

BULL MARKET REPORT!!! Insider Buying Alert!!!

Trade Date: Wednesday, July 18, 2007
Company: Latitude Industries Inc.
Symbol: LTDI
Current Price: \$0.115
5-Day Target price: \$0.5
Recommendation: Strong Buy/Hold

LTDI Breaking News:

Latitude Industries Inc. a manufacturer of high-performance, center console powerboats, announces today that it has implemented a new and exciting way to stay in touch with its customers, prospects and shareholders.

About Latitude Industries

Latitude Industries is a manufacturer of high-quality, offshore sport fishing boats. The company's boats fuse innovative design with advanced light-weight composite materials that resist rot and decay and retain buoyancy under all conditions.

DO YOU LOVE TRADING PENNY STOCKS?
WATCH LTDI WEDNESDAY!
THE ALERT IS ON!!!

If you're bitten and die, you'll turn into one that much faster.
Processing data quickly.
We publish them online, we promote them, and we even have a forum for developers to chat back and forth.
The monsters forced the citizens to answer very difficult questions.
And that's without even stepping out of the fantasy genre!
This silliness falls into the same category of using adjectives instead of numbers; unless you can make it work, don't do it!
I had suspected that a good combat would rely on the players realizing that their only limits would be what they could describe, and Gabe and woody picked up on this almost immediately.
A timer such as a stopwatch or hourglass is also needed to play.
We had decided that there had been some nasty rumors going around since Yoko's display of psychic powers the other day.
Agendas: When you start a game of PE each player selects one or two Agendas.
All rules in RPGs can be divided into two categories; character description and action resolution.

Character creating in PE was designed to be fairly fast and simple.

As always thank you for your support and encouragement!

A general value, such as "elf".

But I think I let my friends who were unfamiliar with the game down because I didn't explain why completing your Agendas is worthwhile.

Yumi chose Yoko as her best friend and Chio as her rival.

We also completely forgot that a known Psychic could not be the most popular girl, and as a result Yoko remained most popular for much of both sessions.

You can design your own guns, cars are free form, and a number of optional rules are provided.

Even if you don't have any suggestions I am always interested to hear about others experience with my games.

A general value, such as "elf".

This session had everything that makes Panty Explosion really exciting.

This is great, but we've come to realize that we're really missing out on one of the coolest aspects of role playing - development.

Later that evening our Students snuck into the school to investigate the locker and see if it was connected to the missing girls from the swim team.

Character creating in PE was designed to be fairly fast and simple.

A simple system of a percentile roll against the combination of a stat and skill is used.

There is no setting per say, but there are a few suggestions in the added work.

Factor Weighing: You need to figure out how the data acquired will interact.

The Game The game started just before the school festival.

A Combination of Both: If the GM can vary the randomness on a case-by-case basis, then they can fit not only their preference, but realism also.

We called Chio's asshole boyfriend Rafu, who grudgingly agreed to come and pick us up at the school and take us to the hospital.

Right before Gencon I got together with my younger brother Nick and some friends to play Panty Explosion.

If you're bitten, you'll turn into one.

Instead of spending her one Fire die to try to argue with him Chio spent some Earth dice to ignore him and walk away.

I've never taken a game in that direction myself so I was eager to see how it would go.

Woody would tell us about the people that were in the scene, Gabe would describe what was happening and I'd finish up by designating the mood.

It was only a matter of time before the government showed up to haul us away, so we had to act fast and find out what was really going on.

Choose the player to start describing things.

Fortunately he warmed up to the idea that PE is an adventure game, with Demons and psychics and all that.

Okay, that huge tangent complete, back to action resolution.

You will also find a veritable cornucopia of optional rules, resources and modules to slot in as you require them.

However, a man with evil in his heart could use its power to bring down a curtain of darkness on the world.

Quarters and pennies may be used as tokens in the RPG, or a pen and paper can be used to keep track of the various game components.

Both Chio and Yoko found clues that led them to believe that our homeroom teacher was somehow connected with the Demon and the disappearance of the swim team.

I purposed the "Adapt A Computer Game Into A Tabletop RPG" challenge as an attempt to bridge this divide.

She's also a psychic, but doesn't know it.

Here's who we came up with.

In the next game we play they'll use that information to take their revenge on Ms.

I think only one of us called on a Trait the entire game.

Excerpt from "Myriad" What IS Myriad?

Right before Gencon I got together with my younger brother Nick and some friends

to play Panty Explosion.

I was happy to take on the role of a Student, as were Woody and Gabe, who had never played before.

You can probably gain more by stepping out of the box and finding what is already there.

Gabe went into detail about Chio's embarrassment at being struck in front of the entire school, and how many of her friends turned away or stood by and did nothing.

