

Optional Rule: p-rep (PlayScore, Networking: Gamers)

PlayScore is a hypercorp-sponsored social network for major VR and AR games and gaming culture. It features a combination of unified achievement tracking and player “karma” which is increased by teamwork, clean playing and interactivity, and penalizes cheating, TKing, ninja-looting or other similar activities. p-rep users have access to exclusive virtual chatrooms and forums, and the network hosts and distributes many guides, tips and interviews related to both single and multiplayer games. p-rep functions normally when using favors inside the virtual network, and can be used to gain favors from almost any faction, but the level of favor is increased by one when dealing with events completely in “meatspace”.

Gamer Organizations & Clades:

Virtualists: Virtualists hold that since VR is indistinguishable from Real Life, a “virtual” experience has no difference from a “real” one, and thus everyone should live freely in a virtual space. Virtualists spend almost all of their time playing VR games, and many have even sold off their own morphs in order to instance as infomorphs in specialized Virtualist Sanctuary servers. Casual players often find them “tryhards” or otherwise too serious about “games”, which the Virtualists treat like real experiences.

Drones: Drones are mostly hypercorp employees or other “normal” Consortium citizens who partake in AR or VR games. They oppose open hypercorp interference and monitoring within the actual games, but also do not like attempts to impose seriousness or realism, or bring real-world politics into the simulspace. They simply want their escapism from their daily grind. The name started as a pejorative, but was adapted to the group when they started becoming a more unified movement.

Amazons: Surprisingly prominent clade who play exclusively female or feminine avatars and characters, believing that in an age where you can look and be any gender combination you like, the female form is the most aesthetically pleasing. They were founded on the principle that quote-unquote “tits are awesome”. Some advocates, especially in the Outer System, decry the Amazons as sexist or objectifying, but others argue that they are empowering via non-traditional gender roles often symbolized by aggressive or violent playstyles. Some even argue they are sexist the other way, with some groups of Amazons bullying or discriminating against male avatars.

Glitch-erati: The Glitch-erati are a collection of VR and e-sports celebs. While often mocked or scorned by many real-world Socialites, the Glitch-erati have a huge following on the PlayScore network. Their in-game XP streams are religiously followed by thousands of subscribers across the system, and if they move into a new game, many players follow them. They are also frequently seen commentating on gaming events or reviewing new games and game updates.

Dead Pixel: Dead Pixel is a virtual crime syndicate, who run a variety of shady or illegal cheating, hacking and farming operations, and also offer black or red market services in

Simulspace for virtual items and information, often for real-world currency or favors. They also engage in many rep scams and trading events, including rep-to-cred deals which heavily favor Dead Pixel. Dead Pixel is even rumored to have their own array of simulspaces where they'll trap simulspace avatars and infomorphs for their own amusement.

Leetists: Virtual elitists who take the virtualist philosophy one step further, and proclaim that the only experience and skill that matters is in virtual reality. Leetists scorn "filthy casuals" and will shun and ignore those with a low enough p-rep score. They are highly competitive, constantly hunting for the most extreme games with which to test their skills. Rumors of Leetists dealing with singularity seekers in order to achieve a higher level of cognition and responsiveness are often dismissed by members of the movement.

Patch Crew: A small but well-organized group of support teams who operate in the real world to ensure that the most popular servers don't get taken down by RL sabotage. When Hypercorps or Anarchist groups attempt to take down servers, the Patch Crew will send a team to stop it, and also repair any damage done. They are so efficient that groups like Firewall have taken notice after they repelled several sabotage attempts without knowing who they were blocking or why.

The Guild: Group of virtual "mercenaries" based out of Extropia, but with contractors across the system. They recruit players only of the highest skill and experience levels, and deploy in contracts to any game or situation. When you need a situation handled inside a game, you can call on the Guild, and once the fee is paid, they will do everything they can to accomplish your goal, or your money back. Also known as the "Professionals", or derisively as "The B-Team".

Xenoludi: This group started as a small club of Computational Archaeology students at universities on Titan and Mars, who were interested in alien ideas of games and sensoriums. After a few of their projects went public, they started to pick up steam. The group specializes in games and other virtual spaces based on recovered alien computers and technology, which are often bizarre, illogical or otherwise unusual. They also work with virtual replicas of xenoarchaeology sites, and even projections of what those locations might have looked like before they were ruined. Some people report strange after-effects, such as unusual dreams or hallucinations after playing these spaces. Furthermore, certain groups are concerned with the Xenoludi's obsession with alien tech and data, and possible X-risks thereof, or that they might accidentally utilize TITAN tech.

