

THE COSMIC BALANCE



Issue # 178

May 2001

PANAGEA NEWS

This month the center of attention is, appropriately enough, Central Panagea. On the isle of Mycenea outside the city of Ireme (previously known as Rapid Fang) the Trekkers (Lawful Terminator Humans) attempted to attack the city only to be intercepted by the Winter Wolves RCT (Chaotic LOOT Gnolls). In the ensuing battle the heavily outnumbered Gnolls were soundly defeated but they did succeed in protecting the city from attack. At about the same time Bloodguard (Lawful Terminator Humans) destroyed Dragon Eye (Lo-kee worshipping CSA Lizara). Soon thereafter Fedaykin (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to destroy the already battered Winter Wolves RCT (originally nearly 3,200 warriors!). This was followed by Clan Thaxton's (Lawful Terminator Humans) defeat of Renshai (Chaotic CSA Humans).

Two weeks later the fighting resumed with the Trekkers being repulsed in their first assault on Ireme (Trimorph worshipping CSA Elves) despite a more than 5-to-1 advantage in numbers. Shortly thereafter Bloodguard and Wyraxian teamed up to destroy Feral Instinct (Brraalt worshipping CSA Gnolls).

One hundred miles out to sea a MAJOR battle occurred as Fedaykin attacked Mental Militia (Chaotic Kodan Raman Orcs). This was perhaps the largest sea battle of all time and involved more than 32,000 troops and nearly 300 ships! After much hard fighting and many thousands of casualties the outnumbered Humans were victorious.

Moving to western Panagea the fighting began in Aurumia when Thunder (Lawful Terminator Humans) bombarded the virtually undefended city of Alexander (Lo-kee worshipping CSA Gnolls).

Two weeks later in the Elderwood forest, Disembowellers (Trimorph worshipping CSA Giants) all but destroyed Hird (Lawful Terminator Humans).

At about the same time, on the plain of Illyria outside of Stormhold, Urotsukidoji (Lo-kee worshipping CSA Humans) defeated Smashers (Lawful AIM Giants).

More than two weeks passed before fighting commenced outside Gildazar when Wolverine Psychos (Chaotic Kodan Raman Gnolls), Lomorian Wolfpack (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to smash Jem'Hadar (Lopra worshipping EGA Humans). A powerful force in their own right (4,000 warriors), the

Jem'Hadar would not have survived had they not fled from the considerable forces (45,000+ warriors) arrayed against them.

Finally we move to Eastern Panagea. On the Vivatian Plain, Luna Brotherhood (Zraxxut worshipping LOOT Gnolls) defeated 3rd Crusher Division. A week later and a hundred miles away, Silent Covenant (Chaotic Kodan Raman Gnolls) destroyed Shadow Walkers (Brraalt worshipping Elves).

On the Crystal Plains outside of Narga Thum the 4th Legion Of Horror (Chaotic LOOT Gnolls) defeated Ithaca (Lawful Terminator Giants).

LORASIANEWS

We begin on the Vardian Plain where most of this month's fighting occurred. At the city of Kaffa the Dwarven Axes (Lawful Dwarves) defeated the Skull Crackers (Humans). The incensed city leader is offering a substantial bounty for full scale retaliatory attacks.

The next day at the city of Angonheim, Grave Dancers Union (Elves of the Cosmic Balance and ICON alliance) defeated Amazing Grace (Lawful Giants). Nearly two weeks later fighting resumed as Wolfhounds (Cosmic Balance worshipping Gnolls) also attacked Amazing Grace. The next day the Dwarven Axes launched another attack, this time against Oblivion (Cosmic Balance worshipping Giants).

Fighting also occurred on the Agerian Plain outside Kingston. The fighting began when 1st Legion Of Fang (ACE Gnolls) attacked Shadowmane (Centaurs) and, though they fled, the Centaurs were victorious. This attack infuriated city officials as they had just recently lifted a ban on trade for the 1st Legion Of Fang after they had paid a steep fine and had pledged to never again attack at the city without permission. Several days later Shadowmane counter attacked and all but destroyed the Gnoll army.

