

## JORUNI NEWS

### SKYREALMS LICENCE "IN STASIS"!

I don't want to be alarmist, especially in this debut issue, but the news from Chessex is that SoJ is on hold while the licence holders "re-organise". This I assume means that SkyRealms Publishing is changing its operation. I'd guess that US fanzine "Sholari" would have the latest on this (being edited by SkyRealms guy Joe Coleman) but I've yet to get hold of a copy. Chessex are still keen to promote SoJ "...in any way [they] can" so that's good news.

I remember reading in "Last Province" #4 that Wizards of the Coast big cheese Peter Adkinson had his eye on Jorune before WotC snapped up Talislanta. Maybe they'll move in...

Miles Teves has moved onto a variety of new projects, which would support the theory that SkyRealms are jiggling staff about (well, not literally shaking them or anything). First prize in the Eagle Eyes competition goes to Matthew Pook, who spotted Mr Teves credited as an artist on the film "Congo".

### SKYREALMS OF JORUNE HITS CD-ROM

OK, not exactly up to date news, but since I discovered this by accident I'm quite excited about it. "Alien Logic", a CD-ROM RPG set on Jorune, is published by SSI and costs \$50.00 in the US. I'm told it is available over here but I've never seen it, and couldn't play it even if I had. According to the review in 'Computer Gaming World' the graphics, interface, and background are superb, but the dialogue and plot are pretty naff. Must be worth getting just to see what all things Joruni look like in full colour, not to mention a detailed representation of Ardoth. If anyone is out there play-

ing this I'd appreciate it if you'd drop me a review.

### THEY'RE BACK, AND THIS TIME THEY'RE REALLY RATHER MIFFED

Rumours are flying about a Lamorri campaign, though whether this is the Lekers house campaign or a planned scenario pack I don't know. I must admit to a soft spot for this mysterious interstellar race, and they figure briefly in a Mark Rhein scenario in Canadian prozine "Adventures Unlimited". Guess it's time to break out the She Evid and stuff that Thoo'Sa where the alien sun don't shine.