Collegiates: In an age where athletic talent can often be subsidized or physically instilled with morphs or mods, university-level sports are reduced or otherwise taken a backseat. Physical sports talents are best honed in hobbyists or in professional media personalities, so there's less effort to teach, especially with space constraints. Team-based e-sports, however, especially with movements like the Glitch-erati and the Leetists, have seen a big rise because the virtual talents are purely the skill of the mind using them (combined with some standardized hardware). As such, higher education institutions have developed multiple VR game teams for inter-institution

leagues in various games, both classic and new. This presence of Collegiates is most common on Mars and Luna, where there are a wide variety of institutions with which to have competition, and even scholarship opportunities, while teams from institutions on Titan, Europa and Extropia tend to be slightly lower-key.

Meat Packers: A group of biochauvanists and some bioconservatives, mostly based out of Luna or other parts of the LLA. They believe in “purity” of the game and the gamer, and thus mostly play in standard biomorphs without augmentations such as multitasking or mental speed, do not use specialized or accelerated hardware or skillsoft supplementation, and instead focusing on more conventional training and raw talent. They garner support for their clade by making frequent use of XP streams to “let people have a taste of the meat”. Some of their members have been criticized for vocal prejudices against AGI, permanent Infomorphs (especially Leetists) or those who utilize cutting-edge computing hardware. Individual teams or groups in this faction have names like “400 APM”, “KBM=WIN” and “Fingerbang”.

Reflex Streaming: Indie XP and lifelog distributing hypercorp specializing in gaming. A competitor to Experia in these specific fields. Based primarily on Venus and Extropia, they offer very flexible and open contracts for content producers, and offers a great deal of open and free content to the public. Their model is more based on allowing producers to monetize their content via advertisements and sponsorships rather than through DRM or paywalls. Reflex is also famous for buying up indentures for prospective esports athletes and ecelebs and give them solid deals in their markets.

[Sidebar] Digicorps: Sometimes also called Nanocorps or V-corps, these are (usually) very small corporate entities which exist completely virtually in Simulspace, with some having “storefronts” in virtual locations like Hub. They operate by selling in-game goods or services in small amounts for small real credit percentages called “nanotransactions”. Resources are crafted directly by employees or gathered through complex farming methods reliant on task hedonist AI or AGI. Digicorps have an extremely high rate of competition due to similarity of services and their small size (which often makes conflicts personal). Notable examples include: Yangtze Marketplace, CyBay, Spacetsy, GameDot, NanoSoftware and DogeBank

One of the most common Digicorp operations is “Stock-based goldfarming”, where the first wave of customers buy shares in specialized servers to run the farming AI with real credit, and are paid with a regular percentage of in-game resources or currency. The excess currency or resources are then auctioned off to the public for real credit, which is distributed to shareholders in the company. Another common move is in-game “quests”, where Digicorps will accept up-front fees to acquire specific game items, including organizing missions or raids to acquire it, and are fulfilled by any player carrying that item. Yet another fairly common business model is digital fashion, where programmers and designers work together to create custom cosmetic items or even entire simulmorph avatars to be sold for real currency, usually on a commission or catalog basis.

Major PlayScore Games:

10,001 Arabian Days: A MARG based on legends and folklore of the Middle East and Asia. Players are pilgrims or adventurers who wander the land seeking fortune and glory, encountering strange beasts and entities, mythic locations and wondrous treasures in the AR landscape. Based on these encounters and the items or skills they have gathered, player may lose or gain points or qualities they can trade on to do better in the game. This MARG is slightly unusual in that it rewards travelling. Playing *10,001 Arabian Days* in new habs or regions offers slight bonuses to both your gains and the gains of local players who interact with you - and supposedly there are slight variations of events from region to region.

4EX: Real-time exoplanet colonization and strategy game. Each player must plan and grow his own colony, which is staffed by bots or other player colonists, and compete with other colonies on the same planet, or nearby planetary bodies, for resources. The game resets after 1000 in-game years, or one player faction takes over the planet.

デジタルラブストーリー (A Digital Love Story): Started as an attempt to recreate the classic dating sim genre, but changed into an actual dating service of sorts once the virtualist movement took off. Players take on roles based on traditional romance cliches, and interact with other PCs and even some NPCs in a variety of classic environments such as high school, college, work and even some fantasy and historical “maps”. Features a complex point system nobody quite understands to get a highscore and unlock new activities.

