

GOLDEN GLOBE GAZETTE

ISSUE #004

JUNE—AUGUST SUMMER SPECIAL

R.I.P.—REST IN PEACE, PEACE

WORDS BY .MARVOLO.

*Death is not the end
The story of the Death of the
Princess of the Evening Blue
Sky*

*Time comes to take us all...But
it seems, for peace anyway,
that time had run out"*

*It all started when She got
hold of a sealed bottle, a flask
of deadly poison. It was a
philtre, a thing made of deadly
aromatics filtered through*

*Khalazdad's own veins.
Through the blood of the
Black,*

*There she sat, inside
Khalazdad's tent, surrounded
by her family, army and
friends. "Death is not the end",
a Sentinel had said, "it is the
continuitation of the path you
already walk upon."*

*Looking to the horizon, she
speaks her last words, "I hear
the wind blowing across the
desert and I see the moons of a
winter night rising like great*

*ships in
the void.
To them I
give my
life."*

*She
brought
the vial to
her lips
and drank
all of it,
dropping
the empty
vial to the
ground
after her
deed. Her*

*loyal Sentinel, Tzaroth747,
picked it up and put it with his
belongings.*

*After a moment of silence, she
started to cough and curled up
in pain as the poison ran
through her veins. An odd
burning feeling was consuming
her body, and upon her last
breath she said, "I chose
this...for Him, for you, for the
wind we breathe and the land
we step on." As the last word
left her lips, Peace fell, lifeless,
to the ground. The shade of
her Father's tent soothed her
no more.*

*For days she laid there, in
Khalazdad's tent, surrounded
by the Sentinels, who wel-
comed those who came to pay
their respects to her.*

*In time, they began to notice
the slow transformation of her
corpse as it began to morph.
After eight days of metamor-
phosis, the dead Princess
awakened, in the form of a
ghost. From the sleep of death
she rose, and now the Mistress
of Flame and Shadow walks
again.*



DOUBLE SUMMER EDITION!!

THE NEW BALANCE

WORDS BY BURNS

On 18th May (a Manic Monday, as some might notice), Mur introduced a major change to the combat system.

To sum up the changes for those who don't know (or care) yet: Mur fixed a system that will prevent the loss counter from going any higher than 1050 more than your wins.

This step should make balance more attractive, because 1000 extra losses is too little to make a good profit out of high honor (I've been playing with that, and I'm still 2500 wins short from balance, so you could just believe me that the profit is not worth the trouble... or you could try it for yourself; getting victories is fun ^^), therefore making the players who care for stats struggle to be in perfect balance to improve their stats faster.

He also made a change to the skill system that will give you tons of negative skills for losing fights once you are over 1000 losses out of balance, which obviously only hit the Grinders and those who were following them and their spirit. That much to the mechanics part, but now, let's take a look at the much more interesting social changes he introduced along with his new system. Especially at MP5, people are now terribly afraid of even log-

ging in for some fighting, because a few of the old Grinders play according to the new rules and try to regain the skills they lost, while getting a few victories in the process. For that, we hunt... whenever we have the time... and we strike with full force instead of weak training rits. *laughs evilly*

While up until now, the Gazebo of Equilibrium (the new Willow's) was the only 'dangerous' place in the realms, there is no safe place left now, as there are people out there hunting, and, with that, returning to the roots of the game, which involves hunting as a major part of fighting.

With the new system running, it is also less likely to get easy wins from somebody who is online regularly, because the fighters struggle for balance, and the grinders don't lose on purpose anymore for the next - I guess - 3 months, but it might turn out to be more with so few players hanging out online right now...

The last drawback of the new system: the few fighters who are online all the time have nearly unbeatable defenses up most of the time (with some exceptions), because almost all of us WANT to keep our stats and balance up, just to show that we are capable of doing it even in the new framework. Within a week, MD lost a lot

of constantly active people who play for fun, and I can only guess that this will happen to almost every 'new' mp5, as they are nowhere near strong enough to revive their creatures or survive the beatings we are giving out all day long, let alone to defeat our defenses and gain wins, XP, and stats themselves.

A BIG pro of the new system: from now on, people will learn how to set rituals again and try to get victories instead of just wins, which will give the older players a thing to do again, and a lot more talking from MP3s and 4s who kept silent and listened to their elders before, trying to catch some pieces of information out of conversations.

All in all, the change will almost definitely make people RP a lot more, simply because fighting hard isn't much of an option anymore in the upcoming months, it's more like fighting hardly like we know only from MP6 so far... the players that are always there are close to invincible, and those that are beatable are hard to find.

**DON'T GET BURNT:
BURNS' STRATEGY
GUIDE**

Did you know that...

...the Freeze aura doesn't necessarily work the way you want it to?

As I've mentioned somewhere else, the Freeze aura is pure gambling. It can't target specific creatures, but works on a coded 'dice' (most probably 'random digit' modulo 6, but only Mur knows for sure) and will target one of the enemy's slots with its freeze power. If no creature is there, it will try targeting a new slot, and if it still can't find a target, it will just give up and not freeze anything.

You may or may not know already that freeze will keep a creature from doing anything all fight long, but it won't stop creatures from using their auras.

There are two collector creatures that have a freeze power right now, and one public creature. I could tell you which, but that would spoil your fun, wouldn't it? I could also tell you how to use them properly, but that's a story for another day... or edition. :P

For now, play with the new info you just got and see if you can find useful things you can do with it. :)

GRAND THEFT CREATURE!!

WORDS BY GREMLIN

Sagewoman, a trusted, well known, and friendly LHO, along with many others, had received numerous complaints from players about their creatures being stolen.

Gremlin: When did the complaints of Grand Theft Creature start happening?

