

Polyglot™

The language of gaming

Volume #1

Issue #14

Adiken Demos Nin-Gonost

Couldn't make it to the last Nin-Gonost demo?

Don't worry. We've got a complete video demo for you available right now. Have you been considering about the game you keep hearing so much about? Learn about the components, the rules and the excitement of Nin-Gonost first hand. Dungeon combat has never looked so good, and now you can see just how fast and easy it can be to create a dungeon and embark on missions of furious combat.



The Nin-Gonost line awaits.

**Enter the
dungeon.**

Watch the
video straight from
www.adiken.com
or download it.



Gen Con Special Lives On!

Visionary Entertainment Studio Inc. is proud to offer the same Gen Con special deal offered at Gen Con 2005 for a limited time only!

Gen Con attendees took advantage of the *greatest deal ever* this past week at Gen Con 2005 where they could pre-order *The Book of the Unliving* hardcover color reprint for only \$45 (\$40 + \$5 shipping and handling) and walk away with a hardcover copy of the limited edition black and white *Book of the Unliving* plus *The Codex of the Immortals* and *Magicians Companion*, almost \$80 worth of books for the price of one!

If that wasn't good enough, the overwhelming choice of Gen Con attendees who pre-ordered the new *Book of the Unliving* was to pick up the entire set of Everlasting books for the amazing price of \$75! If being able to walk away from Gen Con with six books (and a new hard cover color one arriving in October)

for the price of two books wasn't enough to seal the deal, the VESI Everlasting Guarantee of replacing books damaged for the cost of printing the book and shipping (and sending the latest edition of said book as well) sealed the deal for many a satisfied customer.

To celebrate the release of the new *Book of the Unliving*, set to ship in October, Visionary Entertainment Studio Inc. is offering this same deal, plus S&H for a limited quantity to those who couldn't attend or didn't get a chance to take advantage of this great offer at Gen Con!

In addition to that you can choose to get the PDF version of the new BOU at the end of August for \$10 more! Take advantage of this great offer now and step into the secret world for less!

Visionary Entertainment Studios Inc. publishes The Everlasting RPG.

P o l y g l o t

Polyancer Studios took Toronto and the CNE by storm

The Canadian National Gaming Expo proved to be a watershed event for Polyancer Studios, Inc.

Clad in their distinctive “melonhead” hats, Polyancer staff members were busy mingling with fans and exhibitors alike from August 26 to August 28 2005 at the Metro Toronto Convention Center while introducing them to all the company has to offer.

More than handing out hundreds of copies of *Polyancer* magazine’s issue #4, the staff introduced the forthcoming adventure fiction anthology *Polygraff* to the public for the first time at the CNGE. It didn’t stop there. Polyancer Studios ran constant product demonstrations for fellow Game Publisher Association members Three Sages Games (www.threesagesgames.com) and On The LineGameCompany(www.pizzaboxfootball.com). Products by both companies generated enthusiastic interest and sold well.

The CNGE was more than just a promotional opportunity for Polyancer Studios, it was chance to meet the readers, as well as forge new contacts. Artists and writers who are interested in contributing to both *Polyancer* magazine and *Polygraff* signed up by the dozen. “Our contributors roster more



Fan dressed as Anikin Skywalker™ seen at CNE Gaming Expo is not “holding Polyancer back!”

than tripled that weekend. That alone was priceless,” said one staff member. He added “it’s great to meet so many enthusiastic gamers and fans from all over.”

About Polyancer Studios, Inc.

Polyancer Studios is a multimedia games development and publishing company based in Montreal, Canada. *Polyancer* magazine, their flagship product, is the only printed monthly gaming periodical to cover all genres and that offers useful articles for all gamers regardless of their individual game rules preferences. Forthcoming products include *Polygraff*, a quarterly digest of short fiction showcasing the newest writers in fantasy, science fiction, horror, pulp, technothriller, and other genres. Two board games are slated for 2006 and several computer games are in active development.

