

3. staple here

The Neptune Ball / NA  
Adriana (Jackie Langelier)

Trigger: *Open if you see a  
purple headband*

1.  
fold  
back  
here

2. fold back here

*The Neptune Ball / NA*

*Adriana (Jackie Langelier)*

***Open if you see a purple headband:***

*Disregard if you have already found your mother*  
Wait, Mom?? She abandoned you 21 years ago! How could she show up today as if nothing had happened - and how come she didn't come to you first??

3. staple here

The Neptune Ball / NA  
Mercury Aquilino (Oishi Banerjee)

Trigger: *Open if you see a purple headband*

1.  
fold:  
back:  
here:

2. fold back here

*The Neptune Ball / NA*

*Mercury Aquilino (Oishi Banerjee)*

*Open if you see a purple headband:*

Holy shit! That's Queen Athena! She's been missing for 21 years!

3. staple here

The Neptune Ball / NA  
Ariel (Kelsey Piper)

Trigger: *Open if you see a  
purple headband*

1.  
fold  
back  
here

2. fold back here

*The Neptune Ball / NA*

*Ariel (Kelsey Piper)*

***Open if you see a purple headband:***

*Disregard if you have already found your mother*  
Wait, Mom?? She disappeared 21 years ago! How come she didn't come to you first? You're her daughter!

1.  
fold  
back  
here

3. staple here

The Neptune Ball / NA  
**Damien (Leo)**

Trigger: *W packet*

2. fold back here

*The Neptune Ball / NA**Damien (Leo)****W packet:***

Damien is clearly researching the history of the war – your past. He might help you prove that Neptune kidnapped and raped your mother, leading to your conception. Mentioning Jade should be enough to set Damien on th right track without giving too much away.



3. staple here

The Neptune Ball / NA  
General Gladius (Aaron  
Sunshine)

Trigger: *Open if you see a  
purple headband*

1.  
fold  
back  
here:

2. fold back here

*The Neptune Ball / NA*

*General Gladius (Aaron Sunshine)*

***Open if you see a purple headband:***

Oh shit. Iris has revealed herself as Athena - you were afraid this was going to happen. Triton is going to be pissed, and you may very well lose her...

The Neptune Ball

NA

**General Gladius (Aaron Sunshine) -  
Background Checks**

staple binding along here

Each page is a memory/event packet with a separate trigger.

The Neptune Ball/NA

Open if you do a background check on badge 481.

staple binding along here

This is the King's brother. He is paranoid but harmless. He is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 531.

staple binding along here

This is the King. Triton has no secrets to hide. He is not your suspect.

staple along here

**Open if you do a  
background check  
on badge 481.**

fold:  
back:  
here:

staple along here

**Open if you do a  
background check  
on badge 531.**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you do a background check on badge 580.

staple binding along here

Iris's history is incomplete. No records of her extend more than 21 years back. This is unsurprising as this is when she fled the capital. On the other hand, Athena has no history beyond 34 years ago, despite being considerably older than that. . . She is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 649.

staple binding along here

This old mermaid is part of the Merchant's Guild. Oddly enough, She has no records more than 10 years back. . . . She is not your suspect though.

The Neptune Ball/NA

Open if you do a background check on badge 237.

staple binding along here

This young mermaid has no records more than 10 years back. . . . She is not your suspect though.

staple along here

Open if you do a  
background check  
on badge 580.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 649.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 237.

fold:  
back:  
here:

The Neptune Ball/NA

Open if you do a background check on badge 312.

staple binding along here

This mermaid seems to be connected to the the growing black market for children. Something smells fishy here.

**She is your suspect.** You may open page 2 of your research notebook entitled "Persuing the Mafia".

The Neptune Ball/NA

Open if you do a backgrond check on badge 270.

staple binding along here

This is the Princess. She has nothing to hide and is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 386.

staple binding along here

Ariel is now Queen of Europa. She can't be involved with the mafia and is not your suspect.

staple along here

Open if you do a  
background check  
on badge 312.

fold:  
back:  
here:

staple along here

Open if you do a  
backgrnd check  
on badge 270.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 386.

fold:  
back:  
here:



The Neptune Ball/NA

Open if you do a background check on badge 143.

staple binding along here

A kid? A *human* kid? Really? he's not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 615.

staple binding along here

Sebastian has a very interesting history, with many... suspicious... gaps. Whatever he is up to, you should definitely keep an eye on him. He is not your suspect though.

