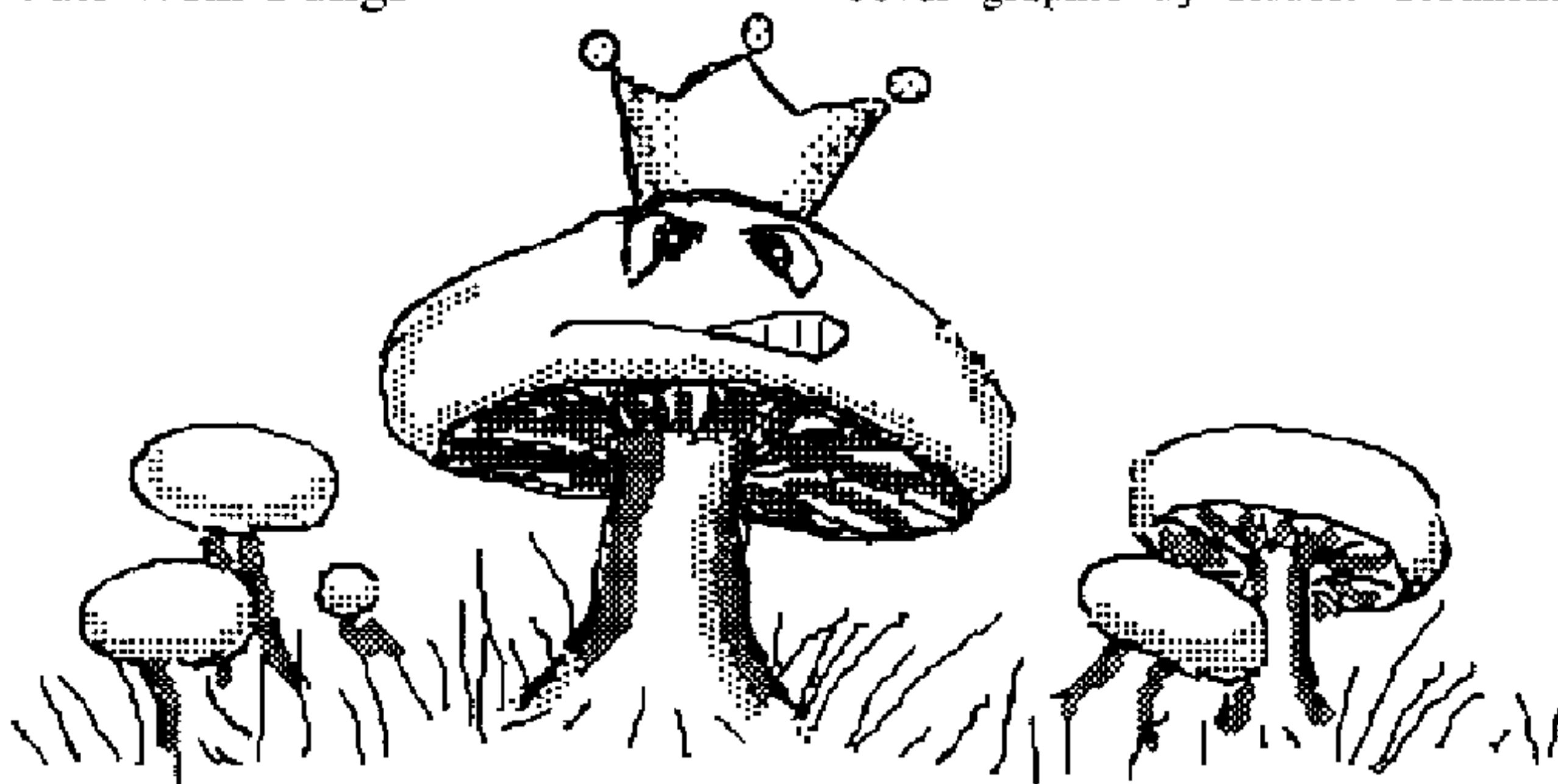


Papyrus #6

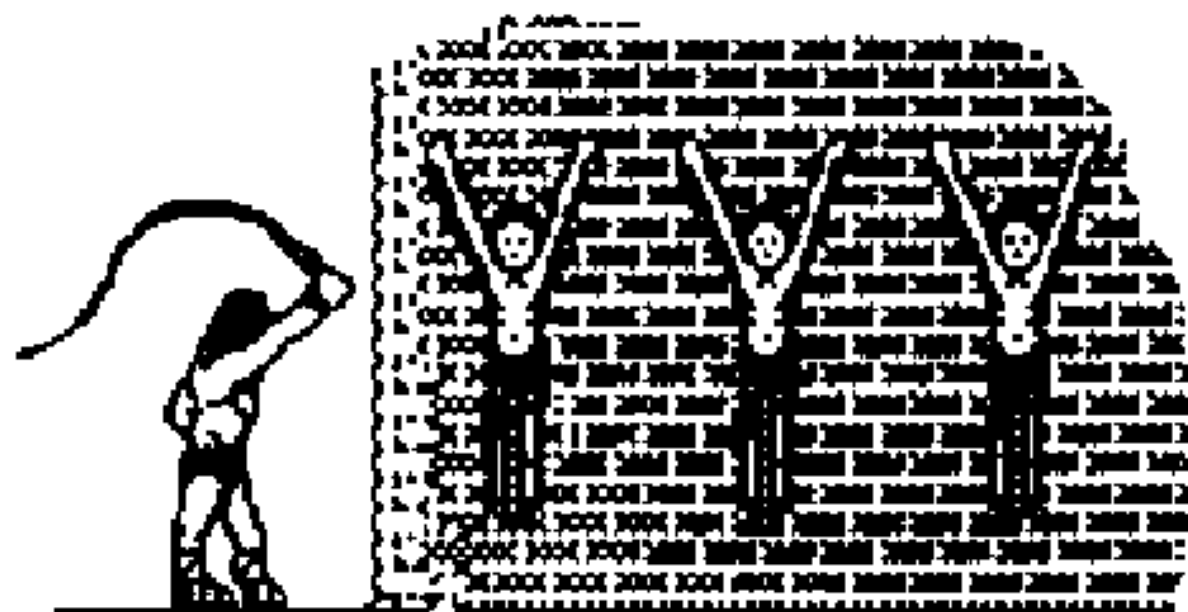
Fun With Fungi

cover graphic by Robert Urbanski



April Fools Issue!

Write back, or else!



Inside: Cartoon Laws of Physics / Agility vs. Dexterity / Mini-reviews
Car Wars / Ysgarth to DragonQuest creature conversion and a DQ denizen
and more!

PAPYRUS™ #6 April Fools!

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Scribbles from the Scribe

What's the difference?

I was introduced to RPG by the old blue covered basic D&D game. From there I graduated to AD&D in what seemed a natural progression. Then one day a relative gave me a boxed D&D expert set as a gift and it took me many years to recover.

It took me several months of reading and re-reading to realize that there must be an updated version of the basic rules. This was after a week of trying to come to grips with the fact that race and class were the same in the D&D expert rules. I was still confused, which way was TSR going? I couldn't believe the answer was, both ways! Even after I settled the controversy in my head, it was reawakened by the rebirth and death of DragonQuest at TSR. I thought, now here's a really different way to do a FRPG, based on skills vice class, but alas it has died of apathy and been partially absorbed into the AD&D 2nd edition (look for it, it's in there).

Speaking of the 2nd edition, now I see even less reason to differentiate. Why are these two systems segregated so? TSR even

produced a DragonQuest/AD&D adventure before it produced it's first D&D/AD&D (Hollow World Campaign), what is their logic?

I have always chosen to ignore the difference. A D&D elf is an AD&D elven fighter/mu, right? I have had no problems using D&D adventures, creatures and variants with AD&D. The stats are the same, the combat systems are the same and the vocabulary is the same.

