

THE COSMIC BALANCE



Issue # 191

June 2002

PANAGEANEWS

This month we begin in Western Panagea on the Illyrian plain outside the city of Andar with Wolverine Psychos (Chaotic Kodan Raman Gnolls), Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls), S.F. Giants (Chaotic Kodan Raman Giants), and Rick's Reserves (Chaotic Kodan Raman Gnolls) teaming up to smash and almost destroy Transcontinental (Lawful AIM Humans). About the same time and three hundred miles to the west, Shadowcat Rangers (Wicca worshipping Humans) defeated Red Horse (Lopra worshipping EGA Humans).

Moving to Central Panagea, in the Grimwall Range outside of Ravenwood the Jaguar Brigade (Humans) defeated Durotrigan Corps (Lawful Elves).

To the south on the isle of Mycenea, Smasher (Lawful Terminator Humans) defeated Calm Seas (Shhvoon worshipping Lizara).

In the Eastern region the Knights Of Red Ax (Shargash worshipping LOOT Minotaurs) defeated Jackson Hole (Lawful Terminator Humans) in the Elderwood forest.

LORASIANEWS

On the Vardian Plain outside the Giant city of Angonheim the Angels Of Death (Chaotic ACE Orcs) defeated Amazing Grace (Lawful Giants).

On the Agerian Plain outside the Goblin city of Isengak, Demora-Lizers (Cosmic Balance worshipping Gnolls of the NWO) smashed the Black Widow Brigade (Trolls) in a daylight attack.



PANAGEARUMORS

The Kodan Raman has added a new tune to their Book of Songs: I'm a Lumberjack and I'm OK.

Has anyone actually SEEN Xanthor in a while? I think he's dead and they're just not telling us!

Father Finster is on the move. Who will he visit first?

Where is this "new blood" I keep hearing so much about? All I see is the same old crap.

LORASIARUMORS

ACE is quietly building up and has several breeder armies in or near Ogton and Kingston.

The 1st Legion of War (Ogres) now has a second breeder army. That's all we need. More Ogres.

Greywind is looking for the C.W. What will he do when he finds them? Stay tuned...

Is it true the neutral armies are putting in rumors about Chaotics and Lawfuls to keep the struggle going?

N.W.O.: Neutered Whining Orphans

The latest census figures show that the third most populous race isn't even from around here!

R.O.C.: Reeks Of Crap

What is that annoying clicking sound coming from the Jungles around Reeza'nesh?

A.C.E.: Always Crying Everywhere

Anybody know where I can find a magic bug whacker?

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BULLETINBOARD

PANAGEA PLAYER NOTICE

This is to inform all current members of the RPA Alliance that the army known as A#743 I.R.A. is under new management and would like to receive diplos from other members of the RPA for info exchange. Please diplo C#680 Kolin McGowan

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PANAGEA PLAYER NOTICE

This is to inform all current members of the Circle of Steel Alliance that the armies known as A#747 Hellbeast Inc and A#817 Hellbent are under new management and would like to receive diplos from other members of the CSA for info exchange. Please diplo C#2638 Law Slayer

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PANAGEA PLAYER NOTICE

To A#416 First Legion (hac... ptui) Humans
From A#664 Disembowellers Giants

BRING IT ON?

Ha, ha, haaaa...

you funny...

You inna rush to leave this world no?

Ha, ha, ha, haaa... nothin' like a gud laff to starts the day.

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LORASIA PLAYER NOTICE

The CAT group is getting on my nerves. Their unilateral declaration of war against other armies is unjustified. Initially, they had the unmitigated gall to use NPC positions to justify the placement of armies on their hit list. Now, they've sunk lower than a snake's belly in a wheel rut by putting an entire alliance on their hit list because of some trumped up allegations. The lame excuses provided by these gutless wonders remind me of other scum I've dealt with. They too used such moronic excuses to attack armies they don't like. This is a harsh world. There will always be conflict between opposing groups. Grow up! If you can't stand the bloodshed, you should try something tamer like farming.