ADAM Uplink: A game originally designed by a TAU Economics professor as a learning tool, it caught on in-system and was licensed through a Titanian microcorp by Experia. It features a realistic resource gathering and economic trade model for space (based on the Solar System) with an entirely player driven economy. Famous for massive battles and in-game corp politics which have resulted in the loss of significant amounts of real-world credit.

Ambelina: Blood in the Clouds: A serial of action-packed VRFPSs, all personally written by a team of Claudia Ambelinas about a team of Claudia Ambelinas. The Pax Familiæ's role as a protagonist takes players to exotic locales, from the original ("slightly" embellished) retelling of her feud with the Night Cartel on Octavia to Aten station, Echo IV, Ganymede, Xiphos, New Sicily and other increasingly improbable locations. Despite the superficial realism of the series' art style, *Blood in the Clouds* has a very loose physics engine and nigh-invulnerable player characters, making screwing around between missions somehow more fun than the shallow revenge fantasies crafted by the Ambelinas assigned to scriptwriting. *Blood in the Clouds* remains uncensored in Morningstar just like everything else, but is banned in most other Inner System habitats and critically panned in autonomist space. Bad reviews don't stop players from enjoying the game unironically, however, and Pax Familiæ is currently planning expansion packs based on smart material spines embedded in collectible figurines (of Ambelina).

Angels and Devils: An MARG with some VR elements where players are “possessed” by an angel or demon (played by an NPC AI, transhuman player or even the Muse using an AR filter) who do battle for the soul of Transhumanity while handling tough questions of philosophy, morality, faith and technology. Both factions have complex internal politics supported both by the game rules and the player-base.

AquaJolt: Originally an aggressive meme against Extropianism and Objectivism, this game has a surprisingly dedicated following. It is set on a hab on Ceres which loses communication with the outside world, and descends into civil war as “citizens” compete over resources. All while radical biomodification and even exhumanism become increasingly common due to the lack of law, morality or other boundaries.

Barsoomian Bros: A platforming game set on a fictionalized version of a terraformed Mars. The player(s) are a simple janitor tech and their extended family who must rescue their girlfriend (A Sufi “princess”) who is kidnapped by the last Oligarch. To do so they must battle waves of cartoonish wild artificials, rust-adapted life and the oligarch’s own growing family of privileged hyperelite children; all while collecting bizarre power-up nanodrugs and implants. Players who die lose their power-ups and are resleeved in a new morph instantly at the start of an area. Features a lot of red herrings and delay tactics to keep the player from winning immediately.

Berlin 1942: An MMOFPS between Soviets and Nazis. Take territory, shoot your enemies, drive or destroy tanks. Every year there's an annual "Shoot Hitler" event where every player on the server tries to find Hitler's hidden bunker, penetrate it, and shoot him for rewards and rep.

Billy and the Cloneasaurus: A game sponsored by Skinthetic aimed at children, where the player is granted a friendly pet dinosaur - who helps them escape the complex and puzzle-filled halls of an alien spacecraft. The dinosaur can change species in an instant depending on what jellybeans it is fed; one moment you might be carried across gaps by a pterodactyl, only to have an ancylocodon break through some glass-steel blocks a minute later, which promotes strategy by carefully using limited resources. The game has a famous level editor with a high degree of detail and customization, including some issues with take-downs of levels clearly based on Consortium secure locations.

Blood Moon 4 BETA: A zombie survival horror game set in a highly detailed simulation of major Lunar settlements like Erato and Nectar (New Mumbai was not included out of respect) which features a persistent world. Is in constant open beta process.

Chaotica: The VRMMO for assholes. A vaguely fantasy game where ganking your opponents, teabagging their corpses and stealing your party members’ loot is not only encouraged, but required. The playerbase is surprisingly chill about the whole thing.

Demon Goddess Serenade: Urban fantasy title set in a post-apocalyptic model of Pre-Fall Tokyo. Players must fight to survive by summoning and controlling waves of supernatural

creatures mish-mashed from Earth mythologies to use against wandering monsters and other players.

Depressurize Extreme: What started as a training for hab workers on habitats to act quickly and appropriately when random parts of the hab depressurized and opened to space, became a cult classic, and when the company realized that people other than its employees were enjoying this training simulation, they rereleased it as a full product. The game is simple, you are on a modeled habitat, and given mundane tasks to perform, except parts of the hab will randomly and explosively depressurize, forcing players to scramble for safety. It uses actual XP of vacuum exposure in order to properly convey the real feel of the experience. All players on the same local server share the same hab, so many players may experience an event at once. This has forged a tight-knit community who will go out of their way to rescue new players.

