

TWO FISTED ACTION!

Pulp Action Collaborative Storytelling RPG
by Integral Entertainment

Premise:

This game is designed to be a high action role playing game, where you and your group takes on the roles of characters (Incarnations) out to achieve their goals. Which more likely than not is to seek adventure, glory, money, fame, or to advance the cause of science! The game itself works on an episodic theory of play. Your group are several heroes that work together to defeat a certain goal, which closes that episode (or novella, or magazine, if you want to see it that way). Then you pick up the game again when you wish for another episode in the life of your Incarnations. In this way, your Incarnations will take on their own lives, like The Shadow, Doc Savage, or repeat stories in Amazing Science magazine.

In short, we want you to enjoy playing a two fisted, pulpy action game where you set the parameters of play with the group, and create a story with the other players with a definitive beginning and ending.

Supplies to Play:

- Several index cards of identical size.
- Several pens or pencils.
- 1 deck of 52 cards per player.
- 1 deck of 52 standard playing cards for the Obstacles.

New to Role Playing?

Well, you're out of luck here, you're still new to role playing. In this game, as with all Integral Engine games, you're playing a collaborative storytelling game. In a traditional RPG you have a GM that runs all the monsters and enemies and puzzles the group may face. This sets up an us vs him paradigm that ruins the mood of true storytelling. As a player, you are no more than a pawn to fit into the story to complete it. As a GM, you're even more an obstacle for the players than the obstacles you throw at their group. When a story gets sidetracked, or the group bests the GM in a way he didn't expect, the GM is at a loss and has to scramble to come up with a new challenge, often with a desire to beat your group now. If the GM sets up a game that the players have no interest in, then they just sit around bored for a few hours wishing for something else to do. And with dice dictating how well your character succeeds, it disconnects further you the player from you the character.

Which is why the Integral Engine games, which will have various permutations to the engine to show variations possible for game play, goes by the design philosophy, "Where GMs and dice are a thing of the past." In an IE game, all players have a double duty, they run their Incarnations, and create Obstacles to pit against the Incarnations of the group. In this fashion there is a checks and balances system. Sure, you can create Obstacles that your Incarnation can breeze through at the expense of your party, but so can they, and then you won't have so much fun yourself. We believe that the more effort you put into the game you play, the more you get out of it, and the set up for the IE games should do just that for you.

So, if you were looking for an RPG, you are out of luck if you want it a traditional work. If you're looking for a game that is an RPG at its heart but at the same time something else, then welcome and hope you enjoy.

Lexicon:

Endgoal - The objective needed in order to complete the game. You score points if your Incarnation arrives 'alive', lose them for every Incarnation that does not, and gain some points for each Incarnation that does.

Environment - The gameworld(s) your Incarnations exist in. This can be any location your Incarnation is from, be it a simple hometown, a country, a planet, or a universe. Also, the time period of your character's life influences the Environment its in. Rome from 50AD and 1910AD are different Environments even if its the same location. Your initial starting Ability choices are limited by your Environment. Should your Incarnation travel to other Environments, you can be trained in their Abilities. Two Fisted Action has its own Environment that you and your group get to flesh out as you play.

Focus - The main aspect of your character. What sets them apart from others in a one word fashion. A Focus is the word or phrase that sums up a character that is understood by all.

Hobby - A Hobby is something that your Incarnation enjoys and excels at, that often supports their Focus, but can be seperate skills they learned from life or schooling.

Incarnation - What you, the Player, plays in the game. Your representation in game. In older games known as a Character. Character however is rather limiting a definition though, so an Incarnation can be literally anything. So long as it fits within the Environment played within. This and character are synonymous with one another, and are used often to mean the same thing.

Interests - Interests are skills and abilities that your Incarnation is moderately skilled at. These can be lessons you studied to support your college major but was not a focus of it, subjects you read about, or skills you practiced as a hobby but did not spend quite a bit of time at.

Obstacles - An Obstacle is a challenge set down by another Player for the collective Incarnations to overcome. Obstacles should be viewed as scenes from a movie. Obstacles can be bid for various purposes.

Player - you. The person making all the decisions and eating the snacks of the game table.

Resolution - used to determine which Incarnation or danger or Obstacle faced obtains a victory using an impartial system to be fair to all parties.

Weakness - Everyone has one. No one can be perfect, and that is what makes someone interesting. A weakness can be anything you have no immunity against, a failing of your Incarnation, a phobia or fear, or any number of other things that otherwise

prevents you from hitting your peak performance abilities.

Wound - Damage done to your Hero Points or another's, determined from taking the highest Resolution value and subtracting it from the lowest.

Incarnation Creation:

Creating an Incarnation for the game is rather simple. You pick 8 words or phrases to describe your character, and that's it. The only thing is, each word or phrase has to fit in one of the four categories: Focus, Hobby, Interest or Weakness. As well, each category has a number of words/phrases that must be assigned to it.

