

Feature Story

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Editorial

Welcome to the very first issue of the newly reincarnated Org *Gahzette*. Our goal is to provide you, the reader, with interesting and relevant information about the community in which you participate.

We'll be looking at several of CA's titles, but that's by no means all that the *Gahzette* is about. This month, we've got everything from interviews with modders, to overviews of forum areas, to revelations about what games one of our reporters was addicted to in his childhood, and there's more to come in the future.

We're still looking for reporters, so if you have an interest in writing about an area that we don't currently cover or even one that we do, drop me a PM and we'll be happy to take you on board. Issues are released monthly, so there's really no pressure.

Our feature this month focuses on how you can get the best out of your PC in order to play what is undoubtedly the most demanding Total War game to date, Medieval 2. BlackAxe's article provides a fascinating insight into the arcane world of graphics options and video card settings, and is a must read for beginners and experts alike.

I'd go on, but the contents to the left really say it all, and I don't want to steal anyone's thunder. Enjoy.

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sapi**Reporters**
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Caius Flaminius
GBBTincow
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pevergreen**Thanks to**
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The Kingdom of Peace and Love

The bombs whistle overhead, exploding behind you, disintegrating your argument in seconds. The planes fly overhead, hurling insults and comments about Creationism. You try to fire upon the enemy, but they are everywhere. There are just too many of them. This, my friends, is the backroom.

And I am not there.

I am in *The Kingdom of Peace and Love*, the most holy and righteous area of Tosa's domain. We have it all here. We have Babes, Spam, and arguments about who is the Org's Pope.

To an outsider the Frontroom can be a confusing and daunting place, so I have decided that for my first instalment I shall do a scrolling tour (Because one can hardly walk on the computer... from experience it is not a good thing).

First there are the Sticky topics. The main ones are the *Babe Thread*, the *Gallery III* and the *Beat the person above you game* (Btpayg). All of these are based on pictures, so those on dial-up should probably avoid them. Generally the Gallery are for scenic photos, and photos about holidays. Btpayg is about just posting awesome and funny pictures, well... better than the person above your's...

And now we come to the *Babe Thread*... It is for posting babes, and... I guess leering would be the best word for what most people do... Quite probably the most locked thread in the entire Frontroom. That said, it is also the most *looked at* thread in the entire .Org

The rest of the forum is really for random conversations and spam. Some topics worth spamming in are *The Post Celebration Thread*, these days mainly used for celebrating the post you JUST MADE... Another good one is the Add Your Tosa Inu facts. This is where we can worship our creator and overlord. Also debate over who is the Org's Pope.

So yeah - Plenty of good topics in there. I hope you drop in and say hi to us. We don't bite.

Hard.

CountArach

Medieval 2: Total War patch confirmed

Players of CA's popular new title M2TW were relieved last month to hear that the much anticipated new patch for the game was finally on the horizon.

The patch, which hopes to fix numerous bugs that have plagued the game since release, is reported to be almost six hundred and fifty megabytes, and to include new features, battles, and modding tools in addition to the usual bugfixes.

It comes amongst growing frustration from players that CA is not making enough of an effort to support the game, and allegations that M2TW's development was rushed, with some forum users claiming that the game should not have made it past BETA; and others claiming that it still hasn't!

However, whatever the eventual community reaction, this is the patch that every player has been waiting for, and it is sure to be a topic of major discussion in the weeks to come.

The patch should be out by the time you read this, and it will be discussed in more detail in our next issue.

sapi



Unlike the Backroom, the *Kingdom of Peace and Love* does not resemble a constant battleground and is not subject to random artillery bombardments.



Mods Are the Future!

This month's Mod of the Month has to be Roma Surrectum. It is a great Rome: Total War total conversion mod that I would recommend to anybody. It makes RTW feel more realistic, and adding the extra factions gives it a bit more depth. I was playing this most of the weekend and it is really a great mod. Although it doesn't add as much as EB does, it does borrow some mechanics from EB and RTR, making it a thoroughly enjoyable game. Also, the battle backgrounds are spectacular, and there has been some really great skinning.

A brief overview of Roma Surrectum's Features:

- Four new factions have been added - Syracuse, Epirus, Kingdom of Cimmerian, Bosporan and the Kingdom of the Attalids.
- Brand new Imperial Campaign and Provincial Campaign.
- Many new skins and textures.
- Great Skies
- Recruitable Generals
- Each legion has its full name and known titles, a historical banner (where known, otherwise a theoretical one), in-game history, first cohort, officer, legionary eagle, and they all use a unique texture. Some legions also use historical 'Eastern and Assault' textures.

The legions of Roma Surrectum are as follows:

There are also many more features. To see them just check out the Roma Surrectum forum at:

<http://forums.totalwar.org/vb/forumdisplay.php?f=210>

Great Work Lads - you get the GBB Stamp of Approval for April 2007.