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www.ageforfun.com

PANAGEARUMORS

Xanthor is soooo proud! His whole alliance can run away faster than the Chaotics can chase them!

It is rumored that after a long day of running away, Xanthor can be seen scouring garbage pits, latrines, and fetid swamps shouting, "Daddy, are you here? I wuv you bunches!"

I heard that Xanthor carries a maggot in his pocket and calls it "Papa".

Ithaca are the sole remaining Terminators in the "Old World", but not for long!

Have you heard that the Trekkers can't even climb a wall?

Is it true that after attacking Alexander the Trekkers had fallen and couldn't get up?

The demon Gozmul was seen... oh wait, that's just Xanthor stumbling out of a garbage pit!

LORASIARUMORS

Warlord Furro Halfear is an oathbreaker!

I hear that ICON is short for "ICON do what I want to do and no one can stop me!"

Non-warriors may not be great for morale, but not having them for an extended period of time can certainly hurt it.

I heard that the Crystallian Warriors is a front for ICON!

Did you hear that the On-Looker is Layter's long lost brother?

Gnolls, like most puppies, need papers until they are house broken.

The Lords of the Cosmic Balance become irritated as their followers ceaselessly attack Lawfuls when the Balance already leans heavily towards Chaos.

It is rumored that Sertorix of ICON is searching for a few good sheep.

Let's all dogpile Kaffa, the first one in gets the city!

I heard that most ICONians refer to the third grade as their senior year.

Mercenaries don't like Necromancers and living/working with summoned allies tends to undermine their loyalty.

I heard that the last ICON graduating class had a hamster as a mascot. The hamster was, coincidentally, the valedictorian too!

Sertorix graduated Hamster Cum Lobotomy.

ICON's move from a helpful cooperative to a pitiless marauding force has created many enemies. Peacetime is over.

BULLETINBOARD

PANAGEA PLAYER NOTICE

A certain Lawfool is having trouble keeping track of his empires and asked AGE to modify the Monthly Adjustments to help him out. If he weren't so good at running away and leaving others to die in his wake, the Chaotics would be more than happy to take care of that overpopulation problem.

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PANAGEA PLAYER NOTICE

FORAGERS!	FORAGERS!	FORAGERS!

[Ed: Is this a hint?]

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PANAGEA PLAYER NOTICE

Q: How do you get the Gnolls out of Alexander?
A: Open up a McAlpo restaurant across the street.

Q: How do you keep the Trekkers out of Alexander?
A: Offer sheep as the prizes in the kiddy-meals!

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PANAGEA PLAYER NOTICE

Can you believe it! The Terminators finally found an army, 6th LOOT Legion, that they outnumbered 50 to 1 and were thus able to attack! Bravo! Three Huzzahs! This just proves, one more time, that Xanthor loves it when he outnumbers the other army 10 to 1 or more but not vice versa. Next month he'll beat up someone's grandmother and steal candy from a baby!

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PANAGEA PLAYER NOTICE

X,

Apparently you had one too many “bottles” when you composed your April 2001 CB Tirade.

It’s amusing after all these years you can still write fiction as fact and think that if you present it in a self indignant belligerent style that you can make/force others to believe your delusions.

I’m glad you haven’t given up. Does that mean the Wyraxian and Trekkers will stop fleeing from my forces? Does that mean the Wyraxian will fight my army instead of the Trekkers Empire fighting the rear guard action to cover your escape?

As for “bravery”, your memory is quite selective. Literally for years your forces were feared by everyone because you, the aggressor, had the advantage in every way. The following are sample excerpts from real actual battle reports (and/or copies) I have in my possession:

a. Your troops were greatly outnumbered and your people did their best to defend themselves...

b. Your army was attacked at dawn... Your troops fought bravely and slew hundreds of giants, but you were defeated by their superior numbers, morale, & better trained & equipped troops.

c. Your troops were greatly outnumbered and everyone in your army was quickly slain...

