



ORDER FORM FOR SHAKESPEARE PLAYS

3rd Annual Summer Shakespeare Festival Advance Order Form

Name _____

Address _____

City _____ State _____ Zip _____

Daytime Phone # _____ Are you currently on mailing _____

Like _____ Yes _____ No _____

Play	Date	Time	#Tickets	Price
Measure for Measure	_____	_____	_____	_____
All the World's a Play	_____	_____	_____	_____
Much ado about Nothing	_____	_____	_____	_____
				Total Price: _____

Please mail completed form and payment to: Imagination Station,
P.O. Box 1102, Bryan, TX, 77806. Tickets will be mailed to you.
—NO RESERVATIONS—NO LATE SEATING—NO REFUNDS

The Star



July 1995

AMT GARD
The Celestial Kingdom

[illegible]

HOW TO SUBMIT ITEMS TO THE STAR

Items that might be entertaining and/or informative to the Armtgard populace are needed for THE STAR. Articles, art, advertisements, maps, poetry are only a small sample of the kinds of items that are published in THE STAR. All submissions, however, are subject to proofreading and editing prior to publication. Please submit items by the 1st of each month to:

TABLE OF CONTENTS		
E	TITLE	BY
Cover	"The Anti-Christ Goes to WAR"	Corel of Intel
a Cover	Directory of AMTGARD Contacts	
	Copyright and Submission Info	
	Court of the Celestial Empire	
	Letter form the Editorial Staff	Editorial Staff
	Letter from the King	Rex Arion Renquist
	Letter from the Prince	Squire Balinor
	Letter from the Prime Minister	Squire Ta' shi-iak
	Kingdom News	
	City-State	
	From the Guilds	
	Editorial Letter	Baron Draegon
	Shakespeare Festival	
	<i>"Burden of the Crown"</i>	Derek Foster
	<i>"Gilda & the Dragon"</i>	Cynthia McQuillian
	Advertisments	
	Maps of the Celestial Kingdom	Master Scout
Cover		

LET IT BE KNOWN UNTO ALL WHOM THESE PRESENCE COME THAT THIS IS THE COURT OF THE CELESTIAL KINGDOM

King Arion Reinquist - Lord of the Badgers

Regent Squire Ballnor

Prime Minister Squire Ta' Shi Riak

King's Champion Squire Fnord

Capt. of the Guard Sir Imagg

King's Guard

Annex Sir Martel

Exile Vistar

Kilmory Widow

Court Herald

Squire Zol

Regent Defender Squire Ziggy

Regent's Guard

Squire Zol

Amorden

Squire Jade

Weaponsmaster

Drakknar

FIGHTING CLASS GUILDMASTERS

AntiPaladin - Sir Zircon
Archers - Little John
Assassins - Raven
Barbarians - Squire Zol
Bards - Covandel
Druids - Squire Ziggy
Healers - Farlo
Circle of Steel - Annilus

Monks - Exile
Monsters - Sir Rufus
Paladins - Sir Michael
Reeves - Sir Hulka
Scouts - Natandra
Warrior - Squire Ziggy
Wizards - Kilmory
Belted Circle - Sir Thoiden

ARTS AND SCIENCE GUILDMASTERS

Armors - Sir Martel
Engineers - Greylin
Gladiators - Raven
Literature - Sir Zephram
Sages - Sir Michael
Theatre - Manacles

Arts -
Garbers - Squire Shanti
Heraldry - Sir Ches
Minstrels - Sir Zephram
Smiths - Arch Badger Dunbar
Water Beaters - Arlela
Badger Wrangler - Stella D'Arbenville

BOARD OF DIRECTORS

Todd Barr - Sir Rufus

Ray Dunn - Sir Tholden Von Badger

Garland Griffith - Grill

Ken Keys

Will Jordan

Mark Pickett

- Wilhelm

- Sir Michael

- Arion Reinquist

Curtis Wade - Sir Zephram

From the Crown

A LOT OF RELEVANT INFORMATION FROM YOUR MONARCH...

SO, YOU ASK, "WHAT HAS THIS MONARCHY DONE SO FAR?"

During the first 12 weeks of this reign, I attended amlgard 10 weeks. Bifast twice, Turris Lunae, twice - including receiving their open invitation Kingdom-wide Juggling tournament; Tirana, once; Thule (naked - over Easter), once; Tori Mar (couldn't find it - it moved); Mordengaard Coronation (both naked and in garb); Judged Crown Qualifications in Emerald Hills; Reaved & held Court at Weapons Master Tournay; Attended All BOD meetings (including hosting one!).

Total miles traveled on ten weekends serving this Kingdom was approximately 2200 miles. The average increase in my monthly phone bill (because yes, I do return phone calls when messages are left on my machine) has been \$68.50 per Month. The average amount spent on an Amlgard Sunday is \$4.75 for food, beverages and event fees (this includes paying for Ariel's needs, acquiring Tiki torches, various food items and a 1/2 gallon of Captain Morgan's as a prize at Midreign). Personal fees associated with wearing the crown thus far have been approximately \$660.00. It's good to be King? You bet, but you've got to approach it knowing the kind of cost and commitment it takes to fill the minimal obligations of this Office.

Three Stars have been published during the first three months - The first immediately after I was coronated. The second at Weapons Master Tournay (where representatives from each group were supposed to receive & distribute them locally. It didn't happen that way, unfortunately.) The third was distributed at Midreign - representatives from each land were called before the Prime Minister & Court Herald to receive, and distribute Stars, Corpora, and rulebooks to their populace. In this case, however, the populace actually was able to witness receipt!

Amlgard, The Celestial Kingdom was Incorporated on 1 June, 1995 at about 4:45 PM, just prior to Midreign, remember to thank the members of your BOD for all of their hard work. At this time I would like to point out that your Monarchy, Regent, and new Prime Minister contributed over 30 pages (on disk) of Corpora modifications to the BOD (most of which were incorporated), even though none of us were on the BOD at the time.

The events required by Corpora were established and published on calendar within the first month of this reign. The Burnet site was reserved for both midreign and the following Coronation well in advance. The date for Midreign originally was scheduled to coincide with father's day (the only date open in Burnet), but was moved up one week to avoid the mundane conflict when another party canceled at Burnet. The Burnet site has also been reserved for the next Spring War.

Midreign Feast was the likes of which this Kingdom has never seen - Special thanks should be extended to Sir Imagg, Brother Stephan, dozens of additional



From The Crown

The Midreign court was two hours, five minutes in length (including a 10 minute intermission between recognition of the populace and business before the crown). Many people said that it felt like considerably less than that. With Prince Balinar & Myself trading off duties, we extended approximately two hundred awards and orders to this Kingdom (some overdue clear back to spring war, which by the way, was not my reign). Sir Tholdery, Guild master of Knights, Prime Minister Ta' Shialk, and Herald Baron Zol assisted.

The Circle of Knights was made complete at the beginning of Court as your Monarch bestowed three Knighthoods of the Flame. Sir Friard (his first belt), Sir Jmagg (his second), and Sir Michael (his third, and the CK's first home-grown, triple belted Knight).

The end of court included various gifts from the populace, news from the four corners of the Kingdom, and the execution of 'Q', standing in for Sir Nomad, of the Wetlands Confederacy. (Hold onto your skirts here folks, the following is Role-play)

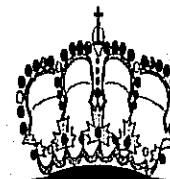
Our court was attended by the Lady Fionnghal, Duchess of Granite Spyre, also representing the Wetlands Confederacy. To her I voiced this challenge: The Duchy of Mordengaard is a province (perhaps to be a principality one day) of this Celestial Kingdom. The Wetlands Confederacy had better keep their grubby little mitts out of there or the CK will saddle up, sharpen the Swords, and show them how a real Kingdom defends its borders! We'll take a war to them and destroy them on their own home court. The Lady Fionnghal and Dulce Zol of Mordengaard are reviewing local calendars to see how we, the CK can invade (probably in August) with maximum turnout for all. More to come...

More news from the Crown...

* Your Regent, Prince Balinar, backed by the Lions, a contingent from the Duchy Mordengaard, and others attended the Coronation of the Burning Lands in Late May. The CK was well represented by those who traveled so far and fed so many! Grand Duke Sir Aramitharis assumed the throne, Grand Duke Sir Jvar assumed the office of Prince Regent.

* Your Royal Couple played a significant role in Emerald Hill's Kingdom Qualification Tourney (a two day event) in early June. I Judged cultural entries and provided logistical assistance, Squire Ariel worked as co-autocrat of the cultural tourney. Duke Sir Cabal assumed the throne, Squire Infinity assumed the office of Prince Regent.

* Approximately 60 to 80 petals will be sent out during the next month for distribution by the local provincial leadership - I was not about to extend court for these when I could just as easily send them out locally.



From The Crown

* If you wear a kilt, loin cloth, or other loose, open garb - wear undergarments! No exceptions. Our sites and events are not limited to those over 18 years of age. If you expose yourself (perhaps even unintentionally) in the proximity of a minor, the evil legal types from mundania may sweep down upon you (and others in the group) with the swiftness and savagery that a red dragon would envy. If I hear about another incident, there will be no warnings, only ejections.