GBB

Featured Legions:

Consular:

Legio I Germanica
 Legio II Augusta
 Legio III Gallica
 Legio III Augustica
 Legio V Alaudae
 Legio VI Ferrata
 Legio VII Claudia Pia Fidelis
 Legio VIII Augusta
 Legio IX Hispana
 Legio X Gemina Pia
 Legio XI Claudia Pia Fidelis
 Legio XIII Gemina
 Legio XXII Deiotariana

Imperial:

Legio I Italica
 Legio I Minervia Pia Fidelis
 Legio I Adiutrix
 Legio II Adiutrix Pia Fidelis
 Legio II Traiana Fortis
 Legio III Cyrenaica
 Legio III Italica
 Legio IV Flavia Felix
 Legio IV Scythica
 Legio V Macedonica
 Legio VI Victrix Pia Fidelis
 Legio VII Gemina
 Legio X Fretensis
 Legio XII Fulminata
 Legio XIV Gemina Martia Victrix
 Legio XV Primigenia
 Legio XV Apollinaris
 Legio XVI Flavia Firma
 Legio XX Valeria Victrix
 Legio XXI Rapax (Predator)
 Legio XXII Primigenia
 Legio XXX Ulpia Victrix



Interview: Warchiefs Modding Group

Caius Flaminius - So, can you tell us, Meghas Alexandros, how The Warchiefs Modding Group started?

Meghas Alexandros - I started making Megas Alexandros, a mod about Alexander the Great. The people at Inca: Total War graciously provided room for a mini-forum at their independent forums. After a while, I noticed the two teams worked pretty cohesively. We would help each other if we needed help. One day, I proposed the idea of a modding group. Everyone thought it was a good idea, and Warchiefs Modding was born. It was Warluster who decided on the name.

CF - Are the mods advancing or they are rotating at the same point?

MA - I think they are progressing very well. Inca: Total War has been going very well since it was first proposed by Rex_Pelasgorum. We have several units done, and the loading screens and quotes are finished. I cannot answer about my own mod because it would be biased.

Filibusteria - Well, I just love the Inca: Total War idea, because I'm a Latin American, I like pre-Columbian history and I've always been a fan of Alexander the Great. Inca: Total War is progressing very well, we have finalized the Incan unit roster models thanks to merilitos, our modeller. Megas Alexandros is progressing well too.

MA - Actually, I think my mod is progressing very well. Many units are done, mainly thanks to other mods, but still, they are done. I think it has progressed very much in the three months it's been in development

CF - Filibusteria, what's your role on the mods?

Filibusteria - Well, it's difficult to say. I started working as a historical researcher, specifically for the Mapuche in Inca: Total War, but when I finished researching I started to draw unit concepts and develop unit lists for both the Chilean factions (Diaguita, Mapuche). I also researched for some possible provinces and settlements to add to the map. I'm practising to skin, right now.

CF- And what's your role Megas?

MA- I do some coding, testing, and a little bit of skinning for Inca: Total War. For Megas Alexandros, I do coding, research, skinning, scripting... basically anything that I can do without 3ds Max. I do a lot more stuff for Megas Alexandros than Inca: Total War, mainly because it is my mod.

CF - I have heard your mod needs help.

MA - Well, naturally I cannot do everything myself, and the stuff I can do, it is not as good as I would like. Any help can be useful to a mod.

TinCow's Gaming Addictions

Part I: In the beginning God created a bigass castle in Wales.

Game: Castles

Producer: Interplay

Release Date: 1991



In 2003, I found myself sitting in a law school class trying to hide the fact that I was playing a game instead of listening to the professor. So were most of my classmates, but unlike them I wasn't playing Solitaire or Minesweeper. Nope, I was bringing tyrannical English oppression to Wales. You know, old school style entertainment. 12 years after the game was released, I was still playing a DOS-based game which upon setup asked whether my sound card was a Roland or an AdLib. So, what exactly was it about Castles that kept me coming back for more?

I have no idea how first got this game. I have a feeling my mother bought it for me, around the time when she figured that if she couldn't get me to stop playing games, she might as well try getting me to play games that I could learn something from. Of course, it seemed to me that she judged games in this category based on their title and cover art. By today's standards, that would mean she would buy me Battlefield 1942 expecting it to teach me about World War 2 history. Regardless, I got my grubby 13 year old hands on it.

