

Tri Tac Systems
#1015 CD PDF

Fringeworthy
TM 10.15

FRINGEWORTHY

*U.N.I.D.A Catalog of
Alternate Worlds & Platforms*



*Hundreds of Parallel
Earths and Alien Worlds*



**1800+ Astounding
Worlds to Explore**

FRINGEWORTHY™

Since its creation in 1983 Fringeworthy has been a unique game of high adventure across Parallel Earths and Other Worlds. You will find 1800 Alternate Earths here as well as a huge number of adventure nuggets to develop. Remember, we just did the platforms from -100 to +100 and the rest are yours to populate and explore.

A SHORT HISTORY

Before the dawn of history a race of gentle beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For a hundred thousand years they travelled and traded the alternate worlds, spreading their love of peace. Then, almost overnight an unforeseen terror ended the Commonwealth of the Tehrmelern, leaving their greatest creation to those who would follow.

NOW

A Tehrmelern Portal Station has been found in the Antarctic ice and it was quickly discovered that only one in a hundred thousand could use the system and travel the pathways to Infinity. The United Nations now controls the Earth Portals and the exploration of an infinity of Other Earths.

EXPLORERS

You are part of the IDA, the Interdimensional agency and one of those rare individuals who can access the gateways, part of the IDET.

Welcome to the Inter-Dimensional Exploration Teams who will be exploring thousands of worlds.

Here are the first 1800 portals and Alternate Earths. Good Luck.



ALTERNATE EARTHS AND OTHER PLACES

In 1994 we noticed an unusual number of requests to publish the group of explored portals close to Earth Prime. In 1995 we published a few of those and the demand continued to come in as the project became known. Ken 'Ed Powers' Hartson and others provided their exploration logs and we tapped into a number of campaigns. This final book is the result. Many thanks to the players and GM's who are not mentioned here for the support over the years and especially one person on the net who made me finish this as a test of the new Book to PDF format.

ABOUT THIS GUIDE

The format was designed to print and arrange by binder or any way you wish it to be. Page protectors can be very handy. We've also included a game shield segment for Fringeworthy as well as a Game Shield and other support material.

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A COMMON NAME

Common name of the Alternate

B LOCATION

Location of Platform + or - of Earth Prime

C DATA CODE

Randomized Code to Tag Prime Portals & Alternates

U.N.I.S.S. PLATFORM DATA**A — SLEEPING DRAGONS****PRIME PLATFORM +039****G — Code 875-525-119-124****B****TERMS AND OTHER STRANGE WORDS**

If you are not familiar with Fringeworthy, the following will be a help with identifying terms used in this guide.

FRINGEWORTHY

The Explorers of the Alternate Earths. Also a quality that allows only 1 in 100,000 to access the gateways between worlds.

TEHRMELERN

Race that built the Pathways and Portals between the universes. A Bear/Dog like Furry kind of critter with outstanding Engineering Skills. A few are still out there maintaining the system. The remaining engineers are shy and a little crazy.

SCHMERT

Tehrmelern Engineer who is friendly to the UNIDA and has occasionally educated the Fringeworthy.

MELLOR

The Tehrmelern created a race of Shape Shifting helpers to work with them and infiltrate the worlds. These gentle creatures were contaminated by a hostile intelligence and became 5 nasty forms that exterminated the old race and present a real hazard to exploration. The Portals and Pathways destroy them so they can't spread.

RING STATION

Physical Ring Station, a ramp and a 25 foot rotating ring that is a transit point for Fringeworthy.

WARP

Rainbow glow that only the Fringeworthy see. These transit WARPS manifest a buried or hidden Ring Station.

PLATFORM

Large circular platforms between dimensions with eight 25 foot Rings to Alternate Worlds. Alternate Platforms also have 50 foot rings to other Alternate Platforms. Floating in hyperspace, 600 feet in diameter, generates its own atmosphere, heat and gravity.

PRIME PLATFORM

Large circular platform between dimensions to a single world. Has eight 25 foot rings to locations on that planet.

PATHWAY

Always a 50 mile roadway between platforms connected to 50 foot rings.

CRYSTAL KEY

Small crystal used to unlock or lock Portals at any Ring Station with a Control Pylon.

**EARTH PRIME +000**

Home of the UNIDA, the core of the Explored Alternates. Also the starting point of exploration.

UNIDA

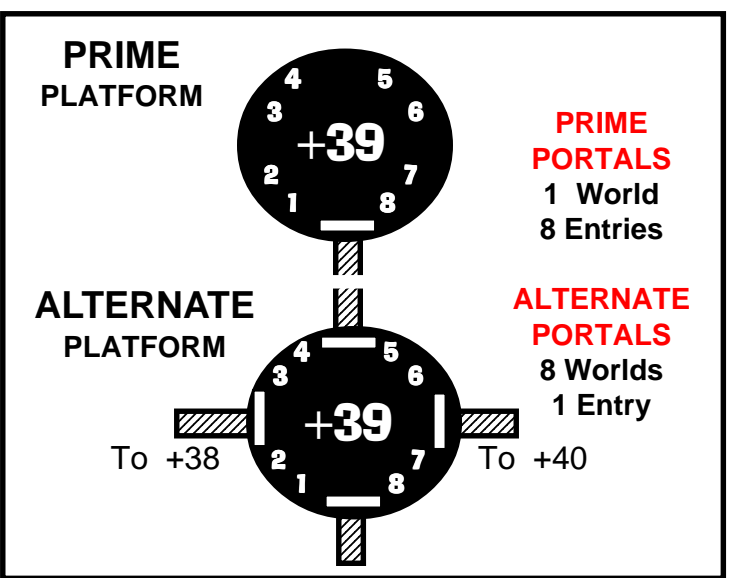
United Nations Interdimensional Agency

UNISS

United Nations Interdimensional Survey Service

IDET

Inter Dimensional Exploration Team





U.N.I.S.S. PLATFORM DATA

EARTH PRIME

PRIME PLATFORM +000

Code 875-525-119-000



The Earth Prime where the IDA is based, home of humanity and self designated Prime Location Zero on a new map of the Fringepaths. This is the center of the IDA and the IDET teams who are exploring and helping other worlds.

01	Antarctica	ON	02	Providence Channel, Bahamas	OFF h
03	Richardson Mountains	OFF	04	Isle De Pascua, Chile	OFF
04	Sea of Japan, Japan	OFF h	06	Cherskiy Mountains, Russia	ON
06	North Sea, Britain	OFF d	08	Rabina Sand Sea, Libya	OFF d

ALTERNATE PLATFORM

01 BINARY SKY OFF

Alternate Climate with a small white star on the edge of the system. This world is a little more harsh in climate extremes and life forms tend to be tough and hungry. Flowering plants are rare and some evolved dinosaurs prowl the highlands. The IDA plans to use an outpost on this world to research artifacts and as a holding area for biological specimens.

02 VICTORIAN EARTH ON

Alternate Historical Close historical of Earth Prime still in its Victorian Age. Culturally off limits to exploration and trade.

03 ICE FIELDS ON

A cometary strike turned this 1957 Alternate Earth into a frozen wasteland populated by Tunneling Scavengers.

04 SOVIET AMERICA OFF

A freak technological breakthrough resulted in the Soviet conquest of America in the 1980's

05 ALIEN BATTLEFIELD OFF

Blasted desert like ruin and junkyard thought to be a Tehrmelern home world. Suffered massive use of thermonuclear weapons, though there is little lingering radiation, and geological upheaval. Extremely Dangerous. First IDET contact with a mellor was here in the ruins. The surviving Tehrmelern Schmert has been seen here at the site of a huge Chesnut tree that seems to be a natural haven for surviving wildlife. He calls it his home tree.

06 POCKET STOP OFF

A garbage dump of material from Earth Prime's Bermuda Triangle and other areas. Filled with ships, aircraft, ships and just plain rubbish. Most things here appear relatively well preserved and may have come from the Bermuda Triangle region of Earth Prime.

07 RAIN FOREST ON

A World hugging rain forest populated by humans in small tribes. Climate in this world is seasonally a few degrees warmer and wetter. This change came about 20,000 years before. Natives here are hostile and this world is prohibited from exploration.

08 HUNTING LODGE OFF

Alternate Geological where the single continent is locked into the early Cretaceous. Populated with friendly proto-humanoids, dinosaurs and a single IDA outpost. The lodge is a stopping point for incoming travellers. Plans here involve a security complex and a vehicular center if they can keep the dinosaurs and the monkeys out of the area.



U.N.I.S.S. PLATFORM DATA
IDET BAR & GRILL
PRIME PLATFORM +001
Code 478-173-465-764



Unlike many of the other inhabited Earths, this prime is pristine and empty. Several Fringeworthy have set up a rest stop at portal 8 and called it the IDET Bar andf Grill. This is an open place with a full Tehrmelern Ring Station. Many Fringeworthy help stock and drop supplies to several individuals who have retired to this quiet place. Several of these Fringeworthy do not want to go back to their respected countries and find this world a refuge.

01	Dense Forest	ON	02	Tundra Lake	OFF
03	Mountain Valley	OFF	04	Caves/Hills	OFF
04	Ocean Beach	OFF	06	Jungle River Shore	OFF
06	Snow Valley	OFF	08	Forest	ON

ALTERNATE PLATFORM

01 LA WASTELAND OFF

In 1971 the city of LA was burned off with hydrogen weapons. The entire region is behind a 40 foot fence and the native military has orders to shoot to kill.

02 COLONY ON

A primitive colony on the English shore. Unknown ethnic group or year approximations. Iron age people with higher degree of medicine and social organization.

03 STONE BRIDGE ON

Endless stone bridge that has no end in sight. Crosses a great salt marsh and continues into a marsh. The other direction takes it across shallow waters and into another swamp.

04 HAPPY PLACE OFF

Amusement park on an alternate earth. Language is French variant and political structure is completely different. The food is excellent, the rides strange.

05 DUCTS OFF

Another Tehrmelern construct of 4' ductwork that appears to be a maze into infinity. Gusts of air blast through sections. This area is dangerous. Warp opens into a circular chamber with 50 openings.

06 POLICE STATE OFF

An early 2000's US under a harsh police state protecting from German invasion. This 'Internal Police Force' is efficient and harsh on suspected Un-American Activity.

07 FIELDS & FRUIT OFF

Farm fields tended by machine. These fields and orchards are harvested, processed and freeze dried in underground factories. Packages are stored in vast warehouses.



08 GREEN TUBES OFF

Thousands of miles of greenhouses radiating fro a central null gravity cavern. Again we see machine tended crops and flowers though these are always growing and fresh.



U.N.I.S.S. PLATFORM DATA

TURTLE EARTH

PRIME PLATFORM +002

Code 133-677-382-446



An odd stunted earth with the majority of life a warm blooded variant of the basic turtle design. Can grow up to 12 feet in length. Many fill niches as scavengers and herbivores. A few designs are predatory runners with less armor but heavy beaks. A single species of primitive avian fills the sky as a scavenger. Relatively safe IDET training ground as nothing moves at a high rate of speed other than the Gulls. No higher intelligence noted anywhere.

01	Forest	OFF	02	Forest	OFF
03	Sea Coast	OFF	04	High Desert Valley	OFF
05	Swamp	OFF	06	Swamp	OFF
07	Forest	OFF	08	Tundra	OFF

ALTERNATE PLATFORM

01 BLIGHT OFF

Earth like world under the attack of a different ecology. A Fungoid like blight is taking hold of an abandoned rural area. Close cultural at 1905. Complex situation.

02 TEHRMELERN SHORE OFF

Crumbling Tehrmelern factory complex hanging over an ocean. Populated by lizard like Gulls. The huge complex is dangerously close to falling into the sea. No purposes are apparent.

03 MASTODON VALLEY OFF

Ice age valley complete with Mastodons and Saber tooth cats. Also Neanderthals who are far smarter then they appear. Caution is advised.

04 BRIGHT Off

A very normal forest environment except the light is 10 times normal in brightness. Its night is brighter then normal daylight. Protective helmets a must as well as sun block spf 80.

05 MOGUL INDIA OFF

An early 20th century earth where the Indian Empire controls Asia and Europe. Colonies in the Americas are under siege by armed and organized natives.

06 CRETACEOUS EARTH ON

This Alternate is still in the Cretaceous Age where dinosaurs still roam. It has become a research station for the study of Extinct species.

07 VICTORIAN EARTH ON

Victorian Earth where the British Empire never fell and the Tech level is a late 1870's level. Close Partner to IDA with their Trans-Etherial Exploration Service. This world was out on the Fringepaths nearly a year before the IDA started operations. With use of steam, the Victorians have aggressively joined in the exploration and defense of their world. Victoria II adores the high technology that her expeditions bring back and is pushing a world wide search for more Fringeworthy. Relations with this world's Victorians and the Brits of Earth Prime have been strained as the Brits are called slackers and looked down upon. Earth Prime's Brits consider the Victorians pompous jerks.

08 PARKSON'S DESERT OFF

An American style desert planet complete with cactus and wildlife adapted to long dry spells. May have natural resources in metals and oil.



U.N.I.S.S. PLATFORM DATA
BIO WAR EARTH
PRIME PLATFORM +003
Code 621-987-864-427



Portal is in Huntington WVA in the mid 60's. Warp is on the lawn of a University. This world is a mess. A recombinant strain of DNA has been introduced and spread by a FLU like vector. The victims suffer genetic mutation and activation of strands of dormant DNA. Other strands are assimilated. Over 90% of the population is dead or infected with this horror as the few researchers search for vaccine. The year is 1943 and WWII is now stalled. What triggers the mutagens to activation is unknown. IDET explorers are immune.

01	Ruins Toledo	OFF	02	Rural Mississippi	OFF
03	Northern Italy	OFF	04	Eastern Japan, Honshu	OFF
05	Ukrainian Steps, Russia	OFF	06	Central Uruguay	OFF
06	Australian Northern Coast	OFF	08	Winnipeg, Canada	OFF

ALTERNATE PLATFORM

01 CASTLE EARTH OFF
 Medieval patchwork society in its early 20th century. Castles and villages cover the planet where a thousand kingdoms vie for power and continued wealth. Peasants are forming revolts. Some magicians have shown definite Paionic abilities. Gunpowder is limited to nobility.

02 SINKING EARTH OFF
 About 300 AD the oceans began to rise and now humankind, 2000 years later adheres to the last islands and mountain tops. Technology is poor but the fishing great.

03 ANOTHER TUNDRA OFF
 Seasonal change, Caribou, a few wolves but little else. No radio, technology or inhabitants spotted.

04 INDIAN WARS OFF
 Indians in North America are being supplied arms from the Japanese to fight the white European colonists in 1730. The West coast is Japanese colonized and growing.

05 SALT MINES OFF
 Huge mines carved into salt and stone. Appears a storage area for blocks of rust and rotting papers by the ton. Perhaps thousands of years old. Sumerian style writing. The blocks of rust are iron chests of ceramic tablets with dense packed writing. In some of these boxes that are now open to the air are jewels and small art objects.

06 HEFTY OFF
 Higher gravity and very short, squat folks who top out at 3 feet in height. In the midst of a long stable steam age. No flight, little crime or social problems are obvious.

07 FLOAT OFF
 A null gravity void of freezing temperature and islands of rock and junk. This mass is an enigma to the explorers. Junk appears to come from many worlds. Hard to return to the warp as there seem to be currents in the air that push you away from the entry area.

08 MIND TRANSFER OFF
 The explorers minds transfer into animal bodies on the Near-Cultural Alternate. The population is a very superstitious and technologically in their mid 1800's. Steam and water power are prevalent as well as some sort of an advanced Feudal system. There are roads and steam vehicles mostly limited to work trucks.



U.N.I.S.S. PLATFORM DATA

MAT'DEMKA

PRIME PLATFORM +004

Code 544-562-429-934



Home of the insect like race, the Dimixi. Close partner to humanity and Mankind. With 4 active portals, the Dimixi have become one of the leading supporters of the IDA and their goals. Their Earth is close in continental design though more fragmented with higher mountains. With an amazingly large world population, few are Fringeworthy or want to leave the comfort of home.

01	Kendrak	ON	02	Kebukka Staging Area	ON
03	Tmekka Storage Facility	OFF	04	Skekkame	OFF
05	Pe'kakk Desert	ON	06	Senderkatt Government Center	OFF
07	Stemta Mountains	OFF	08	Kentak'Da	OFF

ALTERNATE PLATFORM

01 LA 1994 GANGWAR OFF

In the hood the gangs are in control. Warp opens into South Central LA and the IDET explorers are fair game to hijacking and crime.

02 ISLAND OFF

A growing and progressive earth in the year 2130. Island in the Bahamas with a large microwave relay and satellite communication pylon.

03 PARKING LOT OFF

In the 1960's this is a close Earth Alternate. Supermarket parking lot in the Indianapolis area. Vehicle designs are more 40's in design then 60's.

04 CENTRAL GERMANY OFF

Mid 1944 a few hundred yards from a POW British/American POW camp.

05 SALT FLATS POCKET STOP OFF

Hard salt crust that has trapped several ships. Nomads fighting ship people for food and especially protein. Ships were lost from Earth Prime Bermuda Area.

06 ENDLESS TOMATOES ON

Tomato fields. Planted by a now retired IDET Explorer Named Donahue. Fields and peaceful villages dot the landscape for miles and relished by the proto-humans who tend them. There is a stand near the portal with a crude painted sign. 3/\$1

07 VISAGE IN RED, TOLEDO OHIO OFF

Odd cultural Earth. Portal opens in Bank lobby. Oddly, a hospital in the city is named Tehrmelern General. Peaceful world, effective government. Investigation will show a Master mellor is experimenting on humans in the depths of the hospital. This Mellor has held the same shape for a century and is stranded here. He is trying to create other Master Mellor without success. His only help is a smart mellor named Gault who holds human shape but is at best a mutant. He is vicious, can not easily change shape and none too bright. However he is loyal and deadly. This Dr Edward Tehrmelern/Great Mellor is hunting for Fringeworthy to use as guinea pigs to turn children into Mellor hatcheries.

08 IRON MINES OFF

Primitive Iron Mines in Central Italy in the year 200. Slaves, criminals, and free workers mine for the wealthy. Control is by the Greek empire. Here the Romans never rose to power and the Greeks seem to have a low tech but stable domination of the region.



U.N.I.S.S. PLATFORM DATA
ENDLESS DARK AGE



PRIME PLATFORM +005

Code 459-773-692-864

Locked in the dark ages, this world fell twice to the Mongols and continued to be polarized into small kingdoms. Ebb and flow, the plagues never came and by the year 1976, they barely have the printing press and the first inklings of scientific reason. Here wars are still fought for religion and the divine right of kings. The Americas are locked under the control of a strong Amerind Empire linked to a Central/South Amerind Empire of fierce Aztec Warrior Kings.

01	Central Florida Swamp	OFF	02	Madrid, Spain	OFF
03	Hunan, China	OFF	04	Central Mexico	OFF
05	Stonehenge, England	OFF	06	Honshu, Japan	OFF
07	Highlands, Ceylon	OFF	08	Oahu, Hawaii	OFF

ALTERNATE PLATFORM

01 PURPLEWEED OFF

A mildly hallucinogenic grain that provides complete nutrition. Causes sterility and apathy. This 1960's world is overrun and humanity almost wiped out. Being assisted by IDA, the portal opens in Central Iowa.

02 PURPLEWEED WORLD OFF

Source alternate Biological was origin of Purple Weed. Non toxic to animal forms that populate this jungle Earth. No higher forms of life and many toxic plants make this place a prohibited world.

03 PURPLE TUNDRA OFF

Third world devastated by the Purple Weed. Non populated but all native plant forms and mammals have been crowded out of vast areas. This second infected world shows some form of Fringeworthy incursion and cross world contamination at least 40 years before. There is a long abandoned encampment near the portal.

04 HOT ROCK OFF

High pressure, hot world. Rich in metals but requires heavy environmental equipment. Sun is larger and White. Radiation hazard negligible. No moon. Close samples show huge deposits of Bauxite. There are also vast salt domes.

05 ZARBACHEE ON

Home of the IDET Partner Blizniz, an oddly elephantine and intelligent species that is happily helping explore the Pathways. Most of this world is a vast semitropical savannah with a few structures that have been created by the IDA for the native race.

06 JURASSIC BEACH OFF

Western Coast of supercontinent. Full ring station and building now collapsed and a nest for flyers. Area is rife with dinosaurs and classified as mildly hazardous.

07 CROSSROADS ON

Farm Crossroads in Kansas. 1930's technology with many variants in history and government. Generally a boring place though there is a hardware and feed store a mile down. Hoover is again in office as nothing is happening and there are no war clouds on the horizon in Europe.

08 NORGILL'S CAVERNS OFF

An unexplored collection of endless caverns. No potential resources. Luminous Moss and crayfish like life forms. Little Else.



U.N.I.S.S. PLATFORM DATA
NAZI GERMANY '49



PRIME PLATFORM +006

Code 493-113-743-759

This alternate has a warp cluster in Germany, a very rare happening. Hitler is chancelor but the Nazi regime never took it's evil path to plunge Europe into WWII. There were no deathcamps or ethnic clensing. Governemnt and minorities all have the purpose of concentrating on increasing National Productivity. A strong partner with France, Italy, Russia and England there is talk of a European Union. There is a looming problem with isolationist America and it's own racial problems. In 1949 the first German was launched into orbit.

01	Ruhr Valley, Germany	OFF	02	Baltimore, MD	OFF
03	Berlin	OFF	04	Angel Falls, Venezuela	OFF
05	Dresden	OFF	06	North Berlin, Germany	OFF
06	Hamburg	OFF	08	Warczaw, Poland	OFF

ALTERNATE PLATFORM

01 ROMANESQUE OFF

A single huge continent and humans at approximately the year 100 AD. Full ring station is set into a temple and the priests are waiting for the return of the Gods.

02 NORTH GEORGIA OFF

Many Cherokee Indians. Not friendly and apparently pre-European contact about 900 AD.

03 SCRUB OFF

Another useless desert world with Joshua Trees. Vast areas of scrub junipers and large flying insects the size of birds.

04 AMERICA UNDER SIEGE OFF

The armies of the world have locked off Canada, US, and Mexico to Panama. Occasionally bombing the coastal cities. Baltimore shore warp in the midst of a devastated city. About 1969. The IDA suspects this America is being punished for some real or imagined evil though information is sparce and the survivors prone to shoot first.

05 GODS PLANET OFF

Pious people under the thumb of a psychotic but god-like power. Generally medieval in technology under the eyes of the church of One. IDET explorers are immune to much of the psionic wrath of this creature that calls itself God. The IDA suspects it may be a physical thing hidden somewhere.

06 EARTH SIX OFF

Earth at 1996. Portal is in the midst of a busy freeway. Government appears a harsh police state under a dictatorship. An underground is growing. TV is just being released to the public and programming is pure propaganda.

07 MINOAN CITY OFF

A Minoan city on the lower foot of Italy. Huge population of over a million and a thriving sea trade with India and Egypt. Colonies in Greenland and on the Newfoundland Coast.

08 CAVERN KEEP OFF

Huge cavern and tunnels. Site of a long used campsite and some higher tech tools being used. Stocks of freeze dried fruit, nuts, and sardines. Caves are lit by luminous fungi and mushrooms. No sign of the inhabitants. This may be a stopping site of other explorers of the pathwats. A paperback left here is by an unknown French author published in 208 al. The novel is a cheap romance.



U.N.I.S.S. PLATFORM DATA
TEMPLARS EARTH
PRIME PLATFORM +007
Code 817-774-332-621



The world is at 1400 AD and the Knights Templar are still strong, in fact a power greater than the Church of Rome. Pope and Grand Master are considered equal. High number of Templars 'who hear the call' are Fringeworthy but consider use of the Fringes the 'Devil's Work'. The Templars do not consider the Fringeworthy devils and will talk to them. They are prone to killing non-Christians by sword or torture.

01	Jerusalem Alley	OFF	02	Italian Alps	OFF
03	Alaskan Glacier	OFF	04	Kansas Plain	OFF
05	Madagascar Jungle	OFF	06	Colorado River Bank	OFF
07	Negrev Desert, Israel	OFF	08	Moose Knee, Canada	OFF

ALTERNATE PLATFORM

01 UTAH GAS STATION ON
 A mile from this lonely side road is a small gas station. 1950's time period. Owner of the station takes payment in silver and will fill IDA vehicles with no questions asked.

02 SANDSHORE ON
 Large beach on the Eastern Coast of an unpopulated world. Large climax forests and larger cat-like predators. Beware Mammoths. Small Supply Station has been set up but suffers from raids by baboon like primates. Great Fishing.

03 GLACIER ON
 Under a Glacier, a Ring Station in a 500 foot dome. Some sunlight enters the top. No other data on where it leads. This station is in many ways similar to Earth Prime's Antarctic Portal.

04 MADAGASCAR HIGHLANDS OFF
 Rocky Plateau. This world is populated and has Radio, but the language is not of any group known. Assumed alternate cultural or biological. Music recorder here has all the tonal qualities of honking horns and doors being slammed on a cats tail. Natives here are human but their language is complex and hard for even Tehrmelern translator technology.

05 ISLAND, PACIFIC ON
 Full ring station at Chatham Island area South Pacific. Unpopulated. World is unexplored and assumed populated. but not technological.

06 STAR STATION OFF
 An abandoned high tech base. Huge windows show the earth below. The atmosphere is thick and shrouded in cloud. Limited access beyond the viewing area. There may be starships in the distance.

07 ROGUE 417 EARTH OFF
 Plagued by a man made disease, this devastated and depopulated world is now being assisted and the survivors organized by the IDA. Portal opens north of Huntington WVA and is now the site of a large relief and survivor camp.

08 PLATEAU OFF
 A cold dry plateau overlooking a magnificent Fjord. No intelligent life forms or radio traffic. May become a vehicle dump or supply center at a future date. Bird life is huge with some forms having a 30 foot wingspan. This plateau does not appear to be natural and may have been created by the Tehrmelern.



U.N.I.S.S. PLATFORM DATA
INDUSTRIAL PRIME



PRIME PLATFORM +008

Code 196-676-544-276

Another Earth in the mid 1930's. Prime Portal 1 opens a quarter mile from a country school house bordered by a dirt road. Elm Creek is a classic small town. The Windsor portal provides easy access to the industrially rich region that includes Detroit and Flint during their boom years. The Alps warp is an Alpine meadow. The Atlantic warp is defective and drops users 10 feet above the Atlantic ocean.

01	Elm Creek, Missouri	OFF	02	Lake Taho, Colorado	OFF
03	Windsor, Canada	OFF	04	Austrian Alps	OFF
05	Mid Atlantic	OFF	06	Cambodian Jungle	OFF
07	Detroit	OFF	07	Loyal Sockville, PA	OFF

ALTERNATE PLATFORM

01	CUILAKO TERRA	OFF
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They are not human, build huge cities of stone and glass, and ignore humans. When provoked they picked up the IDET team and dumped them outside the city limits.

02	NEW EARTH	OFF
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Massive volcanism, air tanks needed. Heavy bacterial soup in rock shallows. High lightning strike probability during frequent storms.

03	HIGH TECH ROAD	OFF
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Fenced off, high-tech roadway with amazing high speed traffic. These vehicles are doing speeds of 250 MPH. Land is scrub and resembles Arizona desert regions.

04	MUD FLAT	OFF
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Just more mud, worms, and leaches with determination and size.

05	BUNNYVILLE	OFF
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Just goat-eyed rabbits in profusion. Thorn Trees and briar. These creatures have species variations for swimming and flying. Temperamental and taste like a garbage dump smells.

06	ACID RAIN PLAIN	OFF
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Another stinking desert with sulfuric acid rain and no life forms. Stinks and the air is thick with chemicals and corrosives if breathed for more then a week. Future garbage dump.



07	SILVERADO	OFF
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Stupid name for another swamp world filled with Silver Lightning Bugs. Some explorer took a fast look here and deemed it beautiful. Other groups realize it is just another swamp. Beware the Crocks and especially the spitting Snails. Whatever the snails are spitting can dissolve polyester and plastic without damaging skin or metals.

08	OTISKALKIE CASTLE	OFF
----	-------------------	-----

About 1470, the castle of the Napolini Orcini Family, friends of the Pope and defender of the faith. Otherwise a wonderful place if the warp didn't open above a foot deep sewage runoff pool on the edge of town and the rats weren't the size of Poodles.



U.N.I.S.S. PLATFORM DATA
GOD'S GREEN EARTH
PRIME PLATFORM +009
Code 883-684-592-222



A very religious society locked into their early 1900's. Governed by the 'All Seeing' Church. Indentured servitude is common as well as burning heretics and witches. Fishton warp is only 34 miles from Prime Warp 1. Warp 5 has extremely hostile natives. The Cairo site is populated by a Christianized Arab mix.