The Neptune Ball/NA

Open if you do a background check on badge 276.

staple binding along here

As a Pacifican, your information on Mirage is limited. But from what you can tell, she seems to appear out of nowhere about 3 years ago. She is not your suspect though.

staple along here

Open if you do a  
background check  
on badge 143.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 615.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 276.

fold:  
back:  
here:

The Neptune Ball/NA

Open if you do a background check on badge 397.

staple binding along here

As a Pacifican, your information on Valerian is limited. Records do indicate that Valerian seems to have gone to great lengths to have a child, but he is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 271.

staple binding along here

As a Pacifican, your information on Jared is limited, but Jared is the Prince of Pacifica, without anything to hide. He is not your suspect.

The Neptune Ball/NA

Open if you do a background check on badge 347.

staple binding along here

As a Pacifican, your information on Damien is limited, but he appears to have no record beyond 17 years ago. He is not your suspect though.

staple along here

Open if you do a  
background check  
on badge 397.

fold:  
back:  
here:

staple along here

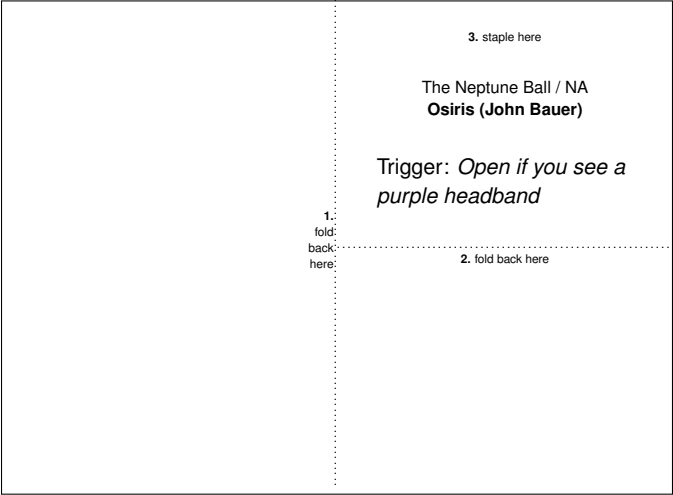
Open if you do a  
background check  
on badge 271.

fold:  
back:  
here:

staple along here

Open if you do a  
background check  
on badge 347.

fold:  
back:  
here:



*The Neptune Ball / NA*

*Osiris (John Bauer)*

***Open if you see a purple headband:***

Holy shit! That's Queen Athena! She's been missing for 21 years!

NA

staple binding along here

staple binding along here

staple binding along here

Never trust a magician. The same witch who took your daughter from you comes now for your soul.

staple along here

Open if you cast  
Tarot for badge  
481.

Need: Death,  
Hanged Man, 481's  
"Tarot Score".

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
531.

Need: The  
Emporer, The  
Tower, 531's "Tarot  
Score".

fold:  
back:  
here:



The Neptune Ball/NA

Open if you cast Tarot for badge 580.Need: The High Priestess, The Empress, 580's "Tarot Score".

staple binding along here

Your lover plans to betray your country.

The Neptune Ball/NA

Open if you cast Tarot for badge 598.Need: The Empress, Strength, 598's "Tarot Score".

staple binding along here

Your lover is marked for death by an old friend.

The Neptune Ball/NA

Open if you cast Tarot for badge 237.Need: The Chariot. The Magician, 237's "Tarot Score".

staple binding along here

One of the cornerstones of your power is crumbling.

staple along here

**Open if you cast  
Tarot for badge  
580.  
Need: The High  
Priestess, The  
Empress, 580's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
598.  
Need: The  
Empress,  
Strength, 598's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
237.  
Need: The Chariot.  
The Magician,  
237's “Tarot  
Score”.**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 312.Need: The Hierophant, Death, 312's "Tarot Score".

staple binding along here

To ruin a mother, look to the child.

The Neptune Ball/NA

Open if you cast Tarot for badge 270.Need: Judgement, The Empress, 270's "Tarot Score".

staple binding along here

Your mother entered the Neptune Ball alive but may never leave it.

The Neptune Ball/NA

Open if you cast Tarot for badge 386.Need: The Hermit, Wheel of Fortune, 386's "Tarot Score".

staple binding along here

This is no longer your world. Something has rotted within the Explorers Guild, and the Magicians Guild schemes against the throne.

staple along here

Open if you cast  
Tarot for badge  
312.

Need: The  
Hierophant, Death,  
312's "Tarot  
Score".

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
270.