* Clan is coming up in the third week of July, if you have a spare seat in your car or truck, spread the word - the CK needs to be represented there in style!!!

* As stated above, we are working on mixing up a border war with the Wetlands Confederacy in August. Stay tuned for the Date.

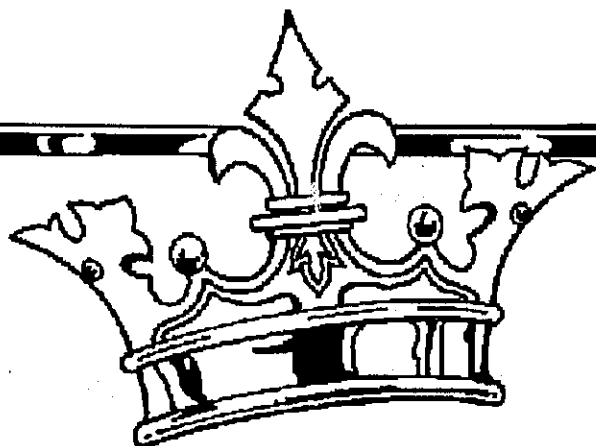
* Crown Qualifications will be held September 3rd, the first weekend of the month. The hosting Duchy, Dragon's Haven, is trying to develop a weekend event for Friday and Saturday before the Sunday of Quails. More to come...

* Kingdom Coronation will be held over the weekend of September 15-17 in Burnet. Vivat for he who relieves me of this Crown!

In closing, I submit that this crown is working for you the populace. If you have critique for good or for ill, please send us your opinion!

Ever in Service,

Rex Arion Relinquist.
Monarch of the Celestial Kingdom



Greetings,

First I would like to thank all of you for your support. I am sorry no written word from me has ever reached you until now. The reign, thus far, has run rather smoothly on my end. I am proud of all the people who have given their time and effort to the club.

I hope to end this reign with a bang. If Dragonshaven does as they say, Coronation will be a wonderful camping event. If not then Qualifications will be held and life will continue on.

There are lots of things in the works here in this great kingdom. Lady Shanti has put out a couple garbing manuals, and she is also putting together new guild master favors. Earl Sir Zephram is working on music for feasts and hopes to build a better ambiance for upcoming events. Arch Bishop Dunbar is putting together a letter on how to pull off a major event. Baroness Vasha, last I heard, was working on an Amtgard book of various things to help anyone out. Last, but definitely not the least, Torrin is working on a paper to help those of you with art work.

With all that I am also putting out a flyer about Qualifications. If there are any questions or concerns, just let me know and I will address them to the best of my ability.

In service,
Squire Ballnor Darkwolf
Prince of the Celestial Kingdom

From the office of the Prime Minister

Greetings From the Office of the Prime Minister...

First of all, a "Thank You" to those of you who had enough confidence in me to support me through the election. Make no mistake, I understand this is a tough job I know that with a little help from all of you, I will be able to exceed all expectations and perhaps even exceed past the outstanding examples set by some previous Ministers.

Our Kingdom records are (as always) not current. The difficulty in making them current is attested to by the fact that they have not been current for many terms. My primary goal is to, within the next three months, have the current records of this Kingdom's populace substantially current and in one data base. To make this happen I need full cooperation of All Provincial Leaders. Members of the populace, help your leadership as completely as possible - if you fight less on one Sunday, so be it! The King Rec. Arion has challenged (or was it commanded?) me to do this, and try I shall.

By August 10th I need updated copies of provincial (i.e. Ducal, Territorial, or Shire) populace records from all Chancellors, Seneschals and Sheriffs. Dukes, Barons and Sheriffs should review and sign these records and include a cover letter of any questionable records contained therein. I will contact the populace directly for information regarding questionable records or orders. I also reserve and will exercise the right to verify populace information with the Kingdom or local leader who issued the record or order. This may seem a bit pushy, but I must be effective to properly serve you; some past methods have taken too much time and were still ineffective.

The Star is potentially our most important communication device. Although it is widely distributed and read, it is under utilized. If you have news of the Kingdom, results from local tournaments, news from the 'Net' or other Kingdoms, please send these to myself or Sir Thoden for publication. If you have Artists' fantasies that show up as stories, poems or informative articles (even if you think that "it is just not that good"), pass it on. If, assuming that your entry is deserving in the eyes of the Crown, your contribution is exceedingly well done, you may even receive recognition in the form of a Dragon!!

Let's work together to have a wonderful, productive term. With you I make this deal: If you need anything please contact me; If I need anything I will contact you! My motto, as it has always been, is "exist to serve". Please, serve with me.

Serving,

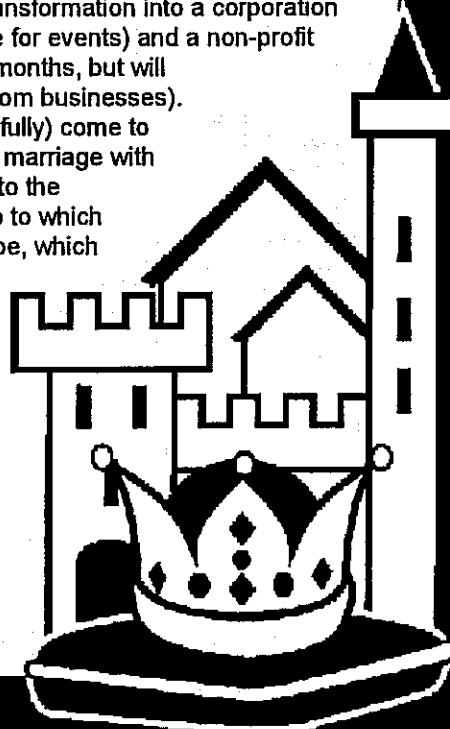
Lord Squire 'Ta' shi-tak Cuccashorn
Prime Minister of the Celestial Kingdom

Kingdom

My Fellow Celestial Bodies,

I've managed to make it pretty obvious by now that I'm running for King. As much fun as I'm having during the campaign, I did not lightly or frivolously make the jump. The opportunity presented itself when I changed jobs; I now enjoy a very stable job (working in the family business) which will never require that I work on Sundays. It also pays me well enough that I can spring for some of the little extras that make a reign so special (frequent travel, gifts for foreign dignitaries, prizes for events, etc.)

I deeply, so very deeply, love this kingdom and (to varying degrees) each of her people. I want to bring to bear my experience, intelligence, compassion, and drive to serve and lead this land through some wondrous times. This Fall, an acquaintance of mine is filming a feature movie (Hollywood, folks!) called Jarok's Fortune. He asked me to gather our Amtgard chapters together to participate as extras...I'll keep you all posted on shooting dates and locations. The other big event of the year is our transformation into a corporation (making it possible to get insurance for events) and a non-profit organization (this will take several months, but will make us eligible for contributions from businesses). Noteworthy events which will (hopefully) come to fruition next year are Mordengard's marriage with Granite Spire (and her satellites) into the Kingdom of the Wetlands and a trip to which Melinda and I are planning to Europe, which will allow me to look in on our chapter(s?) in Germany to see how close they are to being Kingdom material. As King, I would continue to be a driving force in the B.O.D., furthering our corporate interests. I would also help drive the interkingdom machinery needed to grant the Wetlands (?and Germany?) Kingdom status.



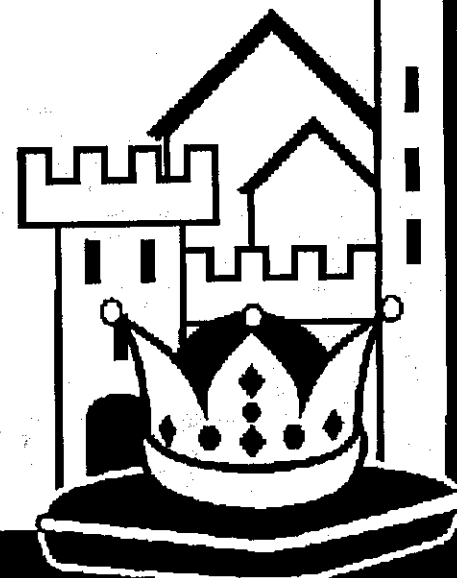
Kingdom

Regarding foreign relations, I have contacted King Cabal (Emerald Hills) and King Stefan (Dragon Spine). Cabal and I are excited about the prospect of leading our great Kingdoms into a new era of mutual understanding and alliance (King Arion has already made strides in this direction). Stefan and I, on the other hand, are looking forward to plunging our Kingdoms into WAR! We're currently looking at November for the event. (If I am not honored with the Crown, I will humbly ask Arion's successor to allow me to continue with the project.) Both Stefan and I feel that it would best be kept between CK and DS.

Lastly, I plan on monthly courts which (with exception of Spring War) will double as charity events for groups such as food banks, Salvation Army, and battered women's and children's shelters. I feel very strongly about this and would like to see out organization do nice things for the communities whose parks we use (Bifost has the right idea with their 'Adopt-a-Highway' program!)

