



# TOWN CRIER

## SHARING STORIES FROM THE TABLETOP COMMUNITY



### Kickstarter Corner

What's new on Kickstarter? Let's take a look!

**Winner Winner Chicken Dinner:** A fox-y game of fun! Steal the most chickens while the farmer is away!

**Unicorn Fever:** Race your unicorn across the rainbow! The most gold collected at the end of the game wins!

**Root: The Tabletop Roleplaying Game**  
Roleplay in a world of woodland creatures. Based on the game "Root: A Game of Woodland Might & Right."

**Seven Bridges:** A "roll and write" dice game. Earn points by crossing the seven bridges in the city of Konigsberg!



Photo courtesy: Kevin Cook



Photo courtesy: Kevin Cook

## World's Largest Dice Collection

From glass to paper, Kevin Cook has the largest collection of dice in the world! He has gained global attention for his collection of over 92,000 dice.

Cook's love of dice developed from a love of gaming. In 1977, he began playing Dungeons and Dragons and accumulated a few different sets of dice. But he really didn't consider collecting dice until 1981.

"It was not really a die that made me decide to collect dice," he said. "It was a find at a pawn shop. I purchased a shoe box full of old dice."

The shoe box contained dice made of bone and other fragile materials that quickly fell apart. What didn't fall apart, however, was his interest in dice. This shoe box sparked a desire to keep collecting.

In 2004, he was awarded the world record for the largest collection of dice. At the time, Cook had 11,097 dice

recorded in his collection with no duplicates. Today, his collection stands at 92,584 dice and is growing daily!

"I pick a favorite [die] of the month, each month, and post it along with the highlights for the month."

Cook spends anywhere from five to forty hours a week, just collecting dice! Each die is extensively cataloged by type of material. He records everything from color to the number of sides to the size of the dice. From a quarter of an inch to over sixteen inches long, his dice are individually unique with no duplicates.

"Almost all dice are unique in one way or another, but the ones for which I know there will be none other made (I have hundreds) are what I think of as unique."

That's why Cook recently purchased the new Sichernan dice from Legends of Ravenhall! This will continue to add to his ever-increasing unique collection ... in fact, the largest in the world!

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## Chatting With The Giveaway Geek

### The Story Behind The Giveaways

#### LAKE LEAFY WITH THE GIVEAWAY GEEK

##### Tell me a brief bio of yourself. What is your background?

I'm an old man, If you ask my kids. My wife and I have been married 18 years. We have 5 kiddos ranging from 16 years old all the way down to 5 years old. I've practiced as a pharmacy tech for close to 16 of those years. 4 of them I was active duty in the United States Air Force. Due to health concerns of my wife, I stopped practicing pharmacy and made my hobbies in the board gaming world into our income just over 1 year ago.



Photo Courtesy: The Giveaway Geek

##### What sparked your interest in board games?

I've always been a fan of games. As a kid it was always a big deal to get to play hours and hours of games with our cousins. Skip-bo, Phase 10 & Uno were always go to's. While in the military I collected uno games. We have over 30 editions. My wife found hobby gaming before me. Her and I would always play Parade the card game mixed in with a little of Seasons the board game. But, my full interest didn't quite peak until my then 8 year old son and I sat down to play Blood Rage after Rodney Smith showed us how to play it on his YouTube channel. It was like Christmas. It's been downhill ever since.

##### What happens at The Giveaway Geek?

The Giveaway Geek was started in February 2015 and it has seen consistent

growth; created by Ryan Camick, a janitor at his local hospital, just a regular guy who works to provide for his growing family. The Giveaway Geek's goal is to work to create a community in building relationships by connecting online stores, publishers and independent companies with potential customers; while providing a fun and interesting experience for everyone. He did a lot of

Self-sponsored giveaways.

Unfortunately, I'm not able to do that. So since I took over they have all been sponsored by others except for one giveaway.

##### How does the giveaway process work?

It's simple really. Clients sign up to our giveaways. Which looks like this for them: With any of our giveaways, keep in mind that you are using my network which we've established to advertise to them. A social media post will occur every 5 days throughout the giveaway on each 17.2K+ Twitter Followers; 9,525+ FB Page Followers/likes; 3,294+ Instagram Followers

You would be responsible for the prize(s) and delivery of said prize. You would need to deliver a prize to the winner regardless of how your campaign performs. If for any reason you need to re-vamp and re-launch your kickstarter campaign, as long as you let us know we can freeze the giveaway and relaunch it.