You also have to pick a name for your Incarnation, as no one goes without a name. A descriptive name is also important. A true pulp hero has a name that describes them on the job as well. Doc Savage is the "Man of Bronze". Batman is the "Dark Knight". And too many people are the "Man of Tomorrow" or "Man of the Future". An evocative name is important to an Incarnation as it helps the entity feel more real. And more interesting.

A Focus can only have one word or phrase. It must describe your Incarnation in a way that is simple for people to grasp. Let's take an example of Lord Roxton from Lost World. His Focus would fit as Adventurer. Conan would fight as Warrior, or Barbarian Warrior depending. Challenger from Lost World again would fit as Scientist!

A Hobby has two words. Your Incarnation gets two Hobbies to work with. This is something your Incarnation has a passion for, be it learning or fighting or seduction. A Hobby would be something your Incarnation would love to do regardless of pay. Challenger's Hobbies may include Electrical Sciences and Exploring. Roxton on the other hand might have Gunfighting and Hunting as his Hobbies.

Interests are four things your character enjoys. These may be hobbies they have interest in but not as passionate about as a Hobby itself. It may also include subjects one has learned about in schools or read about. Interests for Roxton may include Survival, Politics (running his family estate and remaining a Lord), Swimming and Eastern Mysticism.

A Weakness is only one word. It must be something quantitative. That is to say, it must be something real and legitimate that can cause a weakness. Superman's weakness to Kryptonite, or Dracula's aversion to sunlight are all fitting.

For your own Incarnation, you are free to choose any word or phrase appropriate for each category. If you choose your Focus as Explorer, you can also have Swordfighter, Magician, Diplomacy, Languages, History, Mysteries and Acrophobia as your supporting words. The sky is the limits, so long as you follow the precepts of generation in regards to how many words each section gets.

Rules:

The point of the game is to be simple and easy to learn and play to maximize the fun of you and the group. If you want fast paced action in the game, you have to have a fast paced engine to play the game. The following rules are simple and basic as we can get them while still being fun to play. Advanced rules, in the section following this, are entirely optional. The group may discard them as they desire, take only a few of them, or use all depending on what the group wishes.

To start the game, one person, chosen how the group wishes, picks the name of

the Episode you are going to play. The person who does this loses 1 Obstacle to make (see next paragraph). One other person chooses an Endgoal to aim for. They also lose 1 Obstacle to create. Endgoals are described the paragraph following Obstacles. If you are playing solo, you do not lose the Obstacles, you get your full 3 plus the Endgoal.

Obstacles are what your group faces that wants to stop them from their mission objective or Endgoal. If you are out exploring, an Obstacle may be a temple's maze, a warrior culture, or a giant bird hungry for human flesh. Each player creates 3 Obstacles. The players that made the Episode Title and Endgoal do not. With your 3 obstacles, you create scenes in the story. You have a few stipulations though. Two of those Obstacles have to relate in some way to the Episode Title. Thus, if the Title is, "The Darkness of the Jungle", finding a lost civilization, a downed airplane, fighting headhunters, or running from dinosaurs are appropriate. Entering a racing tournament isn't. One of those Obstacles much include the Focus of any one Incarnation of the group. Another one must include the Weakness of any one Incarnation of the group. These need not be your Incarnation's Focus or Weakness however. The third Obstacle can be anything you desire. These can be considered random encounters that just happen while the group is off on their adventure. Coincidences. Magical anomalies. Old enemies just saying hi. Or a setup for a future Episode.. Once your group makes their 3 Obstacles each, and wrote them down on one index card per Obstacle, shuffle them into a pile and put your Endgoal of the Episode at the bottom. To create an Obstacle, you have to give it a name, a preferred way to resolve it, and a description of it. An example of an Obstacle may be:

Name: Headhunters Strike

Resolution: Combat

Description: A small group of headhunters have ambushed the party. They carry spears and wear loinclothes. Headhunters usually fight to the death of either side of the battle, but if you speak their language it is possible to talk them to peace.

Endgoals are Obstacles that are stronger than normal. These may be archenemies of the group, the leaders of a society the group is pitted against, or a giant dinosaur larger than normal ones. Endgoals are written the same way as an Obstacle is, in terms of name, best way to resolve it, and so on. When an Endgoal is resolved, the Episode is over. Endgoals are a bit stronger than a normal Obstacle, but are otherwise the same effectively.

Pulp Points are special points given to each Incarnation. Each Incarnation can have 1 Pulp Point, free. With some Advanced Rules it is possible to gain more Pulp, but you can only have 2 at the most. At the end of the Episode, every Incarnation gets their Pulp Points back that they spent during gameplay, so you are free to use them without risk in a later Episode. To spend a Pulp Point, the following must be done:

-You must have attempted to resolve the Obstacle but the group has lost.

-You have a Pulp Point able to spend, and your character can only have 1 Strike against it at the most.

