

From the Director's Chair

What has been and what's in store.

Now that I'm over the jetlag, it's been a quite an experience. Under the watchful eyes of H.P we braved the fires and Dark Aeons has proven its worth. Now both Brian and I find ourselves in a curious position, where countless Ideas for how to support the game are flying between us. Prior to this, it was easier. We focused on getting the book done and planning later projects. Now we have the added task of supporting it without losing what remains of our minds (not an unpleasant prospect).

Ultimately we share the same goal. We want to give the fans of our game something they can use and keep up interest. The framework is in place. Brian has set up the web-ring, forums and is working on updating the site. However, we still need to supply content and the discussion Brian has started in the email list is the first step.

By now, you may be wondering what this is. Consider it part editorial, part FAQ, part discussion of play and a place for player feedback. I view this as a place to find all the little penciled in notes found in the margins of the script that is Dark Aeons. Not quite as formal as either a FAQ or errata document, nor exclusively devoted to those topics. Also consider it something of a promise.

An Idea that has been tossed around between us is the Idea of a magazine, or rather a webzine, that would contain bonus materials, articles, fiction, etc. What it will contain and where that content comes from is still being discussed. Amongst our Ideas are that it would be simply a collection of the content that is passed around on the email ring and website, another is that it would be a place for fans to contribute and be published, there are other Ideas, however it is still early. The one thing we agree on is that it will be free. The only cost that may occur is the printing costs if we put it up on Lulu.

So there it is, a rambling glimpse of what lurks in our minds (or mine at any rate). I plan on writing these weekly or bi-weekly, depending on time and content. As a final note, if there are any questions or topics you want to ask about or have me discuss, don't hesitate to send them to c.szynkowski@stardust-publications.com, or send them through the web-ring.

Christopher Szynkowski

Lead Developer.

Center Stage Game System

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