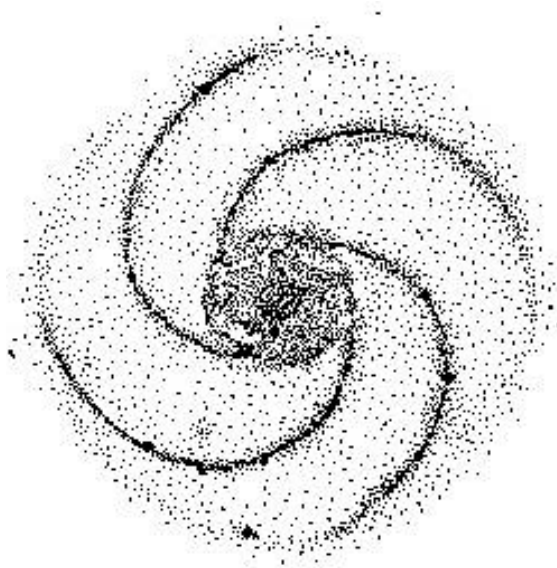


THE INTERSTELLAR COMMUNICATOR

THE NEWSLETTER OF GALACTIC EMPIRES

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EDITORIAL

There is a fundamental difference between this issue of the IC and all previous issues. No, it's not the look and feel, and it's not the method of delivery. And forget about checking the size, although this issue is a little smaller than the last that's not it. In fact I am sure that if I did not tell you what was different that you would not notice anything at all.

So what is it you ask? As many of you know MMJ Enterprises has operated Galactic Empires under a licensing agreement with Pierce Enterprises since December 1996. That agreement covered all of the daily operations of the game and has served both parties well for the past several years. But effective September 2000 that license has come to an end. In its place MMJ Enterprise has purchased Galactic Empires and all related materials from Pierce Enterprises.

So while nothing has changed, everything has changed. However, you won't experience any difference in how your turns are processed or how

the game is run. Dave was very generous with the terms of the license we've operated under for the past several years by giving us a free hand to do pretty much as we pleased as long as the game continued. I'm not sure I've done this yet but I would like to publicly thank Dave both for agreeing to license the game in the first place and for the sale now, but more than anything for keeping GE going when the going got tough. Without his effort we would not be where we are today, and Galactic Empires would be just another lost game from the 80's.

Space does not permit me to rattle on much more, but let me just say that I feel the future of GE is very bright. We have a lot in the works that should be ready in the not so distant future and I'm very excited about what's ahead. Having been a part of Galactic Empires for most of those 21 years I am very aware of where GE has come from, and I feel I have a good idea of where it needs to be going. The best is yet to come!

-M ark

TRADE CENTER UPDATE: GUKM

By the Tusga Lizei of the Sonic Bugs Federation

Increased Trade Activity

The Galactic Trade Center at GUKM has seen a steady rise in trade activity since its going online several stardates ago. This increase is due in large part to the Nearly Free Base™ offer from the Sonic Bugs Federation and an ever growing number of peoples using the center as a transfer point.

When asked for his view of the progress at GUKM the Lord Atar said: "Well that's what it's for isn't it? Trade I mean. Didn't we trade something there once. Oh yes, I remember, red socks."

If you have not set up your base at GUKM please come pay us a visit, look the place over, we're sure you'll like it. Pull up a base and stay awhile. All empires are welcome and you may either move your own base into any open orbit, or the Sonic Bugs will be happy to set you up with one. Please see our Nearly Free Base™ offer in this report.

The Nearly Free Base™ Offer Continues

In an effort to continue to promote increased trade at all levels the Sonic Bugs Nearly Free Base™ offer at GUKM continues. Yours for the asking is one star base at GUKM consisting of 35,000BH with 10,000PP and 10,000IN and 500BK. In exchange for this base all we ask is five stardates worth of production from the base of whatever item(s) we require. Once the initial base is paid off we stand ready to expand the base and provide RC's for your own production needs.

For A Limited Time Only

Available only at GUKM the Sonic Bugs Federation has contracted with the *Haddron* Empire to provide a free star city to any and all interested parties. These No Obligation Cities™ will provide you with countless opportunities for increase transport and expansion. Perfect for newly expanding empires and more established empire alike.

This limited time offer is valid only through stardate 21.17.4 (January 1st 2001). Contact

Haddron for your No Obligation Cities™ today. Supplies are limited.

Population For Sale

While something just over 300,000PP at GUKM is already spoken for (you are going to pick it up someday, right Trade Guild?) that still leaves well over 100,000PP ready for trade. No reasonable offer will be turned down.

POINTERS FROM DEATHDEALERS

By Dread Deliverer

Free Scout Fleet to New Empires!

If you are a new empire contact the DeathDealers for your free scout fleet. I promise you at least 2000SC with 20CA. Most of the new welcome fleet packages from DeathDealers contain more than CA, and SC.

Scouting Reminder!

Remember to put at least one CA, BB, or DB in your scout fleet. This is the only way you will get a report back from the fleet if it is captured or destroyed.