-The Obstacle must have a choice of resolution that coincides with your Focus or Hobbies.

When you spend your Pulp Point, you automatically resolve the Obstacle instead of allowing your group get a Strike. But in order to do so, you must dictate what your character has done in the past tense from their own perspective. You must also have the ability to complete the Obstacle with your Incarnation's powers. So if a combat based Incarnation spends a Pulp Point, they can resolve a combat Obstacle. If a detective based Incarnation spends a Pulp, they can deduce clues like Sherlock

Holmes. Some examples of spending a Pulp Point:

Your group is fighting a team of headhunters. Your group lost the Resolution, but you are playing someone that is a good warrior. So you spend a Pulp and dictate, "It was about this time that the headhunters had their spears pointed at us. My rifle had just been knocked out of my hand. At this point I recalled I had packed a spare pistol in my backpack. With a toss of sand into their eyes, I rolled to the side, taken the pistol into my hand, shot one headhunter. Recovered by now, they hurled their spears where I was, since I had leapt into a tree at my side, and I unleashed the rest of the bullets into the group. Victorious, I dusted myself off with a comment, 'And now you see why I collect guns, Mr. Smith.'"

Another example, for a detective based Incarnation can be found in any Sherlock Holmes book. See how Holmes finishes the cases with statements such as, "I had noticed when he walked in to my office the first time a leaf from a bonsai tree was attached to his shoestrings. I knew then he came from the gardens prior to visiting me. The exact same pavillion that the murder occurred in just a half hour before his visit. I had to let him think I did not know he was the culprit at the time so I can see the rest of his plan and take the rest of his cronies down with him."

Resolution of Obstacles is rather simple. A normal Obstacle draws 2 cards from its own pile. These are drawn face down and no one can see it. Then, everyone that has an ability or power related to the Obstacle can draw a number of cards to form a hand. Your Focus allows you to draw 7 cards. Your hobbies allow you to draw 5 cards. Your Interests allow you to draw 3 cards. Out of your hand you can play any amount of cards as you desire all face down. There is one stipulation though: Any card you play to resolve the Obstacle is used for the entire Episode. Once in your discard pile, your card can not be retrieved. The cards you did not play are placed in any order you wish at the bottom of your own card deck. Once everyone that can play cards has done so, flip up the Obstacle's pair then the cards played by the entire group. Add up the totals. If the Obstacle has more points showing on a card, it wins and all Incarnations take 1 Strike. If the Incarnation's group cards are higher than the Obstacle's, the team wins and the obstacle is defeated. If it is a tie, both Obstacle and group gets a Strike. This defeats the Obstacle, whom can only take 1 Strike.

Endgoals are done much the same way. The difference is an Endgoal must take 2 Strikes before they are defeated, and they draw 4 cards. If an Endgoal is not resolved the first cardplay round, draw and play another set of cards for all valid members of the group. If an Obstacle deck runs out, reshuffle the entire pile up and draw as appropriate.

Strikes are marks of your "wounds". This doesn't just include injury to your person from combat. This also includes loss of your reputation, loss of your finances, or any other losses your Incarnation may face. As appropriate to the Obstacle on hand. A combat obstacle should not usually make a character lose face or property. Also, when your character seems to have deduced a murder case, it wouldn't normally be appropriate for him to lose his bank account to suddenly run dry. Either way, when your Incarnation hits 3 Strikes, they are gone for the Episode. They attempt to resolve the bank records in their favor, remain unconscious and wounded from combat, or otherwise heal themselves back to working condition. Just in time for next Episode.

If you run out of cards, you're out of luck. Your Incarnation just ran out of bullets, got too worn out to think straight, exhausted himself on a run, or pushed himself too far to contribute meaningfully to the group for the rest of the Episode.

Card values are at their face value. A 2 is a 2 and a 10 is a 10. Jokers are 11, Queens are 12, Kings are 13, and Aces are 1s, but they allow you to put one card you

Played under your deck with the cards you did not play, if the Ace is played as well. So if you play an Ace and a King, you score a 14 (13+1). The Ace goes to the discard pile, but you can place the King at the bottom of your draw pile if you wish to, to be used for the future.

Advanced Rules:

Drawing Under: If you voluntarily draw less than your amount of cards, you gain a bonus to the card(s) you play. For every 2 cards you do not draw the card(s) you do play get a +1 bonus. Therefore, if you are fighting against an Obstacle that your Focus is in, you can draw 7 cards. If you instead draw under to 5, you get a +1 bonus. Draw 3, get a +2. Get only one card, +3 bonus.

Shuffled Endgoal: The Endgoal is shuffled in the pile with the other Obstacles. Once the Endgoal is resolved, the Episode has finished.