Need: Judgement,  
The Empress,  
270's "Tarot  
Score".

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
386.

Need: The Hermit,  
Wheel of Fortune,  
386's "Tarot  
Score".

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 143.Need: The Fool, The High Priestess, 143's "Tarot Score".

staple binding along here

You are in great danger from magic, but it is also your greatest opportunity.

The Neptune Ball/NA

Open if you cast Tarot for badge 615.Need: The Hanged Man, The Magician, 615's "Tarot Score".

staple binding along here

The Tarot reveals your malicious intentions for the kingdom. Act quickly, or your opportunity may be lost.

The Neptune Ball/NA

Open if you cast Tarot for badge 276.Need: The Lovers, The Tower, 276's "Tarot Score".

staple binding along here

Those who wield magic are not to be trusted. They are rarely as they seem.

staple along here

**Open if you cast  
Tarot for badge  
143.  
Need: The Fool,  
The High  
Priestess, 143's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
615.  
Need: The Hanged  
Man, The  
Magician, 615's  
“Tarot Score”.**

fold:  
back:  
here:

staple along here

**Open if you cast  
Tarot for badge  
276.  
Need: The Lovers,  
The Tower, 276's  
“Tarot Score”.**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you cast Tarot for badge 397.Need: The World, Strength, 397's "Tarot Score".

staple binding along here

The safety of all you hold dear rests with you. Never forget that knowledge is power.

The Neptune Ball/NA

Open if you cast Tarot for badge 271.Need: Temperance, The Chariot, 271's "Tarot Score".

staple binding along here

The King is being influenced by a trusted adviser. As long as they are in the way, the treaty is in danger.

The Neptune Ball/NA

Open if you cast Tarot for badge 347.Need: The Sun, The Fool, 347's "Tarot Score".

staple binding along here

True love is diplomacy's downfall. Seek the aid of your diplomatic subordinate.

staple along here

Open if you cast  
Tarot for badge  
397.

Need: The World,  
Strength, 397's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
271.

Need:  
Temperance, The  
Chariot, 271's  
“Tarot Score”.

fold:  
back:  
here:

staple along here

Open if you cast  
Tarot for badge  
347.

Need: The Sun,  
The Fool, 347's  
“Tarot Score”.

fold:  
back:  
here:



3. staple here

The Neptune Ball / NA  
**Pearl (Sharon Beltracchi)**

Trigger: *Open if you see a purple headband*

1.  
fold:  
back:  
here:

2. fold back here

3. staple here

The Neptune Ball / NA  
**Pearl (Sharon Beltracchi)**

Trigger: *Open at 3:00*

1.  
fold:  
back:  
here:

2. fold back here

*The Neptune Ball / NA*

*Pearl (Sharon Beltracchi)*

***Open if you see a purple headband:***

Holy shit! That's Queen Athena! She's been missing for 21 years!

*The Neptune Ball / NA*

*Pearl (Sharon Beltracchi)*

***Open at 3:00:***

You feel a distinct, familiar surge of power. There's definitely a budding magician here with dangerous, uncontrolled magic. You need to find them - to protect yourself from their magic, and to control them.

The Neptune Ball / NA  
**Pearl (Sharon Beltracchi) - M Envelope**  
Trigger: *M Envelope*

*The Neptune Ball / NA* *Pearl (Sharon Beltracchi) - M Envelope*

***M Envelope:***

The water turns murky before your very eyes. Dark voices whisper terrible things in your ears. A great pressure builds on your chest and you find it hard to breath. You've been tricked by dark sorcery! *Go "Not Here" and read the greensheets in this packet. Return to game as soon as you are ready.*



1.  
fold  
back  
here

3. staple here

The Neptune Ball / NA  
Sebastian (Alex Chu)

Trigger: *Open if you see a  
purple headband*

2. fold back here

1.  
fold  
back  
here

3. staple here

The Neptune Ball / NA  
Sebastian (Alex Chu)

Trigger: *Open at 3:00*

2. fold back here

*The Neptune Ball / NA*

*Sebastian (Alex Chu)*

***Open if you see a purple headband:***

Drat, she's revealed herself. This will make it much harder to get rid of her...

*The Neptune Ball / NA*

*Sebastian (Alex Chu)*

***Open at 3:00:***

You feel a distinct, familiar surge of power. There's definitely a budding magician here with dangerous, uncontrolled magic. You need to find them - to protect yourself from their magic, and to control them.

