

OtherSpace: New Journeys

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OS: WHAT IT ISN'T

OtherSpace Survivor's Guide 6.0 - Section I: What It Isn't

So you've got an interest in the original space fantasy saga of OtherSpace. You'll want to know what it is before bothering to delve deeper. It will help first to explain what it isn't...

It's not a traditional MUD. That's not a knock on traditional MUDs. It's just important to make that distinction up front so you know what you might be getting into.

Traditional MUDs are games in which the only real in-game benefits of interaction with other players are the acquisition of better equipment for killing monsters and grouping to kill tougher monsters.

In OtherSpace, interacting with other players is the entire point of the game, but it's generally not for purposes of getting equipment or slaying monsters. It's for sharing an evolving story.

It's not a game where you work toward a high score. It's not a game where your sense of accomplishment comes from leveling.

In many computer games, online and off, roleplaying is little more than randomly generating a character and embarking on automated quests. That's not OtherSpace.

The fact that OtherSpace *isn't* like a lot of other games makes it unique, but that also makes it less familiar in approach and, therefore, perhaps less accessible to the everyday MUD player.

But it's worth noting that lots of everyday MUD players who have had their fill of automated quests and leveling have found their way to OtherSpace over the years when they yearn for something more.

OS: WHAT IT IS

OtherSpace Survivor's Guide 6.0 - Section II: What It Is

Still confused about what OtherSpace is after hearing what it isn't? If so, you're really not alone. Games like this can be an acquired taste. So, here's what you need to know about what it is...

It's a roleplaying game in a fairly straightforward sense of the word: You create a character with their own distinct personality and background, hurl them into the mix and inhabit the role.

It's a literary jam session, in which players bounce textual riffs off each other in a creative back-and-forth as they generate causal chains of consequence that help shape the game universe. Not all consequences yield earth-shattering outcomes, but even small stones can make ripples in a pond.

It's an evolving story that has been online since 1998. We've had 17 full-blown responsive story arcs and several smaller storylines. That means a great deal of history has been built in the past five years by the action/reaction chains of our players as they have journeyed along the game's story path.

It's a community, with message boards, mailing lists and devoted fans.

It's got some coded systems that provide the means to entertain, interact and communicate with others.

It's a low-bandwidth outlet for creativity.

It's fun.

It's free.

OS: CHRONOLOGY

OtherSpace Survivor's Guide 6.0 - Section III: Chronology

Wondering what date it is in the universe of OtherSpace? Just add 1,000 years to today's date - the game follows a 1 RL day=1 game day timescale. But what's happened in the past on OtherSpace? Check out this chronology...

10 Million Years Ago - The Kamir settle the planet now called Sagittarius, or Il'Ri'Kamm

7 Million Years Ago - The Kamir develop a complex artificial intelligence to make their daily lives more convenient.

4 Million Years Ago - The Il'Ri'Kamm Hive Mind achieves full sentience, revolts against the Kamir and begins exterminating their masters. The few surviving Kamir develop a machine that allows them to escape to another dimension at the expense of their corporeal bodies.

10,000 Years Ago - The Shohobian Mystics and their Timonae brethren experience The Parting, as the exiles leave on a colony ship for deep space.

1652 - The Nall prophet, Nalia, is born.

1703 - Vox Nalia Church is founded on the planet Lebal.

1995 - The Parallax is founded on Nalhom under the leadership of the first Vox, H'mrik of Hatch Vrill.

1998 - The Phalanx and the Clawed Fist Fleet of the Nall are formed.

2001 - The Nalls conquer Grimlahd, but many Zangali denizens of that world escape aboard a stolen Nall barge that eventually reaches the world known to humans as Mars.

2011 - Earth Planetary Consortium forms in the wake of global conflict, a war fought largely in cyberspace, called the Bandwidth War, with damage measured by economies collapsing due to system hacking. Simple decimal displacements helped bring down corporations, crashed stock markets and played havoc with traffic control and credit agencies. The new Consortium is essentially an international corporate cartel.

2052 - Leaders of the Vox Nalia Church, Phalanx military and planetary governors of Nalhom, Lebal and Grimlahd establish the Order Council.

2053 - Mankind first sets foot on Mars. Ares Station established on Martian surface by Consortium Space Agency.

2057 - The Nall acquire phase drive technology, allowing them to travel faster-than-light.

2059 - Orbital community of Helios comes crashing down from Earth orbit. Thousands killed. Sabotage suspected, but never proved.

2073 - A killer disease called the Genetic Devolution Virus begins to spread, wreaking havoc with the genetic makeup of its victims and ultimately killing them. The Consortium invests billions of credits in research to engineer a cure.

2085 - Embryonix Corporation announces the achievement of large-scale genetic manipulation, finding the key to switch off the GDV DNA sequence.

2089 - The Demarians rebuke a Nall conquest attempt during the Battle of Opposing Suns - where the famed hero Altheor sacrificed his ship and his life to decimate the attacking fleet.

2090 - Having seen mankind threatened with extinction by the GDV, government officials declare the time has come to colonize Luna and Mars, to ensure that mankind survives by spreading.

2094 - Tranquility Habitat becomes first lunar community. Established by Embryonix, which unveils plans for a larger urban site called Lunar City.

2095 - Groundbreaking for Lunar City.

2100 - Lunar City opens for habitation.

2101 - Taking knowledge gained in the wake of the GDV plague, which killed millions, Embryonix invents Specialists to serve as foot soldiers, custodians, ditch diggers and just about anything else that investors want to buy. The Specialists are created with "programmed obsolescence," burning out and dying after five years due to a radically enhanced metabolism.

2105 - The first generation of commercially produced clones, called Specialists, leave the production facility in Lunar City for jobs on Luna and Earth.

2112 - The Solar Consortium forms, linking the world governments of Earth and Luna.

2117 - About 2,000 Native Americans, primarily Navajo, combine funds to purchase a generation ship to carry them to a new colony world.

2119 - The Nall conquer Ydahr. The G'ahnli flee to territory that is now part of the Stellar Consortium.

2137 - Mankind establishes Eden Terraforming Complex on Mars and encounters the Zangali, who settled the world as refugees fleeing the brutal Nall regime of the Parallax. The relationship gets off on terrible footing when terraformers set off explosives and inadvertently collapse an underground Zangali city, killing thousands. The Human-Zangali War begins. During the war, colony ships depart for deep space.

2143 - Zangali guerillas set off nuclear devices in Washington, D.C., London, Capetown, Beijing and Moscow.

2145 - Human-Zangali War ends with signing of the Luna Accords.

2149 - Daltech invents the CityDome concept. The first of its kind, an expensive prototype, is built in Antarctica.

2151 - On Mars, Nicholson Colony becomes the second Consortium CityDome.

2152 - The Stellar Consortium is formed after mankind meets the Centaurans.

2153 - The Vanguard is established, with headquarters in Colorado on Earth. The Vanguard Institute main campus is sited on Mars.

2154 - Ganymede colonized by the Consortium.

2157 - Specialist Revolt on Luna. Genetic Engineering Limitation Treaty signed in Toricelli on Ganymede. Mass production of humans becomes illegal, Specialists achieve independence and reproductive rights. Luna becomes their homeworld. From then on, they are called Lunites.

2160 - Sivad settled.

2183 - A convoy of colony ships leaves for Sivad, carrying largely Middle and Eastern European settlers. The ships have to be evacuated a malfunction of their engines causes a feedback loop that eventually leads to an energy overload, destroying the convoy. The stranded colonists name the planet that has become their unintended new home Waldheim, for its lush forests.

2184 - Quaquan settled.

2193 - Youngster settled.

2194 - A probe launched from Waldheim finds that the amount of orbital debris created by the destruction of the convoy eleven years earlier makes spacefaring essentially impossible. This news dispell any hopes of leaving the planet, and the denizens of Waldheim focus on maintaining the balance between their homeworld's lush beauty and the need to expand beyond the original colony sites.

2201 - Denizens of Youngster encounter the Odarites and open trade relations.

2217 - Qua explorers meet Youngsterians and establish trade.

2231 - Antimone joins the Stellar Consortium.

2256 - The Nall conquer Ist'thol'mek

2257 - The Nall destroy Youngster, shattering it into chunks that are now known as Ungstir Prime, Ungstir Two and Ungstir Three. The survivors, with nowhere to go and no inclination to search for a new home, set out to make their home among the ruins.

2259 - Ungstir Prime habitat becomes fully operational.

2262 - The first nanomachine assemblers are tested in a lab in New Cologne, Waldheim.

