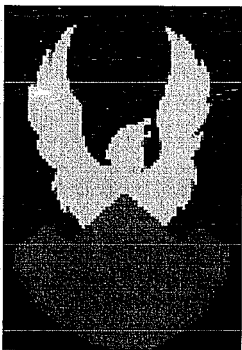


JAN 98
VOLUME XX ISSUE #1

ECHOES OF THE HILLS

YOUR ART HERE

**Due to the lack of Art submissions,
there is no cover art this month.
Please remedy this situation.
Thank You.
-The Art Director**



■ PRE-SPRING WAR EDITION ■

Echoes of the Hills

VOLUME XX, ISSUE I, JANUARY 1998

Kingly Ramblings

By King Goodwyn Clu Da'Bard

To the Populace of the Emerald Hills,

So much to say, and my thanks to a newsletter that prints on a monthly basis! If it were not for them, we would probably have a five page mini-book to read in the tri-monthly newsletter just from my introduction.

First off, let's talk about two really great events coming up.

February 8 will be the Midnight Sun invasion on Tear Glen. Who will win? The forces of Midnight Sun or the forces of Tear Glen? You decide by your sword and skill. This is our own event to get together and have a grand gathering, large battle game, war practice, and court.

On that day we will also elect a member of the kingdom board of directors. If you can't make a trip out of the Dallas area next month, at least be at Tear Glen that weekend.

The following weekend will be the weekend of Spring War (all directions and details later in this newsletter.) Informants from the Borderlands tell me it is a war between those who wear bells to those who wear earmuffs. (trying not to laugh after attempting to mention that last bit of news with an air of dignity) Only CK... anyway, I heard about what our kingdom did last year, and frankly I'm hoping for an instant replay. (grin)

Along with getting things ready for Amtgard on the weekend, I have been attending to kingdom business during the week on the Internet.

It was due to my travels to various sites that I decided to get with the Tear Glen monarchy and declare the official spelling of "*Tear Glen*" at the last court. If you find our kingdom mentioned out there on the net, let me know about it. It is my hope to get our own web site to reflect as much about us as a kingdom as virtually possible. Let people read about us and see the pictures. Then just before they think we are some myth or fascinating tale let them see the directions and realize they can become a part of the legend as well.

Success to those of us already "writing" the epic,

King Goodwyn Clu Da'Bard

In This Issue

By Bealzabuzz

This issue is dedicated to the people of the Emerald Hills. To show our appreciation for all the submissions we've received, we're displaying all of the art submissions in this issue! We're also putting all those poetry and fiction entries in as well. For those of you who haven't sent in anything yet, here are some ideas for future Echoes editions:

- Photographs
- Letters to the Staff

- Cover art, line art, clip art
- Articles
- Fiction or poetry
- Columns
- Information for the populace from our elected officials

Thanks! We look forward to your submissions. Hopefully, this newsletter will eventually be a true reflection of everyone in Emerald Hills. It's up to you to make it happen. Our e-mail and mailing addresses can be found throughout the newsletter.

Bealzabuzz

The Broken Stylus

Mad Max, Beyond Amtgardome

By Squire Vykadin

"I learned to believe nothing very firmly concerning what I had been persuaded to believe only by example and custom; and thus I gradually freed myself from many errors that can darken our natural light and render us less able to listen to reason."

-Descartes

On Roleplay: Whether or not you explore the Roleplay aspects of Amtgard, it's important to have an Amtgard world. This is mine.

Many people (most actually) think the Amtgard world they live in exists in some time and place previous to 1650 AD with a more liberal magic reality. Some sort of Medieval/Fantasy type world.

I know this to be false. I have proof, in fact, that the majority of Amtgard is suffering from a mass hallucination.

We are not in a "land long forgotten." We are the living survivors of the Apocalypse.

Previous to the End of civilization as we knew it, science had reached unprecedented depths of insight and knowledge. It was an experiment of monumental proportions gone awry that did indeed alter the very laws that govern our reality.

Thus MAGIC came into being. Nuclear and Chemical warfare quickly ensued as a result of the chaos brought on by the failed experiment. The

resulting fallout caused great mutations in what remained of life on this planet. Hence; elves, and orcs, and dragons, OH MY! Government was so badly destroyed that all that remains are bizarre distortions of democracy (elected Kings!).

Society has broken down to tent dwelling "kingdoms" that huddle around fires at night for warmth and protection.

Despite the delirium the masses suffer from (which I believe to be a survival mechanism to cope with the hardships of this destroyed earth), they're good people. Many of the "loonies" have a profound sense of honor.

Practice combat is safe and helps us train for conflicts with other kingdoms. Men and Women have equal rights both in battle and in government. Food is not scarce, the children grow, disease seems uncommon, and life is good.

So, what's this *proof*? you might ask. How do I know they're all hallucinating? It's simple:

Kneepads.

Medieval times had not plastic, nor padding of the nature that kneepads we use for combat, are made. The "loonies" have done well in reinforcing their fantasy with our clothes, food, utensils, etc. But kneepads verify their psychosis.

Questions or Concerns About the Rulebook?

Anyone with concerns regarding the next incarnation of the Rulebook should address their issues to Sir Ivar at:

ivar@amtgard.com.

(Include "RULES 6.1 ISSUE" in the subject field on all e-mails.

Or send questions via snail mail to:

Mark Willis
2415 McKinley #2
El Paso, TX 79930

**Your
Art
Here**

Letters to the Echoes Staff

By Various Populace Members

Dear Echoes,

I really liked your newsletter. Last event, when there was no toilet paper, it really came in handy.

Sir Dog

From the Staff: Sir Dog, we love you too. Thanks for the over-whelming, uh, wiping support.

Dear Echoes,

I would like to comment on Clu Da' Bard's letter in Vol. XIX Issue 2. First of all, I want to know where the promised letter from Falamar is. A newsletter has come out since, and there is no letter from Falamar. I feel lost without it. I don't believe you have a Regent! Who is this Falamar?

You mention, "I manage to understand some of the needs of my future subjects." What were they? Why did you not comment on them? What were you going to do about them? I think you're avoiding the issue.

Regards,

Anonymous

From the Staff: We'd like to invite both Clu and Falamar to respond to this letter in the next newsletter. Stay tuned, folks.

Hey Staff

Your newsletter format is really cool. I think it's great that we're receiving newsletters with any regularity. And man! That cover art kicks ass. You people are amazing. I hope I'm as cool as you when I grow up.

Specifically about the interview with Sir Dog, Gawd! he sounds soooooo sexy! Could you please post his phone number, especially if he is into water sports, quiet evenings by the fire and TS/TV? Is he available? Please give him my number (number deleted).

Astra

Got a gripe? Have an upcoming event to promote? See something you liked/didn't like in the newsletter?

Drop us a line!

People who Write the Newsletter,

Why is it that "The Forgotten" is printed in two newsletters? Not only was it not good the first time, it was filling up space that could otherwise have been filled with an even longer piece by Darkangel, or perhaps an add for duct tape. "To those without any friends, carry on the tale that never ends." He must have been writing about you if you print his poem again.

Whatever,

The Remembered

From the Staff: When we first printed "The Forgotten," we did not realize that we would shortly be printing a Newsletter containing Crown Quas entries. In the interest of completeness, we reprinted it.