On the surface, it was a slight twist on the ridiculously popular SimCity; the original, not SimCity 47,000,000 or whatever they're up to these days. You started off with a whole chunk of cash and an empty stretch of land, and you had to build a castle from which you could freely execute local troublemakers without the fear of a pitchfork and torch brigade ruining your pretty tapestries. Or so I imagined. Like you would expect for such a game, you had various building options, which included walls, square towers, round



towers, and gates; and by "included" I mean "did not include anything other than." To be fair, you could add small tweaks here and there, such as walls of different heights or thicknesses, and whether to include arrow slits or not. Though that raised the question of what kind of a moron wouldn't put arrow slits in a castle wall? Seriously, what kind of a deprived childhood did you have to have to say "No sir, no arrow slits for me!"?

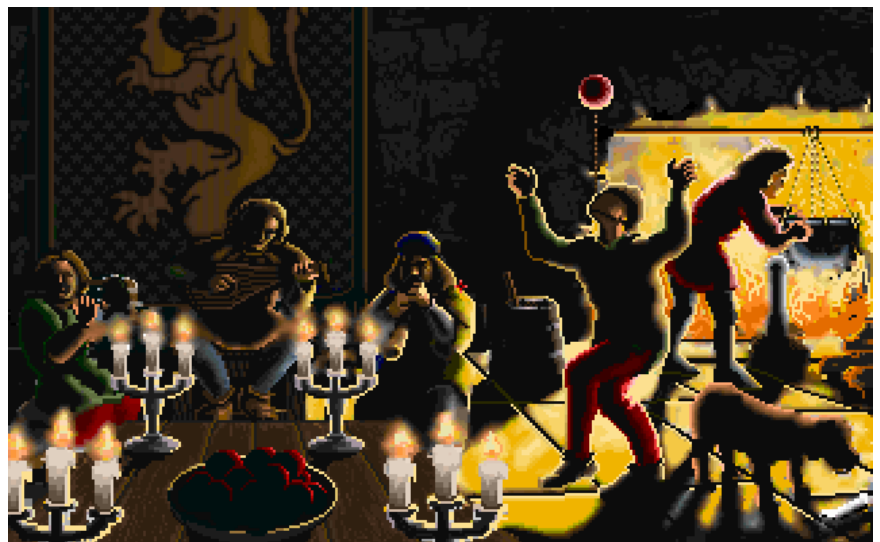


Of course, unlike SimCity you had to actually build the thing, which took time. You had to hire workers, which included masons (the pre-Illuminati kind), woodworkers, miners, and other types of, presumably, poorly nourished and plague-infested workers with appropriately glamorous titles such as diggers and labourers. Oh, and you had to hire an army. Now, before you get too excited about the military, let me inform you that back in medieval England, the "Army of One" career path was limited to archer or infantry with the exceedingly glamorous uniforms of red or blue respectively. In

hindsight, I suppose those uniforms were better than what Pestilence Bob, the professional muck shoveler, got to wear, which included various colours of pants. Shirts were apparently too expensive, since no one wore them.

On top of all this fabulousness, the game was in realtime. As you sat there and watched, your castle slowly increased in size as you allocated workers to one section or another. Every once in a while, some gang of presumably enraged sprites would interrupt your merry muck shoveling and attempt a hostile takeover. Not enough cow dung to go around, I suppose. You would then place your pathetically small army on and around the castle and attempt to bring "Righteous Justice to the Heathen Masses." The curious result of these regular assaults was that it was in your best interests to build a small sized, self-contained keep first, followed by increasingly larger and more complex rings of walls. Coincidentally, this happened to be exactly how all castles were built back then. Apparently Edward I had problems with angry sprites too and had adopted a similar building style after a couple of reloads.

Of course, it gets cold in Wales, or more accurately... *really* cold. Apparently no one liked to work in the winter, which I suppose made sense since none of them owned shirts. So Pestilence Bob got a holiday from December to March. For some reason this always involved them frolicking in front of a fire and tying a balloon to some poor schmuck's top lip. Of course, since they



couldn't go home for the holiday, you had to put them up somewhere and, horror of horrors, feed them. What? You forgot to buy enough grain for winter? Oh well, most of your labourers will just go home (or eat each other) and you'll have to hire more next year, slowing down construction.

When you finally felt that you were done building the place, you informed the local building inspector who would inspect your shiny new castle for flaws. He did this by gathering up a rather sizable group of his mates (he was a popular guy) and attempting to kill everyone and tear it all down. I guess building codes were different back then. If you passed inspection, you won! Well, kind of. You see, Wales is a pretty big place in the game, even if it's only a bit smaller than New Jersey in real life. It turns out you need 5 or 8 or 13 or some other number of castles to properly 'subdue' the locals. Each had to be increasingly larger than the last and the local building inspector seemed more popular everywhere you went.



