

# Echoes from the Hills



*End Reign of King Ably and Princess Orchid*

## A WORD FROM HIS MAJESTY

*Going into this reign my goal was to gain experience running a kingdom. Over the past 6 1/2 months there have been a lot very productive things. The T-shirts were a hit, we brought in around 150.00 on the CiCi's dinner nights. The canned food drive raised 100+ cans for the hungry. Bring you Game brought in 15 pre built battle games that any new champions can use to keep their park having fun.*

*The How to section on the forum has not only where to get things as well as links on how to make certain items. The reign theme and battle has been quite entertaining. With all the Monsters, I am curious to see if anyone will figure out what the pattern is. The Chat room has been a success. We have been able to have awards meeting, Kingdom planning discussions, event discussions and just plain ol' chit chat. Emerald Hills is now on its way to getting their 501 c status which will help us save money as the years go by and the ground work for bathrooms has been started thanks to a lot of people putting forth an effort to see it happen. I look forward to taking what I have learned and using it to help develop Deadmoor to a Kingdom and I hope for the opportunity to be monarch of the Emerald Hills again.*

*King Abley*



# KINGDOM ELECTION RESULTS

## High Office-

**Monarch: Sir Forest**

**Regent: Terrik**

**Champion: Sir Everlast**

**GMR: Baron Dark Tigger**

## BOD-

**Seat 1: Lord Shamus**

**Seat 2: Lord Aria**

**Seat 3: Duke Elder**

## Guild masters-

**Anti-Paladins: Sir Delphos**

**Archers: Darrkon**

**Assassins: Sir Delphos**

**Barbarians: Lord Alby**

**Bards: Lord Malran**

**Color: Lady Tigerhawke**

**Druids: Faelynn**

**Healers: Lady Crimson**

**Knights: Sir Forest**

**Monks: Lady Crimson**

**Monsters: Duke Elder**

**Paladins: Sir Everlast (by Royal Appointee)**

**Scouts: Sir Kenta**

**Warriors: Mertag**

**Wizards: Lord Shamus**

## THE TRADITION OF THE CLOVEN ORANGE

If you find yourself in possession of a cloven orange you are indeed lucky. When you have the orange you hand to someone who you find attractive.

That person will respond by:

- If you're really lucky she'll pull a clove out with her teeth. You will retake the clove with a kiss.
- Pulling a clove out of the orange by hand. She will then allow you to kiss her hand and give you back the clove.

In either case you get the clove and she gets the orange to give to someone she likes.

The cycle continues.

The worst case scenario is you hand the orange to a woman and she hands it back.

This means she has no interest, and you need to find someone else.



### **GROWING UP AMTGARD**

There was a time I could summon the most foul and hideous creatures from the lowest pits of Hell...



Closest I can come to that now is if I pass gas in my office, my boss will walk in.



It's sort of the same thing

*Hello all, and welcome to Ask Uncle Thorin #6,*

*Today I want to talk about something that most of us don't even want to think about: leaving Amtgard. At the upcoming event I will be celebrating the twentieth anniversary of my re-birth in the phoenix fires of the Emerald Hills. And in that time I have seen a lot of crap.*



*There was a period of time when I left the Hills, played some paintball, worked on my police career, joined the Army, and saw a lot of other crap. Life on the outside was letting me down, and the more I experienced the mundane world the more I found it frustrating and disappointing. It should not have been surprising, I was used to spending five or six days a week on the outside. So why leave if mundane life was lacking? Politics, backstabbing, gossip, assholes. And I don't mean assholes like the Corsairs, they are actually very honorable, care about the club, and are good friends to those they find worthy.*

*I mean real jerks. I got tired of the factions trying to pick my friends, got tired of the constant and pointless rule changes, got tired of the power hungry people trying to manipulate and control others, and got tired of people replacing skill-timing-accuracy-technique with lighter and lighter weapons. Then they strut around like they are good and we should respect them because they can swing fast and rhino-hide. Even some of my weapons are light enough to disgust me, they're called daggers.*

*But while I was gone I started to miss my home in the Hills. Mostly I started to miss the same assholes that drove me away in the first place. And when RL dealt me a serious blow one week, I decided to go to an event that weekend. I was so well received by the Amtgard family that I resolved to find a way to make it work despite the unpleasant aspects of the game. My grand plan: I don't care.*

*- I now stay out of politics, even when I hold office.*

- Nobody picks my friends for me, I listen to both sides talk bad about each other, and unless they are talking about my squire, I don't care. Their rumors and backstabbing do not influence how I see others.
- I build my weapons as heavy as I like (within safety limits) and focus on my own training and exercise. I try to encourage others to be more realistic because it will help during the upcoming zombie holocaust, but we will need cannon fodder in that fight and they can fill whatever role they choose. Light weapons and poor training is just their way of cheating themselves.
- And when it comes to assholes, I once again refer to the heavy weapons.

Basically, I needed to remember that this is a sport, a game, martial training, etc. At the end of the day, the only things that really matter are the training you take home with you, the honor you maintain, and the fun you have. When you let things stress you too much you stop having fun and want to leave.

And leaving is the lesson I really want to pass on. If you are around long enough, you will see people leave. Some get good jobs or get married and move away. Some get frustrated and quit. Some unfortunately take their own lives. I cannot recommend any of these, especially getting married. When you leave to avoid problems you are not leaving problems behind, you are substituting new problems for the old. When you leave to avoid certain people you are making your enemies happy and your friends sad. And the more someone hates or loves you the more you are helping or hurting them. And when you kill yourself the affect is multiplied.

Don't be selfish, don't help your enemies, don't hurt your friends, and don't give up Amtgard for anything short of your children, a court order, or Shakira wants you to move in. Even then, start Amtgard in South America.

# WAR!



DATE: OCT 13-16

COST: \$20

LOCATION: TANGLE WOOD FOREST

MORE DETAILS TO COME.