

A Player's Guide To

EMPIRE

WORLD BUILDERS™

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iNTERACTIVE

fANTASIES

EMPIRE I: WORLD BUILDERS
VERSION 1.0

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I. INTRODUCTION

WORLD BUILDERS: Program and Documentation
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ACKNOWLEDGEMENTS

WORLD BUILDERS was developed exclusively by Edu-Ware Services, Inc., a California software development company dedicated to the production of instructionally valid C.A.I. and intellectually challenging games.

It took the efforts of a number of individuals to bring this product to fruition:

David Mullich designed and coded the entire set of programs, developed the Interactive Fantasies high-resolution graphics system, and authored this Player's Manual.

Sherwin Steffin served as Project Manager throughout the design and development of WORLD BUILDERS.

Steven Pederson developed the history of the Empire and authored The Birth of a Free Empire.

Robert McNally served as primary playtester and contributed a number of valuable playability suggestions.

Steven Barr conducted additional testing.

WORLD BUILDERS is the first component of the EMPIRE GAMING TRILOGY, to be completed by INTERSTELLAR SHARKS and ARMAGEDDON. Set in the space age of a civilization parallel to our own, WORLD BUILDERS chronicles the infancy of the Galactic Empire. It is a time when the more adventurous individualists abandoned their strife-ridden home planet to seek their fortunes amongst the stars.

The concept behind WORLD BUILDERS is similar to that of the many science-fiction/fantasy role-playing games that are popular today. As a player who is sharing in the experiences of a citizen of the Empire, you are to generate a character defined by various attributes which provide channels for your control over the game. Dependent upon your character's senses for gathering information, strength and dexterity for manipulating objects, and charisma and psionics for influencing others, you must assume the identity of the character that you are portraying throughout the game session.

Based upon the inherent attributes of your character, you may then choose among three possible career paths: miner, missionary, or homesteader. Strength, dexterity, and senses are the hallmarks of the miner, who must spend his life hopping from planet to planet to seek whatever subterranean treasures he can unearth. The missionary must use intelligence, charisma, and psionics to gain the trust of his followers and rise up through the religious hierarchy. The homesteader's life demands speed, dexterity, and strength to coax agricultural wealth from his adopted alien home. Once chosen, the character must follow his career path for the rest of his or her life until such time as an opportunity arises to change that career path to another.

Time, too, is an important aspect in the play of the game. Characters enter the game at the age of eighteen either before or after the formation of the Empire, and their basic attributes are recorded upon the game diskette so that they may be played again and again. However, as the character is played, his attributes may deteriorate with time, while no character will be permitted into space past age two hundred. Major events such as interstellar migration or setting up a life on a farm will cost a character large segments of his lifespan, while the daily routines of eating and drinking must be repeated at regular intervals. Finally, through age, accident, or carelessness, the time will eventually come when each character will die, its attributes being erased from disk storage forever.

WORLD BUILDERS is a simulation of the struggle to build a life in a hostile extraterrestrial environment in which you, the player, assume the body of the character that you wish to portray. Here is your opportunity to participate in the birth of an Empire, whether you wish to be a driving force in colonial expansion, or a frontiersman on the periphery of civilization. Your tasks are to discover a new way of life for each of your characters, gain a foothold in an alien environment, and conquer the most exciting frontiers of all.

II. PLAYING THE GAME

WORLD BUILDERS may be played upon any Apple computer equipped with 48K of memory, ROM Applesoft, and DOS 3.3. Simply insert the WORLD BUILDERS diskette into your drive, close the drive door, and turn on the power switch. After approximately thirty seconds of disk activity, you will see the INTERACTIVE FANTASIES

logo page, the WORLD BUILDERS title page, and finally the game proper.

Although this is the greatest waiting time that you will experience, WORLD BUILDERS remains a highly disk intensive game. Under no circumstances should you open the disk drive door while the busy light is on, even if you are attempting to prevent the death of a valued character, for you run the risk of damaging the game diskette and rendering it unusable. Since characters are saved upon the diskette for later use, you should NOT place a write-protect tab over the diskette's write-protect slot.

The game proper is distinguished by a display of four windows outlined in purple bordering. The topmost and largest window provides you with graphic information. For most of the game, it contains the world as seen through the eyes of the character, although at other times it more appropriately shows the point of view of an invisible third party or an abstract interpretation of events. Beneath the large window is a smaller one for transmitting messages to you, the player. Below that is an area for displaying die rolls and a window for typing in player commands.

Controlling the actions of the character is accomplished by the use of WORLD BUILDERS' vocabulary of more than 180 words categorized into verbs (e.g., TRAVEL, FIGHT, USE, LOOK), adjectives (e.g., NORTH, LEFT, NO), and objects (e.g., SWORD, FOOD, LAMP). Furthermore, many words have synonyms (e.g., GO, MOVE, and TRAVEL) or abbreviations (NORTH and N). Commands to the character may be given in any order with words not in the vocabulary being ignored, and lastmost words of any given category having precedence.

Words of greater importance at one point in the game may not necessarily be used at another. Using a word that is not implemented at that point in the game will

generate the response "THAT WORD IS NOT USED NOW." If your commands do not contain any recognizable word, the response "REPHRASE YOUR COMMAND" will be given.

A complete vocabulary list is given elsewhere in this guide.

III. THE NY ROCKET FIELD

1. Description

WORLD BUILDERS starts and ends here, at the NY Rocket Field, a spaceport upon the Empire's home world charged with the processing and transportation of colonists. From this location you may generate a character, review the status of old characters, embark on new adventures, or end the game.

2. Useful Words

Locomotion through the hallways and gates of the Rocket Field is achieved by the use of the commands LEFT, RIGHT, FOWARD, and BACK. Information about the surrounding environment may be obtained by using LOOK, LISTEN, WHEN, WHERE, and INVENTORY. In some situations, you may wish to leave or retrieve baggage with the commands DROP and GET, respectively.

3. The Tram Station

The Tram Station provides you with the opportunity to end the game by taking the left corridor to the Exit, or to continue play by traveling right to the Rocket Field. Once inside the Main Lobby you must further decide if you wish to be a New Colonist and generate a character or to enter the Off-Worlder gate and be a previously played colonist.

4. Generating A New Character

Taking the left door in the lobby indicates that you wish to create a new character. Since only nine characters may exist at any one time, you will be bodily thrown out if this limit has been reached.

Generating a character consists of making a series of simulated "die rolls" to determine the values of the attributes that make up a character. All new colonists come into the game at age eighteen, but they may be either male or female, this being your first die roll. Next, ten basic attributes ranging in value from three to eighteen with ten as the average are established:

- * **Dexterity:** Physical coordination and the ability to do manual tasks.
- * **Constitution:** The power to withstand injury, disease, deprivation of food and water, and other forms of physical hardships.
- * **Strength:** The ability to lift, carry, and move objects against the pull of gravity.
- * **Aim:** Skill in sending a projectile toward its chosen target.
- * **Senses:** A general measure of the ability to perceive the environment through the five primary senses: sight, hearing, smell, taste, and touch.
- * **Intelligence:** A measure of the mental facilities and memory recall of the character.
- * **Charisma:** The special quality which permits individuals to influence the action of others.

* **Willpower:** The ability to withstand temptation to act otherwise.

* **Speed:** The amount of motion a body can make in any given segment of time.

* **Psionics:** The power determining the success of communicating with animals, playing games of chance, and contacting supernatural beings.

Having generated the above attributes, the player must then select the career path which best suits the character. The Colonial Authority will then bestow possessions upon the character to get him or her started: the miner receives a lamp, a shovel, and 5000 credits (the monetary unit); the missionary is given five charms, five amulets, and 500 credits; and the homesteader is granted a mule, an axle, a wagon, a water tester, one hundred bags of seed, and 20000 credits. In addition, ALL characters are given a knife, ten cans of rations, ten cans of water, a respirator, a vacsuit, and twenty airtanks.

Finally, you must give the character a name of less than fifteen alphabetic characters. No two living characters may possess the same name.

5. Playing A Stored Character

By taking the right gate at the lobby, you are indicating that you wish to play a previously stored character. If no characters currently exist, you will receive the message "NO COLONISTS HAVE RETURNED TO PLANET" and be sent back to the lobby. To choose a character, simply enter the number corresponding to the name of the character that you wish to play.

6. The Examining Room

In the examining room you are given the current values

of your characters attributes. Remember that the attributes will deteriorate with age. Also listed is the status of sections of the characters body, green indicating health and red signifying loss of that limb. A character may be barred at this point from being played again if a limb is missing or the age is too great. If either is the case, the character will be eliminated and his possessions passed on to an heir, if any.

7. Customs

Before entering the boarding gate, your character's possessions (except minerals) will be checked against weight restrictions. If the baggage exceeds the maximum weight, you will be required to leave some behind. Otherwise, you may pass on and enter the boarding gate to the left.

.IV. INTERPLANETARY FLIGHT

1. Description

The technology at the time of the formation of the Empire permits interplanetary travel with flight time of one to six weeks, depending upon the distance of the next planet on the flight plan. Since rocket ships of this capability are enormously costly to operate, they are wholly owned and operated by the Colonial Authority and carry hundreds of colonists within their holds. For the colonist, the experience is much like that of riding a terrestrial bus: his only concern is to determine at which point along the rocket's flight would he like to disembark.

