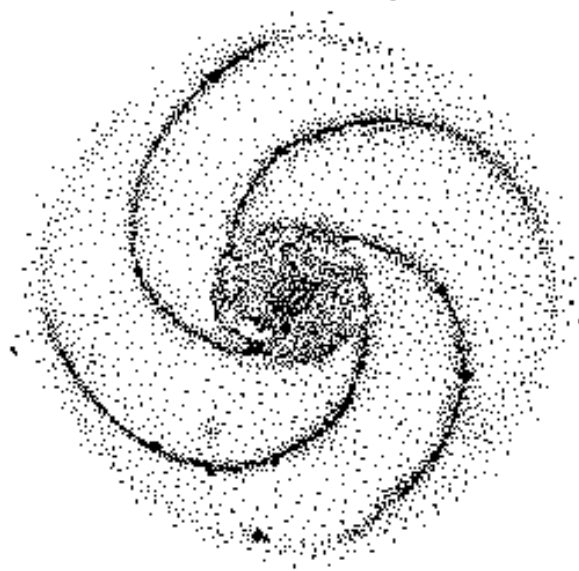


# THE INTERSTELLAR COMMUNICATOR

## THE NEWSLETTER OF GALACTIC EMPIRES

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### EDITORIAL

#### Happy Holidays...

As it so happens this issue of the IC is coming to your at the start of the holiday season. And while we all hold different beliefs near to our hearts I would like to start this editorial with my very best wishes for each of you to have the best holiday season possible.

#### MMJ Takes a holiday...

Because of the holidays and the various activities we expect to be involved with there will be some days when turns will be processed. During the month of November on the 25<sup>th</sup> and 26<sup>th</sup> no turns will be processed. And then again from December 24<sup>th</sup> through January 1<sup>st</sup> no turns will be run.

As always ever effort will be made to process any turns that are kept waiting during these periods as quickly as possible. In addition, any turns kept waiting while we enjoy the holidays will be processed at no charge to your account.

#### This Issue...

In this issue we expect you will find a number of enjoyable articles. We have some words from the Trade Guide about a new Trade Center, another issue of Pravda and some reports from the Galactic News Network. We hope the Galactic News Network will become a regular feature in future issues, so keep your eyes open.

Okay, that's enough of my rambling, enjoy!

- Mark



## TRADE GUILD REPORT

*By: Phil Krauskopf*

### **Griffon Joins Trade Guild Consortium**

Dateline: AAAA-20- Trade Ministers here at the Trade Guild Headquarters today announced the acquisition of the Griffon Empire to bolster the Guild's fledgling Military Arms Division (MAD). Griffon, a long-time and well-known resident of the Main Galaxy, is probably best known for its charitable work with new and small empires. In fact, many of today's largest empires were at one time beneficiaries of Griffon in their early years.

According to Trade Guildmaster Horst Treyder, the Guild will merge its current MAD entity, Maelstrom, into Griffon, which will retain its identity under the merger. Under this management structure the Guild will leverage Griffon's superior C3 infrastructure by placing Griffon in control of all Guild military deployments and operations. While Griffon will retain control of a relatively small logistical force, The Guild proper will provide the majority of logistical support for Griffon operations.

When one reporter asked Treyder if the Griffon acquisition heralded a change in Guild military policy, the Guildmaster replied, "There will be no major shift in Guild military policy as a result of this acquisition. The Guild will, though, expand its support for new and smaller empires. Most of this support will be in the form of reduced-rate product sales, but the Guild will also supply military support for some of its newer customers.

Most observers regard the acquisition as a positive move for the Guild. Griffon will supply a much-needed boost in Guild defense at a time when the entire galaxy seems headed towards war. Insiders say that Treyder was strongly supportive of the acquisition, saying that the Guild needed to be prepared for all eventualities.

The Trade Guild is a collective of merchant corporations banded together for defense and trade support. It boasts over 5 million active weekly production.

### **Trade Guild Releases Annual Report**

This week the Trade Guild Press Office released the year 20 annual report. Some highlights of the report:

The Guild has stockpiles of over 40 million RS and BK in reserve for next year's objectives.