**Sagewoman*: I think about a month or so now. I started getting help requests from players saying their creatures had been stolen. I don't see how though. So I contacted Mur to let him know what was happening. Mur has graciously given a change password option for citizens.*

Gremlin: What are your thoughts on this catastrophic crime wave?

**Sagewoman*: It appears that either a bug is being exploited that has not been reported OR we have some naughty players who need a personal tour of Mur's Prison.*

Gremlin: What is advice on helping prevent further theft for these Masked Assailants?

**Sagewoman*: Your creatures are your property. Naturally you want to keep them safe. Write down all of the creatures you have, including their ID numbers and tokens.*

**Sagewoman*: Codes may change, but ID numbers stay the same.*

**Sagewoman*: Be absolutely SURE you know who and what happened. Once Mur starts an investigation, it will be followed through.*

Gremlin: whose ID number?

**Sagewoman*: Each creature has*

an ID number, just like all of the Citizens of Magic Duel. Player and creatures can be tracked by those ID numbers. For the time being, use the new password option if you think your account has been breached. Report anything weird to the Live Help Operators. Do not Delay. Help Us Help You. Don't share your password and do not let anyone use your account. If you are sharing accounts, you are not only risking yourself, but Homeland Security as well.

In order to help prevent further Grand Theft Creature, Sagewoman made a few suggestions which are as follows;

1. Never Share your password with ANYONE...EVER. Even if they are your best friend, mother, father, cousin etc. in Real Life.

2. When acquiring new creatures or placing tokens on current ones, write down your creatures name, ID number and the tokens they have equipped to them.

3. If you Trade creatures with another player, write down the players name, ID number and DON'T forget to write down the creatures ID number and name you received in return for your creature or coins.

4. If ANYTHING is missing from creatures to items or coins report the what's missing and the quantity of what is stolen to any LHO IMMEDIATELY. Help the LHO's and other game staff help you.

5. And lastly DON'T trade creatures with anyone you don't know or don't trust. Use good judgement when trading.

GAR WARS - EPISODE 1: THE PHANTOM MARRIAGE

WORDS BY .GARGANT.

Chapter 4:

Meanwhile, on the necrovion ships, the viceroys deliver the bad news about Queen Ailithdala to their master, Emperor Zleipatine. "A loroo ship managed to get by us, I'm afraid that the queen has disappeared" says a nervous viceroys. "that treaty needs to be signed, I will send my apprentice, Darth Mur" replies a strangely calm Zleipatine. The transmission ends, the viceroys look at each other, "This is getting out of hand... now there are two of them" exclaims one of the viceroys. From the break in his voice it seems as though the viceroys are starting to regret the deal they made with the emperor.

The small unit RJD2 is to be cleaned up and commended for saving the BID-I's lives, Padme Lightmoon, the queen's assistant is charged with the task. As she is doing so, Gar gar decides to introduce himself, "Ayup, ooa eur theur?" (hello, who are you?) Announces Gar gar, "Ah'm Gar gar Blinks" (I'm Gar gar Blinks), "You're a Gargan aren't you? How did you wind up with us?"

"Ah doun't k̄na li', uz day started pretty orl roeight, then PA ah getten reeight scared, then 'n ah wor gerrin tackled by t' BID-I's then BOA ah'm 'ear!" (I don't know, my day started pretty okay, then POW I got very scared, then and I was getting tackled by the BID-I's then BOOM I'm here!) Explains Gar gar.

The Craft speeds towards Archooine and lands on the outskirts of a large town. The BID-I's examine the damage done to their ship by the Necrovians and they need to get some new parts for their craft. Half of the landing party stay with the craft in order that it doesn't get stolen, and Ale-ron, Gar gar, Padme lightmoon and RJD2 set off in search of new parts. They decide to try a small backstreet dealer, as they would more likely have the necessary parts. They happen upon a shady place behind the main shopping dis-

trict, an odd gruff sounding winged creature flaps over to them. The creature stops from his work, he puts down his welding torch and moves away from a relieved looking Drachorn tied to a workbench in the back. He flaps over to the party and removes his welding mask, he mutters something in a strange language and then shouts something equally incomprehensible, a small runs out from behind the shop and shouts back at the creature "El distracto consumptomatico billioso pancreatico Braitto, qua de omletto de jambon pacifico" says the boy, clearly frustrated with Braitto, his employer. "This RJ unit has the prints of what we need" Explains Ale-ron, "Bleep-bleep, hell yeah I do!" Exclaims RJ "... I mean... err... Bloop bleep bloop bleepy bleep", Ale-ron gives the unit a sly kick and whispers to him "Don't break character dude, remember fourth wall! Fourth Wall!!! Ahem, care to show us where we can find one". Braitto leads Ale-ron and RJD2 out the back, leaving the young boy with Padme lightmoon and Gar gar.

"Who are you anyway?" Questions the small boy. "Well I am Padme Lightmoon, over there is Gar gar Blinks", at these words Gar gar spins around, knocking over one of the display pieces behind him. The display piece falls off much to everyone's horror, but rather than smashing into bits, it gets up and begins running around causing chaos for Gar gar. He finally catches it and holds it up by its arms, the small beast proceeds to swiftly kick him in the crotch as the young boy shouts over "Just hit him on the nose" Gar gar does so and the creature retracts back into its shell. The boy turns back to Lightmoon and explains "My name's Alcheķin, Alcheķin Skywalker, I'm a pilot in the mattraces".

"Well, it'd be cheaper most likely to buy a new craft" Explains Braitto outside, "especially since I'm the only one who has what you need around here. Anyway how are you paying for it?" "I have 20,000 Value points" Replies Ale-ron.

At these words a large box flies

through the air nearly taking Braitto's head off, it screeches to a halt in front of Ale-ron and hovers before him. Some words appear in the box, it simply says "No credit", this confuses Ale-ron. Braitto explains "That means you can't afford it".