2. Useful Commands

Your control over the rocket ship involves the starting and stopping of the vehicle rather than determining its direction. The word SEARCH signifies that you wish to travel to the next planet along the ship's flight plan. LAND permits the ship to land upon the planet that it is currently orbiting. Its converse is LIFT, taking you from the surface of the planet and placing you into orbit. HOME returns you to the Empire's home world. OUT indicates that you wish to leave the rocket ship whether you are on a planet or in space.

Special breathing apparatus is required when stepping on planets with an unbreathable atmosphere or in the event that the ship is losing cabin pressure, signaled by the Atmosphere Status Light changing from green to red. A RESPIRATOR is required on planets with a thin atmosphere. All other unbreathable environments require a VACSUIT, which uses one (air) TANK per twenty-four hour period. The commands WEAR and OFF put on and take off, respectively, the specified gear.

3. Planetary Data

When your ship enters a parking orbit around a planet, the viewport will change to show a computer read-out with the following information:

- * Diameter: Ranging in value from one to thirteen, this determines the relative area of the planet's surface.
- * Density: Ranging in value from one to fourteen, this information directly correlates with the mineral wealth of the planet.

* Gravity: This value is determined by the diameter and density and is scaled to be shown as relative to the home world's gravitational acceleration.

* Atmosphere: None, Trace, Corrosive, and Insideous atmospheres require the use of VACSUITS and TANKS. Additionally, Insideous environments tend to dissolve electronic gear. A RESPIRATOR is required with Thin atmospheres, while Medium and Dense atmospheres are perfectly breathable. The latter three environments are supportive of carbon-based life and are the only types of planets along the flight paths of ships carrying missionaries and homesteaders.

* Hydrographic: Ranging from zero to ninety in steps of ten, this value indicates the percentage of liquid water upon the planet's surface.

* Population: This value is given in powers of ten, with 10^0 indicating that the only person on the planet will be yourself.

* Technology: Not every world settled by colonists has decided to preserve the technology of the home world; therefore, the goods and services available to a colonist will vary from planet to planet. There exist three levels of technology on the settled worlds: ancient, medieval, and modern. Ancient technology is characterized by primitive weapons and thatched huts. More advanced is medieval technology with its blade weapons and fortresses. State of the art weapons, tools, and housing are found with modern technology.

* Government: While the Empire was still in its infancy, the settled worlds maintained the fragmentation of political philosophies that had brought about the formation of the Empire. The anarchists decided to do without any form of governing; the giant business conglomerates formed

company planets; the power hungry opted for feudal systems, oligarchies, and dictatorships; while the socially minded set up democracies and religious hierarchies. For the individual colonist, the various governmental forms will determine the taxes, laws, and regulations which he must confront.

V. THE PLANETARY SURFACE

1. Description

The surface of each planet can be thought of as two-dimensional wrap-around grid, divided into squares. These squares extend both latitudinally and longitudinally, the number in either direction being equal to the planet's diameter. Each square represents a single type of terrain, either water, beach, plain, desert, forest, hill, rough, swamp, or mountain.

The terrain square is further divided into four-by-four sections, the basic walking unit. Each time you make a movement on foot, you will move one section of one square at a time. Your ship will always be in the northwest corner of the northwest terrain square. If any towns exist within a given terrain square, it will be located in the northwest corner of that square. When traveling over the planet's surface on foot, you may find it useful to draw a map on a piece of graph paper.

2. Useful Commands

Traveling is accomplished with the commands NORTH, EAST, WEST, and SOUTH. To enter a ROCKET, ATV, or TOWN, you must type the word IN followed by your destination. You may enter only those destinations that are pictured upon the large window. If your

character owns a MULE and a WAGON, they will be considered to be your primary source of locomotion. Harsh terrain may injure your mule or break the wagon's AXLE. To REPAIR an axle, you will find ROPE, METALWORK, and CARPENTRY to be useful tools.

To obtain information, you may LISTEN, LOOK, SMELL, or TASTE. However, depending upon the character's senses, that information may not always be consistent. A character's sight will be enhanced if he tries to USE a set of BINOCULARS or OILLENS. He may TEST water with a TESTER, or locate his ship with a COMPASS.

Certain functions need to be repeated periodically. Every week the character must DRINK WATER; he must EAT FOOD every two weeks. To heal accumulated injuries, he may SLEEP at a cost of time and exposure to danger. His chances are improved if he tries to BUILD a SHELTER out of STICKS that he may have cut with his AXE, or use a previously purchased TENT or CABIN. Elapsed time may be determined with the DATE command.

The appropriate terrain may yield an abundance of tools and resources such as FOOD, WATER, and STICKS (wood). Animals may be hunted with the FIGHT command, minerals mined with the MINE command (providing that your character is a miner). The homesteader may start his agricultural endeavors by using the FARM command.

3. Fauna

All planets supportive of carbon-based life are a home for the following three animals:

* Heffelumps: Slow, stupid grazers. An abundant source of food, they are often herded as cattle. Training can turn them also into excellent pack animals, in which case they are called















mules after the traditional pack animal of the frontiersmen of years past.

* Unicorns: The same animals of Terran legend, much coveted for their horn, said to have aphrodisiac properties. Normally peaceful grazers like heffelumps, they can be quite lethal adversaries when attacked.

* Bandersnaches: Ferocious, bipedal carnivores. The creature has often been described of as a Tyrannosaurus Rex who has had a bad day at the office. Armed with razor-like claws and armored skin, it is one of the most dangerous creatures in the known galaxy.

4. Explanation Of Symbols

Rocket		ATV	
Waves		Sand Dunes	
Tree		Hill	
Rough		Swamp	

Mountain		Ancient City	
Medieval City		Modern City	

VI. ALL TERRAIN VEHICLE (ATV)

1. Description

The ATV is a fast moving craft with the capability of travel over all terrain (including water), but with a cost of poor maneuverability. Armed with a laser cannon to expose valuable minerals contained within the ground and having an airtight, pressurized cabin, it is the ideal tool for the mineral seeking miner. An ATV is supplied to each miner, upon touch down on a planet surface, by United Ores, Incorporated, but they may be purchased by others at a livery on modern technology planets. However, Colonial Authority ships will not transport ATVs to other planets.

2. Useful Commands

The command DRIVE is used to start up the ATV and access its control panel. The laser cannon, which uses one hundred gallons of fuel per shot, is fired with the command FIRE. Should the ATV break down, you may REPAIR it with METALWORK or ELECTRONIC tools. You may exit the vehicle by typing the word OUT.

3. The Control Console

On top of the ATV control console is a long, narrow window displaying a view of the outside. In the lower left-hand quadrant of the console is a directional locator displaying your approximate location on the planet's surface. Opposite is a compass showing the current direction in which the ATV is traveling. The center of the console contains fuel and speed indicators, operating instructions, and the like.

Once the DRIVE command is given, the vehicle's engine is ignited and the console becomes accessible with single keystrokes. The keys 1,2,3,4, and 5 determine the vehicle's speed. At lower speeds difficult terrain may cause the vehicle to rock back and forth or to roll backwards. Higher speeds consume more fuel, make stopping more difficult, and increase the chances of engine failure. Steering is accomplished with the [LEFT ARROW] and [RIGHT ARROW] keys to turn the vehicle towards the left or right much like a steering wheel, and the [B] key is used to bring the ATV to a halt. Type DRIVE to restart ATV.

VII. TOWNS1. Description

A source of supplies and administrative facilities, towns are found on planets with thin to dense atmospheres. Always located in the northwest corner of the terrain square they occupy, their number is proportional to the planet's population. You may enter a town only if you can see it on the large window and use the command IN TOWN.

2. Useful Commands

Walking through a town is done with the commands NORTH, SOUTH, EAST, WEST, LEFT, RIGHT, FORWARD, BACK. The IN and LEAVE commands are for entering and leaving a building, respectively.

Many commands applicable to a town involve the acquiring and relinquishing of possessions: GET, DROP, GIVE, REQUEST, STEAL, BUY, SELL. Under some governmental systems, a PURCHASING or WEAPONS license may be required to perform the last two functions, although you can always attempt to BRIBE a merchant. A miner will wish to ASSESS his minerals at a Company Store, and the more venturesome may try to GAMBLE at a Casino.

3. Buildings

Every town consists of a four-by-four set of buildings. The area is completely wrap-around, save for the northern border, which contains the town boundary. Nine different buildings may be found there:

* Armory: A storehouse and seller of weapons and armor. A WEAPONS license as well as a PURCHASING license may be required to do business here.

* Company Store: Owned and operated by United Ores, Inc., it is found only on company planets or those with modern technology. Here mining supplies and environmental gear may be purchased and minerals assessed.

* Feed Store: A place to purchase farm supplies.

* General Store: A store offering basic tools and survival gear.

* Livery: A stable selling mules, wagons, and axles. With modern technology, it also offers ATVs and fuel.