2276 - Castor joins the Stellar Consortium.

2277 - Geneva Nova is built; the first instance of large-scale use of nanomachine assemblers on Waldheim. Many others follow.

2282 - Dr. Hans Lundquist invents the first light speed drive.

2285 - First Castori teleportal links Earth and Castor.

2324 - Ungstiri encounter the Mystics.

2346 - Demarians join the Stellar Consortium.

2358 - Nall conquer Vollista.

2360 - A diplomatic incident leads to the Demarian-Zangali War.

2368 - The Consortium government brokers a treaty and the Ursiniru Accords end the Demarian-Zangali War.

2415 - Phyrria joins the Consortium.

2417 - Lord Fagin the Pirate King builds his underground fortress beneath the city of Freewheeling on Tomin Kora.

2473 - Genetic Insurgency on Sivad. Renegades on the planet, defying the GELT Treaty, are conducting genetic manipulation on their own people in an effort to

improve them. The Vanguard is sent in to put an end to it, and a military base is established planetside to ensure continued oversight.

2501 - G'ahnlo joins the Consortium.

2576 - Explorer Eduard Ocatus Sr. finds Sagittarius, makes contact with the Il'Ri'Kamm Hive Mind and learns of the OtherSpace Drive technology.

2590 - The Hive Minders grant the OS Drive technology to the Consortium, with the caveat that a Minder be assigned to each ship to operate the drives.

2593 - Fagin acquires OS Drive technology. Guilds established on Tomin Kora. Fagin's Riches is born.

2596 - Nephthys Station opens in the Tomin Nebula.

2598 - The Consortium freighter Tycho is lost, presumed destroyed.

2620 - A Timonae sleeper agent posing as a Mystic kidnaps Eye Alhabrim of Val Shohob. A squad of Vanguard Marines rescues Alhabrim. The Timonae, Hadrian Rass, eludes capture and becomes a hero and leader of his people - only to vanish mysteriously some years later.

2636 - Graeber Brenhault, an ex-Consortium secret agent, assassinates a Qua dignitary on Earth.

2650 - (First year of OtherSpace: The Interactive Saga) The Ri'Kammi conspiracy is exposed: They gave us OS technology so they could control us and capture our vessels for use in a long-running war with an ancient enemy, called the B'hiri, in another universe. The Hive Mind is killed. The B'hiri provide the means to use OS drives without Minder assistance.

2651 - (Second year of OtherSpace: The Interactive Saga) Val Shohob is destroyed when its star goes nova, a result of an OS Drive malfunction aboard a Vanguard scout ship. Several ships are hurtled across the galaxy into the territory of the warmongering Kretonians. Escaping, the ships trigger the nova of Kreton's star. The Bright Horizons cloning scandal on Sivad rocks the Consortium, exposing corruption at the highest levels and leading to the suicide of conspirator and Consortium President, Eduard Ocatus II.

2651 - (Second year of OtherSpace: The Interactive Saga) Grimlahd, Ist'thol'Mek and Vollista revolt against the Nall and win independence. Laurence Montevedo seizes power on Sivad, kills thousands, but his reign of terror ends

with a sniper's bullet. The Kamir summon a group to Sagittarius so that the exiled ancients can apologize for unleashing the Ri'Kammi Hive Minders on the universe.

2651 - (Second year of OtherSpace: The Interactive Saga) The Vanguard carrier Versailles makes a deep space exploration voyage and discovers a frozen world called M'mralu, whose now-perished inhabitants are discovered to have been involved in a power struggle against the Hivers for influence over the corporeal humans on Earth in the 20th Century. One last surviving Hiver is found beneath the radioactive ruins of Washington, D.C., and is killed by a Kamir who has temporarily possessed a human.

2651 - (Second year of OtherSpace: The Interactive Saga) The Kretonians, furious at the destruction of their world (a result of actions of the PCs during Arc II), acquire OS technology and launch a full assault on the known galaxy. Refugees from all the territories flee aboard the colony vessel Sanctuary while the Vanguard fights a delaying action against the Kretonians. An OS Drive malfunction causes the Sanctuary to end up in an alien universe.

Hiverspace 2651-2652 - (Third year of OtherSpace: The Interactive Saga) During this time period, the Sanctuary colony vessel traveled through the old stomping grounds of the Il'Ri'Kamm Hive Mind. Each passing day, it was learned, equated to a passing year back home in normalspace. As she proceeded on her adventures, Sanctuary experienced the coalition of races living aboard her - and a threat to that peace in the form of Duke Buchanan and his intolerant Society for Human Integrity and Purity. She encountered a variety of aliens, including the malevolent Thul, the conflicted Hekayti, the tiny Nemoni, and the peaceful Muscipulans. This arc concluded with a risky attempt to flip back into normalspace, which failed and landed them temporarily in an area now referred to as "The Realm of the Dead," where seeming ghosts walked among Sanctuary's inhabitants.

Hiverspace 2652??? - (Third year of OtherSpace: The Interactive Saga) Sanctuary's voyage through Hiverspace continues, and it is discovered that Lord Fagin and his henchman, Dimitri Volstov, are alive and well and dwelling within the superstructure of the colony vessel, continuing to plot and scheme

against old enemies. Volstov, it turns out, has developed a new form of the Legion Virus. Only quick work by two skilled doctors saves the day with a cure. Sanctuary's denizens seek out the elusive Comorro Station, eventually find it, and then track down the Thul to strike a deal that will allow the colony vessel to return to normalspace.

Kretonian Era - Normalspace

Normalspace 2651-2806 - The Kretonians establish Ungstir Prime as their new homeworld and embark on a brutal regime of conquest and enslavement, crushing everyone from the Nall to the Demarians to the humans. Mekke are all but exterminated. Mystics are hunted down like animals, and only survive as a species thanks to the generosity of the Qua. Mankind reinstates the practice of cloning humans to fight a war against the Kretonians, sparking the collapse of the Stellar Consortium - reformed as the Solar Consortium, consisting of Earth and Mars, while Luna secedes and becomes the Free Luna Protectorate. In 2806, the Nall rise up against their Kretonian oppressors and, with help from Otherians and a few Zangali and Grimlahdi, launch a genocidal war of their own - and are not satisfied until the Kretonians are no more. The final showdown is at New Kreton - formerly Ungstir Prime - which the Nall obliterate, along with Ungstir Three. Then, the Nall go back to their homeworld and begin a policy of indifference to outside affairs, focusing instead on internal matters. The Boromov family begins to gain influence, helping establish a new habitat in the mining colony of Ungstir Two.

2813 - The Solar Consortium strikes an alliance with the Ri'Kammi to achieve faster than light travel again, and establishes the Guardian Fleet to defend its holdings.

2820 - The once peaceful Centaurans declare their territory off limits to all outsiders and establish massive arrays of weaponry around their homeworld to make the point.

2825 - The Solar Consortium contracts with the Castori, who have made a breakthrough with teleportal technology, allowing them to instantaneously

transport pedestrians of any species from one world to another.

2847 - The nearly eradicated Order of Mystics officially re-opens its guild, after almost two centuries since the destruction of Val Shohob. The new guild is hidden in the caves of Quaquan, where they live in peaceful coexistence with the Qua.

2850 - The villages of New Pansheera and Altheor's Hope are established in the Stubtooth Mountains of Demaria, and are shared by felinoid quadraped packs called Theorians, as well as some humans and Odarites.

2859 - A catastrophic collapse of a wormhole near Vollista causes the world of Light Singers to be encompassed in a sort of crimson aura, with electromagnetic interference that renders most high-tech gadgets useless.

2948 - Waldheim sees a resurgence of interest in spaceflight. A large-scale project is called into being to rid the planet of the space debris hindering it from returning to the stars.

The Return of Sanctuary and Beyond

3000 - (Third year of OtherSpace: The Interactive Saga) Sanctuary returns to normalspace to find a universe much changed. The Centaurans, manipulated by the restored Ri'Kammi Hive Mind, attack Sanctuary with the Mindshard Fleet, but are defeated with help from the Nall. Mysterious dimensional rifts begin - first with subspace transmissions overheard, but growing more substantial over time, until a seemingly war-like Castori vessel bombs a city on Sivad from orbit, with thousands of casualties. The attacking vessel, it is determined, came from an alternate universe, but its effects are no less real. The rifts are linked to an anomaly near Jupiter, the site of an inter-universal crossing by a Falari vessel from Hiverspace. If left unchecked, it is learned, the rifts will continue until all existing universes are wiped out. The reborn Il'Ri'Kamm Hive Mind, transdimensional entity that it is, is called upon to help heal the rift, with the aid of the Maltarians. The Ri'Kammi resurrect the lost world of Val Shohob, bringing with it Eye Balthazar (believed killed during Arc II). Meanwhile, after a brief peace in the Solar Consortium, terrorists in the Keep

Earth Pure movement detonated more than a dozen plasma bombs on Earth's surface. The Consortium is left in ruins, and Earth will be unreachable for at least two years.

