

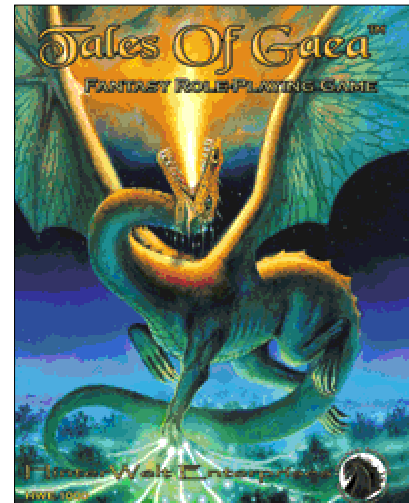
WELCOME

Welcome to HinterWelt's first ever newsletter! Thank you for signing up for this service, and I hope you'll let us know how you like it. For now, on with the news...

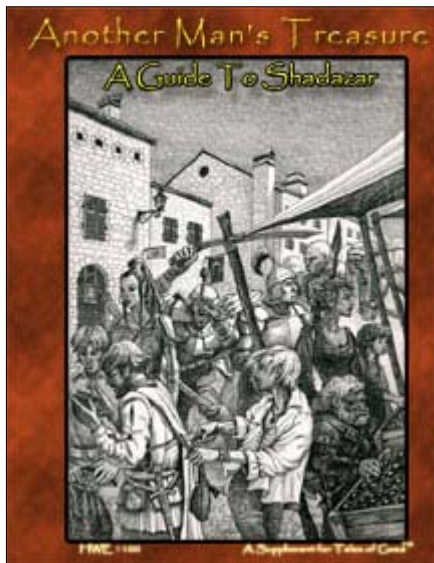
NEW RELEASES

Our biggest news this month is the release of Tales of Gaea, our fantasy role playing game. After much negotiating, yelling, hair-pulling, and chest pounding, we were able to coerce our printer into getting our books out the door. Tales is available on-line right now, and should be reaching distributors (and retailers) the week of June 9. It is a 320 page softcover book, sells for \$30, and contains everything needed for play within its covers. That's right, no need for a player's guide, monster book, etc, all you need is included. However, for those who crave more detail, we do have another offering in the works. Look for our first supplement, Another Man's Treasure (AMT), sometime in July. AMT is a sourcebook for Tales, detailing the largest city in Narheim, known as Shadazar. It comes with maps, new character classes, new skills, and new magic items for players to enjoy. GM's will like the richly described setting characters, dozens of adventure hooks, and detailed starting adventure included in the book. At 60 pages and \$15, this soft cover book is sure to please.

Title: Tales of Gaea
ISBN: 0-9740096-0-1
Page Count: 324
MSRP: \$30 U.S.D.
Catalog Number: HWE 1000
Format: Soft cover, Perfect bound



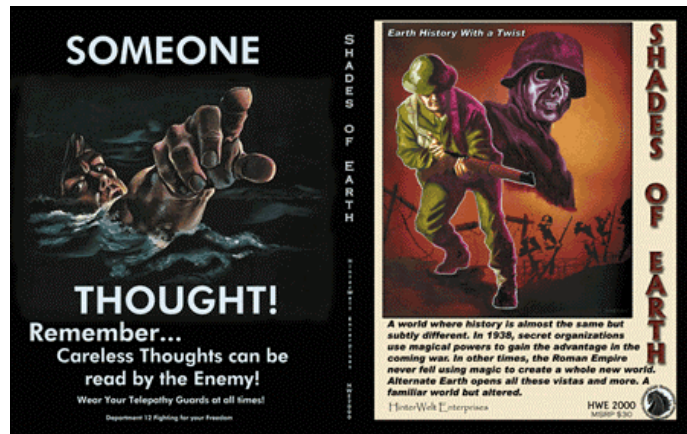
Title: Another Man's Treasure
ISBN: 0-9740096-1-X
Page Count: 62
MSRP: \$15 U.S.D.
Catalog Number: HWE 1100
Format: Soft cover, Perfect Bound
Release: July-August 2003



In other news, we were forced to change the name of our alternate history RPG, Shades of Earth. The original title, Alternate Earth, was already in use by Steve Jackson Games. Shades is a RPG that looks at historical action settings with a twist: what if magic existed and how would it change history? The core rules ships with a 1938 setting, but can be easily adapted to any time period. Look for this 250 page soft cover book in late July, selling for \$30. The first supplement, House of Vega, is set in civil war Spain, where Don de la Vega needs the characters to retrieve his missing heirloom. The supplement, due out in August, will be 60 pages, soft cover, and cost \$15. More details in next month's newsletter!