I've had it up to here with this bunch of CAT droppings. If ANY army attacks an army on the CAT hit list, it will be attacked. It might be destroyed in the first battle if it's a wimp like the deceased Grinning Fist gnolls (20 centaurs lost vs. 909 gnolls killed). Accidents happen. Before any dumb CAT or sycophant complains about this, please let me explain a bit. Although it wasn't in my best interests, I decided to

leave the town of Spider's Wort alone. It was not my intention to drive them from Lorasias. As you can see, I can be merciful. However, I doubt I'll be as nice to any CAT member or supporter. When you attack an army on CAT's list, you must be prepared to be badly hurt. Is that clear enough? Please don't disappoint me. I hope to skin a few live CATs.

Over the past few months, there were other armies that attacked at cities. However, they are strangely absent from CAT's hit list. Therefore, it's my conclusion they are part of the CAT group. So, here's my list of CAT armies to hit: A306 Gesellschaft Narren (giants), A216 Ratt Skinners (goblins), A154 Schwerpunkt (giants), A460 Who Let the Dogs Out (gnolls), A621 Puppy Farm (gnolls), A609 Nights Dark Terror (goblins). If anyone else wants to be added to the list, you know what to do. Please let me know if I forgot to put you on this hit list. Let the whining begin.

Tlatoani

Proud Leader of Tonatiuh's Torch
Big game hunter (specializing in feline types)

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LORASIA PLAYER NOTICE

Rejoice say I, Mol'afay Kacha Rilym Nolaralt

On the cliffs two sectors west of Isengak I stood ready to throw myself into the sea. Of a sudden I heard a familiar voice. It was the voice of Craco Blackheart the husband of my cousin Sheila Blackheart, but he and she were both dead.

I understood the voice was in my head as it said, "I am Craco Blackheart and I am dead, but live on. Your husband Gondar Bright my great mage performed some powerful magic on me as I died. My body died but I did not. I needed a body to achieve the revenge Gondar wanted for us both. I inhabit some strange creature that I cannot control, but I can influence. Mol'afay I promised Gondar I would find you and tell you how much he adored you, know this deep in your heart he awaits you in the realm of Te'dast at the gate of Romar. I also promised him revenge for his death, and my beloved's. This will be the only time I will be able to communicate with you dear cousin. Know this Mol'afay, your pain and loss, like mine, will be avenged. It may be long in coming but the tricksters and their allies who arranged our demise and our Empire's demise will die and become food for those who now will seek their utter destruction."

As Craco's voice faded I wept. Then I swore the sea would not yet receive me. I will await the coming of vengeance against those who destroyed all I have ever loved. Those tricksters will be devoured, of that I have the promise of Craco and my husband Gondar Bright.

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LORASIA PLAYER NOTICE

Who made it law that neutrals are not to be aggressive? Who told the neutrals their role in the world was to be traders and lackeys for Lawfuls and Chaotics? Who convinced the neutrals that we are meant to be followers and not leaders?

If you are a member of a neutral race/empire and feel you are as good as any Lawful or Chaotic, that neutrals are as fit to rule as any Lawfuls or Chaotics, that neutrals hold the true power in the world and need only exercise it, then you are the type of leader the I.R.A. wants!

The Imperial Red Armies send out this call to all neutrals who wish to stand up and be counted. To all neutrals who wish to be a factor in the politics of Lorasias. No longer shall we neutrals be made pawns by Lawfuls and Chaotics. Red banners are being raised all over Lorasias. Are you strong enough to raise the Red banners over your neutral empire?

Any neutral seeking membership in the I.R.A. should diplo A#224 Scarlet Knights. Please include information on what you might contribute to the I.R.A. as well as any administrative role you feel destined to fill.

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LORASIA PLAYER NOTICE

An Open Letter To Lorasias — COD II

The group of armies known as the HARM Alliance call themselves Lawful and have declared themselves as such. The following is my dealings with them to date:

It all started about a year ago. I was allowing my armies to sit and grow....