3001 - (Fourth year of OtherSpace: The Interactive Saga) Boss Cabrerra builds a new city, Shadowheart, on the ruins of Freewheeling on Tomin Kora to serve as headquarters for the Cabrerra crime syndicate. Martian Legions soldiers discover the planet Deserata while seeking a solution to the metazone crisis. With Earth's decimation in Arc IX, Specialists are without a ready source of metazone, a metabolic stifler that helps extend their lifespans. On Deserata, a world with a city modeled after Earth's Wild West, the soldiers find both Specialists and the formula for metazone. A crisis of another kind emerges for Specialists, as a man named Gustav Eiger goes on a killing spree from planet to planet. He etches letters in the fingernails of his victims, eventually spelling out EARTH FIRST - a clear indication that the KEP was just getting started when it blasted Earth. He disguises himself as James Faubert, becomes a top law enforcement officer on La Terre - a planet riddled with veins of volatile polydendum - and arms a plasma bomb to destroy La Terre. Eiger is killed, and the bomb is disarmed at the last possible second, but La Terre is saved. Lord Boromov on Ungstir goes mad, launching attacks against Nall ships and sparking a brief war, during which the Nall invade and conquer Ungstir, holding it until Boromov is brought in to receive his death sentence. On Demaria, a group of explorers discovers a hidden facility under a glass lake in the Sand Mother Desert, where hundreds of cryogenically frozen Demarian warriors slumber. Last seen briefly during Arc IV, the Lem'ing return, this time intent on eradicating the ability of the known worlds to intrude on their territory. In an ironic twist, one of their stops is La Terre, where the self-crowned king, Bartholomew Ritter, blows up his own planet to avoid being conquered, without giving his followers a chance to escape. The Vanguard Exploration Service is formed, and sets up shop aboard the old Solar Consortium starbase Retribution. When the Lem'ing confront David Ransom Porter, leader of the VES, he sets off a self-destruct sequence that cripples the base but doesn't destroy it. The Lem'ing leave, for now. A final showdown takes place between forces from the Clawed Fist Fleet, the G'ahnli Navy and the VES

near Nalhom, as tens of thousands of Lem'ing ships attack. The crew of the VES Minerva are snatched to a realm that is presumably OtherSpace, where they meet with the Lem'ing and strike a bargain: They vow never to intrude on Lem'ing space, if the Lem'ing will back off. And Earth, we learn, isn't as dead as it seems. President Lazarus Blades is alive and dwelling in one of several undersea colony habitats. But the planet remains cut off from visitors.

3002 - (Fifth year of OtherSpace: The Interactive Saga) As the known worlds begin to recover from the Lem'ing war, a new threat emerges to peace in the galaxy. The Kamir, furious that Eye Balthazar of Val Shohob has denounced them as the Voice, now seek to wipe out all corporeal life. They begin by manipulating a human into assassinating the Centauran Solon Riral during a state visit to Sanctuary. The Hivers ally themselves once more with the corporeals they once sought to destroy, and begin a systematic effort of tracking and destroying the dwindling numbers of Kamir before they can set all the worlds against each other. In one particularly dramatic incident, when the Nall Vox Gris of Hatch Koth sets foot on Martian soil for the first time, a Hiver saves the day when an Ungstiri, possessed by a Kamir and made to appear as Oswald Cottington, tries to kill the Nall. The Hivers further prove their loyalty to corporeal life by resurrecting the dead world of La Terre and its inhabitants. Everything comes to a climactic conclusion at the planet Nocturn, deep in Parallax space, where the last of the Kamir dwell in a tall black tower, and young Kip Caspar must act as the conduit for the Hivers one last time. The Hivers and the Kamir eradicate each other in the final battle, leaving OtherSpace Drives non-functional. The Minerva leaves Nocturn and vanishes from normalspace and emerging at a nexus of several universes, each accessible by a gateway ring. The VES Minerva crew must convert the ship's propulsion systems so they can use jumpsails to access the rings in the multiverse gateways. Once that's done, the ship begins exploring new worlds such as Sine, a world with shifting gravity waves, a ringworld prison, a Dyson sphere, and Pansheera - a world settled by Demarian refugees of the Kretonian Invasion of 2651 who were saved by the B'hiri. The VES Argonaut, under the command of Minerva commander David Ransom Porter's former first officer, Lt. Col. Dierdre Staunton, discovers the

aperture leading to the multiverse nexus - but something goes wrong when passing through the first gate, and the Argonaut is destroyed. Staunton, Cross and the rest of the Argonaut crew are soon reunited with the Minerva crew. But the reunion doesn't last long before Staunton, Cross and Vasya are kidnapped by the Thul on behalf of Lord Fagin the Pirate King, who wants the final gateway opened so he can return to normalspace. He gives Porter 100 days to deliver the final key to the last gate. While opening another gate, Porter - already showing an odd increase in intelligence and telekinetic abilities since his psionic contact with the Hivers at Nocturn - is zapped and rendered comatose. Porter awakens from the coma two weeks later. With time running out for his friends being held captive on Comorro Station in Hiverspace, Porter inexplicably "transcends" to a luminescent, non-corporeal being. And then he vanishes. He returns long enough to help Kip, N'Sha-El and Teel get back to Ungstir (he found out they were targets of Fagin's plan to doublecross the Minerva crew), and then moves the Minerva to Comorro Station. The Minerva crew meets Fagin - he's nothing more than a brain in a fluid-filled cylinder. He hands over two cryogenic tubes - Cross and Vasya are inside these - and Staunton. He says the tubes are booby-trapped, and the traps can only be deactivated remotely by the Thul once the final gate is open. The Minerva crew take the former prisoners back to the ship and then proceed to the multiverse nexus, where Porter sacrifices himself to imbue the final gate with the energy required to unlock it. The Minerva makes it through to Nocturn, rendezvousing with Innokentevna and the Gray Horse, as well as Galactix - who were advised to come to Nocturn by Porter days in advance. But Fagin still manages a double cross. Angered that he couldn't get his hands on Kip, N'Sha-El and Teel, Fagin refuses to deactivate the traps on the two cryogenic tanks. Cross and Vasya are trapped. The news doesn't get much better for the Minerva crew. They return to Concordance Station to learn that the VES will be disbanded because of the losses incurred by the destruction of Starbase Retribution, the construction of Nova Genesis base on Val Shohob, the refit of the Minerva and the construction of the Argonaut. Staunton and Doctor Marlan Ranix resign their commissions, take the cryo units holding Vasya and Cross, and flee to an unknown location. Meanwhile, on Sivad, turmoil leads to the collapse of the

government and rebellion by the province of Ynos. The rebellion ends with the ascension of Richard as king of Sivad. Oswald Cottington IV, proprietor of Concordance Station, oversees the refit of the colony vessel's engines and begins a voyage away from Demarian space toward Nocturn. His plan: To park the station near or at the multiverse nexus. Along for the journey: Most of the nobles from the city of Gleaming Star, who are eager to join their kin on Pansheera. An ancient slug-like creature, a Thul, named Shog, steals a Centauran-designed Moebius Device, teleported into a mine shaft deep under the Earth's surface, and goes back in time to the year 2651. The device was designed to be used in tandem with a twin, with the intention of traveling through time to acquire extinct species for repopulation. Used singularly, however, it turns out the device has disastrous effects. It causes a twist in space-time that switches the plasma-bombed Earth with a thriving xenophobic Earth under the leadership of President Colin Neidermeyer, with alien forced labor camps. As the Moebius Effect spreads to sweep over Luna, and threatens the rest of the galaxy, the Nall move in to conquer Earth's Guardian Fleet soon after Neidermeyer crowns himself king. Neidermeyer flees to a hidden fortress called the Crystal Cathedral. When Earth's OtherSpace Ring is hit by the Effect, it causes a feedback loop that destroys the entire OtherSpace Ring FTL network and leaves the Nall fleet stranded - along with Vox Ulka of Hatch Kithar. A new Vox, Ock of Hatch Vril, is named successor on Nalhom. This sparks a civil war between the Nall trapped at Earth. With help from the crew of the Minerva, labor camp prisoners and the exile Vox Ulkakithar escape Earth. Mars is swept by the Moebius wave, and from behind that world emerges a Kretonian fleet that sweeps in to conquer the remaining Nall on Earth and Luna. Then Colin Neidermeyer, from his hiding place, detonates dozens of plasma bombs on Earth. If he can't have it, apparently no one can. Ultimately, a second Moebius Device is built, Neidermeyer escapes from the Crystal Cathedral, and the new device is taken by teleporter to the mine shaft in 3002 by scientist Axirpolitafix and engineer Daneel Olivaw. Using a Moebius portal, Olivaw goes to the 2651 mine shaft and finds Shog the Thul, who threatens to kill him. Olivaw shoots Shog dead with a plasma pistol. He then goes back to the 3002 mine shaft and reports what happened. Axirpolitafix goes to the 2651 mine shaft to

deactivate the first Moebius Device and finds Shog's teleportation rod. The scientist gives the rod to Olivaw back in 3002, tells him how to operate it, and then goes back in time for the last time. The Moebius Effect is stopped, but the evidence of its passage remains - although, really, it's not such a great difference for Earth. Dead before, dead again.