Environmental Dangers: Sometimes, the environment is just against you. In cases of extreme discomfort or traps, it may be appropriate to quickly judge if your Incarnation is able to survive without damage or would need to take a Strike and injury to oneself. This is appropriate for fires, falling from high altitudes, poison, or any myriad of things that can face your team. In cases such as these, you simply reveal the top card of your deck and the Obstacle's deck. If you tie or beat the Obstacle's card, you are not injured. If you lose to their card, your Incarnation takes a Strike.

Noir Points: Noir Points are the antithesis to Pulp Points. You can take up to 2 Noir Points for your Incarnation. Of those, one can give you an extra Pulp Point to use. The other can be used to allow you to draw 2 extra cards to Resolve an Obstacle once per game. The payoff for this is, however, at any time another player can spend your Noir Points for your Incarnation. If they do so, they gain control of your Incarnation for resolving an Obstacle. One Obstacle per Noir Point spent in other words. They draw from your deck and use your cards, playing however many cards they want. This can put your Incarnation at risk, as it is now subject to losing more cards than you may wish and is subject to getting a Strike it might not have participated in otherwise. If another player spent your Noir Point to take control of the character, and you do not have an appropriate ability to Resolve the Obstacle (IE: it's a Combat Obstacle and you're playing a Scientist) they get to draw and use up to 3 of your cards. Once a Noir Point has been spent, that player can not spend other Noir Points for the Episode. It's one Incarnation per Episode. Under control of a Noir Point, your Incarnation can not spend Pulp Points, or any other special rules or abilities. It must be resolved only cards drawn.

Experience Points: Everyone grows and no one is able to come out of an adventure without learning something from it. Each Incarnation gets 1 Experience Point if they make it to the Endgoal and survive. They get 1 Point each time a Noir Point is spent on them and they do not get a Strike from it. If an Episode concludes with an Incarnation that gets no Strikes, that Incarnation gets 1 Point. For each other Incarnation that survives to the end of the Episode (does not have 3 Strikes) you gain $\frac{1}{4}$ of a point.

You can spend 4 points to gain a new Interest.

8 Points will get you a new Hobby.
12 Points can buy you an additional Focus.
10 Points can be used to remove a Weakness, a Noir Point, or a Hangup.

Aid: If your Incarnation is unable to join in the Resolution of an Obstacle because they do not have appropriate abilities to do so, they can Aid another Incarnation. Aid lets you draw and discard one card to add to the Resolution of another Incarnation. However, your own Incarnation is now subject to taking a Strike if the group loses at Resolution.

Subjective Resolution: This is for when you describe what the Incarnations do at the end of Resolution. Compare what you Played to that of the other Players if you succeed in resolving an Obstacle. The player who put the most amount of cards in value out did the most damage to the Obstacle. If that player played double the amount of the next player, they take out double that amount of entities.

Thus, if you played 7 points and I played 14 points, and we defeated a Combat Obstacle, my Incarnation would have succeeded in taking out 2 of the enemy for each one you wish to have taken out.

Replenishing Your Deck: If you have a Pulp Point remaining, you can spend it at anytime to take up to 10 cards, at random, from your discard pile and place them without looking at the bottom of your deck. You can also take a Strike to do the same if that will not give you 3 Strikes, taking your Incarnation out of the Episode.

Hangups: Sometimes a Weakness just isn't enough. Some characters have major flaws that work against them. For each Hangup you pick, you can either take another Pulp Point, another Hobby, or 2 Interests for your character. However, anytime that Hangup comes up in the game, your Incarnation is unable to do anything besides satisfy that Hangup. So a Lecher that sees a lovely young lady can do nothing but talk to and flirt with her. A Boozehound near alcohol is rendered useless. A Gambler walking by a casino would need to be dragged away. And so forth.

Luck of the Draw: During Incarnation Creation, select and write down one of the 4 suits of the deck (Spades, Clubs, Hearts, Diamonds). Anytime a card with that suit is played for your Incarnation, that card gets a +1 bonus. If you chose Hearts, and you play a 9 of Hearts, that instead becomes a 10.

Other Genres:

This game engine is appropriate for other genres besides pulp as well. An example may be superheroes. Instead of Focus, you can choose an Archetype of the character (bruiser, energy blaster, speedster), instead of Hobbies a set of Powers, and Interests turn into Skills. Each one may give various options also. An Armor power may give a +1 Strike your Incarnation can live through. Luck may give +1 Pulp Point (which would be turned into Luck Points).

Also, you are free to convert the world set down in this game for other games as you wish. As you can see, none of the setting is specific to this game and requires our rules to play in. Use bits and pieces useful to you in other games to enhance those if you so desire.

WORLD OF THE FUTURE!

What game would be complete without some place to play it in? How about a world with sky pirates? A world ready to wage war against a mad dictator? Where robots are a thing of tomorrow? A world where over the next hill, an entirely new civilization or tribe never known before had existed since time immemorial. One where, unbeknownst to its inhabitants, and ancient being is awakening slowly. Where dinosaurs and aliens from outer space come together to plot their next great mission. And where secret mystical societies plan to take over from the shadows.