On top of all that, you were "The Decider." That meant that people expected you, the King, to actually make decisions about things! Sometimes there were foreign emissaries with trade agreements, sometimes a local knight had problems with his estate or his love life, but regardless, it involved you sitting around looking bored out of your skull and wondering whether you would have an option to chop a head off when the text was done scrolling. Your decisions impacted the game by increasing or decreasing your treasury, damaging your castle, boosting your army, etc. Oh, you

could also play in a "Fantasy" world where you could choose spend your time looking bored and being confronted with problems about ogres and talking rabbits.

In all, I thought it was a good load of fun and played it for years. At one point, my family took a vacation to Wales, which involved lots of climbing on ruins and eating in pubs. On one particular day I found myself reading an informative sign next to a big pile of rocks. The sign was about how the rock pile used to be one of a large number of castles that Edward I had built in the late 13th and early 14th centuries to control the newly conquered Welsh. My eyes widened when I saw that the name of the castle was the same as one of the castle sites in my favourite game. 15 years later, I now own hundreds of history books, prattle on endlessly about historical events, have a desire to write non-fiction, and want to become a history professor. I guess my Mom was smarter than I thought!

TinCow

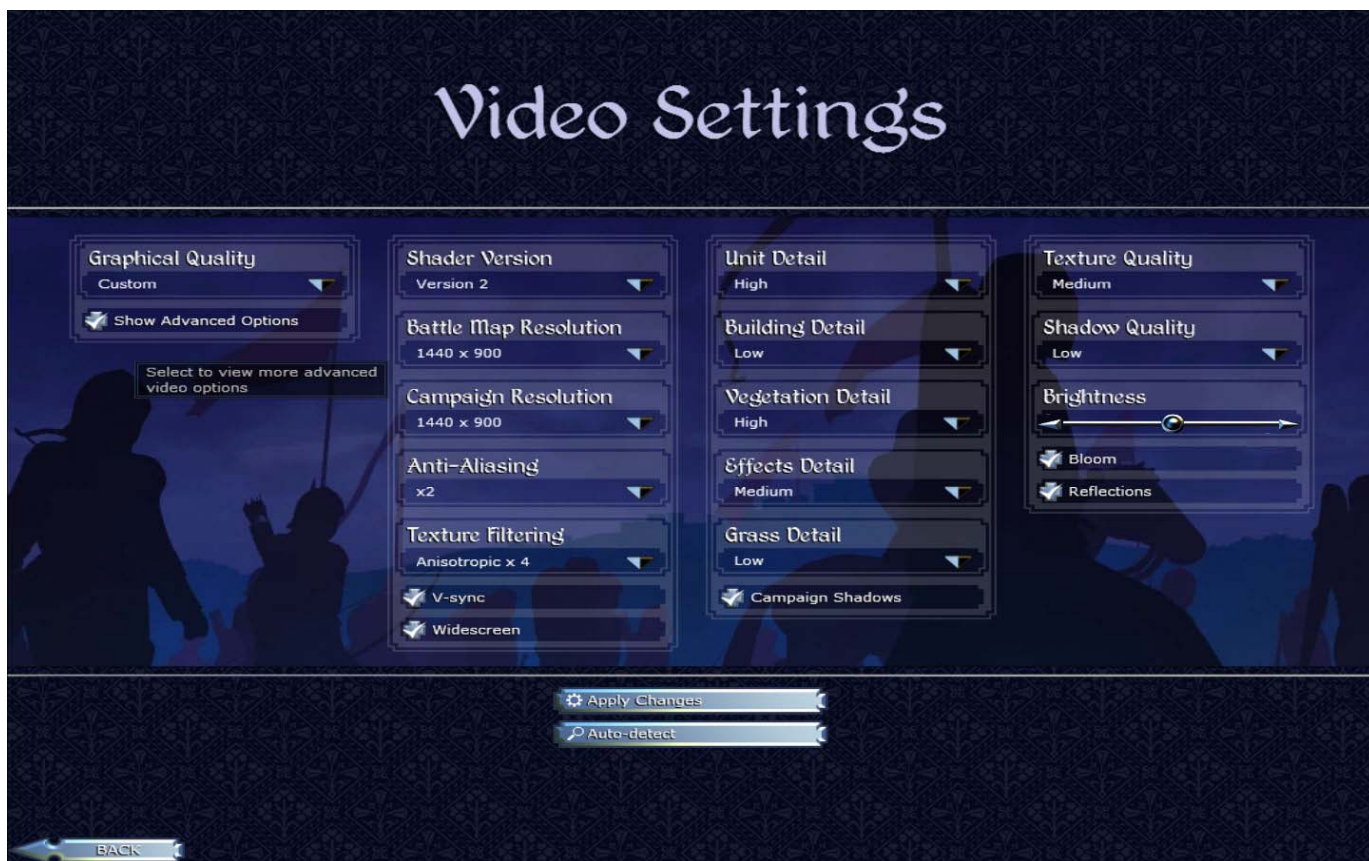
Medieval 2: Total War – How to get the most from your graphics card

Nothing ruins a good battle in a total war game more than when you zoom out to move your troops and you get a massive drop in your fps. Such is life in the world of total war with all the fancy shading effects and high texture options turned on. Sometimes, though, you just don't have a choice; after all, that MX 440 just isn't as good as it used to be. The following guide will go over just how to get the most out of your graphics card without sacrificing performance.