I have a note book full of these. It gets quite monotonous reading them. Chaotics and many Neutrals have been very brave in standing up to your brutality and insults in the CB belittling their “pathetic” armies once your forces shattered or destroyed them.

My army itself withstood 14 consecutive defeats from your armies from July to November in 1998, with attacks each and every month by your 3 armies to my 1. As for being “dumb”, I sent word to Raven Lykos while you were thus pounding my army to destroy it, to go and take your cities if possible. Ever the Chaotic to throw caution to the wind, Raven and his Lupine Legion did just that, taking both Aquilonia and Hillsdale. Then Raven moved his army within striking range of your army, substantial reinforcements for my army showed up, and your armies broke into an advance to your rear. As you well know, this was the end of your power in the East.

I do find it quite amusing that an advantage in quantity of troops is now an Issue with you. Apparently it is only an issue when you are on the short side of the exchange. If bravery is measured by being outnumbered by your enemy, then the Chaotics (and Neutrals) are by far the braver. Those countless battle reports mentioned above, and the CBs of the last 12 years are all the proof needed. At least the Chaotics (and Neutrals) stand and fight when confronted with overwhelming odds. The most recent action is the Mental Militia taking on the Wyraxian and Fedaykin

single handed in the April '01 CB, and the Winter Wolves RCT taking on the Trekkers, Wyraxian, and Fedaykin to save the city of Rabid Fang in this month's CB.

As for you being a nightmare, I think that is reserved only for the sheep and the armies that are small enough to be your prey. I sleep very well most nights, and the nights I don't it's because of the femme gnolls requiring my attention.

Disrespectfully yours,

Nick

P.S. You mentioned the lack of burial for our troops. They all know and realize that if they should fall in battle, then we ourselves don't even bury our own dead. However, your dead don't get buried either. They go in the stew pot. We think it tastes just like chicken.

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PANAGEA PLAYER NOTICE

Grins n Greetz Xan-snore!

Us fiine Chayotics haz much-much laffs reeding yore no-tiss, HA-HA! Heer R remarx riited by fiine Chayotic skriibe! (Skriibe riites almos az straynje as bullet-head [fulla lead!] Xan-snore!)

1. “I have lots of pride left.” — “Pride cometh before the fall.”

2. “I’ll never give up so easily.” — Just stop running away!

3. “BTW, I just love the steep odds. If you ever get a 100 to 1 advantage, let me know.” — If you “love” the odds so much, why do you whine about them later on in your notice?

4. “Please send more Chaotic scum my way. Don’t keep me waiting. I’m really enjoying the challenge.” — Again, stop running away! I guess your real challenge is finding places to run to!

5. “Garbage is usually left in some filthy pit.” — What does your family have to do with this? Did you ever find out who your father was?

6. “Frankly, I don’t see the fun in pounding someone when you have such a huge advantage.” — Certainly! You only see the fun in pounding someone when YOU have a huge advantage. Or were your messages of great glee when your armies dogpiled upon Chaotic armies one great lie after another?

7. “To the death,” — I liked it better when Nick Gnoll-tee said it to you YEARS ago.

Me is,

C#1462 Frightface
A#144 The Unforgiven

PANAGEA PLAYER NOTICE

To: Xanthor, the Smart Giant

Xanthor, me notice something 'bout you. You talk, talk yes. Make sense, NO!

If you smart, then why how come Gnolls runnin' Hillsdale? Me wonder what you teach young runt Giants. You teach them smart thing is lose all cities an get booted outta homeland? Me dumb, so not understand.

All I know is, you say "Hasta la vista" to SANITY long time ago.

OH, one more thing. Your puny threats make me laugh, HAHA!

Bring it on smart giant...

Lord Shadowlore
L.O.O.T. Grand Gnoll

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LORASIA PLAYER NOTICE

To: The Onlooker/observer/The Watcher/coward

You fail (again) to have the proper facts to write a truthful notice. Half-Haven was NEVER intended to be a RoC city. The RoC attacked at and around the city to take it away from the Guardians. The deal to transfer it over to ICON was already in the works when we landed. The whole deal was DONE by the time the Kobolds arrived. In fact, if the Post Office had done its job, we would have already left.