It's even simpler for those entering the giveaways. You simply visit our website and take certain actions to do so. Visiting social media sites, signing up for newsletters and most importantly visiting our sponsor's kickstarter campaigns.

##### Any future plans for The Giveaway Geek?

Oh boy have we got plans. I'm trying to figure out the logistics of providing a subscription service. As well as I want to branch out with other types of giveaways. The main ones being everything running (As I'm an avid runner) and books (as my wife is an author).

## Mathematical Dice



What are Sicherman dice? What makes them so special?

We at Legends of Ravenhall stumbled onto Sicherman dice when we began to design our first Kickstarter game, *Headhunter: Hilarious Hires From History*. After the game wasn't working with a standard six-sided die, we knew we needed to turn to a four-sided die. But, instead, we decided to create a custom die that was six-sided but only had four as the highest number.

It was pointed out to us that the die that we were creating for our game was actually half of a pair of Sicherman dice.

Sicherman dice are the only alternative to a pair of traditional six-sided dice. This means that they have a different number arrangement that will still have the same probability of rolling normal dice. The faces on the dice are numbered 1, 2, 2, 3, 3, 4 and 1, 3, 4, 5, 6, 8 as opposed to a standard die.

Learning more about these dice, and being already halfway there in creating Sicherman dice of our own, inspired us to go the extra mile in creating the complete set.

We decided to give our dice a unique look with beveled edges and a unique arrangement of pip patterns. They also come in four colors: red, blue, black and white.

Our Sicherman dice are now available, as well as the matching standard dice of course, for those math-geeky enough to have them!

Look for more information about the dice on our Facebook page or on our website: [www.legendsofravenhall.com](http://www.legendsofravenhall.com).



## Kickstarter Highlight – Cardboard Console’s Dance Card!

MICHAEL MELKONIAN WITH CARDBOARD CONSOLE

**Tell me about Cardboard Console. What made you want to begin designing games?**

“Most other designers I speak to would agree that game ideas are kind of like intrusive thoughts, you're just involuntarily bombarded with these different designs with varying levels of potential. When an idea with enough potential comes to you, there's just this compulsion to get it out into the world. I've been designing games off and on since I was a kid, starting out with just pen and paper designs, all the way up to a fully polished game like Dance Card! The desire to see the best ideas you think of come to fruition and get out there in players hands is what drives most creative people, I think.”

**Is Dance Card! your first game?**

“It's certainly the first game to get this far along in development. I've had various prototypes in development for years, but something about the perfect cohesion between theme and mechanics with Dance Card! just pushed that idea to the top of the list. I also think the attention to art, the diversity of the cast, and the contemporary setting are things that seem to be lacking in current tabletop landscape, so I wanted to provide something for players that went against the grain a little bit. Don't get me wrong, I love slaying dragons and fighting off the minions of Cthulhu as much as the next person, but sometimes you just want to see something different.”

**What is the storyline of the game?**

“Dance Card! is set during a high school Homecoming dance, and each player takes on the role of one of the students at the dance. The objective of the game is to dance with all three of your assigned Dance Partners. It's a simple enough goal, but there are a lot of other things to get in your way like mood-killing chaperones, rivals, the actual crush of your dance partners (which, unfortunately, is not you). Each character is also completely unique, with their own personalities, abilities, and friends that can help you succeed. I really put a lot of effort into making the aesthetic and story of the game feel authentic to the theme.”

**Why should someone support your game on Kickstarter?**

So many reasons! First off, this game supports three different play styles: Solo, Competitive, and Cooperative. It is also designed to be a gateway game for getting kids and non-gamers into the hobby, but it also includes challenge cards for players who want to play in hard mode, so it caters to literally any kind of player. It's also the only game I know of that has 32 completely unique characters that you can play as right out of the box, which means there is tons of replayability. The game also just looks great on a table! Any time I've done a demo at a store or a convention, people always stop to look at it because it's so colorful. Finally, if you're someone who cares at all about inclusion and representation in games, this is a great product to support!

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