Dear Staff,

Why is it that the Burning Lands Crown Quas standards were printed in the Emerald Hills Newsletter? Why weren't the Emerald Hills Crown Quas standards printed?

Grey Wolf

From the Staff: Unfortunately, The Echoes were unable to detect any actual Emerald Hills Crown Quas standards before the printing of that article. We have since discovered that they do exist, and they will be the object of this Mid-reign's relic quest.

Dear Morons,

Had any one ever driven to Midnight Sun before they wrote those directions? There is no 190 East exit off 75. I made it all the way to Azle before I realized I had to turn around. YOU SUCK.

Viper the Assassin

Dear Newsletter Staff and Sir Dog,

Regarding your "Knighly Interview:" You know nothing, you mindless followers of good. Paladins will be crushed in the Final Battle on the Day of the Rope. Any who follow the White Bird will be destroyed.

EI Ultimo Dragon

Spring War Information!

Compiled from Various Sources on the Internet

When:

**President's Day Weekend, February 11 - 16,
Wednesday 'til Monday**

Cost:

\$8.00 per person

Where:

Burnet County Fairgrounds

WAR WAR WAR WAR WAR WAR WAR WAR
WAR

Why: The war this year is about whether wearing bells is a right or a privilege. King Mandigore has outlawed them for reasons only his demonic mind knows. Now the outcry from the populace is giving him a headache. So he has decided to let the populace fight over it. If He wins the decree stands and if He loses the decree will be taken out of the royal law books.

The site is the Burnet County Rodeo and Fairgrounds, commonly known as the Spring War Site. It is on highway 281, roughly 2 hours north of San Antonio. The site is right next to the Burnet Airport. Coming from the south, the site is the first left past the Airport. From the north, take Highway 29 from I-35 into Burnet City. Turn left onto Highway 281. It is the first or second light coming into Burnet. Heck it's THE major intersection in Burnet. After you turn, the site will be about 1 or 2 miles on the right. The entrance has large white stone fence posts. Some sort of a sign out front will probably be posted.

Autocrat:

Squire Vera mamabear
14524 Waddesdon Bluff
San Antonio, Tx 78233
phone: 210-946-1797
e-mail: pubear@texas.net

Information:

Sir Arion Reinquist
aka Mark A Pickett
10014 Broadway #1203
San Antonio, TX 78217
(210) 822-2111 (call before 10 p.m.)

Web site:

<http://lonestar.texas.net/~pubear>

The web site has directions and any other info you might need.

Spring War V will celebrate the art and culture of war. You will have several opportunities to participate in battlegames with 50 – 100+ participants and two or three opportunities to participate in battlegames with 100 – 300+ participants.

Some possible improvements this year include additional latrine facilities located closer to the tent sites, butt cans for each site and daily trash pick-up to keep the sites tidy. A community stew pot will be located in a warmed hospitality tent to help feed the masses. The tiled room adjacent to the kitchen will be lights out at midnight to accommodate those who need to sleep inside. A seated meal will be served at the Multi-Kingdom Court held in the barn on Saturday night. Plan on bringing your own wood if possible.

Tournament style fighting will include 2-man and 4-man "pit" battles with winner-stay-on and jugging. Battlegames will include parapet, bridge battles and a ship battle demonstration.

Grand battle No. 1 (Theo's Revenge) will be two armies, open field, each defending their own three banners while seeking to conquer those of the other army.

Grand Battle No. 2 (Valentines day Massacre) will be Mutual annihilation of Knights, entrenched vs. the Crown(s) and populace.

Grand battle No. 3 (Feudal Lords) will be a general melee over suspension bridges and enhanced terrain between whichever armies show up. Minimum army size to participate - 50 soldiers and 1 general. If you think that you and your group has got what it takes to be a Feudal Lord - prove it. Victory goes to the last flag standing.

As this is an inter-Kingdom event, we remind you of the following general rules of engagement:

Etiquette

1. This site is adjacent to a state prison facility – do not cross the fence into prison property. (*From the Staff: **This** is etiquette? How about **safety**?*)
2. The minimum age for purchase and consumption of alcohol is 21 years old — underage drinking is not condoned and is grounds for dismissal from the site.

Continued on next page

Your Poetry Here

YOUR LINE ART HERE YOUR LINE ART HERE YOUR LINE ART HERE YOUR LINE ART HERE

Spring War Information, continued

3. Live steel weapons shall be peace-tied at all times in public.
4. Fire pits must be naturalized before you leave the site.
5. Minors will be required to bring newly-signed waivers to this event.
6. Settle disagreements on the battlefield with foam and within Amtgard contact rules; physical contact is inappropriate and is grounds for dismissal from site. If a matter needs to be resolved, bring it before the Autocrat or your Kingdom Monarch.
7. Recorded music must not be played loudly — if it can be heard across more than three camp sites, it is too loud.

Playing Well With Others

1. Maximum length of pole arms is 15'. Minimum diameter of head is 6" — entire length of shafts must be padded.
2. The hosting Kingdom does not generally allow flat blades less than 2" wide to be used. This prohibition is not usually enforced at Spring War. Please use flat blades carefully.
3. Spell balls shall be at least 2" in diameter. Swords shall be larger diameter than an eye socket (minimum diameter: 2")

4. Chain portion of flails shall not exceed 18" (fully extended and stretched) for either single- or dual-handed use.

Comfort & Survival at War

1. BRING WARM CLOTHING. (Temperatures of 20-40 degrees are common!!!)
2. Tent heaters cost \$20.00 at Wal Mart, fuel is \$2.00 — They work well.
3. Hot Soups, Coffee, Cocoa and Tea are Good to drink to stay warm.
4. Rag wool gloves and socks are very warm and period friendly.
5. Offsite Accommodations in Burnet are:
Hojo Inn 45 rooms (800) 634-3464
Sundown Motor Inn 18 rooms (512) 756-2171
La Vista Motel 15 rooms (512) 756-4367
6. Remember that Saturday is Valentine's Day — if yours is with you, plan accordingly!!
7. Bring a shovel, saw, hammer and axe — they come in handy!

Your
Photo
Here

Crossbows and Handbows: Governed by the Same Rules. Should it be this way?

By Squire Vykadin

If you've been keeping up with the Amtgard-I mailing list, then you're probably already aware of the arguments being voiced about crossbow pound requirements. If you don't keep up with the list, either by inability or un-interest, then the heated debate has probably not reached your ears.

It seems that the debate started when someone asked a bow maker by the name of David R. Watson, to supply him with a crossbow meeting Amtgard legal requirements (35lb pull, and no more than 28" of draw), and the bowsmith responded with an unwillingness to make said bow. He sent a response, that was later posted to the mailing list, stating why he would not make such a bow.

"I am well aware that some recreational combat groups specify a maximum power for bows in the 30-35 lb. range. The reason they make this specification is because the people who composed the rules know nothing about bows in general or crossbows in particular," David began.

He later goes into a technical explanation of how to calculate the force of a handbow vs. the force of a crossbow. David also mentions that the distance that the bow limbs move is much more important in determining force than the distance of the draw. He then explains that he could make a 70lb. "pull" crossbow that would have almost one half the force of a handbow with a 30lb. "pull."