I will be using a NVIDIA GeForce 6800 at stock speeds. Why this card? Well, it's all I have on hand right now and it represents a mid-low range card and it isn't one of the new generation cards either.

First things first, start up Medieval 2, open the options page and open the video settings. Now the basics are right in front of you, but this just isn't good enough, after all, we are looking for the best looking graphics with acceptable performance. Hit the "advanced options" check box and a whole slew of options will appear before your eyes. Now, at first it may seem overwhelming and you may not even know what some of the options do but I will explain what each one does and what to set them to, not only for a mid-low range card, such as the 6800, but also for low end cards and high end cards.

*Note, this guide will not go into the highly technical and complicated details of each option but rather describe each one in an easy to understand way and what I think is the best way to set each option to based on the graphics card alone.



The "Show Advanced Video Options" setting allows you to tweak many of the graphics options to your liking.



Here you can see that shader model version 1 has no shadows at all. This doesn't look as nice, but definitely doubles my frame rate, which is a plus.

The next two options are battle map resolution and campaign resolution. These two options are pretty self explanatory, as they adjust the size of your screen on the battle map and on the campaign map. I prefer to run both on the same resolution, but lower resolutions on the battle map will increase performance the smaller you go, ex: 800x600 would run much better than 1280x1024 on a medium-low end card. Resolution changes on the campaign map don't make much difference as the campaign map is not that graphically intensive as the battle map.

Next we have Anti-Aliasing. Anti-Aliasing(AA) is one of the more noticeable options you can tweak. You can go from having lots of "jaggies" to everything looking smooth as silk. Anti-aliasing basically takes rough "pixilated" edges and "smoothes" them out to look more realistic. Ideally no one needs anything above 4x AA, especially at high resolutions (above 1280x1024) unless you have a really beefy graphics card, such as an 8800GTX. But to increase performance and have fewer "jaggies" I recommend running at least 2x, especially if you are running resolutions below 1280x1024. If you have a really low end card, you probably should turn anti-aliasing off to get the max

The first option you will see is "Shader Version". There are currently three different shader versions. Each version builds upon the other by adding new and improved lighting and shading effects. It is always better to use the latest and greatest shader version if you seek the best looking graphics, but many times this puts quite a strain on the graphics card and you sometime have to sacrifice looks for gameplay. Any "modern" card will be able to run with Shader Model Version 2, but if your card is under the minimum system requirements, version 1 is highly recommended. I could go into the really technical details of the different shader models, but in-game screenshots get the point across much easier. The screenshots show the differences between version 1 (left) and version 2 (below).



Here you can see that shader model version 2 adds shadows and shading to the units and trees. There is a large performance hit when using shader model 2, but the shadows add so much more realism to the game.

performance out of your card. Again, I can go into lots more detail about anti-aliasing, but screenshots will do much more justice.



With no AA, there are lots of “jaggies” on the walls, buildings to the right and on the units defending the walls.



With 4x AA, you can see that there are minimal “jaggies” on the walls, buildings to the right and on the units defending the wall.

Next we have another very noticeable item: antistrophic filtering (AF). This is another big graphics tweak that makes a huge difference when it comes to textures, such as the brick on a wall. Basically textures are enhanced to look sharp and clear when AF is turned on. The difference between, per say, 2x and 16x is how far in the distance the texture is enhanced. Obviously, 16x is ideal, but this will provide a large performance hit than 4x would. I recommend using 4x with a mid-low range card and if you have a really low end card to use either 2x or none at all. Again, screenshots to show the difference much better than mere words.



Without AF on, you can see that the cobblestone paved wall blur out quickly the closer it gets to the tower. You can't see much detail past the first few men on the wall.



With 16x AF, you can see all the way to the tower, with detail and sharpness the whole way. This is optimum, as it gives the best graphics but it comes at a large performance hit. The other AF settings provide varying levels of effect.

