

Updates for: June 28, 2010 (Monday)

The following updates have been implemented into Guardians of Utaemia:

Abilities (Adventurer):

None.

Abilities (Seeker):

None.

Artwork:

The "Artwork" section has been added for easy viewing of many illustrations in Guardians of Utaemia. More will be added as I get them organized. I have also created acknowledgments for those who have donated their illustrations to me over the years. These acknowledgements give credit where credit is due.

Author's Note:

I'm not done adding all the illustrations donated by the gracious artists who have taken so much of their valuable time and effort in creating them for me to use. If you feel you have been left out, you have not. I'm not finished. The fan in the power supply in my computer has been cutting out lately, so I fear I may not be able to get the remaining art pieces added to the new "Artwork" section before my computer has another disaster. Hopefully, this will not last too long. Since 1992, many computers have crashed on me. My wife says this happens to me more than anyone she's every known. I think the evil fates are casting spells to thwart my main goal in doing this project, for this happens all too often. I use a UPS for electrical current stability, but it seems the trials continue. I'm used to it, though I don't like this one bit. I'll do my best to get these updates finished. I thank all the artists who have aided me so unselfishly on this project over the last 23 years. I will not forget what you have done for me, and that is a promise. Be safe. Sincerely, Mike Giles (Author).

Illustrations **added** to the game:

Fungi: Mushroom, Crimson" Added into the Plants Book.

Worm attack: Added an Artwork folder and bookmark, accessible in the opening page. This has increased the size of the download.

Illustrations **edited** in the game:

An Artwork folder has been added to the game. Many illustrations are now placed within this folder. This has drastically increased the size of the download, but was necessary for clearly printing out some of the more needed illustrations during game-play (i.e., continents). Author's comment: I have little time to do more quality illustrations. I need about 15,000 pics for Guardians of Utaemia alone (just to balance this mass of text with illustrations). This game takes MUCH time to edit and add to, so please be patient with me – I'll get better as time moves on. For now, I have to sketch quickly in order to give you a peek of the vision I have of my world, as well as give you more content to use.

Author's comments:

I'm late on an update for the games, due to the internet being down. My father-in-law called support and was told a technician would come out on Wednesday (that's 6 days after calling them (which gives proof of why they have an F-rating on the BBB). Should've known better than to switch from Comcast, but I'm not paying for the network, so, for now, I'm stuck with what I have.

I tried to upload the game two weeks ago at about 5pm. My upload transfer rate fell to a 9 KB/s (the upload would have taken the rest of my life). To complicate matters, the transfer rate is capped at 2 gigs per day. After the 2 gig limit, the transfer rate drops to about 50 KB/s, assuming the bandwidth isn't already choked down by others online. Sigh, I'll be getting Comcast back ASAP. But, sadly, there is no ETA on this. So now, to my embarrassment, I am not reliable for updates. I'll get them to you all when I can.

I felt I needed to post this to give you all a heads up on low quality network "services".

Now that Evolution is completed (as it appears in the hard copy text version), it's back to Guardians of Utaemia and my other works. I will still update and edit Evolution as needed (but, for the most part, it is done).

Bookmarks:

Fixed a few dozen bookmarks (now they will navigate to the correct destinations).

Added many bookmarks to increase the ease of navigation.

Armory:

None.

Basic Rules:

For easier viewing, all the pages within this book have been formatted to fit the open window upon open. "Bring page to top" has been removed from each bookmark.

"Characters, Random Determination of": Page-breaks have been removed so you can see the entire document on one page. Thanks for the heads up Mark (VA).

"Secrets in the Wilderness:" #92 has been rewritten. Thank you Talis (UT).

"Traps": Re-book marked. Thanks for the heads up on this one Jacoth (Australia).

Creating the Character:

None.

Creatures:

For easier viewing, all the pages within this book have been formatted to fit the window opened. There were a few left I had missed. Thanks "Jorel" (Germany).

Creatures **added** to the game:

Organic: Venus Fly Trap, Giant
Undeads: Thuriium Death`Runner
Zombie Assassin
Zombie Knight

Creatures **edited** and/or clarified in the game:

Darkstrom: This creature has been revamped. Among other changes to this creature, "Summon Minion" is now in full effect (all summoned undead are now created). The current edits have improved the Darkstrom. There is also a Recorder's journal, depicting the uprising of this unholy creature.

Undead, Void Knight: Paged out. Minor corrections – no significant changes to mention.

Divine Favors:

None.

Page Layouts: The following page layouts have been edited:

All page layouts have been fitted to view, and all "Bring page to top" have been taken out. If I missed any, please let me know. Note: You all are a fun group of gamers! As always, your feedback has been, and is, very helpful. Please keep the critiques and feedbacks pouring in. I am relying on your emails to fix a lot of mistakes I don't see.