Well, that's it in a nutshell. I'll be all over the CK (and at Clan) between now and September, so you'll probably have the opportunity to grill me. I hope you didn't get bored reading, but it all just wouldn't fit on one page. Please call me at (512) 918-0031 between 8-11 p.m. or write me at 11909 Buckingham Rd. Austin 78759 if you feel the need. Thanks for reading!

Go in peace,
Zephram



Kingdom



nto the Populace of the Celestial Kingdom
Greetings:

I would like to respectfully announce my candidacy for Princess Regent of the grandest Kingdom in Amtgard. If elected it is my intention to faithfully serve in that capacity with all the skill and talent I can bring to bear in that office. My active participation in our game dates back to 1992. Like most of you that participation has been on a local level. It was there where I attained 61 weeks as a Warrior. I have assisted with many events and participated in several competitions.

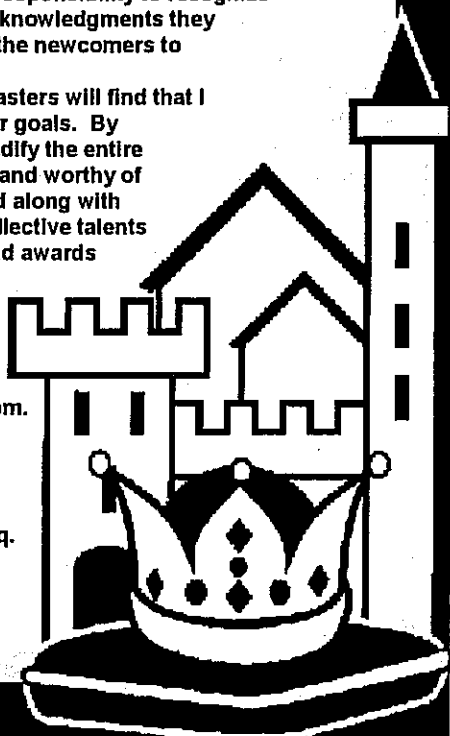
As your Princess I would do all that I could to encourage your participation. I would strive to find and recruit fair, impartial, and competent judges for those competitions. I would further and support the C.K.'s reputation for excellence in the Arts and Sciences. It would be my duty and responsibility to recognize your efforts and abilities with the acknowledgments they deserve. This is especially true for the newcomers to our Kingdom.

Your local leaders and guildmasters will find that I am willing to help them achieve their goals. By strengthening the local groups we edify the entire Kingdom. Your creativity is unique and worthy of recognition. Workshops will be held along with local demonstrations so that our collective talents may be shared. I will have prizes and awards available to encourage your efforts.

If elected I will work to usher in Golden Age of the Arts and Sciences which will include the most important people in Amtgard, the populace of the Celestial Kingdom.

Thank you

Lady Jamethiel
Dreamweaver Knorth, esq.



Kingdom

TO THE POPULACE OF THE CELESTIAL
Kingdom

I, HEREBY, DECLARE MY INTENT TO
COMPETE FOR AND ATTAIN THE OFFICE
OF CHAMPION OF THE CELESTIAL
Kingdom.

BARON DRAEGON HELSTAVEN
OF MORDENGARD

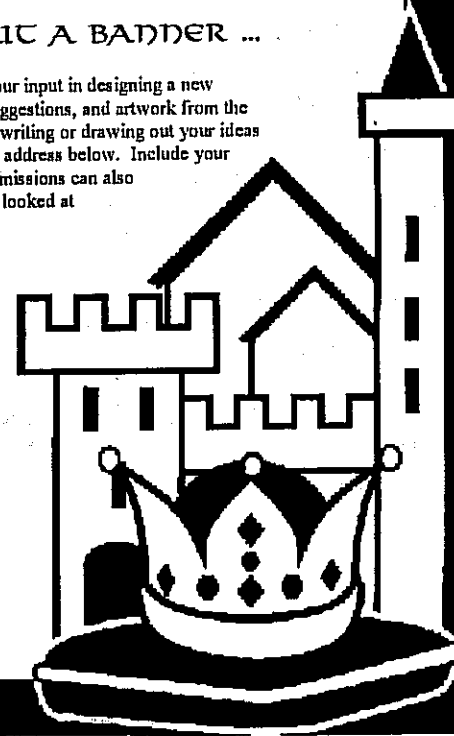
A KINGDOM WITHOUT A BANNER ...

Here is your chance as a kingdom to give your input in designing a new banner. We are compiling a list of ideas, suggestions, and artwork from the general populace. You can do your part by writing or drawing out your ideas on a regular sheet of paper and sending it to address below. Include your name and return address when you do. Submissions can also be given to me in person. All ideas will be looked at and your input will be appreciated.

The original banner conception was an oriental dragon, a moon, and a star on a black and gold field. With that in mind, tell us what you envision for your kingdom's new banner.

Crier's guild & We-B-Banners
Lord Amorden

3410 Buck Race
Austin, TX 78748





The City-States

Beltain Night Hunter

The Household of the Lycemu is proud to announce that during the Beltain Night Hunter, Sir Zephram, using a combination of stealth and good swordsmanship, won the first place balderic and an Order of the Warrior. Also distinguishing themselves were Sir Tholden and Lord Annixmander, trying for second place. We hope that a good time was had by all and that even more people will come to our Samhain Night Hunter event in October. Until then, Happy Hunting.

News From the Congregation

Lady Kiera and Lord Torri are pleased to announce the birth of thier fifth son, Saemon. Christening will be this Wednesday at the Chapel of The Bright Miller Lite.

The bands of Matrimony are to be read for the seventh time this Sunday's Mass for Goodman Smythe and soon to be Goodwife Smythe, Sun Lee Fong, a recent refugee from Fragle Rock.

Confessions will be published in the next issue of the Star, Penance will commence shortly thereafter. Get your copies while they last.



The City-States

HEAR YE! HERE YE! FESTIVAL OF THE MASK ACT II SCENE II

Where: Camp Finlayson

When: August 11, 12, 13 & 14

Cost: \$5 site & feast

Time: gates open 12 pm Friday, August 11

Friday: Gates open at 12pm

Dark Elf Hunt

Tag

Runner

ALL NIGHT BATTLEGAMES!!

Sat: Tournament (events to be announced)

Fighting companies Tug of War

Arts and Sciences: Weapons & Armor,

Short stories & poems, Garb, 2-D art, 3-D art

Feast (about 6pm) TOLKIEN FEAST

Awards Ceremony (Tourney Winner)

NIGHT BATTLE - Noble Hunt (nobles needed)

Sunday: Quest (To Be Announced)

Night: Bardic around the fire/ heretic burning

Mon: Clean up

Gates close at 5pm

Autocrat: Tim Adkins a.k.a. Hans Schmidtt

618 Blake St.

Killeen, TX 76541

Co-Autocrat: Suzanne Ziembo a.k.a. Gwen of Vere

618 Blake St.

Killeen, TX 76541

Feastocrat: Arella Langsberry

Co-Feastocrat: Jean Smith a.k.a. Yonnie



From the Guilds

Criers

Fresh back from my travels and I have one thing to say: Waaaaaaaaa!! The most over-whined phrase I heard was "Why can't we all just get along?". Duchys are the sizes of Baronys, an old timer is someone who has not been out to that group for over six months, and where the hell did our kingdom banner go???

You people are definitely not making my job easy. Where is the socializing after battlegames, the good humor, and striving to have fun? There are lots of people who are ready to complain but very few willing to suck down their pride, play some games, and have fun. Did I mention having fun??????????

Enough complaints now on to the rumor mill:

Fiction: Is it just me or is everyone and their dog (heh) getting married?? And what is the perfect gift??

Fact: No they are just populating the world by their own happy go lucky selves, oops! Missed that boat.

Fiction: Arch Bishop Dunbar has taken a sabbatical from the CK to further his pro wrestling career.

Fact: I wouldn't be lifting up my kilt in front of him any time soon.

Fiction: Did you hear the one about the knight with five belts?

Fact: ??? Hell if I know, I just report 'em as I hear 'em.

Fiction: Who was that woman with the colorful commentary at mid reign?

From the Guilds

Fact: You ask her, *I am afraid*. Be AFRAID, VERY AFRAID.

Fiction: Arion is taking reservations for the high table at the next court...

Fact: As long as you can put up with sitting next to Tholden.

Fiction: Drackorock has filed Chapter 13...

Fact: Has anyone seen Vasha recently?

Fiction: Was that Franchesca and Fnord I saw floating away with the storm?

Fact: Yes it was. They ended up in Lake Charles.
(We miss you, come back soon)

And finally (drum roll):

Fiction: Is it true the B.O.D. has decided to change the names of all the groups?

Fact: Yes, now introducing New Barad Duin North, NBD south, NBD annex, NBD-fu, etc.

"Waiter, Shovel please, and keep it on till sunrise!!"