Title: Shades of Earth
ISBN: 0-9740096-2-8
Page Count: 225
MSRP: \$30 U.S.D.
Catalog Number: HWE 2000
Format: Soft cover, Perfect Bound
Release: July 2003

Title: House Of Vega
ISBN: 0-9740096-3-6
Page Count: 52
MSRP: \$15 U.S.D.
Format: Soft cover, Perfect Bound
Catalog Number: HWE 2100
Release: August-Sept 2003



On the far distant horizon, expect to see our Sci-Fi offering, Nebuleon, in late September. Nebuleon was inspired by the old masters of Sci-Fi, like Niven, Heinlein, and Clarke. Throw in some Aliens and Starship Troopers, and you get the idea. The first supplement, Back In The Corps Again, details the Andromedain Marines, the roughest bunch of unprintable, dirty-dealing scoundrels ever to pick up a blaster! Look for this in October or November.

RULES EXTENSIONS

Now, here's a little something extra for our newsletter subscribers: a new Tales of Gaea class, skills for that class, and some adventure ideas to run him through.

Class: Wyvern Rider (sub-class of Calvary man)

Description: The wyvern rider is a specialized form of calvary used primarily in Calleeva. These bold men and women train constantly on their flying mounts to protect their duchy from aerial threats. In times of peace they are used for hauling cargo, especially to remote mountain settlements. Wyvern riders need a good agility and strong nerves to maintain their profession. Humans and elves make the best riders, since halflings and gnomes tend to be too small to control the beasts and dwarves prefer to stay on (or under) the ground. Wyverns do not inhabit areas where lizardmen live, so they rarely get the chance to have this sort of training. Some wyverns are bred in captivity, but many riders feel the best mounts are those stolen from wild nests as eggs or babies. Wyvern riders get the following free skills: 4 in aerial maneuvers; 1 in animal training (wyvern); 1 in veterinary medicine.

Aerial maneuvers: Similar to horsemanship, aerial maneuvers allows for riding flying mounts. One skill is needed to ride but fighting while riding is done at a -6 TH; at two skills it's -4 TH; three skills -2 TH; four skills fighting is done with no minuses. This skill is also needed to perform trick maneuvers like barrel rolls or dodging in the air. This is a movement skill.

Veterinary Medicine: Similar to first aid, this is a healing skill for animals. A general skill allows the user to heal any animal for 1d10 points if a successful skill roll is made. Players may choose to specialize in a specific animal, which allows 2d10 points of healing FOR THAT ANIMAL ONLY on a successful roll.



Adventure Suggestion One: The Duke of Calleva is sending a quarterly shipment of silver down the river to the Port of Narheim. He has intelligence reports suggesting that the orcs at Gate's Den are plotting an attack on the shipment, and they may have aerial support. The Duke is sending some aerial back up of his own.

Adventure Suggestion Two: Due to an unusually harsh winter, the mountain village of Nendia has been cut off from the rest of the Duchy of Stepl. The local count in control of that area has

requested assistance from the crown to investigate the situation. The last report from that area suggested that supernatural influences were behind the severe cold. Aerial support will be needed to aid the group of rangers and Autoean cleric who are going in to investigate the situation.

TECHNOBABLE

Why Text? Our newsletter comes out in a text format so that you are not flooded with graphics or HTML putting an unnecessary burden on your mail servers. This way it is a lightweight email that all can enjoy. In the future we hope to add a PDF version on our website.

CHARGen, our character vault and generator has had several improvements this past month. We have updated some of the graphics and continue to do so. We also added Movement Rate and Social Skill Adjustment. We are hoping to add a help page to aid folks in moving through the CHARGen as easily as possible. Finally, we are going to begin construction of the Shades of Earth CHARGen. This is a major undertaking and is scheduled for completion in September.

Check out the updates to the to the Shades of Earth site at <http://shades.hinterwelt.com/> . Specifically, as we get art in for the book we will post it to the site at http://shades.hinterwelt.com/art_from_the_book.htm . Please take a moment to see the incredible work our artists are doing for us.

Finally, remember to visit the HinterWelt Enterprises Forums at <http://www.hinterwelt.com/forum/> . You can use your same HinterWelt login that you use for the CHARGen. If you have not registered yet you can go to <http://www.hinterwelt.com/forum/policy.asp> and register.

That's it for this month. Keep an eye on our website for updates to our CHARGen and vault, as well as free downloads for GM's and players.