Elysium Heat: Set on the Martian city, Elysium Heat has players take on avatars of Uplifted vigilantes and criminals who graphically and violently assault both gangs and organized crime, and also strike at anti-uplift activists, while occasionally fighting with the police. The game has unusually visceral sensorium feedback for the act of killing. Became more popular after copycat killings by humans wearing animal masks happened in Elysium against critics of the game.

EroWorld: A Scum open-source game which hit the network when the Swarm's mesh came within range of Consortium space. It features a fantasy world with simplistic and nostalgic RPG tropes, and a gratuitous amount of sexual content, including erotic items and equipment, horny monsters of every shape, size, color and gender configuration, sexual transformations, and a plethora of optional sexual encounters with NPCs and other PCs. It also features a lot of mind-altering substances. Attempts to monetize the game have had mixed results. Features an anonymous subscriber list.

EX-Meiosis: An intense fighter pilot sim taking place in the most unlikely of environments - the transhuman body. When a gatecrasher contracts an alien infection during one of their jaunts (The word "exsurgent" is never used) they become badly mutated, and threaten to birth even more dangerous creatures. The player is an experimental surgeon, piloting a nanoscale ship armed with weapons and tools to destroy the infection at a cellular level. The ship controls very similar to a Martian aircraft or European submarine, depending on the level's environment, and its whiplike twin manipulators are difficult to control for those used to humanoid limbs. Unknown to many, *EX-Meiosis* is actually a reskin of a Cognite anti-drug "edutainment" game from before the Fall called *Torin Ripley: Experimental Nanosurgeon* - which had the players shrink themselves down to personally destroy the Petal nanodrugs inside an addict's brain, but suffered from weak level design and disconnect in the interface with the sensorium common to earlier simulspaces.

Exhumans vs Robozombies: A game actually developed by a Jovian group, supposedly based on some extreme training scenarios, which has become shockingly popular in the rest of the system. It actually features combat between three factions: Heavily armed and armored

Jovian Civil Defense Force, the “Exhumans”, clearly based on predator clades who are loaded with dangerous bioware and cyberware augmentations, and “Robozombies” as slang for dangerous cyborgs and bots subverted by the TITANs with advanced nanoware and cyberwarfare powers. Most of the terrain is heavily based on cramped spaces of Jovian habs or spaceships.

Exsurgent: Modern take on a classic game, which was originally a Firewall training scenario lifted by some unsuspecting game developer. In it’s simplest form, one player is randomly assigned to be a “TITAN Agent” and the remaining players must figure out who before a short time limit is up. More complex versions have been developed where players are randomly assigned other roles (such as “Scum”, “Tech Support”, “Security”, “Admin”, etc) which have unique abilities or rules in certain phases of gameplay, which create a more dynamic game. Available in AR or VR.

Fate: A shooter game set in the year AF 1000, where the last city of transhumanity lives on the ruined Earth, protected by the friendly (if distant and ineffable) Seed AI called the Wanderer. Players are “Sentinels”, selected from transhumans in advanced bio or synthmorphs whose Egos are not distinguished between humans, uplifts or infolife, who are infused with the power of the Wanderer. They must use a combination of advanced weapons and near-magical technical abilities made possible through advanced technology to explore and reclaim the lost colonies of Earth from various “species” of exsurgents and hostile aliens. (Commonly believed to be a social engineering project by more progressive and open members of Firewall to acclimate transhumanity to certain ideas)

Feral Aptitudes: A simulspace superhuman game which competes with MARG titles like Habitat of Supers. Players can build incredibly customizable avatars and abilities in the game’s engine using set “point builds” - and participate in any number of servers with specific settings which have various themes and time periods.

G-men and Gunsels: Apparently commissioned by a Night Cartel boss who was nostalgic for the “good old days”, this game takes place in the 1920s Prohibition Era, and pits teams of government agents against organized crime members in a constant cat-and-mouse game of smuggling and speakeasies in an open world.

Galaxy of Shadows: Popular role-playing MARG based around popular types of classic horror “monsters” and their complex internal politics and clashes with other “supernaturals”. While ostensibly more socially focused as a game, different supernatural types have a variety of different abilities which effect the game - including in combat situations. Expansions by the developers cover classics like Werewolves, Vampires, Witches, Demons and Ghosts to more exotic creations such as Mummies, Djinn, Yokai, Frankensteins or Golems, Serpentmen and even monster “hunters” as a playable splat.

