

Hello! All of us here at Eye-Level Entertainment are extremely excited about the release of our new game... **E.T.I.: Estimated Time to Invasion.** We plan to use this newsletter to introduce new rules, strategies and stories... everything you need to 'Focus on the Fun' and get the most out of E.T.I.!

**OCTOBER 22, 1977.** Chet Berls stroked his large, stylish mustache and gazed into the temporal vortex as it swirled in the paradigm array buffers. How long had he been with Rho Energy now? He'd lost ten years and gained an ex-wife, but it would all be worth it now. This would be his contribution to the final defense of Earth. All the dead ends... all the frustration... all the political infighting...

Chet's musings were interrupted as the director burst into the lab with his usual sour demeanor.

"Sir, you're just in time!" Chet grinned, "The Timegazer Machinery... I think it works!"

The director scowled, "Of course it works: Iota Studies submitted it into the public domain records yesterday. We got scooped, Berls! Damn, didn't you get the memo? Salvage what you can and report to Blue Level. We might still beat those deadheads over at Zeta to the punch on the Space Drones."

The director stormed out of the room and left a stunned Chet standing alone in the hallway light. The irony of the situation was not lost on him. He'd created a machine to glimpse the future, and yet he hadn't seen this coming. Chet let out a long, lonely sigh and slowly reached to turn off the machine...

## Today's Topic: A New Way to Get Scooped

'Getting Scooped' means getting beaten to a project by another company. That competition might breed excellence, but the sting of losing a load of research is hard to swallow. Over the last couple months of post-production play, we have refined an alternative set of rules regarding getting scooped...

### The Old Way:

*"If you get scooped while submitting research, bank your completed research as normal, but you can only keep a **maximum of 100 research points in your data bank...***

*...If you get scooped while you were conducting research, you can bank your face-down research cards (including the new ones you got that turn) using the 'safe' method. You, however, can still only keep a **maximum of 100 research points in your data bank.**"*

### The New Way:

*"If you get scooped while submitting research, bank your completed research as normal, but you can only keep **half the research in your data bank (round down to the nearest tens place)...***

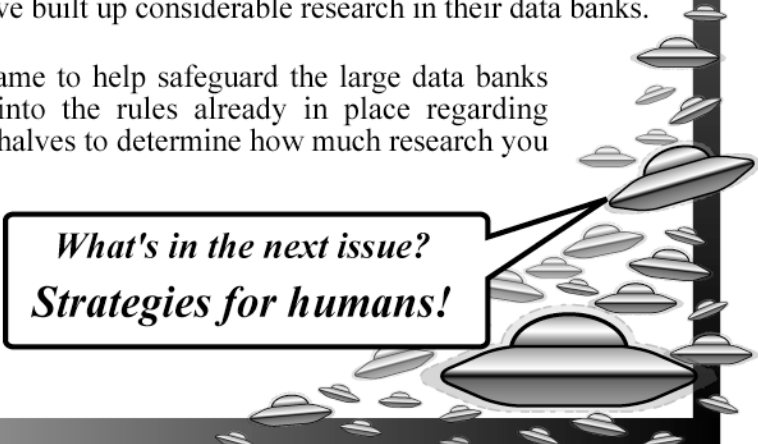
*...If you get scooped while you were conducting research, you can bank your face-down research cards (including the new ones you got that turn) using the 'safe' method. You, however, can still only keep **half the research in your data bank (round down to the nearest tens place).**"*

The old way protects players early in the game (when they don't have much research anyway), but can lead to much larger losses later in the game when players have built up considerable research in their data banks.

The new way trades off that protection early in the game to help safeguard the large data banks found later in the game. It also dovetails nicely into the rules already in place regarding transferring research to a new project (which also uses halves to determine how much research you can transfer to a new project).

Try it out and let us know what you think at...

[www.eyelevelentertainment.com](http://www.eyelevelentertainment.com)



*What's in the next issue?  
Strategies for humans!*