The next two options are V-sync and widescreen. All v-sync does is limit your frames per second (fps – how many times per second the picture is redrawn by the graphics card on the screen) to the same as your monitor's refresh rate. Ex: 60hz refresh rate would limit your fps to 60fps. Now you may ask, what if I can't achieve 60fps in m2tw with my 6800? Well, v-sync will go down to the next refresh rate that coincides with your monitor, such as 30fps or 15fps. The point of v-sync is to eliminate tearing when scrolling across the screen. It is very hard to get a screenshot of this, but basically it's like chunks of the screen get left behind for a split second and you can see part of the new frame between the tear. It's quite annoying personally, so I always have v-sync on, but v-sync may shave off a few much needed fps if you are using a low end card. 3-5 fps makes a big difference with you are only running at 10fps to begin with. It's mostly personal preference on v-sync.

As for widescreen, basically, if you have a widescreen monitor you have to have the widescreen box checked otherwise your units and such will look squished or stretched, which is highly undesirable. If you don't have a widescreen monitor, leave this option unchecked. This option does not affect performance in any way.

Next we have unit, building, vegetation, effects and grass detail. Most of these options are personal preference as to how nice you want one to look and how not so nice the others will look. It's really a balancing act because if you turn unit detail to highest that takes lots of performance and so you might have to turn the grass detail down. Unit detail only affects what your units look like in the game. The higher the setting the better your units will look. I set my unit detail to high. Building detail affects how nice your buildings look. Personally I set building detail to low on my 6800 because I am focusing more on the units than I am on the buildings and buildings seem to really take away from performance. Vegetation detail is trees and bushes you see on the battle map. I set mine to high because there seems to be little effect on performance with it either on high or on low, and the trees look much better on high than they do on low. Effects details are dust, dirt, arrows, fire, and smoke in the game. The higher the setting the more dust and smoke you will see in the air and the better it will look. Grass detail is how much grass you can see on the battle map. The higher the setting the more grass you will see but also how far into the distance you can see the grass. Grass seems to affect performance in a moderate way. I have my grass on low, but if you have a low end card you may want to set it to off.

Campaign shadows is the next option. Unless you have a really low end card, leave this option turned on otherwise you won't have shadows on the campaign map.

Next we have Texture quality and shadow quality. Texture quality is how high of resolution the textures in the game are. The higher the quality the better everything in the game will look. I use medium texture quality for my 6800. Shadow quality is how nice the shadows in the game look. Shadows have a huge impact on performance. The higher the shadow quality the worse your performance will be. I use low quality shadows. If you have a low end card it would be best to turn shadows off. One note: If you are using shader model 1 then these two options will be grayed out and you cannot adjust them.

The next option is brightness. The slider bar adjusts the brightness in-game only. If you are having trouble seeing things or everything seems a bit dark and dingy, slide the bar to the right. For most people default should be fine.

Lastly we have bloom and reflections. Bloom is a controversial issue as to how much it really adds to the game.

Some people can tell the difference and others can't. It's mostly a personal preference. I have bloom turned on because I think it adds to the game's realism. Basically bloom adds some advanced lighting effects to the game. Such as early morning or late afternoon the sun will give a bright glare off of your units instead of the units just absorbing the light that is shined onto them if bloom was off. Bloom tends to put a small dent in performance but depending on how many units are on the field and what time of day it is will also have a large effect. If you have a low end card, leave bloom off. Below you can see the difference between bloom on and bloom off.

Reflections are glints off the armor and swords and off water. This seems to have no affect on performance from what I can tell, so you might as well leave it on, unless you have a very low end card, then you may notice a difference in fps with reflections off.

Congratulations! You have officially "tweaked" your graphics for Medieval 2: Total War to give the best looking graphics while still having an acceptable level of performance. Good luck with the pillaging!



With Bloom on (*left*), you can see the bright glow of the morning sun reflecting off of the knights and the surrounding landscape.



Here you can see that the knights don't have a bright glow on them and the landscape isn't as bright. This is bloom off.



Gameroom

You find out you have been promoted to the lusty heights of full membership, and decide to venture into this place called "The Gameroom".

A place where, until now, you could not post before. The way is open now, you discover, and you decide venture inside.

This is the situation many an Org member has faced before. Some new, and some old members, stumbling upon this room of games, wonder what could lay inside. As you enter, you are bombarded by the sheer number of posts that you see. All these names are unfamiliar to you, things like "The Revenge of Csar-Sasaki." and "The Technological Mafia-Sign Up Phase-Not Starting Yet"

What are these things?
How do you play?

Simply by reading what is below, and by reading my future issues, you can get an inside view of a Gameroom player's mind, and can find out some rules, roles and basic strategies.

pevergreen

Original Mafia Rules (GeneralHankerchiefs' Version)

There are two "phases" or "turns", Night and Day.

During the night, every role with an action will PM their choices to the host, and they will be performed.

During the day, the collective group of people playing will decide to eliminate someone from the game by voting them. The person with the most votes at the end of the time is eliminated or "lynched".

There are two sides: Mafia and Town.