Grand Theft Morph: VNS Online: Open-world game set in Valles-New Shanghai where players are low-level criminals struggling to make rep and get ahead in a cutthroat world. Rumored to be used by actual local gangs and triads to plan operations and train new members.

Guild of Godlings: One of the most successful VRMOBA games out there. Players take on avatars based on various mythological or pop cultural figures and battle it out in various arena maps for points, territory or kills. It's very popular for professional competitive play for a number of reasons, and has an intense media following of the best players and their avatars.

Habitat of Supers: Superhero/villain MARG where players take on costumed identity and perform acts of cliché and cartoonish heroism or villainy against other players and NPCs to earn points to boost their superpowers and other perks. Known for several occasions where players have "accidentally" stumbled into or participated in crime while in their alter ego.

Hotel Escape: A Room Escape game set in a massive, crumbling, art-deco hotel. Players can design massive and complex room puzzles which are all linked to the single simulated building. Players who clear large numbers of rooms or floors gain bonuses, and it is rumored that there is a special prize for clearing the top floor.

Hub: Not a game, as such, but a massive virtual simulation of a city built to hold all of the users of PlayScore. It acts as a virtual meeting-place for many gamers and in-game guilds, with a number of Simulspace amenities. Anti-social actions are forbidden via the Simulspace rules, and hackers are publicly (and often humiliatingly) punished by SysAdmins. The nature and size of the city are growing all the time.

InkToon: A slightly exotic VRFPS with a slightly cartoonish art-style, it was originally aimed as a VR sim to help people adapt to multi-limbed or aquatic morphs. However, it had some appeal with Neo-Octopi, so it was reskinned as a game. Players may pick from a variety of Octopoid Morphs (such as Flying Squids or Takko in addition) or Novacrabs, armed with specialized exotic weapons which can function in amphibious environments, with maps which are either aquatic, or in microgravity. While it's interesting in that it appeals to neo-octopi egos, it has been criticized by some Mercurial groups as "making fun" of the existence of Octopodes.

LAPD 151: Historical mystery game set in a model of 1980s Los Angeles. Players play police officers who must collect clues and track NPC suspects. People who abuse the open world and break character may find themselves the target of a special APB. Historians criticize it for being inaccurate or anachronistic, with NPCs wearing a blend of fashions, disco music being omnipresent, and extreme weather phenomena like acid rain, thundersnow, and the extremely rare "volcano" event.

Life Simulator: Started as a parody, but huge fan contributions, hacks, and mods, and in-joke metaculture have changed it into something else, where you play a regular person for a few hours, and then things randomly start to get *weird*.

Looking Glass Boundary: A freerunning game with a wide variety of courses both completely original and based off of real life locations. Competition for the fastest course times is high, as is competition among level designers. Many newbie traceurs practice in the game before attempting runs which could damage their physical bodies.

MakeDig: Latest iteration of an old favorite, MakeDig features randomly generated worlds composed of a variety of materials which are assembled in easy to manage cubes. Players can either be purely creative, or engage in a survival game where they must explore and gather resources to build stronger structures and tools to survive waves of monsters which spawn at night. The base graphics level is very simplistic, meaning MakeDig in some form can be run on almost any device, but many 3rd-party upgrades can greatly increase the graphical level.

Monster's Duel: One of the premiere AR TCGs, players construct digital decks of cards composed of fantastic creatures and magical spells and traps and battle it out to reduce the other player's Life to 0. Players can also trade cards, and spend virtual points or real cash for booster packs with computer regulated rarity. Due to its immense popularity and complexity, the core game has a lot of variation in tournament and house rules, some of which might not make a lot of sense to a casual observer. Rumor has it the card randomizer has some kind of emotional context to it, providing players with strong belief and will the proper cards at the right moment, but the programmers insist the software isn't capable of that kind of analysis.

Nuclear Winter 2100: Post-apocalyptic survival RPG, set in a world after a nuclear war theorized in the 1950s and 60s, with anachronistic technology (which often models real world weapon and armor systems). Players must survive and fight in four major zones; North America Europe, Russia and mainland China. Features a sophisticated, realistic crafting system and extensive factions and story threads, run and refreshed by both AI bots and transhuman GMs.

Omega Online: A medieval simulator in which players must defend the land and virtues from marauding creatures, featuring detailed gathering and player construction at a 1:1 ratio with construction in real life. Largest issue: Murderers.

Party Bunker 2K: A cartoonishly over-the-top, team shooter with an incredibly robust collection of randomly-dropped cosmetic items and community crafted weapons which are rarely tested for balance.