Selman247@gmail.com

Plants:

Fungi, Herbs, Plants and Roots **added** to the game:

Fungi: Mushroom, Crimson (Jungle)

Plant: Cat's Grace (Jungle)

Root, Scrag (Jungle)

Fungi, Herbs, Plants and Roots **edited** in the game:

The following random roll-charts have been updated in the Plants Book:

Fungi, Random determination of:

Herbs, Random determination of:

Plants, Random determination of:

Roots, Random determination of:

Thanks for the note Marish (TX). Because of you, this section of the game is now up to date.

Printables:

Note: None.

The following has been added into the Printables section for:

STRUCTURES:

Arenas, Caves, Civilizations, Crypts, Dungeons, Labyrinths and "Tombs" have been cropped to show a better visual of each structure.

Treasure Items:

Added as an overall housing for the various treasure item categories.

Printable documents **added** to the list:

Enchanted Items:

Crystal, Green.

Venus Fly Trap, Giant (this organic creature is used in conjunction with the Green Crystal)

Regions Book:

For easier viewing, all regions within this book have been formatted to fit the open window. The sky regions have been like formatted as well.

In order to maximize game-play-time, I have placed the following daily roll-checks into the encounter rolls:

"Organic plant life" (herbs, plants, etc.)

"Region Check"

"Secrets in The Wilderness"

Regions **added** to the game:

None.

Regions **edited** and/or clarified in the game:

Jungle. Separated into sections, and now playable. Updating is simple in this format. The Jungle Region took me a about two weeks to perfect, but each region from here on out will take about a week to convert over. This will make content and updates quick and simple.

Site Update:

I've re-uploaded the site without the counter for now. It stopped working on me anyways. I'll be putting another one up in the near future (when I upload the site I have personally created). I'm not done with it yet.

Special Update:

Origin's Throe, "The Coming of Winter":

I've recently had the password cracked, so I could add Origin's Throe, "The Coming of Winter" as a free download (yes, I forgot the password -- not too smart of me). But that is in the past now.

This game is fully functional, though it was my first officially completed game housed in Adobe Acrobat (back in 1999). I've been putting in links and bookmarks to make navigation easier.

There are aspects of Origin's Throe, "The Coming of Winter" that I will take and move over to Guardians of Utaemia, for Origin's Throe, "The Coming of Winter" was the game from which Guardians of Utaemia evolved from (you will see many similarities, though this game is not 10% as in-depth as Guardians of Utaemia).

When I first began using Adobe Acrobat, I didn't realize I needed to add fonts so they could be viewed correctly. I'll correct these mistakes in time, though this is not a major priority. I can't spread myself out to thin by working on six projects at once, or it will be years before everything is updated to what is needed. No feedback will be necessary for this game.

Notice how the armors work in this game. I'll be brining this back into Guardians of Utaemia in the near future, as this type of armor-play has never been done in other gaming systems to this advanced stage. When I took it out, my local players had fits, and have been chronically on my back since then to restore it. To tell you the truth, I miss it too. I've been working on the armor so this can be done, but it must be done in a way that will not consume so much time during game-play.

Trade-Skills Book:

None.

Treasure Book:

I've done away with the version in which a treasure item (common, UnCommon, or rare) is rolled for to see if it might be a more rare item. This has been discontinued as it was confusing for players (I received a LOT of feedback on this issue) and consumed too much time in rolling up treasure items during game-play.

Thank you Jennifer (AZ) for your blunt, downright irritated email. Truthfully, you (along with many others) were right, and so it has been revamped.

To make things more interesting, I took the time to also add some other items into the roll-charts. I will add more as time moves on, but that is not a priority at this point.

The following are the treasure item categories, and the additions and updates in the Treasure Book:

Enchanted items:

For easier viewing, all enchanted items have been formatted to fit the open window when viewed.

Enchanted Items **added** to the game:

Candle, Timeshift

Coin, Lucky

Crystal, Green: This has also been added to "Printables".

Orion's Forge

Enchanted Items **edited** and/or clarified in the game:

Omen Writings: There has been a slight change in the way this item works. Now any sentient creature with an intelligence of 12+ can be effected by Omen Writings when looked at. Omen Writings will yet undergo a major editing in the future (when time allows).

Weapons, Enchanted:

Note: None.

Enchanted Weapons **added** to the game:

Wrist-Blade, Venom

Enchanted Weapons **edited** and/or clarified in the game:

None.

Other Valuable Items (O.V.I.):

The Other Valuable Items Header and the Other Valuable Items roll chart has been combined to view both the header and the roll-chart when opened.

Potions:

For easier viewing, all potions have been formatted to fit the open window they each pop up in. "Bring page to top" has been removed.

Potions **added** to the game:

None.

Potions **edited** and/or clarified in the game:

None.

Weapons Book:

None.

Writings:

Novels: Sekali, book 1, has undergone some minor word corrections in chapters 29, 30, 31, 32 and 33. This did not alter the story, but corrected improper sentences structuring and words that the spell checker could not identify as the wrong word to use (i.e., misspelled words that are real words).