History:

For several thousand years, civilization existed on a continent now called the Old Lands. It was here that cities grew out for several miles as bastions of civilization, then when they could grow no further out, grew upwards and touched the skies. Humanity went from tilling the dust to living with their heads in the clouds.

When cities could no longer grow in any direct in the Old Lands, the first Age of Exploration took off. Massive ships carrying hundreds of people were sent in all directions across the seas, the people aboard aiming for fame, fortune, and the world of tomorrow. When the New Lands were found, even more ships were built. Larger and grander than the exploration ships, these cityships took entire armies of colonists and all the supplies needed to quickly tame the wilderness and create new cities on Cocumbia along with them. While several ships sank, or became lost along the craggy coastlines, the Age of Colonization continued forward undaunted, the human spirit unbroken from minor setbacks.

For the next 193 years, Cocumbia grew and prospered. The middle lands of the continent became inhabited with as many glorious cities as existed on the Old Lands. Even though two short wars broke out over the years scarred the lands, the continent became a veritable paradise.

It was just last year that things changed however. Just after large electrodyne towers were manufactured on the continents to provide electrical power and radio communications, a single radio transmission was sent out from the Old Lands: "Help!"

Since then, no one has been able to find the Old Lands in any fashion. There's no radio transmissions. Airships fly over only to see vast stretches of ocean where the land used to be, and glass bottom exploration boats find nothing beneath the waves. Five thousand square miles of land, and three billion lives were lost without rhyme or reason.

Now, with the cities of Cocumbia burdened by the massive population struggling to survive in them, and family members lost across the seas, the New Age of Exploration has begun, and from land, sea and air the world is slowly getting mapped out and found once more.

The Wars:

While the Old Lands had many of them, the New Lands had but two. The first

war, started 181 years ago, set the nations of Cocumbia as sovereign states independent from rule of the Old Lands. That had also managed to cement the borders of the Nation States of Cocumbia. It was here that the United Nations of Cocumbia was formally created and accepted by the parent countries of the Old Lands, and the Bill of Human Rights and Acts of Congressional Limits were ratified.

Then, 23 years ago, the United Nations went to war with several countries of the Old Lands. The island nation of Macht, one of the most advanced nations of the time, had invaded and taken over many smaller countries on the mainland. Then they sent their Airships out to bomb the Naval Base at Arandro, an island off the east coast of Cocumbia, hoping to prevent that nation from joining in the war. A few months later, Cocumbia unified together to create a new naval unit, a unified army, and a new breed of aerobuggy fighters. Together with the Old Lands, Macht was defeated, and the United Nations had been viewed as a modern day goliath of countries, peers to their forefather nations from ages past.

Politics:

The United Nations is run by a Council of Peers. Each of the Nation States has one Delegate on the Council. A majority vote, so long as it does not go against the Bill of Acts ratified nearly two centuries ago will enact a law affecting all of Cocumbia. The Court of Nations insures all laws passed in the Council are just and has the power to revoke or suspend any law, or any act taken by a Nation State that violates laws.

Individual Nation States are all democratic of some form. Several are representative democracies, a few are actually republics, and a small handful are direct democracies, the people voting and proposing all laws that effect them.

Individual Nation States are generally friendly terms with one another. The mountainous state of Hukato, the only nation that has a viable supply of aluminum and keeps most of it, is on tenuous terms with the rest of the United Nations, due to the perceived greed in holding their aluminum supplies.

In foreign relations, the Council has recognized no other area of the world as a sovereign nation. Old treaties still exist from the time of the Old Lands that the Council promises to reinstate once the continent can be found again, but the Council sees itself as the highest authority currently on the planet. The Noble City of Arandro is seen as a semi-autonomous state. They are allowed to govern themselves and set their own policy, and the Nations Army provides a defensive force for the City when needed. The Council views Macht, the last country of the Old Lands, as a rogue nation and has a trade embargo with it. Any Nation State caught trading with the enemy country gets the United Merchant Marines involved, and they have the right to scuttle the ships and salvage them for parts.

In what is known as the Unexplored Lands, the Council sees none of the tribes or foreign pockets of civilization, if they are known and proven to exist at all, as viable nations.

Geography:

The United Nations of Cocumbia lies in the center of the New Lands. It occupies a 1300 by 1800 mile tract of land.

Across the ocean to the east, 2300 miles from the coast of the Nations, lies the nation of Macht. It's about 100 square miles of an island, and the last remnants of the Old Lands that still exist. Macht is the technological equivelant to the United Nations,

but it focuses more on science than most Nation States. All men over the age of 16 are nominally in the Armed Forces and can be called up at any time to serve their country. Macht has created a large fleet of airships to float across the sea as their mobile bases for an army. Macht's top scientist, Baron Zillderwick, has created an unstoppable army of Eisenmensch. These forces are made out of clones and the remains of the dead, and implanted with cybernetic electrodyne technologies to empower them to an army of unstoppable warriors without fear.

