

**HOMAGE TO THE DARK LORD**  
**DAVE ARNESON'S BLACKMOOR STUDIOS DEDICATED AT FULL SAIL**  
**UNIVERSITY**  
**30 OCTOBER 2010**



**Speakers before the Podium: Left to right: Garry Jones, President FULL SAIL UNIVERSITY, Dustin Clingman, Founder and President Zeitgeist Games, Duke Seifried, Executive VP of TSR (Emeritus), John Arneson, Dave's father, Malia Weinhagen, Dave's daughter, Rob Catto, Program Director for Game Studies, FULL SAIL UNIVERSITY, and Shawn Stafford, Co-instructor with Dave Arneson 2001-2008.**

**David L. Arneson often, in my presence, styled himself "The Dark Lord." I took it as a good natured riposte to my usual habit of referring to all non historical miniatures (toy soldier) games as "The Dark Side" of the hobby. But when he came to my booth at HISTORICON back in the late 1990s to subscribe to ABANDERADO he looked for all the world like a Scandinavian Santa Claus. And so he remained to the end of his all too brief life.**

**We became friends, and he often played in my games at HMGS SOUTH conventions. I remembered him best for always being on the winning side (usually the Bourbon alliance) in Age of Marlborough games. I had meant to return the favor at RECON 08 and play in his "Don't Give Up The Ship" (DGUTS) game. But he was in too poor health at that point to run the game.**

**But my presence at the dedication was not due to my own meager association with Dave, but with Duke (Uncle Duke) Seifried's rather longer association. Duke had**

given eulogies at both David's funeral (April 2009) and that of his one time collaborator and long time nemesis Gary Gygax (March 2008.) He had been asked to come and say a few words at the dedication. To put it simply, Uncle Duke had need of my services as chauffeur as he had no clear way to escape to the airport after the dedication.

I was to meet him for a late dinner at the Sonesta hotel Friday evening. But he missed the 8 O'clock shuttle by minutes and would not be able to get to the hotel until 9:30pm so he called me and told me to fend for myself, he'd try for something at the airport. I went into the smallish restaurant at the hotel (which [MapQuest](#) insists is still a Sheraton) and sat down to wait for a menu.

At the next table there were a pleasant looking young lady of thirty something, a man of perhaps a few more years, and an old gentleman. The old gentleman looked vaguely familiar. I over heard them talking and the name "Dave" came up repeatedly. I walked over and asked "Would the Dave you refer to be David L. Arneson?"

Of course, the answer was yes. I was soon seated with Malia Weinhausen, Dave's daughter, John Arneson, his father, and Shawn Stafford, a colleague from FULL SAIL UNIVERSITY. Malia and John knew Uncle Duke, and I explained that I was a friend of Dave, who had played in many of my games and subscribed to a publication of mine many years ago. But I was there mainly in the capacity of being Uncle Duke's chauffeur.

Malia is a charming young lady, very poised in spite of (or because of?) her exotic upbringing. Dave's father reminisced about the intensive ACW miniature games to which Dave seemed addicted in his youth. And it was mentioned that David had even gone in for Civil War re-enacting. Shaun Stafford had worked closely with David practically the whole of David's tenure at FULL SAIL, and had much to say about his way with the students, and tendency to be creatively disorganized.

They were pleased at my report that Dave Arneson had never, to my recollection, been on the losing side of any of my Age of Marlborough games.