Can anyone explain why? Is there a marketing strategy or some sort of business savvy I am missing? Am I over simplifying the similarities? I think not, gamers are notoriously bad business men. I believe the dual existence of D&D/AD&D was a bad decision that got out of hand years ago and no one has had the guts to stop it. AD&D should be what it is, a variant of D&D (or visa versa). I don't see any more simplicity in the current D&D rules compendium than in the AD&D books. The only glimmer of intelligence in this whole mess is the new D&D basic role-playing/board game, which is a natural extension of TSR's Dungeon game toward FRPGs.

If TSR never wakes up,

don't kid yourself, with few exceptions AD&D gamers can still easily use D&D material and with a couple of more exceptions the reverse is also true. The least compatible section would have to be the D&D Immortals rules, but I'm sure any DM worth his salt could use it as an AD&D supplement and run some great D&D Immortals adventures in his AD&D world.

If I were TSR and I wanted to support 2 different FRPGs in my line, I would have combined D&D/AD&D as variants of one another and kept up support for DragonQuest to compete with other non-class/skill based systems like RuneQuest, Fantasy Hero and GURPS Fantasy. Just as ICE supports Rolemaster, MERP and Fantasy Hero, TSR could support D&D/AD&D and DragonQuest (remember the Conan RPG?). The proof is in TSR's DQ1, The Shattered Stone adventure module which contains stats for both AD&D (Forgotten Realms campaign) and DQ. In fact, it wouldn't be a far stretch to use the DQ system (just as Chaosim, Hero and SJG) with other genre and/or settings. But who am I to blow against the wind (we'll see, more DragonQuest to follow).

April Fools Feature

THE LAWS OF CARTOON PHYSICS

By Trevor Paquette and Lt. Justin D. Baldwin, from SJG's Illuminati BBS (512)4477-4449
Cartoon Law I.

Any body suspended in space will remain in space until made aware of its situation.

ex. Daffy Duck steps off a cliff, expecting further pastureland. He loiters in midair, soliloquizing flippantly, until he chances to look down. At this point, the familiar principle of 32

feet per second per second takes over.

Cartoon Law II.

Any body in motion will tend to remain in motion until solid matter intervenes suddenly.

ex. Whether shot from a cannon or in hot pursuit on foot, cartoon characters are so absolute in their momentum that only a telephone pole or an outsize boulder retards their forward motion absolutely. Sir Isaac Newton called this sudden termination of motion the stooge's surcease.

Cartoon Law III.

Any body passing through solid matter will leave a perforation conforming to its perimeter. Also called the silhouette of passage, this phenomenon is the speciality of victims of directed pressure explosions and of reckless cowards who are so eager to escape that they exit directly through the wall of a house, leaving a cookie-cutout perfect hole. The threat of skunks or matrimony often catalyzes this reaction.

Cartoon Law IV.

The time required for an object to fall twenty stories is greater than or equal to the time it takes for whoever knocked it off the ledge to spiral down twenty flights to attempt to capture it unbroken. Such an object is inevitably priceless, the attempt to capture it inevitably unsuccessful.

Cartoon Law V.

All principles of gravity are negated by fear. Psychic forces are sufficient in most bodies for a shock to propel them directly away from the earth's surface. A spooky noise or an adversary's

signature sound will induce motion upward, usually to the cradle of a chandelier, a treetop, or the crest of a flagpole. The feet of a character who is running or the wheels of a speeding auto need never touch the ground, especially when in flight.

Cartoon Law VI.

As speed increases, objects can be in several places at once. This is particularly true of tooth-and-claw fights, in which a character's head may be glimpsed emerging from the cloud of altercation at several places simultaneously. This effect is common as well among bodies that are spinning or being throttled. A 'wacky' character has the option of self-replication only at manic high speeds and may ricochet off walls to achieve the velocity required.