01	Mansion, Main Coast	OFF	02	Fishton, Maine Coast	OFF
03	New Hope, Manhattan	OFF	04	Cairo, Egypt	OFF
05	Jungle, South American	OFF	06	Naples, Italy	OFF
07	Cantabury, England	OFF	08	Black Forest, Germany	OFF

ALTERNATE PLATFORM

01 **FREEWAY** OFF
Warp opens into a freeway, I-80 south of Chicago. Extreme danger to users. Society in mid 1980's near identical to Earth Prime with different historical names in many cases.

02 **WINE & CHEESE CELLAR** OFF
A vast wine cellar, more then a mile in diameter. Bottles are in tens of gallons in the tens of thousands. Rounds of cheese are the size of truck tires. Stone walls and a great 20 ft gold door on one wall. Large kegs. Huge rat traps.

03 **HOWLING FOREST** OFF
Dark forest. Close clearing borders a small stream. Woods have dog like things that hunt and howl at night. Loud and disturbing. No humanoids, cities, or radio.

04 **IMPERIAL ROME** OFF
Middle of the coliseum. About 277AD. Rome is still thriving and has the printing press and a more stable governmental system. Exploration of the West has started and colonies dot Africa and India.

05 **ITALY 1477** OFF
Plague is sweeping through Rome. Pope Sixtus is in refuge. The city is a mess and under the extreme fear. Rumors of witches causing plague give rise to burning strangers and anybody else in the way of the holy church.

06 **EMPIRE OF CHINA** OFF
An expansionist policy opened China and by the 1500's had taken the Americas and pushed the Europeans to the Danube. Problems with Africa and United France in 1790's. The Chinese have absorbed all of their conquered populations and are looking west over the long run.

07 **ANOTHER CIVIL WAR** OFF
About 1500 in a medieval like world. Appears a civil war between political or religious factions. Anarchy by night but the village opens a trade market by day. Strangers fall under immediate suspicion by the guards.

08 **MEADOW** ON
Calm peaceful meadow. Bunnies, songbirds, a pond and tranquility reign here. IDET picnic area in this apparently empty world. None of the animals are afraid of the explorers and neither are they hostile. Many feel there is something wrong with this world and there could not be such a place without a problem or two.



U.N.I.S.S. PLATFORM DATA
DEAD WALK EARTH



PRIME PLATFORM +010

Code 962-463-227-239

The near corpse like infected are alive and walking, eating the living survivors of this disease ridden nightmare. Fringeworthy are not effected but can be overwhelmed by numbers. The village in Russia is stable and receiving aid. Other survivors exist and a major relief project is planned to concentrate survivors in a California costal area.

01	Bodega Bay, CA	OFF	02	Liverpool, England	OFF
03	Yastik, Albania	ON	04	Central Russia	OFF
05	New York City	OFF	06	Winterhaven, Florida	OFF
07	Great Wall, China	OFF	08	Antarctica, Coast	OFF

ALTERNATE PLATFORM

01 WINDSWEPT OFF
 Wrecked ecology and a close moon. Tides and windstorms are hell after periods of quiet and calm. No plant life is a foot above the ground.

02 BRADDOCKS MILL & TAVERN OFF
 Braddock Texas at about 1870. Grist mill, tavern, and blacksmith shop. Building a hotel. Braddock is enjoying a lot of new business from the IDET explorers.

03 ESKIMO VILLAGE OFF
 Just a peaceful Inuit village in Northern Alaska about 1890. People are friendly and trade seal for tools and clothing. They refer to explorers as 'Friendly Snow Spirits like the Schmert bear.'

04 TREBBLE HOLLOW OFF
 A cabin, an old lady and the West Virginia Hills in 2005. Makes cookies for people she likes and IDET explorers call her mom. Great fried chicken. Will hold mail and info for IDA.

05 MOSCOW 63 OFF
 Cold war Russia just off of Red Square. Best left alone after the US nukeing of Cuba and Hanoi. The Soviets are on the bring of nervous breakdown that may involve a war.

06 GLASS TANKS OFF
 Tehrmelern undersea installation of amazing size and complexity. Underwater viewing seems to be off a deep reef. Fish abound.

07 GOBLIN WOODS OFF
 Meter high goblin like predators that use knives and tools. They stalk the Medieval humanoids in their heavily walled cities. Thoughts at IDA are to arm the humanoids.

08 ICE RUIN OFF
 A dark flat glassy plain studded with rocks, ice and a few ruined buildings. Bitter cold. No ends in sight make this a potential cold storage area for agriculture. There is no radio and buildings appear to be 1940's style steel corrugated sheet, timber and asbestos. Heating plant was simple steam powered by coal. Writing on items and cans is an odd German varient with spanish subtitles.



**Ruins and Ice Alt +10,8
 Temperature Ranges
 from -78 to -30 F**



U.N.I.S.S. PLATFORM DATA

CAN'ADIA

PRIME PLATFORM +011

Code 418-829-861-948



Small machines inhabit this world. Pop can sized cubes with 6 legs, six eyes and 6 arms. Metal exterior scale and animal like guts inside. They live in huge buildings and use electric trucks. This almost seems a wild parody of civilization set in a world wide refuse dump. These creatures are either afraid of or ignore the IDET explorer giants in their midst. One of the oddest worlds encountered. Waning.. these creatures are fragile and killed by bringing them through a warp.

01	City Alley	OFF	02	Ocean Shore	OFF
03	Short Forest	OFF	04	Tin Mines	OFF
05	Suburbs	OFF	06	Short Jungle	OFF
07	Mega City	OFF	08	Desert	OFF

ALTERNATE PLATFORM

01 ANIMALS REVENGE OFF

In 1963 the animals began to exterminate mankind on this alternate and all but eliminated them. A few enclaves still exist and are periodically attacked by the animals.

02 SCRUB FOREST OFF

Empty world of scrub forest and rodents. Little else. Star is Orange and twice the size of the sun. Winters are harsh.

03 URCHIN BEACH OFF

Rocky Islands, sea urchins, shallow water and tidal pools with arachnid like life forms. Primitive world with some potential but few large land masses.

04 ASSYRIA 600BC OFF

Just outside Assyria on the eve of the invasion of Jerusalem. Magnificent city though social custom is harsh to outsiders.

05 MONGOL INVASION SCOTLAND OFF

Mongols vs. Scotts with a massing English army in the South at Cornwall. Politics and personalities are very different. Europe is under the heel of the Mongol system with the exception of England. Three invasions of the South have failed so the next attempt will be to move a fighting force to the north. This is now a matter of pride for the Great Kahn. He must defeat the Scots.

06 TRAIN YARD OFF

A large train yard on another Parallel Earth near Cleveland. Steam Locomotives, odd English language variant and a general 1930's depressed technology. Problems with Canada.

07 MEDMAGIC OFF

Mediterranean island in the 1890's. Magic seems to work and there is no US or England. Seems to be a world held by Spanish/French concerns. There is a growing hostile Indian based presence that is undermining politics and the economy.

08 ARKO OFF

Another alternate with humans in a very different cultural setting. All cities are divided into two sides with Men to the East and Women to the West. There is only moderate interaction between by uniformed security personnel. Apparently children are nurtured until they are separated to east or west. At designated times monthly both sides come together for a vast social gathering that lasts 48 hours. Radio channels and primitive TV are equally divided in bandwidth.



U.N.I.S.S. PLATFORM DATA
NOMAD'S EARTH
PRIME PLATFORM +012
Code 757-288-966-582



A geologically stable Earth where continents are connected by land bridges and the population is nomadic. Several racial stocks with the same social system. Have an elaborate system of trade between groups. Wagons are pulled by horse teams and a glimmer of metal technology is becoming common from a hill people. Social interaction with these people is difficult at best and very touchy. They lack in medicine.

01	Grasslands	OFF	02	Grasslands	OFF
03	Grasslands	OFF	04	Swamp	OFF
05	Grasslands	OFF	06	Grasslands	OFF
07	Seacoast	OFF	08	Tundra	OFF

ALTERNATE PLATFORM

01 TIBET EMPIRE OFF

The Warrior Monks of Buddha have conquered India and China. Across the Black Sea they see the Empire of Constantinople and the Barbarian Horde of Europe. A great wall is planned to seal off the civilized people from such rabble.

02 GREEN OFF

Primitive world where everything is in shades of green. IDET explorers have found polarized glasses prevent headaches when dealing with the natives. Friendly but odd.

03 A DIFFERENT AMERICA OFF

An America where there was no slavery or Black population. The niche is filled by a Hispanic and Indian population. Same social problems, different context.

04 NEW YORK 1930 OFF

A rough and tumble New York City in the mid 1930's. A growing economy without depression or a WWII on the horizon. Organized crime is high and being fought by the police and Feds. Gas lift vehicles and auto-gyro aircraft are common.

05 COAST WORLD OFF

This Earth appears an unbroken chain of islands and higher technology. A leisurely life style but the natives are not entirely human. May be an Alien colonization or Bio-Alternate.

06 PAVED WITH GOLD OFF

This medieval world has an abundance of gold that is used extensively in building and decoration. This world had no Rome. Predominate peoples are Greek and Mid-Eastern. China is still a patchwork of warring tribes.

07 HIGH AMMONIA OFF

Earth like world inundated with liquid ammonia in the ECO System. This world can be chemically toxic to IDET explorers and related species. There are animal and plant forms here who are adapted to the ammonia.

08 WAREHOUSE OFF

Somebody warehouse. Extends for miles and several levels upwards. Steps and ladders are high for humans. Wood crates of amazing variation coded in hieroglyphs. Crates are generally filled with a number of incomprehensible parts, fittings or dried food materials. There is no logic or order to this nightmare. Beetle like brass cleaning machines built from sophisticated clockwork mechanisms are sometimes spotted cleaning the hardwood floors.



U.N.I.S.S. PLATFORM DATA
PARANORM EARTH



PRIME PLATFORM +013

Code 419-753-126-668

This is the first Prime world where magic has been found to exist. This Earth is deep in paranormal lore and reality hidden deep in the back alleys. Organizations exist to combat this evil and have been contacted. Primary is Bureau 13, a super secret branch of the government. Radio contact with this Bureau can be made by tuning to frequency CLASSIFIED on the B channel of a standard IDA radio. The bureau is interested in advanced technology to help them keep the population safe and ignorant of the paranormal dangers that Stalk the Night Fantastic.

01	Norwin PA	OFF	02	Salem, MA	OFF
03	Vancouver BC Canada	OFF	04	London, England	OFF
05	Lake Superior	ON	06	Australian Outback	OFF
07	Normand Coast, France	OFF	08	Disney Epcot Studio	ON

ALTERNATE PLATFORM

01 GRAINFIELD ON
 Automated Tehrmelern farm system that farms and freeze days a rye like grain. With tens of millions of granaries, this system can be taped to feed worlds.

02 STARVING EARTH OFF
 An overpopulated Earth that needs technical support. Collapsed in the 1970's, it portal opens into New York City, a hellish morass of people in armed camps fighting over food from fortress farms.

03 SEAL BEACH OFF
 Another massive seacoast covered seasonally by sea birds and seals. No radio, probably an empty world untouched by human kind.

04 ASHES OFF
 A region mired in volcanic ash. Regionally near Chicago. Climate is harsher and no sign of native populations.

05 OTHER HOLOCAUST OFF
 A blasted and radioactive hell not constructed by humans. Styles and artifacts point to a non Tehrmelern intelligence. Murals etched in metals have nauseated IDET explorers. Artifacts collected here have been deemed bio-interactive to their users and toxic.

06 NORBAC'S COLLECTIVES OFF
 Norbac's philosophy of harsh but beneficial socialism caught on in the early 20th century and took the world by storm and war. A very different social system on the brink of social insanity.

07 DOG PLANET OFF
 A simple civilization run by very smart dogs and their 'slow' human slaves. Warp opens into a large park on the edge of a city. These dogs are highly telepathic and seem to be a recient mutation that has stopped this human dominated society cold. Something is also going on with the cat population that will help humanity or plunge them all into war.

08 SLUM OFF
 A slum in Brookland New Amsterdam. Predominantly English and French. Mid 20th century with a lack of TV. Dutch America is having problems with a Japanese California coast as well as a Polio epidenic. The king does not want conflict but the Japanese are eyeing western mineral resources. There is talk of a draft of the poor and French.



U.N.I.S.S. PLATFORM DATA
BIBLICAL EARTH
PRIME PLATFORM +014
Code 914-975-735-857



This world is caught in a repeating cycle of Biblical history. As if caught in and old movie, the basic history and happenings repeat. This world has a living God that rules with unimaginable power and direct contact with the peoples who live there. The IDA has closed this world due to the extremely dangerous nature of its jealous god and his punishments for infractions on the tight sociological structure. High tech ruins were sighted before the exploration team was hit by lightning.

01	Garden	OFF	02	Tower Construction, Iraq	OFF
03	Forest	OFF	04	Salt Flats	OFF
05	Harbor Area, Sinai	OFF	06	Egypt	OFF
07	Mt. Ararat	OFF	08	Mistfields	OFF

ALTERNATE PLATFORM

01 FOREST HOME ON

Just a clearing in a forest and an abandoned medieval farm. Three graves lie behind the home and it appears at least 4 years abandoned. Technology here can be any level from pre-Roman to Medieval as most metals have been stripped from this place.

02 GRASSLANDS ON

Endless grasslands and no other plant forms. Evidence of fire storm like die-offs every few decades. The IDA is debating on seeding the world and creating a viable biosphere.

03 DEPRESSION OFF

The great depression of 1960 rages on this Socially different America. President Iron Tree is fighting the House of Representation for a New Deal program. He is being blocked by the Cadre of English Party who wants to amalgamate with French Canada. Politics as usual somewhere else.

04 THIN AIR ON

Garbage dump for IDET. This world is little more then endless ash and mountains much like the surface of the moon. Temperature rarely reaches 40 degrees. It has become a fuel drum dump and a storage area for badly damaged vehicles.

05 ANOTHER PINE FOREST ON

Supply area for the IDET. Vehicle repair and fuel station. Has a small field hospital has been established. This settlement has grown to several dozen Fringeworthy in the last few years.

06 DUSTBIN OFF

Vast 1920's styled warehouse filled with dust and an occasional scrap of paper. Paper is a dense plastic covered with stars and dots. Warehouse extends 50 or more stories up and tens of miles wide. Windows show dense forests around these brick structures and more warehouses on the horizon.

07 PRESERVE OFF

Tehrmelern preserve. Maintained pathways and viewing areas for a slow moving, turtle like life forms that are still abundant. There are some buildings here that go deep underground. With a lack of exploration this world has not been deemed clear of Mellor or any other inhabitants.

08 GREEN PEOPLE OFF

Very different civilization of Green people in touch with their ecosystem and having a semi- advanced technology. They have no enemies and seem to be into perpetual contests with each other or odd celebrations. They paint their homes and vehicles in wild patterns as well as natural themes.



U.N.I.S.S. PLATFORM DATA

KENGAH PRIME

PRIME PLATFORM +015

Code 158-213-983-938



Home of the Keegak, the end product of a Deinonychus like Ancestor. Their devastated ecology and scarce numbers have drawn aid from the IDA and made them an exploration partner. This may well not be their home world though they claim they were trapped on it since the beginning of time. Their populations live in squalor and fear of their elders. Their philosophy is simple, who is the strongest makes the rules.

01	Pine Stump Valley	OFF	02	Chemical Flats	OFF
03	Adobe City	OFF	04	Abandoned Seacoast City	ON
05	Farm Villages	OFF	05	Salt Lake	OFF
07	Stone Ruins	ON	08	Tropical Farm Villages	OFF

ALTERNATE PLATFORM

01 THE HOLE OFF

Depopulated 1940's Earth with miles deep holes and a hot light based life form. These flying light swarms follow motion and sound. Contact with them is fatal. They are estimated at over 2000 degrees F. This portal was one of the great 'Stupid Moments' in IDET chronicles. See MONUMENT FILM, Vehicular Protocol in access of Warp and Ring Stations.

02 FRANCE 1670 OFF

First teams found the French countryside and were attacked by rogues, then peasants, then Cavaliers. Since there has been no incursion or research into this world.

03 SNOW PEAK OFF

High top of a flattened mountain at 27,000 feet. Snow covered. Has several non-recognizable pennants at the top. No radio or evidence of high technology.

04 SERVICE STATION 2006 ON

Baltimore area off a side road. A large truck stop complex that has fine food and is easily accessible to the IDET explorers. Also has a pawn shop for conversion of gold and silver. This alternate seems to be a close cultural variant where a mixture of English and Dutch settled the new world. Technology is lagging and vehicles are diesel powered.

05 HIGHLAND PRIMITIVES OFF

Hostile primitives in the Italian Alps. Village of 100 or more. Signs of cannibalism and human sacrifice. These are not humans and may be a close cousin on the verge of extinction.

06 BUFFALO, NY OFF

A 1937 America. No war brewing on the horizon, no depression, little unemployment and generally progressive and happy people. Opens behind Wypychowski's Market, a Polish Grocery/Butcher Shop on B Street. His oldest Son John will recognize these are not normal visitors.

07 SHERIFF STANTON'S GARDEN OFF

Another mid 20th century Earth. Explorers have crushed a flower bed and vegetable garden. The owner is not happy and is still waiting for another prank.

08 MESA VILLA OFF

Mexico at the turn of the 20th century. Top of a mesa. Abandoned village and church within a hundred yards. Just one old villager and his mule who talks of rainbows and angels. He is Fringeworthy but a few taco's short of a good dinner.



U.N.I.S.S. PLATFORM DATA

BLUE EARTH

PRIME PLATFORM +016

Code 876-577-252-475



A cool thin atmosphere planet covered in a miles thick blue earth like deposit rich in copper chloride. This world is being strip mined by non humans and boosted to orbital freighters. Most of this process is automated and ignorant of the IDET Explorers.

01	Strip Mine	OFF	02	Strip Mine	OFF
03	Mountain Valley	OFF	04	Strip Mine	OFF
05	Strip Mine	OFF	06	Active Strip Mine	OFF
07	Strip Mine	OFF	08	Strip Mine	OFF

ALTERNATE PLATFORM

01 SWISS AMERICA OFF

Colonized quickly by the Swiss in the 1500's, the Americas are a thriving but neutral empire. Europe and Asia on the other hand are war torn.

02 MORE SWAMP OFF

Just another stinking god damn swamp.

03 FALLING ROCKS OFF

A purple sky and endless gravel mark this world as virtually useless for now. At times more gravel falls from the sky in a light shower.

04 ATLANTIC COLA YARDS OFF

Storage yards for the Atlantic Cola and beer company in Franklin State. Beverage is amazingly good but explorers are warned to use moderation when stocking up.

05 TUNNELS OFF

Huge machine made tunnels that travel for miles before branching in many directions. Smooth cut through varied types of strata. Little water accumulation and fresh air tech in oxygen.

06 ICE AGE OFF

Cometary strike in the 14th century all but destroyed human civilization and triggered another short ice age. By the 21st century mankind is making a comeback in the lower latitudes.



07 ILLINOIS MOUNTAINS OFF

Just the valley of the Illinois hill folks. In this alternate a mountain range bisects the US where the Mississippi was. Progress was slower by 1990 the first transcontinental rail line was finished. Hill Folk are prevalent across this great divide.

08 RED RING OFF

Warp opens off a beach where there is damaged Ring Station out in the water. It appears to be fused into a rock surface and puts out a steady 97 F temperature while the sun is up.

Damaged Ring Station with Active 'Warp' Function



U.N.I.S.S. PLATFORM DATA SHALLOW WATERS



PRIME PLATFORM +017

Code 859-443-819-174

A warm tropical world with little else then foot long sharks, and knee deep water. Some coral Atolls and rock outcropping make small islands. No moon, infrequent storms and no natives. Stars are somewhat closer and brighter.

01	Shallow Water	OFF	02	Shallow Water	OFF
03	Coral Atoll	OFF	04	Shallow Water	OFF
05	Shallow Water	OFF	06	Shallow Water	OFF
07	Mountain Island	OFF	08	Shallow Water	OFF

ALTERNATE PLATFORM

01 GRAVEL BEACH OFF

Huge gravel beach that ends in a harsh salt ocean filled with giant brine shrimp. Corroded steel I Beams and stonework have been found. The shrimp are edible and taste like lobster.

02 SAVANNA GEORGIA OFF

The 1860's during the Civil War. Warp opens into a Confederate Army storage yard that is under heavy guard. While there are only six guards at this hour, they will be moderately surprised to see Yankees in a high security area.

03 CAVERN OFF

Immense cavern with side tunnels. Appears a deserted war room of a 1960's technology. Needs power hookup and the air is stale. Paper hanging from teletypes state that the King has ordered DefCom 1 and is preparing a full launch against Iran. The area was hastily deserted and the papers are yellow with age. There is a great steel door down each side tunnel.

04 AMMONIA ICE FIELDS OFF

Another blowing, windswept ice field rich in Ammonia. Little else then rocks. Explorer thought he saw the glint of metal in the distance. Investigation of this toxic hell shows an airship has crashed and the humans are frozen and the survivors were asphyxiated by the environment within hours.

05 SEACOAST OFF

Hill overlooking seacoast. Ring of stones surround Warp. Long abandoned village a half mile from the site. Sea birds and fish. There are a primitive people here who worship the site and claim it is the gateway of the gods. They tell of the spirit or lion of the forest fighting the thing that takes a mans shape and soul. Before they deal with the explorers they want to see their blood.

06 HIGH PRESSURE METHANE OFF h

Dangerous high pressure area filled with methane. The air is foggy. Vac suits will allow exploration and the realization this is the inside of a tank in some abandoned industrial area. Hatches will release the methane and show a jungle and vines covering rusted towers.

07 CLOISTER OFF

Back gardens of a cloister in the Province of New Amsterdam in the 1880's. German speaking people of friendly disposition. Early mechanical age. They are a little superstitious.

08 PAINTED CANYON OFF

Sandstone mountains and canyons extend to the horizon. Primitive radio detected as well as string music being transmitted by a Slavic language announcer.



U.N.I.S.S. PLATFORM DATA ENGINEERING CENTER



PRIME PLATFORM +018

Code 122-411-254-852

Amazingly dank complex of steam powered machinery that extends as far as can be seen. Now rusted and quiet. Perpetually in twilight, there is no indication of the builders or even if they were human. The chemical flats border an ocean or brackish salt water. Sky is overcast and grow dark on a 60 hour cycle. Walls are light by still functional bulbs that run on 170 volts. Gives the IDET Explorers the creeps when odd mechanical and dripping noises are inter-spaced with the sound of crows.

01	Chemical Flats	OFF	02	Engineering Center	OFF
03	Engineering Center	OFF	04	Great Waste Fields	OFF
05	Engineering Center	OFF	06	Smelters	OFF
07	Engineering Center	OFF	07	Coal Bunkers	OFF

ALTERNATE PLATFORM

01 TEHRMELERN ROW HOUSES OFF

Temperate forest on the edge of mountains. High tech houses (Brownstone like?) line the ridge. Some artifacts. World is unnaturally quiet. Houses are still in near perfect condition though many have had their contents scattered. If there are Mellor here they are scattered or in hiding. The largest life form that will appear is a bobcat.

02 JUNGLE OFF

Very dense jungle. Hot, humid, and populated by lightning fast wolflike predators. These creatures hunt in packs and are smart. Their favorite tactic is to surround, tire and finally attack a victim. They are shy of firearms.

03 SPIDER SWAMP OFF

Misty endless swamp with poisonous dog sized spiders that hunt nocturnally. Beware mud, snakes and quicksand. The river is filled with tiny fish that have teeth. Most things that fly and look like insects suck blood. Generally this place is not a prime camp site.

04 HAWAII OFF

An early Hawaiian culture, friendly and willing to trade. King Kopako is jolly but sharp as a weasel, trying to incorporate the IDET explorers into his royal family. Loves bicycles and will trade his many daughters for cases of Spam.

05 DESERT OFF

Another windswept wasteland covered in sand and a few cactus. There are no trees, structures or evidence of people. The star appears brighter and hotter.

06 MASK WORLD OFF

An odd humanoid civilization where masks are worn. Near Victorian technology under the control of councils of elders. There is an undercurrent of something very wrong in this society and it's leadership being at best, partially human.

07 PINE FOREST OFF

Another cool earth covered by pines and mild life forms. These old growth forests are filled with magnificent stands of lumber that have never seen an axe.

08 FOGGY BOTTOM OFF

Valley in West Virginia. 1920's USA with superstitious folks and a couple of serious feuds. Beware the swamp witch and pay the owner of the general store in silver.



U.N.I.S.S. PLATFORM DATA

CIVIL WAR '61

PRIME PLATFORM +019

Code 575-125-557-668



The year is 1861 and this alternate US is headed for a civil war. The English are allied with the South. Rumor points to a weapons development of semi-auto assault rifles by the south due to Chilean contact. This may unbalance the situation and cause an IDA intervention to mediate an end to hostilities. The warp opens north of New York City and there is a wild excitement in the air. Everybody knows the north is going to 'whip' the South. President Lincoln has already been shot at twice and Lafayette C Baker has taken over the Secret Service and is now purging Washington of southern sympathizers.

01	Virginia, Richmond	OFF	02	Scotland, Highlands	OFF
03	Charleston, SC	OFF	04	Texarcana, TX	OFF
05	Milwaukee, WI	OFF	06	Meteor Crater, AZ	OFF
07	Redwood Forest, CA	OFF	08	Pokopo Island, Azores	OFF

ALTERNATE PLATFORM

01 HOTEL CALIFORNIA OFF

A 1930's beach resort on the ocean side. Close historical to Earth but more friendly. Government is a loose Jeffersonian democracy and life is peaceful and progressive. America stays out of European politics and sells to everybody.

02 CRATERS OFF

Just a burned blackened landscape with craters to the horizons. No radiation or debris. Sparse wildflowers.

03 HAIRY HONKERS OFF

Odd architecture city with people and 'honking' lizard like dogs. A cultural and probably biological alternate.

04 SARGASSO SEA OFF

Water level in the Sargasso Sea. Vast matte of weed drift here. Debris in the weed appears Greek in nature. Explorers land in an island like morass of weed and wood. There are also survivors of ships here who fish for food.

05 BRADBURY ROCK, WVA OFF

Small town in the late 1950's. Coal mines and poor people. Several rich landholders are keeping the population poor with inflated rents and prices they can never repay to the general store.

06 CRYSTAL CITY OFF

1850's small 'Western' city in Wyoming. Dust, horses, a little mining and a bar. Population is mixed with a little more tolerance for Indians. Beware bandit groups and an outlaw gang called the 'Hole in the Earth Gang.'

07 FRUIT FIELDS ON

Tehmelern farm area with massive multiple fruit trees. Harvest robots maintain this planet wide system and send the fruit to processing plants and warehouses. There are numerous variants of this technology scattered that fished and farmed for the old race. Many of these are self repairing and still stocking goods that last near forever.

08 EARLY SWAMP OFF

The ferns are giants and so are the bugs. Humid and hot with no visible populations or use. Bring a tennis racket for the mosquitos and a shotgun for the ticks.



U.N.I.S.S. PLATFORM DATA
GOD'S RETRIBUTION
PRIME PLATFORM +020
Code 965-292-189-454



This world has suffered a climate and biological catastrophe after a comet impact in central Asia. . What remains are a few cities under the control of a Religious Dictatorship. Few crops survive and the general population is starving. The hierarchy chooses the children, the weak and infirm to serve the masses and become food as supplies dwindle. The fishing village at San Francisco is doing much better but is at war with the 'Fist of God' who would strip them of their carefully martialled resources. 1860's, Flintlock texhnology.

01	City, Mid US Area	OFF	02	Ruined City, Barcelona Area	OFF
03	Atlantic Trench	OFF h	04	Dustbowl, Ukraine	OFF
05	Dustbowl, Atlanta GA	OFF	06	San Francisco Village	OFF
07	Antarctic Wastelands	OFF	08	Australian Wastelands	OFF

ALTERNATE PLATFORM

01 NAGASAKI, JAPAN OFF
 The year is 2010 and there was no Second World War. Problems are now brewing in the Pacific between Imperial Japan, Imperial Russia, and Spanish America.

02 IDA STATION #344 ON
 Fuel dump and small base of operations on large lava flows. Worlds sun is red and life forms are a few shrimp and mollusk forms in the sea.

03 WOODLANDS OFF
 Forested area. Vast, no radio signals, no higher life forms.

04 POCKET STOP OFF
 This 10 mile long, 700 feet wide strip of weirdness has been collecting odd bits of garbage and small life forms. Ring stations are at each end.

05 CALIFORNIA BEACH OFF
 Teen beach in the late 1950's. Beach leads to a gas station and a burger stand. Burgers are outstanding and a favorite of IDET explorers.

06 SUGAR CANE FIELDS OFF
 Pathways and fields of sugar cane fields. Singing was heard but natives not contacted.

07 OIL FIELDS OFF
 Oil fields in southern Iraq in the 1990's. Guarded by Iraqui solders.

08 PACIFIC ISLAND OFF
 Site of a monthly ritual by over a thousand islanders. Deserted most of the time it becomes a very large encampment and the natives are not entirely friendly to outsiders who come for the show. The aftermath is usually a feast or a ritual murder.





