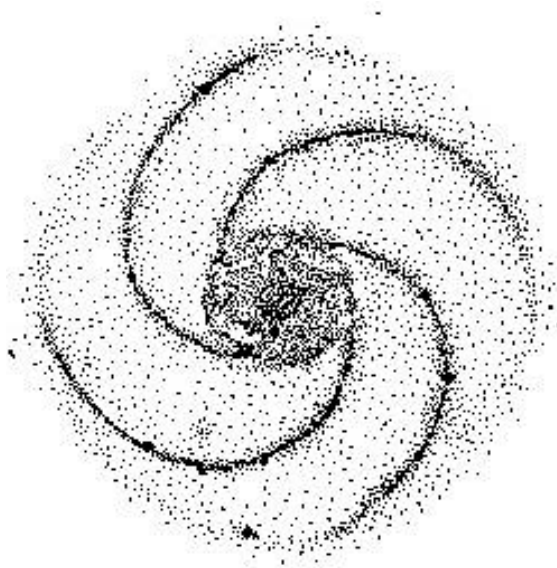


# THE INTERSTELLAR COMMUNICATOR

## THE NEWLETTER OF GALACTIC EMPIRES

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### EDITORIAL

Where did the year go? It seems like only yesterday that we started the year 2000 and now it's gone. Given that we're starting a new year I think I'll join with oh so many other people and do a quick review of the year just past, and a preview of what we hope to see in the coming year.

### THE YEAR IN REVIEW

One high point for 2000 was in completing the deal with Pierce Enterprises for the purchase of Galactic Empires and the Interstellar Communicator. The difference here is subtle, but if you think of it as the difference between renting and owning I think you'll understand why we did it.

Our other big project for 2000 was continued progress on GE3, the new and updated version of Galactic Empires. While this project is still not done we did make a great deal of progress. The updated rules are 95% complete with only a few final revisions expected plus completion of an index to make it final. The program is another story and I'll

get into that with the preview of 2001. We're also working to put together a 'Beginners Guide to GE' to be released shortly after the new program is complete.

The single most important high point from 2000 was the addition of several new players who have proven to be great additions to the game. I look forward to everyone's continued participation in the coming year and for all the new players yet to come.

### PREVIEW OF 2001

The coming year brings with it a fresh start and some new goals to go with our ongoing projects. The single highest priority for the first half of this year is GE3. By the end of June the program will be in playtest and the rules will be completed. By the end of September GE3 will be the official running version of Galactic Empires. If I could take a time off without the needs of work, school, church, etc., etc. I could have the new program for GE3 finished in four to six weeks. But because I do have to work for a living, and turns will continue to flow, and I

will continue with school, the GE3 project has taken much longer than it ever should. But it has progressed to a point where I think I can see the light at the end of the tunnel and that by the end of this year we'll be playing a better and improved GE.

Those are the high points as I see them. Oh, I guess we can add one more thing to the list. Let's see if I can get the IC out on time this year. It always seems so simple, but yet it always seems late. Of course you can help by writing something about GE to be printed. It could be a statement about your empire, or someone else's empire, offers of trade are also good. And a little war here and there never hurt anyone-much. And to top it all off, write at least 500 words (easier than you think) and you'll earn a free turn. Write something really long and I've been known to give more than one free turn.

That's all for now. Have a nice day and don't let the PB catch you in the open.

-M ark

## TRADE CENTER UPDATE: GUKM

*By the Tusga Lizei of the Sonic Bugs Federation*

### Trade Guild MIA

The Trade Guild Empire, co-sponsor of the GUKM Trade Center, has been missing in action of late. We hope to hear something from them soon, your PP is still waiting.

### \*Haddron\* Activity

The \*Haddron\* Empire reports that they are still recovering from the attack and capture of one of their main production centers by the Death Dealers Empire. With the help from outside sources they are getting back on track and report they should be back to pre-attack production levels soon.

### No Obligation Cities™

With continued backing from the Sonic Bugs Federation the \*Haddron\* Empire has extended their offer of a free No Obligation City™ for all interested parties. This limited time offer is good only through stardate 21.43.2 (June 30, 2001).

## Paxywcsdagi Trading Cooperation

The Sonic Bugs Federation wishes to welcome the Paxywcsdagi Trading Cooperation to GUKM with their new Nearly Free Base™ in orbit 120. The addition of a new merchant empire at GUKM is always big news around the trading council, and this is no exception.

Recently a special agreement was reached between the Sonic Bugs Federation and the Paxywcsdagi Trading Cooperation to aid with the expansion of their newly acquired Nearly Free Base™ and insure a steady supply of RS dedicated to production and trade. Details are not available for public disclosure, but the deal said to be in excess of five billion RS to be paid over the next year should help propel the Paxywcsdagi Trading Cooperation to the status of a major trader within the next quarter.