Subsequently, the bowsmith will not make a crossbow with a pull less than 50lbs. He has found that people are too disappointed when they realize that they could throw their arrows farther than a 35lb. crossbow will shoot them.

Mr. Watson's feelings were echoed by Amtgard's own Oznog with another fairly technical discussion of crossbows. He describes how you would be required to use an 81 lb. crossbow with a 9" draw (which is typical of crossbows) to cause your arrow to have the same velocity as a 35 lb. handbow with a 28" draw.

Oznog goes on to say, "Nevertheless, there is the problem that a crossbow doesn't half-draw. The requirements must be that it is safe at any range, it's just not our way to do the minimum distance rules SCA uses. Very well-built arrows can be made that are safe and legal at nearly full draw, I'd say it's a big issue of how the bolts are built as to what

poundage would be acceptable. It would not be feasible to approve a crossbow or bolts separately, but rather judged safe as a set."

He also states that the rulebook does not state that the draw and pound restrictions apply to crossbows, only handbows. He feels that it should not be assumed to apply to both.

He closed his comments with a description of how useless crossbows that comply with those restrictions are in a battlegame of Amtgard.

Others did not agree, "The issue here in Amtgard, I believe was safety. I have seen an arrow lose it's foam "head" and hit someone, and it made a nice little hole at 35 lbs. A stronger more accurate bow, and the person could have been dead," stated Myrddin Wylt. He went on to make statements that indicate he may have thought the issue was about handbows and may have missed the crossbow specification entirely.

"Accidents happen and padding comes off. When you get in the 40 pound range you are getting into legal hunting poundage. In other words, an arrow from a 40 pound draw is a legal way to kill a deer. Anyone else see a problem with letting that onto a field?" Ashke had to say. He also went on to add, "The arrows don't just go farther, they have more power to them and they can really, really hurt some one."

Other's spoke up to vouch for David Watson's credibility. "David's in Austin (last I heard) and he is considered one of the definitive sources for period crossbow design," wrote in Nicholas.

Some discussion was made about the pros/cons of crossbows by Rayel. He cites the fact that crossbows have no half-draw, that bolts long enough to counterweight the heavy head as a result of padding will fall out of most crossbows, and that Amtgardians don't wear enough armor to really handle a higher poundage. On the other hand: "In my opinion, getting four points of damage on somebody from, say, 20 feet should be enough to float anyones boat," he goes on to say.

Continued on the next page

Rayel also suggest that someone who want's to have a crossbow that will accommodate a half-draw, design a multiple trigger crossbow. Mordru responds with an argument against the feasibility of a "multiple trigger crossbow." He also addresses some other issues, "In bow terms, a crossbow is already half-draw at all times." He also states, "If safety is the concern, then the force the bolt or arrow strikes with should be what it is gauged upon, not the poundage of the string." He also lets us know that Mr. Watson's bows have clips that keep the arrows from falling out (as a result of weighted heads, or just running). He claims that his 50lb. crossbow fires almost as far as his 35lb. shortbow, and feels that it would be effective in an Amtgard battlegame, if it were legal.

Sir Aramithris even chose to jump into the dialogue with this bit of sarcasm; "Well, yes, actually, Ashke

Fall War 2: Harvest of Tokens

By Ecrú Swan

Summary: Pink spell balls, cool bardic (especially before the bardic), Highland events, Viking events, more Monarchs than you can shake a stick at, Dead Birds, Orcs vs. Humans, pop shots at Killraven fu, Guards on strike, PV vassal land of the Claw, men in tights, belly dancers, Babe count in the WOW! range, Claw manifest destiny, Canadian Contingent, Goldenvalers, Claw garb swapping, Boots glorious on the battlefield, Evil faces a macaroni duck with impunity, checkers, more fighting than you can shake a stick at, no magic battle games, prizes, prizes, prizes, and the Knight of the 1000 squires.

Quote of the Event:

Alucard – "That's the longest Macaroni Duck we've ever had!"

Kayrana (runner up) – "I'm so glad I'm not the only one I know."

Term of the Event: Clawdancer

- Belly dancers associated with the Claw Legion
- The Wardancer ranks above Highdancer

The rules of Amtgard are complicated, and sometimes people just have to **learn the rules the hard way**:

Queen Boots, knowing every other knight of the sword is gunning for her, still feels confident as she strides out on to the battle field with armor, polearm, and stacked Protection from magic/ Protection from

is an expert on bows, arguing with her is like, to use some examples in my company: trying to dispute Bolt on weightlifting, or Gwynne on garb, or Kat on Ivar, or Ivar on little girls...." He later goes on to explain that it is "all in jest, really."

Finally you have to decide what you believe, and what you're going to do about those beliefs. If you agree with the way the rules stand or if you think they should be changed, you should voice your opinion to those responsible for the next incarnation of Amtgard's beloved rulebook. Send your e-mails to: ivar@amtgard.com.

Or if you can't (or won't) send email, then the snail mail address for you to send mail is:

Mark Willis
2415 McKinley #2
El Paso, TX 79930

projectiles, but she learns the rules the hard way when... the archers and mages still pick apart her equipment and leave her defenseless to the slaughter.

A monk deftly avoids imminent death from a scary looking Knight of the Sword by dropping his weapons and going into Sanctuary, but he learns the rules the hard way when... he's still cleaved in two and turns around to realize he's within 20 ft of the base!

Continued on the next page

Congrats to Biff the Plaid Barbarian!

King Goodwyn Clu Da'Bard

Congratulations to Biff the Plaid Barbarian and his wife Jenny. At 12:12 a.m. at Presbyterian Hospital in Dallas, Jenny gave birth to a son.

"In the tradition of the three letter names... Dru!" Biff told me when the kid was born. He says his son is pretty laid back and is a cool kid.

Three letter names!?! I can't imagine who would do that...

Clu

Fall War 2: Harvest of Tokens, continued

A mage launches his spray of fiery death into the line of the enemy, but he learns the rules the hard way when... an eight-year-old walks up, cleaves him in two, then asks, "What do pink balls do?"

The humans scoff at the opposing hordes of goblins with confidence knowing they can destroy them with one wound, but they learn the rules the hard way when... they realize those goblins have mages who have evened the odds with a sea of enchanted weapons.

You, as a bright young fighter, see Phocian, who had killed you many times, and who you long to kill in return. Feeling finally prepared to face the challenge, you run up to him, throw your best wrap shot, killing him... and who you long to kill in return. Feeling finally prepared to face the challenge, you run up to him, throw your best wrap shot, killing him, but you learn the rules the hard way when... you notice his pissed off look and gold sash as he orders you off the field.

Another Edition of Good Event/Bad Event:

Good Event: The Goblins finally won the Goblin Battle.

Bad Event: They only outnumbered the humans 20 to 1.

Good Event: You get to wear your new Claw tunic that extended garbing technology to make.

Bad Event: Someone compliments you on your creative use of a shower curtain.

Good Event: You make 20 new friends.

Bad Event: You make them all avoiding the Lasagna chick.

Good Event: Harvest War has become so popular it attracts professional models from the far reaches of the country.

Bad Event: She's your ex-girlfriend.

