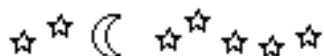


**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 141



## Once Upon a Time

Victory points : 1033

Victory Conditions :

To acquire 10 additional artifacts (12) of any alignment.  
To hold in stores at game end the greatest amount of Mithril.  
To see to the termination of Zimrathon by any means whatsoever.  
To hold at game end the population center of Lagna Sa at 3706.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Sing a Song [ 1167 ] Plane [ 1100 ] Once Upon a Time [ 1033 ]**

Special Nation Abilities :

#09 New emissaries start at rank up to 40.  
#10 New mages start at rank up to 40.  
#24 Can learn lost conjure mounts spell.

Internet G141N23  
ANASTASIA GEMELLI 110894  
NONE  
NONE  
NONE

Game # : 141  
Player # : 23  
Turn # : 13  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 1440  
Special Service : YES

# Once Upon a Time

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Friendly	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Hated	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

## POPULATION CENTERS

**Campo** Location : @ 3713 in Shore/Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	230	0	0	0	582	0	13	0
Current stores	230	0	0	0	865	0	51	-

**Casa (Capital)** Location : @ 3712 in Shore/Plains Climate is Cool

Size : City	Fortifications : Tower	Loyalty : 85	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	43	0	0	0	101	0	3	0
Current stores	0	0	0	0	150	0	209	-

A small army bearing the banner of the Once Upon a Time under Captain Lupo is here.

**Castello** Location : @ 4013 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : Fort	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	93	0	0	0	179	0	3	0
Current stores	93	0	0	0	266	0	10	-

**Farfaraway** Location : @ 3705 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	60	0	0	0	150	0	9	0
Current stores	60	0	0	0	250	0	15	-

**Fiaba** Location : @ 3421 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	208	80	24	0	0	0	0
Current stores	0	458	284	38	0	0	0	-

Foreign characters reported in the hex : - **Elostirion**.

**Fortino** Location : @ 3806 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : Fort	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	102	72	0	720
Current stores	0	0	0	0	170	120	0	-

**Isola che non** Location : @ 4215 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	130	34	0	0	0	0	660
Current stores	0	302	122	0	0	0	0	-

**Lagna Sa** Location : @ 3706 in Open Plains Climate is Cold  
 Size : Major Town Fortifications : Tower Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 37 0 0 0 30 0 4 0  
 Current stores 37 0 0 0 310 0 59 -

**Montagna** Location : @ 3322 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 216 80 8 0 0 0 0  
 Current stores 0 476 272 13 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 547 331 0 0  
 Current stores 0 0 0 0 793 689 0 -  
 Foreign characters reported in the hex : - **Nick Cave.**

**Pianura** Location : @ 3811 in Open Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 61 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 82 0 0 0 250 0 10 0  
 Current stores 82 0 0 0 372 0 38 -

**Pioggia** Location : @ 3821 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 200 112 24 0 0 0 0  
 Current stores 0 440 397 38 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 110 0 0 0 528 0 5 0  
 Current stores 110 0 0 0 785 0 19 -

**Prato** Location : @ 4012 in Shore/Plains Climate is Cool  
 Size : Village Fortifications : Tower Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 186 0 0 0 634 0 6 0  
 Current stores 186 0 0 0 943 0 23 -

**Pul Rug Na** Location : @ 3906 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 47 0 0 0 49 0 2 0  
 Current stores 171 0 0 0 177 0 25 -

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cold  
 Size : Major Town Fortifications : Tower Loyalty : 64 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 41 0 0 0 20 0 840  
 Current stores 0 95 0 0 0 90 0 -  
 Foreign characters reported in the hex : - **Kank .**

**Sisska** Location : @ 3506 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 144 0 0 0 36 0 600  
 Current stores 0 144 0 0 0 156 102 -

**Spiaggia** Location : @ 3430 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 260 80 20 0 0 0 0  
 Current stores 0 572 272 32 0 0 0 -

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 59 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 96 0 0 0 485 0 5 0  
 Current stores 96 0 0 0 722 0 19 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 112 0 0 0 368 0 8 0  
 Current stores 280 0 0 0 920 0 42 -

## ARMIES AND NAVIES

**Army Commander : Lord Gatto** Location : @ 2506 in Mixed Forest Climate is Cold  
 Army morale : 2 Warships : 0 Transports : 0 (16) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 24 11 2 2300 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Camp of Wyndham flying the flag of the Silent Assembly is here.