Ale-ron waves his hand in front of the box and utters the words "Yes, we can afford it". The words in the box change, "No, you can't". Ale-ron, stumped by the box's refusal to cooperate tries again "Yes, we can", the box stays at "No you can't". He tries a third time, this time the box changes and says "What are you doing Michael?" this confuses everyone, but then the box shakes the strange knight rider references out of its system and shows a new message "Your BID-I mind games won't work on me... I'm a box for god sakes!"

"Ah well, worth a try" quips Ale-ron. The box zooms off with the knight rider music playing in the background. "It's a simple concept BID-I, no money, no parts" exclaims a triumphant Braitto.

The BID-I walks back through the shop and grabs Gar gar on the way, "Come on Padme, we're leaving" says Ale-ron, as he turns to leave Alcheķin stops them and explains "You'll never get back to your ship in time, there's a sand storm coming. Come with me and stay at mine for a while", the BID-I reluctantly agrees and they all trudge off through the port of Mos Eigger. On the way Gar gar finds himself feeling a little peckish and decides to take a bite out of a chicken hung up on one of the stalls. This enrages the owner who screams obscenity at Gar gar, this causes the gargan to let go of the chicken which shoots across the stall and lands in the dinner of a mean looking elephant wearing a crown. He leaps his table and flattens Gar gar and threatens him in a language that the Gargan cannot understand but can tell by the sinister tone that he means business. Alcheķin hurries over and taunts the elephant into laying off gar gar. The Elephant spits at the Gargan and returns to his table.

DON'T GET BURNT: BURNS' STRATEGY GUIDE

Did you know that...

... there are ways of defeating even good Nightmares?

You might have guessed it already, and I'll confirm your assumptions now: yes, I'll give you a counter to every ritual I describe, most probably in the following edition. ;-)

Now back on topic:

So, you know Nightmares, and you know how they can be made more deadly. But how do you defeat an enhanced Nightmare? There are three general options:

Use life-stealers yourself, and take back the vitality your enemy is stealing. However, this will mean that you have to use tons of stealers, both multiples and singles, and mix them with weakeners and damagers, therefore making it next to impossible to level up weaklings in such rituals.

Use a low-vit ritual. That might sound like it was hard to do, but in fact, it's nothing but the opposite of hit-and-run strategies. When all your creatures are low on vit, you will always win against stealer Nightmares. I guess you already figured out the drawback of this tactic: If your enemy has an all-damager in his Nightmare, you are totally screwed.

Use a Freezer ("Freeze Aura" creature).

You'll have to decide for yourself which option you try. The first two are hard to do, and the last one is gambling, but if you know your enemy's defense, it's rather easy... use stealers against damage-Nightmares, and low-vit rits on stealing Nightmares, and you'll be more than fine =)

FESTIVAL OF FUN!!

WORDS BY GREMLIN

What a month it has been, so many events taking place all at once, and yet nobody in MD was completely prepared for them. For 3 days there was a Festival of Fun. A festival conceived and carried out by the pure genius of Ailith, Keeper of the Peace. The festival held many events which were fun for ladies and gentlemen of all ages.

On day 203, the beginning of the festival, there were many events. The main event, as the backbone for the first day, was made up of terrifying treasure hunts, maximum mini quizzes, and the complex riddle mania that left some stumped. The winners of the treasure hunts and mini quizzes were; Burns, Karak, Clock Master, Lady Renata, Firsanthalas, Sorata Arisugawa, and Blackwood Forest. The two winners for the riddle mania were Burns and Lady Renata, with Burns taking Riddle Meister of 2009. Lone Wolf Pip also got a reward for trying to make people laugh.

With day 204 came all new activities that spiced up the day. The body of the day was constructed of more treasure hunts, more mini quizzes, the quest of the lost few, wonderful poetry, creative and exciting stories, a thrilling theatre and the gut splitting comedy. Rewards for this day were given to Asterdai, fawe, Mhilael, The Lost Hero, Dayredeemer, Gargant, Grido for the treasure hunt, mini quizzes and the quest of lost few. We also cannot forget the astonishing people who were given rewards later in the day; for best poetry performance Guybrush Threepwood and Angurvadal, best storytelling performance Csyth Krytill, for funniest contributions Jester, and the most prolific performance to Gremlin.

Day 205 consisted of even more party games, mini quests and the ravishing costume party, prizes were given out to the people with the most interesting costume and who completed the mini quests.

All in all, the Festival was a completely amazing, exciting and fun event, that would not have been made possible if it was not for the MD community gathering together to have a little fun and enjoy themselves. Thank you all for your participation and dedication to this event.

Gremlin: What gave you the idea to create and support The Festival of Fun
Ailith: A couple of things really.. I already have a few quests on my papers, but I wanted to try something different. I wanted to have more of a 'real time' feel to the quests and puzzles so I could generate a sense of competition and fun. I also wanted to break the daily routine a bit.

Gremlin: Would you consider having another festival in the future?

Ailith: Yes! This was so much fun.. I am using this first one as a learning experience to make the next a little bigger and more organised in terms of advertising and bigger contests like the creative performance was..

Gremlin: What rewards were given to the winners of each category?

Ailith: Well, I began a mini quest on the first day.. winners of the first stage won coins and the second, which was more difficult, won my spell doc. For the riddlemania, I gave the winners of the two sections a tokened Angien each, and the overall winner a gold coin. The winners of the creative performance groups won a Wishpoint and other, smaller quizzes and puzzles had a variety of coins and creature rewards.

Gremlin: Who assisted you in supporting the festival?

Ailith: It was my own initiative and work, I approached it like another of my quests, so I checked that the dates didn't clash with anything and just went ahead with it, but I will say that I consider everyone who took part to have been my support. I appreciate the enthusiasm and the participation.

Gremlin: Did anyone assist you in the judging of the winners? and if so who?