Dave (left) Leads Berwick's Right Flank to Victory at Almansa HURRICON 07

**By the time Duke arrived (we passed each other on the elevator) Shaun had left and Malia and John had retired. Duke and I talked on as befits elderly wargamers about all manner of esoteric stuff.**

**The plan for Saturday was, essentially to get to FULL SAIL UNIVERSITY (following the Arneson party's University van) around 10am for brunch. I was assured by Duke that even though I was only a chauffeur he would see that I was smuggled into the brunch.**

**Following the van wasn't that difficult. At the brunch we met several people, all of whom seemed to have known Dave and been involved in either the Game Design part of the University or in D&D etc. We sat around talking. The Program Director for Game Studies, one Rob Catto, welcomed us. They handed out little wooden boxes with keys to the "Studio" (don't know if they work or not.) These boxes were then passed around for autographs by Malia and sometimes Uncle Duke. Malia also could autograph for her father since she said that she had learned to do that while in high school.**

**At the brunch I talked to a tall thin young man whose name escapes me who often played at Dave's side at the HMGS SOUTH conventions. I later found pictures of him in the HURRICON 07 Almansa game. He told me about other games he had played including one for the SCW in which they were defending a town against lots of Communist air and armor, which could only have been my staple game "Brihuega." I didn't recall Dave playing in my 20th century SCW.**

**I am happy to report that brunch privileges were indeed extended even to chauffeurs.**

**After brunch we drove over to the area in front of the [Dave Arneson Studios](#). The speakers were Rob Catto, [Garry Jones](#), President of the University, Dustin Clingman Founder and President of Zeitgeist Games, Duke Seifried, billed as former Executive Vice President of TSR, Shaun Stafford who had been an instructor with Dave from 2001 to 2008, Malia Weinhagen, Dave's Daughter, and (though not listed on the program) John Arneson, his father.**

**The participants in the ceremony and tour included many leading lights of the "Dark Side," In fact, several individuals from the miniature as well as board game communities of old. I think I had briefly met Lou Zocchi of, among other things, BATTLE OF BRITAIN fame. But we had a short conversation and have been in touch since. And Larry Bond, author of HARPOON among other things, and collaborator with Tom Clancy, was on hand. He mentioned that he is retiring from the Navy (retirees are looking ever younger in my old age) and possibly having more time to hobby matters.**

**After an obligatory tour of the crowded facility and Uncle Duke's interview with a beautiful blond reporter we raced to the airport and managed not to get lost.**

**I rather enjoyed my brief sojourn with the Dark Side Elite.**

**Pat Condray (WKPP)**

# **DAVE ARNESON SPEECH AT FULL SAIL UNIVERSITY, 10-30-10**

By “Uncle” Duke Seifried

**Dave Arneson and I shared an all-consuming interest in both historical and fantasy gaming. There is little difference other than the subject material.**

**I had coined the name “Adventure Gaming” as a descriptive for the entire category, as I was always uncomfortable with the term War Gaming. I was really flattered when Dave called to ask permission to name his new company *Adventure Gaming*. Dave and his staff released a number of products under that banner.**

**Dave was up in the twin cities in the early days while I was in Dayton, OH. We all played with Napoleonic tin soldiers at that time and exchanged propaganda letters which eventually began to involve lore and legend subjects. When I released a new line: 15 mm Napoleonettes, Dave acquired my massive 25mm Napoleonic collection.**

**Dave was particularly interested in the American Civil War and Naval battles. I recall he became involved with a re-enactors group in full uniforms!**

**Obviously his greatest effort culminated in the historic creation of Dungeons & Dragons with Blackmoor Castle. He was the originator of the concept of Fantasy Role Playing. While others played a part in the explosion of this idea—make no mistake—Dave Arneson WAS the creator of Fantasy Role Playing. I was there!**

**In that time frame I released Fantastiques—which in truth were tin soldier miniatures of the characters in Tolkiens “Lord of the Rings.” These served as ideal playing pieces for 3-dimensional versions of Dave’s D & D games. I believe they were helpful in fueling the amazing growth of the game.**

**Through the years, this unassuming, gentle man - had dealt with a number of difficulties and challenges - yet he always presented a warm, caring and friendly attitude.**

**I am So pleased you are honoring him by naming this facility after him. He is most deserving—and we who knew and cared for Dave offer our considerable appreciation. You have assured his name will be known long after his leaving us.**

**DAVE, we miss you.**