The "plundered possessions" of which you speak are in fact spoils, taken from a declared member of an aggressor alliance in a war of their making. Also, how friendly was it to charge a 900% mark-up on the ships? A real friend would have sold them at or somewhat above cost instead of raking us over the coals.

How many Chaotics have landed at Half-Haven (now Gray Hollow) since John Hunt took over? If you'd just taken over a city and suddenly the previous owners showed up in force wouldn't you be a little nervous?

In another notice you ask me if I speak for ACE. Of course not, I was merely pointing out what you were too stupid to see for yourself. (The difference between a pledge made freely and one required for membership or the offered aid.) I was coming to the defense of a fellow Chaotic (we all need to stick together y'know). I find proving Lawfoolz to be liars and/or stupid to be a lot of fun.

I routinely provide free advice and even some free bonuses and skills to new players. While my hope is that they will become allies or alliance mates in the future, I put no requirement on them to do so. New players usually don't have anything but scouting data to offer for the more valuable higher skill levels and bonuses. The advice is always FREE and more than one lunch hour has been spent just answering questions from new players.

Finally your claim to be simply an Observer or an On-Looker is proven false because your notices are primarily anti-Chaotic and you even offer to help the K-9 Knights by figuring out who is gunning for them. The notice about the CW is a double blind since you already know they used to be Guardians (as was their new second member 109th Fallen Angels) and you turn it into an attack on Chaotics halfway through.

Layter
Minister of Information, Propaganda and Orgies
Reign of Chaos

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LORASIA PLAYER NOTICE

To: Bentpaw — 10th Virginia Inf

First of all, when you ask a question, at least refer to the CB referred to. That way everyone, new and old, can follow along. Second of all, stay in character, Mr. "I may have to abandon this aspect of the game". Is this a game? Then act like it. Don't take it personally.

As far as conversation out of game between you and said G.O.D. leader, that is between you two. What I have referred to has been from the CBs. Thus, "role-playing", and interacting with other "role-players".

I do not receive information about your plight because I am not G.O.D., thus I do not have a leader to answer to. Being poorly informed about out of game conversations has nothing to do with what has been written and read in the CBs. I know you didn't throw the first punch. But when it came, expected or unexpected, you should have taken it in stride and gotten ready to retaliate. Thus, role-playing. Duh.

Articles you read should make you think, soooo think as this role player person you say you are. There shouldn't be anything written in a game magazine that makes you feel threatened. Lighten up and have fun role playing. That's why you are here. See you in the trenches.

The On-Looker
(NOT the Watcher)

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LORASIA PLAYER NOTICE

To: Layter
From: The On-Looker

I noticed in your reply in the March CB that you say you'll defend your friends. I applaud you! No whining or blaming things on someone else. "BRAVO!"

But I cannot let you off the hook without asking this. If the sword of justice has no scabbard, doesn't it get heavy trying to carry it everywhere you go? Solution... Buy a scabbard for it. Duh... Happy Gaming!

LORASIA PLAYER NOTICE

I have decided to answer the reporting of wrong facts (maybe lies) about S#201 Gray Hollow (Half-Haven). I contacted several of the original members of the Guardians about possibly buying Half-Haven from them. I was told that it was a NPC position and that I should recruit from them as misc. pop for the city. When I attempted to do an action to contact the dropped position I found out that it was not dropped but being run by a person. I was then told by an info trading buddy that they were going to attack the city and several positions in the area and that it would be smart for me to leave.

Because of mail problems they got stuck on the island and were not able to leave before they were attacked by the Kobolds. And I was not going to miss the opportunity, and so took advantage of the situation to make some money off it. I will not say I am sorry. Why should I? I asked if there were any problems with me taking over the settlement the way I did. I have not received any letters or mail regarding this at all. I plan on contacting one player about paying back some of what he paid for the ships since it was a little too much. But that is between us both, not a NEUTRAL OBSERVER.