Mafia

The Mafia's objective is to get rid of all the town, or have equal numbers, in which most cases, the host will decide to give the victory to the mafia. They do this by killing a certain number of people per night, as dictated by the host (usually 2). The mafia must remain undetected because if they all die, they lose.

If you were mafia you would:

1. *During the Night phase, choose someone to kill and write a death scene for them.*
2. *Vote people that are not mafia, in hope that they will be lynched, making it easier for you to win.*
3. *Try to remain undetected, to improve your chances of winning.*

Town

The Town's objective is to get rid of all the mafia members. The people in the town do nothing at night, they go to sleep. Anyone that is not Mafia or the Detective (discussed later) is referred to as a "townie".

If you were a townsperson you would:

1. *Lynch the people you think are most likely to be mafia*
2. *Discuss who you think is mafia and why*

Detective

The Detective is an optional role, found in most Mafia games now.

The Detective is, for victory purposes, a townsperson. They have the unique ability to investigate one person per Night phase, to determine if they are a Mafia member or not. The Detective can be killed, as can anyone else can be, so he has to be smart about when, and how, he accuses people. The detective can only reveal to the entire group at once, and he can't reveal after he is dead, so the timing is critical.

If you were the detective you would:

1. *Investigate people you think are mafia*
2. *Be smart about how you accuse people, if you know they are mafia.*
3. *Try to stay undiscovered, if the mafia finds out who the detective is, they will kill them as soon as possible.*

The Mead Hall

You are an avid reader. Why else would you read the Org Gahzette? But you find yourself in despair. It's raining outside, the next Gahzette comes out in a month, and you've finished most of your books.

What do you do? You run to the Mead Hall.

The doors close behind you as you shrug your coat off. You step forward timidly, awed at the size of the room you've entered. You can see a few doors opening to you, one of them marked "The Punctuation of Dialogue". You understand that it's for those people who actually want to write and post their stories. You leave and try another door, labeled "Your Total War Screenshots". You spend some time there, admiring some of the works of the other Guild Members, lamenting the fact that the last entry was in February 2007.

You return to the entrance, and spot a door with a sign which has been overwritten several times. It now reads "Heresy". Having heard of a story contest on that subject, you now know that's where the fictions will be posted, for the enjoyment of all, and the success of one.

You turn around once more, and decide to enter a place named the "Library". In it, you find a record of all the stories, poems, story contests, AARs and even more. Most importantly, you read a much better written description of the Mead Hall than what you're actually reading now.

Amongst many rows, you see books named "The Machiavellian Adventures of Princess Eleanor, by Frogbeastegg" and "The Fall of Constantinople, by Edyzmedieval".

You pick a dusty volume from one of the shelves, settle yourself in a comfortable and inviting chair, and read.

And you are at peace.

At least, you are until you see that it's now 3h30.

Warmaster Horus

Gamerroom: Recent Events

Mafia IV

Mafia: Dutch_guy and AndresTheCunning

Detective: Orb

Host: GeneralHankerchief

Result: Town Victory

Day breaks in the Frontroom. All is quiet. The air itself was filled with anticipation.

Nobody got a wink of sleep the previous night. Some had tried, but kept tossing and turning. Others, more resourceful, had realized that no sleep would come and kept themselves busy by booby-trapping their houses. If they were to die, then they would go out fighting.

The night came and went without any stirrings. But that was not to be unexpected. The mafia, after all, had not hit a target during the hours where the sun was not up yet. This trend continued in the wee hours of the morning. Nobody moved. Breakfast was second to survival. Everyone was tense.

*Finally the stirrings were broken at about a quarter past eight, when Chief of Police **Beirut** exited his heavily-fortified office and got in his car. No matter how risky it was (the mafia could be waiting to snipe him, after all), he realized that as Chief of Police he would eventually have to take some kind of initiative.*

He turned his key in the ignition. The car started up and it didn't explode.

"Well, that's a good sign," he said to himself. Minor victories were still victories, after all.

Read the rest of the ending [here](#), GeneralHankerchief's commentary [here](#), and the mafia writeups [here](#) and [here](#).



The Comfy Chair

Welcome to The Comfy Chair! This is where you'll find all the latest news regarding the Throne Room, the best forum you've never read!

So What's This All About Then?

Since many of you have probably never even clicked on the Throne Room, I'll start this first edition with an introduction to the forum. The Throne Room is home to the Org's PBMs. No, that's not a Peanut Butter and Mustard sandwich, it's short for "Play by e-mail," and refers to the one and only *successful* method of multiplayer Total War campaigns. Well, technically the term is "PBeM" but we've grown lazy over the years and the "e" has fallen into disuse. I'm sure you're all broken up about that.