More information is available at www.polyancerstudios.com or e-mail contact@polyancerstudios.com

For more information on the Canadian National Gaming Expo, go to http://www.hobbystar.com/ComicConTorontoV2/CC_Gaming_Home.asp

HeartQuest Bundle to benefit hurricane victims

Seraphim Guard LLC today announced that for the month of September, 50% of all sales of the *HeartQuest Anime/Shoujo* Bundle will go to the Red Cross to help the hurricane victims in New Orleans and the surrounding areas.

The *HeartQuest Anime/Shoujo* Bundle is available on [RPGNow.com](http://www.rpgnow.com) (http://www.rpgnow.com/product_info.php?products_id=5381&src=RC) for \$9.95 and includes both *HeartQuest: Romantic Roleplaying in the Worlds of Shoujo Manga*, and *Steel Roses: the HeartQuest Guide to Mecha*. With the *HeartQuest Anime/Shoujo Bundle* you can immerse yourself and your players in any shoujo or anime scenario you can

imagine.

“Our thoughts and prayers go out to those affected by Hurricane Katrina,” Tim Huntley of Seraphim Guard LLC said, “and we’re honored to be able to help.”

For more information about Seraphim Guard LLC, HeartQuest, and/or Steel Roses, please see the Seraphim Guard, LLC web site at: <http://www.seraphim-guard.com>

Seraphim Guard, LLC., is an Oregon company founded in 2005 via the merger of Domibia Games and Seraphim Guard, Inc. Seraphim Guard, LLC. is the publisher of the popular *HeartQuest* line of shoujo manga role playing games and the enduring *Gatecrasher* line of science fantasy role playing games.

P o l y g l o t

Triskele Games to Release *Ætherverses: Upheaval*

Coming Soon from Triskele Game Design Studios is the new miniatures game *Ætherverses: Upheaval*. *Upheaval* is a new, fast-paced game of small skirmish combat, set in the cities of the parallel universes of *Ætherverses*. *Upheaval* features an exciting campaign system, giving players new strategic choices as they guide a band of green troops through battle after battle, guiding their experiences and upgrading their abilities and equipment until they either become an elite force or are destroyed and replaced by new green troops.

Available exclusively in digital download format from online PDF retailers, *Upheaval* is a 48 page PDF written by Jason Lauborough, designer of the original *Ætherverses* and featuring art and fiction from the *Ætherverses* print rulebook. *Upheaval* will be priced at around \$8-12 (still to be finalized). The game leverages aspects of the revolutionary *Ætherverses* army design system to provide a highly flexible upgrade path for units as they progress through the game. The gameplay portion of *Upheaval* features a revised and pared-down version of the *Ætherverses* rules, optimized for small-skirmish play between two to four small units of troops (roughly 8-30 models per army).

With an experience system that rewards long-term campaign

planning, *Upheaval* is suitable for sci-fi play of military or “gang warfare” variety, historical and modern skirmishes, and fantasy warband campaigning. The PDF also contains options for adding even more detail to your campaigns, as well as providing rules for creating units that are already experienced, allowing for “one-off” games to be played between interesting armies without having to go through a full series of campaign battles.

Upheaval's gameplay rules are ideal for 2-4 players, and the campaign system supports as many players as desired. *Upheaval* is fully supported by the **Triskelegames.com** website, including an active forum community, and will receive periodic free updates through the release of the semi-monthly *Æthergate* Newsletter.

Upheaval will release on or around August 29, 2005. Stay tuned for additional details regarding outlets for the title. More information on *Upheaval* and *Ætherverses* can be found at the Triskele Game Design Studios web site, **www.triskelegames.com**.

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Lake Geneva Gaming Convention 2006

LITTLE ROCK, AR – August 29, 2005 – Troll Lord Games announced today that the second annual Lake Geneva Gaming Convention will be held in Lake Geneva, WI on June 9, 10 and 11 of 2006. The Lake Geneva Gaming Convention will convene at The Cove, a resort on the very shores of beautiful Lake Geneva. Returning as honored guests are Gary Gygax, Frank Mentzer, Tom Wham, James Ward, Ernie Gygax, Darlene and Rob Kuntz.