I am now asking that others contact me if they think I should pay for the settlement, which was going to be the original deal but fell through. Sorry, I will not deal with the new leader of the Guardians since I made the original offer to the original leaders and know them better. I have nothing against the new leadership but would like to keep it with them even if they are no longer in Lorasias.

I am now currently trying to make S#201 Gray Hollow into a productive Neutral city where all may trade and with the help of several ICON armies make it a safe area to trade. As an added bit of info, I also heard that ACE was thinking of adding the city and island to their alliance, so at least I will keep it so that anyone can trade. But before you start giving out false information make sure there is not someone who has the real information out there.

As for what is going on out on C2, I was not for it but was not against it. If all the alliances there are for it why should you or anyone else whine about it?

Contact me at:

Michael F. Garner
1607 Lima Drive
San Luis Obispo, CA 93405

bgmike454@yahoo.com

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LORASIA PLAYER NOTICE

Greetings Lorasians of all races, religions, and alliances!

As the founder of ICON, and the current Director of Exploration, I am pleased to announce the opening of the ICON Explorers Guild. This guild is an elite collection of hardy explorers, corsairs, and adventurers interested in discovering the four corners of Lorasias by land and sea. ICON has a long tradition of discovery, and until now doors to the guild have been closed to non-ICON members.

I am now opening the doors to non-ICON members. If you have or would like to form an exploration unit and wish to join, you will receive:

- * *Scraps from Abroad*, the guild's monthly newsletter.

- * Two sectors for every one you trade us.

- * Support, camaraderie, and rescue/resupply should you need it.

You are free to join and quit at will. The only requirement is that you are exploring. There are no other strings attached.

To receive a free copy of ICON's blank Explorer's Map, detailing how much of Lorasias we know, and where our units are exploring, contact me ASAP:

Padraig Goathoof, Director of Exploration, ICON

Donovan King
4385 St. Dominique
Montreal, Quebec
CANADA H2W 2B2

w_lash@hotmail.com

[Ed: Be sure to send AGE a copy, we love to read this stuff and it helps us to do a better job!]

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LORASIA PLAYER NOTICE

To: The A.C.E. Leader
From: The On-Looker

In reply to the Feb CB "Lorasias News", I commend you on going up against Greybeard's Dwarves. Lead by example. That is the way it is supposed to be. It must have been one hell of a battle for casualties to mount to over 700 high quality troops.

Then in the March CB "Lorasias News", you got attacked not once, but twice, and you're still hanging in there very strongly. My hat is off to you. Take note one and all. This reporter will be watching from the trenches for further developments. Now, back to our sponsor for a commercial break.

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LORASIA PLAYER NOTICE

"I had that dream again."
"The one where you ride into battle naked?"
"No! The one with the little girl."
"Was she riding into battle naked?"
"Shhh, you pervert. No, the one where everyone ignores me."
"Oh, just like your CB notices!"
"Quiet knave or I'll pummel you. The girl could see me but could not talk."
"No doubt she was standing down wind. Fighting the urge to retch does keep a person quiet."
"Grrr. And then I awoke and my tent was warm but I thought I could see my breath."
"Uh, everyone else can see your breath. It tends to draw flies too."
"Silence oaf. I guess she was trying to tell me something, but what? And who is she?"
"Maybe she was trying to tell you about personal hygiene, and was sent by social services."
"No! No doubt she was a familiar sent by a powerful mage from across time and the centuries!"
"Yeah, your odor could carry that far."

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LORASIA PLAYER NOTICE

To: All of the "observers", "On-Lookers", and other bench warmers
From: C#447 Xanthorr

Please stop "killing trees" with your non-stop tattling. The rest of us don't really care one whit about the "he-said, she-said" that you keep "reporting". Send diplos, letters, or email, but for deities' sakes stop boring the rest of us.

FYI Craco Blackheart, yes the On-Looker is a craven coward for not signing his number along with his name. But look closely at your notice. Did your amnesia kick in or are you too a craven coward? Where's YOUR number, bubba? Is all of Lorasias overrun by these whining puppies?