Good Event: Someone recognizes you at an interkingdom event because of your popularity and past achievements.

Bad Event: Everyone recognizes the Lasagna woman.

Good Event: You get your 15 minutes of fame when the newest knight of the sword squires you in front of the court of an interkingdom event.

Bad Event: 4 other people get their 30 minutes of glory by being paged at an interkingdom event.

Good Event: Aramithris walks up to you and spontaneously engages you in an attentive and polite conversation.

Bad Event: He was only avoiding the Lasagna woman.

Awards

Mike Tyson Award for trying to bite someone's head off (in a surprising victory over Aramithris) — Lionessa, for attacking the feast-o-crats. (I'm sure it took Maggie a good 10 minutes to shake that one off!)

Runner up: Brennan, for eviscerating Theodoxus over a stolen banner (what is it with these IM people?)

Teamsters Award for unionized rights: Bovie and The PV Guards - For leaving court when their 30 minutes were up.

The highly coveted Geingis Khan Award for excessive brutality: Crosser -For running full tilt at Leif with a touch of death and planting his knee into Leif's after his arms are hacked off, crippling Leif for the event.

Wayne Gretski Award for most shots on goal: Bovie on Killraven

Mental Men Award: Caroline (the Goobers are many but the X-men are gaining)

#1 Reason not to remove Golden Plains Kingdom status: Their dental plan (But Balinor doesn't live in the Golden Plains)

Top 10 Ways to Avoid the Lasagna Woman:

10. Flee the area
9. Say, Don't touch me!...Don't touch him either.
8. Terarin's psycho alarm
7. Engage in an important, private conversation with someone you know
6. Engage in an important, private conversation with someone you don't know
5. Abandon Killraven as a sacrifice to appease her
4. Tell her, "Kane went that way."
3. The occasional strategically placed Naga
2. Start fondling another man
1. Hiss Violently

Continued on the next page

Fall War 2: Harvest of Tokens, continued

Top 5 Best Cheats for Chug and Jug:

5. A Chiz size suit of SCA armor
4. The PV crown
3. Aramithris' Claw tunic
2. A fully armed and operational Death Star
1. Killraven's license plates

Hey, what other duchy can hold an interkingdom event ;)

Ecru Swan

Disclaimer: Anything can be rendered ridiculous by someone whose first object in life is a joke.

**Your
Article
Here**

Midreign Update

By Aessic

Mother Neff State Park has been reserved for the weekend of Friday, March 20th through Sunday, March 22nd for the upcoming celebration. The entire park, with the exception of one building, may be used for Tenth Year Mid-Reign. We have taken care of all but about \$165 of the registration fees. There is a \$2 per day per person charge at the park. A \$5.00 per person entry fee will cover the rest of the fees, and, if a lot of people attend, this fee will cover most of the food cost also.

Feast — there are no cooking facilities except camp fires and those cheesy bar-b-que grills. For there to be a halfway decent meal someone would have to bring out a big grill or something.

R.S.V.P. at Unther@aol.com for P.M. Unther, or call him at (254) 776-1633 if there is anything that should be discussed prior to the event.

Greetings from House Tulman!

By Finn McGill (Jhanaki al Tuleiman – That Annoying Bard!)

We are a house and company that originated on AmtMUD, and we are joining PuBear at Spring War to fight for the right to wear bells! We have many members from all over (having began on the MUD), and we are looking for two things:

1: More people to fight on PuBear's side! The Celestial Kingdom has been oppressing Gypsies for more than two reigns. Help assure everyone's freedom to wear bells! (and live free.....)

2: Members! To anyone currently without a clan, house, or company who would like to join one, we are bringing the house and company together at Spring War. We need people for the house who don't take the game too seriously, but enjoy playing; and people for the company who are willing to include magic-users in an overall combat paradigm (This is FANTASY, after all!) We're going to try to have belt favors made (try). We are NOT looking for people whose idea of a good time is using a P.A. bullhorn to annoy the Bardic.

How To Be In An "Evil" Amtgard Company (Edited heavily from "How to be a Cultist")

Author Unknown

Recently, Amtgardians have noticed a regrettable decline in the availability and quality of fanatical stick-jocks, cheesy spell-fingers, and willing evil Company recruits. We wish to correct this growing problem by submitting the following general guidelines for evil Amtgard Companies:

1. Pick one Company and stay with it. Dilettantism is the mark of the amateur.
2. Avoid needless embarrassment. Practice the correct pronunciation of your Company's name in the privacy of your own room before chanting it in public. Flash cards are often helpful.
3. Never 'smack-talk' anything bigger than your head.
4. Avoid all cabalistic armor over ten pounds in weight -- it attracts unwelcome attention from tourists, policemen, various supernatural creatures, spell-casters, and the opposing team, and can be downright dangerous during thunderstorms.
5. Stuffed animals may not be used in companies. I cannot stress this enough. Pastel-colored beanbags in the shape of cute animals are like beacons to the opposing teams.
6. Always keep your Amtgard emergency kit with you: duct tape, replacement bolts and straps for your shield, needle, thread, Yellow Sign, cab fare, condoms, change, organ donor card, and spare liver.
7. **Never** be the Company that goes to rough up the kingdom good guy(s). Ransacking their tents is probably safe, but going 'round to beat up the good guys is a sure route to the nearest Nirvana.
8. When the attempted back-stab goes awry, stay away from the kingdom good-guys. Enraged good-guys always go for the pompous.
9. Don't gloat.
10. If you can't resist gloating, don't reveal your plans.
11. If you do gloat and reveal your plans, don't "leg-'em" and leave the good guy(s) to die slowly. They don't.
12. If you gloat, reveal your plans, and leave the good guy(s) to die slowly, don't have the audacity to look surprised when they knee-run up at the last moment and kick your hiney.
13. The good guy(s) will always show up at the last possible moment to spoil your winning streak. With this in mind, start half an hour early -- they hate that.
14. Plan ahead by selecting garb that is easy to run in while still affording ample concealment.
15. Contrary to historical belief, drugs and ditching do not mix. When the %#@&* comes down, it is vitally necessary to be able to discern between the gibbering monstrosity that is able to send you to nirvana and the gibbering monstrosity that will fade away after a few hours, some B-complex, and a good hot bath.
16. Never play strip 3-man.
17. Piety and belief are powerful things, and few forces in nature can stand against one who is true to his faith, his God, and his own soul. However, it is also true that the Gods tend to side with the heaviest artillery, so be prepared change sides at the drop of a hat.
18. For those situations where claiming a victory is just not feasible (or even possible), the lower ranks of populace can be fooled by microwaving a previously-frozen chunk of newbie and cleverly jiggling it. However, a mock defeated opponent sculpted from Spam(tm) is right out.

Hey! Did you know newsletters accept submissions?

Send your submissions to: echoes@flail.com or P.O. Box 741943, Dallas, TX 75374

Web Site Review: Wolfpack's Amtgard Site

By King Goodwyn Clu Da'Bard

Throughout our kingdom of the Emerald Hills we have many who currently maintain a website that is Amtgard in theme. One of those asked that we review his site and feature it in the newsletter. I did just that, and there is much to say about the site, and the man who updates it.