In March 2001, I received the initial diplo from HARM, in which they offered the trade of map info, bonuses, skills, and extended an offer for my army to join their alliance. I was not interested, so I did not reply. Then, less than a month later, on 4-22-01 in 10-32, the dwarvish army Clan Broadbelly (a member of HARM) launched a raid on my herds. Then another dwarvish army, Toe Jam — the army of the Leader of HARM, attacked my army on 5-10-01 in sector 10-32. On 5-14-01 both of my armies, the Blackfoot Legion and the Jolly Green moved to 9-33 to trade. I also trained up troops and transferred some bodies to the Jolly Green. On 5-23-01 Clan Broadbelly followed my armies to 9-33 and attacked the Jolly Green, and would have wiped them out if I had not just reinforced them. On 6-09-01, an unrelated army, the Frost Giants raided Jolly Green. On 6-11-01 I had to re-absorb the remnants of Jolly Green into the Blackfoot Legion and launched a retaliatory attack on the Clan Broadbelly. Note that I was attacked twice and raided once by the

armies of “Lawful” HARM. My crime? I “looked” like a dropped position. Note that even had I responded to that initial diplo, that there was not time enough for the reply to get to them before the first act of war perpetrated by HARM on my armies occurred.

After my retaliatory attack, HARM seemed more interested in true diplomatic contact. The leader of HARM promised reparations. The other member, Clan Broadbelly, thought “things had evened themselves” out because I dared to defend myself. To date my armies have not moved from 9-33, and have been waiting for the transfer of the promised reparations. The only thing I have received from HARM, is another diplo (last month) making an offer for my army to join their alliance. These actions seem to be those of a group of self-serving double talkers. They only use the Banners of Law to hide their true selves. They have no honor or integrity. My experience with them shows that “HARM” is a very appropriate acronym for their alliance.

I am
Warlord Mac
of the Army #177 Blackfoot Legion

P.S. I do not expect any other reply from HARM in response to this notice other than the promised reparations. I consider diplomatic relations closed until HARM lives up to its promises. I also have all materials supporting the time line and actual verbiage to the above statement and will furnish these in electronic format to anyone interested as proof of my claims.

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LORASIA PLAYER NOTICE

To: Editor, CB
From: C#732 Gideon Arkynsword

Sir,

After reading the blathering of the overly hopefully named B. Guile in the April CB I have come to the following conclusions:

1. CAT has offered such a big reward for the destruction of A#188 Tonatiuh's Torch that they must be afraid of them (which certainly validates their name, as an alternative designation of a cat is “pussy”).
2. B. Guile has invented a new farming implement called the “plow shear”. Wonder what it does?
3. B. Guile writes in such a manner that there can be no doubt that CATs can also catch rabies. B. Guile needs a shot, preferably to the head.
4. B. Guile: look up oderint dum timuant.

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LORASIA PLAYER NOTICE

Like locusts, the swarm shall ravage the plains in search of the great king.

Though devoid of true faith, the infidel shall wear the mantle of righteousness.

He sacrifices friend and foe alike to try and quench his thirst for fame.

His goal shall be achieved as history records the fool's legacy, failure.

NOSTRADAMUS

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LORASIA PLAYER NOTICE

To: Prester John, Knights of the Rose, ICON
From: Siringo Ironheart, 9th Diamond, HARM
Re: CB#189

Greetings and felicitations to you from Siringo Ironheart and the 9th Diamond army. Even though we've never been introduced, I've been something of a fan of yours (rather, your speeches). I haven't always agreed with what you've said, but I have found them informative, direct, and intriguing. Thank you.

Now, to provide a little clarity about Operations Garner and Deadwood. The two operations took place around the same time but were never related. Officially or unofficially. Garner would have taken place irregardless, as, I believe, so would Deadwood. We all pretty much know about Deadwood, so I'll explain Garner at some length.

Myself and a close ally came to Lorasias about the same time. My ally is the impatient type — wants everything now, darnit! Along came a golden opportunity for us to “garner” some information about war (battles, really). Troop types, difficulties of terrain, night/day, etc., etc., etc. We didn't intentionally set this up this way — but we weren't going to squander it, either. So Operation Garner took the 9th Diamond 5 turns (4 attacks and one mis-attack) to demolish Army #403 Red Sun Warriors. We learned a lot. It also, I see, earned the 9th Diamond a place on the terrorist list of CAT's (and I wasn't even in a city sector!). A list, I might add, I'm happy to be on. (For Lawfuls — what other list would you want to be on?!) I took this time to point out that the 9th (like many other battles on Lorasias at the time) did not take advantage of Operation Deadwood, but was a mere coincidence.