The Guild plans to increase production by 60% over the next year. It has two major colonist (PP) acquisition agreements in place. Trade agreements with the Deceptacon Group and Antsworm should be able to supply the millions of PP needed for this aggressive expansion plan.

The Guild currently has long-term trade agreements with 19 trade partners. It plans to double this number in the coming year.

The Guild re-affirmed its embargo against the Jumblies Empire and its allies. According to Guildmaster Treyder the embargo will remain in place unless and until Jumblies renounces its earlier claims of Galactic Sovereignty. The Guild also re-affirmed that direct military action against the Jumblies alliance would only occur in the event of open Jumblies aggression against Guild assets.

Efforts to ameliorate the effects of GE3 will continue and accelerate during the coming year. Several upgrades to Guild infrastructure will be necessary in order to accommodate the changes in the physical universe expected to accompany implementation of GE3.

### **Trade Guild and Sonic Bugs Join in Partnership to Open New Trade Center**

Trade Ministers here today announced a partnership with the Sonic Bugs Federation to open a new location dedicated to the succor of new and smaller empires. This location will

supply low-cost bases and industrial goods to needy empires. Direct cash purchases, as well as work promises, will be the primary media of exchange for this location.

Industrial and logistical support for this Trade Center will be supplied by the Guild proper, while the Sonic Bugs Federation and the newly acquired Griffon Empire will provide for location defenses. Currently commitments have been received from five empires to establish bases at the new center, and the Guild is hoping to lure several more residents into the system as more empires enter into the galactic stable.

Interested empires should contact Guildmaster Horst Treyder at [TREYDERINC@AOL.COM](mailto:TREYDERINC@AOL.COM) for more information.

**GALACTIC NEWS NETWORK**

"Vil Homeworld- The crowd of over 1 million people that had been gathered outside the offices of the Vil Government cheered today at the recent announcement by the Griffon Empire that the captured crewmen would be released. For the past two days the crowd has held a vigil here calling upon the government of the Vil Union to address the crisis. Much criticism has been leveled at Prime Minister Hargrove by his opponents in the House of Greater Lords. Most vocal of these critics has been Great Lord Marochi, a critic of Hargrove's handling of the Jumblies negotiations. However these voices of opposition were silenced today as the Prime Minister was cheered for securing the release of the captured fleet...."

Reporter Lucchessee for the GNN

**ATTENTION NEW EMPIRES!!!**

*By: Bob Becker*

The DeathDealers Empire will give any NEW Empire at least 2,000SC free of charge for your scouting needs.

Contact DeathDealers at [squeeky@satcom.whit.org](mailto:squeeky@satcom.whit.org) today for your free SC or via the HyperWaves.

**PRAVDA**

**SERVING CIVILIZED BEINGS THROUGHOUT THE GALAXY**

*By: Anonymous*

**DATELINE: STARDATE 20.9.2**

*The following report by the Tsuga Lizei was 'released' to the news agency Pravda shortly after a meeting of the Grand Council of Bugs on the Sonic Bugs Homeworld. Notables at this meeting were the Duke Atar, the Sectile Darr, the Di-Syston Bena, the Systox Javintz and the Ficam Deuver.*

My Lord Atar, fellow bugs and subject aliens:

It is a great honor to present this report of activity at our Galactic Trade Center! Recent activity at the Trade Center, and other parts of the galaxy, has caused us to move up the opening stardate by six standard units, more on that later. Let me begin by outlining some of our opportunities, and follow that up with the outstanding threats and the reasons behind moving the opening stardate.

Our trade spy's have detected an ever-increasing flow of trade between large and small empires alike. With this increase the need for a fully functional trade center had risen

dramatically. The old center at AAAA is proving itself ineffective under lacking leadership and the number of missed opportunities is growing with each passing stardate.

Recent trade agreements with the Haddon Empire, and recent contacts with several former allies and trade partners, including our long time ally DeathDealers, show our own internal need for this center to be growing as well. Add to this our recent contact with "Dave The Hittite" and at least in the Ministry of Trade we do not see how we can possibly fulfill our orders without a fully functional Trade Center

If these opportunities are not enough let me outline for you some of the recent threats to our Federation.