Cartoon Law VII.

Certain bodies can pass through solid walls painted to resemble tunnel entrances; others cannot. This trompe l'oeil inconsistency has baffled generation, but at least it is known that whoever paints an entrance on a wall's surface to trick an opponent will be unable to pursue him into this theoretical space. The painter is flattened against the wall when he attempts to follow into the painting. This is ultimately a problem of art, not of science.

Cartoon Law VIII.

Any violent rearrangement of feline matter is impermanent. Cartoon cats possess even more deaths than the traditional nine lives might comfortably afford. They can be decimated, spliced, splayed, accordion pleated, spindled, or

disassembled, but they cannot be destroyed. After a few moments of blinking self pity, they reinflate, elongate, snap back, or solidify.

Corollary: A cat will assume the shape of its container.

Cartoon Law IX.

For every vengeance there is an equal and opposite revengeance. This is the one law of animated cartoon motion that also applies to the physical world at large. For that reason, we need the relief of watching it happen to a duck instead.

Endorsements

Alarums & Excursions, the largest and predominant RPG Amateur Press Association (APA). Published by Lee Gold (ICE Vikings, GURPS Japan, Lands of Adventure, Land of the Rising Sun). Don't just read, participate! For more information send a SASE to, Lee Gold, 3965 Alla Road, Los Angeles, CA 90066

Silver Griffin, a semi-pro, independent magazine on RPGs. For more information send a SASE to, Devlin Janax editor, Silver Griffin, P.O. Box 1751, St. Paul, MN 55101.

Agility vs Dexterity:

expanding AD&D/D&D character generation by Nick Parenti (edited version appears in Silver Griffin #22)

Is every watch maker and safe cracker also a gymnast? Can every acrobat and dancer perform brain surgery? Is dexterity the same as agility? In most cases the answer is the same, no. If you look up the word dexterity in your dictionary it may define it as skill and/or ease in using the hands. Agility may be defined

as nimbleness, or the ability to move with quick and easy grace. These different definitions, for the above similar words, are applied below to expand character uniqueness.

There are game systems that provide characters with both dexterity and agility scores (eg DragonQuest, Lands of Adventure), others provide for one or the other to define both. The following is a guide to separating the two. Although this is specifically geared toward AD&D and D&D, it can be used to expand personal attributes in other game systems, Gamma World and Villains & Vigilantes come to mind.

TSR's fantasy game rules use a single dexterity attribute score for both physical agility and manual dexterity, but this can be easily changed. Using two attributes vice one is just a matter of categorizing the skills and/or abilities dependent upon the original, single, score into agility or dexterity dependent skills and/or abilities (see table 1 on page 5).

The next step is to add the extra roll for determining an additional ability score and ensuring that the previous adjustments made to the single score are again categorized as agility or dexterity based or possibly both (see table 1 on page 5).

You are now ready to expand the physical realness of your gaming. With this system thieves may have to choose between a life as a cutpurse or a cat burglar based on the strengths of their dexterity and agility scores. Now Bards and Illusionists may not be able to dodge arrows as well as Rangers even though their manual skills far exceed a

Ranger's. Dwarven smiths can now create the intricate works of art they are renown for even though they can't perform yoga.

Ysgarth to DragonQuest, a simple creature conversions to help DQ players use the Ysgarth creatures in the pull-out section of Papyrus #5.

Name:

Natural Habitat: (from text)

Frequency: (from text)

Number: (from text)

Description: (from text)

Talents, Skills, and Magic:
(from text)

Movement Rates: TMR*50yds/min,
(Note - Humanoid Running: 250)

PS: STR MD: DEX AG: AGI MA: TAL
EN: CON FT: * WP: WIL
PC: (JUD+INT)/2
PB: APP TMR: ** NA: AV***

Weapons: See attacks and defenses, normally listed just below statistics and above descriptive text. For non-weapon/natural weapon attacks: use Skill Rating (SR) for Base Chance and divide Maximum Damage (MD) by 10 (round off to the nearest whole number) to get the Damage Modifier. This is a rough approximation and may need massaging.