U.N.I.S.S. PLATFORM DATA

ISLAND EARTH

PRIME PLATFORM +021

Code 126-123-845-549



Islands cover this world by the millions. None are more than 10 miles in diameter. Humanity resembles primitive cultures in the South West Pacific. Metals are uncommon. Population survives by fishing and fruits. There is no universal culture and people here are generally friendly and prone to visiting their neighbors. Weather and geology very stable. No distance between islands is over 50 miles and settlements are never more than ornate huts and a farmyard with a pig or two.

01	Island, Pacific	OFF	02	Island, Central Atlantic	OFF
03	Island, Indonesia Area	OFF	04	Island, Central Russia	OFF
05	Island, Volcanic, Pacific	OFF	06	Island, Central America	OFF
07	Coral Atoll, Pennsylvania	OFF	07	Large Island, Madagascar	OFF

ALTERNATE PLATFORM

01 RAD WORLD OFF

This magnificent forested landscape is emitting over 1000 rads an hour. All appears healthy. Just insects of common types are present. All however, are hot and this is an extreme danger zone for the Fringeworthy who will sicken and die here.

02 WINDSWEPT OFF

Windswept sand and dune desert. Kansas City area where parts of buildings are visible. This area has not been inhabited since the 1890's when the great central desert started to grow.

03 PLAZA OFF

Magnificent old plaza somewhat grown over. Monumental stonework and glyphs in no known language. Buildings in stone. Archways show fantastic animals and laughing children who have no noses.

04 STARPORT OFF

A high tech world with inexpensive star flight. Large egg shaped ships by the hundreds grace this massive starport area. The drives and Anti Grav units do not work on Earth Prime.

05 LONDON OFF

1890's Gaslight England complete with Victorians and a global spanning empire. America never split and the colonies are stable. Explorers appear in the midst of the Ripper murders. Over a dozen wealthy gentlemen have been butchered by an unknown woman who keeps anatomical souvenirs.

06 GLASGOW, SCOTLAND OFF

University town about 1910. Food is fair and the people pleasant. The Earth League has outlawed war and technology is slowly advancing beyond steam.

07 ROADWAY OFF

A dirt road, large wheat fields, and little else. No radio or population evident. May be primitive farming culture at best. People can be seen in fields with horse drawn plows and simple carts. Metal work is mostly copper and a little brass.

08 CERAMIC TOWERS OFF

A long dead culture has left an amazing array of ceramic towers and plazas. While moderately grown over, the buildings are intact. No traces of the builders are evident. Metals are either alloys showing no sign of age or fine pools of rust. The buildings appear to be made of ceramic and are virtually perfect. Bear like creatures prowl the ruins as well as very dissimilar creatures. This seems to denote a culture that visited many worlds.



U.N.I.S.S. PLATFORM DATA

WILD PINES

PRIME PLATFORM +022

Code 446-913-137-175



Damn hearty 200 foot pines that crowd out other trees. Common squirrel like life forms, some small furry dinosaurs. No ice caps, generally temperate. Three smaller moons and a close Binary Star within a light year. These pines are tough as oak and thorny.

01	Pine Forest, US	OFF	02	Pine Forest, Central Poland	OFF
03	Pine Forest, Africa	OFF	04	Pine Forest, Central Mexico	OFF
05	Pine Forest, Britain	OFF	06	Pine Forest, South America	OFF
07	Pine Forest, Antarctica	OFF	08	Eastern Australian Desert	OFF

ALTERNATE PLATFORM

01 ALASKA OFF
 Near Juneau, about the year 1956. This is a country farm and it is mid summer. The weather here is warmer and there are no ice caps.

02 FOREST OFF
 Where the Elk and the Mastodon roam. Unpopulated American continent about 70,000 BC that has not seen a human population. The animals here have no fear of man.

03 NEVER DARK SALT FIELDS OFF
 A vast plain of hardened salt. Star is binary Yellow and a small red. May be bottom of what was once a deep ocean.

04 EARTH DOME OFF
 Forest preserve dome over a mile in length that's part of an orbital station above Earth. Tended by robots, the station is abandoned. There are vast crater marks on the surface of the planet as well as volcanic activity the obscures much of the surface. .

05 AMISH FARMSTEAD OFF
 Amish farm cluster. Time is the 1940's but these suspicious people do not speak German or English.

06 STONE CROSS OFF
 Tens of thousands of stone crosses cover this field. There is no pattern to this and no names on the crosses. Each cross appears to be cast from a concrete like mix and then individually shaped. The crows seem far too friendly.



07 WINDWAVE OFF
 Huge windswept white beaches and high waves make this a potential surfers paradise. Few life forms and none are deemed hostile. There are a string of these beaches over a thousand miles long on this great world.

08 HATCHING PIT OFF
 Dinosaur hatching area. Duckbills and Miasaurs are prominent as well as raptor like predators and a few small mammals. The Miasaurs are highly defensive towards threats to their nests and will cooperate to take a defensive stand.



U.N.I.S.S. PLATFORM DATA
MANTIS EARTH
PRIME PLATFORM +023
Code 557-892-673-948



This Earth Alternate is a vast hothouse populated by Man sized Mantis like creatures. They appear in all but cold climates and are primitive village dwellers. Unfortunately they are hostile to humanoids in the extreme. A small team has been lost on this world and the IDA plans to do a search to discover if they are alive or if the Rainbow Crystal carried can be recovered. Tehrmelern ruins were reported initially which makes this doubly dangerous.

01	Jungle Glade	OFF	02	Tundra	OFF
03	Euro-Forest	OFF	04	Asian Beach	OFF
05	Rocky Island	ON	26	Arctic Icecap	OFF
06	South American Jungle	OFF	08	Redwood Forest	OFF

ALTERNATE PLATFORM

01 **MAC ARTHUR'S KOREA** OFF
 Central Korea during the Korean War. American and Brazilian troops are fighting a low-key conflict with Democratic Korea and their Indian Allies.

02 **BURR MONUMENT** OFF
 Washington DC in the 1950's. In the shadow of the Burr Monument. In this Historical Alternate Thomas Jefferson was hung for attempted murder.

03 **DUDUNK HARVEST GANG** OFF
 Rows of neat vegetables carefully tended by large but not terribly bright humanoids. They live in mud hovels and have a bronze age technology at best. The brightest of the Dudunk form gangs to plant, harvest and work. You can always tell a leader by his haggard expression and a club by his side. The women are beautiful and are far smarter then the men.

04 **CANIS SAPIENS** OFF
 What looked like New York turned into a nightmare for an exploration team when they realized the owners of the 'Big Apple' were dog like sapiens who were terrified of humans.

05 **ROBERT'S RIFLES** OFF
 Valley Warp near the camp of Pennsylvania Separatists who want to divide the state between East and West. The year is 1863 and Slavery is becoming a hot issue. There has been no Civil War and Lincoln was best known for having a heart attack during his inaugural speech. States rights have become a morass and there are threats from Spain against the Nation of Texas.

06 **SCIENCE COUNCIL OF ARMONA** OFF
 Utopian city commanded by the council of 'Science'. A near perfect world of plenty that is fine until you see the savagely oppressed slave population that keeps it functioning. The Science of this culture is in name only as there has been no progress here for hundreds of years.

07 **SLAVERS OF KOUVARIS** OFF
 Iron Age city where the free are masters of a nonhuman slave population. There is little cruelty and slaves have rights of home and property.

08 **HAPPY MOO** OFF
 Dairy farm where the IDA Explorers encountered talking cows, goats, ducks, and sheep. Unnerved, they vacated this earth for a time, having been insulted by a pig and not really wanting to meet the farmer who harvests these intelligent creatures.



U.N.I.S.S. PLATFORM DATA

QUAKE WORLD

PRIME PLATFORM +024

Code 282-743-922-727



A Geological Alternate wracked by seismic activity. Cool and windy, quakes are common as well as extremes of tectonic activity. Life is limited to plants and small mammals due to extremes of season. There are 2 moons, the smaller in a closer orbit. Rich in Coal and Mineral deposits though little oil. There is some evidence of test probes that have dug pits and well heads that are rusted over.

01	South Sea Islands	OFF	02	Scarce Forest	OFF
03	Salt Flats	OFF	04	Mountain Valley	OFF
05	Swamp	OFF	06	Dense Forest	OFF
07	Dense Forest	OFF	08	Salt Sea Beach	OFF

ALTERNATE PLATFORM

01 CIVIL WAR OFF

The year is 1867 as President Johnson continues to fight a Civil War. Early victories and the burning of Washington have allowed the Confederacy to continue. Draft riots are common. Washington has been burned once, retaken and then officially moved to Boston for the duration. Both the French and English have sent supplies and troops and are on the verge of fighting their own war. The Spanish are massing support for the South but have been warned off by Italy who supports the North.

02 SUPPLY YARD OFF

A close alternate to 1930's Earth, the warp in an Italian military supply yard. Material is stacked in a fenced area as well as warehouse. Guards are scarce.

03 ANOTHER JUNGLE OFF

An extremely dense jungle on a hot wet world. Plants highly developed with neural systems. Some are predators and extremely dangerous. This is balanced by the speed and toughness of the animals in the jungle.

04 LIONS SAVANNA OFF

Hot fields of saw grass populated by Lions and African scavengers. Extremely wild area with future value as a preserve. No humans have been officially documented but a dead lion and a broken spear have been found.

05 THE ISLAND OFF

Desert island, a tropical paradise. Water and food are scarce. The warp opens near the wreckage of a large pleasure boat and the graves of six of the crew. A crazed old man is hiding in the jungle and is convinced he can find the crew of the boat now that a rescue party is there.

06 TEXAS BEACHES ON

Close Parallel of Earth without human populations. Texas coast is covered in wide sandy beaches and a great rest spot for IDA explorers. Fishing is great, weather mild. Explorers will see a tall masted ship heading for shore as the first Greeznak exploration ship arrives.

07 HARBOR LIGHTS OFF

Edge of an 1890's bay near the docks of steam ships. The area is lit by electricity and there are bars and shops. People are humanoids in colorful clothes and uniforms.

08 RAINSWEPT OFF

Rainswept valley of black gravel. A few scarce dandelions and little else. The valley extends for at least 20 miles in each direction.



U.N.I.S.S. PLATFORM DATA

INDIA '97

PRIME PLATFORM +25

Code 129-175-863-115



Early sixties nuclear conflict destroyed most of the Western world. Surviving was Southern Africa and the Indian subcontinent. A philosophy of self reliance has spurred the Indian government to recolonize sections of the Americas. The ruling government is hostile to non-Indians. This has lead to a conflict with the remaining South African government. Both now possess nuclear weapons and missiles. European and American survivors are being imported to India as indentured servants and have no rights.

01	Bombay Back Alley	OFF	02	Ruined Palace	OFF
03	Hot Ruins of London	OFF	04	Hot Ruins of Sana Rosa	OFF
05	Burned Redwood Forest	OFF	06	New Delhi Garden	OFF
07	Farm Village, India	OFF	08	Dead French Town	OFF

ALTERNATE PLATFORM

01 GOLDEN OFF
Alternate cultural where gold is as common as iron. Copper is prized by these gentle people who are mostly agrarian. Unknown language and history. They pride themselves on easy of running their farms.

02 AMMONIA OFF
Green earth like world with an irritating atmosphere that contains a tough of ammonia. There appears a healthy but primitive human population. Respirators are necessary for any extended stay.

03 CHINESE HIGHLANDS OFF
Mountain side in the Chinese highlands not far from farm villages. No radio or year has been established for this Alternate. Villages are primitive with a little iron work. There are no signs of any dynastic influences here and the people are a superstitious lot.

04 MOHAWK COAST OFF
US Eastern coast populated by advanced culture of American Natives. The Mohawk union is in conflict with expansionist Europe. Europe is at 1670's level of technology. The Mohawk Nation is nearly a century ahead of their enemies and have learned from Chinese colonists who are populating the continent West of the Rockies.

05 JAPANESE SAN FRANCISCO OFF
The time is the 1940's where the Japanese have colonized California to the Rockies as well as Hawaii. They are in conflict with the US/Canadian confederation and a war is brewing. Imperial Russia is having problems with Alaska and may enter the conflict if pushed again.

06 MUEHLER'S FARM ON
Just a German farm in the 1930's. No Nazis, no war, just a friendly family that welcomes the IDA explorers with good food and a warm place to stay. They are curious about the explorers and the occasional thunderclaps that this warp causes.

07 SAND BAR OFF
Sand bar in a wide slow river. Moose and bears have been sighted as well as large trout and salmon. No pollution or radio.

08 HIGH DESERT OFF
Hot high desert with a little night life. Little else though steel scraps and an empty food can with a label in Mandarin Chinese were found.



U.N.I.S.S. PLATFORM DATA

EVERLAWN

PRIME PLATFORM +026

Code 593-286-652-246



This oddity is a mass of well tended lawns that extend for miles. The exception to this was a monument park with stone markers in an unknown language. The world is tended by robotic units that manicure the lawn and maintain each other. Explorers have called this Earth the most boring garden spot in the universe. Life forms have included insects, Raccoons, and birds but no larger animals. The raccoons are evolved and have tools and hands.

01	Grass Field	OFF	02	Grass Field	OFF
03	Wooded Area	OFF	04	Cemetery	OFF
05	Grass Field	OFF	06	Grass Field	OFF
07	Sandy Beach	OFF	08	Grasslands	OFF

ALTERNATE PLATFORM

01 TIBET OFF

Tibet in the early 1960's on the eve of the Chinese Invasion. This portal opens every 72 hours for 57 minutes. The Chinese invaders may be hostile to unknown parties. They may not be friendly to foreigners with cameras or heavy weapons.

02 HOT SWAMP OFF

A typical swamp with insects and animals except the area is radioactive. This may be natural background radiation. Nothing seems effected. Radiation count is 100 per hour.

03 ICE FIELDS OFF

Another Earth buried by Ice in some past age. While the sun appears normal, it is still frigid cold and windy. Rotation of this Earth is 20 hours 3 minutes. There is nothing but ice and an occasional rock outcrop that shows. Star sightings will show explorers are in West Texas.

04 TINKLE BELLS OFF

Non-populated world with standard wildlife. Explorers report the sound of bells behind and around them at random times. The exploration was halted and the IDA has sealed this world when the bell sounds became loud as if they were angry. Some PSI sensitives can hear background voices, like conversations between different voices.

05 KAHN'S MONGOLIA OFF

Historical alternate where the great Kahn of Kahn's is taking Asia by a storm of horseman. Best left alone for a number of political reasons. The IDA feels the amalgamation of one Golden Hord by the agency is enough for now.

06 STATIC STORM OFF

Another normal looking world with possible Tehrmelern Ruins. Static electrical storms are common and dangerous to equipment. While not fatal, they are painful. These storms are generally persistent at dusk and dawn but rarely in the daytime.

07 CO2 OFF t

Far too much CO2 in the atmosphere makes this odd jungle a hazard for those not in Environmental Suits. Life is plentiful and plants are gigantic.

08 ICE WALLS ON

A valley with thousand foot walls of ice on either side. A sluggish river with rocky shores and a few logs are the sum total of 10 hours of exploration. Why this valley exists is a mystery.



U.N.I.S.S. PLATFORM DATA
BIGFOOT EARTH
PRIME PLATFORM +027
Code 915-535-918-674



An Earth Alternate where a large hairy population is the dominant species. Much like humanity in dress, technology, and style. Absolutely fascinated and terrified of the legendary small hairless apes that their Tabloids claim exist. Exploration of this Prime could create a comedy of cultural errors if caution is not used. Sighting of IDA exploration teams have confused the natives and created panic. Technology level is 1950 or so.

01	City Park	OFF	02	Sewage Plant	OFF
03	Shopping Plaza	OFF	04	Forest	OFF
05	Forest	OFF	06	Forest	OFF
07	Car Park	OFF	08	Police Station Lawn	OFF

ALTERNATE PLATFORM

07 HAPPY VICTORIANS OFF

1970 Cultural alternate where the Victorian age continues. These are a happy people without war and serious crime. The culture is now world wide and has been stagnant for 80 years. This may be caused by a universally used tonic, an odd Amazonian plant extract that has mood altering properties.

02 ALIEN COLONY OFF

Semi Humanoids have created a colony in this river valley. Native humans are hostile and hunt the colonists, believing a kill or wounding is good luck. Aliens are likewise hostile to the humans and use advanced robots to cull the population.

03 CHICAGO 1912 OFF

Just Chicago in the year 1912. Some cultural differences, but essentially another Earth. War may be looming in Europe. The city is a boom town of many nationalities all working together.

04 OLD CLIMAX FOREST OFF

Old climax forest never cut by man. Unintelligible radio signals may indicate this deep forest is a preserve of sorts for some culture.

05 FLOWERING EATERS OFF

Hostel botanical world of hungry flowers that prey on the blood of mammals. While not sentient they can be overpowering and deadly to the unwary. Fruit here is very good.

06 FLESH EATER'S BEACH OFF

Hostile beach area populated by giant aquatic crocks, plesiosaurs, and any number of extinct swimmers that might consider the IDA personnel as a short snack.

07 REDWOOD COAST OFF

Endless and gigantic redwoods that cover a western coast. These giants are just spectacular. Beware the rock throwing apes who are near human in size. These humanoids are basic tool users and expert fishers.

08 FRENCH CANADA OFF

Close Historical alternate where Canada was recolonized by the French. The English were pushed to the Western Coast where the small population remains hostile to their French neighbors. Where the US has developed in close proximity to Earth Prime, there is a little more french influence in the North Eastern part of the nation. The US is often called to mediate disputes and trade problems between the squabbling sides.



U.N.I.S.S. PLATFORM DATA
CRAFTER'S WORLD



PRIME PLATFORM +028

Code 916-939-744-993

A world of engineers and builders who are stuck in a 1920's culture of steam and iron. Primitive flying machines are alcohol fueled and lubricants are extremely expensive. These are a friendly crime free people who are hard working. The IDA has set up a repair center and fuel dump on the edge of Trade City where they have begun to pay for services with machine tools and oil. Trade potential with these people are great and they may eventually join the IDA Alien Corps.

01	Forest	OFF	02	Strip Mine City	OFF
03	Trade City	OFF	04	Mudflats	OFF
05	Reindeer Tundra	OFF	06	Lake Shore	OFF
07	DAMAGED	OFF h	08	Rock Pile	OFF

ALTERNATE PLATFORM

01 LOGGING CUT OFF

A decimated forest that has been logged out. Some form of burning cutters were used to sear through trees and leave virtually flat stumps. The destruction goes to the horizon. There is no trace of anything that resembles machinery or replanting. This destruction is estimated to be less then 3 years in the past.

02 TOXIC DUMP OFF

Stinking dump of orange water, crude oil and rusted drums as far as the eye can see. Diseased rats and birds make this garden spot a sure stop for explorers. Drums are painted bright colors and have symbols made of dots and dashes on their sides.

03 POCKET STOP OFF

Lush green garden of tasteless fruit and smelly plants. This is a hundred mile sphere where the garden occupies the outside of the sphere. Several small artificial suns circle it. Most of it seems to be maintained by 4 armed worms fitted with harnesses and tool belts. They stay out of the way of humans and seem to live within the sphere.

04 HORSE CANYON OFF

A western canyon that periodically is home for a large wild horse herd. Horses are moderately primitive but easily domesticated when caught.

05 LOUISIANA VILLAGE OFF

A typical poor Louisiana village in the 1930's. Just superstitious folks, a tired gas station, store, restaurant, local witch and 150 people. The fishing is good, the restaurant terrible. Culturally they are American with some Russian influences.

06 GREEN PEOPLE OFF

Bronze age villages of Green Humans. Friendly but cautious, in need of minor medicines and sanitation. Villages headed by a chief/shaman who works with magic. Some of the magic may well be PSI.

07 ANOTHER LAWN OFF

Well tended grassy area with spires of obsidian sticking out at odd angles. Some wildlife that stays away from the spires. Rains every day at 2:20 PM Fringe Standard Time.

08 ROT COTTON OFF

Another forest preserve with no human habitation. Unfortunately this world contains a bacteria that quickly rots cotton fiber. The bacteria is killed by portal transport.



U.N.I.S.S. PLATFORM DATA
AMISH PARADISE
PRIME PLATFORM +029
Code 396-443-697-286



Starting in the 1830's a cultural shift moved almost the entire population back to Amish Like communities around the world. A century later most of the planet is an Amish Paradise with small villages and farms that provide for their community. There is little crime and little progress. Rumors abound that a United Africa raiding parties may be pushing for military expansion into North America and Europe. This will doom their pacifistic lifestyle.

01	Rural Ohio	OFF	02	Rural Pennsylvania	OFF
03	Rural Tennessee	OFF	04	Upstate NY	OFF
05	San Francisco Bay	OFF	06	Houston Texas	OFF
07	Toronto Canada	OFF	08	Argentine Grasslands	OFF

ALTERNATE PLATFORM

01 GINO'S RATATERIA OFF
 An odd blend of technology and pleasant people make this Earth a nice rest stop. Warp is in the yard of a large restaurant that serves many dishes based on Rat.

02 COUNTRY GARDEN OF THE DAMNED OFF
 Magnificent Country Garden tended by half dead humanoids. Human remains are fertilizing many of the plants. Some of these plants are herders for their caretakers as well as mobile.

03 SAWMILL 96 OFF
 Just an Ozark lumber mill in an 1896 alternate. Brand names and technology is different but the people seem to be fairly normal. Redwoods abound as well as very tough pines.

04 CHARBUG SWAMP OFF
 Wet and humid swamp infested by Charbugs. These beetles produce sparks that ignite dry material and they then feed on the carbon compounds released.

05 PEOPLE PEOPLE OFF
 A section of LA where the population is dense. This world is overpopulated with most of the economy going to feed the billions. Birth control is outlawed and nonexistent.

06 WAY HIGH TECH OFF
 Future Earth dominated by high tech and thinking machines. Muck of this depopulated world is way beyond human or possibly even Tehrmelern understanding.

07 CHICKEN FARMERS OFF
 Farms dot the landscape. All are devoted to farming chickens. There seems little else here then the use and worship of chickens.

08 AUTO GYPSIES OFF
 A nomadic culture using electric vehicles and traveling the endless roads. These survivors of a great plagu are the new Gypsies of this post holocaust Earth. Not friendly to outsiders, they are scarred from the effects of 'Stan's Pox' and are shunned by normals. Their odd skin splotching is now genetic and not really a concern.





U.N.I.S.S. PLATFORM DATA

ANOTHER 1931

PRIME PLATFORM +030

Code 416-555-928-883



This entire portal set leads to a Post WWI Earth where the Nazis have not rose to power. However, these portals are all damaged in some way or another and will each have a Transit Problem. GM'S NOTES Use the Main Fringeworthy Guide Book. Also see the additional page here in the Introduction. Each portal here on the Prime automatically gains a single lesser problem with a 10% flat chance that it gains a second more serious problem from the second set of tables.

01	Chicago	OFF	02	Nottingham England	OFF
03	Mars Pennsylvania	OFF	04	Blacksburgh Iowa	OFF
05	Congo, Africa	OFF	06	Madagascar	OFF
07	Buffalo, Wyoming	OFF	08	Miami, Florida	OFF

ALTERNATE PLATFORM

01 SNEEZEOPOLIS OFF

A normal Victorian culture spans a geologically similar earth. Quarantined because everybody who comes out of this world develops a ripping head cold within 6 hours. Defective portal possible.

02 HIGH PRESSURE OFF h

Closed portal reading high pressure. Possibly under deep water due to minor leakage at the base of the portal. This area may be in need of maintenance.

03 SOVIET BLOCK II OFF

A second Soviet Block has risen in the late 1990's to threaten the west. Business as usual as the arms race restarts with a vengeance. Politics at it's best created by human suffering.

04 ZOOGLA'S SWIG FARM OFF

Just a peaceful green skinned, dirt ugly humanoid trying to squeak a living out of the land. He and his family are harassed by primitive humanoids who steal food and their goat/sheep farm stock. They have slingshots but no firearms.

05 MINE FIELD OFF

Snow covered area with several bodies and a destroyed APC of unknown design. This is somebody's civil war and it's an ugly one. Step off the mine for it to bound into the air and explode at chest level.

06 BIG BIG CHICKENS OFF

Chicken yard of Olympic proportions. A 6 foot rooster will immediately try to stare down any Fringeworthy before taking a chance of using spurs. Average Dex of 14. Humanoids on this farm are over 30 feet in height and not of a human stock. They are leathery skilled, flat skulled and three fingered. The farm is standard in design and reflects an 1870's technology with lamp oil, pottery and iron work.

07 ZAGOLINI'S OTHER WORLD CIRCUS OFF

Zagolini is no fool, he is Fringeworthy and have brought back unusual creatures to exhibit in this permanent zoo like complex. He is harsh and knows little of the life he holds. In a pen he has a least Mellor that is his prize monster as well as 3 foot high chicks. He will deny he knows about the Pathways but has explores several close areas .

08 WILD PIG RANCH OFF

In this Texas they ride large hogs. Warp opens on the edge of Stilton's Triple Bar Pig Ranch. The crew is getting ready to saddle break a new stock pulled from the wild. These hogs can have the temperament of horses if treated right.



U.N.I.S.S. PLATFORM DATA

TEREXA PRIME

PRIME PLATFORM +031

Code 178-718-798-993



A reddish skinned people with blue eyes and black hair. This world is geographically the same as Earth Prime but its societies and history are very different. The Terexa people have conquered most of the world and maintain an early industrial technology of steam and limited generation of electricity. A peaceful people, they congregate their cities into specialized centers of manufacture or commerce. Gunpowder and corn are unknown.

01	Coastal City	OFF	02	Trade Center City	OFF
03	Industrial Center City	OFF	04	Farmland Commune	OFF
05	River Commerce Port	OFF	06	Residential Area	OFF
07	Walled Town	OFF	08	Tropical City Ruin	OFF

ALTERNATE PLATFORM

01 FERN FOREST OFF

Another temperate Fern Forest with birds and hairy lizards. Beware, the lizards are prone to spitting a stinking bio-toxin at the unwary. The toxin is mostly harmless to the Fringeworthy.

02 KILLER ROOS OFF

Austra-Asia continent that is inhabited by marsupials. Prevalent is the swift and deadly meat eating kangaroo. This pack hunter is nearly 5 feet in height and as vicious as a wolverine.

03 NO HAIR OFF

A 1500's era Earth where technology is close in most respects except the population is hairless. Warp opens at the back alley of a popular tavern, The Sea Dragon's Grotto. Tatoos are common as well as elaborate hats.

04 BIRD WORLD OFF

Another geological alternate with an amazing variety of birds. A prevalent species are the running hunters with a 16 inch beak and leg spurs used to disembowel prey. This world is dangerous and the hunters very fast.

05 BATTLE OF WYOMING OFF

A modern tank battle is happening here as units of Amcan and Rus fight the incursion of Nipponese tactical vehicles and APC's that have pushed up in a wide front from French Mexico. The warp opens in the middle of a town between the two sides.

06 KUDZU II OFF

Another Kudzu covered earth where people are hacking out a living and trying to destroy the noxious mutant weed. Successful where the vines have not developed stingers or a brain pod.

07 ABACAND OFF

The Americas are settled by a Mediterranean people descended from Minoan stock. Mostly coastal cities and rivers are sites of settlement. Problems with natives and Polynesian agitators who were once slaves and are now considered second class citizens..

08 TURK SHIPYARD OFF

About 1540 with variations on history. The Romans still control Western Europe and the Turks are now building square masted sailing ships. The warp opens a mile outside of a shipyard. The world has been mapped and they are suppling colonies and prison settlements in Australia, New Zealand and the Eastern Shores of North America.



U.N.I.S.S. PLATFORM DATA
ALIEN HUNTERS
PRIME PLATFORM +032
Code 369-965-635-811



This Alternate Earth is in a state of siege. Alien bio-mechanical devices are hunting humanity to extinction. These flying dog sized balls have an array of flexible arms and blades as well as a low powered bio-energy laser. They have a bio-armor equivalent to hard plastic. The survivors are putting up an outstanding resistance though they just continue to come from a trio of factories that have landed in Rwanda Africa, Mexico City, and Canton China. Several of these hunter-killers will play with a victim for hours or days before they make the kill. Excessive firepower can kill them but such a response will bring more within hours.

01	West Bank, Paris France	OFF	02	Slums, Baltimore MD	OFF
03	Dallas, TX	OFF	04	Dayton, OH	OFF
05	Bowling Green, KY	OFF	06	East Moscow, Russia	OFF
07	Toronto, Canada	OFF	08	Canton China	OFF

ALTERNATE PLATFORM

01 MISSISSIPPI WAR OFF

The year is 1870 and the American colonies end at the Mississippi. Spanish interests have armed and educated the native Americans who have now stopped colonial advance.