Not Covered By The Rulebook!

Scouting missions are the only order (that I've found) where the fleet can make a decision to do one of two different orders. If your fleet is below 100SC you have a chance of failure in finding a new star system if you are doing order #24 or #25. What to do: If your fleet is below 100SC then give it a location you would like it to go to for refurbishment such as your homeworld, then also give it order #24 or #25. What happens is your fleet will first try to explore for the new star system, if that fails then the fleet will fall back to the location orders you gave it and proceed there where you can now bring it back up to strength. Remember each scout has 1% chance of finding a star system so 100SC = 100%.

**Dread Deliverer
of the
DeathDealers Empire**



REVIEW OF GALACTIC AFFAIRS

By the Demon Lord Falchion

To all who are in the galaxy:

I am expanding my domain and I wish to be peaceful, at least as much as I can. But sometimes it is not possible, like for example Haddron and these so-called 'neutrals' of his. I was captured at every one he said was 'neutral', and quite frankly I am upset, but I am willing to over look this matter in return for what I lost. So if Haddron will do this I will not declare war on him. If any merchant has any information on Haddron I am willing to pay for it. That said on to other things.

Thank You

I would like to thank whoever gave me the base at GUKM. I don't remember asking for it, but if I did please let me know what I owe you for the base, ok? - Ok.

Morania / Jumblies War

I would also like to take this time to express my views on the war between the Morania Empire and the Jumblies Empire. Frankly if it started because the Jumblies said they were the 'rulers of the galaxy' that's pretty petty isn't it? I mean I know they are not for if they were it would not be possible to own any system right? They would own them all right? Well, I don't even see them at GUKM so they can't be rulers of the galaxy. Get real people and stop using what they said for an excuse to keep a war going that must be costing you more RS then it's worth. Come on, let it go.

ANTSworm / Sonic Bugs Dispute

I would also like to address this issue of the wrongdoing of the ANTSworm Empire, or should I say alleged wrongdoing. The evidence is not good enough to say they did it on purpose. Therefore I say give them a chance to tell their side of the story before it gets out of hand and turns into a big mess with everyone blaming them for something they might not have done on purpose. So I say give them a chance to say their piece before you all jump the gun. If they are found to be guilty of this

unfriendly act, at least give them a chance to pay back what was destroyed and make amends for the acts they have done.

To Haddron

I would like to also address Haddron personally so if you are reading this Drakling of Haddron please get in contact with me so we might get this behind us peacefully without anyone getting hurt, or a war staring over something that can be taken care of. My address is

William McCoy

#41914 A-1

ICI-0; Hospital N Dr. #23

Orofino ID, 83544-9023

Closing Thoughts

I would also like to say that I have dealt with the DeathDealers Empire, and I would like to continue peaceful contact with them and any and all who wish to correspond with me. I might be able to help you and you may be able to help me in my endeavors to rule my empire with a fair but firm hand. I will always keep my word no matter what happens, even if I have to take a loss for my word in my bond. So any contract I make will be taken care of in quickness that I promise even my enemies. I will keep my word, it may take some time but it will be done.

Well I shall close this for now. Until the next time I get a chance to comment on something, this is Falchion signing off.

The Demon Lord Falchion



JUMBLIES MANIFESTO

By The Oneness

As ruler of the known galaxy it is in the expressed interest of the Jumblies Empire to insure peace and prosperity for all Empires, both allied and non-allied alike. And to rule lesser Empires to the extent required bringing them to a state of peaceful harmony with the rest of the galaxy.

To this end the following five-point plan will from this stardate forward serve as the framework for the new golden age of peace and prosperity known far and wide as the Jumblies Epoch.

- 1) Disputes between Empires will be brought before the Jumblies Council and settled. Rulings of the Jumblies Council will be final.
- 2) Total available production for each Empire will be maintained within specific limits as set by the Jumblies Council to insure equity among empires. Expansion will only be permitted with approval of the Jumblies Council.
- 3) No Empire will maintain more than a 10% production advantage over another Empire. Where such an advantage may exist the total resources of the offending Empire will be used to re-establish equity among Empires.
- 4) Each Empire will be permitted to build only monitor ships. All other ships currently in service will be deeded to the Jumblies

Empire to be used for the greater good of the galaxy.

- 5) The Jumblies Council will serve as a Galactic Trade Commission to establish standardized prices and delivery times for all trade.

As a first step in the process of moving into the new golden age of prosperity all trade centers will be placed under the control of the Galactic Trade Commission. For the time being these centers will continue to operate under the control of their current owners on behalf of the Galactic Trade Commission by paying a tithe of 5% of the total production to the Jumblies Empire.

Only by following these five principles will peace be known throughout the galaxy, and prosperity come to all Empires far and wide.

Those Empires who fail to see the light and refuse our enlightened leadership will be branded as rebels and will be dealt with in the most severe manner.

The Oneness

The deadline for the next
issue of the
Interstellar Communicator
is November 30th, 2000

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