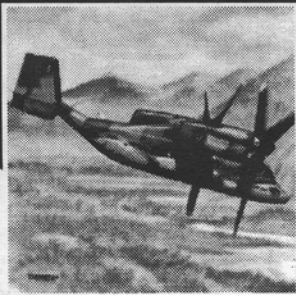


# DEMO TEAM

# UPDATE

2/98



Hello everyone. We here at Chameleon Eclectic hope that your holiday season was a pleasant and relaxing one. Last year was an exciting year for us. We introduced our newest game line, *The Babylon Project*, and followed it up with the *Earthforce Sourcebook*. We also re-released the *Millennium's End* favorite *Ultramodern Firearms*, along with our latest sourcebook *The Medellin Agent*. Looking back on 1997 makes us even more confident that 1998 will be a great year.

Kenneth Aunchman has left us, moving on to a job that doesn't have much to do with the gaming industry, but a lot to do with his career plans. Like Matt Tice, Ken still games with us on a regular basis—we've been playing *Settlers of Catan* and some Cheap Ass Games lately.

We've been giving *The Last Crusade* some serious attention lately, discussing the future of the game line as well as any new and upcoming products that could aid in promoting the game. We'll release info on what we are going to do later, but for now it's safe to say that TLC fans won't be disappointed.

And on that note, we're sponsoring a contest to encourage everyone to get out there and help us revive interest in *The Last Crusade*. For more information on our Demo Team Challenge, check out the article on this page.

## TLC Demo Team Challenge!

Beginning in March, and running for three months, we will be hosting a contest exclusively for our Demo Team members. The contest is simple—the Demo Team member that collect the most points wins. To collect points, you must host a *The Last Crusade* event in a gaming store. Each event you run will give you a certain number of points, depending upon what kind of event it is, and how many players participate.



Now you might be thinking this is interesting, but what's the big deal about winning this contest? Well, the Demo Team member that has the most points at the end of the contest will receive several perks. Among them is a complete set of *The Last Crusade: From Normandy to the Rhine* (this will not include the promo cards) cards.

As with any contest, there has to be rules. First, and foremost, each event you run must be located in a gaming store, and all the relevant store information must be included on the Event Report Form (see insert). All the players involved must sign the Participating Player Roster (again, see insert) and the event must last a minimum of two hours.

Points are calculated based upon the type of event run. A sealed deck tournament is worth a base of five points, an open deck tournament or a historical scenario will earn three points, and a demo session is worth two points. In addition to the base point values, you'll gain one additional point for every player that participates in your event and signs the Participating Players Roster.

The Demo Team Challenge starts March 1st and will run through May 31st. Only events run within that time frame are eligible. Event Reports and Participating Player Forms must be submitted no later than two weeks after the date of the event being run.

If you have any questions or comments about the Demo Team Challenge, contact Michael via email at [mike@chameleon-eclectic.com](mailto:mike@chameleon-eclectic.com), or by phone at 540.953.1658.



Reach us at:

P.O. Box 10262  
Blacksburg, VA  
24062-0262  
800.435.9930  
540.951.8619 (fax)

[www.chameleon-eclectic.com](http://www.chameleon-eclectic.com)  
[mike@chameleon-eclectic.com](mailto:mike@chameleon-eclectic.com)  
[demo.team@chameleon-eclectic.com](mailto:demo.team@chameleon-eclectic.com)



# UPDATE

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On our Convention Calendar, you'll find a list of conventions that will be taking place in the next few months. If you're interested in attending a convention near you, let us know and we'll provide you with whatever you need to run demos,

## New Domain Name!

The old [www.blackeagle.com](http://www.blackeagle.com) domain name has been changed. A company made an offer to purchase the [www.blackeagle.com](http://www.blackeagle.com) domain name from us, and we accepted it. No worries though, you can still get to our website, but instead of going to the old domain name, you'll have to check us out at our new and improved location:

**[www.chameleon-eclectic.com](http://www.chameleon-eclectic.com)**

We're always looking for more feedback on our website, and any interesting ideas for additions that can be made to the site are not only welcomed, but encouraged. Send all web site commentary to [mike@chameleon-eclectic.com](mailto:mike@chameleon-eclectic.com).