3003 - (Sixth year of OtherSpace: The Interactive Saga) Martian First Consul Emerson Mauthus, a recovering alcoholic driven over the deep end by the loss of civilized/terraformed Mars to the sweeping Moebius Effect, kills his Praetor and then shoots himself during a public rally on the colony world of Deserata. Darian Ellesmere resumes the post of First Consul. David Ransom Porter regains corporeal form after living as part of the resurrected Il'Ri'Kamm Hive Mind on the alternate Earth brought into this universe by the Moebius Effect. His purpose: To help thwart plans laid by the Kamir before their demise to see a successor to their power over the cosmos: The ascension of a being known as The Hand of the Kamir. But Porter soon learns that John Falkenberg killed a wanted man aboard the Minerva while the ship's crew just watched. Angered, furious, Porter puts the Minerva up for auction. Ochremane Sandwalker buys the Minerva and renames her DSV Esperance. Rachel Cross, briefly an employee of Porter's Vanguard Exploration Service, uses her connection to the VES to gain the confidence of Lunite Senator Jeff Ryan. She visits the Earth satellite, claiming to bring inoculations against biowarfare agents that King Colin Neidermeyer threatened to unleash on Luna. She actually infects Lunites with a Thul Resequencing Virus. The disease is ultimately cured by doctors John Lind and Marlan Ranix, working on La Terre. Oswald Cottington IV, leader of Concordance Station, survives an assassination attempt thanks to Nemoni surgery. He decides to re-christen the colony vessel as Sanctuary and declares a final voyage: From Demaria to Nocturn and the multiverse nexus, to capitalize on the commercial opportunities of access to several different alien universes. But when Sanctuary arrives near Nocturn, the Nall Clawed Fist Fleet awaits. The vessel is swiftly overrun by the forces of Vox Ock of Hatch Vril and her Vollistan minion, Volari. When Cottington tries to attack Volari, the commander of Sanctuary is gunned down by Nall warriors and killed. As Sanctuary is overrun, the Nall also invade

Vollista, Val Shohob and Grimlahd. Ockvril declares a new age of expansion for the Parallax. This sparked the creation of the Orion Arm Treaty Organization (OATO) by Sivad and its allies. Once formed and ratified, OATO starts trying to exert pressure on the Parallax to release the captive worlds. But it's Darian Ellesmere of Mars, which refused to join OATO after a diplomatic snub, who traveled to Sanctuary and won the first victory: Getting the Nall to release all denizens of Sanctuary who were just along for the ride. Hiding within the superstructure of Sanctuary, however, is the exiled Vox Ulka of Hatch Kithar. She demands a duel with Vox Ockvril, and prevails. She resumes her post as Vox and orders Clawed Fist Fleet forces to withdraw from Vollista, Val Shohob and Grimlahd, liberating those worlds. And she announces that Sanctuary will be destroyed, its wreckage added to the flotsam in the Line of Pain. However, the Nall reopen the multiverse nexus for outsiders who acquire the proper permits. Investigating stray transmissions picked up by their communication systems, the Sivadian Royal Naval Service makes first contact with Waldheim. An attempt is made on both the President of Waldheim and the commander of the Sivadian forces; in the ensuing upheaval, the RNS clamps down on the planet and forces President Neuwaldt to cede control over his world to Sivad. Sivad later establishes Waldheim as a colony world, and installs a Governor General to replace the president. On Sivad, King Richard barely survives an assassination attempt. Rachel Cross dies of poisoning in the Black & White Tavern. Reclusive mogul Ashton Sinclair announces plans to invest in Luna's infrastructure. The assets of Ohji Nichibotsu's Hinolde Holdings are seized by the Sivadian government. Neidermeyer approaches the Martians with a bargain: Make him king of the Martian Republic and he'll help restore pre-Moebius Mars. Ellesmere agrees. Using a Moebius Device found beneath Earth's surface, Neidermeyer's team is able to reverse the Moebius Effect in Sol System. Neidermeyer issues an ultimatum, demanding that the Maltarians abandon their colony on Ganymede and depart Sol System. The Maltarians refuse, and their allies in OATO, including Sivad, shift to war footing. Later, as explorers begin to delve beyond the multiverse nexus, word spreads of an epidemic of flu-like symptoms. Quarantines become common throughout the galaxy. Majordomo Grim of Tomin Kora

announces that the worlds of this universe are being infected with a disease for which only he can provide a cure. He'll hand over the cure, he says, in exchange for certain artifacts that will grant him certain powers. The real Ashton Sinclair is found dead in Regreb Bay. The Guardian Fleet confronts Maltarian and Sivadian forces near Ganymede. Using a Nall coreseeker missile, Neidermeyer decimates the Maltarians. But the Maltarians set off a doomsday device, destroying Ganymede. Some of the debris strikes Neidermeyer's ship, killing the king. David Ransom Porter leads a team of RNS commandos on a mission to Tomin Kora to try and knock Grim off balance, but the majordomo seems ready for them: He kills Porter and imprisons the infiltration squad. It falls to a new Sivad-Ungstir joint fighter squadron to rescue the captives about a week later, while a Sivadian battleship pounds the Shadowheart dome from orbit, distracting Grim. Sivadian authorities accuse Dimitri Volstov of murdering Ashton Sinclair after he's captured and nearly killed by Remy LeBeau. Martian First Consul Darian Ellesmere becomes the first victim of a more vigorous strain of the virus known as the Nexus Curse, which puts him in a coma. Many others follow. Thousands of Nall warriors, cloned from the DNA of the late soldier Hurk of Hatch Vril, leave training and enter the service of the Clawed Fist Fleet. John Lind, close to succumbing to the comatose-strain of the Nexus Curse, joins Dara Linton, Tresillian and Eucharius on a mission to the planet Reeshaka, where they work together to find a cure for the Nexus Curse. The Royal Naval Service captures Deserata. General Victor Cross, a Guardian Fleet leader who is the alternate-Earth version of the Athena's Victor Cross, strikes a cease fire agreement with Sivad. Beyond the multiverse nexus, on the planet Fracture, a team of explorers who have acquired special stones find their way to the Tower of the Hand. They lure Grim through a portal between universes, and a lucky telekinetic maneuver dislodges one of the keystones that power the portal long enough to break his vital connection to Tomin Kora. He vanishes and the stones begin to self-destruct, taking the tower with them.

OS: CAUSE AND EFFECT

OtherSpace Survivor's Guide 6.0 - Section IV: Cause and Effect

The storylines of OtherSpace evolve on the principle of cause and effect.

Whether admins kick off a story arc with a planned event or players take steps that make expanding ripples, cause and effect rules the day...

The ever-growing story of OtherSpace has followed a series of story arcs, a format inspired by television shows such as Babylon 5. But, OtherSpace is unlike a television series in two key ways:

- **It's on 24 hours a day, seven days a week, 365 days a year.**
- **The story isn't scripted. Although the arc kickoff is usually a well-planned event, what follows is a cascade of cause and effect, a collaborative give-and-take between the storytellers among the staffers and the players.**

How the storyline evolves in its ultimate form relies on the real-time actions and reactions of the participants, which can lead to unexpected twists for the person who has outlined the basic story that is anticipated to unfold.

The effect: A growing spiral of events that tends to culminate in a critical mass, maximizing the involvement of players throughout the MUSH.