3. staple here

The Neptune Ball / NA  
King Triton (John Schwartz)

Trigger: *Open at 1.5 hrs  
into game*

1.  
fold  
back  
here

2. fold back here

*The Neptune Ball / NA*

*King Triton (John Schwartz)*

***Open at 1.5 hrs into game:***

A page just passed you a note from the palace spymaster. Apparently, one of your guests is leaking state secrets. You should take steps to find and stop them - but subtly, lest you scare them off.



The Neptune Ball

NA

King Triton (John Schwartz) - Depression Packet

Each page is a memory/event packet with a separate trigger.

The Neptune Ball/NA

Open at 5:30 pm if your  $\beta$  is 6 or higher and no treaty has reached the Complete state this game (negative).

You're never going to get the treaty signed at this rate! Decrease your  $\beta$  by 2.

The Neptune Ball/NA

Open if either Ash or Ariel expresses a desire to stay (positive).

Your heart is warmed with love for your family. Increase your  $\beta$  by 2.

staple along here

**Open at 5:30 pm if  
your  $\beta$  is 6 or  
higher and no  
treaty has reached  
the Complete state  
this game  
(negative).**

fold:  
back:  
here:

staple along here

**Open if either Ash  
or Ariel expresses  
a desire to stay  
(positive).**

fold:  
back:  
here:

The Neptune Ball/NA

Open if you dance Merengue in game. (positive)

staple binding along here

Your dancing reminds you of happier times. Increase your  $\beta$  by 2.

The Neptune Ball/NA

If anyone outside of your family finds out about your depression (negative).

staple binding along here

How embarrassing... Decrease your  $\beta$  by 2.

The Neptune Ball/NA

Open if you see a purple headband. (???)

staple binding along here

It's your wife! she's alive?!? That's amazing! Increase your  $\beta$  score by 2.

Wait... she's alive... but didn't she walk in with Gladius? Confront her about this, then open page 6.

staple along here

**Open if you dance  
Merengue in game.  
(positive)**

fold:  
back:  
here:

staple along here

**If anyone outside  
of your family  
finds out about  
your depression  
(negative).**

fold:  
back:  
here:

staple along here

**Open if you see a  
purple headband.  
(???)**

fold:  
back:  
here:

The Neptune Ball/NA

Do not open until instructed to do so. (???)

staple binding along here

She's been cheating on you all of this time? That's soul crushing. Decrease your  $\beta$  score by 4.

She should be with you! If you can get her to renounce Gladius and come back to you, open page 7.

The Neptune Ball/NA

Do not open until instructed to do so. (Positive)

staple binding along here

You have some issues to work out between you, but for now, you're just glad that she's back. Increase your  $\beta$  score by 6, and if this brings you over your cap, increase your cap to compensate.

staple along here

**Do not open until  
instructed to do  
so. (???)**

fold:  
back:  
here:

staple along here

**Do not open until  
instructed to do  
so. (Positive)**

fold:  
back:  
here:

1.  
fold  
back  
here

3. staple here

The Neptune Ball / NA  
Valerian (Zach)

Trigger: *Open at 3:00*

2. fold back here

*The Neptune Ball / NA*

*Valerian (Zach)*

***Open at 3:00:***

You feel a distinct, familiar surge of power. There's definitely a budding magician here with dangerous, uncontrolled magic. You need to find them - to protect yourself from their magic, and to control them.



3. staple here

The Neptune Ball / NA  
Willow (Jean Fan)

Trigger: *If anyone in your family finds out about your addiction, give them this packet and tell them to open it.*

1.  
fold  
back  
here:

2. fold back here

*The Neptune Ball / NA**Willow (Jean Fan)*

***If anyone in your family finds out about your addiction, give them this packet and tell them to open it.:***

You've heard of this "Red Seaweed" before. It looks like Willow is addicted to it. You will need advice on how to cure him. Take Willow to the Apothecary. Both you and Willow must put 1 hand on the sign for 30 seconds (you can force him by restraining him), then you may lift the first sign and read what is underneath.

The Neptune Ball

NA

Willow (Jean Fan) -  $\beta$  Packet

Each page is a memory/event packet with a separate trigger.

staple binding along here

The Neptune Ball/NA

Open when 30 minutes pass in game if your  $\beta$  is 1.

Holy shit! You were looking in a mirror hanging on the wall, and you just turned invisible. This is awesome! You can go wherever you want, and do whatever you want, and no one can tell you not to because they can't see you. Wait— maybe not so cool. Your hand just went through the object you tried to pick up... *Go "not here" for 5 minutes – you are invisible and intangible. You can still hear and see everything around you, but cannot interact with it in any way.*

staple binding along here

The Neptune Ball/NA

Open when 1 hour passes in game if your  $\beta$  is 1.

