



**Gamers for Humanity**

*Everyone needs  
a chance to play*

[www.gamersforhumanity.org](http://www.gamersforhumanity.org)

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**In This Issue:**

- **DieCon 2010 After-Action Report**
- **Gen Con 2010: Brass Band!**
- **Wanted Items**

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**DIE CON 2010  
COLLINSVILLE, IL**

**June 4-6** — Gamers for Humanity would like to express our immense gratitude to the staff and attendees of the **DieCon game convention** in Collinsville, IL (the St. Louis area). This past weekend's convention was the tenth DieCon, and Gamers for Humanity was thrilled to be invited to be the official charity of DieCon. This meant that GfH was the beneficiary of the DieCon Silent Auction, and the gamers in attendance turned out in force, both with donated items and with purchases.



Just a portion of the donated games in the silent auction. (Someone even bid on the Febreze in the foreground!)

Aside from the fundraising, the auction served to help us introduce our organization to a large number of very friendly and receptive gamers, many of whom we look forward to working with in the future. Among the donations to the auction was this fantastic miniature set piece from **Black Pigeon Press**, makers of the Hacktastic D/20 Fantasy game:



6+ feet of foam-core miniature madness!

Black Pigeon also donated a complete set of all of their products, which went for a very nice price indeed. (I was able to page through a few of the books during the convention, and it's a heck of a game.)

Cont...



DieCon Cont...

Our specific goal for the DieCon fundraising was to raise money for our **Game Library** partnership with **Habitat for Humanity of Indianapolis**. And, we are incredibly happy to report that the money raised at DieCon, thanks to the incredible staff and attendees, should allow us to provide a personal library of games to **every** family Indy-Habitat pairs us with this year!



The sounds of rolling dice...

We cannot thank DieCon, its staff, and its gamers enough. We had a tremendous experience this past weekend, and we are looking forward to a continued relationship with everyone involved—a great convention.

On a personal note, I'd like to cast my vote for 'Best Game of 2011' in advance for *Hobomancer: The Unbecoming* by the guys at **Hex Games** (makers of the QAGS game system and *Laser Ponies*). Wandering the rails of the 1930s to defend America from devils and demons never looked so fun. Listen to the wisdom of 'the Train Whisperer'.

There is no difference between 'volunteers' and 'non-volunteers'...just between 'volunteers' and 'those who have not volunteered yet'. We are all the same kind of person, with the same kind of lifestyles, the same kind of resources. There is no trick to volunteering other than simply deciding to do so.

## GEN CON UPDATE: BRASS BAND!

**Update!** — We are very excited to announce that Gamers for Humanity will be bringing the **Bay Street Brassworks** brass band to **Gen Con 2010!** This critically-acclaimed 5-piece brass band from the Indianapolis area will be playing several sets of New Orleans-inspired jazz during the convention, and maybe even hanging out at our booth. They and Gamers for Humanity will also be featured in the *Gen Con Opening Ceremonies* on Thursday, August 5<sup>th</sup>. It's Mardi Gras in August—come celebrate with Gamers for Humanity!



## CALL FOR VOLUNTEERS

We also still need a few people willing to volunteer at our booth. An hour or two here, an hour or two there...we're flexible with your schedule. All you need is a willingness to talk to people about what is it that we do. The request includes tear-down as well, so if the only time you have available is Sunday after the Con is over, we'll still take you. Email Lisa ([lisa@gamersforhumanity.org](mailto:lisa@gamersforhumanity.org)) if you'd like to help.



## WANTED ITEMS

**Laptop or Netbook** — We are looking for a laptop or netbook for use at our convention booths and on work trips. A netbook with a long battery life would be ideal, but an old notebook would be great as well. It doesn't need to be anything special—for running videos, websites, and spreadsheets primarily. Contact Tom if you can help ([tom@gamersforhumanity.org](mailto:tom@gamersforhumanity.org)).

**Donations** — As our programs multiply and expand, our need for an operating budget also expands. We would like to encourage you to consider regular donations, yearly or monthly, to help make our goals a reality. We are a 501(c)3 organization, meaning that donations, both monetary and objects, are tax deductible.

To make the process easier we have Paypal, we can setup automated reminders, and we are on the verge of being able to take advantage of automated deductions from bank accounts. While we receive support from a number of great companies, we are funded primarily by private donations, and we can always use your help. We can make even \$10/month go a long way (we're like NPR, except without the pledge drives).

Contact [Lisa](#) or [Tom](#) for more information.

**Van** — Anyone have a 15 passenger van they are looking to get rid of? I know, a big item. But we could use one if anyone has one.

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