Fifty miles off the east coast is the Noble City of Arandro. During the Great War 23 years ago, this was the major base for the United Armies. Since the Vanishing, it has been converted into a city state and given to the survivors of the Titanus. During the Vanishing, the Titanus was a giant cruiseship that held on its maiden cruise many noble families of the Old Lands.

To the north of the United Nations is a dense jungle land. It averages its width at a hundred miles. The jungle is very dense, full of many tropical diseases, wild and exotic animals, and many tribes of headhunters. Travelling across by land is not recommended, and since most aerobuggies require landing strips and max out their range at eighty miles, travel by air is next to impossible as well. This, along with the craggy shoreline that prevents travel by sea makes the northlands the Great Unexplored.

South is marginally more hospitable. An expansive desert runs from the southern borders of the United Nations for 150 miles. Fierce winds kick up huge sandstorms on a daily basis. Shallow waters prohibit the deep sea boats from sailing around the desert to land in more hospitable lands. The desert does have scattered oasis and a few ancient pyramids from time long before history to hide in at times, making exploring the Expansive South slightly easier to do.

Across the western sea, 1200 miles away, lies an island chain 20 miles wide and a hundred in length. Here, swordsmen are the best in the world. Sword technology has advanced to the point where swords are nearly indestructible, and each adult has a specially crafted sword forged in a ritual ceremony. It had recovered from civil wars wherein warrior clans vied for power at about the same time Cocumbia was formed. A shamanic princess unified the clans together, and since then all leaders had been a female said to be a reincarnation of the princess. The United Nations found the island nation five years back and have started diplomatic relations with them in the past year.

Other Places of Interest:

These places are to be fleshed out in your own game. You can have them in the lands of the north, down in the south, or even on small islands about the seas. They're places that take a life of their own only when your Incarnations are concerned with them. Otherwise, they're nothing of importance besides flavor.

Hill Country of Bandit Cults. Rolling hills and pleasant grasslands house many villages. It also houses many small forts on the hills that have roving bandit cults. These cults survive by bandity, and are all lead by an icon or charismatic personality. The cult leaders are able to cast a few small spells that aid their bandit pursuits. Each of the cults is named after both a color and an item of clothing. Cults of the same color are allied with one another. The Black Sandals cult is said to move like the shadows, unseen and unheard. Going further into the country one will notice a falling empire that taxes its citizens excessively, thus making the lives of the bandits actually easier to live.

A small island chain called the Isles of Storms. Several tribes live in huts of

stone and straw and live off of seafood that washes ashore from the storms hitting the islands. Hurricanes, tsunamis, typhoons and monsoons hit the isles regularly. The tribes view the storms as the tests of their gods, and the fish that wash up from them as a gift from the tests.

The pyramids in the desert to the south of the United Nations are half buried in sand. Truth be told, only the tops of the massive structures are above the sand, allowing for huge amounts of architecture buried under the desert. There's a group of pyramids however, to the north as well, in the jungle lands. This Pyramid City has the standard tribe of headhunters as the rest of the jungle, but this tribe sacrifices humans to the god of the Sixth Sun. If they find a woman who has used a heavy amount of makeup, they will think her to be an avatar of the Goddess of Death and Rebirth, and treat her and her party with honor.

A major swampland, very large, is nearly entirely unexplored. Rumors persist that a lost alien civilization exists there, but no party has returned with proof of that yet. It seems that many failed parties that returned tell stories of firemen. These are real humanoid beings that are permanently set aflame, glowing until the day their embers die out.

A lost continent under the sea. The catch here? Ghosts exist here, living their daily lives out. However, the ghosts are not from the civilization. They are from the sunken cityships of the first Age of Colonization, with the cityships existing as small undersea suburbs of the main city.

A small island on a great lake exists in a bank of vapors. The island itself can not see the mainland and vice versa. A group of farmers of the Scythe'an tribe are agricultural experts. Every ten years, the farmers harvest the Apples of Immortality, the tribe had been sustaining themselves on these since the dawn of time.

The center of the earth is hollowed out, barely hospitable to humans. A race of robots, able to procreate with one another, thrives here. An ancient race of giants created the robots eons ago before leaving to walk the stars.

An island far to the south has a race of people called the Abarimon. The Abarimon are humanoid, but their feet are backwards. This makes them walk only half as fast as a normal human, but run twice as fast as our top speed. Abarimons do not eat and have no food on their island, they gain their nourishment from photosynthesis.

The highest mountain peaks of the world has a small country existing atop them. Each mountain peak is dominated by a large temple, and templecities are the basis of civilization here. Even newborns here are able to see and communicate with spirits, and the peoples have mystical arts unparalleled in the world.