Here's an example of how the give and take of cause and effect has manifested itself at OtherSpace:

In a staff-generated event, madman Laurence Montevedo seizes power on Sivad in the year 2651, ruling with an iron fist. He rounds up nearly 10,000 non-player character civilians in a stadium in Enaj. He warns the Vanguard, the Stellar Consortium military, to stay clear of Sivad or else.

The players portraying the crew of a Vanguard destroyer, the Indomitable, disregard the threat. Without direct orders from command, the Indomitable travels to Sivad, lands and then narrowly escapes an assault by Sivad's militia.

True to his word, however, Montevedo strikes back for the intrusion: He orders the execution of all 10,000 prisoners in the stadium.

The mass murder leads to two more causation threads: The court martial of the crew of the Indomitable for causing the slaughter, and the Consortium Council's declaration of war against Montevedo.

The court martial results in prison for the Indomitable's commander, and the war sees the carrier vessel Versailles dispatched with Stinger fighter wings and marine ground combat units to Sivad.

The players portraying fighter pilots with the Versailles strike a few blows, but then see their craft crippled so that they must eject. Still, they've cleared the way for the marines.

The players portraying marines drop planetside and engage in urban combat against Montevedo's militia. One of the marines, Terestin Sondrix-Warrick, gets into position near militia headquarters, finds a shot opportunity, and takes it, fatally sniping Montevedo and ending his reign of terror on Sivad.

OS: KEEPING INFORMED

OtherSpace Survivor's Guide 6.0 - Section V: Keeping Informed

Given how quickly things can change in the universe of OtherSpace, it's best to keep yourself in the loop. Here's how...

Information and intelligent interaction drive both the story of OtherSpace and the sense of out-of-character community that goes with it.

Participants are encouraged to join our mailing list by becoming a member of our **Yahoogroup**. In-game, we've got a **bulletin board system** for OOC discussions, the **+calendar** (listing planned events), and the **+news** system for reading the latest breaking headline news from the worlds of OtherSpace.

A lot happens at OtherSpace. Do all you can to keep informed so you don't fall behind and get hopelessly lost.

OS: THE BOOKS OF OTHERSPACE

OtherSpace Survivor's Guide 6.0 - Section VI: The Books of OtherSpace

Four books have been spawned by the evolving story of OtherSpace...

The following OtherSpace books are available for purchase in trade paperback format through Amazon.com:

OtherSpace: Revolutions: The chronicle of the first three story arcs, with behind-the-scenes documentary material by creator Wes Platt.

OtherSpace: The 2001 Yearbook: All the headline news and RP awards from the year 2001.

OtherSpace: End of the World: The chronicle of the fourth and fifth story arcs, with a foreword by PennMUSH maintainer Alan Schwartz, a.k.a. Javelin, and behind-the-scenes documentary material by creator Wes Platt.

OtherSpace: Storm Warning: The chronicle of the twelfth story arc, with a foreword by creator Wes Platt, told in a novel-like format.

Order more affordable E-Book versions at **[this link](#)**.

OS: WORLDS OF OTHERSPACE

The Worlds of OtherSpace

When OtherSpace started in 1998, the known universe was divided into three distinct regions: The Earth-centered Stellar Consortium, the Nall-dominated Parallax and the sometimes chaotically independent Fringe.

Much has happened since then, when the in-game year was 2650.



date). The current main regions are the **Solar Republic**, which consists of Mars, Luna and the plasma-bomb devastated Earth; the **Parallax**, which consists of Nalhom, Lebal, Vollista, Grimlahd and the forbidden world of Nocturn - as well as control of access to the multiverse nexus; the **Sivadian Empire**, which consists of Sivad, the colony worlds of Waldheim and Nialesia, and the resort world of Deserata; and the **independent worlds**, which include Quaquan, Ungstir, La Terre, Tomin Kora, Antimone, Centauri, Demaria, Odari, G'ahnlo, Ydahr, Phyrria, Val Shohob and Castor.

Solar Republic

Formed by Martian First Consul Darian Ellesmere in February 3004 after the Sol-Sivad War ended, this fledgling government seeks to recapture some of the ancient glory of the Stellar Consortium. It establishes a representative council to govern the worlds of Mars, Luna and Earth. The worlds of the Republic have been through hell in the past four years, with Earth suffering massive plasma bombing by its own insufferable xenophobes not just once, but twice, and all three planets getting switched with alternate versions during the Moebius Effect.

Mars: The terraformed red planet is the seat of power of the Solar Republic, home to the government headquarters and the military - once known as the Martian Legions, then the Guardian Fleet, the military is now called the

Vanguard in honor of the Consortium's old military. *Staffer contacts:* Brody, Aeolus, Leonidas, Danish.

Luna: Earth's satellite is home primarily to the descendants of 22nd Century Specialists who revolted against their masters and achieved reproductive rights and extended lifespans. *Staffer contacts:* Brody, Aeolus, Leonidas, Alf.

Earth: The homeworld of humanity is a decimated wreck of swirling plasma storms, with all who dwell on the planet surviving primarily within undersea colonies. *Staffer contacts:* Brody, Aeolus, Leonidas.

Sivadian Empire

Under the leadership of His Majesty, King Richard, and the Council of Equals, Sivad has enjoyed a period of economic growth and territorial expansion in the past few years. Most recently, the Empire gained Deserata, a resort world and former Republic holding, as part of the peace treaty reached on Sol Station. The so-called Sivadian Empire also has taken under its flag the colony worlds of Nialesia and Waldheim. Sivad also spearheaded the creation of the Orion Arm Treaty Organization (OATO).

Sivad: A tropical paradise planet whose inhabitants are largely British and western European-descended. Specialists - genetically engineered humans designed to work as relatively inexpensive labor with a built-in five-year lifespan - are common. The practice of owning Specialists is generally accepted among Sivadians, although it can seem distasteful to more liberal-minded outsiders. *Staffer contacts:* Aeolus, Ghost, Malakim.

Waldheim: A colony world of German-descended humans that, until 3003, was effectively cut off from the rest of the known universe and had no knowledge of the Moebius Effect, Sanctuary, the Kretonian Invasion - *anything* that happened on OtherSpace during the past six years, the Waldheimers missed, living in their utopian-esque bubble. *Staffer contacts:* Aeolus, Khamura, Ghost, Malakim.

Nialesia: A colony world settled long ago by Sivadians, whose descendants eventually forgot much of their heritage and took to a more primitive lifestyle. The world was afflicted with a terrible plague soon after its discovery by Sivad in the 31st Century. *Staffer contacts:* Aeolus, Ghost, Malakim.

Deserata: A resort planet that, during the Moebius Effect crisis, served as the fall-back position for the Martian government. Deserata is a world of theme parks, where Specialists are created to emulate famous figures, from Wyatt Earp to King Arthur. The planet is also home to the unfinished Pallas Arcology, a project abandoned by the Martians after Sivad's Royal Naval Service seized Deserata during the Sol-Sivad War. *Staffer contacts:* Aeolus, Brody, Ghost, Malakim.

Parallax

Now led by Vox Ulka of Hatch Kithar, the diminutive reptiloids of the Parallax recently expanded their holdings, through peaceful means, to include Nalhom, Lebal, Grimlahd, Vollista and Nocturn. Last year, during the reign of the usurper Vox Ock of Hatch Vrill, the Nall violently conquered Grimlahd and Vollista, and seized Oswald Cottingham's Sanctuary colony vessel after it arrived near the forbidden world of Nocturn and the multiverse nexus. Grimlahd and Vollista regained their independence after Ulkakithar resumed power, and then voluntarily joined the Parallax as part of an economic and military alliance. The Parallax holds control of access to the multiverse nexus, an interuniversal conduit to six alien universes - and all the economic possibilities those universes represent.

Nalhom: The Nall homeworld, headquarters of the Parallax government, covered with tropical jungles and sparkling emerald seas. *Staffer contacts:* Brody, Leonidas.

Lebal: Warm, but rather desolate, this planet hosts the headquarters of the Vox Nalia Church. *Staffer contacts:* Brody, Leonidas.

Nocturn: Once home to the Kamir, also known to the Nall as the "Darksiders," this forbidden planet is condemned as evil. It serves the Nall primarily as a navigational marker, with its proximity to the multiverse nexus. *Staffer contacts:* Brody, Leonidas.

Grimlahd: The chilly homeworld of the reptiloid Zangali and Grimlahdi, where the inhabitants dwell in cave cities. *Staffer contacts:* Brody, Leonidas.

Vollista: A temperate world of forests and mountains, home to the creative but rather tech-shy Vollistan Light Singers. *Staffer contacts:* Brody, Leonidas, Volskywalker.