Reports of several small/private trade centers are growing, and in fact we are in the process of setting up a base at one such center ourselves! These centers will no doubt shift some trade away from our center. But if our center can be opened quickly then we will be in a position to draw some of that potential trade back.

We are also greatly concerned by the continued Jumblies/Morania war at its effect of trade and stability in the galaxy. Recent attacks against Jumblies have demonstrated yet another increase in hostilities by Morania after the loss of their homeworld. It also can not be totally discounted that at least some of these attacks were in fact 'planned' by Jumblies himself with or without the aid of so-called neutral empires. Naturally we support the finding of The Jumblies Report and urge continued neutrality.

The new cult of THE GREAT ONE may also prove a danger, not for what the zealots who follow THE WAY may do but because being a follower of THE GREAT ONE has itself been pulled into the Jumblies/Morania war.

We have also witnessed an increased number of seemingly random attacks, one of which was made against our very own trade center. No damage was done on our end, and the crews from the captured ships are still being

dissected, but this leads us to believe that if we fail to act soon we may find ourselves at a strategic disadvantage.

In conclusion, trade centers traditionally present very tempting targets for warring empires and we have reason to believe that plans are already in the works to attack AAAA. Naturally by opening GUKM as a restored Galactic Trade Center we present yet another target, and with that a very real risk that one of the galactic powers will attack it. However we believe the profits, and more importantly the prestige, to be more than worth the risk.

We therefore recommend that GUKM begin operation as an Open Galactic Trade Center effective stardate 20.15.0 and that Trade Guildmaster Horst Treyder of the Trade Guild Empire be named as Fifra of the Empire and director of the GUKM Trade Center.

In addition we would also like to see the Star Base Exchange program reinstated to help seed new empires with a trading base at the new trade center. For those of you who may have forgotten, in this program a base with 10,000-30,000 production is deeded to an empire and supplied with RS in exchange for five stardates worth of production from that base in whatever their STI or empire specialty might produce. The expected return on this venture in the short run is negligible, but in the long run with an increased number of trading partners at our trade center the effects are still being calculated.

Further details will be sent to each ministry head with our regular morning dispatches. Allies of the Sonic Bugs Empire will be notified prior to the official opening of GUKM.

Lizei, Tsuga of the Empire

*Reportedly after this meeting Lord Atar was seen entering his private office with Systox Javintz and some Boo saying "Once more the drama begins."*

## WHO'S WHO IN GALACTIC EMPIRES

*By: Mark Wardell*

One of the best things about playing games by mail is the ability to make contact with people outside of our regular circle of friends and associates. Much of gaming is after all a social activity, the exception of course being solitaire games. While you can play GE as a virtual solitaire game (why is beyond me) at some point you will come into contact with others players, and when that happens the more you know the better.

To improve the social aspect of GE, and increase communication between players a "Who's Who in Galactic Empires" is being compiled. A short listing giving each player's name and primary/known empires will be compiled using information currently available in the GE database. If you wish to add additional information please complete the questionnaire below and return your answers to GE Central at your earliest convenience.

"The Who's Who in Galactic Empires" will be posted on the GE WebSite and in future issues of the IC. It may also be made available in other formats if needed.

This is completely voluntary, you do not need to answer any part of this questionnaire if you do not wish to share your information with your fellow players. However, your name and the name(s) of your empire(s) may still be included based on our current information unless you specifically request to be left out.

Whether or not you wish to have your information listed in the "Who's Who in Galactic Empires" it would be a big help if you could answer ALL of the questions in the 'General Information' section so we can make sure our records are completely up to date. If you do not wish to have this information shared just indicate that it is being provided for our records only. In no case will this, or any other personal information, be shared outside of our offices.

Within future issues of the IC a player will be profiled with an 'in-depth' interview. This will include a copy of listing of that player from the "Who's Who in Galactic Empires" plus additional questions from the StarMaster or a staff writer for the IC.