“Our first convention, held in July of this year, was a rousing success,” remarked Stephen Chenault of Troll Lord Games. “Lake Geneva is a beautiful town, the people are friendly, and the housing was far better than we had imagined. The atmosphere at the con was relaxed and everyone seemed to have a great time. There were all manner of games being played by everyone! It was exactly what a convention should be, fun, relaxed and very personable.”

Lake Geneva offers plenty of amenities for conventioners and their families. From swimming in beautiful Lake Geneva, to shopping, eating, attending shows or late night strolls. The convention itself will host games such as *Lejendary Adventure*™, *Castles & Crusades*®, *Dragon Lairds*, *Planet Busters*, *Dungeons and Dragons*®, board games and more.

You can find out more information, register to attend, and keep track of coming events by visiting the Lake Geneva Gaming

Convention's new web site at **www.lggc.net**.

Journey back to the beginning and be a part of gaming history.

About Troll Lord Games

Troll Lord Games debuted at GenCon 2000. Alongside its hallmark *d20* line, *Castles & Crusades*®, *Crusader Magazine* and *The Codex of Erde*, TLG publishes the “Gygaxian Fantasy World” Series, Gary Gygax adventure modules and Necromancer Games. For more information, visit our web site **www.trolllord.com**. Copyright 2001, Troll Lord Games. “*d20 System*” and the *d20 System* logo and *Dungeons and Dragons* are trademarks owned by Wizards of the Coast and are used with permission. *Lejendary Adventure* is Trademark Trigeer Enterprises Company and is used here under license from the trademark holder. *Castles & Crusades*, Troll Con, Lake Geneva Gaming Convention is Trademark Troll Lord Games.

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P o l y g l o t

Paizo Publishing Wins Five ENnies!

Dungeon magazine feted at annual awards given out at Gen Con

AUGUST 20, 2005. BELLEVUE, WASHINGTON—Last night at the ENnie Awards, Paizo Publishing was awarded five ENnie Awards by the fans on EN World (enworld.com). The awards received were:

- Best Cartography – Gold ENnie: *World of Greyhawk 4* part map from *Dungeon Magazine* issues #118–121
- Best Adventure – Gold ENnie: “Maure Castle” from *Dungeon Magazine* #112
- Best Aid or Accessory – Gold ENnie: *Dungeon Magazine*
- Best Free Product or Web Enhancement – Gold ENnie: *Dungeon Magazine Maps & Handouts* (Issues #114–122)
- Best Publisher – Silver ENnie: Paizo Publishing

“After our busiest year yet, it’s extremely gratifying and a little bit humbling to win five ENnie awards,” said Editor-in-Chief Erik Mona. “On behalf of our entire staff and our great writers, cartographers, and artists, thanks to the EN World fan community for voting for us in this year’s awards. Watch for us next year!”



August 18, 2005—Gen Con Indy, Indianapolis, IN – Alleged Enterprises proudly announces the release of *Boy Meets Girl: A Tragedy*, a ridiculously funny card game that pokes fun at the ups and downs (mostly downs) of short-lived, ill-fated relationships. Match up the worst possible date partners and play cards to create 3 dates, each one successively worse than the last. The winner of the game is the individual who has created the worst series of dates, and thus earns the pity of friends who hear all about the crash-and-burn. Alleged Enterprises has been in business since June 2003 and offers two other titles to date: *This Game Sucks!* (for role-play gamers) and *Oh, Scrap!* (for scrapbookers). More information can be obtained at www.allegedenterprises.com.

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Dungeon Magazine has won the ENnie for Best Aid or Accessory three years running.

“I am extremely proud of our team at Paizo and the work they have done during a difficult year,” said Paizo CEO Lisa Stevens. “Their dedication and professionalism, in addition to their putting out great products on some of the tightest schedules in the industry, amazes me again and again.”

Paizo Publishing™, LLC, publishes special interest magazines and gaming products in the field of hobby gaming. It is Paizo’s goal for every magazine and every product to be an event that encourages new and experienced hobbyists and fans to become more excited about their interests. *Dragon* is the official source of new rules, spells, artifacts, and ideas for players of *Dungeons & Dragons*. *Dungeon* is the official source of *D&D* adventures. Our new line of official *Dungeons and Dragons* products includes the *Shackled City* hardcover and the *Dragon Compendium*. Paizo also operates a full-line internet game retail store at www.paizo.com.