* Church: A source of information and, in religious governments, charms and amulets. All established churches worship The Lord of Light.

* Town Hall: Found only on planets with a governmental system, it is a source of information. If it represents a bureaucratic government, it will sell Purchasing, Hunting, and Weapons licenses.

* Park: Not a building, but a section of parkland. Here the missionary may practice his faith by using the command PREACH.

* Casino: An evil place offering food, drink, and games of chance.

VIII. NON-PLAYER CHARACTERS

1. Description

While walking through terrain or in a town, your character may encounter other humans not under the control of you, the player. Like player characters, they possess attributes, weapons, armor, supplies. They may be friendly, indifferent, or hostile; attempt to offer something to you freely or at a price; or desire to take something away from you. Often their actions may be influenced by your treatment of other characters in previous encounters.

2. Useful Commands

LOOK and WHO are useful in obtaining information about the character you are confronting. WHO and YES can

serve to initiate conversation, while FIGHT and the like will put you into a combat situation, the first move being yours. Questions may need only a YES or NO answer, and most requests for money require the response of GIVE MONEY. Other commands of special interest are STEAL, REQUEST, LOAD, and LEAVE.

3. Character Types

There are ten different types of characters which you may confront, none of which may be assumed to be necessarily friendly or hostile:

* Peasant: One of the masses, typically poor, ignorant, and suppressed by some authority.



* Worker: A farmer or miner of the more successful working class who may or may not be self-employed. This is the only character that you will meet on an airless world, in which case he is assumed to be a miner like yourself.



* Bandit: One who lives off the earnings of others (though not through a state-run welfare system). He may, however, justify his actions with some cause.



* Soldier: A member of the planetary militia, constabulary, or internal revenue service; an enforcer of laws, regulations, and taxes. On planets with no government, he may be considered to be a hired mercenary.



* Hunter: A member of the lower caste who lives off of wild game. He may be highly protective of his territory.



* Vigilante: A self-appointed pursuer of those he considers to be evil-doers.



* Merchant: A salesman offering goods in exchange for money.



* Trader: A salesman offering goods in exchange for other goods.



* Noble: A member of the ruling class or bureaucracy, or wealthy.



* Missionary: A member of the planet's religious system. On planets that have religious governments, he may serve the same function as a soldier.



IX. COMBAT

1. Description

Combat may be initiated by player or non-player characters, including animals. During combat, each player may make a number of moves equal to his strength plus his dexterity, divided by ten and rounded up. The player initiating combat is permitted the first series of moves.

When combat commences, the large window changes to show the point of view of an invisible audience. The player character is shown to the left and the non-player character is on the right. Above each is the character's name, the weapons and armor that he is currently using (natural weapons and armor of animals are not listed), and the wounds currently sustained on various points of the body. Injuries sustained on the limbs that equal half the constitution rounded up will cause the loss of that limb. A missing arm will decrease the character's dexterity by half; a missing leg decreases speed. Characters are always able to manipulate objects and travel, however. Death occurs when the injuries in the torso equal the constitution, or injuries in the head equal half the constitution rounded down.

Success in any aggressive move is determined by the die roll being greater than or equal to the value of the relevant attribute subtracted from twenty. A die roll of twenty made by the player character only will cause the immediate death of the non-player character. A roll of one by either character will be considered a fumble resulting in a loss of turn, position, weapon, etc. Non-player character's rolls are invisible to the player.

If you are successful in killing your opponent, you will be able to loot the body.

2. Useful Commands

A player possessing a PISTOL or RIFLE will find the commands SHOOT and LOAD most applicable for combat. Blade weapons and ROPE whips are associated with the command SWING. A player may THROW a SPEAR or other possession, but he may first want to AIM a particular weapon at a LEG, ARM, TORSO, or HEAD before using it. Players without weapons may wish to HIT or KICK their opponents.

Many weapons such as blades require the characters to be in close contact with each other. Movement is achieved with LEFT, RIGHT, FORWARD, and BACK. You may attempt to escape by typing LEAVE, although the action will cost you a move if you are unsuccessful.

Other useful commands during combat are GET, LOOK, WEAR, and INVENTORY.

X. MINING

1. Description

Mining may be carried out by miners who give the command MINE while traveling upon the planet's surface. While the character is engaged in mining, the large window shows a cut-away view of the planet's crust and the position of your character. The miner must dig his way into the planet's surface to find veins of the one particular mineral indigenous to the terrain square he is mining.

The miner spends most of his life searching for mineral veins rather than mining them, for the more valuable minerals are found only on denser planets. Only one type of mineral can be found in any given terrain square, and minerals are more plentiful the deeper underground that you mine. Veins, once they are found, may run out after only a few units of minerals are uncovered. Then the miner must find a Company Store in which to ASSESS his finds, exchanging them for money. The minerals, in order of value, are tin, copper, aluminum, iron, silver, crystal, alloys (two or more special metals fused together beneath the

surface of some planets), gems, and uranium. The white rocks occasionally found by some miners are of no value to the Empire.

Mining is a dangerous endeavor. Pockets of explosive and poisonous gas may exist under the surface. Excavations may open up a subterranean water supply and flood the cavern, drowning the character. While more abundant mineral supplies can be found in deeper levels, cave-ins, too, will be more frequent. The miner may lose his light source or air supply, or a cave-in may close down his escape route, leaving him in a dilemma that only The Lord Of Light can solve.

2. Useful Commands

Movement above, within, and into the planetary surface is accomplished with the commands LEFT, RIGHT, FORWARD, BACK, UP and DOWN. Information about the subterranean environment is obtained with a LOOK, LISTEN, or SMELL. You may also wish to USE a metal DETECTOR or GEIGER counter if you own one.

Once a mineral vein is found, mining is commenced by typing MINE and requires either a SHOVEL, AXE, or DRILL (listed in increasing order of effectiveness). For your light source, you may wish to MAKE a TORCH with a STICK, or LIGHT a LAMP or ELECTORCH. Other useful commands are INVENTORY and LEAVE.

XI. PREACHING

1. Description

Only a missionary in a park may PREACH. Having done so, he will see a temple belonging to one of the three pre-Empire religions or the one post-Empire religion.

The missionary's objective is to determine what actions and responses are appropriate for rising up in the hierarchy of the religion of his audience. Periodically, tests will be administered to your missionary character. If he succeeds, he will advance in status, but if he fails, he may be assassinated or stoned to death.

The successful missionary will see his audience grow in number. When he decides to LEAVE his pulpit, he will collect donations proportional to the number in the congregation. A missionary can not become a master of any religious sect without attempting to administer the faith to that sect at least twice. Once he has become a master of all three pre-Empire religions or of the post-Empire religion, he will be given the greatest tests and rewards of all.

2. Useful Commands

Since the object of this portion of WORLD BUILDERS is to determine which actions are appropriate, only a few of the more important commands implemented are listed here. In every religion the word PREACH is important, as well as is the USE of CHARMS and AMULETS. LISTEN, LOOK, and SMELL can provide crucial information about what to do. But when you have finished for the day, you may LEAVE.

XII. HOMESTEADING

1. Description

The homesteader begins his life on the soil by giving the command FARM, while on the planetary surface. He will first be given an opportunity to take a spouse from among the other characters of the opposite sex,

for tasks on the farm get done more quickly and efficiently with more hands to help. The homesteader is also well advised to begin farming with plenty of food, water, seed, at least two mules, and some form of shelter.

It is the homesteader's task to determine how and when to best rotate the crops and animal herds, which fertilize the soil. He must determine, based upon the rotation of the planet (which is directly proportional to the diameter), when the rains will come and the influenza season starts. The homesteader must learn to judiciously use his seed and divide the harvest amongst family and cattle. He must develop his timing so that he is not plowing one field while another is ready to be harvested, giving stray heffelumps a chance to come in and eat the crop.

The primary window shows a layout of the homesteader's land, which is divided into four fields: NORTH, SOUTH, EAST, and WEST. The display indicates whether a field contains herds and their relative number, or if it is plowed, seeded, or ready for harvesting. It also shows any stray animals that may be feasting upon a field full of crop.

2. Useful Commands

Most commands listed here take several weeks of game time to implement, so the homesteader must be careful about the order in which he issues them. He may HERD his animals into one field to fertilize that section at a risk of losing some cattle, PLOW a field to improve the soil at a large cost of time, SEED a field at a cost of seed to produce a harvest, HARVEST a field, CAPTURE a stray heffelump, KILL cattle for food. All of these commands require the direction of the field desired.

The homesteader must also DRILL for water, make INVENTORY reports, MATE to increase the size of his family, and keep track of the DATE. And when the homesteaders decide to LEAVE, their goods are scaled down by a factor of ten, divided amongst the two spouses, and the character is then free to sell his goods back to the relevant store.

XIII. VOCABULARY LIST

1. Movement

GO, MOVE, TRAVEL: Movement verbs usually requiring a directional adjective in accompaniment.

WALK, RUN: See above.

LEAVE: Verb used to leave a building, end an involvement with another character, or to stop conducting a career activity.

NORTH, N: Directional adjective.

SOUTH, S: See above.

EAST, E: See above.

WEST, W: See above.