Ailith: The judgements were mine, also taking into account the audience reactions from the night of the performances

Gremlin: So you're saying that the audience was, in a sense, the judge and you were the final judge?

Ailith: Of a sort.. I judged each performance from a point of view of content, but also in performance style.. the sign of a good performance, in my opinion, is the reaction it provokes in others. It was very difficult, especially in the poetry section as there were so many to decide between, and yes, I was the final judge.

POETRY CORNER

POEM OF THE MONTH

PRIZE: \$2 CREDIT

Beware the Shadow
By: Dazac

*Beware your surroundings,
they're not what they
seem,
It is but illusion, it is but
a dream,
And you will find, that
when this is so,
You realize that you are
the one in control.*

*A slip of the mind can
cause great fear,
As slithering shadows
bring about tears,
You forget that you're
dreaming,
You're lost in yourself.*

*A void opens up, swallows
you whole,
As you fall, you reach out
for something to hold,
Then you stop, you find
something to grip,
You look up and see that
there's nothing in your fist.*

*Your eyes go wide and you
start to scream,
Still forgetting it's not but
a dream,
You see it now, the ledge
you'd caught,
It was only the shadow of
the ledge at the top.*

*So beware the shadow,
that liquid dust,
Lest you grasp for the
shadow, not the real stuff.*

Marind's little poem
By: BlackWoodForest

*Once there was but many girls,
A young lady with her twirls,
To lead a story quite solid,
The ladies name there was
Marind.*

*A carnival grown round her
round,
To twist her mind with evil
sound.
Finally then she changed her
mood,
Because of the small and
wooden cube.*

*Liquid shadows move around,
In her dreams they even found,
Her walking through the md
land,
Seeking out – a helping' hand.*

*Now's you turn to help that
maid,
To uncurse her unknown fate.
Play the game and you will
know,
What the future's going to
show.*

Differences
By: Lady Amethyst

*Black and white,
Darkness and light,
Evil and good,
Left and right.*

*Differences they may seem,
But what do they really mean?
To every person they see differ-*

*ent views,
But which do you want to
choose?*

*I see the differences some sub-
tle some clear,
But both seem really near,
To being the other is only tak-
ing a turn,
Another path that needs to be
learned.*

*The only thing these have alike
is change,
It doesn't take much to rear-
range,
The balance that seems shifting
all the time,
Without reason, without
rhyme.*

*It will change your mind, your
soul, your heart,
But none of these will never
part,
These all make you who you
are,
But don't just wish upon a
star.*

*For even stars don't burn for-
ever,
There is an end..maybe even to-
morrow,
But the world keep spinning,
keeps living,
And all I can say is keep giv-
ing,*

*All you have to each of these,
Whatever keeps you pleased,
Happiness is fleeting that is
true,
But happiness is what you
make of you.*

POETRY CORNER

Perfect Woman

(dedicated to MysticSiren)

By: Gremlin

*Your love is like that of angels
That chill in the kingdom
above.*

*Your beauty is that of the sun
set*

*That falls on the oceans hori-
zon.*

*Your hair is that of silk
That is so soft to the touch.
Your eyes hold so much passion
Just like two doves flying to-
gether.*

*Your body moves with such
grace
Just like an eagle high in the
sky.*

*Your voice is so soothing
Just like the rain during a
warm nights storm.*

*Your skin is oh so smooth
Just like the winds gentle
breeze.*

*And your personality and body
are made so perfect
Making it seem that you were
made by the Gods and their an-
gels.*

★

By: SmartalekRJ

*The pain is harsh.
The urge feels deeper.
To desire to hold.*

*The want to make you my
keeper.*

*For at this instant it cannot
be.*

At the present I cannot be me.

*Other's frustration making a
scare.*

*Of kindhearted love's melodic
affair.*

*My throbbing will stay deep
inside.*

Only for you I will confide.

*The surge of inquiries arise
within.*

*I have no indication on how to
begin.*

*My thoughts aren't shrill
enough to hear.*

*To view you differently brings
me immense fear.*

*You saw my tenderness some-
how dancing.*

*Now I recognize I can't con-
ceal my thoughts from you.*

*You will spot me sitting nearby
glancing,*

*Within your eyes I cannot
stand to feel blue.*

*It's a glance you will con-
stantly know.*

*A sensation inside that desires
to show.*

*I like the way you gaze at me.
Within myself I suffer vast
glee.*

*When I stare into your eyes.
I cannot stand to clutch any
lies.*

*The more I'm with you the
added calmness I feel.*

*Like a dream I don't recognize
if this is real.*

*I hope I start to grasp your at-
tention.*

*And just in case I didn't men-
tion.*

*You make me feel content all
the way through,*

*I just hope I do the same for
you too.*

*(This next one is one I found
and I like it)*

Two Dead boys

By: Anon

*One bright day in the middle of
the night,*

*Two dead boys got up to fight,
Back to back they faced each
other,*

*Drew their swords and shot
each other,*

*One was blind and the other
couldn't see,*

*So they chose a dummy for a
referee,*

*A blind man went to see fair
play,*

*A dumb man went to shout
"Hooray!"*

*A paralysed donkey passing by,
Kicked the blind man in the
eye,*

*Knocked him through a nine
inch wall,*

*Into a dry ditch and drowned
them all,*

*A deaf policeman heard the
noise,*

*Came and killed those two
dead boys,*

*If you don't believe this story is
true*

*Ask the blind man because he
saw it too.*

Poem picks by Gremlin.

DAWNING OF A NEW ERA

WORDS BY BURNS

With the end of the illusion-tests on Golemus on Nov 24th, which some of you might remember, and the implementation of MP2, Mur declared the beginning of Alpha 8. In this edition we decided to take a look back on the greatest issues of A8. The following is not a full summary of all the things that happened, and not ordered chronically to avoid confusion (Mur has a master plan, yes, but often gets distracted by the things happening in the realm and has to make decisions and changes earlier than expected sometimes, that's why the changes seem chaotic to people who don't follow the events very closely).