Welcome to the galaxy, and happy trading!

## OFFERS AND POINTERS

*By the 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.

### Ambush Fleets

Ambush fleets must have at least six ships of one type (cruiser or larger) in order to cover the location. Ambush fleets have double firepower and fight to the death.

### BB vs. CH

Remember when fighting or trying to capture a Star City use Battleships. A Battleships firepower is multiplied by ten against Star Cities. But also remember the Battleships Damage is still normal.

**Dread Deliverer  
of the  
DeathDealers Empire**

## ***GALACTIC NEWS NETWORK***

### **PRISMATIC EMPIRE APPOINTS FIRST EMPEROR!**

#### **HEXAGEN I BECOMES PRINCIPE!**

After an initial period of growth and consolidation, aided by certain powerful friends, the Prismatic Empire has appointed its first emperor. While realizing it is still tiny by galactic standards, Prismatic Empire is confident that a prosperous future is beckoning. Accordingly, the Empire has appointed Hexagen I as the first Principe.

The Principe is both the first among equals and the focus through which the talents and energy of the Empire are directed towards achieving the Empire's goals. On official occasions, the Principe is addressed simply as "Principe" or, more formally, "Principe Hexagen I".

The new Principe has wasted no time in gathering the advisory council for analysis of strategy for the next phase of expansion. There has been a sense of excitement in the air as strategies have been agreed and plans made. It is a big galaxy with many alien empires but scouts have confirmed there is plenty of room for expansion. Prismatic confidence is boosted by the assistance of powerful friends. A new era begins!

GNN-Special Edition (Prismatic Empire)

## **DEATHDEALERS RESPONSE TO THE JUMBLIES MANIFESTO**

*By the Dread Deliverer*

Five Point Plan

1. Uh-Huh! Sure sounds good to me. <Snicker>
2. Absolutely we won't do any more <Heheh-haha> expanding unless we ask first.
3. Oh very good point <chortle> we will start deeding systems immediately. <chuckle>
4. <I love this guy he cracks me up!> Yes start sending all fleets to him pronto! <LOL>
5. We eagerly <guffaw> await all timetables <snort> and price lists.

As for <hehe> the Trade Centers <ho-ho-ha-ha> we will put all control to Jumblied and send him 5% production tithe <ROFL>

Mysterious end of communications...

## **PAYPAL**

*By the StarMaster*

One of the most frequently asked questions when a new player starts playing GE is how to make a payment. Up until now the answer has always been either a check or money order of some kind. For most people this has never been a problem, but with an ever-increasing number of players who are outside of the US this can become more of an issue. This was brought to my attention even more so with a recent purchase that I made which required my sending an international money order to England.

When MMJ Enterprises first took over running Galactic Empires we started searching for an option that would permit our accepting credit card payments for turns and anything else we might offer (GE T-shirts were a thought once). Unfortunately none of the options we found at that time were economically feasible when you realize

that the cost per month for accepting credit cards would have been more than GE brings in.

Then along about a year ago, maybe more, I came across a service called PayPal <[www.paypal.com](http://www.paypal.com)> which offers a service that lets individuals perform electronic funds transfers with other individuals or small businesses who have signed up with their service. While intrigued I did not pursue this any further until June of this past year when DW Ash of the ANTSworm Empire reminded me of this service. I again checked it out only this time I also signed up. Since then I have used their services a number of times to pay for various items purchased on eBay <[www.ebay.com](http://www.ebay.com)> and have found them to be reliable and prompt.

So where is all this going? In addition to checks and money orders, which are still and will always be acceptable forms of payment, you may also sign up with PayPal and use their service to pay for your turns. When you use their services you will be initiating an electronic funds transfer either from

your checking account or to be charged to your credit card. All you need to do is identify who you're sending the payment to by using our e-mail address <[GE@mmj-ent.com](mailto:GE@mmj-ent.com)> to identify us as the recipient.

Shortly we will also be setting up a page on the GE Website where you can initiate a credit card payment for your turns. This also goes through PayPal, but without your needing to visit their site and sign-up in advance.

This should go without saying, but... While we have found PayPal to be a useful service you should evaluate it for yourself before signing up or providing them with any personal information. They are not affiliated with MMJ Enterprises in any way, nor are we affiliated with them. We have decided to use their service to provide an additional option for our customers to make payments for services but all questions, concerns, or problems with or about the PayPal service should be directed to the PayPal service contacts that may be found on their website.

The deadline for the next  
issue of the  
Interstellar Communicator  
is April 15<sup>th</sup>, 2001

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