The website being reviewed can be found at:

<http://www.applink.net/wolfpack>

The ending of the address with "Wolfpack" might give it away for some. The curator is Gavvin Quinn, member of Iron Cloud and Mirkwood and once the sixth king of the Emerald Hills.

The website was simply fascinating. The opening of the site shows a nice painting of the inside of a castle, and in the background a song by Enya can be heard. Along with a few cool icons, the following menu is displayed (with my brief explanations)

The Keep and Surrounding Area

- The Keep – Main Hall:
- Gavvin's Study(History of the website)
- Trophy Room (Awards the site has won)
- Performance Hall (Online Songbook)
- Armoury (MANY links on armor construction)
- Training Grounds (Fighting styles & organizations)
- Library (Medieval literature)
- Kitchen (Medieval recipes and brewing)
- Mews (Falconry)
- Kennels - under construction
- Ladies Solar (Stiching patterns, garbing)
- The Village (Vendors)
- The Faire (Links to Rennessaince Faires)
- The Forest (Other links.. one is Quintahr's)
- The Raven's Eye Tavern (Bulletin Board Discussions)

Quite simply, this website is a wealth of information about anything that you would want to know about

medieval lore. Most fascinating to me were the extra two verses to "The Scotsman" that he had (quite funny), the training grounds showing links to learning many different fighting styles. The Raven's Eye Tavern was also a fun place to drop in and leave a message.

Definitely a website worth visiting more than once simply for all that can be learned there. I would give it two thumbs up (being a perfect ten) but I'll give it a thumb and four fingers (a nine) for not having the link to the word "bard" functional. Other than that it's great.

Other websites not connected to the Emerald Hills webage that are by Kingdom Members include:

<http://members.aol.com/KRedHawk/Falcon.html>
(Kenta Redhawk's page, hoping to display many pictures in the near future, including some of Hawk's Haven)

<http://www.geocities.com/Area51/Corridor/9503/>
(Lord SkullCrusher the Barbarian, who is hoping to start a group in Irving)

<http://www.geocities.com/Area51/Lair/1198/>
(Donnovan Sunrider's Amtgard webpage)

<http://www.slowlink.net/amtweb/>
(Sir Xenos' credit archieve)

And, of course, the EH-Website:
<http://thehills.amtgard.com/eh/page.htm>

I'd love to hear about other websites in our kingdom, if nothing else, to add more local color and links to the kingdom website. Send all website addresses to: Greg.Goodwin@Chrysalis.org

Still trying to get a surf board through my computer monitor,

Goodwyn Clu Da'Bard

Something that didn't suck could be right here.

Doesn't that make you wonder?

Wisdom from the Past

By Winston Churchill

"Imagine there is a bank which credits your account each morning with \$86,400, carries over no balance from day to day, allows you to keep no cash balance, and every evening cancels whatever part of the amount you had failed to use during the day. What would you do? Draw out every cent, of course!

Well, everyone has such a bank. Its name is TIME.

Every morning, it credits you with 86,400 seconds. Every night it writes off, as lost, whatever of this you have failed to invest to good purpose. It carries over no balance. It allows no overdraft. Each day it opens a new account for you. Each night it burns the records of the day. If you fail to use the day's deposits, the loss is yours. There is no going back. There is no drawing against the "tomorrow". You must live in the present on today's deposits. Invest it so as to get from it the utmost in health, happiness and success!

The clock is running. Make the most of today...

To realize the value of ONE YEAR, ask a student who has failed his final exam.

To realize the value of ONE MONTH, ask a mother who has given birth to a pre-mature baby.

To realize the value of ONE WEEK, ask an editor of a weekly newspaper.

To realize the value of ONE DAY, ask a daily wage laborer who has ten kids to feed.

To realize the value of ONE HOUR, ask the lovers who are waiting to meet.

To realize the value of ONE MINUTE, ask a person who has missed the train.

To realize the value of ONE SECOND, ask a person who has survived an accident.

To realize the value of ONE MILLI-SECOND, ask the person who has won a silver medal in the Olympics.

Treasure every moment that you have! And treasure it more because you shared it with someone special – special enough to have your time – and remember time waits for no one.

We make a living by what we get, but we make a life by what we give."

Invasion Foiled, Midnight Sun Victorious!

By Darkangel, Regent to Duke Martello of the Duchy of the Midnight Sun

I am pleased to announce that the Borderlands' villainous attempt at conquest has failed. Perhaps they will learn not to place their trust with unreliable mercenaries in the future.

Thanks to everyone who came and helped make an afternoon's activity into a real event. It was good to see faces from all over the kingdom, especially, of course, our geographically distant but still dear friends from the Borderlands. Despite the cold, turnout was excellent. I had a great time. Much regards to the Borderlands, who made the long drive to make this happen. It was good to see you guys again.

Thanks to everyone who brought food. Nobody was required to bring anything, but people really came through out of their own generosity, and we had a plentiful, delicious feast. You know, I never really associated the phrase "Emerald Hills" with "pasta salad" before.

Good trenching, good food, good battle! I look forward to doing this again.

You people rock.

Your
lame
idea
here.

(Hey, we'd print it!)

Intergalactic Klingon Empire

By King Goodwyn Clu Da'Bard

What do Klingons have to do with Amtgard? Besides their love for battle, their use of bladed weapons, and feast halls that remind me of an Emerald Hill's event... nothing I suppose. In truth, many have referred to our kingdom as the "Klingon kingdom," and to a degree I take that comment with a great deal of pride. It was their "warrior's way" that inspired me to try the barbarian class.

With no surprise, I'd find a group within the metroplex devoted to learning the Klingon culture, language, and surprisingly, fighting with battlehs. Foam battlehs.

The story got more interesting as Mhaqz Suta'l meQpu'yay (Victor Manuel), Commander of their "Black Squadron", told me where the design of the foam battleh had come from. A few years ago, in a group around the Houston area, the Intergalactic Klingon Empire (I.K.E.) met, and local Amtgardians found out about it. Before too long, foam weapons were brought to the meetings, and not long after, a foam battleh was forged. Using heated and bent PVC, covered with insulite till safe, and then using a cloth cover, the foam battleh became common place in the group. Along with the weapons, the Amtgard hit system was also adopted and still used.

Their weapons are few (battleh's take a long while to make), but the interest is there. If you have an interest in Klingon lore, pay 'em a visit. Perhaps someday our future Amtgardian Klingons will join us in battle. To that I say, "Maj!" [Good]

Your Traveller through Time,

Goodwyn Clu Da'Bard

@>-->-----

I.K.E. Contacts

Victor Manuel
Metro (817) 267-7875
klingon@cyberramp.net

Bob Phillips
(817) 498-7808
rip3700@ix.netcom.com

Your Klingon Here

(Okay, we're glad no one submitted a Klingon, but that doesn't mean that we're not dissappointed we didn't get to reject one.)

If you submitted the recipe for the amazing dish that you had created all by yourself, it could be featured here. And then, a few days after the release of this paper, people would be coming up to you telling you how much your food added to their lives.

Project: A-Kon 9

When: May 29 - May 31, 1998

Where: Harvey Hotel- D/FW Airport

For those of you who don't know: A-Kon is a convention to expose people to Animation, Manga, and Japanese Pop Culture in general. Here's some news you can use about the upcoming A-Kon 9.