Comments: (from text)

* = Calculated from Endurance (EN)
** = Calculated from Agility (AG)
***= Use most logical of the 3 AV values normally provided (usually the highest). AV score always assumes humanoids are wearing armor.

TABLE 1 for Agility vs Dexterity (starts on page 3)

	Agility Based ---VS---	Dexterity Based
General	Speed Acrobatics Grace	Accuracy Ambidextrous Spell Casting
Ability Related	AC Adjustment Defensive Adjustment Reaction Adjustment Two Weapon Combat	Missile Attack Adjustment
Class Related Skills	Hide in Shadows Move Silent Tightrope Walking Pole Vaulting Tumbling Evasion Tumbling Falling Tumbling Attack	Pick Locks Find/Remove/Set Traps Pick Pockets
Skills	Dancing Seamanship Charioteering	Cobbling Seamstress/Tailor Pottery Musical Instrument Rope Use Gem Cutting Forgery Set Snares Juggling Bowyer/Fletcher
Class Minimum Scores	Ranger Minimum = 13 Thief Minimum = 9	Ranger Minimum = 6 ** Thief Minimum = 9 *** Illusionist Minimum = 16 Transmuter Minimum = 15 Bard Minimum = 12
Aging		
Old Age	-2 to Agility	-1 to Dexterity
Venerable	-1 to Agility	-1 to Dexterity
Racial Min/Max		
Dwarf	3/17	3/18 (smith skills)
Elf*	6/18	6/18
Gnome	3/17	3/18 (gem cutting)
Half Elf	6/18	6/18
Halfling	7/18	7/18
	--for 1st Edition--	
Half Orc	3/17	3/17
	* Elves and Half Elves receive +1 to one or the other, but never both.	
	** Agility replaces Dexterity as a Prime Requisite for Rangers.	
	*** Agility becomes an additional Prime Requisite for Thieves.	

Peculiar Personalities (?)

Car Wars cars from SJG's
Illuminati BBS (ibid).
By: SEAN WHALEN Date: 5/21/91

Sleek and powerful a great
first car. This little beauty
has what it takes, Driver,
JD(b), MML(f), 25 point hubs,
25 point guards, armor F/25
R/20 L/20 T/10 U/13 B/22,
Acc 5, HC:4, top speed 92.5
cost \$4521, weight 2495Lb
OPTION I Remove 2(two) points
armor and add SWC, cost \$4999

Leave them burning for your
car. Let them get a little
hot under the collar. The new
FIRE DRAKE will turn there
dreams of victory into ashes.
Ready for Division Five
Dueling this little baby has
flames aplenty. FIRE DRAKE
Compact, Std. chassis, Med PP,
Hvy. susp., PR Tires, Driver,
LFT(R), LFT(L), SD(B), Fake
Ramplate,
ARMOR(F:15,R:12,L:12,T:5,U:5,
B:15), Accel 5, HC:3, Cost
\$4997, Weight 3549 Lb, Top
Speed 100.

A favorite tactic is to set
up a car for a ram and when it
manovers away from you blast
it with the light flame
thrower and maneuver behind it
slightly to the left or right,
just enough to be in your side
arc, and stick there. You
have to stay close due to the
range limitation inherant in
the weapon, but he'll most
likely catch fire about the
third or forth shot freeing
you to prusue other targets.
Quite often the SD is droped
and a ramplate is added.

More Dungeon For Your \$

More RPG supplements that have
hidden, generic uses.

Indiana Jones, Judges Survival
Pack, by H. Johnson, for TSR.