Sky City. It's a city of considerable size, populated by the Sky Pirates. The city floats on air current like a ship on the currents of the sea. Ether vapors in giant gasbags as well as anti-telluric engines keep the city aloft.

Nation States:

The United Nations has several Nation States that comprise it. However, being in a place of safety means your Incarnations are not in danger. So, to that respect, we will not describe the Nation States. You are free to make up your own states or take as your home any area of civilization we mentioned above. However, whatever you want as your own home is yours, and the Nation States themselves are too safe and too stable to provide grounds for adventuring.

Except, that is, the speakeasies. And the war of the secret societies. These are

all nation-independent though, so you can place these wherever you desire.

Adventuring Seeds:

Besides the locations you can play in abroad of the Nation States, you can have some adventures within the states. This list is just a sampling of what may be used to bring chaos to the lives of your Incarnations though, so feel free to create your own as well.

One of the Nation States has a dry lake. The grounds are covered with a shiny silver metal particle. This is called the Moon Bridge. When one stands in the dry lake and looks to the moon, they are teleported to a crater there, with a moonbase. The Nation State is waging a secret war with alien masters, the Moon Men, a subrace of the ancient giants that create the robots of the hollow world. These Moon Men used to run some of the smaller governments of the Old Lands, and seek to take this Nation State over.

Most Nation States have a superspy organization that is or had just gotten off the ground. Part of the missions involve keeping tabs of adventuring groups, ready to steal items of power from their founders or the civilizations that rightfully hold them.

Mystical secret societies abound in the land. The few items of power found by explorers have fueled new belief systems. Secret societies have special rituals of initiation, and seek to gain control of the lands by holding lines of geomagical power. Those in their way, or keeping them from the treasures they seek, often earn their wrath.

One of the Nation States has the unfortunate 'benefit' of housing an Ancient Old One. This Godbeing From Before Time is slowly awakening, and causes madness in humans that come too close to knowing about him.

Pirates have taken to raiding merchant airships. Aero Pirates, who use the aerobuggy, have formed gangs of pirates that plunder from the high flying zeppelins. Most of these gangs have codes of honor they run their gangs with.

Travelling merchant caravans hawk wares of dubious quality. Elixirs and tonics that are called 'cure alls' are usually just sodas, or worse yet poisons. Some elixirs actually do what is promised however, and yet, some do much worse. The group may get involved as one merchant may have the only cure for an epidemic in a village, one of them may have been transformed by an elixir, or the merchant fleeced one town too many and has to pay for his crimes.

Aerobuggies:

Aerobuggies are a new design. Most are made out of fabrics, woods and a small bit of metal support. Rotor engines run from the rear of the aerobuggy, propelling the vehicle forward. Some aerobuggies use ether vapor to hold them aloft, and use rotor blades to propel them with a system of sails for guidance. A few hover off the ground using the Anti-Telluric Engine, a rare technology that can hold several tons in the air before taking stress. Most aerobuggies use some sort of weapon to defend themselves with at the least. Common ones include long spears attached to the wings, harpoon launchers, archlight cannons, flamethrowers, and disklaunchers. At least one uncommon aerobuggy uses mirrors that reflect and focus light to blind enemy Barnstormers and set the cloth wings aflame. The country of Macht uses their aerobuggies to support their airships, and equip the airships with large fragmentation

bombs and firebombs, and the aerobuggies with arclights and disklaunchers.

Secret Societies:

As of now, there are six mystical secret societies. Some that have investigated the societies believe there are quite a bit more, but have no proof as to their names or bases of operations. Once a member is initiated into a society, they are a part of it forever, and betraying your brothers and sisters invites punishment.

Fifth Freedom Brigade has its base of power in Macht. The Kaiser of Macht, Herman Schmidt, is also the Grand DracoWizard of the Brigade, leader of both his nation and the secret society. The Brigade seeks ancient mystical artifacts, trying to amass items of power so they can rule the world. Already three such items, a spear, coffin, and goblet are in their power. The Brigade has a front in the United Nations called the Seven Columns. This is a group of legitimate businessmen, and owners of speakeasies, that influence the various Nation States subtly.

The Order of the Twilight has as its base of power, the University Asylum of Arcaneus. In the bottom most parts of the Asylum it is said a set of catacombs exist that cut through most of the Nation State. The Temple of the Grand Ancient Ones exists in the catacombs under the Asylum. Below that, a portion of the sleeping Godbeing From Before Time rests. The Order seeks to converge leylines to the Temple, and to gain mystical items to feed to the Godbeing to empower it, and allow it to awaken.

New Royal Bloodlines isn't as secretive about their society as others. They exist in a state of shadowy openness in the Noble City of Arandro. People will joke they are members of the group openly, many actually part of the group. In joking they see a way to be honest, without people believing them. Their goal is to reestablish their old bloodlines, to create the Royal Families of the Old Lands and rule from the sidelines all the lands they can. This group has the most speakeasies to their name, double the amount of the next group in line, the Seven Columns arm of the Fifth Freedom Brigade.