The first BIG topic of A8 was, of course, the implementation of MP2 as an alternative starting-level, where players were able to experiment with different creatures and stats without having to work for them. That way, they get a little glimpse of the game and can decide whether or not they like the combat-part. At a later point, they started spawning at GoE and were able to actually interact with the rest of the players and have a chance of taking a look into the RP-part, too.

Items and Coins were implemented and opened gates for a lot of new roles and trading. Creature trading was also implemented, and just recently, Avatars have been undergoing changes to make them tradeable as well. As issues occurred with creature trading, namely theft of valuable creatures from different accounts, Mur gave us the option to change our passwords on our own, which was an admin controlled feature up to then (meaning to say, only Mur could do it for us).

HC was a great issue during A8, and several changes were done to its mechanics. Since the December-

January contest, players who have already won can no longer take Heads, this was to prevent veterans from messing with the contest and deciding the winners. We have also seen the first bans for using multi's during the Heads Contest, doing so is prohibited and not to be toyed with.

Another nice little addition: As more and more players gained access to secret locations all over the realm, 6 players received a throw-to-Gazebo spell which allows them to teleport any player they find in remote locations to the Gazebo of Equilibrium, which made the Head Contest a bit fairer again. These days, just dst and Chewie are actively hunting such players, but rest assured, if one of them wants to hunt you down, you are screwed ;)

As an addition to questing, Mur created about 100 click-able items all over the realm, which can be coded by RPC's to contain information, which are only available if you manage to find the right password. That way, RPC's got a way of allowing people to do their quests without humans interfering, so the quests can also be solved while the RPC is not around, and RPC's don't need to 'use' players as hidden information-containers. In addition, all players got a Personal Page, which is unfortunately enough used almost exclusively to hide ones creatures and stats, instead for its real purpose, which would be designing quests or telling others about their character and such.

The combat interface got updated a few times, and the animations were redone, from black clouds as symbols for hits to unique animations for all different kinds of attacks. You can now also heal up your creatures right after the fight in a newly implemented screen that pops up after combat. Minor changes to combat itself were done all the time, the major ones will get special attention later.

During Christmas Mur put up a Christmas tree instead of the Gazebo of Equilibrium, which was decorated by the Tiny Men of Golemus over the days, and he added some nice gifts for the players who joined the Christmas Celebrations, like free items in MD-Shop, special creatures like the Santa and the new Nutcracker, and took the Pimped Grasan to a much earlier stage of Shop, making it available for as little as 1 credit during Christmas period.

Spells were changed as they became more common. All combat-related spells are now disabled during HC, protector spells have been changed a few times, several bugs concerning MP6 were resolved, and all spells got limited uses which get recharged every two to three weeks to prevent exploiting spells. Also, a bug that allowed 'silent casting' was fixed after heavy abuses.

Chat got colored!

Some of you might consider this a normal feature, but up until February all chat was pitch black, with occasional red inbetween. Since this change, the colors blue, gray and white are commonly available, while green is an admin colour that only Mur can use.

A new load of creatures were released, namely the Unholy Priest and Tormented Soul of Necrovion, and the Angien of Marind Bell. We are still curious as to what they are going to do, but it seems like the Necrovion critters will be using auras to steal things from your opponent's creatures, whilst Angiens will basically turn out to be strong attacking units.

RPC's role in general changed, from being the sacred cows of the realm, to normal players who work for the game and MIGHT get some special features along the way, as Mur emphasized on a few occasions. More than one RPC was demoted during A8 due to lack of activity, and a few RPC's had to

DAWNING OF A NEW ERA

rethink their role and reevaluate whether they wanted the burdens of being RPC anymore. The pro- and demotion of RPC's became more fluid, and was not only done during the huge Spring Festival in March, as it was handled during the last MD-Festival.

As a special Festival Challenge, the Labyrinth was opened, and the first 50 people to get through it received prizes. The Maze is still open to everybody, and its exit leads onto Mt. Kelle'tha on Golemus, which is really worth a trip some time.

The 4th birthday of MD also fell in A8, and we had another huge 4 day celebration, read more in edition 3 of the paper ;)

A batch of new Alliances was created; the Children of the Eclipse, Shattered Illusions and Knights of the Bell, while other alliances were reformed to some point. Some alliances were declared to be dedicated to certain roles, and their leaders as role-leaders, who can't be overthrown like any other ally-leader. These changes were made after an incident concerning the Dimensional Shifters, about which you can find out more on the Forums.

Dojo and MR Training Grounds were recognized as game-features. They are very different in their intentions and rules, so you might want to check out both of them. Unfortunately, the leading figure of the Dojo and the MD University, Calyx of Isis, is currently not able to watch over her creations, and with her strong hand missing, the Staff dismisses its chores rather often.

Tokens were implemented, but they are not fully balanced yet and lots of discussions about them are still running on the Forums.

Knowledge Collections got implemented. They are not exactly under heavy usage and still slightly bugged, but they seem to be valuable features for groups who want to share

information with the world, or send secret messages to other members of their group.

Mur implemented a new social feature: the Court. After several accusations of players against other players, some of which turned out to be true, some not, he felt the necessity to have a settlement body in-game. This Court has not yet had its first case, so it's rather hard to tell how it's going to work when needed.

A rule against Grinding was implemented, read more about that in the piece 'The New Balance'.

The Server was updated several times, first with more RAM (currently 8 GB) and then with a new OS (64 bit-system now), and database was cleared up and over 120,000(!) inactive accounts were moved to a separate HD, where they wait for their old inhabitants to claim them again (no account was deleted). There were also several issues with a max-online-players-limit, which should be resolved with the upgrade, though.