I took Tony Lee's advice
and sought out this game
accessory. Although I paid a
little more than the \$1 Tony
boasted of, I am still very

pleased. Any pulp or recent
history RPG enthusiast will
find the fold-up figures and
props, and Generating
Characters for Adventures
section useful. Gamers of any
genre will find the: Random
Ruins, Dealing With the
Unknown, Spicing Up Chases,
Runes and Secret Writings and
Sample Ruin Maps, sections
useful to different degrees.
A good deal of the info is
non-system dependent and
conversion of most of the
remaining info seems easy
enough.

This stuff is good!
The random ruin generator not
only creates the map but helps
develope the whys, whats and
whoms of a ruin. Another
innovation is in the "chase
scene" flow charts, easy,
quick and fun. I don't know
what the original cover price
was but if you see it for \$4
or less, buy it!

The Convert, a Fantasy Masters
FRPG adventure by F. Mentzer,
for New Infinities Prod., Inc.

Yes, I know the
Fantasy Master line is
advertised as generic but I
had to put it in writing, it's
true. With varying degrees of
work, the Fantasy Master
system will work with any
game.

DragonLance Adventures, by
Hickman & Weis for AD&D.

This \$15 sourcebook,
for a sorry excuse of a
campaign setting, just caught
my attention when it went on
sale (\$5 or less from what
I've seen). Written for the
AD&D1, it is fully compatible
with AD&D2. If you use a TSR
FRPG, or not, the info in here
is worth the reduced price.
It contains: Descriptions,
histories and PC info for
Krynn's unique races
(including minotaur as PCs).
Places of interest, creatures,

spells, magic items, deities, non-weapon proficiencies, NPCs, etc. It details the world, it's weather, history and universe. You can hate the DL campaign and still find \$5+ of worth in this hard cover book, check it out.

I did not purchase the Greyhawk Adventures book because even at the sale price it lacked unique and interesting information. You may still want to take a peek at it due to the reduced price.

Fantasy Hero (2nd ed, Larry Elmore cover), a campaign book for the Hero sys, by R. Bell, for ICE/Hero.

That's right, it has generic uses, but at its normal cover price you may want to check it out first.

The Campaign book section has an excellent introduction on what to base characters on. There are some unique PC races offered that, with the conversion material in the appendix, can be used with any system. The character archetypes provides excellent templates for creating characters in a skill based system as well as a class based system (it could very well supplant the need for The Complete Thief's Handbook, for example). The skill lists and explanations are also helpful.

The Magic System Concept, Original Magic System Design, and Campaign Ground Rules Sheets are extremely valuable and exportable. They provide excellent checklists for GMs and outlines for players. The Conventions of "Genre" Fantasy section is equally valuable to anyone starting a new campaign. In general there are lots of tools for GMs of any fantasy game.

The Source Book section holds a campaign setting, interesting NPCs and some good

adventures too. The appendix contains conversion material for Fantasy Hero 1st ed., AD&D, GURPS and Role Master (a DQ conversion would not be difficult, hmmm).

You may fire when ready, but I'll stick to my guns, this is a usable generic supplement. As I said, it will be difficult to find on sale, so sneak a peek before you lay out your \$\$.

Tredroy, a GURPS Fantasy City by A. von Thorn, for SJG.

I got this one for \$4, another discount well worth the cost. If you read the back cover, the second to last sentence acknowledges the use of the book with other systems. Within it gives hints on using it with SciFi or Espionage backgrounds as well.

The city is well defined yet not overly detailed. It is multi-cultural and full of intrigue. Politics, economics, theology, guilds, customs and law all receive ample explanation. Find it, check it out and decide for yourself. I find it works extremely well with RQ Cities and the Conan geomorphs I described in Papyrus #5.

Ingenious Items

These are magical items are from Ragnarok's Necropolis of Dreams BBS, (512)472-6905. They are described in some detail, covering their powers and appearance, plus other appropriate information for use with Ysgarth and AD&D/D&D FRPGs. Note that none of these items are easy to analyze, and none have instructions.