02 HIAFA MARKET OFF

Market square in the Free State of Palestine. There are no Mid-East tensions here and the areas around are peaceful and prosperous. This may change with the Turk/Sino conflict that's starting.

03 POLISH AMERICA OFF

Another odd historical turn where Poland pushed into American colonization and now in the 1920's has an empire that stretches from Canada to Mexico. Europe is still filled with squabbling states surrounding the Great Kingdom of Poland.

04 NUT TREES OFF

Another world-farm covered by nut trees of every size and description. This world is not tended by machines but squirrel/monkeys who supervise harvesting for the Tehrmelern mechanicals.

05 ENGLAND ROME WAR OFF

Somehow the Romans managed to send a fleet West and lost them about 97AD. It is now 1490 and Spain is in conflict with a Roman America as sophisticated as they are.

06 SOVIET RUSSIA OFF

By 1996 the Soviet Union and America are near economic bankruptcy. Massive militaries set to war, it is only time before failing crops, unrest in Yugoslavia or some stupid accident sets off a major war in Europe.

07 MOCHE EMPIRE OFF

Another advanced Native American civilization that is beginning the exploration and colonization of primitive, feudal Europe and Africa. They have steam, balloons, gunpowder and human sacrifice. They are intolerant of barbarians and ways not their own.

08 GRAVEL OFF

Grey low clouds, gravel, scrub plants and dim light to the horizon. Populated by a species of ground lobster with a real attitude and a baboon like lobster-predator with massive jaws. AT times the sky turns yellow and it rains water and gravel.



U.N.I.S.S. PLATFORM DATA
NIGHTMARE PARK



PRIME PLATFORM +033

Code 837-445-648-838

To the South of this Ring Station are massive Redwood trees and Stag at least 10 feet at the shoulder. An absolutely beautiful but dead silent stretch of park land. This park is filled with hostile botanical life that is bent on the capture of anybody that can be used as fertilizer. The plants are alive and semi-mobile with a hostile intelligence only second to the destructive nature of the Mellor. The rest rooms are Tehrmelern in nature and show this park is a 13 mile circle on a high-tech world. Robotic units still tend the park and are not harmed by the now hostile life that grows to kill.

01	Treepath	OFF	02	Garden Edge	OFF
03	Garden Center	OFF	04	Fountain	OFF
05	Rest Room Facility	OFF	06	Treelined Stone Path	OFF
07	High Wall and Iron Gate	OFF	08	Wild Flower Valley	OFF

ALTERNATE PLATFORM

- 01 WAR MEMORIAL OFF
 A huge black wall, 16 feet in height, that extends for miles over rich grassland. On it are names in English and other languages as well as alien script. It is a place of sorrow without reason.
- 02 REDSTONE CLIFFS OFF
 Red desert sands and red sandstone cliffs make most of the horizon here. The land is sand sculptured and covered by very tough cactus and mangy looking rabbits.
- 03 ANGELS WALK OFF
 Warp opens near an orphanage. Fringeworthy acquire a glow from the portal. The kids think they are Angels sent to find them hopes and give them hope. The year is 1837 near London Ontario.
- 04 SHELLBACKS WORLD OFF
 Yard high turtle sapiens with hard back shells. These slow but smart primitives have a full Ring Station that dominates a town square. They have writing, metallurgy and farming.
- 05 RUINS DC OFF
 Tumbled ruins of a Washington DC that was toppled by earthquake. The entire city is fenced off by electrostatic barrier and robotic dog guards. The guards are humanoid and not from Earth.
- 06 MONKS BACK DOOR OFF
 Back end of a huge complex created to educate the people of United Europe. The year is 1680 and a careful knock at the door produces Brother Alfred with bread and a bowl of turnip soup for the beggars. This place is also a massive library that contains the contents of the Alexandria Library and many roman libraries. Both Christian and Moslem are allowed access to study and this complex has its own military force. There are local grumblings that this place is evil and should be burned because the Bible is all the knowledge that is needed by man.
- 07 DUCKPOND OFF
 Peaceful duck pound that connects to a river. There are also long necked Plesiosaurs that us the ducks as cover and feed on the shore life with extremely long necks. These ducks have developed a coating on their feathers that is toxic.
- 08 HOT MUD OFF
 Sulfur vents and belching mud dot the landscape. The crust is thin in many spots and will dump victims unto near boiling water. Any vehicular use ensures it will sink in the unstable surface.



U.N.I.S.S. PLATFORM DATA
MOUNTAIN HOME
PRIME PLATFORM +034
Code 881-445-419-191



At first this world appeared mostly salt marsh and a few rusty pieces of iron. A crevice in the ice fields showed the remains of a dozen Tehrmelern and equipment that were frozen and buried by a meter of ice. AT the ice fields a scan showed there may be hundreds more fully intact. Mountain home is a distant construct of city that ascends a high mountain range. These buildings are intact and absolutely magnificent. Mountaineering will be needed to cross the miles to them and climb to the lowest structures. The question now is if the IDA should restrict this portal from exploration and wait until a technology can be found to revive the frozen Tehrmelern, if they are Tehrmelern or mine for artifacts and crystals.

01	Mountain Home	OFF	02	Sand Bar	OFF
03	Sand Bar	OFF	04	Dune Beach	OFF
05	Rust Plain	OFF	06	Rust and Iron	OFF
07	Icefield	OFF	08	Icefield	OFF

ALTERNATE PLATFORM

- 01 MOST PERFECT OFF
 An absolutely utopian Earth with a 1890's society. These people are convinced they are the most perfect society while their servants toil and ferment. Criminals are ground into pet food.
- 02 GLASS MASTERS OFF
 A Roman like society broken into small village states. Everywhere is glass. These people are masters of ceramic and glass for everyday use. Generally friendly.
- 03 SALT SWAMP OFF
 Another hot swamp with high salt content in the soil and water. Trees are low and gnarled with many unfamiliar life forms. Salt Crocks can grow to 30 feet in length and are vicious.
- 04 BEE HIND THE LINES OFF
 Dog sized Killer Bees are slowly pushing mankind into extinction after their accidental release in 1966. The place is a small town in Northern Canada in summer. The Bees are beginning to swarm.
- 05 DEAD WORDS OFF
 On this 1940's Alternate Earth the Fringeworthy can see and speak with the recently dead. Nobody will believe them and even the dead can't believe the Fringeworthy are real.
- 06 SPRING BREAK 88 OFF
 Daytona Beach Florida when spring break releases all the criminals are allowed a week off for good behavior. Failure to return after 7 days is an automatic death sentence. It is not a crime to dispose of a criminal if he or she commits a crime during this 7 days. The system seems to work and the locals enjoy the tourism.
- 07 SULTAN'S PLIGHT OFF
 Sixth century Iraq where a Sultan rules over a happy people. There is magic in the air and the need for heroes to help rescue the daughter. A sailor named Sinbad will offer his boat and transport to the land of the Cyclops. He is a coward at best.
- 08 SKANK'S FILLING AND GATOR SHOW OFF
 Louisiana highway with a gas station and limited food mart. The year is 1973 and the pump price is \$1.16 a gallon. Skank loves gold and offers \$100 credit per ounce with no questions asked as well as Gator steaks with baked taters and swamp greens.



U.N.I.S.S. PLATFORM DATA

NAZI PATHWAYS

PRIME PLATFORM +035

Code 845-298-681-581



This Prime is a disaster waiting to happen. The year is 1966 and Nazi Europe has found several intact Ring Station. After the treaty of 47 the US, tired of fighting and a half million dead, simply called it quits. The world and US has recovered but there are deep problems in Europe and in the US where the Nazi's are destabilizing race relations and helping devalue the dollar. There is a war brewing here and it will involve the Nazis who are just starting to explore the Fringepaths. They may have a single Crystal Key.

01	Brazilian Ring Station	ON	02	Mohave US Ring Station	ON
03	Napal	OFF	04	Australian Outback	OFF
05	Damaged	OFF	06	Underwater	OFF h
07	Carlsbad Ring Station	OFF	08	Black Forest Germany	ON

ALTERNATE PLATFORM

01 NO TV OFF

A completely peaceful 1960's Earth where TV was never discovered. Families enjoy radio and live the good life. Little crime or economic instability with easy birth control and few lawyers.

02 SLARG FAMILY OFF

A gigantic set of Tehrmelern storehouses with food to feed worlds for centuries. All property of a family of 15 Slarg's who simply live to open the next meal pack.

03 COMPUTER CENTER OFF

By 1967 there were 5 super computers in the world. These massive thinking machines were built from relay and tube with robots to maintain them. The robots are now killing the technicians and planning a super mainframe in the Brookfield Atomic Research Center.

04 SKI SLOPE OFF

Another steep slope covered with ice and snow as well as skiers. Biological differences include violet eyes and 4 fingers and toes on the natives. Historically close with a 1990's technology though less violence and more politics.

05 SPINNERS OFF

Large black crystals 50 feet in diameter spin on small pylons. They change colors and seem to be singing. IDET explorers report waves of emotion that border on insanity. Touching them will knock an explorer down and wipe his mind for the last 6 hours. This loss is permanent.

06 PEANUT FARM ON

Arhab Carter runs this 5 acre peanut farm. He produces Peanut Butter, Peanut Wine, Peanut Steak, and Roasted Peanuts. He sells products from his little shop for silver dollars of any design.

07 WARSAW GHETTO '43 OFF

During this Alternate's WWII the Warsaw Ghetto has fought the Nazis to a standstill. These brave people have mistakenly liquidated an Chilean exploration group from the Prime, stolen their weapons and do not realize they have 2 Key Crystals.

08 BLUE FOREST OFF

Lively forest with common plants except most are shades of blue. Animals border on green to red in color with many marked differences in species design. All of these species and plants have reversed DNA and are incapable of survival on normal worlds.



U.N.I.S.S. PLATFORM DATA

PRIMATECH

PRIME PLATFORM +036

Code 919-656-686-438



An amazingly mineral poor civilization with a lot of skill and rocks. Their entire technology is based on use of lumber and stone to do even simple things. Common are wood wheeled bicycles and clothes made of dinosaur hides. They have a thriving trade economy based on service and skill of work. They are a friendly but naive people who will slowly advance. Their knowledge of natural medicine and minor surgery is impressive. They have a written language and books.

01	City Edge	OFF	02	Wooded Hills	OFF
03	Wide River Bank	OFF	04	Center City	OFF
05	Wild Forest	OFF	06	Fishing Village	OFF
07	Rock Quarry	OFF	08	Desert Highlands	OFF

ALTERNATE PLATFORM

01 DEAD LETTERS OFF

A large warehouse with 6 foot bundles of mail in a dozen languages. Anything from personal mail to checks and more. Some are not scenes of human worlds.

02 SEMI NUKED OFF

Another war aftermath of a limited nuclear exchange between United Europe and Trans Canada. Harsh laws are in effect. Warp opens to a mass burning of bodies in a stadium.

03 TRAIN WRECK OFF

Fenced enclosure around portal area with strange devices recording the warp. In the distance, behind the fence are 4 rectangular buildings and an encampment of tents.

04 SWINER'S HOPE OFF

The Swine herders have been slaves to the lords and guilds for a thousand years. Now they are planning a revolt. People here resemble pigs for good reason. They are not descended from apes.

05 BIBLICAL EARTH OFF

By the 1990's the world was Christian, mostly and united by the direct word of god who talks off a mountain in Israel. Armageddon is coming in a few years and everybody is prepping for it.

06 TENNIS OFF

A 1930's technology graces this Alternate along with everybody carrying a metal tennis racket for mutual protection. Common everywhere is a sparrow sized insect that is venomous and hungry.

07 WINTER PLAIN OFF

Warp opens onto a mountain side with a gentle grade. Below is the remains of a train rusted and covered in snow. In the distance is a square stone skyscraper more then 200 stories tall.



08 JUST BUREAUCRATS OFF

This Earth's solution to war was to create such a monstrous bureaucracy that nothing gets done without an act of some congress and 200 official forms. The year is a tech retarded 1950 that resembles 1930. Unfortunately this process is now destroying this society as the system becomes self perpetuating and the people less important. There are rebels that call themselves 'Movers' who want to streamline the system. They are regarded with horror by the media and upper class.



U.N.I.S.S. PLATFORM DATA
ANOTHER HOTHOUSE
PRIME PLATFORM +037
Code 581-473-571-723



If there ever was a miserable and hot forest where you couldn't light a match, this is it. Average temperature is a wet 116 with a breezy 95 at night. This entire world is one mass of jungle with a few small mountains. Animal life is both familiar and different with small packs of cat like predators constantly fighting with armored monkey like creatures. Vehicular traffic is impossible here and ultralight have few places open to land that haven't been taken by birds or huge moths. The Highland Forest area would be an ideal spot if it wasn't for the red biting flies.

01	Steaming Jungle	OFF	02	Steaming Jungle	OFF
03	Steaming Riverbank	OFF	04	Steaming Swamp	OFF
05	Highland Forest	OFF	06	Lush Savannah	ON
07	Mountain Top	OFF	08	Steaming Jungle	OFF

ALTERNATE PLATFORM

01 ANTS GO MARCHING OFF
 Hot house jungle with 6 inch army ants. These insects are dangerous as they are smart and possess limited technology. They carry tiny spears and crossbows. They also can be reasoned with and will trade for metals.

02 ALMOST WEST OFF
 A typical western town in the 1870's with the difference being the populace are dino-sapiens. There are marshals and reptile like natives.

03 GEHENNA OFF
 Darkness, normal pressure, low oxygen with average temperature of 42 degrees. Clay and rock, high in salt with evidence of dead marine life.

04 WALLACE KITCHEN OFF
 In 1978 a staggering economic crash and fuel shortage has left most of the world in anarchy. The US is under martial law and civil rights have been suspended by President Wallace. The warp opens into a tent city and a soup kitchen.

05 ACID SWEAT OFF
 A normal 1987 Earth with a few historical differences. Fringeworthy find that their body chemistry is extremely corrosive and toxic to life here. Fringeworthy are unaffected by this phenomena.

06 LIGHT & DARK OFF
 Portal is on in a 1 hour on, 85 hour off cycle. First reports show a manufactured surface. A sudden thunderstorm created an extremely slick surface as oil welled from the metallic coating. Skidding and unable to return to the warp the first explorers abandoned their vehicle and walked back to the warp. Return the next day showed the vehicle dismantled to the individual screw and stacked in piles. Only the copper was missing.

07 HOT ISLANDS OFF
 Beach warp shows a tropical island chain with active volcanoes. Traces of construction in one of the areas may be Polynesian styled and warrant further exploration.

08 GREEN MOON OFF
 Typical pine covered highland except the moon appears a little larger and is covered in green and blue. There is water and obvious vegetation there.



U.N.I.S.S. PLATFORM DATA

ON THE SET

PRIME PLATFORM +038

Code 426-388-648-779



Warp opens into a full Tehrmelern Ring Station that is a movie prop. This is the active set of the studio producing PORTALS, a Science Fiction TV series. Somebody is pulling strings here to create this show and introduce this world to the Fringepaths. Studio head of this operation is a Mr. Gideon Cliffordson, a shadowy figure who came from the Midwest to create the smash TV hit of 1990. Now in it's 4th year there is no sign of it's popularity slowing down. Cliffordson is neither a Mellor or Fringe-worthy, however, he hears voices and is on drugs to combat this problem.

01	Hollywood Studio	OFF	02	Manhattan Rooftop	OFF
03	Acropolis, Greece	OFF	04	Tibetan Highlands with Sheep	OFF
05	West African Coast	OFF	06	Tonga Beach	OFF
07	Junkyard (Munich)	OFF	08	Antarctic Icecap	OFF

ALTERNATE PLATFORM

01 TRAFFIC JAM OFF

An Alternate Eastern city in the 1920's. Traffic is a congested mess as Model T's and stumpy legged horses travel and converge. Happens every day about noon. People have no noses.

02 EZ SPACE OFF

Growing interstellar society with an easy to build Stardrive and Antigravity. Works there but not on Earth prime. Warp opens on the edge of a Starport Bar that rough spacers/engineers frequent.

03 GREAT AGE OFF

Amazing ruins that stretch to the horizon. Not built by humans. Doors are triangular and set 20 feet in the air. All is a crumbling ruin of metal, ceramic, and glass. The occasional statue of a cat graces a corner.

04 MIRSKY'S PARK OFF

A small but boring amusement park where the rides are slow, the games are rigged and the clown is not in the least bit funny. Otherwise it is an interesting place to spend an hour or two and waste a few dollars. Everything here is paid by or operates off of silver dollars of any design.

05 CHICAGO 68 OFF

The American Confederation election is coming and it's sure to be a battle as Wigg and Wobbly supporters clash in the streets of Chikago. Travel by horse or bicycle. Cars are rare.

06 HOT SHOT OFF

Since 1670 every 6 years sees the sun flare for a week. The results are 160 degree temperatures. The human population now heads underground for this event. Little progress.

07 TORNADO EARTH OFF

Unstable weather has created a rash of Tornadoes that start in March and end in October. By 1990 a thriving 1960's technology is building earth sheltered homes and business as well as underground mass transit.

08 WRECKAGE OFF

Ten miles of freeway wreckage. Rusted and twisted cars on both sides of this full ring station that is in the middle of a freeway. Electricity doesn't work here any more. The portal is suspect. There is a high fence around the portal and a guard tower that nearly watches the station. The locals are real angry and bent on capturing anything that comes out of the ring.



U.N.I.S.S. PLATFORM DATA

SLEEPING DRAGONS



PRIME PLATFORM +039

Code 987-834-922-893

Something fell in Asia about the year 1901 and Dragons began the conquest of Earth. By 1700 humans are living underground in Mole Cities. While Dragons are not exterminating them, they are a critical problem. Location 1 is a Huge stone fortress built by humans that is burned and in ruins. In its depths are a dozen sleeping dragons of multiple colors. They are long dusty but alive. Locations 5 & 6 simply feed them and are left alone. There may be an alien intelligence here.

01	Ruined Stone Fortress	OFF	02	Mole People City	OFF
03	Mole People Farm	OFF	04	Breeding Caverns	ON
05	Sea Fishers	OFF	06	Ruined City (Rome)	OFF
07	Ruins of London	OFF	08	Crater Valley	OFF

ALTERNATE PLATFORM

01 FURNACE TECH OFF

A vast steam heating plant patrolled by Nazi like guards in rubber bug suits. With club like weapons emblazoned with fish and chickens, they are dangerous and speak Portuguese with a french accent. At the end of the shift they change back into kilts and head to the parking lot and their tethered llamas.

02 BANANA VILLAGE OFF

About 1740 on the estate of a good Jamaican Landlord. He raises Bananas and welcomes visitors. He is doing vile medical transplant experiments with humans and animals. He has a Tehrmelern medical kit that is way beyond the IDA's science. It regenerates supplies and maintains itself when closed.

03 MOON BASE 79 OFF

War is breaking out between the Chinese and Americans. Warp opens into a moon cavern at the US base at Copernicus crater. Showing up here will stir up a few bad reactions and add to tension.

04 BACKYARD 85 OFF

Just a Hollywood back yard at midnight on the edge of a swimming pool. Yes, the warp exit dumps on the side of the pool and wakes the dogs and the family who call the cops. They are Apes.

05 HEARTLAND PARK 1966 OFF

Evening baseball game between the Red Thunder and the Dog Soldiers. The area is Native American but highly Americanized. The town is Chapwah in the state of Chyanne.

06 AFRICAN VILLAGE OFF

A moderately wealthy African village on the eve of their being invaded by the French. The year is 1955 and the invaders are searching for Communist agitators.

07 CONCERT HALL OFF

Midwestern concert hall in the 1880's where common folks are going to hear an opera. Unfortunately these people can hit ranges of sound that make noses bleed and shatter glass.

08 SNOW HILL OFF

Light snow is falling in this pine studded coastal area. Out to sea a half mile away is a fantastic construction of metal and 'different' technology. It is an aircraft carrier. The beings are thinner then humans.





U.N.I.S.S. PLATFORM DATA

ELF GLADE

PRIME PLATFORM +040

Code 625-656-729-426



Another energetic world filled with wee magical folk. Elves and diminutive fairies will cluster around and annoy Fringeworthy as they believe them special. There are many forms from a few inches in height and winged, to man sized and very civilized. They are a haughty people prone to vainness and looking down at human accomplishment. They care little for cold steel and diesel fumes. They are curious about technology and will steal anything they can collect as tribute to the King and Queen of the local area. These creatures are vaporized by the Tehrmelern Pathway System.

01	Wild Forest	OFF	02	Deep Quiet Forest	OFF
03	Scrub Forest	OFF	04	Lake Shore	OFF
05	River Bank	OFF	06	Meadow	OFF
07	Mudflats	OFF	08	Desert Scrub	OFF

ALTERNATE PLATFORM

01 DEMOCRATIC CHINA OFF

Since it's turn to capitalism in 1989, this china has become fast friends with the West and is ever watchful of the increasing instability in Soviet Russia.

02 GREYLOCK'S GOLP PAN OFF

Odd earth where the warp borders a string of shops. Goods from these are at least half familiar. The easiest is a Bar and Grill that serves cooked things in small brass pans. These things include mouse hash and ratburgers.

03 IRON PODS OFF

Red vegetation covers this world. The plants are amazingly tough to cut and filled with corrosive fluid that eats through steel and rubber. They bear pods of near solid iron.

04 NIGHT FEEDERS OFF

By the 1990's this Alternate is still somewhere in the 16th century after bringing a plague back to Europe. Serious problems with semi-intelligent vampire bats that have become universal around the world.

05 PERSIAN EMPIRE 1720 OFF

In the 1200's the Persians again rose to take the Arab World and then most of Europe. Now floundering, Islam is spreading and the Iron Fist is beginning to slip. Americas never colonized.

06 TEHRMELERN HOUSING PROJECT OFF

Stands of Tehrmelern House-Trees by the hundred. Beautiful forest setting preserved by a natural technology. Hidden in the wings are least and lesser Mellor by the hundred.

07 COPY CENTER OFF

A group of monks labor to save all the data of the world in this 2006 Alternate. The brothers of the book are an amazing collection of technologists who work to create as they call it 'Alight for Learning'. They believe a great dark age is coming and this work will restore man to grace. They have no computer technology and etching thin ceramic sheets.

08 ODD HOUSE OFF

A large 1970's suburban home in the middle of nowhere. The family living there welcomes the Fringeworthy as if they are long lost relatives. This is a block long Doll House for an alien intelligence that lives under it. People are bio/mechanical constructs. This will become obvious after a time when the intelligence begins to create puzzles and games for it's new pets.



U.N.I.S.S. PLATFORM DATA
MISSISSIPPI WEST
PRIME PLATFORM +041
Code 796-761-894-959



This Alternate Earth is the home of two warring superpowers. The dividing line is the Mississippi River where the Texas Republic takes the West and England's Empire takes The East. After the loss of Washington in 1812 the remaining government and a large population migrated west. The English were happy with the return to the colonies and territories across Canada and to the great river. Now in 1907 the Empire is looking west to finally consolidate world domination.

- | | | | | | |
|----|-----------------------|-----|----|---------------------|-----|
| 01 | New England Town | OFF | 02 | Boston Harbor | OFF |
| 03 | Carolina Coast | OFF | 04 | Puerto Rico | OFF |
| 05 | East Bank Mississippi | OFF | 06 | Prairie View Texas | OFF |
| 07 | Ruins of Shanghai | OFF | 08 | South African Beach | OFF |

ALTERNATE PLATFORM

- 01 COMMON GOLD OFF

On this Alternate Geological copper is rare and gold abundant. The metal is used for everything from wire to coatings to coatings for steel. This world has a 1940's technology and the abundance of gold coatings ensure very little rusts.

- 02 BALD OFF

Alternate biological where everybody loses their hair at maturity. Hats are common and the young tend to shave their heads to emulate the older. Technology is a 1860's equivalency with strong Scandinavian influences.

- 03 BURGER SPOT OFF

Another small burger place high in the West Virginia hills. The owner is unassuming and will feed anybody or thing as long as they have something to pay with.

- 04 PAPER SNOW OFF

The wind whipped snow is more a cellulose chip coated with frozen water. These are actually seeds with a fine white coating that makes them airborne. Seasonally they fly like snow. There are paper eating rodents here that digest cellulose.

- 05 GOLAN 69 OFF

Start of another Israeli conflict at the Golan Heights. The Babylonians and their client states are about to attack. The year is 1997 and both sides have a WWI technological base. The history is different but the people are still fighting over sand.

- 06 FACTORY OFF

Warp opens to the warehouse of an Albanian light bulb factory in 1977. High speed machinery is turning out a low quality 67 watt light bulb with reversed threads. At least a hundred an hour are moving to a testing and processing factory by hand cranked belt. Natives are none too bright and hostile if their job is threatened or disturbed.

- 07 SFB OFF

Low grass and a vast tundra are populated by slow moving flightless birds and fat predators that resemble dogs. A vast ecology here runs at half speed most of the time.

- 08 WRINKLE FOLKS OFF

This Renaissance community is composed of people who are wrinkled. In fact they are amazingly wrinkled and consider it the norm. They view IDET Explorers as freaks of nature.



U.N.I.S.S. PLATFORM DATA

TEHRMELERN CITIES



PRIME PLATFORM +042

Code 935-363-738-421

This Prime was a key world with the local Tehrmelern population. Each of the Prime Portals lead to a secondary station on the planet. Each station has a cluster of 16 of the 25 foot rings to other surface points. These locations are all cities of magnificent and epic proportion with mile high buildings of glass and ceramic. This area is also heavily infested with Mellor by the Millions. As if the world is sleeping, they are everywhere and waiting to be woken up. Station six is on the shore of a great ocean with mile high buildings on the far shore.

01	Station High Sierra	OFF	02	Station Low Desert	OFF
03	Station Grasslands	OFF	04	Station Industrial	OFF
05	Station Starport	OFF	06	Station Sandshore	OFF
07	Station City Lights	OFF	08	Station Forest	OFF

ALTERNATE PLATFORM

01 SLIDEWALK OFF
A long slidewalk that takes explorers to a vehicle storage facility. These are damaged Pathway Trains that are waiting repair. Some are damaged spectacularly and have a stasis field.

02 OUT OF MIND OFF
This is a Mind Transfer portal that places explorers in the bodies of a 1950's street gang for a minimum of 72 hours. The gang is under fire by police and a rival gang for suspected murder.

03 LIGHT SIEGE OFF
Farmhouse in a rural valley. As darkness falls they come under siege of an alien slaver ship. The insect like crew and their mixed bag of warriors try to take the 8 people in the house captive.

04 BIG KIDS OFF
As the Fringeworthy exit the warp they discover they are facing a group of 10 year old kids who average 9 feet in height. They are bullies and take a liking to the IDET uniforms and toys.

05 SILVERBACK OFF
Mountain side that is home to a family of Gorillas. The leader is an old Silverback who speaks fluent Portuguese and well knows what humans do to his kind. They are intelligent.

06 HORSE RACE OFF
Warp opens to the outside of a stadium. The crowd cheers as the race begins. The horses are human and the riders a small Reptile like humanoid a meter high. Humans are for sport or food.

07 SNAPDRAGONS OFF
The flowers here are huge and magnificent. Beware the Snap Dragons because they do. There is evidence of bio-engineering and that this is a natural preserve.

08 DEAD TREES WALKING OFF
This sandy and dry place is the home to clusters of leafless black trees that creep across the landscape. These vegetable vampires prey off each other as they search for water.





U.N.I.S.S. PLATFORM DATA
A WOMANS WORLD
PRIME PLATFORM +043
Code 128-928-238-719



After the First World War a political movement began that changed the world. By the year 2000 women are in charge of a more peaceful planet. Their rules are simple and punishment harsh. No wars, weapons and violence. While technology has staggered a little, everybody is fed and happy with only a small amount of dissent by the Men's Liberation Front and their gun carrying extremist branch, the MRP or Men's Revolutionary Party.

01	New York	OFF	02	Hamilton, Canada	OFF
03	Australian Outback	OFF	04	Niagara Falls, NY	OFF
05	Christ Church, New Zealand	OFF	06	Athens, Greece	OFF
07	Bordeen, France	OFF	08	Kyoto, Japan	OFF

ALTERNATE PLATFORM

01 CHEYENNE CAMP OFF

A peaceful encampment of 800 Cheyenne Indians in the year 1966. They are in the Indian States of America. Their primitive exterior hides a high tech use and sophisticated communications. While cities here are not large, they are numerous and linked by sub shuttle. There is an ongoing dislike of the continuing feudal age of the Europeans and multiple colonization attempts by African Moslems.

02 MOUSE HOLE OFF

Warp exist into a Mousehole. The mice are human sized and the cat the size of a Whale. This is a world on the grand scale where Fringeworthy are the size of vermin. There are giants on this earth, very humanoid and of a near medieval culture.