LEFT, L: See above.

RIGHT, R: See above.

FORWARD, AHEAD, F: See above.

BACK, BEHIND, B: See above.

IN: Used to enter a building, town, rocket, ATV.

OUT: Used to exit the above mentioned places.

HOME: Return to the start of the game from the rocket ship or planetary surface.

MULE: Domesticated heffelump used for cattle and as a pack animal, named after the traditional pack animals of pioneers of old.

WAGON: Device that allows you to have more possessions than gravity would normally allow.

AXLE: A crucial component to the wagon that tends to break.

ATV: Fast moving, slow maneuvering All Terrain Vehicle. It is supplied free to miners and can be bought by others.

FUEL: Required to drive ATV or to fire its laser cannon.

TOWN, CITY: Preceded by the word IN, this command allows you to enter a town appearing upon the screen.

2. Survival needs

EAT, TASTE: Consume two week's worth of food.

DRINK: Consume one week's worth of water.

TEST: Test drinkability of water. Requires a water testing kit.

SLEEP, REST: Takes up eight hours of time plus one hour for healing each wound (only one per body section at any one time).

WEAR, ON, DRESS: Put on specified environmental gear or protective armor.

OFF, UNDRRESS: Take off the above mentioned gear.

MAKE, BUILD, FIX, REPAIR: Make or repair the specified object.

USE, WORK, TRY: Use the specified object.

VACSUIT: Environmental gear required for trace, corrosive, insideous, and no atmosphere. Uses one airtank per day.

TANK: Air canister required for use with vacsuits.

RESPIRATOR: Environmental gear required for thin atmospheres.

WATER: Required every week. May be bought or found.

TESTER: Device for testing the drinkability of water.

FOOD, RATIONS: Required every two weeks. May be found, bought, or hunted.

SHELTER: Something one must BUILD out of STICKs.

TENT: A very fragile form of shelter.

CABIN: A collapsible, protective form of shelter.

STICK: Used as a weapon or for making shelter, torches, or repairs.

AXE: Used as a weapon, for cutting sticks, and in mining.

PULLEY: Can be used to haul rocks in a cave-in.

ROPE: Can be used to haul rocks or repair an axle.

CARPENTRY tools: Used to repair an axle.

METALWORK tools: Used to repair an ATV or axle.

ELECTRONIC tools: Used to repair an ATV.

3. Information Gathering

LISTEN, HEAR: Success depends on senses.

LOOK: See above.

SMELL: See above.

WHERE: Acquire specified information.

WHO: See above.

WHEN: See above.

INVENTORY, INV: Produce a list of the character's possessions.

DATE: Determine current time and date.

YES, OKAY, Y: A response to a question.

NO: See above.

COMPASS: Used to determine direction of rocket ship.

BINOCULARS: Used to increase vision.

OILLENS: Used to greatly increase vision.

4. Economics

GET, TAKE, GRAB, FETCH: Acquire one, of a possession that is within your reach.

DROP, RID: Drop all of the specified possession (but you can get only one back).

BUY: Purchase a possession from a store or merchant.

SELL: Sell to above.

GIVE: Give a possession to another character.

REQUEST, ASK: Request from above.

STEAL, ROB: Steal from above.

BRIBE: Attempt to get around red tape with greenbacks.

GAMBLE: Play slot machine at casino.

ASSESS: Turn minerals into money at Company store.

PURCHASING: License required to buy and sell anything.

WEAPONS: The above as applied only to weapons.

HUNTING: License required to kill animals.

MONEY, CREDIT: The Empire monetary unit.

5. Combat

ATTACK, KILL, FIGHT, HUNT: Initiate combat.

SWING, PARRY, CUT, STAB, CHOP: Use a blade weapon or whip at close range.

THROW, FLING, HURL: Throw a spear or other projectile.

SHOOT, FIRE: Use a gunpowder weapon or laser cannon.

LOAD: Place one bullet in rifle or up to six in pistol.

HIT, PUNCH, SLAP, SLUG: Use your fists as a weapon.

KICK: Use your feet as a weapon.

AIM: Must be followed by a body location.

HEAD: Body location.

TORSO: See above.

LEG: See above.

ARM: See above.

SPEAR: Throwing weapon.

KNIFE: Blade weapon.

FOIL: See above.

CUTLASS: See above.

BROADSWORD, SWORD: See above.

PISTOL: Gunpowder weapon using six bullets.

RIFLE: Gunpowder weapon using one bullet.

BULLET: Required for gunpowder weapons.

SIGHT: Used with gunpowder weapons.

LEATHER: Primitive protective gear against blade weapons.

MESH: Steel rings serving as good protection against blade weapons.

ABSORPTION suit: Absorbs impact of gunpowder weapons.

6. Interplanetary travel

ROCKET, SHIP: The Colonial Authority owned spacecraft.

SEARCH: Orbit about a new planet.

LAND: Take ship from orbit to planet surface.

LIFT, SPACE: Take ship from surface to orbit.

HOME: Return to home planet.

7. Mining

MINE: Initiate mining on planet surface or mine for minerals while underground.

TORCH: Primitive device for producing light. Made from sticks.

LAMP: Device for producing light.

ELECTORCH: Advanced version of above.

SHOVEL: Simple mining tool.

DRILL: Advanced mining tool.

DETECTOR: Device for detecting the presence of metal.

GEIGER counter: Device for detecting the presence of uranium.

8. Preaching

PREACH, CONVERT: Perform missionary duties in town park.

AMULET: Device for warding off evil spirits. Destroyed when used.

CHARM: Device for attracting good fortune. Destroyed when used.

9. Homesteading

SETTLE, FARM: Settle on planet surface.

PLOW: Device for and action of plowing.

SEED: Substance for and action of planting.

HERD: Move cattle to specified field.

HARVEST: Yield crop from specified field.

CAPTURE: Capture stray heffelumps as cattle.

MATE: Produce offspring.

10. Miscellaneous

RESCUE: Save someone in distress.

EMPIRE, EMPEROR: A reference to The Apex.

LORD: A reference to The Lord Of Light.

XIV. ERROR HANDLING

However advanced this computer technology may look, we are still in the dark ages when it comes to reliability of programs and the magnetic media on which they are stored.

For whatever small comfort it may bring, we have installed some error reporting systems that will at least tell you what has gone wrong and where the problem occurred. Below is a list of explanations of the error codes and what, if anything, you the user can do to fix the problem:

Codes 0, 2, 3, 11, 12, 13, 15, 16, 22, 42, 53, 69, 90, 107, 120, 133, 163, 176, 191, and 224: programming error. If any of these error codes appear, return your diskette or contact us by phone. Please indicate where the error was reported to have occurred and what operation you were performing at the time so that we may diagnose and correct the problem.

Code 1: ROM Applesoft is not resident in your machine. WORLD BUILDERS requires ROM Applesoft to be present.

Code 4: There is a write-protect tab on your diskette. Simply remove the tab and begin the game anew.

Codes 5 and 8: Your copy of WORLD BUILDERS is defective. Please return your disk for a new copy.

Code 6: Either the WORLD BUILDERS diskette is not in your drive, or you have DELETED accidentally or intentionally a file from the diskette.

Code 7: The WORLD BUILDERS diskette is not in your drive.

Code 9: Either the WORLD BUILDERS diskette is not in your drive or you have been storing your own files onto the diskette. Do not use the diskette for anything other than playing WORLD BUILDERS.

Code 77: Your machine does not have 48K of memory. If that is not truly the problem, try rebooting your diskette.

WARNINGS

* At no point during the game should you leave the disk drive door open, not even to save a valued character from death. Doing so may cause damage to your character files and render your WORLD BUILDERS diskette unusable.

* Do not bother to put a write-protect tab on your diskette.

* Do not use the WORLD BUILDERS diskette for any purpose other than playing the game.

* The Control-C interrupt has been disabled. Attempting to halt the game by typing Control-C may cause the game to halt, garbage to appear on the screen, or produce one of the error codes.

Edu-Ware Services Inc. is constantly updating and improving its line of products. We invite you to contact us about any difficulties you may experience, or with any innovative applications you make of the programs. We look forward to hearing from you.

For Quick Entry Into Your Game . . .

To fully appreciate **WORLD BUILDERS**, read your Player's Guide. But if you can't wait, the following steps will get you started.

First:

- * Insert the **WORLD BUILDERS** diskette in your drive and close the drive door.
- * Turn your computer's power switch to "on".
- * After about 30 seconds of disk activity, the **INTERACTIVE FANTASIES** logo will appear on the screen, then the **WORLD BUILDERS** prelude, then the game itself.

Be prepared to:

- * Create a character (enter the gate marked "New Colonists").
- * Board your space craft (at the New York Rocket Field).
- * Search for a planet.
- * Land.