Independent Worlds

Not everyone wants to be part of something bigger than themselves. Thirteen worlds dwell on the political fringes of the galaxy, minding their own business as much as possible while trying to remain intact and unconquered.

Quaquan: Settled centuries ago by Native American colonists, this world is also home to a small enclave of Val Shohobian Mystics. *Staffer contacts:* Brody.

Ungstir: When first settled by eastern European and Russian colonists centuries ago, this was an Earth-like planet named Youngster. Then the Nall arrived, tried to conquer the planet, and, when the colonists resisted, the Clawed Fist Fleet fired a Coreseeker missile at the planet, shattering it. In 2651, the inhabited chunks that became known as Ungstir were conquered by the Kretonian Invasion. In 2806, the Nall returned and destroyed Ungstir Prime - Kret headquarters - as part of their genocidal rampage against the Kretonians. In the year 3001, the Nall invaded Ungstir after Lord Boromov's minions attacked a Nall warship. Later that year, the Nall liberated Ungstir. *Staffer contacts:* Russkaya.

La Terre: Discovered in the year 3000 by Bartholomew Ritter, this polydenum-rich world showed much promise. A madman named Gustav Eiger tried to use that polydenum to shatter the planet, but was thwarted. Tragically, in the year

3001, as an invading fleet of Lem'ing vessels approached, Governor Ritter gave the order to detonate plasma bombs within veins of volatile polydenum - he chose to destroy the planet, killing all the inhabitants, rather than risking the conquest of the Lem'ing. In 3002, as a demonstration of goodwill toward corporeal beings, the Ri'Kammi Hive Mind restored the planet La Terre - without polydenum. Recently, the Parallax declared La Terre a cursed planet, a ghost world, and it refuses to do business with such a planet. *Staffer contacts:* Icarus.

Tomin Kora: Once the headquarters of Lord Fagin the Pirate King and Fagin's Riches, this desolate world within the violet and blue Tomin Nebula in the year 3000 became home to the corporate headquarters of Boss Cabrerra and Cabrerra Industries. The domed city of Shadowheart answered to only one rule: Don't cross the boss. But after a Royal Naval Service attack devastated the city and Majordomo Grim vanished after a showdown beyond the multiverse nexus, the city has fallen into absolute chaos, where no single boss remains to enforce the one law. Now, on Tomin Kora, only the strong - and the very smart or lucky - survive. *Staffer contacts:* Brody.

Antimone: Homeworld of the freewheeling Timonae. *Staffer contacts:* Brody.

Centauri: Icy homeworld of the sentient, psychokinetic crystalline jellyfish known as Centaurans. *Staffer contacts:* Marson, Vateska.

Demaria: Once the proud home of noble felinoid Demarian society, this world of deserts and jungles is now primarily home to liberated Demarian underclassers and former nobility who have given up their rich trappings to become altruistic and kind. The die-hard nobles now live offworld, either on Pansheera - beyond the multiverse nexus - or on Sivad or other similar worlds that are more accepting of the noble lifestyle. *Staffer contacts:* Chalice, Cellshade.

Odari: The icy homeworld of the insectoid Odarites, their hive cities, and their all-encompassing Odarite Merchants Guild. *Staffer contacts:* Brody.

G'ahnlo: Sea-covered homeworld of the fish-like, commerce-loving, telepathic G'ahnli. *Staffer contacts:* Brody.

Ydahr: Swampy homeworld of the newt-like, mild-mannered, community-minded, almost Amish-like cousins of the G'ahnli, the Ydahri. *Staffer contacts:* Brody.

Phyrria: Toxically polluted homeworld of the sentient mechanoids known as Phyrrians and their AI monarch: The Overmind. *Staffer contacts:* Brody.

Val Shohob: Homeworld of the Val Shohobian Mystics. This planet was destroyed in a supernova in 2651, but resurrected as a gesture of goodwill by the Ri'Kammi Hive Mind in the year 3001. For about a year, it hosted a branch headquarters of the Vanguard military. It was conquered briefly by the Nall in 3003. In February 3004, Eye Mordecai of the Mystics announced he and his followers would abandon Val Shohob and journey beyond the multiverse nexus, never to return. *Staffer contacts:* Brody, Hall.

Castor: Heavily forested homeworld of the ursinoid Castori, tech-savvy creatures who must sleep three months each year. *Staffer contacts:* Gallahad.

OS: RACES OF OTHERSPACE

The Races of OtherSpace

OtherSpace players currently have 20 different races, both humanoid and exotic, available in our character creation system.

Humanoids

Human: Found primarily on Mars, Deserata and Waldheim, these people saw the homeworld of humanity - Earth - decimated by plasma bombs set off by radical human-purists in the year 3000. Earth has only recently become accessible again, with several undersea colonies. Humans tend to be rather put off by aliens.

Lunite: Descended from 22nd Century Specialists who were liberated and given the ability to reproduce and live longer lives, the denizens of Luna now live under the oversight of the government on Mars and Earth.

Qua: Descended from Native Americans who fled Sol System during the Mankind-Zangali War in the 22nd Century. Strong connection with nature.

Sivadian: Greatly influenced by British culture, the people of Sivad are rather prim, proper and usually possessed of dry wit. They're also known to tinker with genetics. They've long used mass-produced, limited-life-span human clones, called Specialists, to do the jobs no one else wants to do.

Specialist: These mass-produced human clones live just five years unless they get extended life spans thanks to metabolic stifiers (and those just let them live for 10 years). They're designed for specific tasks, whether as custodians, concubines or combatants. No sense of free will. No urge to be free. They're designed to like what they do, and get nervous when they're not doing what they were made for. *Recommended only for mature, advanced roleplayers.*

Ungstiri: Tough, skeptical and often fatalistic, the Ungstiri are descendants of Eastern European/Asian colonists who settled on the planet Youngster centuries ago - before the Nall came, tried to conquer them, and then, when that failed, blew the planet to pieces. And then the Kretonians came. And then the Nall came. And then the Nall came again. See a trend? The Ungstiri have endured a lot, leading to some fairly grim but ultimately optimistic philosophizing.

Aliens

Human-esque Aliens

The human-esque aliens of OtherSpace all share a common heritage, although they have turned out differently during the course of their evolution and cultural development.

The Timonae, Val Shohobian Mystics and Vollistan Light Singers all are direct descendants of an omnipotent (but now mostly extinct) transdimensional race known as the Kamir.

Mystic: The denizens of Val Shohob saw their world destroyed by an FTL drive mishap in 2651, but resurrected by the Il'Ri'Kamm Hive Mind in the year 3001. In the intervening years, some dwelled on Quaquan - until the Kretonians sent their Centauran hunters to try and wipe them out. For millennia, these Mystics listened to the Voice to gather information about prophecies. But after learning that the Voice was nothing but the evil manipulation of the Kamir, the Mystics rejected the Voice. They now struggle to find renewed purpose in a galaxy that has become increasingly skeptical because of their connection to the Kamir.

Timonae: Descended from Mystics who were exiled from Val Shohob for wanting to use their telepathic gifts for personal profit, the Timonae are now a race of fortune tellers and free spirits who have a rather rogue-ish reputation.

Vollistan Light Singer: The Vollistans evolved independently of the Mystics and Timonae, on a world deep in Nall-controlled territory. For many years,

Vollistans served as interrogators for the Nall, using their powerful psionic abilities to mentally brutalize captives. After civil war wracked the Parallax in 2651, however, Vollista became a free world. That freedom lasted until 2652, when the invading Kretonians accidentally destroyed a wormhole near Vollista and surrounded the planet in a cloud of energy and dust that played havoc with any vessels that sought to land and wrecked most high-tech gadgetry on the planet. Modern-day Vollistans are poets, singers, artists and - okay, we'll say it - hippies who have their own walking mood rings: An aura that shifts color depending on the emotion felt at any given time.

Weird Aliens

All of these races promise a unique and challenging roleplaying experience. For that reason, we recommend them only for the most advanced and experienced players.

Centaurean: Asexual crystalline jellyfish that breathe nitrogen, communicate telepathically, prefer temperatures of -120 degrees Fahrenheit or colder, and spontaneously give birth to an offspring once every six or seven years. You want exotic - well, Centaureans are about as exotic as it gets around here.

G'ahnli: Telepathic, totally unfamiliar with the idea of a traditional human family (they're born from thousands of eggs on a reef laid by anonymous females and fertilized by anonymous males), and absolutely obsessed with making money through commerce. They're like a cross between a tarpon, a dolphin, and a late-night infomercial host. They get around on airbreather worlds in clunky hovertank aquariums, but they're graceful as all get out once they're in open water.