If you have any ideas for great adventures we are always open to submissions—we may even post them to our web site, with your name on them as the author. When submitting an adventure, use a brief outline of your idea—following the correct outline for the game system you are writing for.

We like to keep up with other web sites that support our products as well—if you know of any sites that do support our products, please inform us so that we can add a link to that site in our Alternate Sources page.

## THE CON SCENE

tournaments, or other convention events. We can provide materials and product, and we might even help out with travel expenses. If you need support, contact Michael or Charles with the full details on what it is you plan. Make sure that you clear everything with us at least three weeks before the event happens.

If you know about any conventions that aren't on our list, drop us a line so that we can add them to our already sizable conventions database.

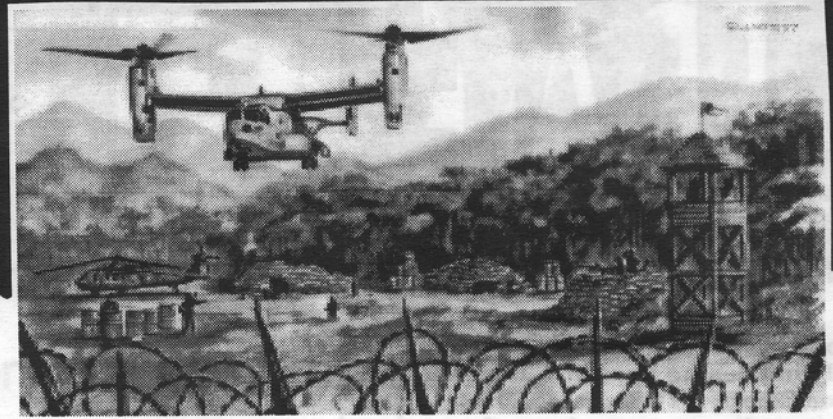
Email Michael at [mike@chameleon-eclectic.com](mailto:mike@chameleon-eclectic.com) for more information about our policies on running demos at conventions.

## MOVING?

Don't forget to let us know if you have a change of address, phone number, or email account!

## Convention Calender

Canada	CONspiracy 1998	2/6-2/8/98	Mission, BC
CO	CON-Quest	3/20-3/22/98	Colorado Springs
FL	GAMMA Trade Show	4/2-4/5	Miami
FL	SunQuest	3/13-3/15/98	Orlando
IL	Winter War	2/6-2/8/98	Champaign
IL	Winter Fantasy '98	2/26-3/1/98	Rosemont
IA	Gamicon Theta	2/20-2/22/98	Iowa City
MD	John Con	2/20-2/22	Baltimore
MI	GEMCon 98	2/7-2/8/98	Ypsilanti
MN	Con of the North	2/20-2/22/98	St. Paul
NJ	Gamers Con IV	3/20-3/22/98	Cherry Hill
PA	Three Rivers Gamefest	5/22-5/25	Pittsburg
TX	AggieCon XXIX	3/26-3/29/98	College Station
WI	Plattecon Lamda	2/6-2/8/98	Platteville



## The Babylon Project

We're very happy with the success of our latest game line, *The Babylon Project*. The release of the *Earthforce Sourcebook* was met with a great deal of complements and praise, and we agree—these products just keep getting better. *The Game Resource Kit*, which will include a GM's screen and a booklet with some very interesting tidbits of info, is at the printer as I write this and will be available before the end of February. Next in line, the *Earth Colonies Sourcebook* is scheduled to be released sometime this spring. After that, mid-summer look for *The League*, a book detailing all the eccentric races that everyone wants to know about. It's sure to be a hit.

If you're in need of materials in order to run an event, just let us know beforehand and we'll provide what we can. Also, make sure that you fill out Event Reports for everything you do—otherwise we don't know what you're up to, and can't reward you for your efforts. If you need a copy of the Event Report Form you can download it from our web site, or contact us for a copy.

## GAME LINE UPDATE

### The Last Crusade

As you are sure to have noticed by the Demo Team Challenge on the front page, we are returning our attention to *The Last Crusade*. Right now, we are discussing the future of this product line very seriously, and we're sure that fans are going to be pleased with the results. We'll have more information on this available in our next Demo Team Update. For now, we don't have any new products to announce in this game line.