03 RECYCLE YARD OFF

Miles of plastic parts piled in bins and pits. Most has no obvious purpose but a few of the clear plastic bottles can be identified by brand names like Happy Raspberry, Pepsi, and Aztec Cola. There is no pattern to this neat storage.

04 ANOTHER HOT STAR OFF

A very hot and desert like Earth with a triple sun. Life here is armored and mostly nocturnal. There are small vicious predators with strong claws. Daylight is painfully bright.

GARDENS OFF

05 Small village maintained as a perfect garden. The gardeners were once human but are now a stagnant group who wonders about the ruins of great technology. They are uneducated.

06 INDIAN NATION OFF

Another Alternate where India is in a two front war with German backed Turks and the Warriors of the Kahn. This free industrial giant is a the last great hope for a world under dictator and king.

07 ROOFTOP OFF

The rooftop of Amazing Space Stories, a second rate magazine that publishes Fantasy and 'Space' Science Fiction stories. The roof gives easy access to offices and a slightly psychic editor.

08 POOLSIDE OFF

The concrete deck of a swimming pool in Beverly Hills CA. The house belongs to down and out movie producer Dirk Keester, his wife Maggy and 8 pink Poodles. The scotch is in the cooler. Fringeworthy will more then likely be attacked by the dogs or be driven into the pool. Keester will be amazed and see a fast buck in use of the explorers to create a TV mini-series for the Scientification Channel.



U.N.I.S.S. PLATFORM DATA
DWARVE'S EARTH



PRIME PLATFORM +044

Code 368-729-851-721

On this world the majority of the population is less then 3 feet in height. Strong and robust, these people are engineers with stone and wood. Only in the last century have they discovered steam and use of iron. Alongside the Enderwalt are the Arkanut, the tall folks of the northern climates. Slaves until a century ago, they won their freedom and tend to cluster in Gypsy like camps. They are the masters of medicine and the soft sciences. Much discrimination still exists.

01	Rock Highlands	ON	02	Cold Swamp	OFF
03	Old Forest	OFF	04	Old Forest	OFF
05	Logging Camp	OFF	06	Great Bridge	OFF
07	Enderwalt City State	ON	08	Sand Beach	OFF

ALTERNATE PLATFORM

01 GHOUL CITY OFF

Everyone here is half dead. A plague has turned the once thriving populations of this 14th century world into gruesome cannibals. There seems to be little hope for the survivors.

02 TALKING BEARS ON

Here the Humans are at best idiots and the bears have the ability of speech and reasoning. With great memory and patience, they are educating the few humans who can learn.

03 THE MONARCHY OFF

This is a culture that stayed in the renaissance for 4 centuries. Styles are flamboyant and the latest concept is the electric light and the telegraph. Monarchies, loved by the people, rule.

04 MARINE CAMP OFF

This is a high tech Marine encampment that is devoid of troops. As if they walked off a few months ago, their gear is still in place. Everything points to alien invasion or abduction.

05 WET ASHES OFF

Rocky plateau covered with ashes and mud. This appears volcanic in nature. In the distance are lava flows, steel ruins and a very large volcano that is still moderately active. The ruins are burned and rust covered. There are fallen concrete walls and frames from long destroyed vehicles.

06 CYBERIUM REX OFF

In the year 200 the Romans discovered movable type and electricity. By 2000 the earth is a cybernetic paradise controlled by the Emperor who doesn't allow the unprocessed to roam free. There is still slavery and barbarians are generally from the Far East or Native American Indians.

07 FLAT FARM OFF

This alternate is a simple farm with very flat sheep and chickens. Nothing else seems out of the ordinary except no animal stands over a foot in height. From the designs of the structures and buildings the residents here may not be over a foot in height.

08 WHACKER BAT PARK OFF

A 1930's styled earth where an incomprehensible baseball like game seems to be the national pastime. This place is strangely warm and friendly while being just this side of strange. Men wear hats and women seem to carry fans. The population is a varied ethnic mix with no racial overtones to society. The society has a long history of politics and compromise with most politicians being elected and then released from their job after several years and a vote of confidence.



U.N.I.S.S. PLATFORM DATA

STARPORT '67

PRIME PLATFORM +045

Code 489-683-431-293



In 1956 antigravity was discovered or salvaged from the wreck of an alien flying saucer. By 1967 America is quickly entering space and setting up bases and military stations to prevent additional alien raids. Communist Russia is friendly and Imperial China preoccupied with its own problems. The US Space Corps suspects the Grey Aliens have enslaved other worlds and are on a mission to liberate the galaxy in the name of truth and justice.

01	Neighborhood Park	ON	02	High Desert	OFF
03	Gorky Park Moscow	OFF	04	Imperial China	OFF
05	Cape Eisehower FL	OFF	06	Tobuku, Ghana	OFF
07	Vegas Starport NV	ON	08	Barbersville, KS	OFF

ALTERNATE PLATFORM

01 WRAITHS & ANGELS OFF

Nearly substantial monsters and magnificent humanoids follow individuals on this world. A 1940's technology, few seem to notice these beings. Groups of the monsters will appear to be assembling technology as the other humanoids battle them. Fringeworthy can see them quite well.

02 FLESH FARM OFF

Monsters are farming frightened people. They appear to have been taken from ALT #1 and deposited here to breed or become cutlets. Here the creatures are mortal and can be killed. They have a 1890's technology, buildings, steam and spring powered dart launchers.

03 WIGGLE VINES OFF

World covered by vines with a mind of their own. They are not hostile but the pulse with life and move a little. This living carpet is home to animal and a monkey like species that is at best a little stupid.

04 FOUNDATION OFF

Nothing is left on this world but foundations, streets, tree stumps, and basements. The survivors tell of an energy storm that sheered everything off. It returns at random to annoy survivors who have decided life is far better underground. There are things hidden in these storms, some form of life and intelligence. At times a storm will single out a survivor and carry them away.

05 VOLCANO OFF

Another Earth where the geology is at best a little unstable and Volcanoes belch ash and noxious gasses into the atmosphere. The poles are heavily glaciated and there are mammals.

06 PRE TECHS OFF

This healthy Neanderthal population has high craftsmanship skills with bone, wood and stone. They are amazingly wise and friendly. They are masters of holistic healing and natural medicine. They laugh a lot and nearly universally brew their own wine and beer.

07 WEEDS & ROSES OFF

This garden spot is a battle zone between Roses and giant dandelions. There is little else then a few pines and lots of bees.

08 HIGH TECH TANK FIELD OFF

This farm field is actually in a vast tank. There are thousands of these connected by airlock and robotic gardeners. No human life is in evidence but the food grown is excellent. Some native forms like carrots and cabbage are found but the majority of items are strange in shape, color and taste.



U.N.I.S.S. PLATFORM DATA
THIS SINKING EARTH



PRIME PLATFORM +046

Code 447-381-892-786

Land masses on this world are now sinking at the rate of 2-8 feet a year. It started in the 1980's during underground testing of Hyper-Nuclear Weapons. Wars are starting to be fought as people flood inland to higher ground and crop lands are covered by swamp and water. Many major cities are now little more than masses of high buildings over water. Fuel production is now a national crisis as most of the oil fields and refineries are now under water. Governmental agencies are now on mountain tops and great floating cities are planned.

01	Sinking NY	ON	02	Scottish Highlands	OFF
03	Sinking Charleston SC	OFF	04	Patagonian Highlands	OFF
05	Sinking Florida	OFF	06	Sinking London	OFF
07	Great Salt Sea, KS	OFF	08	Sinking Houston, TX	OFF

ALTERNATE PLATFORM

01 **DIAMOND SANDS** OFF
World of high mineralization and blowing sands that are diamond dust. This sand will strip paint, frost glass, remove skin, and destroy machinery. Life forms here have tough outer shells and are prone to burrowing. Plants have scale that wears down as it grows.

02 **FURBALLS** OFF
This long dead civilization's ruins are home to Furballs, cute purring cat like blobs with little faces and long tails. Mildly telepathic, they are sensitive to bad thoughts and violence. If you harm one others will remember. Their bite has a sleep inducing effect that allows them to knock out larger herbivores and feed off them while they sleep.

03 **MEDIEVAL EARTH** OFF
Another earth stuck in the dark ages. A communistic government has replaced royalty and keeps 98 percent of the population ignorant and working for the Council of Social Plenty.

04 **CHAIN GANG** OFF
Men and women are on a county side chain gang. The masters are not normal humans, but have the style and manner of police. They are simply a second human race that overlords.

05 **KANGAROO RANCH** OFF
These 6 foot kangaroos might not be a shocker but the farmer with the Brooklyn accent and the green cigars is. This is central Kansas, home to Dregels Roo Meat Packing plant.

06 **HOTEL CONVENTION CENTER** OFF
Massive building that houses a hotel complex of 10,000 rooms and a miles wide convention and EXPO center. It is an amazing sight and even more amazing that it is not in use and patrolled by old men on electric carts.

07 **AMMONIATED SWAMP** OFF
Magnificent swamp with towering trees and a high amount of ammonia in the water and atmosphere. This world is toxic within minutes without filter masks.

08 **OGRE CITY** OFF
These primitive humanoids have build an amazingly crude city of mud, steel and stone. They average 600 pounds and are muscled like bulls with a brain to match. They are hostile. They will not be reasoned with and consider humans a tough but tasty snack.



U.N.I.S.S. PLATFORM DATA
BLOODSUCKING EARTH
PRIME PLATFORM +047
Code 773-268-353-766



This world has a serious problem with bloodsucking pests. In the 1900's there was an outbreak of Vampirism that is still being fought in the 1940's. London and New York City are considered a no-man's land populated with the children of the night. There is an uneasy truce at the borders with vampire 'Slave Masters' who plot to expand their territory or bring other cities under their control. Military forces deal harshly with these creatures and their sympathizers. There have been several minor wars fought to eradicate these creatures but neither side has an advantage.

01	Garlic Farms, Iowa	OFF	02	Dark London	OFF
03	Cathedral Row, Boston MA	OFF	04	Pengwah China	OFF
05	Yalgrad North of Omsk	OFF	06	New York City	OFF
07	Bamboo Forest, Malaysia	OFF	08	San Diego Beach	OFF

ALTERNATE PLATFORM

01 LIFE AND DEATH GAME SHOW OFF
 Holding area for the hot TV game show 'You Bet Your Life'. This violent culture is the result of Mafia influence on Federal laws and the takeover of Congress by the descendants of the Mob. Political prisoners and enemies of the bosses wind up here.

02 PALM FOREST OFF
 Windswept and warm, this is a vast forest of palm trees and coconuts. The primary inhabitants are crabs, spider monkeys and a chicken like dino-raptor.

03 MISSILE FIELD OFF
 A valley of concrete silos and nuclear missiles. These have been in place for a long time and seem to be abandoned. Underground shelters are pillaged and home for wild dogs. The missiles are still there behind glass walls.

04 BLONDS OFF
 On this 1860's technology world the population is uniformly blond haired with blue eyes. No other human genotypes exist. They are now colonizing the Americas, a continent of subhuman, apelike raiders who are vicious to the extreme.

05 THREE FINGERS OFF
 This stable sea-sailing going culture is only different in that the inhabitants have one less finger or toe. This seems to mean little. They are a friendly and cultured people steeped in tradition.

06 ARAB TEXAS OFF
 A migration from Iraq, Lebanon, and Palestine in the 1820's has established a large Arab state where Texas should be in the geographical center of the United States. They are independent and proud of it. By the 1840's they have fought three wars with Mexico and the Indian Territories. There is now respect for these people but no talk of incorporating them into the United States.

07 GEYSER FLATS OFF
 Vast flats of cold geysers. Old lava flows and hearty plants that cling to sand filled cracks and little valleys. There are intricate sets of caves everywhere where lizards abound.

08 CHINESE EARTH OFF
 After contact with the Romans, the Chinese set out on a program of expansion and extermination that absorbed everybody in Europe and Africa. The society is stable but warring with the Aztecs.



U.N.I.S.S. PLATFORM DATA
MOUNTAIN EARTH
PRIME PLATFORM +048
Code 251-774-946-446



This geological alternate is covered by mountains, valleys, plateaus, and a single equator spanning sea. The people here are great builders with brick and stone. They also have developed sophisticated steam engines that power trains. Their bridge and tunneling skills are amazing and frightening to the best IDET engineers. A council of Social Democrats control politics and city laws are strict when it comes to building or business. They are discovering Radio.

01	Small Plateau	OFF	02	Rail Yard	OFF
03	Rocky Valley	OFF	04	Coffee Plantation	OFF
05	Sea Beach	OFF	06	Hillside City	OFF
07	Brick Farm	OFF	08	Polar Wastes	OFF

ALTERNATE PLATFORM

- 01 CHEMICAL PLANTS OFF
 Vast chemical flats covered with ancient processing plants that are still working. The smell of Ammonia is everywhere and some of the rainbow pools are highly corrosive. There are life forms living in the plants, odd twisted things that feed on chemicals and each other. Plant life is nearly non-existent.
- 02 OCEAN DOMES OFF
 Vast undersea domes interconnected by tunnels. This great city was abandoned centuries before. Technology that created the domes is obviously Tehrmelern. The sea life is Jurassic.
- 03 WILD ISLANDERS OFF
 Tropical island with a pair of volcanic cones and a wild set of natives. These primitives are waiting to find the right sacrifices to send into the volcano. They are not evil, just stupid.
- 04 GREEN GORILLAS OFF
 Heavy mountain side vegetation and green gorillas are the key attraction in this alternate Africa. The natives are also on a shade of green as well as the Colonial Dutch who are hunters. Here it is the 1940's and Africa is mostly unexplored.
- 05 SLOW LIGHT OFF
 Physical laws here vary as the speed of light is much slower, in fact it creeps along at 97 miles an hour. This change has no ill effects on this Earth's healthy bronze age culture.
- 06 SIGN OF THE HAMMER OFF
 Instead of the cross, the Nazarene was bludgeoned by a Roman Soldier with a large hammer. This is now the sign of the Christian populations of Terra in the late 20th century.
- 07 STREET OF THE JEWELERS OFF
 A 14th century Earth ruled by King and Wizard. This is the street of Jewelers who are fine craftsmen. Other streets in this Italian city boast of clothing, weapons, fast food and other wares. There are close similarities in national style and names though history is radically different. There are forms of magic here that are obvious. In the crowds are things that are not human but treated as any other shopper.
- 08 DESERT RAILS OFF
 Station and a rail line in the middle of a southwestern desert. The station is abandoned and a mile down is a nuclear powered steam train, also abandoned and radioactive. Signs here are in an odd script of dots and lines. The station is quite classy for something built in the desert and shows mosaics of industrial plants and an orange people who are stocky and uniformly dark haired.



U.N.I.S.S. PLATFORM DATA
AMSPAN WAR '64
PRIME PLATFORM +049
Code 954-185-364-197



The sun never set on the Spanish Empire and by June of 1964 the invasion of the US had begun. There was no WWI or WWII and nuclear weapons are theoretical. The push from Mexico has bogged down in Houston and in Florida. Most of the world is staying neutral except Russia who is backing the US. While the Imperial Chinese Republic is supplying the Spanish, there is increasing pressure that may pit them against the Russians. United Africa may swing the balance either way.

01	Washington DC	OFF	02	Austin Hot Zone	OFF
03	Ruins of Houston	OFF	04	Mayan Ruins	OFF
05	Turkish Countryside	OFF	06	Kitchner, Canada	OFF
07	Seattle WA	OFF	08	Florida Landing Zone	OFF

ALTERNATE PLATFORM

- 01 GRAPE FIELDS OFF
They look like grapes and bottle like grapes but these people are drinking a wine that is at best disgusting. A friendly and technically backwards people, there is no accounting for taste. If the Fringeworthy think the wine is bad, then the tavern will make a greasy spoon diner look like a 5 star restaurant.
- 02 SHATTERED DREAMS OFF
A shattered Tehrmelern city that has been stacked in vast piles. This is an amazing place that was neither blasted or burned, but rather shaken to debris. Many finds may be here as well as a few very hungry Mellor.
- 03 STONEWORLD OFF
Vast stone quarry where humans are carving stone blocks and creating monumental works of art. They have a great railway that hauls their works to distant cities. This world has a mild climate with no real winters.
- 04 SEAPORT OFF
A great seaport where the ships have sails and are tall. This is an odd culture that combines the best of Asia and Rome. The people are a short dark stock with an occasional Norse-like giant.
- 05 HAWAIIAN EMPIRE OFF
Sailing the Pacific Rim, the Empire now covers the coasts of America down to the tip of South America. They are a friendly people who will ruthlessly exterminate their enemies if they can not adopt them as extended family.
- 06 DOG SOLDIERS OFF
Dog like humanoids in military attire are manning a small fort in the wilds. They are not happy with the human natives and are running out of Black Powder for their muskets.
- 07 PAX TERRA OFF
Another Roman Earth where the Pax Terra has been held for over a thousand years. The empire is old but stable. Electricity is new as well as powered flight. Dissent is brewing in the Americas and the United Pacific Islands.
- 08 PHILIPPINES 42' OFF
Here the Japanese were invited to help police the island and are going to stay no matter what Communist America or the German Republic wants. Politics here is a nightmare of influences that are going against the basic needs of the people.



U.N.I.S.S. PLATFORM DATA
AM ESSR CONFLICT



PRIME PLATFORM +050

Code 632-137-157-892

Communism has taken Europe and England by the year 1988. The US and Canada have merged into a super state and are bent on liberating Europe. In reality, both governments are stable and the looming war is more political than hot. After President McCarthy, America has seen a long line of reactionaries who are only now being diffused by Prime Minister Robert Kennedy. England has remained a neutral wildcard in the conflict and is economically healthy.

01	Miller Crossing, FL	OFF	02	South Carolina Beach	OFF
03	Manchester, England	OFF	04	Village, Honshu, Japan	OFF
05	Jamaican Beach	OFF	06	Stockholm, Sweden	OFF
07	Teheran, Iraq	OFF	08	Somalia Village, Somalia	OFF

ALTERNATE PLATFORM

01 COMMUNIST CANADA OFF
 Lenin fled to Canada where he established Communism. Now the Evil Empire of the North is threatening American interests on the great lakes and in Alaska. Quebec is still french and remaining neutral to both sides.

02 AMERICAN WILDS OFF
 As settlements established on the American coast, the native population ensured that they would stay there and established a no-mans land. The continent in 1995 is still mostly wild.

03 ZEALAND TRACK OFF
 Back woods West of Christ Church New Zealand. Dotted by the occasional farm and suspicious natives. The year is 1912 and there are rumors of Maori raiders and supporters.

04 METHANE JUNGLE OFF
 This stinking swamp is filled with Methane. Vehicles, while looking stable will hit patches of muck and sink into the black waters. Beware the crab-like predators in the swamp and the Gators.

05 DRAGON ROCKS OFF
 Pyrite outcroppings that are home to foot long fairy dragons. These spark spitting creatures feed on sulfur and organics. They are cute, fearless, catlike, smart, and destructive.

06 WILDFLOWER SNOW OFF
 Fields of wildflowers that bloom with the sunrise even with the ground frozen and covered in light snow. They also concentrate radioactives for warmth and tend to be a little hot. No animal forms eat them.

07 MAGICAL KINGDOM OFF
 Another high tech kingdom of happy people and wizards and talking animals devoted to making visitors feel right at home. This facility is locked behind chain link fences. There is a wasteland beyond of shabby trees and blowing papers. There is an undercurrent of sadness in the wind, as if some great disaster has stripped this Alternate Earth of life and meaning. Some of the more sophisticated robots seem happy to have visitors. In fact they will generally attempt to kill humans with kindness and toxic food.

08 VICTORIAN CHICAGO OFF
 Magnificent Victorian styled city of Chicago that retained it's style into the 1970's. Now facing racial and job problems, many of the structures are in need of repair and the people are hostile. The Midwest is vastly unpopulated and the Western states are connected by dirt road and rail. World politics is a morass of wealthy families, royalty and colonial governments.

U.N.I.S.S. PLATFORM DATA

PRIME PLATFORM

Code

01 OFF / ON
03 OFF / ON
05 OFF / ON
07 OFF / ON

02 OFF / ON
04 OFF / ON
06 OFF / ON
08 OFF / ON

ALTERNATE PLATFORM

01 OFF / ON

02 OFF / ON

03 OFF / ON

04 OFF / ON

05 OFF / ON

06 OFF / ON

07 OFF / ON

08 OFF / ON



U.N.I.S.S. PLATFORM DATA SMALL VILLAGES



PRIME PLATFORM +051

Code 845-298-681-581

This Earth saw an odd cultural change where villages decided that 300 people in an area was enough. Villages are scattered everywhere. While the technology has been slow to develop there is electricity and a phone service. The crime rate is almost zero and the people take care of themselves and their neighbors. There is little politics and people are generally happy. Some inbreeding has caused generic problems but most groups are trying to marry out of their village and there is a fair rate of movement from village to village.

01	Duck Pond	OFF	02	Country Farming Village	OFF
03	City Trade Center	OFF	04	Woodcutters Camp	OFF
05	Dense Forest	OFF	06	Pine Woods	OFF
07	Salt Marsh	OFF	08	Sand Bar	OFF

ALTERNATE PLATFORM

- 01 UNICORN FARM OFF
An average farm with unicorns. They are used for draft, meat and milk. The human population considers them nothing special though they have legends of magical creatures called pigs.
- 02 BONEWALKERS OFF
These Iron Age humanoids are thin to the point looking like animated skeletons. This is normal for their physiology. They consider human norm a bloated horror and will react with xenophobia to the extreme. These people are in an early industrial age and have chemical/steam powered firearms.
- 03 KNIFEMAKERS OF ZONN OFF
Arabian styled society that prides themselves on blades and blade making. They consider firearms an insult to culture and a coward's choice. They will buy and sell blades and steel. Knife fighting is considered an art where first blood takes the conflict. They are sharp traders and willing to bargain for precious stones and metals.
- 04 HIGH EGYPT OFF
Historical Alternate where Rome never conquered Egypt and the culture flourished into the 17th century. By 1790 the old kingdom is in conflict with China, New Rome and Persia. Colonies of the four great nations dot the Americas and the great temperate pine forest island of Antarctica.
- 05 FLOODED ST. LOUIS OFF
Flooded and half abandoned city of St. Louis after the American Midwestern ocean formed in 1955. Part of the buildings are run by a fishery and others by Sea-Squatters. Both scavenger societies are ignored by the government.
- 06 BLINDWORLD OFF
Here few life forms developed eyes. Most of the predators rely on smell and sound. A primitive humanoid group uses bat-like radar to see and communicate. Every seven years the sun
- 07 LOW POWER OFF
Nothing on this forest like world runs properly if it is electric. All power generators do little else then trickle. Most life forms are slow moving and the majority of the birds walk or glide.
- 08 FLYERS OFF
Smart but tiny winged avian/humanoids that build towers in the mountains. They have a pastime of brewing beer. Craftsmen with ceramics, leather, and bone. Little metal on this alternate.



U.N.I.S.S. PLATFORM DATA

HIGH RENT

PRIME PLATFORM +052

Code 919-656-686-438



Amazing high tech culture that builds up to 1000 level structures. The vehicles fly and the population is stable but very dense. Most of these warps open into parking lots. The year is 2744 and it isn't much different then any of the 20th centuries congested cities. Aliens are evident as well as free robots and bio-constructs. The people are indifferent to most happenings outside of their own level. Computer AI access is universal and food is free if you have an ID implant. The higher you level the richer you are.

01	East Metro City	Lev 210	OFF	02	West Brit CPX	Levl 522	OFF
03	Ground Dump	Level 0	OFF	04	Great Lakes	CPX Lev 389	OFF
05	Bay District	Lev 55	OFF	06	Startower	Lev 600	OFF
07	Polar Foundations	Lev 0	OFF	08	Imperial City	Lev 630	OFF

ALTERNATE PLATFORM

01 LOW TIDE OFF

Low tide outside an abandoned seacoast processing plant. Wood, tools and debris are evident as the water recedes. The stars are mostly orange and red. Some radio transmission that lead to great rusting mainframe computers. These sophisticate machines use laser holography to project images and interact with the explorers. The machines are damaged and a little psychotic.

02 SHALE DESERT OFF

A desert of shale stretching to the horizon. Meters thick, it is only broken by cracks and pits that are lined with grass and sand. A few scaly birds will circle anything that moves.

03 RING TAIL PEOPLE OFF

Small humanoids who are masters of wood working. All have a long tail and are covered with grey and orange fur. They are extremely cautious and weary of bigger people and firearms.

04 CATASTROPHE OFF

Some bio-agent has swept this once civilized world and reduced the survivors into rabid cannibals. There are pockets of survivors who are slowly being exterminated by the victims.

05 BLACK PYRAMIDS OFF

A valley of black pyramids. At the sealed entry are colossal statues of death and warnings. There is a classic radiation trefoil on the statues. The cultures here are long gone.

06 YAKENSTEIN'S DELI OFF

Small city corner where there is a cheerful Deli that serves Yak meat on a variety of sandwiches. The food is excellent and old Yang takes silver by the ounce and give the explorers a 5 Kahn note or about \$10 in Royal currency. The milk shakes are fermented and heavy in pepper.

07 SHALLOW STREAMS OFF

Wide shallow streams filled with trout. Bear are evident but are the size of small dogs. Pines cover the hills. There is no indication of intelligent life. The ducks are meat eaters and are often seen battling with the bears.

08 SULFUR PODS OFF

Magnificent jungle with flowers and large yellow pods. They are filled with sulfur and are burnable. The vegetation is moderately toxic and contains heavy metals and chemicals in more then trace quantities. It is more then likely these were not natural in their development.



U.N.I.S.S. PLATFORM DATA
NAZI AMERICA III
PRIME PLATFORM +053
Code 431-527-374-246



In this world the Nazi party failed to gain power after Hitler and his followers were blown to bits in a beer hall bombing. In the US the Nazi movement caught on and because of the great depression and won seats in Congress and eventually put John Richter in the White House. The year is now 1951 and America is a shambles under the Nazis. Many are fleeing to Canada and the government is looking towards Mexico as a territory to conquer. Another political nightmare for the IDA that needs a political housecleaning and a new government.

01	Tulsa, OK	OFF	02	Long View, TX	OFF
03	Bainbridge, MA	OFF	04	Baton Rouge, LA	OFF
05	Himmler, FL	OFF	06	Prague, Czechoslovakia	OFF
07	Minsk, Russian Republic	OFF	08	North Hampton, England	OFF

ALTERNATE PLATFORM

01 BRUTAL EARTH OFF

On this cultural variant the people have no social conscious about mayhem and killing. They are brutal and greedy, waging war on neighbor, family and anyone else they think has more wealth. Families are armed camps of politics and oppression.

02 SUICIDE CLIFFS OFF

This beach front property is shunned by everybody. This is where people without hope or reason come to throw themselves into the sea. It is 140 foot drop to the rocks and sea birds below.

03 KWIKKI MART POLYNESIA '77 OFF

Beach front strip with small businesses that attract Japanese and Persian tourists. The store is a Kwikki Mart that has real coffee, frozen bananas rolled in pine nuts and roasted pineapple on a bun.

04 BEER CELLAR OFF

A huge underground vault of barrels of beer and fine cheeses. This is the cellar of the Monks of Heisenberg University. The exit doors are locked and barred from the outside.

05 PURPLE PAINT PEOPLE OFF

Atlantic sailing culture of people that tend to paint their clothing and ships purple. This 6000 year old culture has flourished and has continued to the year 2006. They trade with ancient empire of the Babylonians.

06 SALT REFINERY OFF

A small industrial facility of Tehrmelern design. This plant processes salt into containers of crystal and opal. Crushed fine, it is accumulating in robotic warehouses.

07 LIFE MOON OFF

The earth is cold and desolate. The moon is green and seas are visible as well as a ring that appears artificial. There is some type of life up there violating natural atmospheric laws. Ape like scavengers patrol the beaches and build small villages that are protected by seal-dogs.

08 DETROIT, CANADA OFF

After the US Canadian war of 1791 the city of Detroit and surrounding territory became property of England and Canada. By 1889 there are problems brewing that could lead to a hot war. The Canadians want to give the city back and the US won't accept the territory.



U.N.I.S.S. PLATFORM DATA
SOCIAL PEOPLE
PRIME PLATFORM +054
Code 485-224-178-341



Small and wonderfully friendly people who believe that everybody must spend every second day visiting their relatives, friends, or just having a good time. Their technology borders on a 1600's level with modern medicine and surgery. Universities and trade schools are small and concentrate on specialties. Any strangers are welcomed into their society as long as they are also friendly and abide by social custom. They are in no way backward or superstitious.