I would also take this time to attest to ICON's neutrality. Or rather, they are a third leg on this triangle of ethics/religion/war. I've been in touch with ICON (Sertorix) almost my entire time on Lorasias. He's a paranoid type (no offense, Sertorix), but mostly because of his position with ICON and his ambitions (within ICON and within the game). I've known him to

equally and openly deal with undeclareds, neutrals, Chaotics, and Lawfuls. If he has shown favoritism, it has been to those friends and contacts he has developed on Lorasias. That's a natural thing that occurs in all situations. If people are scared or jealous — it's only because they aren't on the inside. So be it. I think people make a deadly mistake to think ICON has any agenda but their own. I am neither alarmed nor threatened by this. I'm simply aware of it and keep it in mind with my dealings with them.

As to being “frightened” by ICON, who or what they are... or aren't... isn't really my concern. We aren't in conflict, nor do I see that happening. If it does happen, well what are you in the game for anyway? If you really want to be uninvolved in the politics, remain undeclared or neutral (but not Cosmic Balance) and you'll most likely get through the game unscathed. If an accident happens — well they do happen, real world and otherwise.

Thanks for your ear, Prester (and for loaning me everyone else's too!).

Siringo

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LORASIA PLAYER NOTICE

In the neutral Gnoll city of Port Royale terrorists have once again destroyed the sanctity of Law! The infamous Centaurs of A#446 Shadowmane sailed into the city at dawn and attacked and destroyed the helpless Grinning Fist Gnolls. The Fist were mostly comprised of women and children and were slaughtered as mothers took their young to the bath houses of Port Royale. Bystanders stood in disbelief as the horde of Centaurs rode down and slaughtered hundreds of children.

In a related attack, A#548 Krull Kobolds attacked the peaceful human traders of Pride. Survivors of the army told C.A.T. agents they were at the city to buy food for their young and with the brutal ambush, they would most likely suffer more losses to their children due to starvation, now that the crazed Kobolds stole large food stores.

When asked to comment on the incident, Homeland Defense Minister B. Guile stated, “It's going to be a very long, hard war. These animals are cowards and refuse to fight conventional troops. I have devised special units to find and destroy these criminals and with the help of all Lorasians we will be successful! These Krull Kobolds have been linked to Tlatoani, the leader of the terrorists. With more intelligence being gathered each day and special units being trained in counter terrorism, it's only a matter of time before these cowards meet their just reward. Also C.A.T. has a major offensive which should soon be launched. Then we'll see what true colors Tlatoani and his cronies fly.”

LORASIA PLAYER NOTICE
TO THE DENIZENS OF LORASIA

Due to increasing terrorist attacks on Lorasias, C.A.T. has ordered the use of DEADLY FORCE. Using small anti-terrorist units to gather intel and collect data will now allow C.A.T. to send in much larger forces trained to fight and destroy known terrorist armies. Very soon peaceful traders will once again be able to trade in regional marketplaces without fear.

Prester John, thanks for your ever so accurate account of Loradian History. I am sure it was TOO enlightening for some! You, sir, are a true patriot and your actions are to be commended. You will no doubt note the lack of Chaotic and Neutral armies from C.A.T.'s list has been remedied. I never claimed the list was complete, rather the most heinous criminals were exposed immediately. I assure you as cooperation of CLs and commoners alike come forth with much needed intelligence, the list will continue to grow.

Anfauglir, leader of A#412 Jaws of Thirst, we need not deceive nor mislead anyone. Least of all the real victims in this tragedy, the CLs of Lorasias. Had it not been for the CLs actively seeking help there wouldn't even be a Coalition Against Terrorism! As for no Lawful CLs being part of C.A.T., that has since changed. CLs of Angonheim and Lotheria have joined CAT and contributed very tidy sums of gold as well as invaluable information to help combat the war against terrorism. Since Jaws of Thirst is a self-confessed terrorist, CL Ragnar has sent out his city patrols and contributed the following information: they have a population of approximately 1,500 Gnolls. They have Heavy Javelineers, Heavy Legionnaires, Heavy Longbowmen, Heavy Halberders, Heavy Xbow-marines, Heavy Artillerymen, Heavy Sappers, and Swashbucklers. Since CLs scouts are extremely accurate their intel is highly prized. Also since Jaws of Thirst have no patrols set, C.A.T. covert units have had no resistance conducting numerous ops in their sector.

