

FANTASY GAMERS WANTED!



THE CRACK OF DOOM

Do you have problems finding the time to play in a local role-playing campaign? Is it difficult for you to find enough players to game with? Do you have problems finding a good GameMaster? Well we have a solution for you: The Crack of Doom, a complete, professionally run fantasy role-playing game Played-By-Mail! That's right, you can join hundreds of other players from across the country in an action-packed campaign that allows you to submit orders whenever you have the time to play: once a week, a month or a year. It's up to you! And yet it costs the typical player little more than 10.00 per month. That's not much more than the cost of the average role-playing adventure module. But best of all, our adventure never ends!

Advanced Gaming Enterprises is the creation of Duane Wilcoxson and Debbie Leonard who, combined, have more than 20 years experience as professional Play-By-Mail moderators. We have put this experience to maximum effect and created one of the best fantasy adventure games on the market. Experience and quality service since 1986. Gaming Universal magazine described the Crack of Doom as a "...a marvelous fantasy world in which adventure and excitement await at every turn."

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It was a time of magic. It was an age of Law when the power of the Crystal Empire was at its height and ruled the entire surface of Panagea. But the agents of the Dukes of Chaos had infested the Crystal Empire and corrupted the southern Lords, turning them against their northern cousins. Civil war ensued. Thousands died as the titanic power of the Crystal Empire was turned against itself. In the climactic battle of this conflict the chief sorcerors of the respective factions released the full fury of their magics and the forces of nature. The awesome power unleashed in this decisive battle opened a vast rift in the landscape hundreds of miles long that engulfed both armies. Thus ended the Crystal Empire. But in this hour of devastation came new hope. For the long-enlaved races of Panagea were now free to pursue their own destinies. But with this new freedom comes many dangers, for now the Free Peoples face war, starvation and the evil denizens that have issued forth from the CRACK OF DOOM.

The Crack of Doom is a continuous power game of adventure in the mythical world of Panagea. 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.

- * Individual characters with unique characteristics that allow for personal development and extensive role playing.
- * An extensive list of combat forces available from rock-throwing cave men to 17th century pikemen. Currently over 40 types are available but our versatile system easily allows the addition of an unlimited number and variety of warrior types.
- * A realistic but easily playable supply and foraging system. With moderate forces in good terrain players rarely need be concerned with supply, but in other cases supply becomes increasingly difficult.
- * A complex yet playable magic system with spells running from Charm Person to fire balls and dimensional gates. Though magic is an important and valuable part of play it does not dominate the game. Skillful play is required to obtain dominance and power.
- * Political diversity with player positions pledging loyalty to various races, religions, deities, Universal Forces (such as Law or Chaos) and alliances. Political activity is not required and players are free to remain completely neutral.
- * A complex and realistic combat system that features: the offensive and defensive characteristics of fortifications, the effects of armor and missile weapons, catapults and artillery, ships as individual units (not simply points or modifiers) and evaluates the nature of each combat force (such as: is it modeled after the Greek Phalanx, Roman Legions, Spanish Tercios, etc).
- * Player races include Humans, Elves, Dwarves, Goblins, Lizara, Gnolls and Giants. Ten types in all! In addition Advanced Races are occasionally offered or are available through special arrangements with the moderators.
- * Monsters, demons, deities, dungeons, castles, cities, underground cavern complexes, Clerics, Sorcerors, Warlords, skills, varied bonuses and much, much more. A complete fantasy environment where everything is possible.
- * 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!
- * Also available from AGE: The Crack Of Doom II which features a greatly expanded system with many new options and more extensive role-playing, 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.

ADVANCEDGAMINGENTERPRISES
POST OFFICE BOX 214949
SACRAMENTO, CA 95821
Fax: 916-683-2436
www.ageforfun.com