Ring of Ehzar

This is a small ring of black metal. When it is worn, it causes horrible apparitions

of demons and monsters to appear behind the wearer. Those who see them rising up behind him will be horrified and run in terror, but if he turns around to see the cause, they will become real and rip him to shreds.

Seeds of Ostoxanbandi

This is a bag with 30 small white pebbles, which when placed in the ground and left their over night will grow into skeletal warriors (1 per seed). These warriors will serve the planter until the fall of the next night.

Wand of Greater Sealings

This wand is limited to 3 charges. It has the power to seal doors and gates of a magical nature which have been opened. It seals them permanently, with a sealing spell of 100th level, which cannot be broken by a spell of lower level. The wand must be touched to the door to be sealed, and is 3ft long.

Key of Azadeghi

This 'key' is actually a long metal rod with inscriptions all over it, giving a lengthy phonetic chant to use while touching the rod to designated spots to open the Gate of Darkness. It will work only once in every 10 years, and dispells sealing spells of up to 200th level.

Dark Arm of Sutekh

This is a cestus, designed to be worn on the right hand and made of a reddish crystal. In addition to working as +2/+2 doing 1D12 damage as a cestus, it makes the wearer's hand totally immune to magic of all kinds, allowing him to touch and manipulate otherwise deadly items. It is also fire, cold and radiation proof.

Discus of Dismemberment

This is a combat weapon with unusual properties. It strikes at missile range as +5/+5 with 50% sword of sharpness, always hitting at a joint when it hits. It also returns every 3rd Combat Round to the user. Unfortunately there is a, 60-Skill Level of discus, percent of fumbling and hitting oneself every time it is used.

Staff of Tab'id

This 4ft long staff of ancient, petrified wood is a very powerful magic item. It has 50 charges, which may be expended at a variable rate as needed. Each charge dismisses one level worth of extra planal being to his plane of origin if the bearer can strike that being with it and if the being fails his save. Extra charges can be expended to lower the save at -1 per extra charge. It cannot be recharged.

Entity Encounters

The Swamp Reaper, for
DragonQuest by Nick Parenti

Name: Swamp Reaper

Natural Habitat: Swamp, Marsh

Frequency: Very Rare

Number: 1-3(1)

Description: 12' tall, carapace armored behemoth. Its neckless head is crowned by a pair of rams horns.

Clothing is limited to trophies and interesting items from past victims. The left hand has evolved to resemble a small, bare tree or fallen limb.

Their carapace is flexible and sinew-like giving the appearance of gnarled tree roots. With its nostrils located at the front of a protruding ridge above its eyes, it can breath submerged.

Talents, Skills, and Magic:

No magical abilities, skills or talents. Can use crude weapons of up to giant size but will not attain any rank in their use.

Movement Rates:

Running: 400-500

PS:18-36 MD: 4-22 AG: 3-21 MA: 5-8
EN:30-40 FT:18-24 WP: 4-22 PC:20-25
PB:0 TMR:10-12 NA: Hide absorbs 5 DP

Weapons: The creatures' usual tactic is to lay hidden beneath the swamp's muddy surface with only its left claw exposed. The claw is used like a trap (+3 damage modifier) to capture passing victims, humanoids are their favorite. The victims are then drowned, eaten alive (+4 damage modifier/bite) or bashed against a hard surface while still in the grip of the claw (+3 damage modifier/bash). If pressed into combat these creatures will employ crude weapons, a claw attack and/or attempt to ram large victims with its horns (+8 damage modifier).

Comments: "Mating" occurs yearly. Reapers are asexual and mate by injecting dormant a egg into a live, humanoid victim via a small stinger at the base of the left claws palm. Once set free the victim will not appear harmed until the next time they view a swamp or marsh. At this point they will insist on settling in there, and will fall seriously ill within 4 months. After 1 week of illness they will die and their body will then be absorbed by the growing reaper within them.

A variant race exist in cold, snowy wastes. These grey, woolly, Arctic Reapers are hairy copies of their swamp dwelling cousins. They

use large snow drifts to conceal themselves from their prey.