Dragon and *Dungeon* are trademarks of Wizards of the Coast, Inc., and are published by Paizo Publishing under license.

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VESI Gen Con Report

Visionary Entertainment Studios had a fantastic Gen Con 2005! Many new fans were introduced to the Secret World and saved money in the process with the greatest deal ever at Gen Con, The Everlasting Gen Con Special!

Visit VESI today to see Gen Con Pictures as well read our Gen Con Report.

Visionary Entertainment Studio Inc. are the publishers of the modern day urban fantasy role-playing game, *The Everlasting*.

Polyglot

Seraphim Guard sponsors HeartQuest Setting Search!

Since publication in 2002 *HeartQuest* has long been hailed as the premier shoujo manga role-playing game. And with good reason, too – it was the first role-playing game to focus on the shoujo genre and it still retains its popularity.

Now in 2005 we've begun paving the road for *HeartQuest* Second Edition by releasing *HeartQuest Core Rules*: the boiled-down, essential rules for role-playing romance, intrigue, and adventure in the worlds of shoujo manga.

Unlike previous releases of *HeartQuest*, *HeartQuest Core Rules* does not include any sample settings.

Which means we need some sample settings for *HeartQuest Second Edition*, and we want you to write them—thus the *HeartQuest* setting search! We're looking for three sample settings to include in *HeartQuest* Second Edition, scheduled for a print release in mid-2006. The setting you submit should be exciting, fun, exemplify the shoujo genre, and meet the following requirements:

- Your setting must be an original work containing between 3500 and 5000 words.
- Your setting can only use rules from *HeartQuest Core Rules*.

- You grant Seraphim Guard, LLC a perpetual, royalty-free, worldwide license to use your setting in conjunction with *HeartQuest Second Edition*.
- All submissions must be received by November 30, 2005. Seraphim Guard, LLC will judge all submissions and announce the winners on or before December 31, 2005. All setting search winners will be given credit for their setting in *HeartQuest Second Edition*, and will receive a royalty-free license to use the *HeartQuest* trademarks in any materials published for their setting.

For more information on the *HeartQuest* setting search, please see: <http://www.seraphim-guard.com/hqsearch.shtml>

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IDA Presents Loot 4 Less, Vol. 1: Rings and Things

AUGUST 24, 2005 (INDEPENDENCE, MO)—On August 23, 2005, Interactive Design Adventures releases a *d20* sourcebook called *Loot 4 Less Vol. 1, Rings and Things*. The book features dozens of low-cost magic items for your *d20* gaming needs. *Loot 4 Less Vol. 1* is a 12 page bare-bones PDF file priced at \$1.25, and it includes an added RTF resource file for quicker reference.

Loot 4 Less is the first gaming product in the Budget Books series by Interactive Design Adventures. ENnie-award-winning designer Owen K.C. Stephens (*author of Power of the Jedi, EverQuest Player's Handbook, and The Black Company*) wrote the book. *Loot 4 Less* provides players, NPCs, and GMs with useful and inexpensive magic items that have long been thought of but never published. Also included in the book are sidebars explaining how every nonstandard magic item price was calculated and extensive bookmarks for easier reference.

"This inexpensive supplement is filled to the brim with useful magic items that you can use in any campaign," says Interactive Design Adventures Member-Manager Shaun Horner. "When Owen first talked about this product, I was excited both in my capacity with IDA, but also as a gamer. I can't honestly wait to see the text of the others we have planned in the series." Interactive Design Adventures webmaster@idadventures.com ©2005 Interactive Design Adventures, LLC. *EverQuest* is a trademark of Sony Computer Entertainment America Inc. *Star Wars* and *Jedi* are trademarks of Lucasfilm, Ltd. All rights reserved.

Interactive Design Adventures, LLC, was created to provide gamers with fun and interesting games and game accessories. Talented members of the company include Steve Miller, noted game designer; Miranda Horner, experienced editor and writer; and Owen K.C. Stephens, award-winning designer. Visit our web site for more information.

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