As for LACEWOOD, simply another coward afraid to back up his rhetoric with either a character name or Army number. Typical terrorist! You also know way too much about the pastime of inbred yokels and how bullies act. It appears that HARM is full of bullies or bully wanna-bes. Your poor excuse for latin is also no surprise. Priori? Please, not applicable as C.A.T. has no intention of bringing you before a judge. Your fate is simple, a military tribunal and a swift execution. Since your peers are hard hunted a jury is simply out of the question.

Tlatoani, stop using C.A.T. to use as an axe to grind with Bentpaw and now Kundig. YOU were visiting Spider's Wort for what reason? Oh, I see, to soak in the ambiance. An while you were there you thought you would just rape and pillage a few Gnolls in the city sector. I see... The fact that you are a poor excuse for a commander and didn't do your homework concerning

Gesselshaft Narren makes you a fool. Instead of gathering yet another "cheap" victory against a weaker foe, you became the victim of your own ignorance. Too bad you didn't send in the dolts first and then clean up as is your usual tactic. No "expendable" allies in the area? As for knowing the difference between declared and undeclared, yes I do. Declared is selecting a side of the fence and raising banners so that your enemies know you, and not worrying about selecting a Deity or Alliance because you don't want to lose morale when you decide to screw your ally. Undeclared is saying, "you know I am really a Lawful at heart, but since I am faint of heart and lack the courage of my convictions I can stay undeclared and do and say what I want and you can't get me on a technicality." Is that what you mean? Yeah, I got your undeclared. As all of Lorasias knows you as the main terrorist, C.A.T. has something extra special planned for you. Enjoy the weather.

Finally to all of you who have dedicated so much time and effort to helping stop the rampant spread of terrorism, your reward is soon at hand. Keep sending in that information. Justice never sleeps nor is it truly blind.

B. Guile
C.A.T. Homeland Defense Minister

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LORASIA PLAYER NOTICE

If a tree falls ...hear it?
If a Chao'tic' dies ...care?
Free cheeze with the WHINE,
Cuckoo — Clucking — Cra[cked]ko

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LORASIA PLAYER NOTICE

Jacob:

Leave S. The Paranoid and come join us! "Come to the Dark Side Luke."

Friends of Fluffy
The Brotherhood of some
really really really really tough bad guys.

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LORASIA PLAYER NOTICE

Cat... Ace... Ace... Cat
Ace... Cat... Cat... Ace
Catace... Catace... Catace
Catace Catace Catace Catace Catcha...
Catchya... Catcha Catcha Gotcha...
Gotcha... We Gotcha? Where have I heard that
army name before? Hmmm... Time to dig out the
history books... again...

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LORASIA PLAYER NOTICE

To: All Lorasias
From: C#170 Sully, E#146 Wam Summ

Before the Maelstrom of Doom. In the ancient of times an army of Dwarves lived in and roamed the plains and mountainous areas of Lorasias.

This army studied hard the art of stonecutting. They studied the texture of each stone. They found that each stone had its own unique shape hidden inside of it. They knew that to study stone long enough it would reveal its shape to them. Over time they could glance at the stone to see its true shape. No two stones were alike. Not many have acquired this ancient ability to shape stone.

What the Maelstrom of Doom could not take from Lorasias were the stories and legends handed down from Bard to Bard. Some stories written, some from memory. To this day you can hear the stories sung. Over time stories change, characters differ, but the end result is the legends. The legend of this great army never changes.

Eldaron, Lord of the Mountains, brother to the Goddess of the Forest Aldaryn. Both agreed to take to heaven this army to live for all eternity next to the Forges in Heaven.

In honor of this army to please Eldaron and Aldaryn and to continue on with the memory of this army, I name my new army after this great army. The name of "KAL THAX" shall be its name and it will be commanded by C#1524 Norim. KAL THAX will be in alliance with HARM.

All HARM alliance members are encouraged to welcome KAL THAX into the alliance.