Even the most competent gaming connoisseur will need to understand some basic **EMPIRE** vocabulary (**WORLD BUILDERS** uses more than 180 words). The following words will make your preliminary play more enjoyable.

attack	in	out
back	inventory	right
drink	kick	search
drop	land	sleep
East	leave	shoot
eat	left	South
fight	lift	swing
forward	listen	travel
get	look	use
go	move	wear
hit	North	West
home	off	

Enjoy your



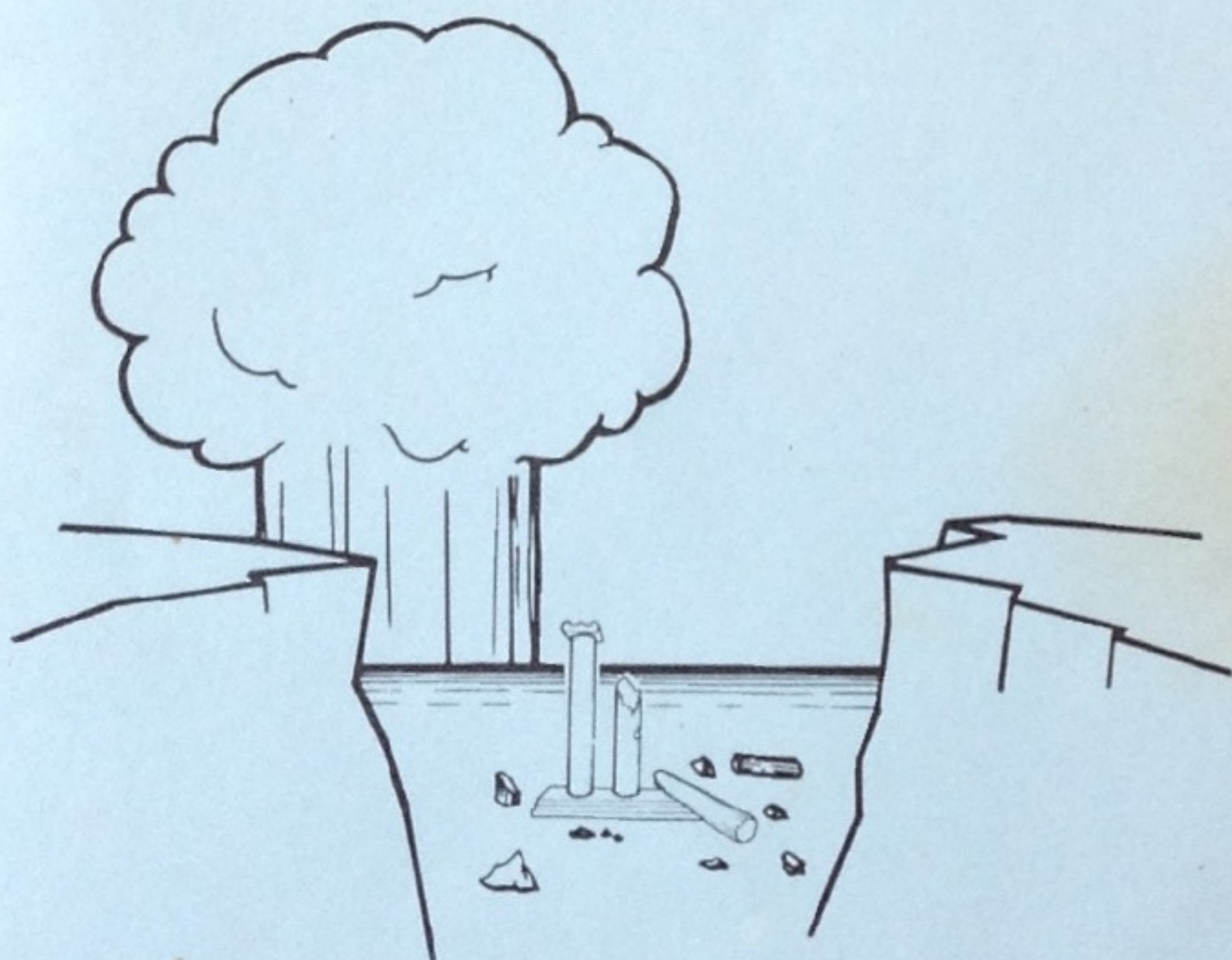
INTERACTIVE FANTASIES™

THE BIRTH OF A FREE EMPIRE

Official Imperial Textbook

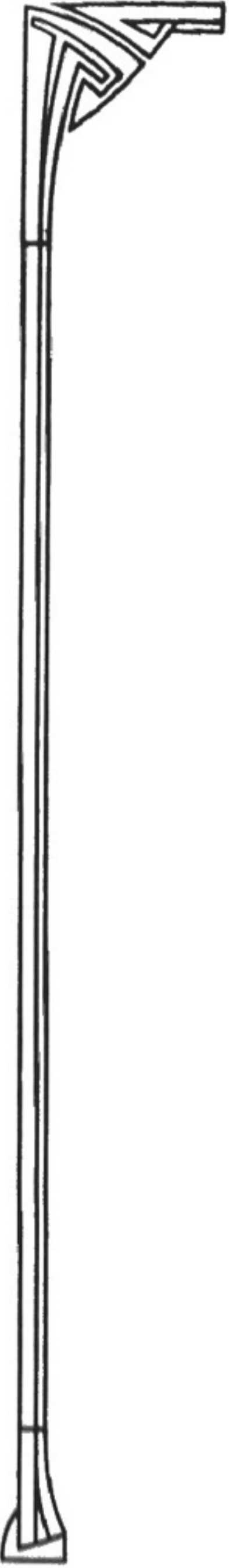
By Winston Smith

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iNTERACTIVE fANTASIES

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THE BIRTH OF A FREE EMPIRE
An Official History

By Winston Smith



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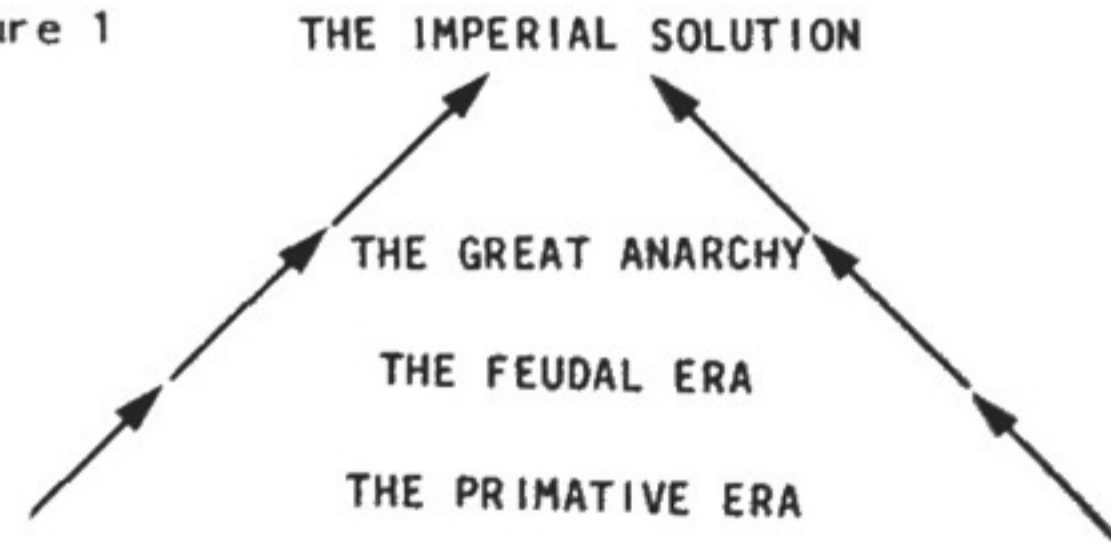
PART I: Overview - The Four Periods of The Race

History, like life, is not infinite. Every individual, city, civilization, planet, star system, galaxy, and even universe known to our EMPIRE will eventually die. It is only the relatively immense differences in life span that cause them to seem divided into the categories of mortal and immortal.

We are Perfect Men, however, and must come to terms with our own mortality. The future of the galaxies we may someday inhabit need not concern us. Only study of the history and future of The Race will bring fulfillment to our lives, and thus we define history as the sequence of events and changes that have impacted upon the developing of The Race into its present, superior Imperial state (otherwise known as Perfect Man).