Odarite: All males of this insectoid species are born to serve city-queens, and the city-queens traditionally serve the Odarite Merchants Guild - the closest thing Odari has to a government. So, Odarite males are bred to join the OMG in some

capacity, whether as a pilot, a trader, an engineer, or just a bodyguard. Able to leap high and fly short distances. *NOTE: You'd play a male. City-queens are NPCs. Sorry!*

Phyrrian: Sentient mechanoids built from bits and pieces of their ancestors, then sent out into the galaxy to collect data. Occasionally, they return to their polluted homeworld to upload what they've learned to the Overmind supercomputer that governs them.

Ydahri: These affable amphibians of Ydahr are cousins of the G'ahnli. Once a conquered race serving the Nall as slaves, these newt-like aliens can walk on all fours or bipedally. They're very community-minded and enjoy tight-knit families. While they also enjoy commerce, they aren't out to rip people off (as the G'ahnli sometimes, we must admit, are apt to do). They actually go out of their way to make sure people get a good deal. Imagine the Geico Insurance lizard crossed with Beaver Cleaver.

Scaly Aliens

Nall: These deceptively diminutive creatures are perhaps the fiercest race in the cosmos, especially when they've been insulted, threatened or attacked. Imagine a *Jurassic Park* velociraptor crossed with Napoleon Bonaparte and *Alien's* Ellen Ripley. Centuries ago, the Nall conquered Grimlahd - a world shared by the Grimlahdi and the Zangali - and ruled them until the Parallax civil war of 2651. (The Nall ruled Grimlahd again briefly during the Parallax Expansion of 3003 and then annexed them peacefully in 3004.) Although the Nall are tough and sometimes brutal, they live by a strict code of honor. They'd also prefer to die than live on in the light of Nalia while crippled. *NOTE: Because Nall are so agile and deadly, and because they don't want to live with handicaps that would come from near-death injuries, Nall are ineligible to receive luck cards.*

Grimlahdi: These medium-sized reptiloids served as quisling-esque collaborators during the Nall invasion of Grimlahdi centuries ago, helping the

Nall hunt down the rebellious Zangali that didn't manage to escape offworld. So, they've got a bit of cultural guilt. The Grimlahdi are considered shrewder and more intelligent than the Zangali, with a more Machiavellian viewpoint.

Zangali: These large, hulking reptiloids are smarter than most people give them credit for, but that intelligence is sometimes hampered by a super-sized sense of pride, honor and fair play. So, when a Zangali gets it in his or her head that an injustice is in the offing, tempers often flare. *NOTE: Because Zangali are quite strong and tend to flip into berserker mode when fighting, they are ineligible to receive luck cards.*

Fuzzy Aliens

Castori: Bear-like telepaths with a knack for engineering who must hibernate three months out of every year. Tight-knit families. These aliens believe in the Great Dreamer and look forward with optimism to their final hibernation, when they transcend to the Great Dream.

Demarian: Tall, agile, bipedal felinoids who are prideful and sometimes vain, despite enduring a number of cultural setbacks. In 2651, many Demarians fled their homeworld aboard the Sanctuary colony vessel to escape the invading Kretonians. When they returned in the year 3000, they found their ancient cities in ruins. Two new cities were born: Gleaming Star, for those still devoted to the noble way of life, with a wealthy upper class served by indentured underclassers; and New Alhira, for those who sought a more liberal culture. In 3003, the Demarians of Gleaming Star learned of a world beyond the multiverse nexus called Pansheera, settled by Demarians like them. So they hopped aboard the Sanctuary colony vessel for Oswald Cottington IV's ambitious voyage to the multiverse nexus - only to arrive and be overrun by the Nall. The Pansheera-bound Demarians have either returned to Demaria or gone to live on other worlds, such as Sivad.

Theorian: Telepathic feline quadrupeds that travel in packs, they may be best imagined as a cross between a pride of wild cats and a group of networked supercomputers. They dwell in the wilderness of Demaria. They're an ancient race, believed to be a precursor of the bipedal Demarians. *NOTE: Due to the pack setup of the Theorians, we require that at least two people play the same Theorian "pack." Also, because this is a difficult race to play, we recommend it only for the most experienced players.*

OS: CHARACTER CREATION

OtherSpace Character Creation

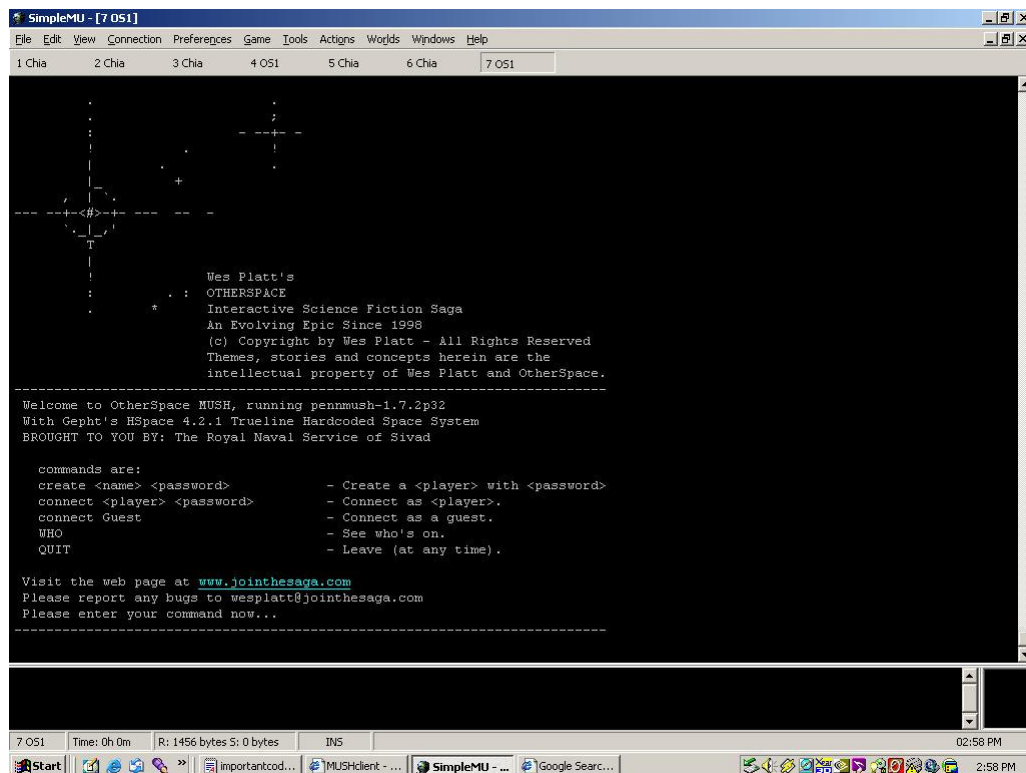
For about five years, OtherSpace players were required to demonstrate familiarity with theme and grasp of character by writing full-blown backgrounds for their characters in order to be considered for approval.

During that time, however, so much has happened on OtherSpace that it has become far too daunting a task to expect a newcomer to research, assimilate and *effectively use* all the information about what's been going on in our evolving epic.

Now, we offer a much easier character setup process that leads players directly to the in-game grid, requiring a minimal effort to win approval for full roleplaying capability.

To create a character, you must first log in to OtherSpace at **jointhesaga.com 1790**. It is recommended that you use client software, such as **SimpleMU** or **MUSHClient** rather than raw Telnet to make this text-based connection.

You'll see a connection screen that looks like this:



Type **create (name) (password)**. Be sure to capitalize your character's name and *do not* use a name from an existing work of fantasy or science fiction. Our application readers do check for this sort of thing, so no Aragorns, Skywalkers or Snake Plisskens, please. If you find you must change your name before character generation is complete, type **+name (newname) (password)**.

You'll connect in a room called the Dream Nexus, our out-of-character hangout zone. Automatically, you'll be added to the Public and Newbie OOC discussion channels. Here, you can ask for assistance and get to know other players. Type **+pub (message)** to talk on the Public channel. Type **+new (message)** to talk on the Newbie channel. Optionally, you can type **@chan/on Recruiting** to add yourself to that channel, and allow players to try to get you to join their crews. Type **+rec (message)** to talk on the Recruiting channel.

When you're ready to begin setting up your character, look in the Dream Nexus for an exit marked **Get Your Character**. Type **GYC** to proceed.

