a need for a game with zero prep that worked as a convention pick-up. So those were the parameters, and what developed was Fiasco.

### What is the philosophy behind its design?

**Jason:** The core parameters Fiasco was built from: Zero prep, a complete and satisfying story in 2-3 hours, no GM, and a system that was simple enough to pick up upon first reading. Based on those parameters, I looked around and what evolved was a game about stupid, greedy losers and the people who love them.

**Steve:** Fiasco has a cinematic structure like the movies that inspired it, such as Blood Simple, Fargo, and many others. Most playsets include film references to help players visualize the setting and tone for their game. We often say that playing Fiasco is like making your own Coen brothers movie in about the same amount of time it'd take to watch one.

**What are BPG's plans for the future?**

**Jason:** We've got some cool stuff on the horizon. Most ready for prime time is Durance, an RPG that takes place in a futuristic penal colony. It is sort of grim.

**Steve:** We always seem to have a few irons in the fire, and we shift them around as our interests change. In addition to Durance, we've got plans for some future Fiasco Playset products, a possible card game, and some collaborations with other artists and designers.

**Tell us a little bit about your plans for MACE and Fiasco.**

**Jason:** I'll be at the 2011 show Saturday only, and it is looking like my schedule is packed! We'll see. Anyway, don't hesitate to grab me and say hello even if you see me pretending to be a cowboy or something.

**Steve:** I'm running two tables of

Fiasco on Saturday morning, and I'd love to introduce it to some new people. I'll be around the rest of Saturday taking in the scene and chatting with people about games and publishing, and maybe catching a pick-up game in the lobby. If you're interested to know more about Bully Pulpit, come find me!

**Links**

[Bully Pulpit Games](#)

[Patrick Murphy](#)

[Fiasco](#)

[Fiasco Companion](#)

[Shab-al-Hiri Roach](#)



## Special Features

### Grinning Goblin

The Grinning Goblin will be offering **Jersey Mike's** sandwiches, **Dominos** pizza, fresh chili, sodas, chips, candy, muffins and more. Food will be for sale all weekend.

*"It was awesome to have tableside food and drinks last year."*



## NIGHTFALL

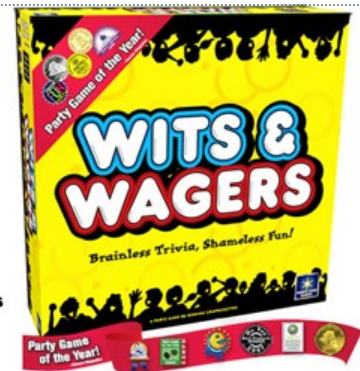
Win a signed copy of the new expansion, Nightfall: Blood Country

Nightfall is the deck-building game of modern horror action from Alderac Entertainment Group. Designed by David Gregg, Nightfall puts players in control of minions of the night, fighting one another for control of an Earth shrouded in eternal night. Werewolves, vampires, ghouls, and those who fight them see no need to hide from the public, waging their war in the streets. Featuring direct head-to-head game play, card drafting, and the unique "chain" mechanic, Nightfall is unlike any other deckbuilding game on the market.

Co-hosted by the Game Creator, David Gregg

### Wits & Wagers at MACE

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Not a trivia buff? It doesn't matter! Each player writes a guess to a question such as "In what year did the bikini swimsuit make its first appearance?" or "How many feet wide is an NFL football field?" and places it face-up on the betting mat. Feeling confident? Bet on your guess. Think someone else knows better? Bet on his guess. Strike it big and you'll be cheering like you just hit the jackpot!

MACE will run 2-hour sessions of this Friday and Saturday. Each winner will be recorded and the ultimate over all winner will be announced at the auction, and win a *fabulous* Justus prize pack.