**Army Commander : Captain Lupo** Location : @ 3712 in Shore/Plains Climate is Cool  
 Army morale : 66 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 27 11 2 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Cappuccetto Rosso - Pinocchio - Volpe.  
 The City/Tower of Casa flying the flag of the Once Upon a Time is here.

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 1920 Traveling with him are : **Freddie Mercury - Madonna.**

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

## MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 14700	Leather	1345	1096
Pop Centers : 6250	Bronze	2487	1199
Characters : 24240	Steel	1347	386
	Mithril	121	76
Total : 45190	Food	6723	4005
	Timber	1055	459
Current Tax rate : 60%	Mounts	612	68
Revenue expected next turn : 44820 (-370)			
Current Gold reserve : 0			

**Ships have been left anchored at the following locations:**

2 warships at hex 3712  
4 transports at hex 3712

**You have the following double agents:****Lady Gaga of the Sing a Song @ 2711**

Double agent Lady Gaga reports she was ordered to move. She accepted the movement orders.

**Madonna of the Sing a Song @ 1920**

Double agent Madonna reports she was ordered to refuse all personal challenges.

Double agent Madonna reports she was ordered to sabotage the fortifications. The fortifications were sabotaged at Xanabos.

Double agent Madonna reports she moved with the company to 1920.

**You have the following hostages:**

None

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Axe of Braogha	Axe	72	No	None	COMBAT - Increases damage by 750 points.
Macirillë	Sword	126	No	None	COMBAT - Increases damage by 750 points.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*There are rumors of an assassination attempt involving Hecate and Freathorn.*

*2773 Gold was stolen at Castello.*

*There are rumors of Gold being transported by caravan - nations unknown....*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES**

None

**SPECIAL MESSAGES**

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

### ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Azzurro	690	StlGold	
Azzurro	820	MovCmpy	1920
Biancaneve	500	Double	lady
Biancaneve	810	MovChar	2711
Cappuccetto Rosso	180	UpStNat	5
Cappuccetto Rosso	330	CstCjSp	508 500
Cenerentola	555	CreCmp	^
Cenerentola	810	MovChar	3028
Cicala	525	InfOthr	
Cicala	810	MovChar	2711
Gatto	430	TrpsMan	hc
Gatto	860	ForcMar	w w w w w sw ^ ^ ^ ^ ^ ^ ^ no
Gretel	525	InfOthr	
Gretel	810	MovChar	2711
Hansel	525	InfOthr	
Hansel	585	Uncover	
Lupo	435	ArmyMan	
Lupo	948	TranCar	3712 2317 mo 800
Nonna	315	PrchCar	le 700
Nonna	810	MovChar	3705
Piccola Vedetta	810	MovChar	3912
Piccola Vedetta	949	TrOwner	trans
Pinocchio	180	UpStNat	22
Pinocchio	330	CstCjSp	508 500
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Rosso Malpelo	525	InfOthr	
Rosso Malpelo	585	Uncover	
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Volpe	185	DnStNat	16
Volpe	948	TranCar	3712 4015 le 1000

Azzurro



Ranks : Command 18 Agent 61 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Azzurro was located in the Open Plains at 2120.

He was ordered to steal the Gold. No Gold was found in the treasury at Xanabos.

He was ordered to move the company. He accepted the company movement orders.

***He commands a company in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.***

Biancaneve



Ranks : Command 33 Agent 0 Emissary 79 Mage 12  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : #402 Perceive Allegiance(73)

Biancaneve was located in the Open Plains at 3708.

She was ordered to recruit a double agent. Lady Gaga is now our double agent.