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LORASIA PLAYER NOTICE

Hmmm, ICON is worried that NPC armies will be picked up and used as raiders. ICON is attacking these "raiders". So where are the possessions from these "raiders" going to? Is there a "widows and orphans fund" somewhere, or is this just another cheap justification for blatant and unrestricted raiding by ICON? Chew on this: Knights of Papert was commanded by a friend of mine, a newbie to PBM. It is my guess that he did not respond to your "friendly diplo" fast enough to suit you. Riddle me this Ratman: what happens when you attack an army's ally? I will risk the howls of indignation by not signing my name and number so as not to tip off my planned attack.

LORASIA PLAYER NOTICE

Who is this craven cur that dares to usurp my great name? Who is this "Xanthor"? Probably some effeminate Sorcerer who wears a pink robe and manipulates Warlords into doing his dirty deeds. It is good that such a coward remains in his never-never land and does not wander through some portal into our land. My brave troops would gladly follow me, the Mighty and Imperious Xanthorr, into glorious battle to destroy the rotten stain upon our fair land, this misnamed mewling midget called Xanthor!

SCORE CARD

Can't tell the players (ie. alliance abbreviations) without a score card? Here it is:

Panagea (COD I)

A.I.M. — Aegis In Malum (Latin for Shield Against Evil).
C.S.A. — Circle of Steel Alliance.
D.O.A. — Defenders of Aldaryn.
E.G.A. — Elderwood Guard Alliance.
L.O.O.T. — League of Orcs Ogres and Trolls. Sometimes also referred to as L.O.O.(G.)T. when Gnolls are included.
P.T.L. — Panagea Trade League
R.P.A. — Royal Panagean Alliance
S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

Lorasias (COD II)

A.C.E. — All Chaos Explorers
C.W. — Crystalian Warriors
Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.
F.R.C. — Fourth Reich of Chaos
ICON — Independent Confederation Of Neutrals
K.I.L. — Kobolds Invade Lorasias
R.O.C. — Reign Of Chaos
R.O.T. — Raging Odious Terror
S.O.B. — Soldiers Of Balance

REMINDER

It is important to remember that the newsletter now covers two different game worlds: PANAGEA (COD I) and LORASIA (COD II). All newsletter submissions (Player Notices or Rumors) should clearly be labeled indicating to which world they refer. Not only does this make the information more useful to the reader but it also helps to avoid confusion between two positions with the same ID Number (one in each game). As stated in the House Rules, materials for the next newsletter must be received by the 21st of the month. Diplomatic messages should also clearly indicate what world they are for.

COD ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

<http://clubs.yahoo.com/clubs/conclavecodiichat>
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

Message Boards are a great way to share ideas and pick up the latest gaming gossip. As with anything you get off the internet - - don't believe everything you read! When in doubt, ask the GM. Also, if you have an important comment, question or complaint, send it to AGE rather than posting a message as AGE does not supervise or manage these sites and your comments may never reach us and will be unlikely to get an official response.

In a similar vein, the ICON alliance (COD II) has its own website that contains a wealth of useful information for members and non- members alike:

http://www.neosoft.com/~lanza/Main_Page_ICON.htm

If you want information on CTF2187 check out the following:

ORBO's CTF2187 HOME PAGE: Want to check out the latest CTF info including the current issue of the newsletter almost the same day it is published? How about player bios, many with color photos? All that plus lots of other useful information is available at the CTF website. Special thanks to Orbo (Rob Fackler) for his efforts in setting and maintaining this cool site: Check it out at:

<http://yourpage.blazenet.net/orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Beserkers [TM5] has set up a Chat Room at:

<http://clubs.yahoo.com/clubs/ctf2187>

He also has set up an email discussion list. For those of you unfamiliar with a mailing list, here is how it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related.

To join, send a blank email to: CTF2187-subscribe@yahoogroups.com.