You will find the "Who's Who" questionnaire on the last page on this newsletter. A copy may also be found on the GE Central WebSite. Please take a few minutes to look over these questions and return your answers at your earliest convenience.

### **GALACTIC NEWS NETWORK**

Somewhere in deep space- "The crisis between the Griffon Empire and the Raising Sun Empire deepened today as word spread of a powerful Raising Sun Fleet approaching the system that had been previously attacked by the Griffon Empire. The situation had appeared to be defused when the Griffon Empire Ministry of Public Information admitted that the attack had been a mistake, and offered to pay reparations. However just hours ago Emperor Rapoza announced that a reaction force had been sent in to deal with the Griffon forces and that since they had already entered hyperspace they couldn't be recalled. The question now is what will happen next? Will Griffon forces withdrawal from the system in time? Most defense analysts doubt that. They speculate that we may see another battle, the question then becomes, how will each side react to renewed violence over this deadly mistake...."

Reporter Greshnor for GNN

**TOP SECRET: EYES ONLY***By: Phil Krauskopf*

Your empire receives the following encrypted message:

F RCU's R Yor STI, N F U halve 2 menE  
RCUs, thN C Me 2 get rid of thM. Eye halve  
menE IN, BH, CH, R2, N TR 4 TrAd. Come C  
the TrAd GLd (TREYDERINC@AOL.COM)!!!!!!!

Remember...

***At the Trade Guild, we don't just trade  
to live,  
WE LIVE TO TRADE!!!***



TREYDERINC@AOL.COM

***GALACTIC NEWS NETWORK***

Bugs Homeworld- "Tensions in the Galaxy again soared today as Lord Atar, leader of the Sonic Bugs Federation announced that a raid had been staged at the new trade center the Bugs Federation has been constructing in recent months.

With tensions only recently settling from the Griffon crisis and security tight due to the continuing war between Morania and the Jumblies empires one can only speculate that the raiding party may have been attempting to use events throughout the galaxy as cover.

Lord Atar in a statement made to GNN promised that the raiders identity would be discovered and retribution would follow. This statement has led many in the galaxy to speculate that maybe prisoners have been taken, a chilling prospect for any being who may be in captivity, the Bugs intelligence service is known far and wide for its ability to extract information....."

Reporter Nikiyen for GNN

The Deadline for submissions for the next I.C.  
is February 15<sup>th</sup> 2000!

Don't miss you chance for Galactic Fame!

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WebSite: <http://www.mmj-ent.com/ge> GE Forum: <http://www.mmj-ent.com/ge/discus>

## Who's Who in Galactic Empires Questionnaire

### General Information:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip/Postal Code: \_\_\_\_\_

Country: \_\_\_\_\_ Phone: \_\_\_\_\_

Primary Email: \_\_\_\_\_ Secondary Email: \_\_\_\_\_

ICQ ID: \_\_\_\_\_ AIM ID: \_\_\_\_\_

Personal WebSite: \_\_\_\_\_

### Personal Information:

Employment: \_\_\_\_\_

Schooling: \_\_\_\_\_

Hobbies (non-gaming): \_\_\_\_\_

Languages: \_\_\_\_\_

Leisure/Pleasure Activities: \_\_\_\_\_

Sports/Fitness: \_\_\_\_\_

Interests/Passions: \_\_\_\_\_

Pets/Plants: \_\_\_\_\_

Quotation: \_\_\_\_\_

### Galactic Empires Information:

What are your current empire(s)? \_\_\_\_\_

What are your past empire(s)? \_\_\_\_\_

When did you first start playing GE? \_\_\_\_\_

Are you in any alliances? \_\_\_\_\_

Who is your best ally? \_\_\_\_\_

Who is your worst enemy? \_\_\_\_\_

What attracted you to GE? \_\_\_\_\_

### Other Gaming Information:

What are your favorite game(s)? \_\_\_\_\_

What are your least favorite game(s)? \_\_\_\_\_

What other PBM games are you currently playing? \_\_\_\_\_

What other PBM game have you played in? \_\_\_\_\_

What do you look for in a game? \_\_\_\_\_