And, last but not least, the first version of the automatic Wish Shop is open, with lots of hidden features and items waiting for you to come and buy them (rumors have it that 35 items in total are planned... have you ever heard of a player with 35 WPs? O_o)

But let's not forget the most important, biggest, most game-influencing event of them all: This Paper, the Golden Globe Gazette, was born!! :D



CRAZY MIKE'S

DUELLING

DEVELOPMENTS

Have you tried one yet?

Probably thinking about it?

Others are doing it and it seems that they are doing way better with it.

Nope, I am not talking about drugs, it's the tokens.

Tokens have been a bane for those who do not have credits to spare. Players with tokens have been boosting their creatures with crazy stats. Can't fight them, join them? Why not? Players who have already been training a lot add tokens to make them almost invincible. Veterans who seem invincible are now untouchables.

Tokens were meant to help players boost their creatures, and with the random factor, it was meant to be fun and unpredictable. But players with money to spare have been pouring every cent they have into creatures to make them God like. Ever tried fighting a rusty that has every token on it? Its suicide!

Now that the tokens have been readjusted to avoid mega stats, players will be looking at other ways to maximise their tokens. It's a matter of time before mega stats from tokens pop up again. Want to give your two cents worth, go to the forums and say your piece.

There is even a topic that debates the validity of alts.

For those who are new, the forum is a good place to learn more about MD but please, if you don't have a point, you don't have to post anything. A lot of threads make an interesting read. Don't spoil it by trying to post on everything. Your value as a player does not go up if you have more postings than others. The number of postings on your profile does not reflect on you as a player or as a person. Quality postings! Not quantity!

By the way, the torch contest is getting regular but no one seems to care about it much. Maybe we should have more rewards. How about a wish point or a drachorn for the player with the most torch runs? That would boost interest immediately. You do not belong to any land? Go get yourself affiliated.

Stop hiding in GGG training and boosting your stats. Go out, walk around, take a crap in Marind's Private Bathroom, smell the rose bush (do you know where?), go hug Bob, kiss the Lore-root guardians, get lost in the labyrinth, give Windy a wet one, go poke Sage-woman in her inn, go make fun of Jester at the Howling Gates. There is so much to do besides just training in GGG. I haven't even begun to talk about the quests available yet.

Go have fun!

MD is a big world and it is getting bigger.

THE MILLSTONE

WORDS BY WATCHER

Meeting Your End in the Maze

The Labyrinth, the entrance of which is located in the northern area of the realm, within the MagicDuel Archive Lands, has been a part of the realm for some time now, having been revealed during the most recent festival this past spring. However, what was once a fun (though others would argue differently) distraction and challenge has seemed to become something of a draw for dark characters and even darker happenings. There are whispered rumors of disappearances and worse. Many of these rumors mention that those who enter the maze, both long time residents of the realm and newbies, and who are never to be heard from again. These rumors are spoken of in hushed whispers, as no one is quite sure what it happening, and none wish to bring ill fortune to themselves by speaking of possible demons or devils.

However, there are those who are brave enough to speak of what they have seen, though the courage to speak of such events usually comes from a bottle that has been supplied by one of the “fine” drinking establishments in the realm. When they speak in whispered and slurred voices, they speak of seeing a “dark blur” that moves at “inhuman speeds.” They detect the scent of death in the air and do not remain long enough to discover what the blur is. At other times, when these same “brave” individuals quickly walk by the entrance of the Labyrinth, on their way to or from training, they swear they hear anguished cries of pain and the occasional crack of what they swear is bone, causing them to swear off training for several days until they have convinced themselves (yet again) that all they heard was “a winderwild selecting twigs and branches for a nest.”

Some of these witnesses, especially those who become more loose-lipped and braver still the more they drink, also

craft theories as others build fanciful houses out of playing cards, beginning with simple statements and continuing to build it up, the final story as sturdy as the house of cards. They choose to place the blame on “tha’ ro’al wi’ da horns and nose ring... ya know, he looks like a ‘meenotur.’ Them things dat en’up in places like dat, places wi’ walls and confushun and... and... stuff.”

King Bull was unable to be reached for comment on these alleged happenings before press time, though there have been several sets of markings in the ground near the entrance of the Labyrinth indicating movement in and out of a large creature or sets of creatures. Also, this reporter noticed that the grim and elusive Granos seems to spend much of his time wandering back and forth between the Labyrinth and his fountain, muttering in his dark ways while smiling and casting furtive looks and holding his cloak closed.

Is there a connection between the happenings and King Bull or Granos? What happened to all the souls who seem to be lost within the confines of those walls? Perhaps none will ever know.

In—fae—station

Reports indicate that there have been recent, multiple sightings of allegedly small, possibly glowing, and most likely winged creatures within the realm. The reports are sketchy, at best, as the descriptions of these creatures vary with the individual questioned.

Many of these creatures have been spotted within the wardrobes, dressers, and closets of various individuals, ostensibly most interested in pants or slacks while apparently avoiding dresses, skirts, and tops of all kinds.

No injuries have been reported and most witnesses have not reported any problems with their attire, though one did complain about the theft of singular socks, leaving him with many unmatched pairs. He believes the incidents are not isolated and requests that the thieves take matching pairs of socks rather than one of each of his remaining

pairs.

One witness had this to say about his encounter with the small creatures: “I pulled open tha door to ma closet when I saw ‘em. They was abuzzin’ all around ma clothes, like they was moths or sumthin’. I tried to shoo ‘em away, but they was stuck on ‘em like glue or sumthin’.

I needed ta get dressed an’ I couldn’t wait fo’ ‘em to go, so I grabbed ma pants. When I tried to put ‘em on... no, tha clothes, ya fool, not them thar fairies, they done flew away and kicked up all this dust inta ma eyes sos I couldn’t see which way they went.”