Warriors of Ancient Conquest are the newest society. The members believe they are reincarnations of ancient heroes from the Old Lands, and it is their duty to retrieve the weapons and artifacts of their past lives. The Warriors have two branches, the Warriors Proper, whom go retrieving and guarding the items of power the group obtained. The Priests are busy reviving or reinterpreting old religions of times long lost, which helps to reinvigorate the ambient powers of the artifacts of the group. The Warriors have the most mystical artifacts, as well as the most powerful, but only few speakeasies.

Cloudspears are a group of science minded individuals. They see the land of Cocumbia as nearly as full of humans as it can be. With no other viable land to live on, unless the Old Lands return, they see humanity's next step in evolution taking them to the sky. They have few mystical artifacts and few speakeasies, but chose quality items for both that advance their goals. Cloudspears experiment with willing subjects to graft wings, airbladders, or other forms of enhancements that would enable humanity to live in the clouds and along the air like birds do. Cloudspears have no single base of operations, they exist in forests or on mountains in various science labs.

The Sun Legion exists mostly in Hukato. The Sun Legion sees the planet they exist on as nice and interesting to live on, but ultimately just one step to the real goal of humanity, which is to live amongst the stars, in an empire of systems. They thrive on aluminum, ether, electrodynes, and anti-telluric devices, and most of their

speakeasies exist near mines or power plants or close to their objects of fascination. The Sun Legion has no central authority, they have a Council of Minds, several people that run the laboratories come together once a month to collaborate their efforts together. A challenge has been set that whichever Lead Scientist creates a working Ethercruier that can visit another planet and return safely will get the position of Chairman of the Sun, which is the titular lead of the group, and would be granted as well the position of Captain on the Ethership that takes the Legion offworld to their first colony planet.

Speakeasies:

Alcohol is legal in the United Nations on the whole. There's no such thing as the Prohibition, unless an individual Nation State has banned alcohol, so the speakeasy has no real analogy to the same type of buildings from our world. The term came from a bar nearby the University Asylum, the first recorded speakeasy. There, people spoke freely and openly, talking about their secrets to complete and total strangers. But when the patrons left the bar, while they remembered what was said, they never remembered whom they talked to or really what the topic was about. Studies were done showing that the speakeasy was at a place of mystical convergence, and had the effect as natural magic.

The term speakeasy fits well for the rest of the speakeasies, as if they are attuned to a Mystical Secret Society, all members who underwent the initiation rituals can talk in open public and no one but other members of the same society will understand what they say. This works anywhere in the building or site that is an attuned speakeasy, even if one was shouting or otherwise communicating to the entire crowd of occupants on the whole.

Most speakeasies in the United Nations are claimed by one Society or another. All of them grant freedom of speech to members of the society. All of them also have a certain atmosphere about them. A speakeasy bar may be rather open, friendly, and festive. A speakeasy at a research laboratory may have people be more thoughtful, introspective, and seem more intelligent, even unlocking knowledge they didn't know they had.

If you introduce a speakeasy to your game, make sure you have a society it belongs to, the focus of its magical powers in terms of what atmosphere it exudes and a magical curse attached to it that will affect anyone that attempts to do harm willingly to the speakeasy.

Artists Wanted:

That's it for the game. But it would look so much better, I hope you agree, with artwork that goes with it. If you're an artist, and want to contribute a piece of your work to this game itself, please send us an email at the feedback below, with the name of the game so we know to what you are referring to. If you do send us some work, you get:

- Your name in PDF print.
- You retain copyright to your work. This means that you can tell us if you want your work in the PDF or if you want to set it in a gallery as well. You can also sell your own work to other companies.
- A reference for your portfolio.

-Your name in the gaming field.

-No money. This game is free, I'm not making any money on it, so you won't be either.

-A sense of well being as you did a nice act.

If you're really interested in doing some artwork for us, we're accepting anything so long as it is in .GIF or .JPEG format. Black and white art, color CG, 3-D rendered stills, anything else. The only guidelines we have is that the artwork must be PG rated at the worst.

Looking for ideas? We can use aerobuggy designs. A title artwork. A sweet logo for the title. A battle between the United Nations' Merchant Marines and the Macht Airship Fleet. A lost pyramid in the jungle. And some designs for flags for Macht, the United Nations, and the Mystical Secret Societies. We're not looking for characters unless they are pretty generic, or maps as they aren't a focus of the game. Your Incarnations simply are wherever they are at the time, the maps are designed as needed by your own group.

Feedback:

We can be reached via email. If you wish to email us, remove the AT and DOT with @ and . respectively, as this is to prevent us from being spammed. Email us at integralent AT gmail DOT com.

You can also find us on the web. [Http://geocities.com/integralent](http://geocities.com/integralent) will get us to our website where you can find more about us and donate if you so wish.