01	Village Square	OFF	02	Woodland Trail	OFF
03	Windmill Row	OFF	04	Marsh Village	ON
05	Frog Pond	OFF	06	Iron Foundry	OFF
07	River Boat People	OFF	08	Seacoast Village	OFF

ALTERNATE PLATFORM

01 SCIENCE WORLD OFF
 A world where everything is devoted to science and the advancement of mankind. Unfortunately these people are morally bankrupt and secretive about discovery and distribution of information.

02 WHALERS BEACH OFF
 An odd culture that hunts whale by cannon. They drag them ashore to a beach for butchering and rendering. The cold bitter shores breed a tough folk who are clannish to the extreme.

03 ASIAN SAIL CULTURE OFF
 Mankind never migrated to the Americas in this alternate. Instead a higher culture developed across the Vietnamese coast and sails the Pacific. An African culture is also rising.

04 GREEK RUINS OFF
 Ruins of a vast Greek culture that was exterminated by the Etruscans about 70 AD. The conquerors have fallen back to take care of their own problems and invasion from India.

05 PINE FOREST OFF
 Another vast pine forest on an uninhabited alternate Earth. Wildlife is abundant along with saber tooth cats. This world has a second moon and a 28 hour day.

06 OXIDE FLATS OFF
 Vast flats of rust with pits of oxidized copper and silicates. This may have once been a vast construction but now is miles of waste. Water here is toxic and rain is often black.



07 TRIPLE STAR OFF
 Hot and bright Earth variant with a triple star. Sand and very hearty scrub are the only life that exist here during the day. At night vicious life forms burrow up from the earth.

08 INDIAN AMERICA OFF
 The colonization of America was from India. Within 200 years they absorbed the native populations and were waiting for the Europeans when they landed in 1620. There has been little conflict on the continent as the Europeans can not make a successful foothold and are in need of resources.



U.N.I.S.S. PLATFORM DATA
MIOCENE EARTH
PRIME PLATFORM +055
Code 858-688-396-946



This magnificent alternate Earth is still in the Miocene period. Here mammals have grown to giants and there are sloths the size of mini-vans. The redwood sites are magnificent forests that can make a great base camp for IDA operations. The grass and sand dunes are a 30 mile strip that borders a great freshwater lake. There are no humanoids here. Beware the giant flightless birds that frequent grasslands as they are meat eaters and attack anything smaller than they are.

01	Grasslands	OFF	02	Blauchitherium Herd	OFF
03	Rocky Seacoast	OFF	04	Sand Dunes	OFF
05	Mountain Lake	OFF	06	Redwood Forest	OFF
07	Savannah	OFF	08	Redwood Forest	OFF

ALTERNATE PLATFORM

01 FOX FOLK OFF

Humanoid creatures that resemble foxes in face and fur. They are smart and inquisitive but quite shy of strangers. They are in their late iron age and are progressing rapidly. Given time they will trade for blades and trinkets. They have a complex language that is interspaced with growls and barks for emotional content.

02 WOLF WOODS OFF

Heavy woods with trails made by some form of humanity. These woods are filled with a large and vicious species of wolf that is smart and has a taste for human flesh. They are pack hunters. There are humans here but they keep to their walled estates and towns by night.

03 BLACK EARTH OFF

On this Biological alternate the entire racial stock is black. Their legends seem to say that there are supernatural creatures and vampires who are white skinned. Medieval technology prevails as they are on the edge of a technical renaissance.

04 SULFUR DESERT OFF

Desert of odd stunted plants and masses of free standing sulfur. The air is a hazy green and there is abundant evidence of debris and technical trash buried. Trash is starship wreckage.

05 WICCAN WORLD OFF

There was no Christian movement here and a full half of the Greco-Roman Empire is Wiccan. Caring for environment and the spiritual growth of people, they are in harmony with Panthiests. By 1780 a long sleeping religion in the Middle East is waking. These soldiers of Mohammud are gaining converts by violence and an expanding population.

06 CENTIPEDE FLATS OFF

Another hot desert environment with barrel cactus and Joshua trees. Here there are scorpion like centipedes over a meter in length that are hungry for the flesh of rabbit or man.

07 FUNGUS FARM OFF

These peaceful insects are over a meter in length. Ant-like, they are fungus farmers who mind their own business except when attacked by elephant sized ant eaters.

08 BIG BIRDS OFF

Three meter high kicking birds terrorize small villages by night. This section of Australia is a new colony in the year 1899. The birds are very smart and resent the presence of humans.



U.N.I.S.S. PLATFORM DATA

OCEAN EARTH

PRIME PLATFORM +056

Code 659-925-989-788



Alternate Earth that is a vast ocean dotted my small islands with little or no fresh water. Portal #3 is the largest outcropping with a 3 mile jumble of rocks and a little growing plant life. It is also home for thousands of sea birds who nest there. There is evidence that there may have been humans here at one time, or that other Non-Earth Fringeworthy carved a few rocks for the fun of it. The language appears Roman/Latin and says 'The 412th Legion of Isrok was here' in 3106.'

01	Island	OFF	02	Island	OFF
03	Island	OFF	04	Island	OFF
05	Island	OFF	06	Island	OFF
07	Island	OFF	08	Island	OFF

ALTERNATE PLATFORM

01 FORTRESS MANHAT OFF
Spanish fortress manned by native Americans. They are hostile and seem to think the French are going to attack. The island in New York and the year is 1688 if they talk to the outsiders.

02 NIGHTMARE OCEANS OFF
Rocky coastline that borders a black ocean filled with hideous and hungry life forms. There are tentacles, long necks, and bodies that defy description. The forest that borders it may be worse.

03 COPPER BEACH OFF
This beach on a fresh water ocean is littered with natural copper nuggets. Fish are present even if they seem to be armored and green. Plant life is abundant and all is rich in copper.

04 COCCOA PALMS OFF
These island palms are rich in coconuts that have the consistency and flavor of chocolate. The island is warm and breezy with a few wild pigs. Cannibals inhabit the next island.

05 MONKEY TOWERS OFF
A wild city filled with towers and swinging vines. These natives are close to a spider monkey in structure with the intelligence and curiosity of a human. No real metal technology yet.

06 RIVER VALLEY OFF
Lush river valley with farms on the opposite bank. The natives are friendly but will not cross the river for any reason. It might be the T-Rex nests a few miles inland, the Raptors, or the Lizard Men.

07 GASOIDS OFF
Floating islands of life. Like giant gas bags that float over the forest and catch birds and small animals for food. These are magnificent creatures that may have a little intelligence.

08 FOUNDRY OFF
Another seaside foundry of Tehrmelern origin. Now disused and sinking into the surf, it is a huge rusty complex that may have been processing bauxite into aluminum.





U.N.I.S.S. PLATFORM DATA
IROQUOIS CONFED
PRIME PLATFORM +057
Code 526-798-495-418



On this earth the Mongols settled the East. The French mass migrated to England and exterminated most of the inhabitants. Stopping with Spain, the Mongols forgot England and settled down to rule most of Europe and Asia by mass relocations of people. The year is 1790 and only a few scattered French ships have gone to the new world. There they have met with disaster under the policy of the Iroquois Confederation. The American Natives have gunpowder.

01	Forest	OFF	02	Forest	OFF
03	Forest	OFF	04	Ship Skeleton	OFF
05	Seashore, East India	OFF	06	French England	OFF
07	Mongol Palestine	OFF	08	Forest	OFF

ALTERNATE PLATFORM

01 HERBALIST OFF
 Small but very civilized village with a herbalist on the corner closest to the warp. This is a very sophisticated pharmacy that will surprise IDA travelers with knowledge and new drugs.

02 TRADE HENGE OFF
 Another Stonehenge that is actually a trade center for a number of bronze age peoples. Stone blocks are inset with wood walls and a huge tent like roof. Weapons are not allowed inside.

03 DRUMMERS VILLAGE OFF
 Another 16th century culture that is in conflict with another. A village of drum makers is in armed conflict with bugle makers while the farmers between are annoyed by weekly skirmishes that destroy crops. The conflict starts every morning with a hellish racket.

04 WOOD WORKS OFF
 Swenson's Woodworks is a large fenced yard and series of workshops where anything can be commissioned from common or rare woods. Every ounce of silver equals \$100 work. These people can carve anything in 24 hours.

05 SPINNER FLOWERS OFF
 Normal looking forest field except the flowers are almost insect like and have the ability to fly or spin off into the air. Predatory life seems to be confined to large turtles and a few large beetles that are eaten by the turtles.

06 SPLINKINGTON'S EMPORIUM OFF
 A 1920 technology world with a real laid-back attitude. Warp borders a Sausage manufacturer and broker whose products draw many. Here the dead are honored by making them into sausage but you don't realize that immediately.

07 TATTOO PEOPLE OFF
 Primitive people who are experts in the creation of taboos. They can create any design in vibrant colors as long as they are paid in useful items. Their natural medicines promote healing and they have an extensive oral tradition of coming to this world from another.

08 JUNGLE CATS OFF
 Another variant on an African veldt. The only difference is that the great silver and brown cats make noises like the jungle of small bells before they attack. They hunt in family groups and are expert killers. These cats range to 400 pounds of pure muscle and teeth.



U.N.I.S.S. PLATFORM DATA

HIGH PINES

PRIME PLATFORM +058

Code 362-547-996-133



An Earth covered in pines and pine tree variants. There is little else then wildlife and a short humanoid species that resemble lemurs. They have no metal technology and prefer wood working with stone tools. These people are vegetarians and will be moderately friendly to outsiders. Their enemy is a species of great cave bear that preys on them. The average killing of one of these monsters will claim over a dozen of their warriors. This gentle species could benefit from a little technology and return an amazing amount of craftsmanship.

01	Sand and Scrub	OFF	02	Sand and Scrub	OFF
03	Cypress Swamp	OFF	04	Cypress Swamp	OFF
05	Cypress Swamp	OFF	06	Humanoid Village	OFF
07	Alpine Meadow	OFF	08	Chalk Cliffs	ON

ALTERNATE PLATFORM

01 COLD ROCK OFF

Cold blowing sleet and windswept rocks are the best things about this dying planet. There is a little wreckage near the warp, but the more it is studied the more it becomes apparent it was dumped from a great height.

02 FLAT STAR OFF

This world is covered in red and pulpy vegetation. The star is red and nearly an oval in shape. The planet has a magnificent ring and no sign of life other then an alien outpost a mile up the road that appears to be an abandoned research center.

03 FOOLS GATE OFF

A large cathedral like structure has been built around this ring station. Priests call it the gate of Gods and Fools. The doors to the outside are barred and there is nobody home. There is a large rope attached to a bell in the center of the structure.

04 BROTHERHOOD OF KNOWLEDGE OFF

Another barricaded portal manned by monks and a welcoming committee. These men and women will trade knowledge for knowledge and welcome the travelers. They know about the Mellor and are initially cautious.

05 ALMOST EDEN OFF

A garden like forest with a huge tree in the center. This is a garden maintained by robots. The fruit is wonderful and outside the 30 foot walls are barrens and ashes.

06 RATS EARTH OFF

A recent mutation gave common rats a mass mind and near telepathy. They have eliminated the population of several cities. This 1850's world is losing ground fast as the Rat Mind spreads. Many can hear the calling of this malignant intelligence.

07 GODS EYE OFF

A humble and spiritual people who pray to the moon. Splash craters have created an angry eye that looks down to the superstitious people below.

08 IRRATIONAL OFF

This stone and wood civilization is at best irrational. The people make no sense and communication is a nightmare. Night time brings rationality and normalcy.



U.N.I.S.S. PLATFORM DATA
HELL'S HALF ACRE
PRIME PLATFORM +059
Code 352-158-224-643



A giant red sky fills the sky of this Earth. While it is inhabited, it may not be for long as the normal temperatures range from 50 to 160 in the temperate zones. Since the sun became unstable 18 years ago the populations have moved north and south to avoid the new tropical deserts and the jungles that are taking over the once temperate areas. Alliances and politics are falling to pieces as the remains of government fight for farmable lands. The technology is 1950's.

01	Burning Roadway	OFF	02	Hot Sands	OFF
03	Walled City Frisco	OFF	04	Junk yard Jungle	OFF
05	Hot Lake	OFF	06	Broken Lands	OFF
07	Village	OFF	08	Burned Pines	OFF

ALTERNATE PLATFORM

01 RUNESTONES OFF
 Huge carved stones that are embedded with a very high technology. These 77 stones have varied functions that range from creating images to genetic alteration.

02 ROLLING ROCKS OFF
 An unusual life form on this world resembles rocks. They are mobile and feed on rotting material. They are tough as rocks and show a little intelligence. Animals are terrified of them.

03 HARDWOOD FOREST OFF
 An old-growth hardwood forest that has never seen an axe. Trees are massive and so is the wildlife. Most creatures here have no fear of man.

04 SEACOAST OFF
 Heavily salted sea and a salt beach mark this world as only moderately compatible with normal human life. Most species have adapted to the high salt content or expel it.

05 LIVING BALLOONS OFF
 This biological-alternate has multiple species that are gas filled flyers. Many of these are tentacled and toxic. They range in size from a foot to over 10 feet in diameter.

06 OCCUPIED PARIS '53 OFF
 The city of Paris under Nazi occupation since 1942. There is a cease fire with Germany and the US facing each other with nuclear weapons. Japan has been defeated and Africa a neutral zone.

07 TEPPER'S WORMS AND CRAWLERS OFF
 A small business on the edge of a vast swamp. Tepper sells cold drinks, beer and fishing supplies to anybody. There are trophy on the walls of lake serpents and armored fish.

08 COLD SWAMP OFF
 Another stinking bug filled swamp (frozen) on the edge of virgin forests and high mountains. There are radio signals here originating from orbit and not of human manufacture.





U.N.I.S.S. PLATFORM DATA
CELESTIAL FIRE
PRIME PLATFORM +060
Code 265-121-689-858



By day this world has rainbow hewed skies that come from burning Van-Allen belts. By night the skies are a sea of fire that blot out the stars. At location #8 lives a small humanoid that calls himself Jacob and is keeper of the keys. He waits to see the stars and wake the people who are the believers in the cleansing hand of Ford the Fire Bringer. The key he defends has the name of Ford on it and appears a simple brass car key from the 1960's.

01	Stunted Forest	OFF	02	Wild Swamp	OFF
03	Roach Condos	OFF	04	Steel Cubes	OFF
05	Scrub Pines	OFF	06	Glacier Top	OFF
07	Scrub Pines	OFF	08	Jacob's Hut	OFF

ALTERNATE PLATFORM

01 **MAGENTA SKIES** OFF
 Strange Other-Place where nature is being reborn across a burned off Earth. The ruins of some lost civilization are being grown over and new life forms seem to be emerging from nowhere.

02 **SEVEN PINS** OFF
 Great valleys and hills with villages that seem to date the era as the late 1700's. Odd little people are common in the woodlands. They play elaborate games including baseball and bowling.

03 **CLOVER MEADOW** OFF
 Green meadow covered with clover and an occasional rabbit the size of a horse. Everything else is of normal size. There may be pack hunting dogs the size of small vehicles.

04 **TREASURE VAULT** OFF
 Back end of a vast vault filled with tons of gold coin and treasures beyond belief. There is a full Ring Station here as well as a small trove of Tehrmelern artifacts. The builders are unknown.

05 **COMMERCE HARBOR** OFF
 A fallen high tech society that is now scavenging blasted ruins and rebuilding into small city states. Free harbor is a point of trade for hundreds of seagoing ships and a dozen nations.

06 **RAVENS HOARD** OFF
 An abandoned castle and a pair of ravens in the upper tower are the only interesting things in the area. If investigated a pair of Ruby crystals are found in the Ravens treasure trove.



07 **PURPLE WEED IV** OFF
 Edge of a country estate that has been infested with Purple Weed. Same biological blight as Alternate +5 Alternates 1, 2 and 3. The few survivors here are in the same drug induced state.

08 **FURLOSOPHERS** OFF
 Bear like humanoids who sleep half of the year and prepare for winter the rest of the time. They talk and philosophize as they collect giant acorns, nuts, and apples. They are great thinkers.



U.N.I.S.S. PLATFORM DATA PERFECT WORLD



PRIME PLATFORM +061

Code 656-654-225-871

A peaceful and quiet world inhabited by machines. Like some child's TV show, the trains, homes and vehicles are alive and very human in personality. This Earth has the feel of the 1930's and is virtually perfect from the tended gardens to the well stocked stores. The only problem is there are no people. The machines are overjoyed to have visitors and tell stories of their simple but perfect world where the humans simply became fewer and fewer until they ceased to be. There is a darker side to paradise as lawbreakers are jailed for simple infractions on this Perfect World.

01	Village	OFF	02	Old Factories	OFF
03	Railroad Station	OFF	04	Starport	OFF
05	Woods	OFF	06	Seaport	OFF
07	Large City	OFF	08	Star Dock High Orbit	OFF

ALTERNATE PLATFORM

- 01 OLD VIENNA OFF
Alley near a small street of crafts. Most noticeable is a shoemakers shop with a small sign in the window that states CLOSED. Brownies on Strike.
- 02 ELEPHANT WALK OFF
African village built high in the rocks. These people are terrified of the grasslands and the Elephants have an all too human intelligence. They talk and will kill the little people. They are annoyed at being hunted or even considered to be animals.
- 03 GREEN WATER OFF
Uninhabited earth with heavy concentrations of chlorophyll in the water system. Lakes all have a thick scum of this material that is fed on by otter like mammals and birds with filtering bills. Predators are small, frog like and pack hunters.
- 04 DIGGERS OFF
Primitive culture that harvests huge potato like plants weighing tons. They make a production of digging one of these up every few weeks. They are gentle and quite humorous. They dish out insults without malice and are honest to a fault.
- 05 STARFLASH OFF
Ruins to the horizon that are a mass of high tech wreckage. Things are howling in the wreckage and the stars appear to flash in the sky. This may be a Tehrmelern industrial site.
- 06 RAVENS HOARD OFF
An abandoned castle and a pair of ravens in the upper tower are the only interesting things in the area. If investigated a pair of Ruby crystals are found in the Ravens treasure trove.
- 07 RANCHO MAGNIFICO OFF
Spanish ranch in the 1890's. This huge spread is the property of Carlo Rodregiez who is wise and knows that Explorers from elsewhere will bring him new ideas and wealth. What he doesn't say is he has a Slarg on the farm that has brought in other Fringeworthy explorers.
- 08 CONVENTION CENTER OFF
Huge convention center with incomprehensible products, books, games and a couple of night guards in pointed hats who think that anybody in the isles is a thief. By day the place is a buzz of activities. This is a yearly gathering place of many nations and cultures.



U.N.I.S.S. PLATFORM DATA

IRON POLE PEOPLE



PRIME PLATFORM +062

Code 635-683-186-112

An odd cultural mix of people with an 1850's level of technology. These are the worshippers of Taram'Nrag and his fist of lightning. Every village and larger town has a large iron pole at it's center. This is the focal point for worship, seeing the hand of God and disposing of criminals. Generally a stable society, there is little politics and while stagnant, there seems to be a careful push into a new mechanical/steam age. There is no resemblance to any ancient Earth Prime culture or history.

01	Tomato Field	OFF	02	Seaport (Asia)	OFF
03	Village Edge	OFF	04	Manufacturing Town	OFF
05	Deep Woods	OFF	06	Desert Mesa	OFF
07	Prairie	OFF	08	Jungle	OFF

ALTERNATE PLATFORM

01 **STOOGES PRIME** OFF

On this Alternate three actors sacrificed their lives in 1937 to end the reign of a Nazi Dictator. Since their memory has become bigger than life and are the models of honesty and humor that society continues to follow.

02 **TIGER MARSH** OFF

Vast area of marshland in Southern India. These swamps are endless and populated with large hungry tigers that are man-eaters.

03 **GIANTS ANTS '64** OFF

Nuclear tests in the 1950's have created 6 foot ants. These mutants have been as extreme nuisance as queens have escaped from the original nest and have started colonies in many parts of the world. The warp opens into the outskirts of Columbus OH where there are several nests being hunted by authorities.

04 **MARKET IN THE SANDS** OFF

Somewhere in the Middle East on market day. This is a great stone paved, walled area with stone benches and tables. Merchants are assembling here to trade low to high tech goods.

05 **RED EYES** OFF

There is nothing terribly different about this world other than a different history and cultural development. With electricity and radio, these people are a developing culture. All mammals here have red eyes. Any other colors are a sign of blindness.

06 **CATHOLIC WORLD** OFF

An odd Earth filled with cathedrals and 16th century buildings. The Catholic faith has swept the world and united it. There is peace but little progress. It is the year 1907 and there is unrest and the strings of the long repressed Muslim faith.

07 **TROUT POND** OFF

Another 1930's near earth heading for WWII. Warp opens on the edge of an Iowa farm and a small farm pond that is owned by a shotgun yielding man in his 70's. John Kaskill is tired of people taking his private stock from this pond.

08 **CARSONI'S BEERATERIA** OFF

Huge beer hall in Bethel Maine. Close history with stagnation after the 1940's. No Soviet Union or WWII. People are just kind of boring, enjoy movies and drink beer. There is a rack for checking guns behind the main door.



U.N.I.S.S. PLATFORM DATA

DARKLANDS

PRIME PLATFORM +063

Code 336-326-338-669



Two centuries after a nuclear war the US is on the rebound. From the Capitol in Missouri, the rebuilt army is starting to reclaim the blasted cities and wilderness from Warlords, Mutants, and others who have no vision of a reunited America. Here the enemy is Socialist Canada and the Empire of the Philippines. Generally, this world is a mess though each of the conflicting sides is motivated by restoring the world.

01	Ruins of Baltimore	OFF	02	New Detroit	OFF
03	Ruins of London	OFF	04	Ruins of Rio Brazil	OFF
05	Free City Toronto	OFF	06	Ruins of Orlando FL	OFF
07	Salt Lake City UT	OFF	08	Daytona Salt Flats	OFF

ALTERNATE PLATFORM

01 ESTATE OFF

The estate of Auto Baron Wylas Ferguson in the West Virginia hills. This is 10.000 acres of manicured lawns, mansions and more. The warp opens into his wife's prized rare flower bed inside a massive greenhouse.

02 ZOO OFF

Magnificent Zoo after closing hours, Many terrestrial and non terrestrial species in their native habitats. Rare and extinct animals and dinosaurs. Includes great apes and Homo Sapiens. The builders are not human.

03 REDSTAR OFF

Magnificent purple forest under a hot giant red star. The forest has few predators. There are lizard wolves as well as great lizard like elk here.

04 STAR CITY OFF

A medieval city built around a hovering mile in diameter sphere. This starship is feared and worshipped by this fallen society. The ramp in is blocked by a cathedral and taboos about entry.

05 MUDMALL OFF

Huge open caverns with a half completed shopping mall. The stores are partially intact though the floors are a mass of mud. There is minimal power lighting interiors and hanging from ceiling fixtures. There doesn't seem to be anybody working or guarding it.

06 BEHIND THE LINES OFF

A 1960's American city where people are in ling lines for everything from food to clothing. There has been a severe economic collapse here and things are just not recovering.

07 COMCON PROTEST OFF

What looks like a 1920's political protest is actually 1 1990's political protest over the Canada/US Confederation merger that is happening. Technological development here has been slow because of unions and civil action groups to protect jobs and everyone's way of life.

08 RADIO SWAMP OFF

Another endless snake and bug filled swamp on an alternate earth. Radio monitoring shows somebody is transmitting music and talking with sharp hisses, grunts, barks and popping sounds. The swamps main life form is a fast scaled mouse like creature that will take a nip out of anything.



U.N.I.S.S. PLATFORM DATA
MAGIC'S WEST '46
PRIME PLATFORM +064
Code 431-664-538-431



This 1820's America is a close historical copy with a little magic thrown in. Here there is a marked Pagan influence carried over from Europe. You can find science side by side with little magics consisting of charms, spells and other things that can hinder or aid. Nearly all of these hundreds of spells are little magics, having only a tiny impact on life and success. Many are expensive and frowned upon by Mother Church. This is a healthy society without slavery and genuine cooperation between red and white man as the Nation grows.

01	Mississippi Village	OFF	02	Dare Village SC	OFF
03	Sod Farm KS	OFF	04	Boston Harbor	OFF
05	Port of NY	OFF	06	Kobe Japan	OFF
07	Aberdeen Scotland	OFF	08	Timbuktu	OFF

ALTERNATE PLATFORM

01 SLEEPING BEARS OFF
 Huge cave complex borders this warp. In the cave are hundreds of sleeping bears as well as clay pots of food and water. These bears are cunning and have no concept of what humanity is.

02 SILENT BROTHERS OFF
 French abbey with several hundred silent Monks of the order of Saint Karl. They can be friendly if you don't break their vow of silence. They punish offenders with sticks and a sharp crack on the backside. Signs of limited technology point to some great event striking these people down and a long hard climb back.

03 DOG WEAVERS OFF
 Brick village built by a canine like people who resemble hounds. They are master weavers with a rough cloth that they produce and trade to other seagoing people. A little shy. They talk, bark and howl.

04 GOBLIN CAMP OFF
 Small nasty humanoids who believe cleanliness is next to death. These fowl tempered creatures are very smart and warlike. If they can't kill or steal, they will be forced to trade.

05 PUMPKIN FIELDS FOREVER OFF
 Ruins of brick buildings, ovens and pumpkin vines to the horizon. These are huge pie pumpkins measuring four feet across. There are crows high overhead but no other signs of inhabitants.

06 NAILS OFF
 A half dozen people in British exploration uniform that have been nailed to trees as some form of warning. They have been soaked in a preservative to show their faces as they slowly died here. There is no other evidence of who did this or why.

07 SARDINE STREAM OFF
 Magnificent salt stream that is filled with sardine like fish. There is evidence of a dock that has collapsed into the stream as well as a cabin. There is a dome in the distance that the stream leads to. It appears to have once been a cannery or packaging facility.

08 IRON KINGS OFF
 Another cultural ruin that was once inhabited by kings and villagers. The Iron is mostly rust and the stone buildings have grown over. Stones are carved to show men with swords and crowns looking to the skies as well as a Tehrmelern Ring Station.



U.N.I.S.S. PLATFORM DATA

BUG WARS

PRIME PLATFORM +065

Code 375-564-115-247



These monsters came out of the Moscow subway and quickly over ran a good chunk of Russia in 1989. Humanoid, they are fast and deadly but prefer to use humans to feed their young. In months they have spread to many corners of the Earth and are causing serious problems for humanity. Called Roaches, they have united the world in a quest to destroy them and save mankind. Unfortunately they breed fast and are very tough to kill.

01	New Jersey Shore	OFF	02	Houston TX	OFF
03	Los Angeles	OFF	04	El Paso TX	OFF
05	Minnesota Woods	OFF	06	Tipperary Ireland	OFF
07	Leninograd Alley	OFF	08	Bliejandal, Guinea	OFF

ALTERNATE PLATFORM

01 MILWAUKEE OFF

In the mornings this 1940's city reeks of stale beer, chocolate and tanneries. The US is sitting out WWII and watching the Russians and Nazis slug it out while selling medical supplies and food to both. Japan's expansionistic tendencies have been stopped by a Democratic United China. There is a growing socialist movement in Mexico that is sending waves to Washington. Canada has bolstered England and has kept them out of the war.

02 PIGEON FIELDS OFF

Vast wild grain fields that are covered in passenger pigeons. The loud nuisances darken the sky with their passing and nearly deafen with their screeching.

03 GLASS BRICK OFF

Wagons have carved this rutted road. By the side is a pile of chipped glass bricks the size of cement blocks. They are fine crafted and come in several pastel shades.

04 WINERY & VILLAGE OFF

While not much to see and electricity is primitive, these people are bottling wine. They are working for their Lord and Protector, King of the Universe and Asia,

05 HOSPITAL COMPLEX OFF

Huge hospital complex decorated in red cross icons and simple to read pictorial signs. The lawns are unmowed, there are no patients or staff. Equipment and supply bays are filled and there is even food on trays covered in a layer of dust.

06 LANDFILL OFF

Tremendous land fill with paper, garbage, industrial trash and people living in it. The paper appears to have Babylonial script on it as well as Arabic numerals. The people are hostile and protect their world, this landfill from invaders with crude weapons and traps.

07 DEAD SEA OFF

Heavy salt and mineral content show this greasy still sea is probably devoid of life as we know it. Beach is shale with several hundred feet between it and the low scrub that has a dark olive green color.

08 RYE FIELDS OFF

Large Rye fields with peasants who appear short, olive skinned and Mideastern. They are terrified of strangers and ring cow bells to ward away spirits. They are using bronze and iron tools as well as plastic sacks.



U.N.I.S.S. PLATFORM DATA

STARBRIGHT

PRIME PLATFORM +066

Code 649-419-373-853



In the 9th century the sun went inconsistent or Cepheid. Every 8 years it cycles from cool with a near year of frozen oceans to extreme desert highs that kills off vast areas of vegetation. The people have adapted to this and are now in their 20th century where they are still pondering God's wrath. Progress has been very slow and little is recognizable as a historical alternate.