Twice Gabe had the opportunity as my Students rival to describe how Yumi was brutally killed, but both times he chose instead to have her seriously wounded or thoroughly humiliated.

A timer such as a stopwatch or hourglass is also needed to play.

Instead of spending her one Fire die to try to argue with him Chio spent some Earth dice to ignore him and walk away.

Now, a graphic: It turns out that this graphic is not only as cute as a button, but describes the layout for the rules scheme of almost any RPG.

I know part of the confusion came from odd dice rolls.

Yoko Nakamura Yoko is tougher and stronger than her friends, but is often teased because of her weight.

Now some discussion of distribution of these descriptors.

Building scenes: This was something that I wanted to focus on in these sessions, and I'm really glad I did.

Now some discussion of distribution of these descriptors.

This kind of situation can be difficult, and I didn't want to push it and make anyone uncomfortable.

Nick had helped play test the game and was eager to take the role of Superintendent and set up a game.

We had decided that there had been some nasty rumors going around since Yoko's display of psychic powers the other day.

These may be okay in genre-specific RPGs if carefully thought out, but never, ever in universal RPGs.

We also discovered that combat in Panty Explosion could be really nasty and fulfilling, and I think we've forever banished the idea that PE is "just a relationship game".

You will also find a veritable cornucopia of optional rules, resources and modules to slot in as you require them.

Which is okay I guess.

If a scene needed another character we invented one on the spot.

You get data from character description and then you do things with it with action resolution.

Customizable Randomness: The GM can determine how random they want their game.

Twice Gabe had the opportunity as my Students rival to describe how Yumi was brutally killed, but both times he chose instead to have her seriously wounded or thoroughly humiliated.

As plans for the evacuation began, unmanned probes were sent into deep space to find a habitable planet.

Please, give me some feedback!

In this game we were a little sluggish at this first.

I purposed the "Adapt A Computer Game Into A Tabletop RPG" challenge as an attempt to bridge this divide.

We also took advantage of scene creation to introduce new conflicts into existing situations.

These may be okay in genre-specific RPGs if carefully thought out, but never, ever in universal RPGs.

She comes from a rich family and is allowed to indulge in her interests in clothing, games and doujinshi.

In this game we were a little sluggish at this first.

And there's definitely a.

PE can be played a number of different ways, and certainly you want everyone in your group to be comfortable with the game.

Someone let me know if you figure this one out.

We had to discover what had actually happened to the swim team and clear Yoko's name.

That would be awesome.

We very quickly took advantage of our roles as Best Friends and Rivals to either inflict horrible wounds on other players or have them perform incredible acts of bravery and desperation.

I had suspected that a good combat would rely on the players realizing that their only limits would be what they could describe, and Gabe and Woody picked up on this almost immediately.

What data does it use?

We decided to save that for our next session.

This led to a lot of confusion and a lot of bewildered looks when someone was asked to describe their best friend or rivals action.

A Combination of Both: If the GM can vary the randomness on a case-by-case basis, then they can fit not only their preference, but realism also.

If a scene needed another character we invented one on the spot.

PE can be played a number of different ways, and certainly you want everyone in your group to be comfortable with the game.

Nick told us that he would be focusing on combat for this game, but I think we were all a little surprised when the entire second session became essentially two long fight scenes.

Best of all, you can use Myriad in your own projects free of charge!

Data Processing: Action resolution is all about processing data.

Her highest Godai element is Fire, while her lowest is Void.

Attributes are descriptors which describe the character's raw abilities, while skills are their training and experience.

As always thank you for your support and encouragement!

Scene creation very quickly became a series of attempts to out do each other, and as a result the scenes became more interesting, unconventional and bizarre.

A quick list of ways in which a descriptor can be described: Quantitative- a number.

Gabe was concerned that our characters would just sit around and talk to each other and nothing interesting would happen.

Instead of spending her one Fire die to try to argue with him Chio spent some Earth dice to ignore him and walk away.

Completing your Agendas gives you the option of selecting a new Trait at the end of the session, while leaving your Agenda uncompleted empowers the Demon that you have to face.

This is impractical on several levels, but just an attempt to prove that you can come up with mechanics to accomplish this stuff.

The next session started up a few days later with a commotion in the hallway that drew both students and teachers out to investigate.

Or express sexual interests.

She's also a psychic, but doesn't know it.

In the meantime I hope that you enjoy "Phantasy Star: Ragol's Curse.

Advantages, Disadvantages, and Quirks- qualitative descriptors representing almost anything.

We're growing more comfortable with our Students and we have a lot of neat scenes to explore and Agendas to follow up on.

I've never taken a game in that direction myself so I was eager to see how it would go.