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LORASIA PLAYER NOTICE

I remember back months ago I woke to the rantings of a passer-by. At first I thought we were under attack, then realized that we had our defenses up and I would have been personally woken by my Battalion Commander.

I quickly got up, threw on my trousers, took a gulp of last night's wine to wash away the foul taste of yesterday's breath. I put on the closest shirt I could find, jumped into my boots, grabbed my dagger and headed out to see what the ruckus was all about.

No sooner did I get around the corner of my tent than I saw my Battalion Commander rushing over in my direction. One of his suspenders dangled to his side. His beard was all mashed against his face. His eyes all red and bloodshot. It certainly looked as if he had been awakened from a sound sleep as well.

He was telling me that this stranger, who I could see in the distance pointing this way and that, gesturing with his hands a great story while a small crowd gathered around him. He was explaining there is this armed force seeking recruits to help fight against terrorism. He explained that the city leaders have banded together to stop all of the attacks happening within the cities.

I had heard rumors of such an alliance, never thought of joining. At least, not without investigating the facts of whether or not the armies being attacked in the cities were not just cowering after attacking someone.

I have done much scouting and recon missions and have come to the conclusion that if an army, Chaotic/Neutral/Lawful or otherwise attacks me, my empire, or any alliance member without provocation and cowers behind innocent city civilians I, Sully, Warlord of Men At Arms from the Empire Wam Summ, will have no problem attacking the aforementioned army very methodically and strategically with precision within the city limits with the expressed permission of the city leader. If the city leader wishes for it not to happen then I can wait. Patience is a virtue.

So, Coalition Against Terrorism, or Chaotic Alliance for Terrorism, or whatever it is you want to call yourself. Check your facts first. My belief is that these armies being attacked in armed cities probably had it coming.

C#170 Sully
A#130 Men At Arms

GAMEMASTERNOTICE

It has always been our policy that Player Notices should be written in a role-playing context, without references to players, game mechanics, etc. The current issue of the Cosmic Balance contained a few notices that we felt contained excessive real world references. Rather than not printing these notices we resorted to our ultimate powers of editing to make changes to two of these notices to make them fall within our standard guidelines. Frankly we did a bit more rewriting than we are used to (normal editing is limited to formatting/spelling/punctuation/etc.) but tried our best to maintain the author's message while keeping things in a proper role-playing context.

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.

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://groups.yahoo.com/groups/conclavecodiichat>
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>
<http://communities.msn.com/CODIandIIChaoticForum>

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:

TALES OF CTF2187: A great new site by Shannon Muir that contains the best of her game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>

ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? 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 Berserkers [TM5] has set up a Chat Room at:

<http://groups.yahoo.com/groups/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-#180 (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.

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.N.A.P. — Society of Neutrally Allied Peoples.

S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

Lorasia (COD II)

A.C.E. — All Chaos Explorers.

C.W. — Crystalian Warriors.

F.R.C. — Fourth Reich of Chaos.

Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.

HARM — Heroes and Raving Maniacs.

ICON — Independent Confederation Of Neutrals.

K.I.L. — Kobolds Invade Lorasia.

N.W.O. — New World Order.

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.

SPECIAL ANNOUNCEMENT

Postal rates are again on the rise. Beginning June 30th the new rates will be:

First Ounce	\$0.37 (up \$0.03 — +9%)
Each Additional Ounce	\$0.23 (no change)
Priority Mail (1 pound)	\$3.85 (up \$0.35 — +10%)
Priority Mail (flat rate)	\$3.85 (down \$0.10 — -2%)
Express Mail (1/2 pound)	\$13.65 (up \$0.80 — +6%)

Note: These are just the rates for things most commonly used by our customers. For more rate information contact your local postmaster or check out: www.usps.com/ratecase

SPECIAL OFFER

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the SIXTEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit or Debit Card.]

CONTEST — CONTEST — CONTEST

Name as many COD I and COD II character classes as you can. Include one list for each game. Names must be spelled correctly and be in alphabetical order. The individual (random draw in the case of a tie) with the most complete list wins \$20 in game credits. The deadline for entries is July 1st. How many can you name? Good Luck!

Debbie & Duane