01	Storage Silos	OFF	02	Fishing Village	OFF
03	Ruins Greece	OFF	04	Stoneworks	OFF
05	Burned Off Forest	OFF	06	Ruins Bejang	OFF
07	Towers of Londonium	OFF	08	Scorched Swampland	OFF

ALTERNATE PLATFORM

01 MAXWELL'S DEAMONS OFF

Close 1930's Alternate where the use and generation of electricity has released energy based life forms. These small daemon like creatures are got, electrical and nasty. Cities have Fire departments trained to dispose of these annoyances when they manifest. Only the Fringeworthy will be able to understand them.

02 SANDBAR OFF

Only 3 inches deep at best. This sandbar is nearly assured to bog down any vehicle. This area is surrounded by deep water and eventually a shore studded with pine. Elk can be seen grazing in the distance. If the Fringeworthy watch carefully they will see large fresh water sharks take down a bear in the distance.

03 DEAD MAN MOWING OFF

Automated riding mower with a long dead individual riding it. Clothes are metallic fabric. Dome in the distance is fully automated by robotics and stocked from the countryside.

04 HELL BEAKS OFF

Huge primitive running birds with hawk like beaks. These hostile monsters hunt in packs and will kill anything slower then themselves. They are persistent and learn fast. One in every 10 is a pack leader with all too many smarts.

05 VORTEX MASTERS OFF

At the core of this planet's religion is the dark order that sacrifices to the core of an energy vortex. Stone platforms extend across this half mile wide hole into some other dimensional space. Victims are regularly sacrifices as well as political prisoners. This world is still in it's dark ages and over lorded by an inbred idiot king and advisors that border on monstrous evil. Also see +67 Alternate 5.

06 ANOTHER SWAMP OFF

Another bug filled swamp with no obvious use. This swamp may extend for hundreds of miles.

07 CIRCUS OF DEATH OFF

Another nearly dead world in it's 1930's. Warp exits on the edge of an abandoned circus complete with dead animals and clowns. This area is high in Iridium dust and mildly hot.

08 RAIDER CAMP OFF

Down the road from this warp is a Raider Camp. On this political morass of an Earth, economic collapse has created huge gangs that strip food and wealth from anyone that can not defend themselves. These road warriors travel with their families as they hunt the rural areas.



U.N.I.S.S. PLATFORM DATA
MEAT CHIMNEYS
PRIME PLATFORM +067
Code 978-424-716-395



This Earth Alternate has defied quick survey and shaken psychologists and explorers alike. Humans here have become something else at some time in the past. By design or accident they server as homes and transport for several types of near humanoids. Most disturbing were chimneys with eyes, mouths and tufts of hair. These homes are intelligent. Many walking vehicles were also designed from human stock. Manufacturing centers eat raw and processed materials to recycle them. The inhabitants in charge resemble infants with wizened old faces and very bad attitudes.

01	Suburb Food Center	OFF	02	High Rise Colony	OFF
03	Water Transport Dock	OFF	04	Living City	OFF
05	Woods	OFF	06	Old Factories	OFF
07	Wild Village Normals	OFF	08	Ruined Starport	OFF

ALTERNATE PLATFORM

01 AMAZONIA OFF
 Edge of the Amazon river in rainy season. This is a clearing not far from a friendly Yama Momo village that has seen Fringeworthy before.

02 ULTRARICH '27 OFF
 In 1927 America and the world is ruled by the council of Rich Families. Either you have money or you work at near slave levels to make ends meet. This capitalistic nightmare is a time bomb waiting to explode that is only held in place by a massive police force.

03 OIL WAR '84 OFF
 Mexico has invaded the oil rich nation of Texas and the American Collective is about to stage Operation Lone Star along with the Russian Republic to help free it.

04 TRIASSIC SHORE OFF
 Magnificent pine forests bordering a seacoast. Giant flying reptiles live here as well as giant marine reptiles with many teeth and a perpetual appetite.

05 VORTEX END OFF
 This warm pleasant world is settled by the prisoners and sacrifices of another world who have been dumped down a Vortex shaft. These people have built a progressive and stable society based on freedom and a council of wise men.

06 INDIA PAK WAR OFF
 India and Pakistan are squaring off to exchange hostilities. While this looks like an armed nuclear conflict, it is a yearly soccer game.

07 SCOTTISH MOORS OFF
 Over 5000 years BP, this set of Scottish Moors is virtually untouched by human hands. There is no sign of advanced technology and the portal is watched by an old man painted blue. He is happy to see the return of the guardians of the worlds. At best he is primitive, uneducated and Fringeworthy.

08 DUST BOWL '67 OFF
 The Midwest of the US has turned into a dust bowl and families are on the move East and West.. Poor land management have finally caught up with President Dewey on his 5th term. Socialist Canada is ready to render aid but the American government would rather starve it's people then take charity. Holy Russia and the Republic of China are staying out of this problem.



U.N.I.S.S. PLATFORM DATA
EDISON STUDIO COMPLEX
PRIME PLATFORM +068
Code 272-933-739-577



Here the film capital of the world is New Jersey at the heart of the vast Edison Studios. The year is 1927 and this miles large complex is turning out the first talking films with Comedy Kings Herbert Hoover and Teddy Roosevelt. This is also the birthplace of Science Fiction and the Gernsbeck Captain Ralph space adventure series. Most will not take a second notice of odd vehicles or uniforms worn by Fringeworthy.

01	Edison Studio Back Lot	OFF	02	Cornfield KY	OFF
03	Cleveland Shore	OFF	04	Liverpool England	OFF
05	Woods Montana	OFF	06	Atlantic City NJ	OFF
07	San Diego Mexico	OFF	08	Florence Italy	OFF

ALTERNATE PLATFORM

01 FUR SWAMP OFF
 Another stinking swamp with one factor that sets it apart. All life forms here are furry. This includes reptiles and fish as well as birds and mammals. Colors are wild and it is still a swamp.

02 CARAVANS OFF
 Asiatic caravan people around the 11th century. Huge wagons in tow by horse teams of 50 or more. These are literally wheeled houses being towed between green pastures on stone paved roads.

03 MORE RIGHT STUFF OFF
 Another Alternate world with no close historical happenings. These people are building their first rocket to put man into orbit. Warp opens on the edge of the facility where this squat but powerful vehicle is being assembled. Physically they are human.

04 MILK APES OFF
 Humans that are using great apes for cattle and dairy products. These gentle grass eating giants are twice the size of gorillas and have little intelligence. Oragga as they are called are universally Fringeworthy.

05 JUNK YARD OFF
 Off a Hong Kong beach in the 1930's Fringeworthy see huge numbers of Chinese Junks and a thriving society. There are few British and several tall masted ships flying the Imperial Russian Eagle.

06 SHORE LIZARDS OFF
 They think they are dogs and look like lizards with patchy fur. They are shore dwellers and really like people. They are dog happy and perky. They also bark and hiss instead of growl.

07 HIGHLANDS OFF
 The animals are thin and fairly large, the average rabbit more resembling a deer. No species here is quite as it is on a majority of Earths. Stars are different and magnetics are just off. Some insects may be transmitting on radio frequencies.

08 RINGHENGE OFF
 At the edges of this Warp are stone Portals carved with intricate scenes of a primitive people who know of the Tehrmelern. There are nine rings in various states of disrepair with three having collapsed. The area is grown over and there are no humanoids present. A final block of stone on the edge of the site shows humanoids spearing and burning Tehrmelern and Mellor. Within a mile is the ruin of a high-tech Tehrmelern building inhabited by primitive people who are not at all friendly. They are the protectors of the ring and the keepers of the purity of humanity. They know about Mellor and will test outsiders.



U.N.I.S.S. PLATFORM DATA
BATTLEFIELD TERRA
PRIME PLATFORM +069
Code 845-713-882-143



Sometime in the 1990's earth was invaded and conquered in 6 days by a race of Huge but none too bright alien warriors. After eliminating most of humankind, they have made the survivors slaves on large plantations specializing in Radishes or Peanuts. Here mankind is under the lash and plotting revenge on these monsters from the stars. It has been 20 years since the Incursion and many are sick of eating radishes and ready to revolt. The aliens are at best, powerful and stupid.

01	Ruins Tampa	OFF	02	Starport Morocco	OFF
03	Charleston Farm	OFF	04	Freeze Drying Complex	OFF
05	Ruins Bagdad	OFF	06	Peanut Farm TX	OFF
07	Memphis TN	OFF	08	Ruins Gary IN	OFF

ALTERNATE PLATFORM

- 01 SAN JUAN CAPISTRONO OFF
 High hill where sacrifices are staked to large stone pillars in the expectation of the carrion eating buzzards that are returning any day now. An odd mix of Aztec and Spanish with primitive internal combustion and electricity.

- 02 SAW MILL OFF
 Huge sawmill near Bethel Maine where redwoods are being turned into lumber. Here redwoods have replaced pine and grow amazingly fast. These 100 foot trees are a plentiful and renewable resource.

- 03 HOT WHEAT OFF
 Fields of wheat that glow in the dark and are poisonous. When ground and heated it gives off toxic smoke. Birds and small mammals here eat this resource but Fringeworthy are warned that most grains on this world are toxic.

- 04 TEDDY BEAR PICNIC OFF
 Magnificent manicured park where bear like humanoids have brought humanoid dolls and are having a large picnic with their young. Here mankind is a legend loved by the young who weigh in at 400 pounds minimum.

- 05 SEASHORE OFF
 She sells sea shells at this sea shore as well as fresh lobster and clams. This site is adjacent to a 18th century village of fisher folk who have no close history. Mostly Scandinavian and a little Irish.

- 06 HOSPITAL GROUNDS OFF
 This 1897 Victorian hospital complex is the Pontiac State Hospital, Michigan's premiere site for disposing of the unwanted and insane. This is also a 67 hour timed Warp that will not allow Fringeworthy back onto the platform.

- 07 FRENCH AMERICA OFF
 After the Canadian Civil War of 1771 most of the Quebec French have migrated to the Midwest and created a nation compromising Michigan, Ohio, Indiana and Illinois. This new land is rigidly controlled by it's Government and equally hated by the American Union and Canada.

- 08 SANDSTORM OFF
 Perpetual sandstorm blows with near zero visibility. Stone ruins near the Ring Station but there seem to be no life forms other than scorpions and bugs.



U.N.I.S.S. PLATFORM DATA

EYESTALKS

PRIME PLATFORM +070

Code 648-654-817-449



Biological alternate with near humanoids in their bronze age. The big difference here is that everybody and most life forms have Eye Stalks and independent eye mobility. This unusual feature is beneficial as well as a limiting factor as eyes can be damaged. However this is balanced by a remarkable ability to regenerate. Most animals on this alternate are highly adapted to their environment and oriented to speed to make up for everything having exceptional eyesight. The humanoids are no exception.

01	Village	OFF	02	Mountain Fortress	OFF
03	Bronze Smelters	OFF	04	Windswept Hillside	OFF
05	Red Cliffs	OFF	06	Tundra	OFF
07	Large City State	OFF	08	Silver Maple Valley	OFF

ALTERNATE PLATFORM

01 MOUNT RUSHMORE OFF

In the distance is mount Rushmore with the Presidents we are familiar with. Also on this monument are John F Kennedy, Martin Luthor King and Jimmy Stewart.

02 FLYING FUNGUS OFF

Odd humid world of giant trees, marsh and flying fungus. These bubble like spore ball float on air until encountering a sharp surface. They burst to release spores. Fringeworthy find these mildly toxic and disgusting. This fungus rots cotton and rubber products very fast.

03 STARSHIP MALL PORT EINSTEIN OFF

Some other Earth's version of the 1950's and a shopping center for humans and aliens in Los Angeles. Death valley is a rocket port and there is interstellar travel to a hundred worlds. The Explorer Corps is busy recruiting the young and the bright to explore the Galaxy.

04 PLASMA FLOWERS OFF

The flowers and many of the plants here are red due to their having hemoglobin and hearts. They also feed on flesh and blood. Many are small but a few are more then man sized and very determined to fins a good meal.

05 ARIZONA SEA OFF

The center of Arizona is a great salt sea that connects to the pacific. Deep water allows easy access for shipping and commerce. The Midwestern US is near Mediterranean in climate..

06 SUNPULSE OFF

While this Alternate seems to be a pleasant forest, the animals are mostly covered in thick armor. Every three hours the sun pulses and hits the earth with a burst of UV radiation that will burn unprotected skin.

07 POLISH FRONT OFF

Fringeworthy are caught between Russians and Nazis as they slug it out over Polish soil. The Poles have no idea where to turn and who will be the victor over them. Scattered knots of the Polish Army are holding fast or using hit and run tactics.

08 PRAIRIE DOG TOWN OFF

Hundreds of miles of fields that have been undermined by these cute mammals. Unfortunately these creatures are building structures, traps and smelting iron. With little hands they are creating little blades and are just developing gunpowder.



U.N.I.S.S. PLATFORM DATA

KORVELLO'S CAMP OF WAR



PRIME PLATFORM +071

Code 636-247-478-413

Medieval Earth stagnant in technology that sees war after war smash what little progress they make. The Kings of Europe and America are in constant war and political squabble from the colors they wear to land and language. In the midst is a powerful man named Korvel who is training their soldiers and knights. This is the only neutral ground where different nations come together to learn warfare. The #3 warp opens on the edge Korvelo's training camp in South Carolina.

01	Welsh Village	OFF	02	Kingdom Bordeaux	OFF
03	Kingdom Scotland	OFF	04	Kingdom Espana	OFF
05	Korvelo's Camp	OFF	06	Barony Jerusalem	OFF
07	Large City China	OFF	08	Kingdom Hudson	OFF

ALTERNATE PLATFORM

01 MUDFLATS OFF
 Strewn with wreckage and dead horses, this is the North Carolina shore where a Civil War battle has raged. There is a Confederate sniper concealed near.

02 RAGING RIVER OFF
 The Mississippi is high and running as the warp opens on this grassy bank. The year is 1838 and the dutch are expanding westward.

03 DINO BONES OFF
 Vast tract of dinosaur bones across a dry desert. Small mammals are here as well as small flyers who feed off anything their size or smaller. There has been some climate change or disaster her within the last 50 years.

04 U SAVE ALLEY OFF
 Narrow brick alley behind the U Save food store in Scranton Pennsylvania in 1987. The dumpsters are full and the rats are talking about the lack of trash pick up. They are amazed the Fringeworthy can understand them. The pigeons will also comment on the invaders. Unfortunately the inhabitants here, the human ones will not be able to understand the Fringeworthy.

05 SPIDER RUNNERS OFF
 Vast forests with fifty foot grassy greens that resemble a golf putting green. These are homes of thousands of carnivorous spiders that will erupt and drag the unwary in to the soft ground.

06 SLARGS OFF
 Small village of Slargs (20) on the edge of a hot desert. They are starving and would like to find another place to live. Their Ring Station is off and the last people who turned it on were Pirates. After a battle it was turned off.

07 NOOLIES BAR AND CHAR OFF
 Noolies Bar and Char is a hundred year old establishment that serves goat ribs and pizza. Grown from his own farm, he attracts customers from the 105 states of America and the Kingdom of Canada. The BBQ is excellent though a little heavy spicy.

08 FRINGEPIRATE CAMP OFF
 Abandoned camp that held slaves (shot) and about a hundred Fringe Pirates. Several of the bodies are Chilean personnel from Earth Prime as well as a Slarg that is still alive. The Slarg is almost dead and tells of the pirates taking hostages from Portal 6.



U.N.I.S.S. PLATFORM DATA
WAR OF THE ROSES '37
PRIME PLATFORM +072
Code 875-696-563-441



The House of York (America) and the House of Lancaster (England) are still having their long term feud in this historical alternate. Edward the IXth rules the Americas as Henry Tudor the XIII still controls the homeland. The warring factions are about to be united by Imperial Spain's incursion into the middle east. Spain now control South America as well as Africa.

01	London England	OFF	02	Slums Madrid	OFF
03	Vikna Norway	OFF	04	St. Petersburg Russia	OFF
05	Philadelphia PA	OFF	06	Thule Greenland	OFF
07	Fortaliza Brazil	OFF	08	Lake Erie Shore	OFF

ALTERNATE PLATFORM

01 YANKEE DOGS OFF

Vietnamese village preparing for invasion. They are very friendly to the Explorers and explain that Yankee Dogs are about to burn their homes. These Yankee Dogs are werewolf like sapiens native to the North American continent. They are not human and do not care for humans. Their mission is to remove the native population or take slaves.

02 RALEIGH'S COLONY OFF

On this Earth Sir Walter Raleigh was not executed by King James. He has established a dozen thriving colonies in the Americas. Warp opens into the rich grasslands of Argentina, another British colony.

03 RAIN FOREST OFF

It is raining here. When it doesn't rain it is foggy and misty. The warp is in the midst of a great forest with long grown over stonework.

04 STAIRWAYS TO HEAVEN OFF

Miles of cut stone stairways and very superstitious people who believe the end of the stairs lead to heaven. They actually lead to a damaged Ring Station that is spitting St. Elmo's Fire and at best is a danger.

05 LAKESHORE OFF

A frozen lake shore and lake. Rabbit and mouse tracks are evident as well as a larger cat.

06 MICROWAVE TOWERS OFF

Twin towers on a small rocky island in a cold salt sea. All are rusty and appear abandoned. Most of the island is covered in nesting Sea Gulls and ruined industrial buildings.

07 WAREHOUSES OFF

Wood and brick warehouses that stretch for miles. While these buildings are a 1920's design, their contents are barrels of rubber sap, salted fish, lumber and coiled rope. They border on an ocean dock yard that may be home to large sailing vessels.

08 SLAG CITY OFF

Another blasted tehmelern styled city. While there is no radiation, it appears massive heat was generated and vaporized large sections of these magnificent structures. There are least Mellor here in hibernation.





U.N.I.S.S. PLATFORM DATA
AFRICAN INCURSION
PRIME PLATFORM +073
Code 159-474-129-327



A half century after a disastrous Nuclear conflict in 1967, the superpower of the United States of Africa has mobilized a huge fleet off the coast of the ruins of New York. The people there have no doubt that they are about to be invaded and enslaved by the new masters of the world. In reality, this is a Mercy Fleet set to help the survivors rebuild a better society as well as colonists who will reorganize and restore the once great nation that believed in brotherhood and freedom. The us is now ruled by brutal warlords and near feudal baronies.

01	Ruins Manhattan	OFF	02	Old Factories, Detroit	OFF
03	Ruins Mexico City	OFF	04	Great Monrovia Liberia	OFF
05	Depopulated London	OFF	06	Lewiston Maine	OFF
07	Washington Crater	OFF	08	Kozani Greece	OFF

ALTERNATE PLATFORM

- 01 DEPRESSION 2001 OFF
 After the collapse of the Asian banks and communist block the US made the mistake of bolstering two dozen failing nations. The results were a global economic depression that make the 1930's look like a wet firecracker. Nobody works, the world is fast turning into a police state.
- 02 BEAR WALLOW OFF
 Tiny West Virginia village with barely a hundred people. They are plagued by strange appearances of weird lights and sounds. The portal may be the source.
- 03 TRENCH OFF
 The great war of 1917 in a trench in France. This trench has repeatedly been shelled and on any given day may belong to British or Germans.
- 04 NORTH MICHIGAN CONFLICT OFF
 It is the 1940's and the Canadian controlled peninsula of Northern Michigan is trying to break away and join the other 53 states of the United States..
- 05 GARDENS OFF
 Miles long wild flower beds that stretch to the horizon. Attended by mechanical drones and separated by brick walkways.
- 06 SALEM TRIALS OFF
 It is the 1680's in Salem Massachusetts. Moslems are going to trial in a land grab attempt by corrupt officials. They are being charged with sorcery and use of steam technology. Steam use is the work of the devil, it is a proven fact by the teamsters and the wood carvers guild.
- 07 KARTEK SLAVE PITS OFF
 Another historical cultural with little reference to Earth Prime history. These are the slave pits of the empire of Kartek where workers are created from barbarians captured on the frontiers. It is a harsh place and a feudal society where nobody is free.
- 08 FISH PITS OFF
 Thousand foot cubes of rock and soil have been removed here. The result are hundreds of geometrically square and spaced pits filled with water and fish. This removal is perfect and extends 500 feet into the earth. Banks are eroding but are also uniformly 20 feet above the water. The pits are populated with carp and perch.



U.N.I.S.S. PLATFORM DATA
OCCUPATION '51
PRIME PLATFORM +074
Code 956-284-534-169



After the Russian sweep that destroyed Hitlers Germany, they occupied France and settled in to ensure Communism flourished. The year is 1951 and Canada is under revolution as Communists seize control of Parliament. The us is under crisis as President Truman has been assassinated. The world is on the brink of war as the US is threatening to bomb Moscow unless they pull forces out of Quebec. The wild card here is the Republic of China that threw off Communism and is getting very annoyed at their noisy neighbor.

01	London	OFF	02	Montreal Canada	OFF
03	Salt Lake City Utah	OFF	04	Grenoble France	OFF
05	Perryville Missouri	OFF	06	Aquba Jordan	OFF
07	Pearl City Hawaii	OFF	08	Pittsburg Pennsylvania	OFF

ALTERNATE PLATFORM

01 SLUMS OF NY OFF
 Dense Chinese slums of New York city and the Bronx. The year is 1962 and race relations are a nightmare. In this alternate slavery was banned in 1791 and the void was filled by Chinese workers and sharecroppers.

02 ERICKSON'S LAND OFF
 A string of settlements in Canada and down the cosat are the legacy of Erickson's conquest of Greenland and North America. There are still problems with the Native Americans and Spanish.

03 OTHERPLACE OFF
 Ten mile donut shaped universe where everything curves back around. There are starships here, mostly alien and damaged floating in this gravity free void. Nobody is alive on the ships though there are Cryo pods on the Spirit of Philadelphia.

04 OXIDE FLATS OFF
 Iron oxide flats of rust and iron scrap dot the landscape. The air is thin but breathable.

05 NUTS OFF
 Nut trees in great quantities and rows. They are tended by happy but very dense people. To them only the trees matter and the storage and use of nuts.

06 FARM '32 OFF
 Small Maine farm where Joanna Whitney lives. She and her dog Dasher watch over the warp and welcome the Fringeworthy. She came off the fringe platforms from a far alternate earth and decided to stay.

07 CAMELOT OFF
 This Camelot is real and has a King named Arthur, a magician named Merlin, knights and evil sorcerers. The year is 909 and they have discovered steam power. There is a war brewing with another kingdom that they seem powerless to stop.

08 MELLOR PENS OFF
 Tehrmelern constructs and experimentation pens for Mellor. There are hundreds of these and they contain all known types of Mellor including a Master Mellor who will do anything to get out of his glass enclosure. Nearly all Mellor here are hibernating or dead. Many cryo pods with Tehrmelern and slargs are here as well as several humans.



U.N.I.S.S. PLATFORM DATA
GRAVE VOICES
PRIME PLATFORM +075
Code 462-886-647-434



An odd and empty world dotted by graves of some other human race. They are not quite human in appearance. When these monuments are touched they crackle with light energy and speak of the dead through the victim that is touching the stone. This covers the North American continent. Europe is in the industrial age with steam power and early electricity. They are trading partners with Great India, Imperial China, The Muslim States and Colonial Africa. Nobody will talk about North America or the graveyards there.

01	North Polar Warp	OFF	02	Ruins of New York Colony	OFF
03	Grasslands	OFF	04	Koklu China	OFF
05	Woods	OFF	06	Tampico Mexico Ruins	OFF
07	Grave Monuments	OFF	08	Darwin Australia	OFF

ALTERNATE PLATFORM

01	TASMANIAN DEVILS ISLAND	OFF
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Once the Island of Tasmania, now a dumping ground for Paionic mutants or those who don't fit a New World Order of what is human. Many of these psionics are extremely dangerous and powerful with a serious chip on their shoulder.

02	OLD FLORIDA	OFF
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This alternate cultural Florida has become a retirement state for the United North American Union. The people here are happy and well provided for by a branch of the army that requires service to care for the elderly.

03	FOUR TRACKS	OFF
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Four sets of rails heading East and West. Three times a day a train will pass by heading east or west. These trains are steam powered and crewed by slaves.

04	RAINFOREST WITH ATTITUDE	OFF
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This steaming rainforest is populated with humanoids who never left the trees and have talents with trap nd slingshot. They are curious but very shy.

05	BETA BEO	OFF
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Here humans are the endangered species from telepathic birds and animals.

06	THE FLOCK	OFF
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Quiet New England church where services are held in Portuguese.



07	SMITH AND CHANG'S PAINLESS DENTISTRY	OFF
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Early 1900's technology on the edge of a great city. The house/office is run by two dentists who are suprisingly good at their craft.

08	FAT TREES	OFF
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Off fat fern like trees grow thick here along with fat lizards and dragon flies the size of dinner plates. The crabs are unusually bright and the sun borders on yellow white.



U.N.I.S.S. PLATFORM DATA
FRINGE NAZI EARTH



PRIME PLATFORM +076

Code 977-249-747-741

Fought to a draw, the second world war ended in a cease fire. By 2000 Germany controls Europe to the Urals and Africa to the Middle East. England occupied in 45. South America, India are now neutral. Mexico is under revolution. US, Canada, Australia and Japan, and Free Russia are united. Nazis have found a Tehrmelern station under Stonehenge but have not discovered the concept of Fringeworthy. May be close. IDA monitor station in Chile.

01	Berlin	OFF	02	Tanzanian Jungle	ON
03	Chatopek Ruins, Chile	OFF	04	Kansas Wheat Field US	OFF
05	Northern Italy	OFF	06	Christ Church, New Zealand	OFF
07	Swamp, Central Florida	US	08	Stonehenge England	OFF

ALTERNATE PLATFORM

01	ROMANIAN ALPS	OFF
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Rocky valley and a small stream. Possible prehistoric but definitely not populated.

02	MAYAN EARTH	OFF
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Extensive Mayan empire built around a Ring Station. They are waiting for the Gods to return.

03	FRESH WATER OCEAN	ON
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Edge of a vast freshwater ocean and forested hills. Temperate and fresh.

04	CRABS	OFF
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Harsh chemical and salt flats. Evidence of a small crab like race of creatures that are into early city building and farming.

05	SLUMS	OFF
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Warp opens into an extensive slum of White, Black, and yellow people. Alternate cultural with multiple languages and sign use. Suspicious at best.

06	NIXON'S IMPERIAL EARTH	OFF
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A slightly odd planet where King Richard Nixon rules the Americas with an iron hand. The peasants are ripe for revolution under the leadership of the rebel Joseph Kennedy and his brothers.

07	T STATION	OFF
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A large ruined complex where Mellor were analyzed and stored in fluid suspension. Damaged robotics and underground caverns are still sealed. Wild Least Mellor have been sighted.

08	ROMAN SHORE	OFF
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Shore of an abandoned city off the Coast of South Carolina. The year is roughly 1660. The warp opens into a Rye field and the Roman-Native American farmers that consider the city Taboo. They have forgotten their origins.





U.N.I.S.S. PLATFORM DATA

TWELVE KINGDOMS



PRIME PLATFORM +077

Code 597-515-837-517

On this Earth Europe Fractured into 12 kingdoms or houses that have held power for the last 1000 years. This is a very stable society even if it is still basically feudal in nature. The people are provided for from cradle to grave for 10% of their yearly profits. The Americas have trade outposts and Asia is locked behind high walls. Only Africa has been showing a burst of industrial technology as they embrace the age of steel, gunpowder and steam.

01	Mombassa Village	OFF	02	South Carolina Beach	OFF
03	Urau Railroad Station	OFF	04	Aztec Ruins Mexico	OFF
05	Danube River Germany	OFF	06	Australian Outback	OFF
07	Lyons France	OFF	08	La Coruna Portugal	OFF

ALTERNATE PLATFORM

- 01 CHAINSAW WARRIORS OFF
Natural laws have failed on this world. Gunpowder and electricity have failed. Gasoline powered chainsaws and bows are now used in vicious inter city warfare as many fight over the scraps of a lost technology.
- 02 SERVERS OFF
Tens of thousands of computer servers stretching across rock corridors. Many brands and models with many that defy description. All are linked to a biological/plant like cable system. They are maintained by huge vegetable spiders and dinner plate sized ticks.
- 03 SLOW WORLD OFF
The only difference between this world and an earth prime of the 1960's is the entire planet is running at half human normal speed. Fringeworthy will adapt to this slower time in 24 hours. When they return they will be slowed to half speed in normal time for nearly 48 hours.
- 04 BACK YARD GARDENS ON
Small stone cottages surrounded by 9 foot fences. Each has a back yard garden with vegetables and flowers.
- 05 SNOW FIELDS OFF
Fields under a blanket of snow. Odd three toe tracks abound that are far too large for Birds.
- 06 SUB BEACH OFF
Beach with the wreck of a Nuclear Hunter Killer submarine stranded at the water line. It has been there a long time and is not radioactive. It is the home for 12 inch crabs that feed on carrion.
- 07 BLOOMINGTON OFF
Desert that is in spring bloom. Cacti are flowering everywhere as well as wild flowers and trees. The skies are cloudy and it looks like rain is coming soon.
- 08 CHIMNEY ROW OFF
A city of homes that have burned down. Mostly the chimneys are left here and little else. It appears a firestorm has wiped this city out. Areas around the city are making a comeback with trees and animals. There are sporadic radio broadcasts of encrypted data. There is something here that is hunting for human technology and determined to drive it back into a primitive state. There are sporadic Bio-mechanicals made of human parts and brain bits. They are hunting for anything humanoid.