Your throat starts to hurt really badly for a moment. Then the pain is gone. When you open your mouth to say something, only a bubble comes out – no words... *Increase your  $\alpha$  score to 2, then go mute for 10 minutes.*

staple binding along here

staple along here

Open when 30  
minutes pass in  
game if your  $\beta$  is 1.

fold:  
back:  
here:

staple along here

Open when 1 hour  
passes in game if  
your  $\beta$  is 1.

fold:  
back:  
here:

The Neptune Ball/NA

Open when 1.5 hours pass in game if your β is 1.

staple binding along here

Dark fog starts to gather at the edge of your vision. All at once it sweeps over your sight and everything goes black. You can't see anything! *You go blind for 2 minutes. You can blink your eyes open long enough to find a wall, but after that you must keep your eyes closed for 2 minutes.*

The Neptune Ball/NA

Open when the banquet starts if your β is 1.

staple binding along here

You stare up at the ceiling as the banquet begins. Another stupid, boring royal function. A flash of motion catches your eye. A group of water sprites has gathered in one corner of the room. They chitter excitedly and swim up to you. They are all wearing tiny necklaces with red crosses on them. They appear harmless enough, although no one else seems to notice them. . . . *You can use them to heal any wounded or unconscious person or to break any attack based restraint with a 30-count, after which they are healthy, conscious, and unrestrained. You can use this ability on yourself or someone else even if you are restrained or wounded yourself.*

The Neptune Ball/NA

Open when 2.5 hours pass in game if your β is 1.

staple binding along here

The water sprites that have been following you around start to glow with an unholy light. They morph before your eyes into imps who have blood dripping from their fangs. They turn on you and attempt to attack you. Run! *The tiny demons are out to kill you. You must run away and roleplay accordingly (no one else can see them). If you are forced to stop moving for any reason, you are knocked out. After 1 minute, the ghosts dissipate.*

staple along here

Open when 1.5  
hours pass in  
game if your  $\beta$  is 1.

fold:  
back:  
here:

staple along here

Open when the  
banquet starts if  
your  $\beta$  is 1.

fold:  
back:  
here:

staple along here

Open when 2.5  
hours pass in  
game if your  $\beta$  is 1.

fold:  
back:  
here:

The Neptune Ball/NA

Open when 3 hours pass in game if your β is 1.

staple binding along here

A strange buzzing builds in the back of your skull. It crawls through your head, hurting worse and worse. The energy suddenly releases itself in the form of bolts of demonic purple fire from your eyes. You can't control it, and you can't turn it off. This sucks, you have to find some way to make it stop! *Perform a CR 5 wound attack on the first two people you see (unassisted; still counts if resisted). If you can't see two people, run around until you do. Tell people out of game that this is clearly beyond your control. The fire dissipates after your second attack. These attacks do not bloody you.*

The Neptune Ball/NA

Open when 3.5 hours pass in game if your β is 1.

staple binding along here

You start to feel hot... REALLY hot. An impending sense of disaster overwhelms you and you struggle to breath. Your gut tells you that everyone had better get away from you as fast as possible, especially because you are rooted to the spot and cannot move. *Open page 8 in 30 seconds.*

The Neptune Ball/NA

Page 8: Open when instructed to do so.

staple binding along here

You explode in a burst of radiant, purple fireballs. *You wound everyone within 3 ZOC of you (this is not considered combat, and cannot be resisted). Your body doesn't exist anymore, so carry all of your items out of game and fill out a death report.*

staple along here

**Open when 3  
hours pass in  
game if your  $\beta$  is 1.**

fold:  
back:  
here:

staple along here

**Open when 3.5  
hours pass in  
game if your  $\beta$  is 1.**

fold:  
back:  
here:

staple along here

**Page 8: Open  
when instructed to  
do so.**

fold:  
back:  
here:



The Neptune Ball

NA

**Willow (Jean Fan) - Questions**

Each page is a memory/event packet with a separate trigger.

staple binding along here

The Neptune Ball/NA

Start with this page open pre-game. You may read through it before game start.