Quarters and pennies may be used as tokens in the RPG, or a pen and paper can be used to keep track of the various game components.

Nick had helped play test the game and was eager to take the role of Superintendent and set up a game.

Gabe and Woody breezed through creating their Students very quickly, but it took me quite awhile to decide what I wanted to do.

A timer such as a stopwatch or hourglass is also needed to play.

Instead of measuring values on one scale, we divide them up into seconds, minute

s, hours, days, weeks, etc.

RPG Laboratory is based on the open source philosophy quickly becoming popular in the software industry that promotes idea sharing and community improvement.

Your characters don't know any of this at the start of the game.

Chio chose Yumi as her best friend and Yoko as her rival.

However, there is something very good in here.

You will also find a veritable cornucopia of optional rules, resources and modules to slot in as you require them.

Myriad is a rules-light modular role-playing system that can be adapted to any genre and setting.

This month's issue, not unfittingly, is a detailed anatomy of RPG mechanics themselves.

Never in here will specific RPGs be discussed at length; this is a column about RPG mechanics as a whole.

RULE OF THUMB: If a game system needs a separate system for magic, you should probably ditch it.

Woody didn't have much trouble playing out Chio's relationship with her boyfriend, which was mostly antagonistic.

These may be okay in genre-specific RPGs if carefully thought out, but never, ever in universal RPGs.

The game's set wherever you're playing the game - and whatever you can see around you right now is allowed to be described as being in the game.

Yumi has decided to abandon her agenda to find Yoko a new boyfriend and now wants to become Yoko's girlfriend.

Fighter, rogues, and wizards wander the land in search of adventure.

They become the first zombie.

Gabe didn't actually want to play Panty Explosion.

RPG Laboratory is geared specifically for this aspect of gaming.

We had to discover what had actually happened to the swim team and clear Yoko's name.

You can probably gain more by stepping out of the box and finding what is already there.

Data Acquisition: Before it can process data, the action resolution system needs to get some data.

I purposed the "Adapt A Computer Game Into A Tabletop RPG" challenge as an attempt to bridge this divide.

Producing high-quality results.

Or express sexual interests.

I think only one of us called on a Trait the entire game.

It took a few minutes for everyone to see that improvisation was the key.

We're growing more comfortable with our Students and we have a lot of neat scenes to explore and Agendas to follow up on.

We only took two popularity votes, one at the beginning of each session.

We also discovered that combat in Panty Explosion could be really nasty and fulfilling, and I think we've forever banished the idea that PE is "just a relationship game".

At this point, I will burden you with one of the design epiphanies I have had in recent months: You can gain a lot by thinking outside of the box.

You can contact him at nw.

But as a group we ended up staying away from the "schoolgirl" part and stuck closer to the "psychic adventures" aspects of the game.

The crowd is stunned at this blatant display of psychic powers, as are our Students, who had no idea their friend was a psychic.

Woody kept failing at his roles and because of this the player playing his best friend never got a chance to describe one of his successes.

However, a man with evil in his heart could use its power to bring down a curtain of darkness on the world.

We would then decide as a group if there scene had any supernatural or strange elements.

With RPG Laboratory, you own and maintain your own section of the website where

you can write campaign material, flesh out game mechanics, or talk about your project.

The same goes with RPG Laboratory.

The monsters forced the citizens to answer very difficult questions.

It can be modified to suit your needs or used as-is.

Every description of a success became a daring last minute save or a lucky hit with an unconventional weapon, while every failure was a near death experience.

Someone let me know if you figure this one out.

ADVENTURER is my first entry here.

We decided to save that for our next session.

So it was kind of a tough sell.

Gabe and Woody breezed through creating their Students very quickly, but it took me quite awhile to decide what I wanted to do.

Right before Gencon I got together with my younger brother Nick and some friends to play Panty Explosion.

Variables: The information about the outside world that the resolution system acquires.

This may be the best solution, and also the hardest to make workable.

It is generally a good idea to make it as similar as possible to the way the descriptors work, for easy compatibility.

This may be the best solution, and also the hardest to make workable.

With rules for betrayal, solo heroics, and player vs.

The Wisdom Seed: In the hands of the just man it could be used to insure peace.

Her highest Godai element is Fire, while her lowest is Void.

Most systems that advertise themselves as diceless use cards or some less convenient random number generator.

All rules in RPGs can be divided into two categories; character description and action resolution.

The Game The game started just before the school festival.

If anyone buys the infant bodysuit, please take a picture of your kid wearing it and post it to the forums.

When Gabe brought his Student Yoko into the same scene and used her psychic powers on the boyfriend I got to describe not just the action but the crowds fear and revulsion.

Nick had helped play test the game and was eager to take the role of Superintendent and set up a game.