NEW GUEST

We have just confirmed AMY HOWARD as a special guest this year. Amy was the original voice of NOVA from the Star Blazers series (first & second seasons - 3rd season was done by Corinne Orr), and was quite a lucky find! (thanks Cap'n Dave!, and Guy for thinking of us). I believe we'll be her 2nd con EVER, and she's quite unfamiliar with just how much impact the series has had on anime fandom in the US. We welcome her with open arms!

We have also confirmed the first A-Kon appearance of TAVISHA WOLFGARTH and ROSEARIK RIKKI SIMONS, creators of the popular manga-type comic "Reality Check". They were scheduled to appear a couple of years ago, but unforeseen circumstances prevented them from making the trip. This should not happen this year, all is green and go for them to come to see all their fans at A-Kon! (if you haven't seen their comic, check it out at your local retailer - it's really quite good!)

LANCE POPE will also be joining us this year for some special fun with makeup and special effects. Lance is the owner and creator of Haunted Verdun Manor, voted the scariest haunted house in the Metroplex, complete with fire-shooting gargoyles, fully animated characters. He's worked on various movies, and has quite a few stories to tell about his house - which is actually the original Haunted Cannon Manor which was at the State Fair in the 70's, based on Disneyland's Haunted Mansion (but Disney was NEVER like this!). The house itself has quite a history! Lance & the crew of Wolf Studios will be doing makeup demos and costuming stuff throughout the weekend. One of Lance's mottos: "I like to scare people...they deserve it!"

We are working on THE RETURN OF IPPONGI BANG this year as well. Bang-chan had a marvelous time at A-Kon before, and would love to come back. We're working on details now, but we know that we're planning on her doing another concert - more elaborate than the last.

Famed artist NENE (Tina Thomas) has announced that she will be making an appearance at A-Kon this year - come see her, get her autograph, view her fab artwork (she's done Magic cards, incredible anime and fantasy pieces, among other things)

GAMERS QUESTION

Hey folks - especially you interactive computer gamers out there - our Doom Room coordinator this year, Joshua "Brigade" Owens, has asked for input as to what games you'd like to see run in the room. We've done Quake, Doom, Descent II, etc. so if you have any requests and/or ideas, please send them to him ASAP so he can start gathering and coordinating. His email is: brigade@mindless.com (are we surprised?)

\$30 RATE EXTENDED UNTIL 3/1/98

You can still get in on the \$30 pre-reg price if you hurry! This price includes a pre-reg packet with goodies and all kinds of other nifty stuff, plus the program book, and personalized badge.

GROUP DISCOUNT INFO

So many people have asked us about group discount info that it's more time conserving to tell you all here, rather than answer all the individual questions. Below is the basic info you will need:

- Groups must be 10 people or more
- Discount is \$5 off the current listed price for the Kon (at this point, group discount prices would be \$25)
- Payment must all come in the same envelope (although it doesn't have to be all on one check)
- Payment can be cash, check or money order (but we don't encourage sending cash through the mail)
- Each person must list name, address, email (optional) and whether they want banquet ticket and/or t-shirt (it all can be done at once - banquet price is \$20, t-shirt is \$16).
- Make sure if you're ordering banquet tickets or t-shirts that we get the name of the guest you want to sit with, and the size of the shirt you want.

Checks/Money Orders can be made to Phoenix Entertainment. Then just mail it in to us. Each person will receive their ticket separately (unless instructed otherwise)

Use the handy coupon on the next page for signing up!

Continued on the next page

Project: Akon9, continued

Meri Hazlewood Chairman, Stellar Occasion & Project: A-Kon visit our web site at <http://www.cyberramp.net/~phoenix> there's cool stuff there!

Price Schedule:

A. Full Page Ad:

8.5 X 11" (28 X 21.5 cm) \$130

Inside Front Cover \$145

Inside Back Cover \$140

Outside Back Cover \$300 (Black and White)

Outside Back Cover \$400 Full Color

B. Half Page Ad

5.5 X 8.5" (13.9 X 21.5cm) Horizontal. \$70

11 X 4.25" (28 X 11 cm) Vertical \$70

C. One Third Page Ad:

3.5 X 8.5" (21.5 X 9 cm) Vertical or Horizontal \$50

D. One Quarter Page Ad:

5.5 X 4.25" (13.9 X 10 cm) \$40

E. One Eighth Page Ad:

(Business Card size) 2" X 3.5" (5.2 X 8.9 cm)

Vertical or Horizontal \$30

F. Two Page Spread:

11 X 17" (28 X 43 cm) \$220

Two Page Center Spread: \$250

Dealer Prices:

The Dealers Room is \$150.00 for Wall or Island. Get your table soon as we sell out a lot.

How to Contact us:

If you have any questions concerning the convention, how to register, do you want to buy a dealers table, enter the Komik Market, or just plain ask something. You can contact the convention chair, Meri Hazelwood at:

e-mail: phoenix@cyberramp.net.

Phoenix Entertainment

3352 Broadway Blvd. Suite 470

Garland, Texas 75043

Phone:

Office: 972-278-6850 Fax: 972-278-6935

ART SHOW RULES FOR PROJECT: A-KON 9

<http://www.cyberramp.net/~phoenix/akonart.htm>

I SEND ME _____ A-Kon 9 Tickets at \$30 ea.

And I want _____ T-Shirts at \$16 ea. Size: _____ (M, L, XL, 2XL, 3XL are available and will be stuffed in your pre-reg pack) (if ordering multiple shirts for people, tell us who gets what size!)

Also send me _____ Banquet Tickets at \$20 ea.

Make Checks Payable To "Phoenix Entertainment"

Guest Star I want to Sit With at Banquet: _____

2nd Choice _____ 3rd Choice _____

NAME(s) _____ (if ordering multiple tickets, give us full names of ALL attendees so we can make packets)

Name(s) you want on Badge (if you use a 'handle') _____

ADDRESS _____ Apt. # _____

CITY, STATE, ZIP _____

EMAIL ADDRESS: _____

Send me info on: ☐ Banquet ☐ Being a Dealer ☐ Gaming ☐ Dance ☐ Art Show ☐ Costume Contest

☐ Group Discounts ☐ Komik Market ☐ Other (what?) _____

Mail this coupon plus your check/Money Order (make checks payable to Phoenix Entertainment) to:
Project: A-Kon, 3352 Broadway Blvd., Suite 470, Garland, TX 75043

JUGGING - Rules of Play

DISCLAIMER: The staff of the Echoes would like to point out that the numbering system used in this article in no way reflects the views of the Echoes of the Hills on math or numbering in general.

1.01 The Sport:

The Amtgard sport "juggling" is based upon the major motion picture movie Blood of Heroes. Juggling is played by two Teams, each of five active players, on a rectangular Field. Teams compete to place the game object, a foam dog Skull, on their opponents scoring Stake within a limited period of time indicated by a Stone Count. A juggling match usually consists of three Runs at the stake, with the winning team claiming victory in two of the three. During each -More- Run, teams fight following Amtgard combat rules, killing and Pinning opponents as necessary to allow their quick to score. Juggling matches are officiated over by a Team of Reeves, preferably five.