SUPPORT FOR DRAGONQUEST -

Since my review of DragonQuest in Papyrus #3, I have found it is not so un-supported as I had thought. The following references apply:

DRAGON MAGAZINE

NUM	PAGE	ARTICLE TITLE
49	68	TRAVEL AND THREADS FOR DRAGONQUEST
57	24	THE VERSATILE MAGICIAN
78	84	THE THRILL OF THE HUNT
82	20	ENHANCING THE ENCHANTER
86	24	THE WARRIOR ALTERNATIVE
89	42	LEARN MAGIC BY THE MONTH
92	62	GOING UP AND GETTING WET
96	56	GETTING IN OVER YOUR HEAD
97	28	FOR A FULLER BACKGROUND

IMAGINE MAGAZINE

7	?	INTRODUCTION AND SCENARIO
16	25	SETHOTEP DRAGONQUEST/D&D/AD&D EGYPTIAN ADVENTURE

ARES MAGAZINE (check any issue before #14)

7	5	THE HOUSE OF KURIN DRAGONQUEST ADVENTURE
	30	DRAGON NOTES RULES CLARIFICATION
13	38	QUESTING-- COLLEGE OF SUMMONING EXPANSION
	45	THE TREASURE OF SOCANTRI, DRAGONQUEST ADVENTURE
12	9	ADVENTURES IN ALBION
	36	QUESTING- NEW CHARACTER RACES

SPI PRODUCTS

2ND EDITION RULES
THE PALACE OF ONTONCLE - ADVENTURE

THE BLADE OF ALLECTUS -
ADVENTURE
THE ENCHANTED WOOD - ADVENTURE
ARCANE WISDOM - RULES
SUPPLEMENT
THE DRAGONQUEST RANDOMIZED
DUNGEON KIT - ACCESSORY
FRONTIERS OF ALUSIA - CAMPAIGN
ARENA OF DEATH - GLADIATORIAL
COMBAT GAME IN THE WORLD OF
DRAGONQUEST

TSR PRODUCTS
3RD EDITION RULES
DQ1, THE SHATTERED STATUE -
AD&D/DQ FORGOTTEN REALMS
ADVENTURE AND RULES EXPANSION

JUDGES GUILD PRODUCTS
HEROES AND VILLIANS - DQ NPCs,
FOR ALUSIA CAMPAIGN OR OTHERS
MAGEBIRD QUEST - DQ ADVENTURE
IN ALUSIA OR OTHER
STAR SILVER TREK - DQ
ADVENTURE IN ALUSIA OR OTHER

CHAOSIM PRODUCT
THIEVES WORLD - ADVENTURE PACK
(note - not Thieves World
Companion)

SIGMA AWARDS 1991

Society of Independent Game Manufacturers

Best Role-Playing Game
TORG
West End Games

Best RPG Aid/Supplement
Pantheon
Ragnarok Enterprises

Best Strategy Game
Car Wars Card Game
Steve Jackson Games

Best Strategy Game Aid
Genestealers
Games Workshop

Best Miniature Figure
Star Wars Line
Grenadier

Best Computer Game
Railroad Tycoon
Microprose

SIGMA Award Ballot 1992

Please select your top three choices in each of the following categories. Anything published in the calendar year 1991 is eligible. Please include your mailing address for verification purposes at the end of your ballot. Only one ballot per person. All ballots are due in to the address given below by June 1, 1992. Results will be announced at GenCon.

Best Role-Playing Game

Best Role-Playing Game Aid or Supplement

Best Board/Strategy Game

Best Board/Strategy Game Aid

Best Miniature Figure/Figure Line

Best Computer Game

Best Play-by-Mail Game

Best Gaming-Oriented Periodical

Name: _____
Address: _____
City: _____ State: _____ Zip: _____

Best Play-by-Mail Game
Monster Island
Microprose

Best Periodical
Roleplayer
Steve Jackson Games

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