

Welcome

Welcome to another edition of the HinterWelt Enterprises newsletter! We're coming to the end of another year, and happily celebrating the season, whether you call it Erastide, Christmas, or Yule.

News

Nebuleon, our Sci-Fi setting, is finally almost nearing actual completion (I think). We've gone through three proofs and several printing iterations, but we've at long last got a final copy in production even as you read this. Look for this 240 page hardcover book in late December or early January.

Back in the Corps Again, the first supplement for Nebuleon, is in the last stages of editing. This 80 page soft cover book is filled with new classes, skills, and foes for the Andromedaen Marine Corps, the toughest military group in the galaxy. Available in January 2004.

Coming Next Year

The coming year is an exciting one for HinterWelt products. Our aggressive schedule includes six new RPG books. The first will be Roma Imperious, a fantasy and alternate history RPG set in a Roman Empire that follows magic instead of Christianity. In support of that is Terra Occassus, a look at the New World in the alternate roman setting. Next is Unnatural Things, a 80 page collection of foes for all settings, all time lines. Then comes Cities of the World, a look at major metropolitan areas for the Shades of Earth alternate history setting. FTL: The Free Traders League is next, a support book for Nebuleon. Finally, we have FutureSkein, a core rules for a future setting depicting the human race after an AI rebellion.

However, 2004 is the year of branching out for HinterWelt. We will be introducing two new PDF adventures for the Tales of Gaea fantasy line, yours for just \$5.00 each. The first will detail the Imperial Archives of the far off capital of Banqueria. The second describes life in the seaport of Zephyrym, in northern Narheim. In addition to PDF's, we will also be introducing our first non-collectable card game, Divine Right. This fast paced game using a deck of playing cards to simulate combat for 2-4 players, ages 8 and up.

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Suggestions or comments on our line up for next year can be sent to info@hinterwelt.com.

Technobabble

This month we have fixed a couple of behind the scenes bugs in the CHARGen that were slowing things down and tying up the database. We hope to get to some typos and address the sub-race skills in TOG. Also, starting up on the layout of the Nebuleon CHARGen. The Nebuleon CHARGen will include generation, storage and retrieval

CHARGEN
CHARACTER VAULT
AND GENERATOR

capabilities as with the other CHARGens but we also want to include a CHARGen for Artificial Entities. That is right, you will be able to build and print out AI characters both for players and setting characters. We also hope to work in a ship builder down the road but it is not a first generation requirement. Finally, we want to begin coming up with requirements for on-line GM tools. Any suggestions please sent them to Bill at bilbo@hinterwelt.com.

Hopefully you will have notice that we have changed our portal page to have the covers of our games. We hope that this will help out with people recognizing our games better. The covers are also just fun to look at.

That's all for this month. Happy New Years!