

FANTASICADVENTURES!



THE CRACK OF DOOM II

Are you looking for a fantasy campaign? One in which you can do almost anything from leading a party of adventurers in the exploration of a forgotten ruin to leading a powerful host against an army of foes. The Crack of Doom II is a vast role-playing campaign in which you have the potential to interact with hundreds of NPC and player controlled positions — all from the comfort of your own home or office. Best of all we do all the work of designing the campaign, managing the record keeping and recruiting all the participants. With no due dates you play when you want. With an open ended GM moderated structure you play how you want. All with the confidence of knowing you are doing business with Advanced Gaming Enterprises, one of the top rated Play-By-Mail companies which has been running games full time since 1986. It's a great way to meet players from across the country and around the world at a cost much less than you might expect. An active participant can play the typical position for as little as \$10.00 per month — about the cost of going out to a movie. But we provides hours of fun for your entertainment dollar. Best of all, our adventure never ends!

THE CRACK OF DOOM II

It is a time of Chaos, where the powers of darkness wage battle against the forces of Law. Warlords, Paladins and Necromancers lead armies of Dwarves, Gnolls and Vampires in fierce battles of conquest. Druids, Seers and Rangers study ancient grimoires for new powers. All the while peaceful traders and humble artisans ply their trades and bold adventurers quest for forgotten treasures in lost ruins and mysterious caverns. In the world of Lorasias adventures await!

The Crack of Doom II is a continuous power game of adventure in the mythical world of Lorasias. It can be entered at any time and is available to any number of players. Below are just a few of the many features offered. Based on the original Crack of Doom system which has been in continuous operation since 1986, The Crack of Doom II features an improved and expanded system including these exciting features:

- * Individual characters with unique attributes including Leadership, Charisma, Strength, Magic Ability, Divinity, plus more that allow for personal development and extensive roleplaying.

- * An extensive selection of specialized troop types that allows you to customize your forces for specialized or general purpose tasks. Everything from Light Axemen to Extra Heavy Lancers, Sailors and Marines to Samurai and Sappers, not to mention the less martial types such as Porters, Foragers and Craftsmen — more 100 types in all!

- * Ten different Standard Races to choose from including Humans, Elves, Dwarves, Goblins, Lizards, Gnolls and Giants. Ten different Advanced Races as well (availability is limited) including Vampires, Satyrs, Trolls, and Centaurs. Each race has its own unique set of characteristics including Size, Strength, Growth Rates and Magic Resistance plus Advantages and Disadvantages.

- * A complex yet playable magic system with schools of Magic including Druidic, Necromantic and of course the always popular Battlemagic. Spells run the full gamut from Heal Wounds and Cure Disease to Summoning Zombies hurling deadly Fireballs. Separate from the Magic system, Clerics and Paladins can perform secret rituals to ask their deities for divine aid including Bless, Manna, and Battle Zeal. Though magic and prayers are important elements of play they are not required for success and do not dominate the game. Skillful play is always the key to obtain dominance and power.

- * A FREE newsletter filled with game news, rumors, player notices, poetry, artwork and valuable GM play hints. In addition player notices are published FREE of charge! Ask for a FREE sample issue!

- * Character classes include Rangers, Paladins, Druids, Seers, Warlords, Squires and the dreaded Necromancers. More than a dozen types in all, each with its own unique abilities with no limit on the number that can be trained (other than in-game resources!).

- * Extensive list of special skills and bonuses to define your individual position's unique capabilities. Skills determine what types of items your Craftsmen can build from trade items such as Lumber and Trinkets to vehicles such as Wagons and Longships, to items of war such as Ballistas and Siege Towers. Bonuses can improve your effectiveness in such things as Scouting, Concealment, and Foraging but are most often used to improve combat abilities.

- * Monsters, demons, deities, artifacts, dungeons, treasure, castles, cities, and much, much more. A complete fantasy environment where almost everything is possible.

- * Also available from AGE: The Crack Of Doom I, the venerable classic is still going strong — big armies, big battles, great for Power Gaming, and CTF 2187, the highly rated game of tactical robotic combat — features team play!

If you think this sounds like a lot of fun, you're right — it is! You can join in the fun now by sending in a check for only \$20.00 to open an account and you will receive a FREE copy of our 40+ page rule book. Or you can purchase a no obligation copy of our rule book for only \$6.00. Visa and MasterCard accepted.

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