Hugs and Kisses,
Lord Amorden

From the Guilds Smiths

As Guildmaster of Smiths, I Have been requested to write a little bit about what it takes to earn to an Order of the Smith. Simply put, all that you have to do is "sponsor a major Amigard event, publication, workshop or other comparable service to the club." That's all there is to it! Hah! The first thing you should do is seek professional help, and I don't mean cooks, guards, or authors. I mean, that you should go out and find a good cheap shrink. Obviously, you are certifiably insane or at the very least possessed. (I hear that the Church conducts exorcisms for a small contribution, and that satisfaction is guaranteed.) If you are not now a drug-user or a drunk, then by the time you earn your smith, you will be one. If on the other hand you are already one of the above, then you are about to become a very dull, serious, teetotaler. Gadzooks! Do I sound super-negative about this or what? Well, I'm not. I merely wish to point out that there is a big difference between planning a peanut butter and jelly sandwich party for three or four close friends and organizing a feast for two hundred or two hundred-fifty people you probably don't know. So what does it take? (A Master Card and the name of a good caterer?) "Let your fingers do the walking."

Rule #1 Keep your sense of humor.

If you don't have one, go
out and beg, borrow or steal one.

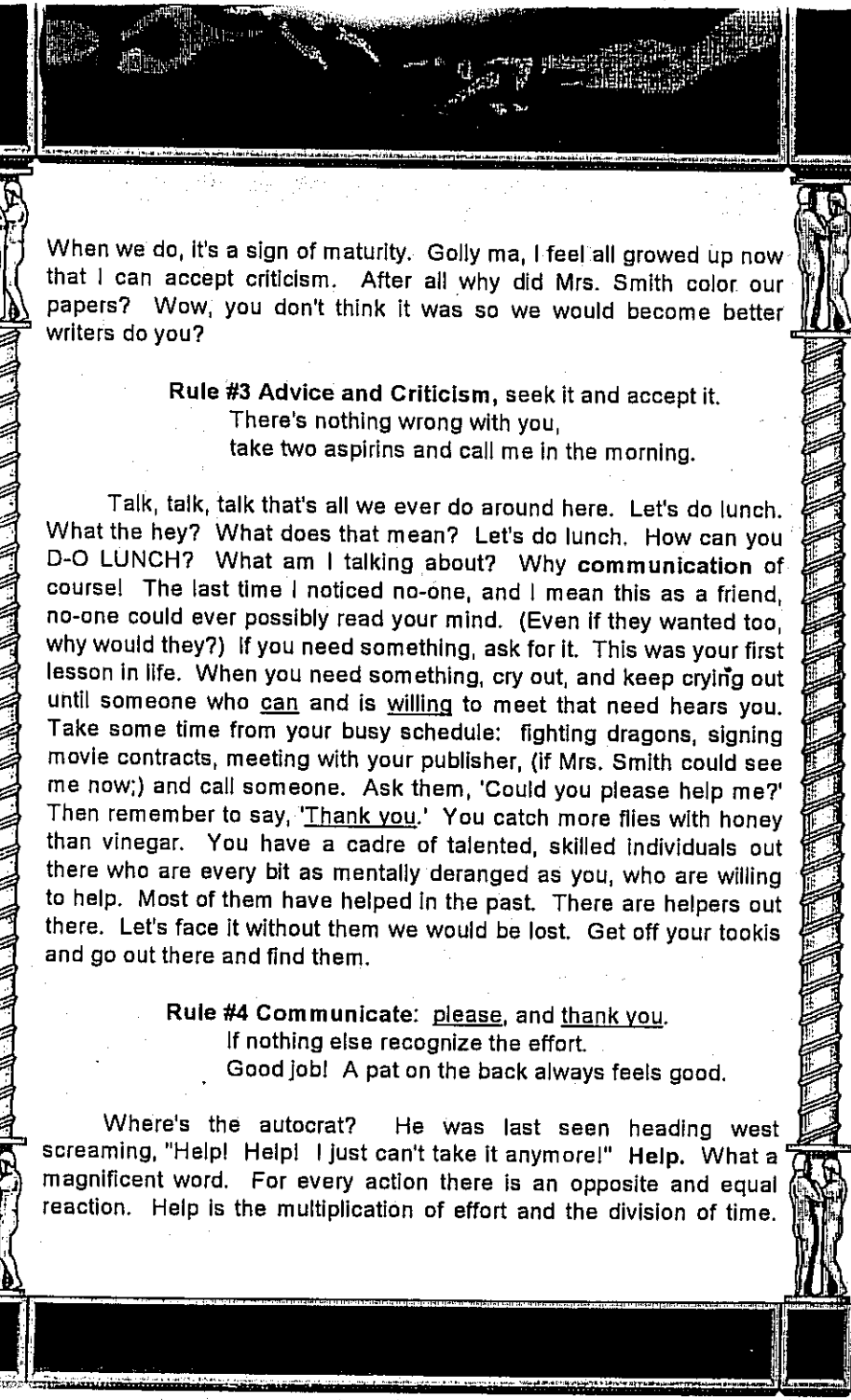
"Remember, only you can prevent forest fires." "It's one thing to be burned, but it's another to be fried." "The best laid plans of mice and men do oft go astray." "Murphy was an optimist." "But, but, that's not what was supposed to happen." "I never planned it that way!" "I didn't mean to hurt your feelings." "I'm sorry." Have you ever heard or made any of these statements? Welcome to the club. We have all heard or made excuses similar to these. I don't know about you but I always feel a bit guilty or embarrassed when I'm trying to 'explain' or apologize for what happened. What I'm trying to say here is: think about what it is you're doing, why you're doing it, how you're going to do it, where you're going to do it, when you're going to do it and who is going to help you.

What are you doing? Define that in your head. I am cooking. I am cooking a feast. I am cooking a feast for 200-250 really hungry people. I am cooking a feast for 200-250 really hungry people, 60 miles from where I live, in a kitchen I have never used.... "Lions and Tigers and Bears, Oh my." "Toto I don't think we're in Kansas anymore." As this alternate reality slowly dawns upon you, like all of us, you will ask: 'what have I gotten myself into?' (This usually happens about the time you feel like Brer Fox stuck to the Tar Baby.) "Shoot up here among us! One of us has got to have some relief." Calm down, breathe slowly, relax, remember that vice you've been meaning to start...hummmmm. I am planing and cooking..., etc. By its very nature, a plan implies intelligence. Well, that leaves me out. Right? Wrong! Pour yourself a hot cup of coffee or in my case visit the brewer's guild and pour yourself a nice tall cold one. Pause and think about it. Do this before you stand up and say, 'I'd like to.....'

Rule #2 Have an Intelligent Plan.

God save us from the innocent
at least the guilty know what they're doing.

Now, you've gone and done it. How many times did I tell you never ever volunteer? Well, it's too late to complain. You have stepped into the Twilight Zone! Seek advice, lose the attitude, and talk to others who have boldly gone before you. Ask them what they think, what they did right, and what they did wrong. Now, is that with or without a spinal block? This is very important. Even a well-written article requires proofreading. Find someone to be your devil's advocate. If you can't accept criticism, do not pass go, do not collect 200 dollars. The difference between advice and criticism is: one is positive and the other is negative, the end result should be the same, to assist you in being all that you can be. You can please some of the people all the time and all of the people some of the time, but you ain't go'in to please all of the people all of the time and that includes yo'self. I know, none of us liked the English teacher. What was her name, Smith or Jones? You remember, she was the really ugly one. She was older than dirt, and she would hand back our papers with all those red marks on them. It was unpleasant then and for some reason it still is. Most of us hesitate to actively seek criticism or advice.



When we do, it's a sign of maturity. Golly ma, I feel all growed up now that I can accept criticism. After all why did Mrs. Smith color our papers? Wow, you don't think it was so we would become better writers do you?

Rule #3 Advice and Criticism, seek it and accept it.
There's nothing wrong with you,
take two aspirins and call me in the morning.

Talk, talk, talk that's all we ever do around here. Let's do lunch. What the hey? What does that mean? Let's do lunch. How can you D-O LUNCH? What am I talking about? Why **communication** of course! The last time I noticed no-one, and I mean this as a friend, no-one could ever possibly read your mind. (Even if they wanted too, why would they?) If you need something, ask for it. This was your first lesson in life. When you need something, cry out, and keep crying out until someone who can and is willing to meet that need hears you. Take some time from your busy schedule: fighting dragons, signing movie contracts, meeting with your publisher, (if Mrs. Smith could see me now;) and call someone. Ask them, 'Could you please help me?' Then remember to say, 'Thank you.' You catch more flies with honey than vinegar. You have a cadre of talented, skilled individuals out there who are every bit as mentally deranged as you, who are willing to help. Most of them have helped in the past. There are helpers out there. Let's face it without them we would be lost. Get off your tookis and go out there and find them.

Rule #4 Communicate: please, and thank you.
If nothing else recognize the effort.
Good job! A pat on the back always feels good.

Where's the autocrat? He was last seen heading west screaming, "Help! Help! I just can't take it anymore!" Help. What a magnificent word. For every action there is an opposite and equal reaction. Help is the multiplication of effort and the division of time.

because there just isn't enough time or manpower available. This is also the cornerstone to building a successful business; but, I thought too many cooks spoil the soup? Right, and that is the second building stone, division of labor. You should have only one soup chef, one salad chef, one dessert chef, etc. Remember, you are the master chef. (Third stone: management.) Somebody has to decide who gets the stove first. Help without organization and leadership accomplishes little, is frustrated, and usually fails to reach its objective. "Take me to your leader."