Paycheck 4: An oddity of a game, set in Erato, Luna, where the players take the role of a team of Synthmorph Bank Robbers, who must plan out assaults on high security banks and stores in Erato by selecting from a limited amount of equipment. Actual heists often involve implausible waves of riot cops and tactical drones versus small fireteams of robbers who inexplicably survive long enough to be arrested. The game has an extensive system of cosmetic shell modifications and decals, as well as weapon selection and modification, all of which costs

astonishing amounts of in-game currency (most of which from the heists is not kept) to purchase and equip.

Phoenixcube AdvenMundi: Fighting VRMMO based on a long tradition of Japanese vids. Players build custom avatars from a selection of species, including humans, several “rubber forehead” aliens, “androids”, hyper-evolved (and thus anthropomorphic) uplifts and “demons” in a unique art-style. Players are “ChronoRangers” who must battle evil forces who attempt to change time - usually with flashy SFX attacks, martial arts skills and heroic willpower.

Planetaria: This game spawns players in an experimental FTL ship with an advanced fabricator and a reactor which can burn almost any resource, and places them randomly in a procedurally generated galaxy. Players explore far-flung planets looking for new and exciting resources to build with and new devices to make, all while facing strange alien wildlife and monsters. Has a lot of cosmetic building and furniture crafting to be done.

Pokemondrian: A simulspace art-game developed by a student at TAU. The game consists of wandering through an apparently infinite art gallery, collecting historical artworks, having them battle each other to get access to further gallery spaces and – this is the real artistic point of the simspace – have the emergent clustering of artworks due to players form a complex map of art history that can be observed from the outside in another simspace. Firewall has subverted the game and uses it as a covert access point to VR meetings via The Eye.

Prism 7: A VRFPS game which started as a training simulator from Direct Action, but was later licensed through Experia. As such, it features some of the most realistic small unit combat simulation ever, down to environments and particular features of weapon models. This has given it a certain kind of crowd it is popular with.

Reclaimers And Robots: Are you a bad enough dude to reclaim Earth from the TITAN hordes? Stay alive and hunt down the monstrous exsurgent hordes infecting Earth! Trade with other players! Create enclaves! Build, trade, fight in Sol's most detailed simulator! Lose badly enough and entire resleeve points can be lost, possibly ending the game for good!

Remember This: In this sim developed by a Commonwealth microcorp, players take on the role of a back-alley psychosurgeon deep in the bowels of Remembrance. With a newer, faster and hopefully fictional hand-mounted ego bridge, the player's role is to dissect the decadent upper class' memories like a vibroblade through aerogel, reshaping Lunar society as they see fit. The psychosurgical procedures shown to players are grossly simplified and user friendly while still following the “rules” as they were. The developers of *Remember This* spent several months wrestling over what genre the game would be and insisted on adding features from their public suggestion box, so the somber Lunar tale of what it means to be an ego After Fall also contains kung-fu battles with sewer mutants and a holographic gun that fires real bullets.

Ring World Run: A racing game on a massive ringworld that is nothing but long racetracks. There are popular user-made tracks, with standard races, deathmatches, custom-digital-car shows, but the most famous event is the Grand-24-Prix, a 24 hour long race in which the crowds vote on what the next stretch of road will be. Racers will never know what will happen on the tracks, with hazards and loops and crazy things happening. Several Online gangs have bets running on racers and use their economic power to rig some of the votes so that their favorites get 'smoother' tracks.

Road Kicker Finale Ultra-Rad Super Power Turbo X4 Undead Or Reborn Edition Alpha: 1v1 simulspace fighting game, with extensive tournaments which are constantly running. Players may utilize preselected fighting styles, use their own native skills, or develop their own unique fighting styles and special techniques. The best designed custom characters and styles are frequently adapted and included in the game proper.

Sagas of Hilda: Open-sourced fantasy adventure game, made by a team of Japanese argonauts and based on a series of Petals and classic vidgames. The player takes control of a vaguely elven protagonist who starts armed with only a sword and shield and must adventure across a vast land mostly devoid of people (except for helpful old wise people and a few villages) and fight monsters to enter a number of lost temples or dungeons to recover a set amount of plot tokens and helpful artifacts and equipment, in order to defeat some great evil and/or rescue some important figure. Due to the open source nature, most players tend to customize their exact details to enhance replayability, while the core functions remain the same.