She was ordered to move. She accepted the movement orders.

***She is currently in the Mixed Forest at 2711. The Village of Neverending flying the flag of the Once Upon a Time is here.***

Cappuccetto Rosso



Ranks : Command 44 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 84  
 Artifacts : #126 Macirillëv  
 Spells (+0) : #102 Barriers(95) #412 Research Artifact(100)  
 #418 Locate Artifact(67) #508 Conjure Mounts(100)

Cappuccetto Rosso was located in the Shore/Plains at 3712.

She was ordered to upgrade our relations. Our relations with the Silent Assembly were upgraded.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 290 Mounts were conjured.

***She is traveling with Lupo in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

Cenerentola



Ranks : Command 24 Agent 0 Emissary 51 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mountains at 4026.

She was ordered to create a camp. She was not able to create the camp because there was insufficient populace.

She was ordered to move. She accepted the movement orders.

***She is currently in the Shore/Plains at 3028. The Village of Shathûr flying the flag of the South Kingdom is here.***

Cicala



Ranks : Command 0 Agent 0 Emissary 61 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Cicala was located in the Open Plains at 3708.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because Thiach was of the same nation.

She was ordered to move. She accepted the movement orders.

***She is currently in the Mixed Forest at 2711. The Village of Neverending flying the flag of the Once Upon a Time is here.***

Gatto



Ranks : Command 58 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 85  
 Artifacts : #72 Axe of Braogha  
 Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)  
 #420 Reveal Character(72) #508 Conjure Mounts(71)

Gatto was located in the Open Plains at 3105.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

***He commands an army in the Mixed Forest at 2506. The Camp of Wyndham flying the flag of the Silent Assembly is here.***



Gretel



Ranks : Command 0 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Open Plains at 3708.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Thiach. Thiach is now under our control.

She was ordered to move. She accepted the movement orders.

***She is currently in the Mixed Forest at 2711. The Village of Neverending flying the flag of the Once Upon a Time is here.***

Hansel



Ranks : Command 0 Agent 0 Emissary 58 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Hansel was located in the Hills & Rough at 3506.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Sisska. Sisska is now under our control.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the RhunLandChattelCo seeks to hold the greatest amount of artifacts - uncovered that the nation of the Dark Feast seeks to hold in stores the greatest amount of Mithril - uncovered that the nation of the Lohmai'gwaith seeks to see to the termination of Uvatha by any means whatsoever. - uncovered that the nation of the Sheri-Urk possesses Special Nation Ability #21.

***He is currently in the Hills & Rough at 3506. The Camp of Sisska flying the flag of the Once Upon a Time is here.***

Lupo



Ranks : Command 49 Agent 0 Emissary 44 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Lupo was located in the Shore/Plains at 3712.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to transport by the caravans. 800 Mounts (+10%) transported from Casa to The Gathering.

***He commands an army in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

Nonna



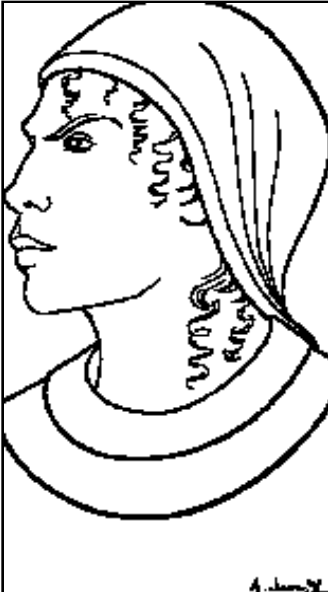
Ranks : Command 0 Agent 0 Emissary 40 Mage 0  
 Health 100 Stealth 0 Challenge 20  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Shore/Plains at 3712.

She was ordered to purchase from the caravans. 700 Leather were bought for 2100 Gold. She was ordered to move. She accepted the movement orders.

***She is currently in the Open Plains at 3705. The Camp of Farfaraway flying the flag of the Once Upon a Time is here.***

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 48 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Piccola Vedetta was located in the Mountains at 3322.