Rule #5 Help. It's hard to find good help anymore.
I did my best.

Son, bring me a beer, please. Could I have it in a frosted mug? Thank you. **Enjoy!** Enjoy your efforts and the efforts of others. Have fun with the project. Why are you here? To make friends and influence people. Of course you are. NOT! You are here to escape from the real world of work and school. This is a game, that is life. Our drab mediocre existence is all to seldom punctuated by moments of carefree fun. Why erase those moments with toil and sweat? Are we having fun yet? All too often the fun goes out of our life. Like a capricious butterfly, it dips and swirls seconds before we catch it. It is lost and the moment will never come again. Like Mac Arthur Park, it is melting. Someone left the cake out. I don't think that I can take it. It took so long to bake it. And I'll never have the recipe again. Regrets I have a few. But of one thing I am sure I did it my way.

Rule #6 Enjoy. If it's not fun then it must be work!

That's it. I sweated bullets. My friends hate me. I have third degree burns on my face and hands. I cut my finger off in the stew. I scalded my feet. I scrimped and I saved; I sacrificed and gave. I bled. I worked myself to the bone. I worried.....blah..blah..blah. That's it a lousy stinking smith, a piece a paper. Don't I deserve the undying gratitude of the club. I should be a knight! God what a whiner. Get a life. He's just a yuppie wannabe trying to eke out a meager existence selling term life insurance to other artery hardened wannabes. All he ever does is complain. Gripe, gripe, gripe. Take some time and examine your motives. Are you stressing? Self absorbed? Frustrated? Frustration is the conflict of basic desires.

Editorial

To the Populace of the celestial kingdom:

At King Arion's midreign a dispute arose between King Arion and the Duchess of Granyte Spyre over the current and future status of the Duchy of Mordengard (or Mordengard, either spelling is correct). The outcome of this dispute is a war between the Celestial Kingdom and the confederacy of the Wetlands. Why?

To understand the cause of this dispute a brief history of Mordengard is needed. Amtgard was brought to Bryan/College Station approximately around 1989. From 1989 to 1991 this group referred to their area as the Wetlands. The Wetlands was small and was ruled primarily by guildmasters. By 1991 the Wetlands had grown to the size of a large barony despite the heavy turnover due to the population being mainly compromised of college students. Several of those students graduated and moved south, later founding the Duchy of Granyte Spyre.

Due to its size, the Wetlands reorganized its loose knit government and in the summer of 1992 established itself as the Independant Barony of Mordengard, with Domir Stonefoot (Chris Stephens) as its first Baron. During this time Mordengard kept intermittant contact with the forming Duchy of Granyte Spyre. Late in 1992 Mordengard made contact with elements of the Celestial Kingdom, the House of Dungen. This was the first that any Mordengardian knew that we were so close to a major kingdom. This caused both excitement and debate in Mordengard. After much thought, it was decided that Mordengard would remain an independant Barony that would sell its swords as mercenaries to the highest bidder.

In the Spring of 1993, Earl Zephram declared war on Warlock and the site agreed upon was Talonfield, (Bastrop, Tx.) Zephram then made contact with Baron Draegon Helstaven of Mordengard (yours truly) through the House of Dungen for Mordengard's services on the battlefield and a suitable price was agreed upon (a lot of pizza and beer). Thus Mordengard made its first battlefield appearance in the Celestial Kingdom at the Battle of the Lost Pines.

Why did you volunteer in the first place? Recognition? Self-satisfaction? Remember when you were sitting by the fire and you said, 'I think it would be fun to.....' Forget this and you will wind up a bent and bitter, barren and burned out shadow of your former self, alone, lost in the dark. No one likes a complainer. **Never, never, ever complain.** If your real purpose was to have fun and you had it then for you an Order of the Smith will be just an added bonus. If your purpose was to acquire a box top leading to a knighthood, then you have called forth a misery the likes of which you have never seen. You are deserving of the wrath of the Antichrist. You should be cast into the deepest, darkest dungeon in the kingdom. You suffer from a serious case of tunnel vision and you have lost sight about what Amtgard is all about. (FUN!) You will not be satisfied, now, or ever. "We have met the enemy and they are us."

Rule #7 Never, never, ever Complain.

Keep your sanity. Keep your friends.
Keep your self-respect.

If the Kitchen is too hot then get out! Let us review:

- Keep your sense of humor
- Intelligent plan, think before you act
- Take advice and criticism
- Communicate with everyone
- Help and helpers, recognize the effort
- Enjoy yourself, have fun
- Never ever complain

Well, there is still much to do. Good Luck. What's that you say? You're thinking about running for monarch. Wouldn't it be fun to..... So, you've done all that you can do. You've sponsored the perfect event, written a top notch article, or held a great workshop. Remember, just because you've done it, only means that you are eligible, it doesn't mean that you're going to get one. Say, why am I writing this article, I don't even have a Smith? (But, I had lots of fun!! Thanks.)

Pax Vobiscum

Arch Badger Dunbar

Editorial

Through 1993 the debate on Mordengard's future intensified. As we made contact with different kingdoms, more factions entered the debate. The one thing that all factions could agree upon was that ultimately there would one day need to be an eastern kingdom and that Mordengard would logically be a part of it. The disagreements were over what route to go to achieve this while gaining the administrative experience needed to run this new kingdom. Meanwhile, Granyte Spyre joined the Kingdom of the Golden Plains. Mordengard remained locked in debate over whether to join the Celestial Kingdom, The Emerald Hills, The Golden Plains, or remain an independent Barony (now duchy sized) until such time as the new kingdom could be formed.

In the spring of 1994, a small group of Mordengardians formed a shire in Bryan called the Lyceum and joined the Celestial Kingdom. Mordengard arrived at the same decision independently and also joined the Celestial Kingdom. For the rest of 1994, Mordengard and the Lyceum were active in the Celestial Kingdom, participating in and hosting events. Early in 1995, the Lyceum rejoined Mordengard as a household, which brings us to the present date.

Over the years we have built strong ties to both the Celestial Kingdom and the Confederacy of the Wetlands. Former Mordengardians still live in and have even ruled both. We are composed of many groups (Roger's Raiders, Steel Dragons, the Lyceum and more), but we are all Mordengardian and fiercely proud of our history and heritage. We have never declared a war, but when the price was right we have helped settle a couple of them. Many of us now find it a strange experience, being the object of a war. Reactions have varied from enthusiasm to embarrassed anger at the prospect. However, this may turn out, it should make an interesting chapter in the histories of all parties concerned.

Baron Draegon Helstaven
Champion of the Duchy of Mordengard



'magination Station and the Shakespeare Factory present the 3rd ANNUAL SUMMER SHAKESPEARE FESTIVAL

The 1995 Summer Shakespeare Festival promises something for everyone. It has been a great year at 'magination Station theatre—crowds, superb acting and singing, fabulous costumes, scenery, lighting, music—truly a season to remember! Exciting theatre continues this summer at 'magination Station during the 3rd Annual Summer Shakespeare Festival, when the Shakespeare Factory presents two Shakespeare comedies. *Measure for Measure*, a tragic-comedy with a central plot revolving around conservative/liberal themes, and *Much Ado About Nothing*, a lively, romantic comedy involving eavesdropping and playful trickery.

In addition, The Shakespeare Factory is proud to present a third play during this summer's Festival: *All The World's A Play*, an original work featuring young actors (grades 3-9), portraying Shakespeare's best-loved characters in some of his most memorable scenes.

New to the Festival this year are two special events to be held in conjunction with the first weekend of *Measure for Measure*: a special Opening Night Celebration July 7 with a wine and cheese reception, and authentic Renaissance music to begin the festivities at 6:00 p.m. On Saturday July 8th, bring the whole family to the theatre to experience our first-ever Shakespeare Fair! You won't recognize the sidewalks surrounding the theatre, as they are transformed into a magical Renaissance Village.

Photo opportunities will abound and the kids will love the juggler, face painting, games, herb booth, and arts and crafts—including floral head wreaths, perfect for getting into that Renaissance spirit. Don't be alarmed when you hear the clanging of swords, as the streets come alive with fencing demonstrations, complete with costumes and snarly barbs! Plenty of refreshments will be available to quench the hunger and thirst of all Ladies and Lords in attendance.

Bring the whole family to historic downtown Bryan for the 3rd Annual Summer Shakespeare Festival this year with three productions in 13 performances, and the 1st Annual Shakespeare Fair, at 'magination Station, 302 North Bryan Street from 10 am until 2 p.m., Saturday, July 8th. Admission to the Fair is Free and all seats for the Festival are \$5.00 except on July the 7th (\$6.00).



PERFORMANCE SCHEDULE:

MEASURE FOR MEASURE

Fri., July 7	6 p.m. (reception)
	7 p.m. (performance)
Sat., July 8	7 p.m.
Sun., July 9	2 p.m.
Fri., July 14	7 p.m.
Sat., July 15	7 p.m.