Historians divide the history of The Race into four main periods, or eras: The Primitive Era; The Feudal Era; The Great Anarchy; and The Imperial Solution (see figure 1).

figure 1



1. The Primitive Era (before 7000 B.E.)

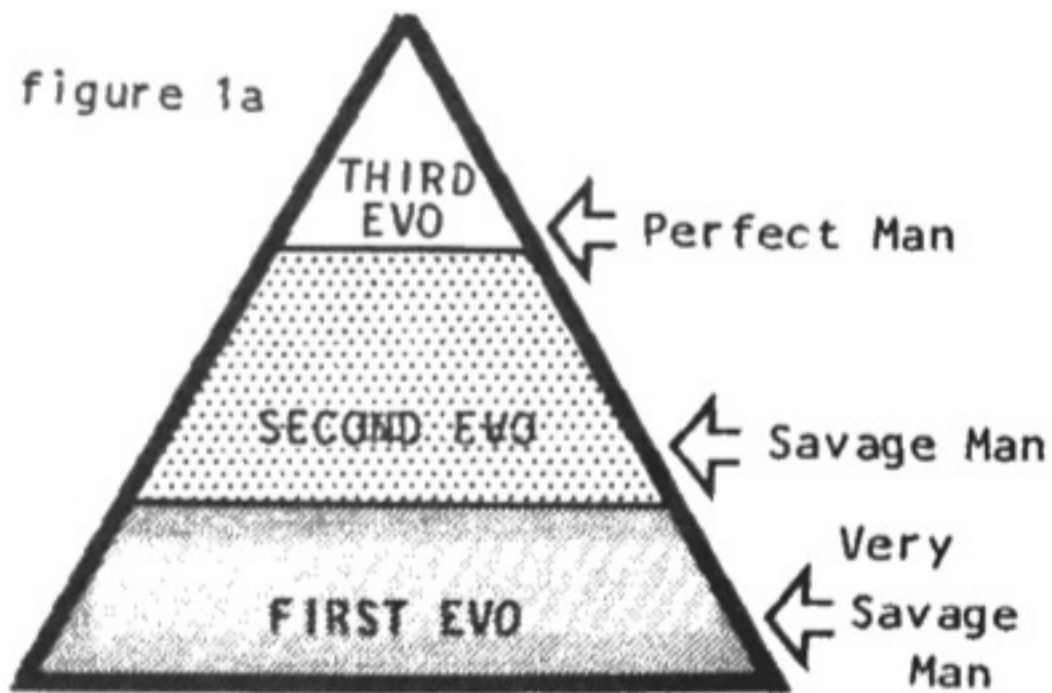
The origins of The Race lie with the lower animals of the Home World. Scientists determined long ago that all creatures of that planet had similar

origins, but developed differently — a process called "evolution" (EVO). Thus the first EVO of The Race was Very Savage Man (see figure 1a).

The beginning of the Primitive Era saw Very Savage Man living in jungles much like any other animal. Without tools, language, or powerful physical features, daily survival was a supreme struggle.

Very Savage Man entered this era with a single advantage, one that would destine The Race to dominate the universe — A potentially superior brain.

Slowly, over countless generations, The Race evolved into its second EVO — Savage Man. (As we know, The Race would remain suspended in the second EVO until the Great Anarchy.) Savage Man learned to use tools. He discovered and learned to harness fire. He learned how to increase his strength by channeling action through groups.



Some of the Savage population lived in caves, others learned to build simple tents. In general, the life of Savage Man was dominated by the hunting of animals and the gathering of food.

Ultimately, survival would require success against more than the environment. Savage Man would

learn to fight his fellows, and the peace of the Primitive era would be gone forever.

2. The Feudal Era (7000-49 B.E.)

As Savage Man came to dominate parts of his world, both his chief rivals and his chief resources became other human beings. The resulting turbulence created in the population a tremendous need for organization. The period of increasing organization is known to historians as the Feudal Era.

In many respects, this period in history may be described as "The Rise of Savage Man," as during it Savage Man learned to conquer his planet. Unfortunately, within the great advancements made during the Feudal Era, Savage Man created the seeds for his civilization's doom.

Three basic characteristics identify the Feudal Era (see figure 2a). They are (1) the increasing size of Savage social groups — a pattern of movement from nuclear family to band, from band to clan, from clan to tribe; (2) diversification and stratification of such groups; and (3) intergroup strife and friction, which produced the impetus for much of the development and changes in the feudalistic societies.

Feudalism had many different faces during its era. Early feudalism saw the countryside divided into "estates," each with a prevailing "lord." Society focused around the lord's castle, where the lord's word was absolute law.

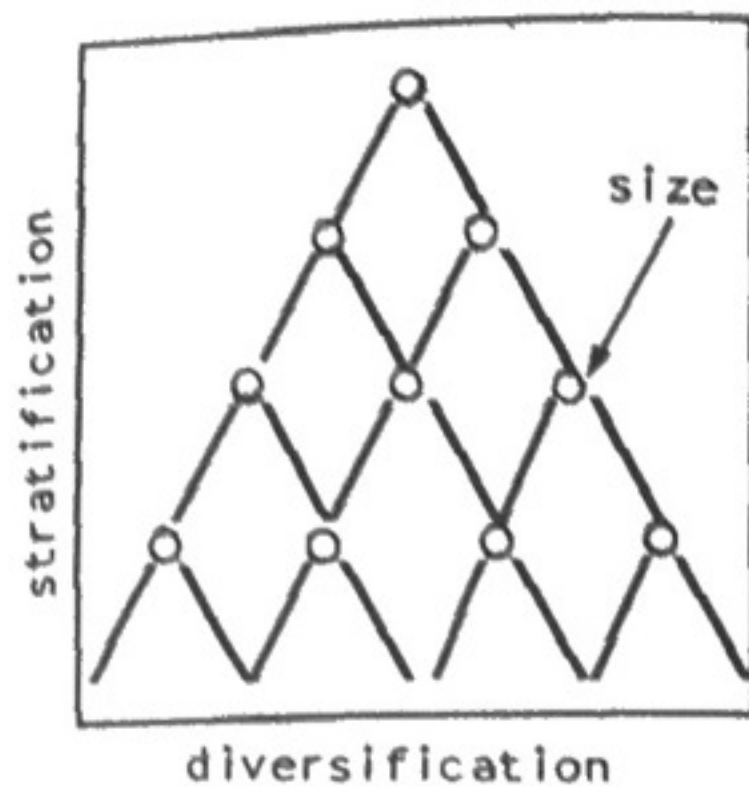


figure 2a

diversification

Towards the end of the era, Feudalism appeared much differently. The Savages were organized into much larger units, of two types: 1) political nation/states, geographically defined groups of Savages sharing common government and laws; and 2) multinational corporations, economically defined organizations of workers whose networks and territories often covered much of the globe. Upon occasion, these two types of institutions competed, and after bloody confrontations, the predominating group would absorb its rival.

Throughout this period, however, one aspect of Savage existence would not change. Savage Man remained structured in fragmented societies, and was his own greatest adversary.

3. The Great Anarchy (49 B.E.-1 B.E.)

Approximately seven thousand years of Feudalism would eventually lead to a catastrophic situation which decimated the Home Planet, and nearly lead to the Race's total annihilation. The complete and total breakdown of the Feudalistic Home Planet was caused by the historical occurrence known as The Great Anarchy. PART THREE will deal with this period in depth.

Essentially, The Great Anarchy saw the technological breakthroughs made during the Feudalistic period destroy the very organizations and institutions that had made them possible. The highly developed and urbanized Home World woke up to find many of its resident Savages living in societies no safer than the jungles of the Primitive Era. Through an accelerating process of institutional breakdown, the Modern Savages found themselves living in an increasingly disorganized, dangerous, and uncertain world.

Some Imperial historians go as far as to call The Great Anarchy, "Nothing short of pure mass madness." Others put the blame squarely on Feudalistic military technology, which was to put the tools of the Home World's destruction in the hands of increasingly petty and less responsible leaders.

Compared to the earlier periods we have discussed, The Great Anarchy was short (see diagram 1 and explanation). But its effects were as noticeable and severe as any period in history.

Unlike the forces of thousands of years and billions of lifetimes that led up to The Great Anarchy, the period ended as a result of but a single Perfect Man, Gortus Lazur, our Imperial Leader (see official portrait). His greatness, courage, and supreme wisdom are also discussed in detail in PART THREE.

4. The Imperial Solution (A.E.)

No event in the history of The Race carries the significance of the birth of our EMPIRE. The EMPIRE's birth marked an end to both Feudalism and Anarchy. It marked the death of Savage Man. It heralded the birth of Perfect Man (the third and final EVO).

No longer would The Race remain fragmented, Savage set against Savage. No longer would his technology threaten The Race's very existence.

Our Leader had the wisdom to truly identify the chief crises facing the species.



OFFICIAL PORTRAIT OF THE APEX

Turning his brilliance to the dangers of overly-lethal technology, Lazur invented today's Science of Peace. Realizing the failures of Feudalism, Lazur created the EMPIRE, a focal point for the joint development of all Perfect Men.

Since the advent of the EMPIRE, great strides have been made. The Race is leaving its history of mistakes behind on Earth as Perfect Man ventures into space in search of new planets, resources, knowledge, and power. A sampling of the great strides The Race has made under the watchful eye of the EMPIRE are discussed in PART FIVE (or see diagram 1).

PART TWO: Science and Technology

In order to survive, grow, and prosper, The Race has always needed tools. Savage Man's development of technology is perhaps the driving force which freed him from his lot in the Primitive Era, and still today helps our EMPIRE achieve increasing levels of greatness.

The Agrarian Revolution: The Feudalistic period was one marked by sweeping technological changes. The first of these, the development of domesticated agriculture, catapulted Savage Man from the Primitive into the Feudal Era. Farming required the organization of Savages into various working groups. It also tied them to a fixed piece of land (a "Lawn").

The Industrial Revolution: The development of machine power was to change the face of Feudalism forever. No longer did Savages need to spend their lives in the Lawns. Hence, feudal boundaries shifted slowly away from geographical to economic. Under a system known in its time as "The Ism of Capital," the corporate, an essentially economic entity, replaced the Lawn as the center of Savage activity. Even lawning itself was industrialized under the auspices of corporates.