## THE HELP DESK

Below you'll find a list of the current adventures that we can provide. Keep in mind that many of these adventures are rather rough around the edges, and while they are still useful for a demo game, we don't think they are ready to be posted onto our web site just yet—we're working on it though!

### Millennium's End

With the recent release of *The Medellin Agent*, the *Millennium's End* game line is once again growing in both strength and sales. We've got great plans for the future too, including a second edition of the *Blackeagle Operatives Kit*, *The Vehicle Sourcebook*—a companion to *Ultramodern Firearms*, and much more. In the distant future, we've got a *World Military Sourcebook* in the works. It'll be an invaluable resource for action-oriented operatives who aren't afraid of taking risks.

### Psychosis

*Solitary Confinement*, our next release for the *Psychosis* game line, will be out this month. Prepare yourself for a ride on one twisted mental roller coaster! I'm not saying any more, because uncovering the truth is your problem—and although it won't be easy, it'll certainly be a whole lot of fun!

### Adventures/Scenarios Available

#### The Babylon Project:

- Guests of Demeter
- Dead in Space
- Brink of Destruction
- A Bug in the System

#### Millennium's End:

- Blood on the Snow
- Holiday in Cambodia
- Sequotia Ridge
- Terror on the Constantinople
- Alligator Alley
- Tiger Shark

#### Fields of Honor:

- Those Damn Krupp Guns!

#### Psychosis:

- The Gordian Knot
- Time and Time Again
- Who Invited the Wolfman?

#### The Last Crusade:

- Anzio Annie

## DEMOS

Contact us when you arrange to run a demo so that we'll have time to provide you with support materials and post your demo on our Web site.

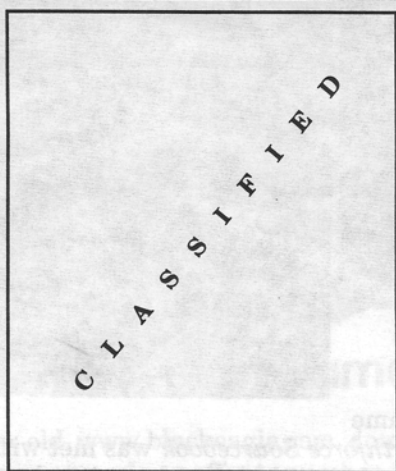
# UPDATE

So you want to know what's really happening here at Chameleon Eclectic? I thought so... last year really was a good year for us. We made several improvements on how we do things, including a strict production

## THE REAL SCOOP

schedule that allows us to meet our projected deadlines.

We've also gone through some other changes in the past year, including the loss of two employees. Matt Tice and Kenneth Aunchman both departed on good terms. In this busy time of the year, we're really noticing their absence and working extra hard to keep up with their duties without neglecting our products.



In the spotlight this issue: Sasha, Chameleon Eclectic's Special Event Coordinator and resident veteran BlackEagle operative.

Sasha' age is indeterminate—she could be as old as thirty, but we suspect that she's younger than she looks—and she won't admit to anything. She's also vague about her origins, though she's been living in the Blacksburg area for the past few years at least. There's a rumor that she is here to recuperate from her latest mission, though it is quite possible that she is here to make sure we don't spread any top secret information.

We aren't privy to Sasha's BlackEagle records, though we're told that she left the company as a Vet 4 operative. She said she always leaned towards tactical assignments, preferring physical action to "all that egghead investigative stuff." Her career wasn't easy on her—both her shoulders dislocate at the drop of a hat (convenient for escaping but, boy, it must be painful), and she's had been under the knife a bunch of times, including complete reconstructive surgery on both knees. We think this may have something to do with an Angolan land mine, but Sasha doesn't like to talk about it.

## DEMO TEAM PROFILE

Sasha doesn't socialize much with the rest of us here at the office and keeps to herself in her base-ment office—apparently, she's something of a homebody. Too bad—she was a big hit with the fans at GenCon last year, and we always like having her around.

94040  
Mountain View, CA  
877 Heatherstone Way #407  
Kris Miller  
Chameleon Eclectic Entertainment, Inc.  
P.O. Box 10262 Blacksburg, VA 24062-0262

Blacksburg, Virginia 24062-0262  
P.O. Box 10262

CHAMELEON ECLECTIC