Other reports of these creatures place them at the tree located along the Path of Loneliness, these being described more as “small, glowing swirls of energy” than as creatures. None of the passersby, however, have mentioned that they have damaged the tree in any way, but they did note that they seemed to be drawn to it.

Several other scattered reports place these mysterious creatures within the various bars, shops, homes, and wooded areas of the realm. The reports are confusing in that some claim these creatures are helpful, cleaning and doing housework or other random tasks, while still others claim they have been the victim of various pranks.

The nature of these creatures is still to be determined. There is speculation that Muratus Del Mur has lost control of an experiment, a new creature he was to release into the realm, and that these creatures are the results of said experiment. Others believe that he could have released these beings as part of a greater experiment where the subjects are those who are members of the realm itself.

‘Mist’eries of the MagicDuel Archive Lands

Of all the lands within the realm, from the heavily forested areas of Loreroot, to the vast wastes of Necrovion, to the breathtaking vistas of Golemus Golemicarum, and even to the newly accessible Tribunal lands, none seem to be more confusingly laid out than the building which houses the accumulated lore,

THE MILLSTONE

history, and writings of the land and the gardens which surround it: the MagicDuel Archive Lands.

Perhaps this should not come as a surprise to anyone, as the entrance to the Labyrinth is located within this land. However, on more than one occasion, people have complained about becoming lost within the gardens of this place. With the newly accessible map, one might notice the simplicity with which the gardens behind the Archives are laid out, with the four gazebos and the fountain (that looks too similar to an unblinking eye to this reporter.) Still, long-time residents and those who are new arrivals mention the difficulty of navigating the area.

One theory is that there is a substance in the air that causes confusion and disorientation, though the source of such a substance is in dispute. There are those that think it could be coming down from the mountains past the borders of the Archive lands. Some believe it could be one of the many flowering plants within the gardens themselves or something that is emitted from the Fountain of the Lost Path (perhaps this is a clue in itself as to the nature of the fountain and the gardens.) Then there is the belief that it is an ancient remnant of a powerful spell used to protect the acquired knowledge housed within the Archives from an invading army from untold ages ago, resurfacing after so long.

After searching for an explanation, this reporter was allowed an audience with the Mistress of the Archives, Pamplémousse, along with several of the other Archivists and Legend Speakers who were present at the time. When asked, she claimed ignorance of such a phenomenon. "I don't know what you're talking about. I've never had a problem walking around here. I know how to get from any place within the area to any other without trouble or getting turned around."

When pressed about the rumors circulating about those who do get lost within the Archives, both young and old alike, she continued to deny any

problems. "If you look where you're going and where you've been, you'll be able to get around here without a problem. You can only be lost so many times before you finally get it."

When questioned about possible causes, from the remnant of a spell to the mists given off by the fountain, she dismissed them with a wave of her hand. "The fountain doesn't splash anything anywhere. It's not like the one in Marind Bell; it's more like a reflecting pool. As for mountains, have you ever seen any? When I look across the fountain and further behind the gazebos, all I see are trees. Have you ever seen a mountain there?"

Pamplémousse continued with, "Now, if there is nothing else..." which was interrupted by a question about the "eye" within the Archive gardens. She was silent for several minutes, her expression unreadable while the room became cool and still, no one speaking for a time until she continued. "I know you're doing your job... not very well, but you are. I will tell you that there is nothing special or odd happening here. "We are simply Archivists, doing our job, archiving. There are no secret spells here; no crystal balls or pools of water to look into. Now, if you please, I would appreciate it if you took yourself and your suspicions out of my office; we have important work to do."

This reporter is not so convinced, yet, because as soon as the door was closed (forcibly,) hushed voices could be heard, speaking of festivals, "Krish and chips," and the one with many pockets. The sinister tone within the voices spoke to the ill intent of the speakers. After a bit more, there was the sound of something sliding open before a voice exclaimed, "He's still outside the door!" This was one occasion where I did not have difficulty in finding my way out of the Archive lands. Though, should this reporter disappear, I believe all will know what will have happened.

DON'T GET BURNT: BURNS' STRATEGY GUIDE

Did you know...

... the calculation for inter-alliance loyalty and honor gains has been revised?

This might not be interesting for most of you right now, but in the new system, ally members ALWAYS gain honor for winning a fight, no matter what their or their opponents' balance is. In fact, they get exactly twice the amount of the loyalty they gain, and that is based on how much vitality you destroy during the fight. So, for all those out there who are in balance or above, try to get into an alliance to spare you the trouble of losing a lot just to keep negative honor issues at arm's length... but you should be prepared to lose a lot to other ally members who have the same problems; they almost always need more honor. ;-)

... rushing through mp3 and 4 is not really bad?

Depending on your style of playing, you can choose to either stay mp3 forever or rush through the low mind powers in no time; neither of the two things will harm you in the long run. Nonetheless, it would be bright to wait for some age before entering mp5; your first few days will be tough enough even when you already have maxed creatures, and even tougher when you don't have them...

There are some players at mp5 who know how to kill your creatures' xp and use that trick to keep players from attacking them. If you run into one of them, you will lose about a week of xp gaining (assuming that you are the casual 10-fights-a-day player), and that will hurt you a lot if you don't have creatures strong enough to get the xp back.. On the other hand, mp5 is full of high-VE players with more than 40,000 VE (I'm not telling how much the real VE giants have, the mere digit would make your eyes pop out and fry your brains... seriously ^^) who are more than willing to share the fun with you, so you can regain xp very, very easily when you know whom to talk to :-)

Oh, and here comes a little extra info: if you think you need to know more about certain things I mentioned, want to see the next tips earlier, or have a question I can't touch here because of space and spoiler issues, feel free to contact me in-game or on the Forum; questions are the best way to learn, for both you and me. =)

THE LUST BIRD PROJECT

WORDS BY GREMLIN

MD has encountered many unique individuals, with roles that are either weird or extremely complex, but on day 146 MD was completely unprepared for the newest addition to the realm, Lust Bird.