She was ordered to move. She accepted the movement orders.

She was ordered to transfer the ownership of the population center. Taverna is no longer under our control.

***She is currently in the Shore/Plains at 3912. The Major Town/Tower of Taverna flying the flag of the Alvernus is here.***

Pinocchio



Ranks : Command 51 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None  
 Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)  
 #418 Locate Artifact(80) #508 Conjure Mounts(100)

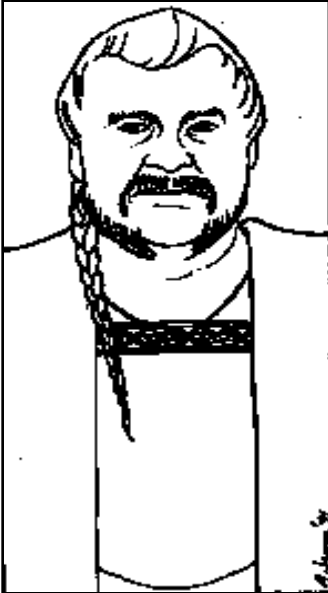
Pinocchio was located in the Shore/Plains at 3712.

He was ordered to upgrade our relations. Our relations with the Sing a Song were upgraded.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 265 Mounts were conjured.

***He is traveling with Lupo in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.***

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 56  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #102 Barriers(86) #218 Wall of Wind(66) #308 Capital Return(94)  
 #414 Scry Hex(83) #506 Curses(42) #508 Conjure Mounts(89)

Pollicino was located in the Shore/Plains at 3712.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 275 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

*He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.*

Rosso Malpelo



Ranks : Command 0 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None

Spells (+0) : None

Rosso Malpelo was located in the Mixed Forest at 2514.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Silent Assembly seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the South Kingdom seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Plane possesses Special Nation Ability #19. It was also uncovered that the South Kingdom capital is at 2924.

*He is currently in the Mixed Forest at 2514. The Camp of Peley flying the flag of the South Kingdom is here.*

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 52  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(84)  
 #413 Scry Population Center(88) #508 Conjure Mounts(100)

Sabbiolina was located in the Shore/Plains at 3712.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 245 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