ALL THE WORLD'S A PLAY

Fri., July 28	7 p.m.
Sat., July 29	2 p.m. and 7 p.m.

MUCH ADO ABOUT NOTHING

Fri., Aug. 18	7 p.m.
Sat., Aug. 19	7 p.m.
Sun., Aug. 20	2 p.m.
Fri., Aug. 25	7 p.m.
Sat., Aug. 26	7 p.m.

*****NOTE*****

A Order form for these plays
can be found on the
back cover of THE STAR

Burden of the Crown (Words & Music Derek Foster)

D Bm G A
The battlefield is silent, the shadows growing long.
D Bm Em
Though I may view the sunset, I'll not live to see the dawn.
D G Bm G A
The trees have ceased to rustle, the birds no longer sing.
D G D G A D
All nature seems to wonder at the passing of a King.

And now you stand before me, your father's flesh and blood,
Begotten of my sinews on the woman that I loved.
So difficult the birthing, thy mother died that day,
And now you stand before me, to bear my crown away.

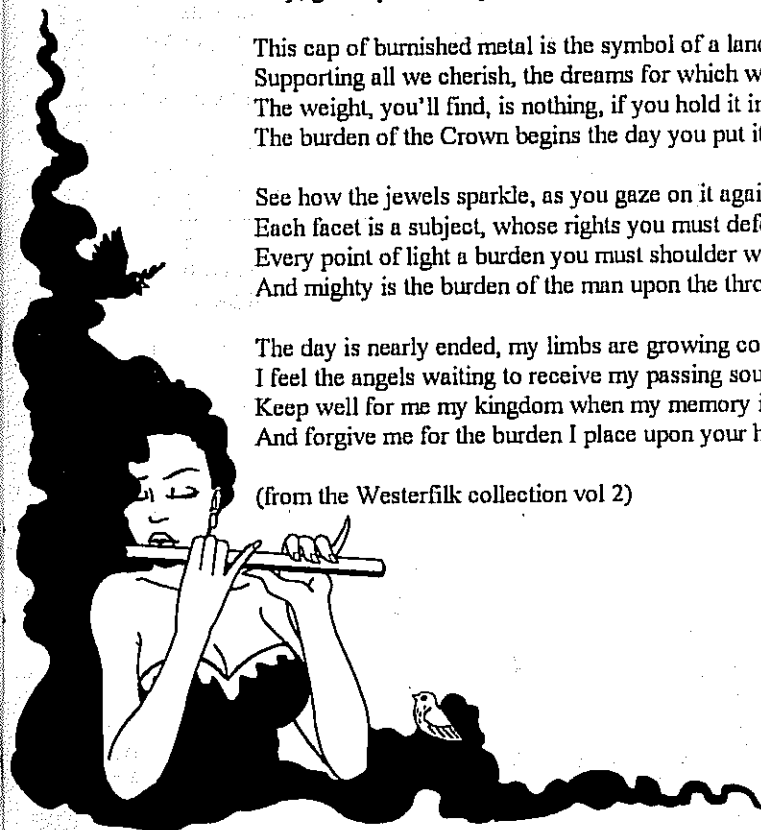
The hour is fast approaching when you come into your own,
When you take the ring and sceptre and sit upon the throne.
Before that fatal hour, when we each must meet our fate,
Pray, gaze upon the royal crown, and marvel at its weight.

This cap of burnished metal is the symbol of a land,
Supporting all we cherish, the dreams for which we stand.
The weight, you'll find, is nothing, if you hold it in your palm,
The burden of the Crown begins the day you put it on.

See how the jewels sparkle, as you gaze on it again.
Each facet is a subject, whose rights you must defend.
Every point of light a burden you must shoulder with your own.
And mighty is the burden of the man upon the throne.

The day is nearly ended, my limbs are growing cold.
I feel the angels waiting to receive my passing soul.
Keep well for me my kingdom when my memory is dead,
And forgive me for the burden I place upon your head.

(from the Westerfalk collection vol 2)



Gilda & the Dragon

(Words & Music By Cynthia McQuillian)

G Am D G
Sir Loren under took a quest the maiden Gilda seeking.

Am D G
He found her in a dragon's bed from 'neath the covers peeking.

Am D G
"What seek you here, Sir Loren, dear?" the dragon asked with guile.

Am D G
The noble knight could not but note the dragon's sated smile.

D G F C G
"Why smilest thou, Lord Dragon, sir?" asked our hero in armor laden.

Am D G C~ G D G
"Why, you'd smile too," the worm replied, "if you'd just eaten a maiden."

"Such candor," this youn lordling cried, "must touch upon dishonor!"
The dragon grinned his lecherous grin, and once more was upon her.
"Cease and disist!" Sir Loren cried, his fine steel blade a' flashin'.
"Oh slay him not!" young Gilda cried, her voice a play of passion.
"Was ever a maid so tried as I betwixt desire and honor?"
I should demand you slay the beast, but he stirs in me such ardor."

Fie, fie!" Sir Loren cried to her, "What foolishness is this?
Would you deny your lord and land for a dragon's kiss?"
Intently he did search her face, then frowned in deep dismay
As she shed a tear for honor's sake, and then sent him away.
"Why smilest thou, Lord Dragon, sir?" asked our hero in armor laden.
"Why, you'd smile too," the worm replied, "if you'd just eaten a maiden."



Advertissements, Challenges & POSITIONS VACANT

Lost and Found List from Midreign

Found

Burgundy/ Green Plaid & Sheepskin Blanket

Black Nagahide Cape

Velcro Throwing Dagger

White Flail w/ Black Pommel

A few yards of ribbed,

Ivory fabric

Brown Plaited belt (mundane)

Black flail - wrapped with
olive drab tape

Brown bowl

Blue clothesline & pins

Blue Spatterware Plate

Army Blanket

"Sport" mug (ye Olde 7-11)

Midnight blue padded tabard

A couple o' plain white belt favors

Lost

Silver-plated goblet

Kingdom banner

If you beleive that any of these items belong to you or you have our goblet, please contact Earl Sir Zephram or Baroness Dame Melinda at (512) 918-0031. We plan on attending Turis' field on July 2 and Bifost's on July 16. We don't plan on lugging the pile to Clan, but if you can describe the lost item and are planning on attending, we'll haul your lost treasures there. (It's good to have a truck!)

Advertisements, Challenges & POSITIONS VACANT

Pu Bear's Collectibles Specializing in *EVERYTHING!!!*

We sell all manner of paper collectibles, such as:

- Collectible card games: Magic, STNG, Jyhad, Illuminati, etc.
- Comics: Golden Age, Silver Age, and Modern Age
- Books(hardback and paperback): Science Fiction, Detective, Horror, Historical, Handi-crafts, Western
- Slides: Science Fiction, Animation, etc.
- Pin-up art/Mens Magazines (30's -90's): Playboys, Collectible erotica, etc.
- POGS

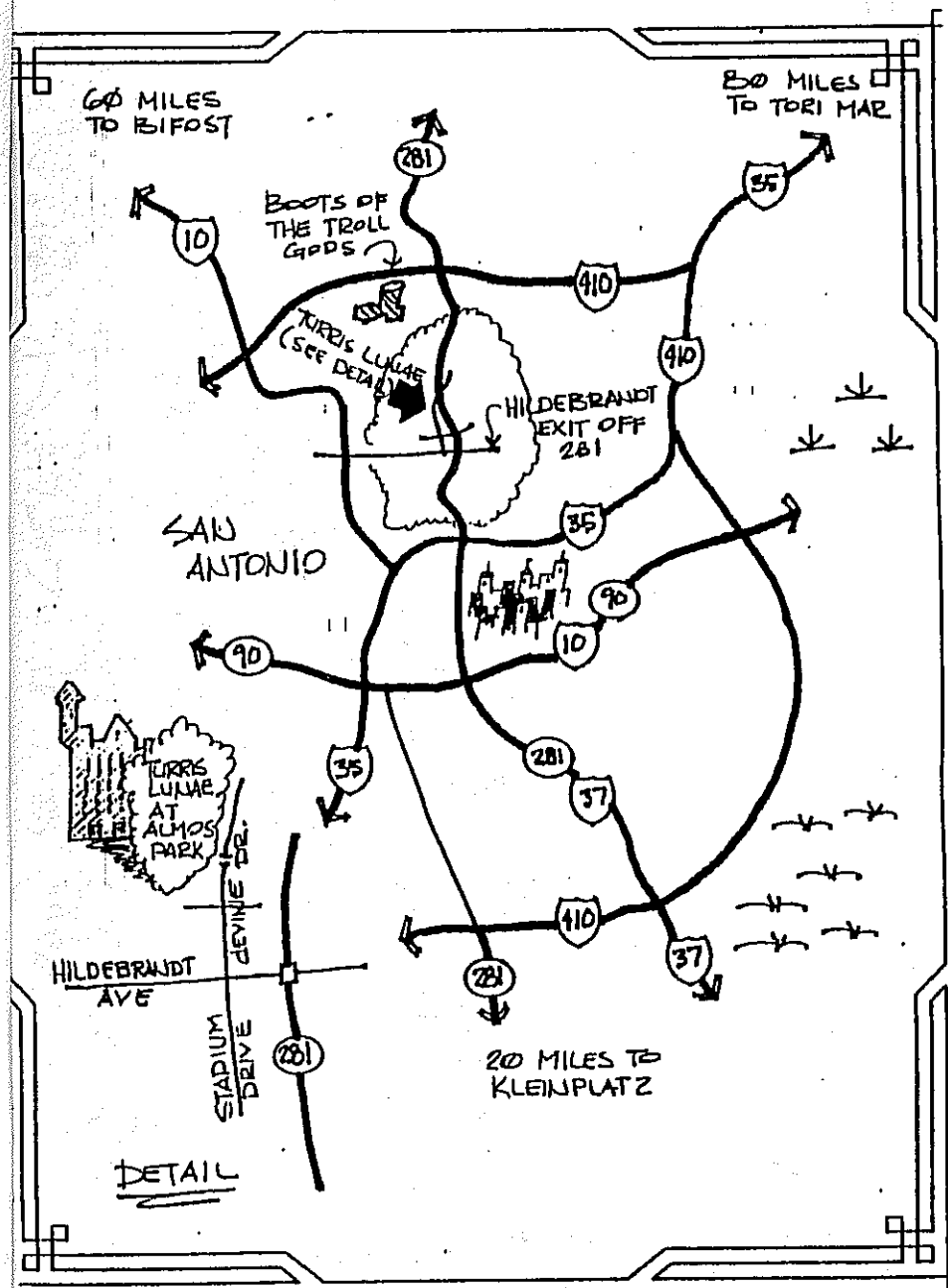
We are currently on the lookout for:

- 35mm trailers or film
- Men's magazines
- Collectible Erotica

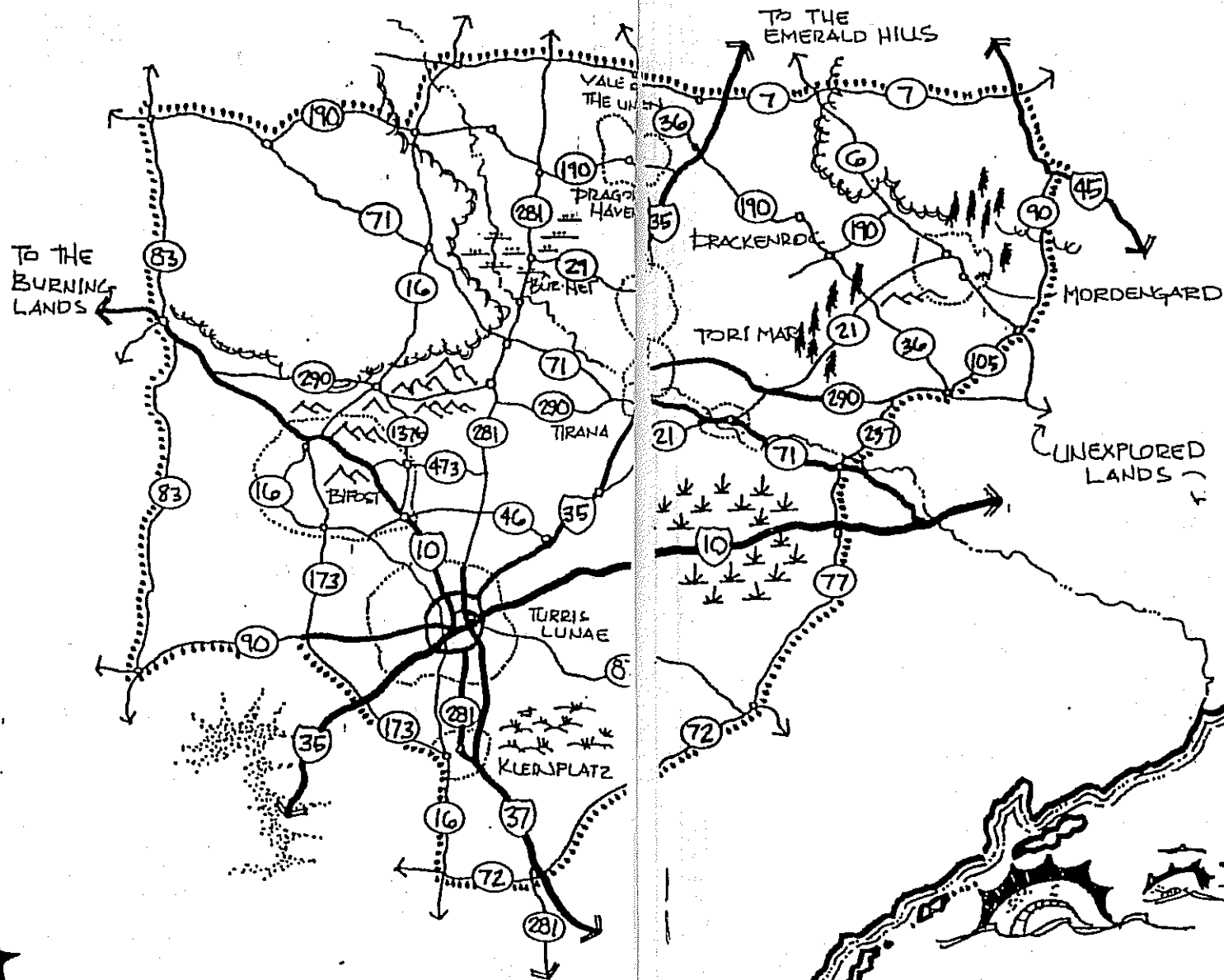
If interested please call or write:

Pu Bear's Collectibles
David or Beth Seguin
12200 IH 10 W #512
San Antonio, TX 78230
Ph# 210-561-7776

... great kings never take themselves too seriously,
those who do have lost their perspective. ★



The Duchy of Turris Lunae

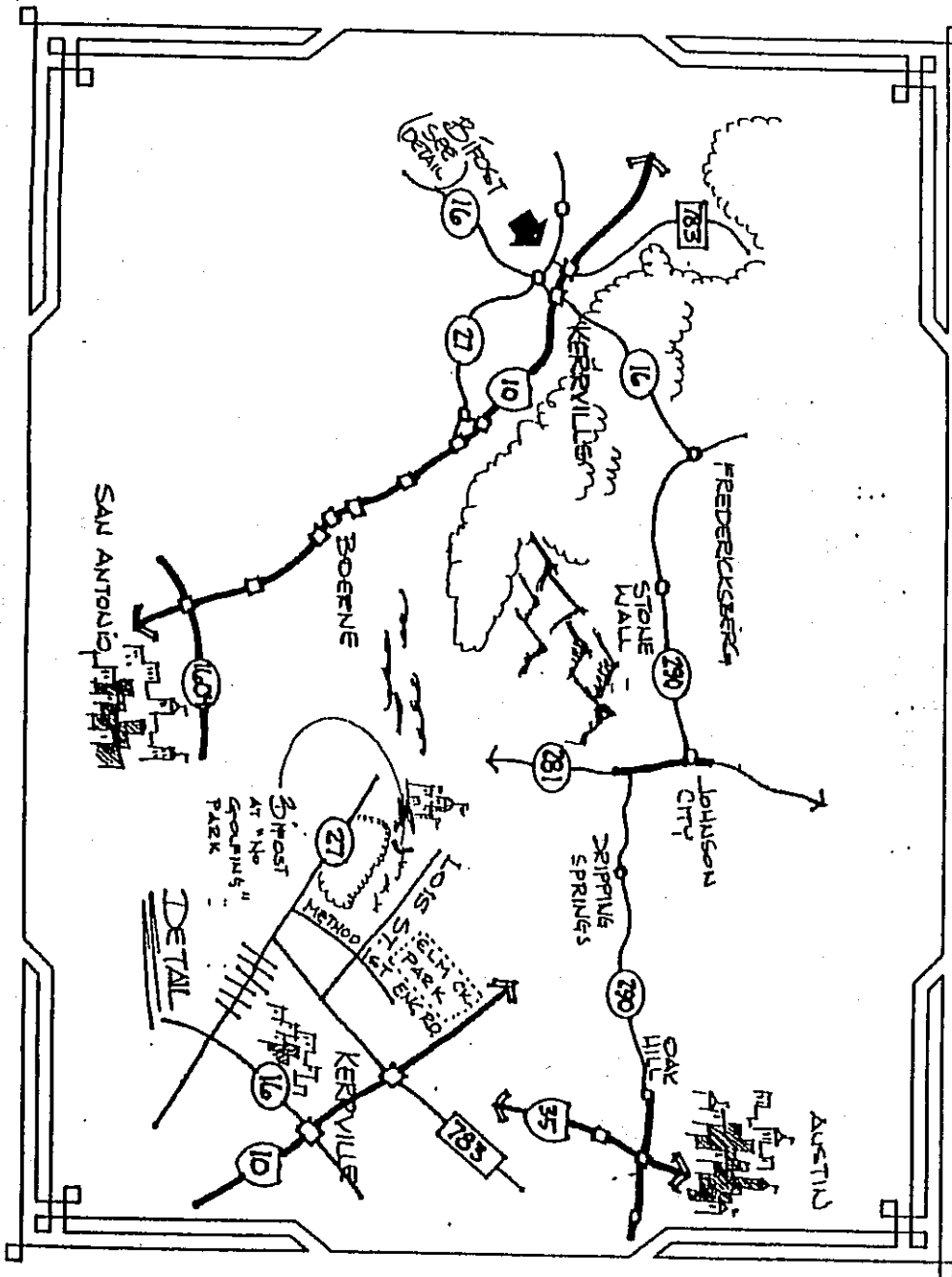


... a wise king knows he is responsible for the well
of his kingdom and populous and acts accordingly

