

D. Vincent Baker

Guest of Honor, Fastaval 2013

This year Fastaval has the honor of presenting D. Vincent Baker as Guest of Honor. Vincent Baker is one of the grand old men of the American Indie movement fuelled by the Forge, a web forum for independent game designers. He has published a long range of successful games, including the award winning *Dogs in the Vineyard* and *Apocalypse World*. On his blog *Anyway*, <http://www.lumpley.com/>, he moderates inspiring and insightful conversations about advanced game design concepts.

Dogs in the Vineyard draws on his own background from a Mormon upbringing. It challenges the players' moral judgment of right and wrong, when it puts them in the boots of teenagers with guns who are tasked with herding the flock of the faithful in a fictive Wild West.

Apocalypse World brilliantly limits the game master's options to a narrow set of actions and reactions, forcing the game master to put the spotlight the core issues of the player characters. The game has inspired a number of successful offspring by other designers such as *Dungeon World* and *Monsterhearts*.

One theme that arises time and time again in Vincent's games is conflicts of interest between players. This is by design. Vincent says "The only reason to have rules is to take the unity of players' interest into conflict of interest in the game. The games do that in a more sustained way than a freeform game." Therefore, you know when you crack open a Vincent Baker game; you will be given a character who believes something strongly and then is forced to defend that belief, usually at someone else's expense.

Vincent Baker has many dedicated fan boys also in Denmark. We encourage you to talk with him, play games with him and invite him for a drink – especially if you do not know his games. We look forward to many fruitful conversations and many hours of gaming, learning from and inspiring each other.

Frederik J. Jensen, March 2013

Ludography

Kill puppies for satan, 2001. Written as a commentary on games focusing on rewarding violence, the game asks players to take on the role as servants of Satan who kill puppies to compensate for their own failures in life.

[*Dogs in the Vineyard*](#), 2004. The characters are teenagers with guns who travel religious, isolated towns and trace down and punish sin. Players may see the law differently and decide who is guilty and who needs to be punished differently. More often than not, the *Dogs* stop cleansing the town and end up cleansing each other.

Mechaton, 2006. A tactical board game using Lego bricks to construct mechs who battle each other.

Poison'd, 2007. A game about pirates who must trust each other even though their captain has been poisoned. Player characters torture, rape, and kill non-player characters and other player characters alike.

In A Wicked Age, 2008. A swords and sorcery game, which uses short sentences to both imply a setting for the game and give players a range of choices for the characters they can play in the game. Characters then are put into situations where their interests come into conflict, leading to the rolling the dice.

[Rock of Tahamaat](#), 2009. Published on his blog as an illustration of the key forge term IIEE (intent, initiation, execution, effect), one player portrays a space tyrant whose intents are carried out by an army of servants while the other players portrays characters whose life are turned upside down as a consequence.

[Apocalypse World](#). 2010. A futuristic world that puts the action in the players hand with a GM style that feeds off of the players own energy. The rules encourage characters to have sex with each other.

Murderous Ghosts, 2011. A fun game if you like the intense horror of being murdered by ghosts. With a playbook for each of the two players, the game plays a bit like a 2-player choose-your-own-adventure.

Picture: <http://www.playunplugged.com/wp-content/uploads/2012/08/vbaker.jpg>

TODO: Get confirmation that we may use this picture!!!