

DEMO TEAM

UPDATE

9/97



I'm back again—here to provide you with the inside scoop on Chameleon Eclectic news. We've made some changes in the past few months. Matt Tice has left us to work for Pinnacle Entertainment. We still harass him on regular basis when he comes over to play *Mutant Chronicles*. We wish him luck in his new job.

We've decided to produce this Update on a quarterly schedule, starting with September, then December, March, and June. Instead of making you read my awful writing throughout the entire Update, I've convinced Mike and Charles to assist with articles. If you have something that you would like to contribute to the next Update please contact me.

We've started preparing for next year's convention season by soliciting for adventure ideas (see The Big News). Get your submissions in early to have your ideas showcased at next year's cons.

Finally, the rumors are true: I flushed the Demo Team database. That means that I lost your addresses, phone numbers, etc. If you haven't sent in contact information recently, please do so (I've tried to piece together the files from hard copies but some of that information has been here longer than I have).

(The picture above is me costumed as my Nosferatu LARP character.)

Adventures Needed for 1998 Conventions!

We're looking for volunteers to write adventures for our convention events next year. We need three *Millennium's End* adventures, three *The Babylon Project* adventures, three *Psychosis* adventures, two *The Last Crusade* scenarios, and one *Fields of Honor* scenario.

We've already received two really good ideas for *ME*, but we still need to fill out all the rest of our slots. We are looking for good stand-alone adventure ideas that will run their full course within a four-hour time slot. If you're interested in writing an adventure for *ME*, check out "Holiday in Cambodia" and "Blood on the Snow" for examples of a finished product (they can be downloaded from our web site). We use a set of ten pregenerated operatives, which allow the players a wide variety of character choices without forcing them to spend time generating characters.



As you might expect, writing an adventure for *TBP* is a bit trickier. It's important that your plots and events fit accurately into the **BABYLON 5** universe. Keep in mind as you write that each *TBP* adventure must be tailored to the PCs to some degree (diplomats aren't going to be sent to repair a damaged ship, for example). You'll have to generate characters tailored to the adventure, including characteristics, as well as interesting hooks and a brief background for each character.

If you're crazy enough to want to write for *Psychosis*, check out "The Gordian Knot" (also available on our web site). We're looking for innovative and creative ideas that will keep the players on their toes, but at the same time be solvable within a four hour time slot. Generally, this requires two different psychoses per player, and a short but well developed set of episodes.

Why would anyone in their right mind would want to go through all this trouble? We are offering a 50\$ gift certificate, good on any of our products, if we use your adventure. We also plan to polish up all of these adventures, and have them posted on our web site at the end of next year's convention season. Then, GMs everywhere will be able to benefit from your efforts!

Send your proposals via e-mail to mike@blackeagle.com—be sure to include the words "con event proposal" in the subject line (e-mail filters keep us organized).

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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. We won't be attending any more conventions this year, but we're still eager to support Demo Team members running demos,

Support our Web site!

For those of you who haven't checked out our web site, it is definitely worth the time. Just stop by www.blackeagle.com and you'll have access to all kinds of information about our games—even free, ready-to-run adventures.

We want to keep in touch with everyone who is out there supporting our products on the web—if you know of any web pages that promote our games, let us know so that we can add their link to our ever-changing Alternative Sources page.

We are always open to new, bigger and better ideas when it comes to adding information to our web site. If you've got any neat ideas we could use, let us know! Send all web site commentary to mike@blackeagle.com and we'll get back to you within a few days.

THE CON SCENE

tournaments, or convention events. If you're interested in attending one of these conventions, drop us a line. We can provide materials and product, and we might even help out with travel expenses. If you need support, contact Ken with the full details on what it is you plan. Make sure that you clear everything with us *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.

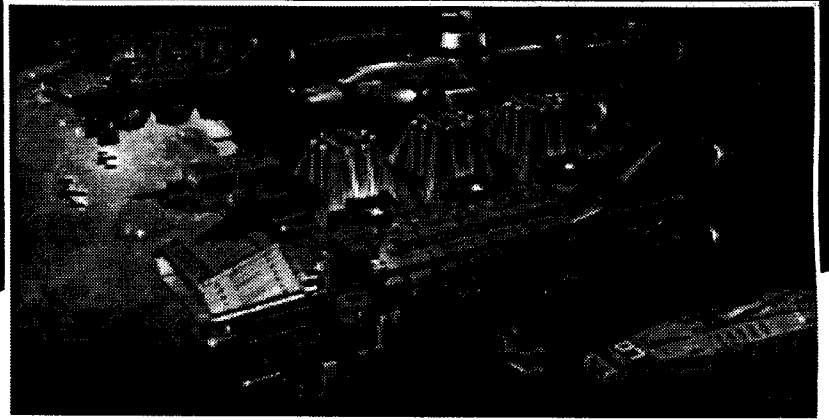
E-mail Ken (ken@blackeagle.com) for more information about our policies on running demos at conventions.

MOVING?