If you prefer to get all of the postings in one "batch" mailing a day (rather than each one sent to you individually) then immediately send a SECOND email to: CTF2187-digest@yahoogroups.com

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

WHAT'S NEW — COD I & II

Having trouble keeping track of all the latest rule changes, hints and strategy articles published in the Cosmic Balance? Now available: "The Best Of The Cosmic Balance" covering Issues #126-#166 (more will be added as time permits). This publication is FREE for the asking when your request is accompanied by a turn or a payment to your account otherwise we ask \$1.00 to cover postage and handling. Another great service from your friends at ADVANCED GAMING ENTERPRISES.

SPREAD THE WORD

Do you know someone who might be interested in Play-By-Mail? Better yet, how about someone who might be interested in playing one of the games run by AGE (CTF, COD I, COD II)? If so, send us their name and address and we will send them our massive information package along with a special free gift. It's a great way to recruit a friend into the hobby.



COMPANYNEWS

Times have been tough for Play-By-Mail. For the last couple of years the market has been "soft" and all of the print publications have disappeared. That's the bad news. The good news is that the drought appears to be over! Yay! Sales have been up for several months and many new players are entering the hobby. AGE has built up quite a bit of momentum over the last several months and we want to keep it going. One way, of course, is to continue to improve and expand our products, which we are doing. Another is advertising. We have been doing quite a bit of direct mail (sending out fliers) advertising which has met with some success, as well as some internet postings but we want to do more. This is where you come in. If you have any friends that might be interested in our products, tell them about us or send us their address and we'll send them information. If you are planning to attend a convention (gaming, sci-fi, whatever) where you think attendees might be interested, let us know and we'll send you some fliers to place on the hand outs table.... Likewise, if you know of any other advertising/promotional opportunities let us know. If we can work together to build up the player base it helps everyone. Thank you!

WHAT'S NEW — COD II

Duane's been at it again! Inspired by the recent upsurge in COD activity and by feedback from our UK affiliate, Duane has been busy expanding and improving the game system. He's spent a lot of time working on the Special Items system adding several new classes of things that are bound to be popular and are extremely useful. He has added a new (though rare) herd type that has interesting possibilities and which is more useful for larger races than the faster growing smaller ones (though one for them is in the



works as well), and of course made changes and improvements to the combat system. Though less exciting, he has also made a number of improvements to the processing software to reduce errors (rare as they already are) and make the GMs' job easier thus giving them more time to produce better quality turn results — especially for role-players. Unfortunately, many of these changes will not be readily apparent (thus this announcement), at least at first glance, but should make for more exciting play as the new elements are discovered and put to use by players. The changes go into effect beginning with all turns with a processing date after May 1st. Enjoy!

SURVEY RESULTS

Last month we conducted a survey. It had been suggested that we increase the number of Empires allowed per player from two to three (the same as in COD I). We actually received a fairly sizable response rate and most included a verbose explanation of the player's views (which we appreciate) rather than a simple nay or yea response. The results of the voting are as follows:

In Favor of Increasing the Empire limit to Three:
70%

Opposed: 20%

Answer Unclear: 10%

Thus the wish of the majority of players is clear. Beginning June 1st we will be raising the COD II Empire limit (per player) to three, only one of which can be an Advanced Race. If you want to pick up that third (or second) Empire you can either submit a setup form for a conventional setup or request an NPC (formerly player controlled but currently run by the GMs). If you request an NPC you can either ask for a specific known position or give us general guidelines as to what you are looking for (in terms of race, religion, alliance, location, etc. NOT size, wealth, or possessions unless whether or not they have ships is an issue) and we will see what we can find. Note: We DO NOT have a list of available positions that we can send you.

SPECIAL OFFER

Get a friend to sign up for any of our products during the month of May and we will give you one FREE turn (ie. \$4.00 in game credits). To be eligible your friend must not currently play any AGE product and must send \$20 or more to open their account (which gets them a FREE rule book), MUST include a completed setup form so they can start playing right away and MUST mention your name and account number as the player who recruited them. This is a VERY limited offer so get out there and start recruiting!

Good Gaming,

Debbie & Duane