1.02 Teams:

1.02.1 Teams consist of active players, substitutes (two max.), and a coach (who may play if required).

1.02.2 Final team roster must be filed with the reeves's table prior to beginning of any matches. Once filed, roster is closed for the duration of the tournament. Only players listed on roster may participate in tournament matches.

1.02.3 Active players include the following five positions:

1.02.3.1 The Quick:...is armed with a single dagger (18" maximum), is the only player who can touch the ball.

1.02.3.2 The Drive:...is armed with a small or medium shield and any single-handed, non-hinged melee weapon (48" maximum length).

1.02.3.3 The Heavy:...is armed with a single, non-hinged melee weapon over 48" in length.

1.02.3.4 The Slash:...is armed with two short swords (36" maximum length).

1.02.3.5 The Chain:...is armed with either two single-handed flails (36" maximum overall length, 18" max. [stretched] chain, chain must be shorter or equal in length to handle). The chain may use a single flail if two legal flails are unavailable. -More-

1.02.3.6 The Substitutes:...play any of the five active positions and may be substituted only for injury or between runs of a match.

1.02.3.7 The Coach:...is the only players allowed to actively communicate from the sideline tactical instruction to the active players. The coach is also the only person on a team who may actively challenge calls by match Reeves.

1.03 Fields:

1.03.1 The field may vary in size from as small as 25'x50' to as large as 100'x200' with a center circle 6' to 12' in diameter, bisected by the midfield line. The scoring stakes are located along the field centerline, six feet from each end line.

1.04 Skulls

1.04.1 The skull is the game object in Juggling. The skull is a foam replica of a dog skull constructed around a hard plastic cup situated so that the cup opening is where the neck would attach to the skull. The opening is to allow for the placement of the skull upon the scoring Stake.

1.05 Stake

1.05.1 The scoring Stake is the goal in Juggling. The stake may be a 12" diameter circle clearly defined on the ground or even a 12" diameter shallow dug-out pit. The preferred stake construction is a short -More- (10"-16") length of flexible garden hose, capped at the tip. The vertical stake requires actual skull placement and is more in the spirit of the sport.

1.06 Stone Count:

1.06.1 Each run is timed by the constant plodding of the stone counter. A Juggling match may consist of up to three scoring runs.

1.06.2 Announcing the Count: Each run begins with the Stone counter indicating the quantity of stones to be counted, and the number of scoring runs remaining in the match. (example: the first run is announced - "One hundred stones, three times!!!!", while the last run is announced - ("One hundred stones, one time!!!!").

1.06.3 Following each announcement, the stone counter will call out each time interval. (example: "...one stone, two stone, three stone...ninety-nine stones, one hundred stones."

1.07 The Run:

1.07.1 Each run begins with the dog skull located in the center of the circle and the active players frozen in position.

1.07.2 The stone counter announces the run and begins the count. Following the count of "...one stone..." the Quicks may move about freely. NOTE: ONLY THE QUICKS MAY MOVE AT THIS POINT.

1.07.3 The remaining active players become unfrozen as soon as either of the Quicks touches the dog skull.

1.07.4 No player except the quick may enter the circle until the skull leaves the circle. Entering into the circle illegally results in one death.

1.07.5 Play follows normal Amtgard rules for non-armored persons regarding calling hits. Deaths are for 10 stone counts, Wounds are for 5 stone counts. Players are allowed three lives per run. Dead players are not

Continued on the next page

Juggling, continued.

required to remove themselves from the field. Exception: players who lose all three lives within a run are considered shattered and must remove themselves from the field.

1.07.6 Players may not step out of play boundaries. Failure to stay within play boundaries results in one death at the location where the boundary was crossed.

1.07.7 No player may move the skull other than the Quick. If any player, other than the Quick intentionally moves the skull they may be called for one death.

1.07.8 The skull must stay on the stake for a score to be acknowledged.

1.07.9 If the stone count of one hundred stones is exhausted, or if both quicks are shattered, the run is declared non-scoring and is replayed.

1.08 Pinning:

1.08.1 A pin is the name that means to subdue an opponent and prevent them from fighting. -More-

1.08.2 A pin is initiated when a live player places his weapon upon a dead player and announces "Pinned". The dead player may continue their count until they are again alive, but they cannot resume fighting.

1.08.3 A player may not simultaneously pin a player and attack/defend against another opponent.

1.08.4 Live players may Transfer a pin by both players each having their weapon upon the pinned player for the count of two stones.

1.08.5 A player may only pin one opponent at a time. (NOTE: two players, each pinning an opponent, may not transfer pins).

1.08.6 When a pin is lifted, neither player may engage the other for a count of three stones.

1.09 Team of Reeves:

1.09.1 The Senior reeve is the Skull reeve. This position is responsible for the entire match. The other reeves report observations to the Skull reeve who may concur or overturn the lower reeves call. The skull reeve may observe play from anywhere on or around the field.

1.09.2 The two Run reeves are responsible for watching play from opposite sides of the field, verifying that shots are taken, deaths and wounds are counted, infractions and illegal play are identified. The Run reeves are positioned along the sidelines.

1.09.3 The two Stake reeves are each responsible for watch a sideline and endline as well as verifying score. They may also observe play, verifying shots and counts as occur in the area of the stake and immediate lines. Stake reeves are positioned behind the stake along the endline.

1.09.4 Verbal Warnings may be given to individuals during or between runs for minor probable infractions. Verbal warnings have no bearing on Formal Warnings.

1.09.5 Formal Warnings are issued as yellow (warning) or red (ejected - from the tournament) cards.

1.09.5.1 Yellow cards are issued to individuals for flagrant or constant rules infractions. Receipt of two yellow cards results in ejection from the tournament.

1.09.5.2 Red cards are issued for rules infractions severe enough to be considered a serious threat to safe or enjoyable game play.

1.09.5.3 Team Yellow cards may be issued for flagrant team rules infractions. If a team receives a yellow card, they are penalized one run score.

1.09.5.4 Team Red cards may be issued if two or more active players receive individual yellow cards following receipt of the Team Yellow Card.

Insert a Great Shot of Juggers Battling Here.

(You are a role-player, use your imagination. Even if you can't motivate yourself to submit a picture, at least you can imagine one.)

How to Interview a Knight

By Squire Vykadin

This newsletter's interview is with Sir Corbin. He is a member of the Green Dragons, a Knight of the Serpent, and a generally misunderstood guy. For instance; how many of you have mistaken him for a Knight of the Sword as he was beating the s**t out of you? Even when you are aware of the fact that he is quite a talented musician, that does nothing to prepare you for his amazing ability with the English language. Check it out:

Question: How long have you been a knight?

Answer: I've been a knight for about two years, I think. Sometimes my memory fails me.

Question: Were you previously a squire? If so to whom?

Answer: I was squired to Sir Kalem for about a year before hand—maybe not quite a year.

Question: As a knight, what do you do to bring more people to Amtgard and keep them there?

Answer: In the past, my concern was a little more myopic than that. But now, as an Amtgardian, I try to get to know the newbies by name and introduce them to other people (both newbie and vet). I think that kind of connection is all some people need to stay the course from first to second level. As a knight I would do nothing different.

Question: Do you feel knighting someone for abilities developed independently of Amtgard is justifiable? Please explain.