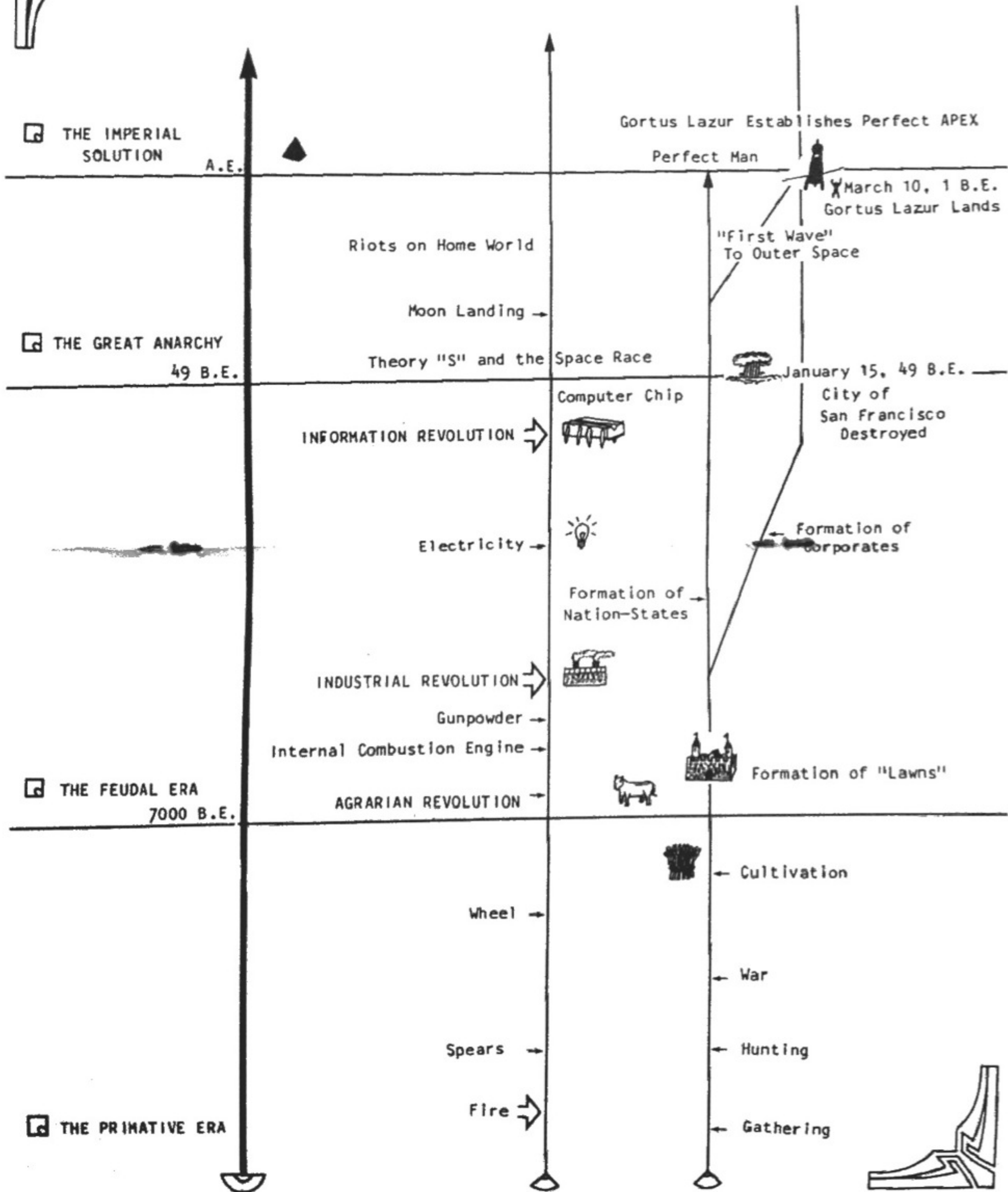
As technology developed, the size of territory over which corporates could conduct activity greatly increased. Eventually, a single corporate could boast of members (known as "employees") scattered across the planet.

The Science of War: What happened to the Lawns of early feudalism? They did not disappear. Instead they grew, often through bloody conflicts, into larger geographic entities called "political nation/states." While these entities came in many configurations, they were identifiable by their objective of monopolizing police power over a geographic territory.

Like the feudal estate, political nation/states were continually in conflict with each other. They used their internal police powers to force the scientific community to develop what is now known as "The Science of War."

OUR HISTORY

diagram 1



For centuries, war scientists worked to develop more lethal and powerful means of destruction. The rock gave way to the spear, the bow and arrow to the rifle, and the gun to the bomb. Finally, in the waning days of one of the Home World's great feudalistic conflicts, scientists developed the "ultimate" weapon -- the Nuclear Missile.

The Nuclear Missile was unique in that it could literally put the annihilation of the Home World in the hands of a single individual Savage. Optimists believed that its awesome capabilities would serve as a deterrent, bringing an immediate end to all wars. But they did not know what consequences the next technological revolution would present.

The Information Revolution: While political nation/states were busy with the ultimate development in war science, the corporate world brought on a revolution of its own. This was not a technology of things, but of information. The face of the Home world was to be altered by a single machine -- the Computer.

The Computer allowed information to be sent all over the Home World, to be processed, to make decisions, and to run other machines. In terms of economic power, the Computer made the Nuclear Missile appear trivial. Whereas Nuclear Missiles could destroy the planet, Computers held the potential to control it.

Historians tend to view the impact of the Computer in terms of a functional shrinking of the Home World. Communications, ideas, and instructions that once took hours or days to move from one place to another were now processed at the speed of light. Furthermore, the information revolution transferred the economic role of Savage Man from one of communications and control, to one of creativity

ideas.

Rapid progress does not always have positive results, however. In PART THREE, we shall see that the combination of information and nuclear technologies was an equation for massive social explosion.

Space Exploration: Not all missiles were used for nuclear warheads. Missile technology was also slowly cultivated as a device for the exploration of outer space. Perhaps the most well known Savage leader in the early days of the Space Effort (as it was then called) was the corporate chairman of Unified Status, Inc. (USI), J.F. Schenectady.

Figure j



"One small step for J.F. Schenectady, one giant leap for The Race."

With speeches and awesome displays of callisthenics, he rallied the corporate body to pump massive amounts of money and overtime into coordinating the famous Space Race (or "Theory S"), challenging a rival corporation (M-COW). We are all familiar with the stunning outcome (see figure j).

J.F. Schenectady's brief but high-powered Theory S was adapted by the intellectual class, whose members re-dubbed it the "First Wave" (see figure c). Most of our current leaders, including the Emperor, were once participants in the "First Wave."

During The Great Anarchy, many wealthy intellectuals, particularly those from the highest

ranks of corporations, left the madness of the Home World in search of serenity in space. The quest was eventually successful, for these remarkable individuals developed the Perfect Man, and from outer space they eventually brought back The Science of Peace.

Today, space exploration and colonization is open to many of the Home World's citizens as a part of the EMPIRE's drive to leave the war-scarred planet behind.

The Science Of Peace: Developed by our Great Leader, Peace Sciences were a response to the nuclear terror which almost destroyed The Race during The Great Anarchy. Peace Science is of such vital importance to the EMPIRE, that even the sketchiest details of how it works are unavailable to the citizenry. What is certain, however, is that peace technology has rendered nuclear technology inert. No longer do any citizens live under the threat of instant evaporation at the whim of a missile, or a slow, agonizing demise after exposure to radioactive fallout.

Today, weapons beyond guns and bullets are simply unavailable, except for official Imperial use. (For example, ATV's used on other-world planets are equipped with powerful laser guns in order to clear unwanted obstructions.) And we, as its citizens, are blessed with Peace and Freedom.

PART THREE: From ANARCHY to EMPIRE

Since Primitive times, the law of the jungle was the law of history. And for countless thousands of years, Savage Man had prophesied of "Armageddon" — the end of The Race. The events that would end the Feudal period would bring Savage Man dangerously close to the prophecy.

The information age brought a new twist to Feudalism. While Savage Man had lived in unequal states of wealth and power for thousands of years, he had never been very aware of how his neighbors lived. Information changed this. The "have-nots" learned what they were missing, and they learned to hate the "haves." Information also gave them knowledge — the knowledge to duplicate the nuclear weapons which they felt excluded them from a world of wealth.

Yet this alone did not end Feudalism. The Great Anarchy began on January 15, 49 B.E., when terrorists from the "security" arm of the National Fundamentals Army, lead by the fanatical singer/song writer Anita Buyrite, set off a nuclear explosion in the downtown district of the feudal city San Francisco. They proclaimed it "A glorious day for true and proper values... and death to the devil." Nearly two million people lost their lives. The Explosion marked the demise of the Feudalistic system (See Figure 3a).



City of San Francisco Destroyed

Citizens all over the world were horrified. The N.F.A. was not a great Feudal power. In a world of four million inhabitants, N.F.A. security had about two dozen members (no one would ever know its exact size).

During the last days of the Feudalism, great nations came to power. Eventually, they were polarized into two alliances, supported by a group of independent political states which survived only by aligning with one superpower or the other.