Through that exit, you'll find the entrance to the OtherSpace Turbo Chargen Center. This is probably the most work required by the entire character creation process. You must answer the 20 questions listed on the questions object in this room. These questions give us an indication of your past RP experience, maturity level, at least passing familiarity with our game, and your knowledge of RP etiquette and sportsmanship. Once you answer the questions, you may proceed through either the **Humans** or the **Aliens** exit.

After that, it's pretty much a cattle chute: You walk through a series of rooms, picking your race, your basic career, and then you fill out a brief sketch explaining how your character winds up on Sol Station, between Sol System and Sivad's star system. Once you've completed your sketch, you enter Sol Station. You can go no further than Sol Station until a staffer has reviewed your character and approved it. While awaiting approval, however, you will have access to several rooms on Sol Station and will be allowed to interact with any players who happen to be aboard. Once approved, you can enter the landing bay and use the **+hitchhike** system to travel to other worlds - or hire a player to come get you in a starship.

Characters using this Turbo Chargen system emerge with a basic +sheet template based on their race and career choice. Players who prefer a more customized +sheet are invited to write biographies of at least 1,000 words. Approved biographies will result in XP awards that players can use to enhance their +sheets. Send bios to wes@jointhesaga.com.

OS: USEFUL COMMANDS

One of the biggest chunks of information a newbie needs to learn on OtherSpace regards the huge variety of commands that can come into play during the course of being involved in the game. The following covers a lot of the ground and should serve as a handy reference.

RP: From the Dream Nexus room, approved characters can type this command to return to the in-game grid.

@RP: From the in-game grid, approved characters can type this command to drop out of character.

l or look: This command shows the description of the room you're standing in. It can also be used to look at objects, such as **look banking console**.

who: Shows an ANSI-colored list of who's online and visible.

WHO: Shows a black-and-white list of who's online and visible.

where: Shows an ANSI-colored list of where characters are on the in-game grid. Useful when considering a destination for potential RP activity.

nearby: Shows an ANSI-colored list of potential RP activity in your immediate vicinity.

p (name)=(message): With this command, players can page each other privately.

mp (name) (name) (etc.)=(message): With this command, players can page multiple people simultaneously with the same message.

OOO (text): Allows you to clearly indicate that a comment you're making is out-of-character while in a roleplaying scene. Use wisely.

say (text): Say something to another player in-character.

:(insert pose here): This command allows a character to pose an action. For example, **:walks down the hallway.** would yield **Brody walks down the hallway.**

@emit (Pose): This command allows a character to pose an action without starting with the character's name. It can also be used (*responsibly*) to create atmospheric elements in a roleplaying scene.

watchfor: This command shows a list of who you've selected to be alerted about when they log on.

watchfor : This command selects a specific individual to be added to your watchfor alert.

incognito: This command turns off the ability for people to find you with the watchfor system.

+finger (name): This command brings up a quick reference file on a specific player. To update your own +finger information, consult **+help +finger**.

+hitchhike: This command shows a list of destinations in the +hitchhike system. Players must go to a landing pad or spaceport set up to use the +hitchhike system to depart via this method. Rooms shown in this list are approved departure points.

+hitchhike (destination): This command allows a player to travel from one location to another using an NPC charter starship. *NOTE: Requires IC money. May be cheaper to hire another character to fly you around.*

+calendar: This command shows any upcoming events on the MUSH. Players can use this system to post about their own planned activities as well.

+bbread: This command brings up the list of in-game bulletin board topics.

+bbread #: This command lists the messages posted in a specific bulletin board topic.

+bbread #/#: This command shows a specific message in a specific bulletin board topic.

+bbpost #/(title)=(text): This command lets you post a message to a specific bulletin board topic with the specified title and text.

+vote/commend (name): This command allows you to +vote for someone whose roleplaying you enjoy. +votes are cycled at the end of each month and are worth experience points, which can be used to raise skills. Characters with at least 3 +votes become RP Notables of the month.

+vote/commend (name)=(text): This command allows you to +vote for someone while including a comment specifically stating what you enjoyed about their roleplaying. +votes with comments. Commented +votes are worth more experience points than non-commented +votes.

+rel/rank (name)=(number): Allows you to rank another character with a score of 1 (Friend), 2 (Neutral), or 3 (Foe). The first time you rank someone, they receive 2 XP. You can change their score again at any time.

+rel/myweb: This displays your web of relationships, showing people you know and how you feel about them.

+rel/global: Shows all ranked characters and the average attitude toward them. The closer to 1 they are, the more liked. The closer to 3, the more they're hated. People in the vicinity of 2 are unoffensive but not exactly adored.

+rel/query (name): Calls up the ranking of a specific character.

+noisy: This lets you hear all the OOC channels to which you're joined.

+silence: This turns off all the OOC channels.

+spell (text): This checks specified text for spelling errors. When errors are found, substitutions are suggested.

+define (word): This looks up a word in our online dictionary.

+sheet: This shows your character's stats, skills and accumulated skill points.

+skills: This shows the available skill categories.

+skills (category): This shows a list of skills in a particular category.

+sinfo (skill): This shows information about a specific skill.

+raise (skill) to (poor/mediocre/fair/good/great): Allows you to raise a skill on your +sheet.

+practice (skill): Allows you to +practice a skill. Costly, XP-wise.

+learn (skill) from (character): Allows you to learn a skill from another character.

+teach (skill) to (character): Allows you to teach a skill to another character.

+transferxp (name)=(amount): Allows you to share experience points with another character. It is permissible to share points with your own alts.

+taskroll (skill) at (-4 to 4): In a roleplaying scene requiring refereed taskrolls to test your abilities, this command is used. The modifier at the end is determined by the referee.

+cricketfactor: A referee may ask you to use this command if they think you, the player, are trying something so amazingly foolish that it could get you killed. The command tests your character's intelligence. If you pass the roll, the referee

gives you helpful information about the situation. If you ignore the referee's advice, you forfeit the use of a luck card in the event that you suffer fatal injuries.

+inv: This command shows what's in your inventory.

+info (item): This tells you about an item in your +inventory.

+look (item): This lets you look at a specific virtual object in the room or in your +inventory.

+balance: This shows your current bank balance.

+bconvert (amount) (currency) to (new currency): Allows you to convert a specific amount of one currency into another currency.

+pay (amount) (currency) to (character): This lets you pay money to another character.

+earn/collect: *NOTE: The +earn system should only be used by independent players who are not employed as part of a crew or an organization.* This command allows you to collect your earnings once a day.

+earn/info: General information from the +earn system.

+earn/info (career): Find out more about a career in the +earn system.

+earn/careers: List of all careers in the +earn system.

+earn/select (career): Select a specific career in the +earn system.

+earn/sheet: Display character statistics and career in the +earn system.

+earn/currency (currency): Selects the currency your earnings will be in for the +earn system.

+earn/hours (hours): How many hours your character works, daily, for the +earn system. Set your hours to 0 to receive no messages when you initially connect.

+org/help: Displays a list of all organization-related commands.

+org/list [(type)]: Displays a list of all existing orgs.

+org/desc [(org)]: Gives a description of an org.

+org/apply (org): Submit an application to the org.

+org/member: Displays all of the orgs you are a member of.

+org/active (org): Selects your default org.

+org/deposit (org)=(amount) (currency): Deposits money to an org.

+org/laston (org): View when other members were last on.

+speak: Brings up a help file about the +speak system, which allows players to communicate in alien languages.

+speak/languages: Shows the list of languages in the +speak system.

+speak (language)="(speech)|(pose)|...: Starts with "You say,..." in the +speak system.

+speak (language)=/(pose)|(speech)|...: An emitted pose in the +speak system.

+speak (language)=:(pose)|(speech)|...: A pose with a space after the name in the +speak system.

+speak (language)=;(pose)|(speech)|...: A pose without a space after the name in the +speak system.

+telepath (message): For telepathic characters, this sends a thought to all people in a room with you.

+telepath [recipient(s)]=(message): For telepathic characters, this sends a thought to specific people in the room with you.

+sr/help: Shows helpful information about the ship repair system.

+hm/help: Shows helpful information about the henchman system. *NOTE: Players who want to claim to travel with a bodyguard or entourage must hire henchmen using this system.*

+mshelp: Shows helpful information about the medical system.

+headlines: This lists in-game news headlines for the current month.

+news/read (MONTH)(ARTICLE #): This displays a specific in-game news article.

@mail: This lists all the @mail in your main basket. @mail is for out-of-character communications.

@mail (#): This displays a specific @mail from your basket.

@mail (name)=(title)/(text): This lets you send @mail to another player.

QUIT: This command lets you depart OtherSpace for the real world.