Solipsism Chan: Players spawn in a black void and must create their own dreamscape as well as try to unbelieve the others with the force of their willpower. Success allows you to enter their dreamscape and pillage items for yours or enforce your views upon it. Rumors persist that the game contains remote psychosurgery functions which are employed against the players you dominate.

Space Freighter Simulator: A surprisingly popular game, which is exactly what it sounds like. A Realistic simulator of space-based cargo transportation, in real time.

Terraforming Simulator: From the same team as "Space Freighter Simulator" this game simulates the realistic work of the operator of a Terraforming Station in the Martian outback. Grievers occasionally make the game "interesting" by appearing as heavily armed Barsoomians or Nomads and attacking the station for its resources.

The Battle Room: Based on a Sci-Fi classic, two teams of 41 soldiers in vacsuits engage in microgravity combat in an environment randomly filled with obstacles, while armed with weapons which will paralyze all or portions of the enemy's body when they hit. The game ends when either the entirety of the other team is frozen, or one side places four soldiers around the enemy gate (unfrozen) and moves a fifth soldier through it. The game has a robust league of

many teams, and is often used by security forces or military units to train soldiers in the basics of Zero-G Combat.

The Great Conspiracy: Indie rival to “Cloak and Dagger”, published by an anonymous Extropian microcorp. Features a realistic modern secret conflict between two groups, Boundary and Project Overlord. (The game seems to be based off of the conflict between Project Ozma and Firewall, with both groups investigating the source of the game)

The Hidden Universe: Another urban fantasy title, set at the turn of the 21st century, where players join one of several mystic conspiracies and compete against supernatural foes in a number of locations modeled after famous cities.

TITAN-Fall: A multi-level game set in a world of a second TITAN attack. Some players take the roles of commanders coordinating a traditional RTS between AI-run TITAN enemies and other player factions, while other players take the role of specialized, elite soldiers on the ground who can turn the tides of an important battle from the tactical level.

Transetroid: Oddball platforming and adventure game set in a world which mashes classic horror with science fiction. Players are “hunters” who must explore “dungeons” or “castles” which combine exotic alien worlds and advanced research labs or military bases with gothic or neoclassical architecture and are populated by monsters from classic myths and fairy stories and science-fiction. The games are vast and open, with the only restrictions on some areas being specific abilities or pieces of equipment. When the final boss is defeated, the “dungeon” collapses and the game resets with a new dungeon, and all previous equipment lost.

UFO: Alien Assault: Aliens have attacked Earth with mysterious energy weapons and a strange mutagenic virus. Players take the role of highly trained secret operatives with bleeding-edge tech to push back the alien menace by any means necessary. Conspiracy theorists claim the game is actually a training program or recruitment tool for any number of conspiracies.

Wagon Trail: A game set in the Old-West of Earth, players spawn equipped with a wagon and some basic supplies and funds, and must successfully travel to a target destination, often in teams of other PCs, or with NPCs as “ablative shields”. The game has a very high degree of realism, but also an extensive mod community who have added things like modern energy weapons, skunks which explode into neurotoxins when killed, or random encounters with roving bandits riding bears and armed with machine guns.

Who Died Today?: Murder-mystery MARG where “murderers” and “victims” are randomly selected from the players to plan out a murder mystery which the other players must solve in the allotted time limit.

Xi-Wing: Another game built out of several training programs, Xi-Wing is a hybrid RTS/flight simulator, where one player controls one or more destroyers/carriers armed with space fighters - each controlled by another player. The primary player must coordinate his squadron while also maintaining awareness of the tactical situation and individual pilots need to score objectives while also making sure to stay in line with the overall battle plan. The game has been hacked a lot to allow “non-standard” craft which behave like old Sci-Fi vids, or even historical fights with planes and aircraft carriers. Rumors abound that several real combat missions have been run through Xi-Wing using QE comms.

Prominent NPCs:

Damian Rhex

Also known as the “living meme”, Damian Rhex appears to be this user’s real name...except he seems to be everywhere. No matter what game you play there is a character named Damian Rhex, with the same face and voice, and personality. Some people suspect it could be several forks of the same ego, but currently the mystery has yet to be answered. This phenomenon has gotten to such memetic levels that some simulspace users are naming themselves after him and trying to copy him. Some think this was all a ruse and that there was never a Damian to begin with.