Each of these giants developed an extensive nuclear arsenal. So did many smaller states, but their technologies were absolutely dwarfed by the superpowers. Ironically, this huge nuclear build-up brought about nearly 50 years of peace. Because war meant certain destruction, it became unthinkable, and the Savages of the Home World settled down for a long but uneasy peace.

The events of January 15 shattered this calm. In some cities mobs formed around the homes of many political dissidents. Some were saved by authorities, but some authorities were unwilling to act.

The destruction of San Francisco might have simply been a single incident, a focal point around which Savage Man could re-evaluate his machines of destruction. Instead, it acted as a fuse, igniting battles all over the Home World. In powerful nations, the populations questioned their governments' ability to protect them, as rioting mobs grew and formed feudal groups of their own. Some citizens of weaker nations saw an opportunity for wealth and revenge. The inequalities suddenly became unacceptable. Tolerance suddenly became unthinkable. Violence and continual social fragmentation became the new orders of the day. The Great Anarchy was primed and ready to unfold.

Imperial archaeologists are still picking through the remains of much of the planet's radioactive regions. They cannot determine precisely how 80% of the earth's civilization self-destructed. Some nations evidently entered nuclear wars. Many cities were decimated by confused and violent masses after disasters caused economic and political chaos.

For over seven decades, people would believe that the devastation had finally ended, yet flare-ups continually resurfaced.

The Apex describes The Great Anarchy as "time running backwards." Five thousand years of civilized development under Feudalism would rapidly give way until cities would lie in ruins, and technology rapidly headed for the Primitive age.

Technology behaved strangely during The Great Anarchy. The tremendous economic toll involved broke down much of the world energy delivery systems, effectively undoing the industrial revolution. Of the tens of thousands of nuclear weapons that had been manufactured, however, many would easily outlast the societies that built them. While devices of progress and peace died, the Science of War remained.

Some men were able to preserve their technology, by taking it with them into outer space. And one man would improve it, and come back to save his fellow man from the brink of extinction.

It was March 10, 1 B.E. when a ship from unknown origins landed in the New York Rocket Field. A man stepped out of the craft, turned, and headed for the radio tower. Over the broadcasting system there, he proclaimed "The beginning of a new age of man ... the age of the EMPIRE." Most people laughed at this strange misguided earthling.

At the time, New York was perilously close to destruction. Somehow, New York had fared well during The Great Anarchy— too well for the taste of much more disorganized and fragmented Philadelphians. A Philadelphia gang entered into an alliance with a nomadic nuclear missile tribe, and issued New York its final ultimatum. Doom seemed inevitable.

Twenty-four hours later, New York would have a new leader -- but he would not come from Philadelphia. He would be Gortus Lazur, The Apex, The Leader, The Founder of the EMPIRE. In a nutshell, nuclear technology failed to work when subjected to the Apex's Science of Peace.

Word of the new leader traveled quickly. All over the world, people cried out for an end to the fragmentation, divisions, and destruction that had reigned for over two generations. The following January 1 was declared the beginning of the EMPIRE (A.E.), as most of the still inhabitable earth had united behind the Emperor. Soon, newly formed imperial forces would liberate the few holdouts. Peace, at last, would come.

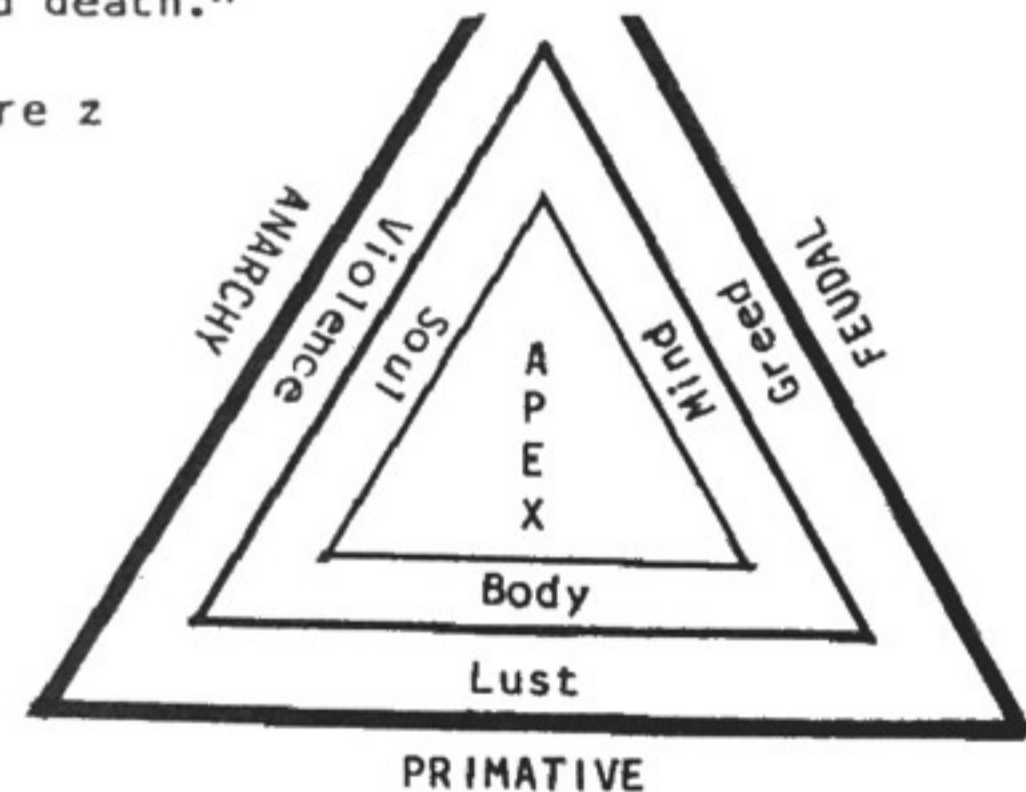
In the words of the Apex,

"Mankind is now free from feudalism and fractionalism, free to be one people, free to live in the peace of the EMPIRE."

PART FOUR: BELIEF SYSTEMS (optional)

This section on belief systems (sometimes called "religions") is one example of the great achievements the EMPIRE has made possible. Today's Imperial Believers have cursed the false idol of old, in favor of the BASIC (see figure z). Earlier religions were based upon the concept of the "Lord of Light" -- one the Apex has labeled as the "lord of nuclear terror, war and death."

figure z



Descriptions of three false religions are offered here in order to demonstrate the crude barbarism which pre-dated the EMPIRE:

1. Greed

One of the most bizarre religions, a "monetary" religion, was actually an attempt by corporate leaders to sanctify economic greed. Some missionaries who practiced this faith would actually bribe unsuspecting individuals to accept their preachings by paying them sums of money.

Such religious fanatics developed a dangerous cleverness. The bribes were very often thinly disguised as gifts. The fanatics would produce reports, documents, and hold press conferences to verify the righteousness of their faith, convincing unsuspecting Savages that they could predict economic conditions, conduct successful alchemy, and sustain themselves on monetary substance.

Only vigilance can keep one from falling prey to a false worship of Greed.

2. Lust

Fertility oriented missionaries are a prime example of how the good and true beliefs of The Race were twisted by religious practitioners of old into a feudal nightmare. Preachers of this faith spent most of their time distributing seed, converting young people to the faith, and doing their best to maintain high population growth. Seed and population are often necessary to humanity's currently decimated numbers.

But often these religious followers were thinly veiled mobsters who defended their feudal interests against others, often violently. Under the influence of these madmen, Savages were unable to grasp hold of the true ways of peace and a single EMPIRE.

3. Violence

Primitive faith in the so-called Lord of Light, represents Savage Man's darkest capabilities. The societies it infests put their faith behind utter charlatans who use magic and human sacrifice to feed their bloodthirsty god.

Most of these sects have been eliminated on the Home Planet, but they are everywhere in outer space. Their tired and dangerous beliefs must be purged

before the Imperial science of peace can safely spread throughout the galaxy. They stand in the way of the EMPIRE.

4. True Beliefs

Not all religious activity is evil, but worship in the Lord of Light is. True followers of the Apex and his EMPIRE must learn to discredit this false god whenever possible.

Proper religion is based on the celebration of life, the building of a stronger and healthier species, and rituals which lift men into a higher level of existence. According to the Emperor,

"Proper religion can lift men from the burdens of their past. But modern day religion must cast off its bloody, belligerent, and corrupt past. Man must learn to walk on water instead of fire; he must learn to not march into battle, but to march into the glorious imperial sky."

PART FIVE: The Modern EMPIRE

Today's EMPIRE faces the most awesome challenge ever available to mankind ... the forging of an Imperial civilization into the farthest reaches of space.

While the rightfulness of Imperial ways now enjoy a firm hold on the Home Planet, worlds of varying political fragments still exist on nearby planets. Our Emperor has great hopes for the future of humanity:

"Out of the ashes of an earth gone mad, we will establish a supreme EMPIRE — the greatest the galaxy will ever know."

Loyal imperial colonists leave every week to spread the word and ways of the Apex. They risk their lives for our glory. We are beholden to them.