*She is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.*

Volpe



Ranks : Command 44 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None

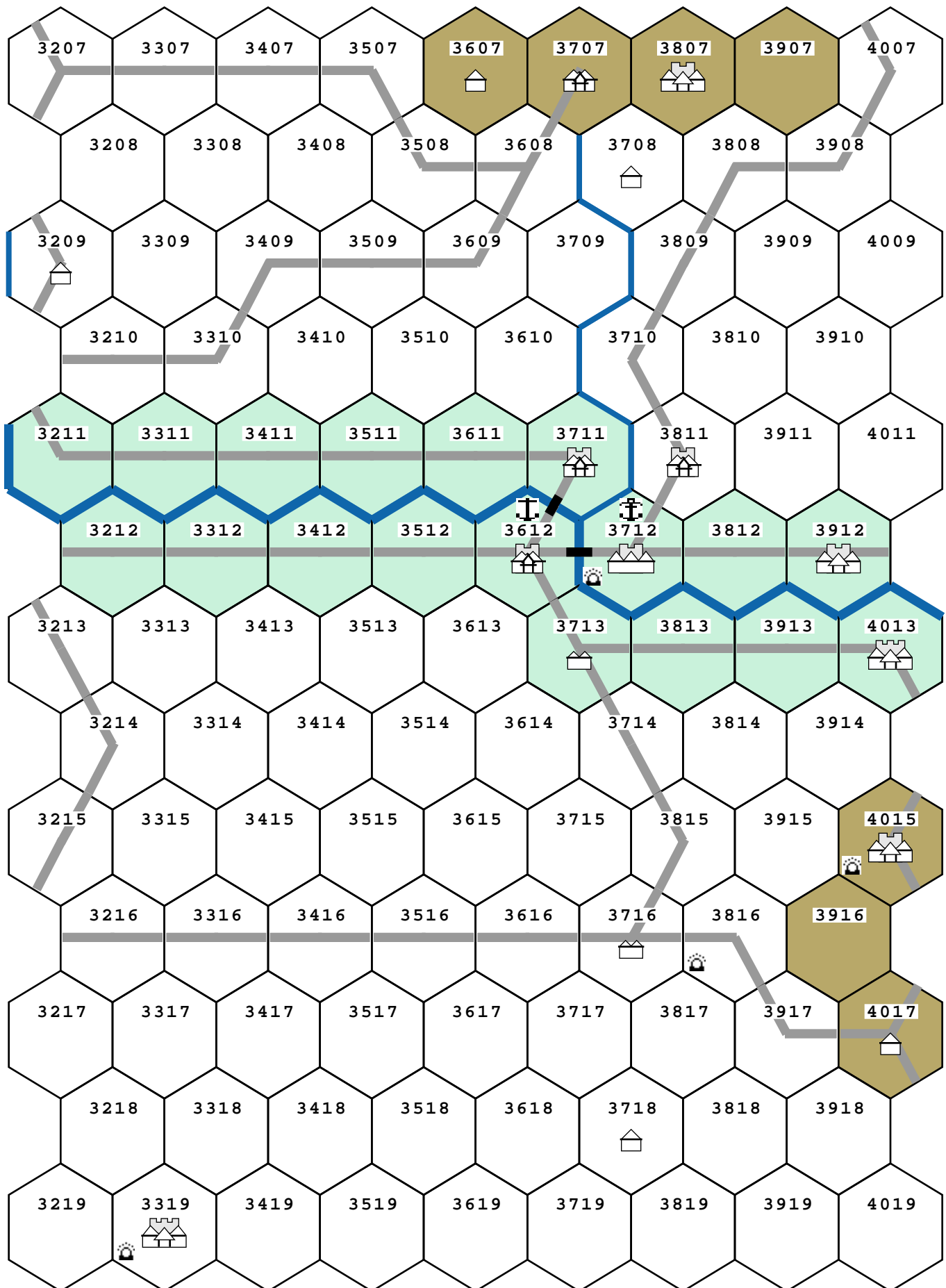
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(80)

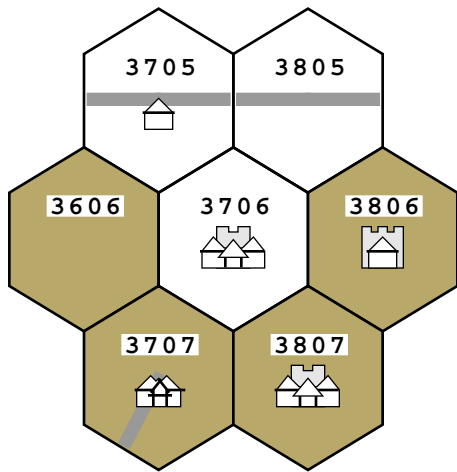
Volpe was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Sh'iar Empire were downgraded.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Leather. 675 Leather (+10%) transported from Casa to Radio Gaga.

*He is traveling with Lupo in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.*





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```
Game #      : 141
Player #    : 23
Turn #      : 14
Security #  : 1440
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Order	->	#	Code	Type
Required				
Information				

**Cenerentola (ID: cener) @ 3028 Command Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Cicala (ID: cical) @ 2711 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Gatto (ID: gatto) @ 2506 Command Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Gretel (ID: grete) @ 2711 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Hansel (ID: hanse) @ 3506 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Lupo (ID: lupo ) @ 3712 Command Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				



**Nonna (ID: nonna) @ 3705 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Piccola Vedetta (ID: picco) @ 3912 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Pinocchio (ID: pinoc) @ 3712 Command Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Pollicino (ID: polli) @ 3712 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Rosso Malpelo (ID: rosso) @ 2514 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Sabbiolina (ID: sabbi) @ 3712 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

volpe

(ID: volpe) @ 3712 Command Mage

## Command Mage

Order      ->    #      Code      Type

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

Required

## Information

## Information