Supreme Commander Comandante

A Glitch-erati famous for his tactical and strategic prowess. His fans compare his skill to Napoleon, Patton or Sun Tzu, but many detractors think he is an AGI and an hypercorp plant from Experia.

xXxClaudia AmbelinaxXx

A fork-child of Claudia who is a moderately well known e-celeb in Morningstar, with excellent XP streams and use of advanced multitasking and other forking techniques for competitive play - including winning several competitions using teams of only herself. Officially, broke away from her “family” to enjoy games and other entertainments, but her small brand is known to be a front for the Pax Familiae. This Claudia is also technically a metacelebrity, as she is the “official” mascot and basis for the Ambelina VR game series. It is not known if there is a singular xXxClaudia AmbelinaxXx, or if that even matters given the proclivities of the Pax Familiae.

XXXXYYY---!!@@\$

A virtualist who had their name legally changed to “XXXXYYY---!!@@\$” when they shifted to the permanent virtual lifestyle. This ego is overly philosophical in its XP-casts and when it plays games, going on for hours about pseudophilosophy.

Y0urs

XP-Pornstar turned gamer who says every gamer is part of her fanbase, though she claims anyone who has “enjoyed” her previous work to be a fan of her current Let’s Plays and Streams, a blatantly untrue statistic. She claims to have been in every morph, and every gender.

Whatever your tastes, she has done it. She wasn't the first to swap to the Virtualist lifestyle, but she is one of the most well known for it, when she sold off her morph to a whole scum fleet who to this day makes public 'use' of her morph. She has an "intense" (to put it mildly) fan club who stalk any game she is in.

Plot Hooks:

- One of the "victims" in a round of Who Died Today? is actually killed under the cover of the game, using a similar method. Can the PCs solve the actual mystery while competing with players attempting to solve the virtual one?
- One of the player character's friends is diagnosed with a mental illness consistent with botched psychosurgery after playing Solipsism Chan. Is it the effect of a lone, rogue hacker, or something engineered into the game?
- The players discover that Reclaimers and Robots is actually a cover for Project Ozma or similar shadowy organization, and the players in the game are actually teleoperating or sleeving into bodies on Earth. What do they do with this information, and how could they prove it?
- A prominent Glitch-erati e-celeb goes offline for a couple days, but returns later with a slightly different outlook. In reality, the original user of that avatar has been found murdered and their stack stolen. Can a real killer be tracked through virtual space?
- Firewall orders a group of Sentinels to investigate the game "The Great Conspiracy" in order to find out why it seems so similar to the actual operations of Firewall and Ozma. To do this, they must engage in several in-game operations, where they compete with another team of players. A team who has a suspiciously high amount of skill, almost like they have real experience...
- Firewall is trying to investigate a new performance-enhancing narcoalgorithm being sold by virtual crime-ring Dead Pixel, which appears to have a snippet of TITAN code in it. The program has been banned by the PlayScore system, so Sentinels will have to get in deep to purchase it. Is the code just a particularly aggressive and addictive "gamer fuel" or is it a TITAN attack designed to build the perfect meat-puppet botnet?
- One of the players or their associates runs into a Damian Rhex in their game, and is beaten and/or has something important taken from them. They need to pin down the specific Damian Rhex to recover it, but how can they figure out which one is the right one with so many around? Is there only one Damian, or many?
- A Glitch-erati like XXXXYYY---!!@@\$ or Y0urs has recently started playing in one of the simulations created by the Xenoludi, which has flooded the servers with eager fans. The academics who study and maintain these spaces grow increasingly frustrated with the influx of people who don't "get it". Can this conflict be resolved peacefully? And what of reports from many of these new users of strange cognitive effects or stress after playing these alien spaces for long periods of time?
- Some daredevils have begun attempting to replicate the gameplay of Depressurize Extreme in real life. Is it harmless thrill-seeking or viral marketing? And what of the risk to regular citizens when amateurs attempt to deliberately cause an explosive decompression event?

- A more conservative segment of Firewall has ordered an investigation of the “Fate” game due to it’s potentially polarizing content which could hurt Firewall’s interest. What does the party do when they discover it’s actually a social engineering project by the more progressive elements of the conspiracy?
- Mysterious events are happening in the working-class neighborhoods of Nyhavn on Titan - which resemble the events of the Titanian game “Remember This”. Is this an ARG or some other form of marketing, a LARP by the fans, or has someone actually perfected a highly portable psychosurgery suite and is using it to manipulate minds in conformity of the game’s story?
- Firewall agents (or other cover operatives) have received a briefing to break into a secure location - but the simulation and data is loaded into the game Billy and the Cloneasaurus, requiring all activities to be framed within the rules and limitations of the game, with special equipment substituted for by some... unique, dinosaur species.