Answer: I think that if a person can qualify for a knighthood, that person deserves such consideration. Someone may be a natural leader. If that person runs for monarch, succeeds twice in a row, puts the time in, becomes qualified for crown, why should that person be denied consideration?

Question: What do you feel a knight of the serpent's contribution to the game should be?

Answer: The five senses. Obviously some serpents influence one sense over another, but hey—give us some time.

Question: What do you consider the absolute most important responsibility of a knight is?

Answer: To maintain the vigor with which that person became eligible for knighthood.

Question: What are your loyalties? How do you prioritize them (Are you first a Green Dragon, then an Emerald Hiller, then an Amtgardian in general)?

Answer: Well, I think that subconsciously we are all "Amtgardians in general" first because we all agree to these rules. I don't see how I could prioritize my Kingdom (Club Chapter) or my fighting company (team). I dig the hills with my sweat and blood; I dig my company with my sweat and blood. What more could I say about either?

Question: How has your perspective changed since you've been knighted?

Answer: Not too drastically. I've seen enough of any kind of nonsense to know that there's nonsense in everything and Amtgard is no exception. I still have a blast, which has always been my priority.

Question: What do you feel are the most important issues facing our kingdom currently?

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Answer: *Populace, populace, populace. Because we are all bad-asses, success for a newbie is marginal or non-existent. Positive reinforcement is key to keeping new people. When we deny newbies their advantages, like ice-ball, entangle, charm, or whatever first-level class ability they could be trying out, we limit their success, their positive reinforcement, their interest in actually staying with the game until second level. We do this through (I'm going to hang myself here) too many trench battles. All right, thank you everyone for the I-told-you-so's. But having a big battle game isn't the answer either because they are confusing, sometimes boring, and intimidating. This is the answer.*

²A satisfying mix of trenching and gaming

- Strong organization concerning game parameters and objectives
- Limits on the number of high level classes in certain games
- Interesting and clearly communicated game scenarios (beyond mutual annihilation etc.)
- Open organized communication

1. Organization, organization, organization. Somehow, we as a kingdom need to get our info together on the small scale. Credits need to be taken more seriously. Testing for new levels need to be taken more seriously. Park positions like PM and Duke need to be taken more seriously. Communications like All-Things need to be done weekly.

2. i know the difficulty that we have been having in finding a spot for events. It is important that we find a place and get back to the kind of events we had at Elowoi. That was the shit! The magic of putting all the civilization and society aside for one week end's immersion into the Emerald Hills—roads guarded, campsites dark and medieval, beer cans tastefully out of sight. Cool events make for return customers.

Question: What should everyone in Amtgard be keeping first in their minds currently (getting more new people, keeping old, etc.)?

Answer: *Having fun. If you don't, no newbie will.*

Question: How do you choose your squires?

Answer: *I've heard knights say that a squire should be made of an individual who is destined for knighthood, otherwise the title is wasted. Sounds good to me. I don't know how I choose my squires. I have two, Mya Deeb and Blitzkrieg (The Brothers Grimm) and I think they both chose me. Mya Deeb certainly doesn't carry anything for me, or set up my tent. And I guess he learns from me, not about singing, though. When Mya Deeb gets knighted I'll seriously have to consider my method of choosing squires.*

Question: What do you feel a squire's role is?

Answer: *Why, to get knighted.*

Question: If there were one rule in the rulebook you would change, what would it be?

Answer: *I'd change the way the armor works. I think it's unrealistic and opens the door for sloughing. If anyone would like to hear my ideas, come talk to me.*

Question: How do you feel about the new multi-class possibility?

Answer: *No. Bad. Wrong. Well, not yet, at least.*

Question: What's your preferred weapon combo and why?

Answer: *Call it a subscription to the phallogocentric patriarchy, I like anything non-hinged.*

Question: Amtgard poetry, why does it suck?

It's not just Amtgard poetry that sucks, all nascent poets suck. Until someone realizes what poetry really is and how the language really works, they are going to produce poems that mention something about love, darkness, souls, tears, the moon, or pain in that insipid "ya da da da da da da" rhyming pattern. Blah!

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Question: Why is the Emerald Hills so lacking in the cultural department and what are you as a serpent knight doing about it?

Answer: Lacking? We do what we like to do. We make our own culture. Go into Corsair camp and count the drums. Look at the color in Green Dragon garb. Look at the things people make, wear, and use. Look at the entries in cooking and flat art. I think the difference between our kingdom and others is that our personality is the culture. Sure other kingdoms make cool artsy shit, but so do we—and that's not all we do. We're cool. We know it. They know that we know it. They agree and can't face it. Emerald Hills.

Question: Any parting comments?

Answer: I think a little kingdom pride is in order. We don't need a big change, we just need to remember that we kick ass and can do anything in this game.

Dates of Significance

Here's a lot of dates that have to do with things that Amtgardians may be interested in. (EH is Emerald Hills, KGP is Kingdom of the Golden Plains and NW is something else (ask King Clu what those are))

1998

NW	Jan 10	Nine Willows Weaponmaster
EH	Feb 21	Evermoore Hollow Midreign
KGP	Feb 1	Last day to submit notice of running for office
KGP	Feb 8	Candidates biographies due
KGP	Feb 15	Last day for candidates to pay dues
KGP	Feb 16	All PM's must submit records to Kingdom PM
KGP	Feb 21-22	Crown Quals
KGP	Mar 8	Crown Coronation
KGP	Mar 15	Relic Quest
KGP	Mar 22	Weaponmaster

EH	May 9	Evermoore Hollow Quals
EH	May 16	Evermoore Hollow Coronation
KGP	May 23 - 25	Midreign
EH	May 23	Evermoore Hollow Weaponmaster
NW	May 23-25	Nine Willows Gemini Wars
KGP	Jun 7	Last day for candidate to pay dues
KGP	Jun 14	Prime Minister /BOD elections
KGP	Aug 2	Last day to submit notice of running for office
KGP	Aug 9	Candidates biographies due
KGP	Aug 16	Last day for candidates to pay dues
KGP	Aug 17	All PM's must submit records to Kingdom PM
KGP	Aug 22 - 23	Crown Quals
KGP	Sep 4 - 6	Crown Coronation
KGP	Sep 13	Relic Quest
KGP	Sep 20	Weaponmaster
KGP	Dec	Midreign
KGP	Dec 6	Last day for candidates to pay dues
KGP	Dec 13	Prime Minister & BOD elections

Specifically Emerald Hills Dates:

January 25 - Sunday	King Clu's visit to Tear Glen
Jan 31 & Feb 1, 2	Borderland's Coronation
February 7	King Clu's visit to Midnight Sun
February 8	Midnight Sun invasion on Tear Glen
February 8	B.O.D. Election at Tearglen
February 11-16	Spring War
February 21	King Clu's visit to Shadow Haven
February 22	King Clu's visit to Eagle Shire
February 28	King Clu's visit to Raven's Loft ?

Wedding dates/births

January 7	Birth of Dru Son of Biff & Jenny
January 10	Lendar & Kim (Past wedding congratulations)
February 21	Maltor & Lara Future Wedding Congratulations
June 22	Clu & Aramis Wedding (planning in progress)