Many people have asked “what is his purpose?”, “What is his Role?”, “Why is he here?”.

I am here to make the answer known to you all, Lust bird is here to spread the joyful wonders of thongs.

He supplies them in any shape, colour, size and design. Lust bird's fascination with thongs has the crowds roaring with laughter as people try to see if they are edible, stretchable, or can be used as weapons to smack your enemy around a bit.

What will come of this thong pandemic? Will it grow completely out of control like a wild fire and become the biggest thing since the festival or will it die down and the thong pandemic go to rest?

These questions can only be answered to those who have fallen victim to this pandemic and the Lustful Bird who started it.

GARG'S GRIPES

WORDS BY GARGANT.

The chief editor vents his spleen about real world annoyances

Welcome to my very own column. Why have I started this column? Because I can. Oh and because there are a lot of things that I notice that really REALLY annoy me, so I thought you might like to hear about them. Well you're going to hear about them even if you don't, of course you could always skip this page, but I don't think you'll want to do that.

Anyway, first up is CHAV's which, if you are British is a term you should be familiar with, but if not allow me to elaborate.

Chav's are generally found hanging around job centres and council estates as this is their natural habitat, but they have also been known to populate parks at night accompanied by a plastic two litre bottle of cider, preferably the cheapest money can buy They are the sort of tracksuit toting tosspots that generally don't have two brain cells to rub together.

Identifying a chav.

Female chavs are the easiest to identify as they usually sport pink tracksuits that don't quite

cover their pregnant bellies, their hair is pulled back so tight that it looks like their skull is trying to escape from their heads and you can actually tell how much of a chav they are by looking at their faux gold hoop earrings. The larger they are, the more of a chav they are, and it has been known for the alpha mater uberchav to be able to actually hula hoop using her own earring whilst still attached, the physics of which are baffling at the very least.

The men are also easily identifiable by simply holding a flame to them. Where a normal person would start to burn, the amount of nylon used in a chav's clothing has led me to believe that actually chavs would melt rather than burn.

A final note on chavs:

Look at the children. A chav would have 9 kids by 7 different fathers, but by chav standards this is actually a lack of commitment as a true pureblood chav would have 7 kids by 9 different fathers. Again, the science involved here is absolutely unfathomable and to even begin to understand it's logic would undoubtedly curdle your brain and render your reproductive organs ineffective. You have been warned.

Stay irritated—Garg.

**JANN'S 60
SECOND
ADVENTURES**

GOIN' IDLE

**A QUICK
TALE FROM THE
ADVENTURE LOG ARCHIVES**

Amoran's Trial

Unsure for the reason, Amoran is summoned to Marind's chambers within the Archives by Renaoid, where he imparts a tale to her about dreams he has been having:

Renavoid shares his tale of darkness with Amoran, a dream where he is surrounded and nearly consumed by darkness. The dream ends with him pouring his whole essence into the item he most associates with himself: his quill. Amoran listens raptly, hanging on to every word.

Still, she is unsure as to the reason he has shared this dream with her. She stands and leaves, wandering the lands until she finds herself within the forests of Loreroot. Here, she slips into a dream of her own.

Within this dream, Amoran meets, and is assaulted by, Kalamanira Kol: her "sister" and other half. Amoran quickly disarms Kala and the dreamscape changes to the point where they were separated from one being into two. Amoran seems lost while Kalamanira accepts the fact that they are two distinct entities now, not just echoes of each other or shades of another, now long gone.

Amoran also comes to accept the reality of the change the two have undergone and she awakens. Uncertain as to where her path now leads, she now walks a twilight region between the power of darkness and the strength of light.

**SOMETHING A LITTLE
DIFFERENT THIS MONTH
FOR THE PUZZLES.**

Answer all the riddles this month and win yourself \$2 worth of shop credits.

Good luck!

1. A woman has five children and claims that half of them are boys. Is this possible and if so, explain how.
2. A ladder on a boat has 8 rungs, the water beneath is rising at a constant rate of 2m per hour. The rungs are spaced equally 1/2 a metre apart, how long will it be before the water reaches as high as the second rung?
3. A prisoner is to be put to death, the executioner tells him that he can make one statement, if that statement is true he will be drowned, if that statement is false then he will be hanged. What statement should the prisoner make and why?
4. A well is 50m high, there's a frog at the bottom, each time it jumps it goes up 2m, but then slips down 1m, how many jumps will it take the frog to get to the top?
5. You're in a room with 3 light switches, you know they oper-

ate three lights down in the basement. Using only one trip to the basement, how do you work out which switch operates which light?

6. you're in a room with two doors, one leading to life, the other to death, but you dont know which is which, each door has a guard in front of it, one can only speak truth, the other can only lie, again, you dont know which is which. You are allowed to ask one question of the guards (same to both), what do you ask?

All answers should be submitted to Gargant via PM or through a forum message.

Winners will be announced in the next issue along with poem of the month.

Rules are as follows:

1. Only one entry per character.
2. The first three complete correct answers will win the \$2 prize
3. No hints
4. Only full answers will be considered
5. Entries after the closing date (lets say... first of October) will not be counted.

A WORD FROM THE EDITOR

Well it's been an exhausting couple of months and that's why we're doing a couple of months together. I hope you enjoy this bumper edition of the GGG we've got a couple of new writers on board, Gremlin with his hard hitting interviews and as of next month Malaikat Maut will be joining the team as our newest staff writer.

We're hoping to see great things from both of them, but for now I'm going to sign off and go hide in a corner where the evil newspaperness can't come and get me. We won't be here next month as I'll be sorting out some administrative nonsense.

Looking forward to the next issue.
Garg.