are

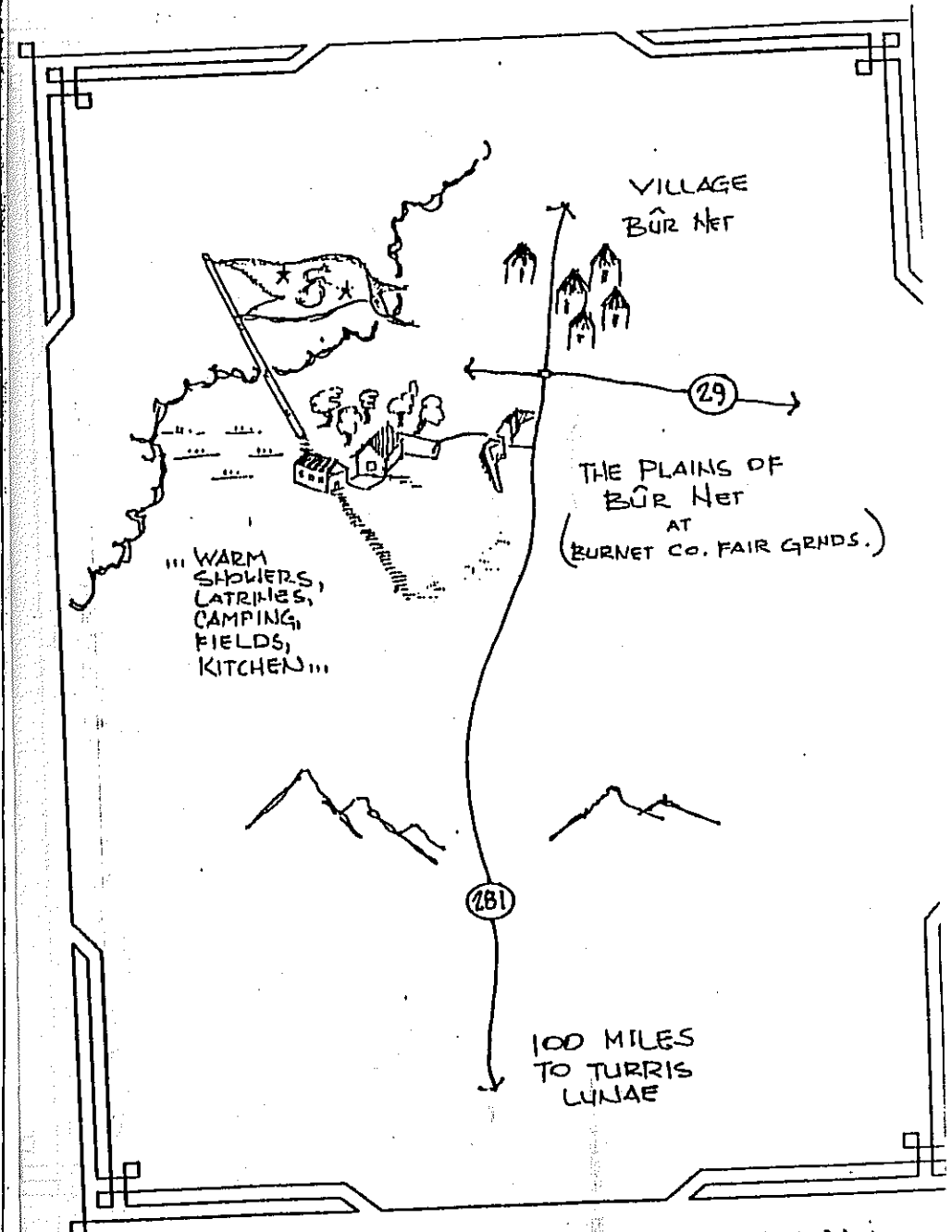
The Celestial Kingdom

★ ... a king should always rise above pettiness and cause his populace to do the same.



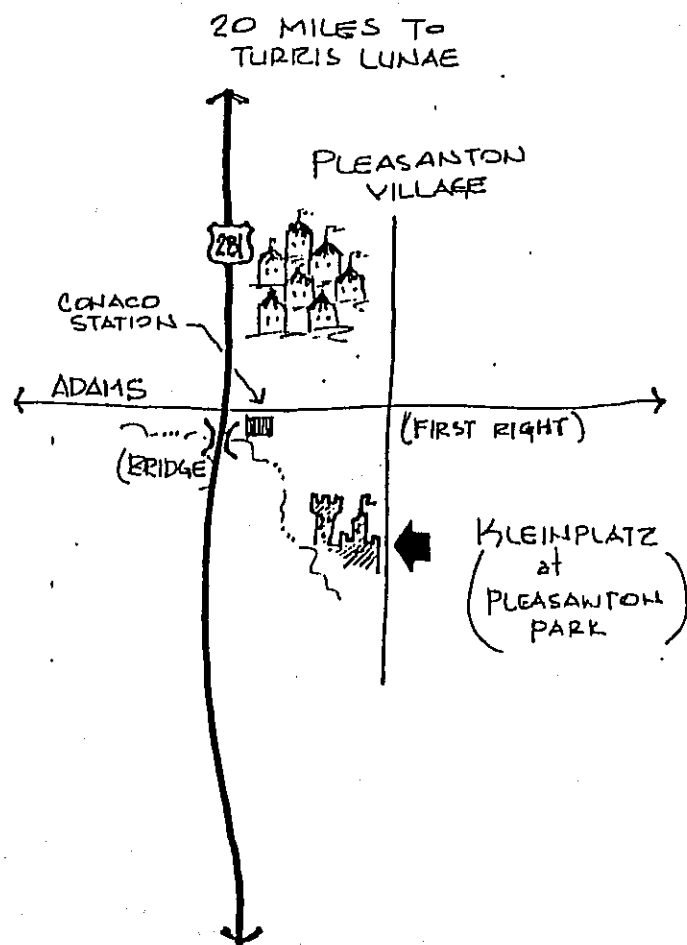
The Duchy of Bifost

... kings who drink with their populous become one with them and are no longer their king. ★



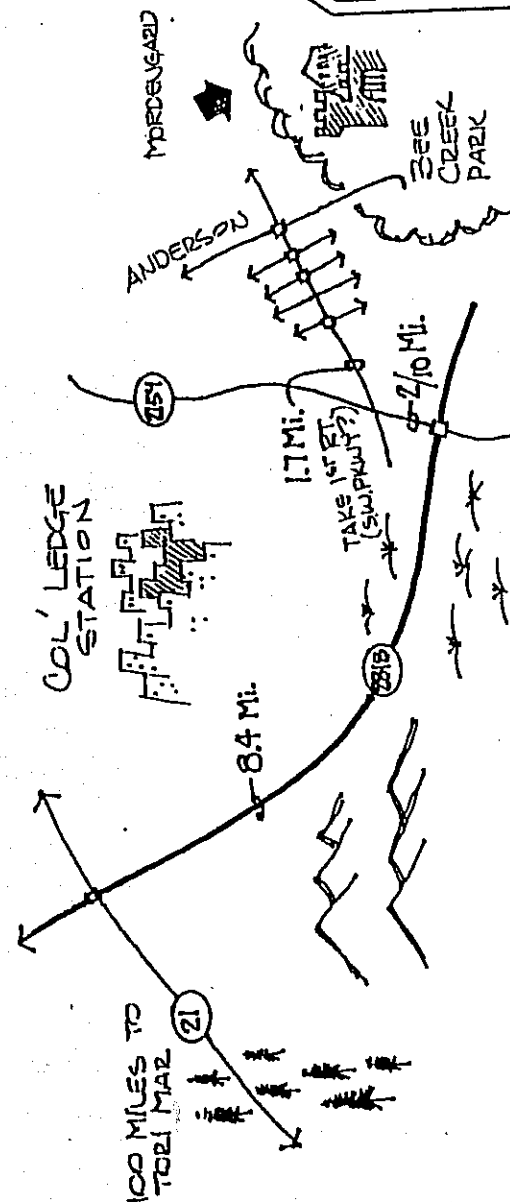
The Plains of Bur - Net

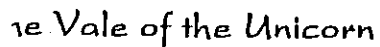
... focus on opportunities rather than problems...



Keinplatz

... there is more nobility in being a good peasant than in being a poor king...





115 MILES TO
TORN MAR

The Duck of Dracken Roe

PA
Fr
Ins
1
2
3
4-5
7
8
9-
13
5-2
22
24
26
27
28-
30-
Ba