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

Convention Calendar

| | | | |
|----|-----------------------------|-------------|-----------------|
| AL | Constellation 16 | 10/10-10/17 | Huntsville |
| CO | MileHiCon | 10/24-10/26 | Denver |
| FL | HurriCon '97 | 10/24-10/26 | Tampa |
| FL | Legends III | 1/30-2/1/98 | Tallahassee |
| IN | PentaCon | 11/14-11/16 | Fort Wayne |
| IN | SyndiCon 97 | 11/21-11/23 | Portage |
| MA | TriCon | 10/25-10/26 | Concord |
| MD | Darkover Grand Council | 11/21-11/23 | Timonium |
| MN | Saints' Con 8 | 10/24-10/26 | St Cloud |
| MS | IC-Con'97 | 10/24-10/25 | Biloxi |
| MO | Archon 21 | 10/3-10/5 | Saint Louis |
| NC | MACE '97 | 11/7-11/9 | Highpoint |
| NC | ROC 97.5 | 11/14-11/16 | Highpoint |
| NJ | Eclecticon | 11/7-11/9 | Newark |
| OK | Sooneron 13 | 11/21-11/23 | Oklahoma City |
| OR | Creative Simulations | 10/15-10/18 | Portland |
| PA | SIBCON | 11/1 | Slippery Rock |
| PA | Fall In | 11/7-11/9 | Gettysburg |
| PA | Fall Three Rivers Game Fest | 11/13-11/16 | Pittsburg |
| PA | PhilCon | 11/14-11/16 | Philadelphia |
| TN | ConCAT | 11/21-11/23 | Knoxville |
| TX | NOVACON | 10/24-10/26 | College Station |
| VA | Rising Star 6 | 10/10-10/12 | Salem |
| VA | Sci-Con19 | 11/7-11/9 | Virginia Beach |
| WA | Con Rad | 11/21-11/23 | Seattle |



The Babylon Project

We've been getting a lot of questions about future releases for *The Babylon Project*. Despite our best efforts, we've still had to contend with several different delays. Currently, our plan is to have *The Earthforce Sourcebook* in stores by mid-October. Only a few weeks later, we'll have the *Game Resource Kit* available as well. Of course, that's not all. In December, the *Earth Colonies Sourcebook* will be released.

If you're in need of materials 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.

The Last Crusade

GAME LINE UPDATE

Beachhead to Berlin landed in stores in late August. It's a sharp-looking 160-page sourcebook for *The Last Crusade*, boasting a complete and detailed card list, designer's notes written by John Hopler, a bunch of historical scenarios, and several new ways to play *TLC*, including both tactical and campaign rules. It is a great resource for fans of *The Last Crusade*.

So now that *Beachhead to Berlin* has been released, you're probably wondering what will be next for *TLC*? Well, we don't have any concrete plans, but there's talk of an expansion that would cover a different front. There'll be more information available on our plans for the *TLC* game line in the months ahead, when our production schedule begins to clear up.

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

Last month, we reprinted *Millennium's End v2.0*. In October, we'll have our third printing of *Ultramodern Firearms* completed. *The Medellin Agent*, our next upcoming release for the *ME* game line, will be available in late November.

We've got a lot more books in the works too, including a *Vehicle Sourcebook* that will follow the format of the popular *Ultramodern Firearms*.

Psychosis

Solitary Confinement, our next release for the *Psychosis* game line, will be out in January. 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?

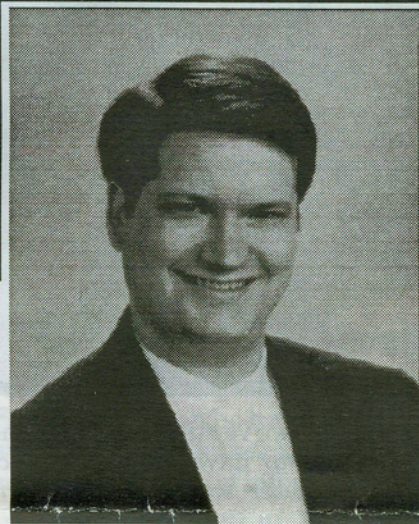
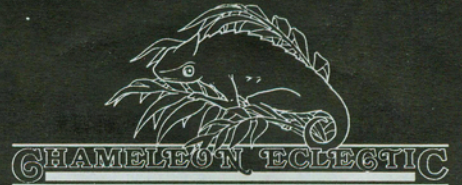
The Last Crusade:

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 who's in the spotlight this issue? He's a Demo Team member from Michigan named Michael Webster. A long time resident of Salt Lake City, Utah, he's been gaming ever since 1982. Like most of us, he started with *AD&D* and *BattleTech* (known back then as *Battledroids*). Eventually, he moved on to many other games, including *Cyberpunk*, *Starfire*, and *The Babylon Project* to name a few.

Production Schedule

After this year's GenCon, we took a long look over our current production schedule and decided that our system needed to be reorganized.

THE REAL SCOOP

Our goal was to create a production schedule that would allow us to more consistently meet our deadlines while continuing to provide support for our games via the web and conventions.

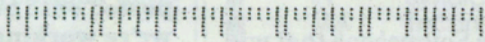
We have managed to do just that. We've met every in-house deadline since we restructured our schedules eight weeks ago, and—believe it or not—we're even starting to get ahead of schedule.

After graduating in 1986 from Alta High School, Michael entered the USAF as a weather observer serving in both Montana and Germany. He left the Air Force in 1990 in order to attend college. Since then, he's worked in the computer industry as a technician and programmer.

What does he do when he's not punching away at a keyboard? Well, he's probably busy keeping up with family life. He's married with two children, and he's got two more on the way. Not only is he a husband and a father, but he's aspiring to become successful both as a writer and an actor.

He never did explain why he adamantly calls himself the Cyclone Ranger, but I imagine that's a story in and of itself. He's got a webpage to promote his acting work—http://pages.prodigy.com/Cyclone_Ranger/actres.htm. With his permission, we snagged this picture of him from that site.

DEMO TEAM PROFILE

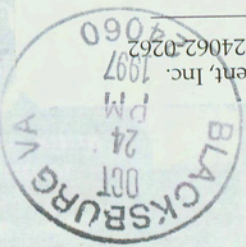


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