So, how does this PBM thing work, then? Let's start with the most basic PBM format: the Succession Game. In a Succession PBM, one person plays the single-player campaign game until the first Faction Leader dies. When that happens, he passes the game onto another person, who plays until the second Faction Leader dies. Rinse and repeat until the game is done. That's all there is to it.

Generally when you are done with your turn, it is considered good form to post a summary of the events that occurred during your "reign." Some people keep them short and sweet, simply listing wars that happened, major battles that were fought, and other generally important events. Others put down every last detail, from construction queues to casualties healed after a battle. Many choose to tell the tale of their reign as a story. These can range from a mock history book, a King's diary, or even an elaborate drama complete with heroes and villains.

There are many variations to the PBM games and you will rarely find two that are identical. Some use unmodded games while others use several mods. Some use strict rules of conduct or victory conditions while others allow players to do anything they can possibly imagine. Read the rules for each game and see if it is to your liking. If you don't find one that you like, start one that fits your taste and then recruit people to join in!

Latest Events in Currently Active PBMs:

[King of the Romans \(KOTR\)](#) (M2TW)

Kaiser Heinrich led the Empire as its first Chancellor and regained much of the territory that had been lost following the Investiture Controversy. The seeds of an anti-Papal movement were sewn during his term in office, which saw extensive expansion into rebel provinces. Towards the end of his term, Milan attacked the Empire but was handily defeated at the Battle of Bern. Sigismund der Stolze, the Hero of Bern, was elected as Chancellor after the Kaiser. He oversaw a very successful military campaign against the Milanese, resulting in the capture of their main provinces. During his term, Venice betrayed their alliance with the Empire, launched several attacks on the House of Austria, and took the Bavarian city of Bologna. Poland also broke their alliance and attacked, but valiant fighting from the members of the House of Franconia held the borders. With Austria and Franconia constantly under siege by these new enemies, a movement for greater Ducal House powers began to arise in the Diet.



Steward Maximillian Mandorf, seeing potential in this movement, did a most devious and dishonorable thing, by declaring himself a candidate for Chancellor before the elections had even begun! He was thus able to capitalize on the pro-Ducal sentiment that was raging through the Imperial Diet before any other candidates could do so. Kaiser Heinrich ran for office a second time in an attempt to prevent the Ducal Houses from gaining more power over him, but he was defeated in the election. However, those who believed that he would simply fade away were in for a rude surprise; he had devious plans in the works. Yet, before they could come to fruition, a startling tragedy struck the Empire. The former Chancellor, Sigismund der Stolze, was assassinated by the French as part of a surprise invasion of Swabia! The Diet was devastated by this loss, as Sigismund had become the paragon of justice and chivalry in the Empire. Indeed, many believed he was destined to become the future Duke of Swabia when Prinz Henry ascended to the throne.

As Pope Gregory's actions towards the Empire became increasingly hostile, the Kaiser decided on a bold move to eliminate him once and for all. In a brilliant political move, the Kaiser married his youngest daughter to Count Otto von Kassel, thereby making the young Count the new Duke of Bavaria. In return for this promotion into the royal family, Otto von Kassel exercised his legal rights over the Bavarian Household Army and unilaterally declared war on the Pope! He then requested Imperial assistance in the war and the Kaiser obliged with a lightning-fast strike on Rome itself. The city fell quickly, but the Pope was in the field and his powerful army captured Genoa in retaliation. As the entire Diet fell into an uproar over this unauthorized war, Kaiser Heinrich and Duke Otto von Kassel trapped Pope Gregory in Genoa and destroyed him in an epic battle.

The Empire now finds itself excommunicated and many in the Diet are at odds with one another. Some seek to purge the stain of excommunication by embarking on a Crusade to the Holy Lands, others want to donate Imperial lands to the new Pope, and some even wish to further assert the Empire's power in Europe. The Kaiser sits over them all, holding Rome in his iron grasp and enjoying the fruits of his victory. What the future holds, no one knows, but it is sure to be bloody!

[The Republic of Genoa \(TRoG\)](#) (MTW)

Alliances were quickly made with Poland, Hungary, the Papal States, and Sicily. Prince Gregorio came of age and has already become known for his prowess with a sword and his stubborn pride. The income of the provinces of Genoa is rather low, but great efforts are being made to improve trade, farming, and mining in an effort to increase the size of the Treasury. For now the Republic remains at peace, but war has already erupted amongst her neighbors and it is only a matter of time before the armies of Genoa are forced to take the field.

(Note: This is the first MTW-based PBM to be run in several years. The game has had a somewhat slow start, but the players are dedicated and it looks like it will start picking up the pace sometime soon. If you're interested in a MTW PBM, join in now! These things aren't too common anymore and it would be a shame to let one slip by if you're still a MTW fan.)

TinCow