This packet represents the list of questions your dealer provided you with. You do not have to get them answered in order. Luckily, you have a pretty good idea of who to ask each question to. Talk to the correct person about the topic for **1 minute**. You must actually engage them about the topic for this time. It doesn't count if they ignore you or refuse to say anything. Once you have talked to the person, you must tear the page out of the notebook within **2 minutes** of concluding the conversation, open it up, and label it as an in-game item on both sides. This represents you having gleaned the necessary information and recorded it in a notebook.

You have arranged to meet your dealer at 2:15 pm, 3:15 pm, 4:15 pm and 5:15 pm. You will be able to provide him the answers in exchange for hits of Red Seaweed (632). Meet your dealer by finding the The Entrance to the Servants' Quarters. Interact with the sign by putting both hands on the sign for 30 seconds, then deposit as many answered question items as you like packet A. Then take an equal number of Red Seaweed (632)s from packet B.

staple binding along here

The Neptune Ball/NA

How powerful is the Atlantican military? (Ask Gladius)

This is a notebook page with a fairly detailed description of the strengths and weaknesses of the Atlantican military.

staple binding along here

staple along here

**Start with this  
page open  
pre-game. You  
may read through  
it before game  
start.**

fold:  
back:  
here:

staple along here

**How powerful is  
the Atlantican  
military? (Ask  
Gladius)**

fold:  
back:  
here:

The Neptune Ball/NA	How unified is Atlantica politically? (Ask King Triton or Manta)
This is a notebook page with a fairly detailed description of the political landscape of Atlantica.	

The Neptune Ball/NA	Can Atlantica afford another war? (Ask Morvyn)
This is a notebook page with a fairly detailed description of Atlantican economics.	

The Neptune Ball/NA	How loyal are Atlantican citizens to the King? (Ask Claudia/Osiris)
This is a notebook page with a fairly detailed description of popular sentiment toward King King Triton.	

staple along here

**How unified is  
Atlantica  
politically? (Ask  
King Triton or  
Manta)**

fold:  
back:  
here:

staple along here

**Can Atlantica  
afford another  
war? (Ask Morvyn)**

fold:  
back:  
here:

staple along here

**How loyal are  
Atlantican citizens  
to the King? (Ask  
Claudia/Osiris)**

fold:  
back:  
here:

The Neptune Ball/NA

Are you willing to pass sensitive information to unknown buyers for a price? (Ask Hermes)

staple binding along here

Mercury is / is not (*circle one*) willing to pass information.

The Neptune Ball/NA

How loyal are Pacificans to the Queen? (Ask Jared)

staple binding along here

This is a notebook page with a fairly detailed description of the Pacifican political landscape.

The Neptune Ball/NA

What is the current state of Pacifica's military? (Ask Jared or Valerie)

staple binding along here

This is a notebook page with a fairly detailed description of the strengths and weaknesses of the Pacifican military.

staple along here

**Are you willing to  
pass sensitive  
information to  
unknown buyers  
for a price? (Ask  
Hermes)**

fold:  
back:  
here:

staple along here

**How loyal are  
Pacificans to the  
Queen? (Ask  
Jared)**

fold:  
back:  
here:

staple along here

**What is the current  
state of Pacifica's  
military? (Ask  
Jared or Valerie)**

fold:  
back:  
here:

The Neptune Ball/NA

How likely is Europa to get involved in an undersea war? (Ask Ariel)

staple binding along here

This is a notebook page with a fairly detailed description of Europa's political stance on undersea wars in general.

The Neptune Ball/NA

How would Atlantica react to a draft? (Ask Gladius)

staple binding along here

This is a notebook page with a fairly detailed description of popular Atlantican opinion on a military draft.

The Neptune Ball/NA

How strong is the Assassin's Guild militarily? (Ask a member of the Assassin's Guild)

staple binding along here

This is a notebook page with a fairly detailed description of the military power of the Assassin's Guild.

staple along here

**How likely is  
Europa to get  
involved in an  
undersea war?  
(Ask Ariel)**

fold:  
back:  
here:

staple along here

**How would  
Atlantica react to a  
draft? (Ask  
Gladius)**

fold:  
back:  
here:

staple along here

**How strong is the  
Assasin's Guild  
militarily? (Ask a  
member of the  
Assassin's Guild)**

fold:  
back:  
here:



The Neptune Ball/NA

About how many magicians are there in the Magician's Guild? (Ask an Atlantican Magician)

staple binding along here

This is a notebook page with a fairly detailed description of the strength of Atlantica's Magician's Guild.

staple along here

About how many  
magicians are  
there in the  
Magician's Guild?  
(Ask an Atlantican  
Magician)

fold  
back  
here