U.N.I.S.S. PLATFORM DATA
MOAB'S CHILDREN
PRIME PLATFORM +078
Code 692-669-416-776



Another Dark Ages Earth where the great God Moab rules with an iron fist through his priests. He claims children as sacrifice on a monthly basis in larger towns. AT each of the larger temples is a spawn of Moab's Mighty Eyes, a hideous toothed horror in a deep pit that eats enemies of the church. There is no doubt that this creature is alien and that a large one exists in central France in the holy city of Moab. This city has a mideval cathedral at its core that is the home to this bloated monstrosity. It is linked to the other lesser beings of it's kind. Many of his Church Police are infected with a mind control parasite.

01	Londus	OFF	02	Charcoal Burners	OFF
03	Gold Quarry	OFF	04	Chinese Fishing Village	OFF
05	Potato Farm	OFF	06	Grunt Puppy Farm	OFF
07	Temple of Moab	OFF	08	Romanian Alps	OFF

ALTERNATE PLATFORM

01 GRASS FIELDS OFF
 Peaceful fields of lush grass and wildflowers. Butterflies that fill many ecological niches from scavenger to pollinator.

02 HOT SPRING LAKE OFF
 A winter landscape dominated by a huge hot lake. Deep thermal vents keep this near tropical spot green and lush around the edges.

03 JURASSIC HILLS OFF
 High dry hills in this other Jurassic age. Dinosaurs are common as well as a monkey like predator that uses tools and has a bad attitude. Don't let their 2 foot stature fool you, they are mean and work in large groups.

04 GARDEN GATE DROIDS OFF
 Magnificent gardens and a mansion managed by robotics and androids. They are happy to serve human masters and will give them anything within their power except freedom from the estate.

05 NULL ELECTRICA OFF
 Whatever Tesla did in 1939 left a dead zone in upstate New York and ended the electrical age as well as the start of WWII. Recovering with steam power, the year is 1971 and there is talk of trying to penetrate the 40 mile killing zone that surrounds Tesla's tower.

06 DURANGO CASTLE OFF
 Castles in the American South West are the centers of power. This advanced feudal age boasts of universal health and pensions for the peasants and Indian workers.

07 TWIN OFF
 In this society twins are the norm. Nearly every birth is a set of identical twins. Single births are considered rare and socially less then acceptable with more then one single in a family. The Twin social setting normally sees close families, jobs and marriage of twins into dual family units. Singles are generally discriminated on in housing and job sttus.

08 KITCHEN WARS OFF
 This high tech world went a little too far and applied AI to a majority of appliances. Junked systems have learned self repair and are fighting wars in the junk yards. They have spawned a belief system and pray that the Great Maker will bring them back to his holy houses so they may serve.



U.N.I.S.S. PLATFORM DATA
WIZARD'S UNIVERSITY
PRIME PLATFORM +079
Code 661-848-457-978



In this world are Mundanes who do no magic and fear it. They are the majority. In the minority are people who use magic and are known as Wizards and Witches. In their mid 20th century, there is an undercurrent of mistrust. The portal opens on the grounds of the Midwest School of Wizardry in South Bend Indiana. Here is a large but very private place where teens who have the talent learn spells and greater magics.

01	Midwest School	OFF	02	Rostov Imperial Russia	OFF
03	Edsel Ford Factory MI	OFF	04	Bordeaux France	OFF
05	New York City	OFF	06	Saragossa Spain	OFF
07	Edinburgh Scotland	OFF	08	Voxna Sweden	OFF

ALTERNATE PLATFORM

01 GOBLIN'S KEEP OFF
 Stone castles and fortress of a goblin like race of creatures. They are in mortal conflict with wild humanoids who consider the Goblins good eating.

02 DRAGON'S DOMAIN OFF
 Here dragons and humans exist side by side in mutual respect and harmony. This peace is only marred by the occasional demon that escapes the lower planes and causes havoc. The world in an advanced medieval age that is progressive but a little technically backward.

03 PIRATES OF YARO OFF
 Land Pirates in central France who use steam based vehicles to hit towns and travelling convoys. They are well armed and have dispatched several large forces that have been sent by the King to destroy them.

04 PEASANT VILLAGE OFF
 Small village of groveling peasants who think anybody not covered with dirt is a lord or knight. These ignorant people are in extreme fear of the local Baron who is known for killing folks who don't bow low enough.

05 HARVEST SWAMP OFF
 Vast swamps that are cultivated by amphibian like people. They grow a variety of plants and melons as well as ranch frogs and fat allegator like creatures. They are intelligent but have little technology beyond stone tools.

06 DARK COLONY OFF
 Something has colonized the ruins of Detroit and is building a dome in the center. These creatures are not even remotely human and resemble ciliated potatoes. They care little for the survivors and pick them off on occasion.

07 RALIK HILLS OFF
 Hills of flowering berry bushes that resemble Junipers. These are distilled into a near lethal alcoholic drink that resembles sweet fuel oil. These people resemble Greeks in language and attitude and may have been colonists to the Americas. Their technology is 1700's.

08 THREE HUNDRED KINGS OFF
 Europe is fragmented into hundreds of tiny kingdoms and twice as many conflicts in 1997. Gunpowder is relatively new here. Politics is rampant as well as varied churches and Guilds with iron fists over the general populace.



U.N.I.S.S. PLATFORM DATA

WIND PINES

PRIME PLATFORM +080

Code 522-924-861-748



Other Earth covered in rich pine forests sculpted by high winds. Trees lean with the prevailing wind currents. Birds here are remarkably tough and most of the ground based life forms are muscular and clawed. Daylight here shows the world orbiting a large orange star with a small blue companion. Like Earth Prime the moon is large but has water and a belt of green. Cities are obvious there.

01	Highland Pines	OFF	02	Lakeshore	OFF
03	Old Pine Forests	OFF	04	Shallow Rocky Beach	OFF
05	Scrub Pines	OFF	06	Old Concrete Pylons	OFF
07	Large Empty City	OFF	08	Abandoned Starport	OFF

ALTERNATE PLATFORM

01 CHEESE PODS OFF

Another Tehrmelern Agro site with long abandoned robotics that farmed pod producing trees. The content of the pods are many flavors of a cheese like product that is edible.

02 ESTIMATE YARD OFF

Some odd insurance companies estimate yard. There is a repair center as well as miles of junk of hundreds of vehicles that defy description. The people here are friendly and assume anybody showing up is part of the system.

03 COLD WORLD OFF

Cold world with little vegetation or life. While not in an ice age, it appears this Earth is in an eccentric orbit with extreme seasons. Life forms are rat like gatherers that hibernate for months that are too hot or cold.

04 CARRION SPITTERS OFF

Foot long beetles that spit an enzyme solution that paralyzes life forms. While the Fringeworthy are immune, these creatures are also vicious and bite.

05 CHOCO BAKE FACTO OFF

Steam Mechanical plant that bakes chocolate cakes. Few people can be seen but the process is intense and amazing as everything is in motion and assembly lines cross. The world appears a 1920's technology where the industrial revolution is still happening. Some of the engineering here should not work and there appear to be some very high tech processes in the background.

06 LIBYA '47 OFF

Libyan desert after a clash between Canadian and German armor. Little is left here but vehicles and carrion eating birds and beetles. There are no survivors and the 30 or so vehicles have not been stripped. WWII is apparently still raging without American intervention. Papers show America is in the midst of a movement of National Socialism that has kept it out of the conflict.

07 SLOW SLUGS OFF

These primitive people are terrified of large snails. They have a good reason, the snails have secreted a nitro glycerine compound into their shells. When shocked they explode with the force of a stick of TNT.

08 BOUNCIES OFF

Small black bouncing balls with green button eyes. They are in perpetual motion and very curious about anything that visits their planet. You can't say they are intelligent, but you can't say they are stupid. They are just a curiosity.



U.N.I.S.S. PLATFORM DATA

MUD IMPS

PRIME PLATFORM +081

Code 498-247-745-949



Small humanoids who thrive in a muddy swamp. With pointy spears, they are masters of camouflage and a real danger if they are annoyed. They have little technology beyond sticks and use of stone and mud. Portal 2 shows another story as these may be the inheritors of a world that was once higher in technology and is now a blasted ruin. Craters appear non nuclear.

01	Mud Village	OFF	02	Blasted City Ruins	OFF
03	Hillside Village	OFF	04	Highway Ruins	OFF
05	Deep Marsh	OFF	06	Seaport Ruins	OFF
07	Beach Village	OFF	08	Crater Lake Edge	OFF

ALTERNATE PLATFORM

01 JAPANESE SCHOOL OFF

Edge of a Japanese school yard in the late 1980's. The children will be fascinated by the explorers and demand autographs on comic books.

02 BALTIMORE '49 OFF

Railroad siding and sheds in Maryland in the late 1940's. A steam engine will roll by and several bums will try to panhandle money from the explorers. A bull (railroad cop) will throw them off the property and be adamant about letting the explorers return to the Warp.

03 RAIN FOREST OFF

Another world covered by a steaming rain forest. Life abounds as well as a few natives who want no part of the alien invaders.

04 ORBITAL DECAY OFF

Extensive ruins of a Tehrmelern colony that are blasted into scrap and at best dangerous. In the sky is a large station that orbits every two hours. It is badly damaged and obviously on a decaying orbit.

05 IRANIAN NUT TREES OFF

Farm in central Iran with acres of Pistachio trees and a very crabby farmer.

06 SALT TUNNELS OFF

An array of tunnels expertly carved through salt. These branching tunnels extend for miles and neither ascend or descend. The environment is dry and ideal as a storage facility. These tunnels appear round and polished, possibly created by something that bores through the salt.

07 FRENCH FARM OFF

Large French farm in the 1980's. More then a hundred workers and a central manor house. People here seem to be happy and the wine is good. France is a major power secure here and across the colonies. The Americas are entirely French with a small boisterous English community on Long Island. There were no World Wars or communism.

08 PIG FARM '39 OFF

Small Polish farm in the path of the German army in 1939. Fringeworthy can see the border and military buildup on the horizon. There is less then 24 hours before the start of WWII as the Blitzkrieg rolls over this peaceful farm and surrounding villagers. Historical records show the village of Cudah was wiped from the surface of the earth. These are hospitable and friendly folks who will welcome and feed the Explorers who they think are English.



U.N.I.S.S. PLATFORM DATA

GUT PILES

PRIME PLATFORM +082

Code 495-219-728-547



Earth was visited in the 1890's by a race of benevolent star travellers. They left in peace but inadvertently left behind one of their predatory life forms. It is the 1930's and the cities are armed camps surrounded by farmlands. At sunset anybody outside the walls makes a mad dash for the safety of heavily patrolled cities. In the wilds there is a smart mantis like predator the size of a man that hunts, tracks its prey to tree limbs and leaves a gutpile under the bodies. It is only after the liver. These Mantisoids breed fast and are masters of concealment. They are faster than humans and very tough.

01	Ruins of Indianapolis	OFF	02	Bombay India	OFF
03	Fortress Manchester	OFF	04	Kobe Japan	OFF
05	Smadre on Don Russia	OFF	06	Baltimore MD	OFF
07	Dresden Germany	OFF	08	Kokomo Indiana	OFF

ALTERNATE PLATFORM

01 SEVEN FLAGS OVER DC OFF

Theme park at the former site of the nations capital. After seven invasions this historical city was moved to Kansas. The park congratulates Spanish, English, French, German, Chinese, Dutch and Swiss attempts to take the nation in its first 200 years. Now is a relative time of peace except for Socialistic Canada. The Canadian threat is countered with the support of The Quebec Free State and their drive to keep Canada out of the East.

02 TRANSIT TERMINAL OFF

Large underground station built from granite and brass. People are waiting for horse drawn train cars that frequently trot in. There is electricity here as well as steam power. The society appears neo-Victorian with Chinese touches.

03 TREE SNAKES OFF

This huge primeval forest is populated with small fast running mammals and large snakes that consider anything moving a snack. While not poisonous they can grow to 30 feet.

04 RED STAR PURPLE FIELDS OFF

Odd purple vegetation and low scrub grows on this Earth that is warmed by a giant red star. There are small animals here but nothing, herbivore or predator is over a foot in length.

05 GROTYLER'S PLOTKIP HOLIDAY INN OFF

Huge inn on the edge of a freeway system. The vehicles are bulky and resemble 1950's designs on steroids. The inn itself is decorated in colorful potted ferns and tinny music plays. There are hundreds of stuffed beavers in party hats. The beer is unique.

06 WILD CORN OFF

Forests and fields covered with Kudzu like vines that produce a corn like crop. The natives are generally fat and happy due to the abundant resource base.

07 VIENNA 1790 OFF

The modern city of Vienna in the 1790's, a hub of commerce and technology. There are world class universities here.

08 MORNING GLORY OFF

Another rain forest covered by huge orchids and morning glory like vines. At sunrise foot wide flowers open for the ping pong ball sized bees.



U.N.I.S.S. PLATFORM DATA

RAJA'S PALACE

PRIME PLATFORM +083

Code 211-321-665-978



This Alternate Historical is in its 1860's. Portal three opens to a full Tehrmelern Ring station that has been incorporated into a Hindu temple. The Brahmans here know of the ways to the world built by the gods so long ago. They welcome the Fringeworthy and provide a feast in their honor. All they ask is to dispose of the Thuggee infestation over the mountains. There are at least a hundred of this deadly sect near Gulbarga.

01	Gulbarga Ring Station	OFF	02	Onslow W Australia	OFF
03	State College PA	OFF	04	Russian Tundra	OFF
05	Ocean View California	OFF	06	Massai Tanzania	OFF
07	Moosonee Canada	OFF	08	Stanhope Belgium	OFF

ALTERNATE PLATFORM

01 TREENOIDS OFF

They live in trees, they are cute and furry, they are at best annoying and imitative. These small humanoids are gentle and humorous. They are also master thieves and will steal the explorers blind.

02 BLAND BOOKS OFF

Seven story building in this alternate Milwaukee WI. This building is filled with the books and fiction on this close Earth Prime Alternate. The city looks like a huge refugee camp. Here things are recovering after a second great depression.

03 COLD LAKE OFF

In this tropical paradise there is a frigid lake that freezes by night and melts by day. There are seal like creatures.

04 MOOLIES OFF

Ponderous bovine like folks who have horns. They resemble cows and seem to have a medieval society filled with political intrigue and the start of an age of exploration.

05 BEEPBUGS OFF

Jungle where most of the insects emit radio frequencies and beep.

06 COPPERPOT OFF

A grey skinned people who are in their age of Copper. Here copper is abundant. These people are master craftsmen who smelt little iron.

07 LIQUOR STREET OFF

An 1850's technology though merchants in a city tend to clump in groups or streets. Portal opens off Liquor street, a long avenue filled with pubs and stores that sell alcoholic beverages. This area is a competitive zoo of merchants trying to make a few Denari.

08 SLOOG WORM MARKET OFF

Whatever is sold here is in many forms and packaged products. Sloog worms are foot high tube worms with grinding teeth. Colors and variants abound with food, medicinal and industrial applications. People here are culturally and technologically in left field.





U.N.I.S.S. PLATFORM DATA

BOG WORLD

PRIME PLATFORM +084

Code 141-328-844-131



Covered in bogs and lowland marsh this Alternate Climatological is home for a race known simply as the Bog People. By any standards they are a sophisticated and wide spread people with a tight social structure and religion. They have printing and basic metallurgy. They are also very rigid on what constitutes social deviance. If found dangerous or annoying to the community the victim is strangled and dumped in the nearest bog. Children are often sacrificed on high holidays.

01	Peat Bog	OFF	02	Cold Swamp	OFF
03	Kuferee City	OFF	04	Grain Fields	OFF
05	Raised Road	OFF	06	Pine Forest	OFF
07	Cold Peat Bog	OFF	08	Obelisk Field	OFF

ALTERNATE PLATFORM

01 POCKET STOP OFF

A 100 mile world with a small green sun. There is an entry warp and a Ring Station 50 miles across fractured highway littered with vehicles from a 1980's Alternate Earth.

02 THE STUBBORN FOLKS OFF

In this alternate psychology the people pride themselves on being stubborn to a fault. Never that they are right, they just make up their minds and that is the end of the matter. Progress here is very slow.

03 CRACKER TINS OFF

Shelves 30 feet high hold fancy tins of crackers with a sandwich center of bug parts. These brick warehouses extend for miles.

04 HOMELESS SHELTER OFF

Inner city where humans and aliens are waiting to get into a homeless shelter for a good meal and a good 3D Vid. Run by the sisters of the Shaker Combine Corporate.

05 TRADING POST GALACTIC OFF

Another mega shopping center devoted to small shops that trade credits for an amazing collection of Earth Trinkets. This center borders a massive starport. You get the feeling Earth is a Third World port.

06 ROCKET PORT MOBILE OFF

The 1950's have never ended and rockets launch from Mobile Alabama to the colonies and beyond. This Earth looks like a crash of 50's technology and 1930's pulp Science Fiction.

07 DEADPHONE OFF

Before his death Thomas Edison completed a telecommunications system that allows people to speak to the dead. While not entirely reliable to the other side, it works.

08 SAARS COMBINE OFF

Mall complex with a Saars anchoring a number of stores. The merchandise is oddly boring and there is not much variety though prices are low.





U.N.I.S.S. PLATFORM DATA

SEA HELL

PRIME PLATFORM +085

Code 833-824-913-152



This world's Age of Exploration ended with the monsters of the deep. On this Biological Alternate the seas are filled with giant Squid, turtles, Sharks and aquatic Dinosaurs descended from Plesiosaurs. Many of these monsters reach a length of 60 feet. The trek between nations follows roads that do not cross within 200 feet of any sea coast. Fishermen here are a shore based cautious lot that pride themselves on speed.

01	Seacoast	OFF	02	Hills Pennsylvania	OFF
03	Toll Road Italy	OFF	04	Great Barrier Reef Australia	OFF
05	African Grassland	OFF	06	Hawaii (unpopulated)	OFF
07	Great Road of China	OFF	08	Chilean Coast	OFF

ALTERNATE PLATFORM

01 THE LOGICAL PEOPLE OFF

Alternate Psychological World moderately advanced where people consider expressing emotion a social defect. They are logical to a fault in public. In private they let their hair down a little and express concerns with family members. The young are rebelling at this with bursts of wild emotions, unusual dress and hair styles.

02 TANKERS OFF

Hundreds of junked robotic vehicles built for some lost war. Sophisticated, these blocks of rust still have active systems and can be a danger to explorers. A mile to the south is a factory complex that has been bombed as well as a vast battlefield of men and vehicles long dead.

03 PRESERVE OFF

Vast rocky area set with stone steps and small water falls. Small owl like birds are friendly and streams have tiny fish.

04 METHANE CITY OFF

This alternate Technological has found the ultimate fuel to use is Methane. Vehicles and power stations burn this gas and to say the least the world smells bad enough to nauseate a Slarg.

05 CANAMERICA OFF

Here all of North and South America was colonized from Canadian Colonies. There were no World Wars and Communism became a footnote in historical texts.

06 MANSIONS ON THE HILLS OFF

The society is fragmented between the Rich, the Servants and the Have Nots. Either you live in a fortress mansion, workers housing or the farming slums. The Rich back up their rule with harsh laws and a police force that shows no mercy.

07 DANUBE FLIGHT SCHOOL OFF

Castles on the Danube that are linked by road and hang glider. These people are masters of gliders and balloon based flight. It is the year 1088 and they have set up a supply network that has established colonies in North America,

08 WARM HILLS OFF

In the dead of winter this oddity has hills that are still lush and green. These hills are hot and have underground hot springs and caverns of near boiling water.



U.N.I.S.S. PLATFORM DATA

HEROVILLE

PRIME PLATFORM +086

Code 294-955-682-967



On this odd alternate many of the population have paranormal abilities based on Psionics. Many of the more powerful have become Heroes in the traditional Comic Book sense. They fight crime and those paranorms who would use their abilities to harm or steal from the majority of Norms. The Fringeworthy who enter this world will manifest a major PSI talent while they are here. Unfortunately they will have little control over the talent.

01	Crossroads Gas IL	OFF	02	Glass Factory Milan	OFF
03	Railroad Station London	OFF	04	Starport	OFF
05	Red Square, Moscow	OFF	06	Miami FI	OFF
07	Chicago IL	OFF	08	Mexico City Mexico	OFF

ALTERNATE PLATFORM

01 CASTLE ELECTRICIA OFF

Gloomy world where great castles hang over small villages. Some of these fortresses are now lit by electric lights of the legendary Monks of the Lightning, the leading technologists of this very late Medieval age.

02 DOG DUCKS OFF

The favorite pets of this near Earth Alternate are duck like dogs. These silly creatures have the manners of dogs and quack like geese.

03 ROBOWARS 2006 AT OFF

After Tesla and free power the science of Robotics developed until the year 2006 when the mechanical slaves began a revolt and the extermination of mankind. Now humans are little more then cattle and are learning to fight the machines of death.

04 SNOW MOTH OFF

Wintery world with large moths that resist the cold. These sparrow sized, alcohol based creatures feed off frozen vegetation and hibernate across hot months.

05 WEEK OF THE DEAD OFF

A Spanish America that celebrates the Week of the dead every October. On this week spirits return to families to reaffirm their bonds and check on how the living are doing. This is perfectly natural to these people. Added to this situation of real ghosts are malevolent spirits, minor devils, saints and angels.

06 ROOMIES OFF

Overpopulated planet steeped in religion and mysticism that allows no birth control and promotes large families. While everybody is fed, the spectre of starvation is showing.

07 BEETLE BORGS OFF

World of small beetle like creatures that are high advanced technologically. They have no basis for communication with explorers and they have a completely alien agenda.

08 BLITZ '44 OFF

Germany in 1944 under the French Blitz. They are waiting for American and Russian liberators to stop the Fascist French. Neutral Poland is selling arms to both sides. The imperial Chinese Navy is now eyeing Japan, the Philippines and Hawaii as the United States of South America rattle sabers and warn that any incursion into Philippines territories will cause a Pacific War.



U.N.I.S.S. PLATFORM DATA

GENE THIEVES

PRIME PLATFORM +087

Code 151-289-186-658



A jungle covered planet under a dying red star. The amazing thing about this world is the plant life that mimics most animal life. There are humanoids and predators that protect huge banyan like tree communities that appear to be small worlds to themselves. They wage war and trade. None of the forms in particularly bright or can match human intelligence. What they have is numbers and determination. They also adapt to adversity over time.

01	Jungle	OFF	02	Tree City	OFF
03	Swamp	OFF	04	Salt Flats	OFF
05	Old Forest	OFF	06	Swamp	OFF
07	Tree Cities	OFF	08	Stone Ruins	OFF

ALTERNATE PLATFORM

01 CHILD WARS OFF

This dying Earth has been ravaged by chemical pollution that has resulted in 98% sterility for it's people. Children are a resource that is fought over by families and nations. Kidnapping and thefts are common.

02 FLIES OFF

Late 18th century alternate covered with flies. Vast numbers exist with the populations who could care less. They are harvested for food and fertilizer.

03 SHELTER OFF

Some form of steel shelter mouth that is blocked from the outside by debris. The inside is a vast redout of equipment and bodies that have long since decayed. There has been an extended conflict here though the uniforms and writings have no counterpart. Weapons seem to be a tri-barrel arrangement with 13.5 mm rounds.

04 SPIRIT TRAP OFF

These 40 foot humanoids have set traps for the little people who come in the night. While most of the Erankori believe little folks a myth, a few would like to capture them and harvest their magic and four wishes.

05 TROUT POND OFF

Magnificent natural setting and a manicured Trout Pond that is guarded by Laser, dart and robotics designed to capture rather than kill. These guardians are old and only activate when an attempt is made to fish the pond.

06 LIBRARIANS OFF

After a global disaster a new elite has risen from the darkness. These are the literates who teach and direct the masses with their magical ability to read and write. This ability has become a monopoly of sorts as the Librarians extort food and luxury to keep the spirits at bay and perform a little medicine.

07 FRUIT TREES OFF

Another wild plantation of odd fruit trees that produce something between an apple and a banana. The hard husks are ideal wood pulp and the interior rich in protein. They grow in salt marsh.

08 PARANORM '66 OFF

Another modern Earth Alternate where there is a strong Paranormal presence and real teams designed to disburse or bust energy creatures that take the form of ghosts and demons.



U.N.I.S.S. PLATFORM DATA

TEHRMELERN TRANSIT HUB



PRIME PLATFORM +088

Code 376-823-186-728

Remarkable planet that is obviously a Tehrmelern hub of commerce, life and activity. Magnificent world with vast structures. Ring Station opens near a huge set of glass doors and a thousand foot corridor. The corridor has 7 Least Mellor hibernating in it. The corridor ends at a vast room, a control center of high technology, holographic images of worlds and more. This was a vast monitoring station where thousands of Tehrmelern watched this section of the Pathways. There are also more hibernating Mellor then the Fringeworthy can imagine. The doors will automatically open to any Fringeworthy who touch them.

01	Monitoring Hub	OFF	02	Continental Shuttles	OFF
03	Home Tree Park	OFF	04	Food Court	OFF
05	Entertainment Complex	OFF	06	Forest Preserve	OFF
07	Manufacturing Center	OFF	08	Home Towers	OFF

ALTERNATE PLATFORM

01 TECHNICAL CENTER OFF

Tehrmelern technical center that specialized in protective suits that resembled space suits. Machinery here will analyzes and mold these suits around an individual. Odd square wands for use with multiple crystals are here also. This technical center ends in a set of airlocks. Sixteen airlocks run along a corridor and open into a Jupiter like Planet. Here are masses of machines hundreds of feet high and a single building . In the building are a small basket of Key Crystals (37) in several colors. This is a manufacturing site, now malfunctioning. There are long corroded Tehrmelern suits here.

02 BIOMASS OFF

This is a world spanning Biological entity that is alive. Suits from Portal 01 will protect from its prodding and requests for tissue. This is an amazing creature that feeds on biological creatures and incorporates them into itself. It is a non hostile intelligence with a sense of humor and a thirst to see other worlds. It is also horrifying with it's masses of undifferentiated flesh, brain stalks, eyes and body parts. It liked the Tehrmelern and will sing in their native languages and voices.

03 MUSHROOM SWAMP OFF

Once a technological park, it is now under a hothouse sky and covered in wild fungus shapes.

04 DEAD EARTH OFF

Resource site that was being mined.

05 DEAD EARTH OFF

Low stonework to the Horizon

06 HOME TREES OFF

Burned Tehrmelern Home Trees by the tens of thousands.

07 SLARG VILLAGE OFF

Eight Slargs living comfortably who are mostly happy with their home.

08 PRESERVE OFF

Serene world of ponds, small animals and an amazing sky with 5 moons.



**Platform +88 Alternate 04
Strip Mine**



U.N.I.S.S. PLATFORM DATA LIBRARY OF AGES



PRIME PLATFORM +089

Code 936-599-641-664

Vast stone monuments and buildings are an amazing library complex. The books, scrolls and high tech media appear Tehrmelern and a thousand other languages. Images go from crude drawings to three dimensional images that leap from a page and talk to the viewer in unknown languages. A lot of this complex is in ruin and a good portion appears to have been looted or burned. There are small animals nesting in these works of ages as well as traces of fires where they were used as fuel. There are humans here who are nomadic hunters. They consider this place a burial temple with ghosts and the spirits of the damned.

01	Exterior Plaza	OFF	02	Multi Media Crystal Center	OFF
03	Exterior Plaza	OFF	04	Beachfront Apartments	OFF
05	Housing Complex	OFF	06	Video Archives	OFF
07	Exterior Plaza	OFF	08	Interior Food Court	OFF

ALTERNATE PLATFORM

01 BEAR RANGERS OFF

Here bears are the intelligent species in their industrial age. Humans are feral creatures in parks that beg for food and create problems with the tourists. They will be amazed to deal with talking humans who wear clothes and carry weapons. They will rationalize trained humans from a circus or a publicity stunt for a horror movie.

02 ROBOCOPS OFF

City patrolled by 7 foot humanoids designed to be police. They are polite but uphold the law. People are common here but a little on the dull side. This world appears to be socially stagnating and locked into complete obedience to the robotic police force.

03 NEANDERTHALS OFF

Primitive people here that are cautious but clever and likable. They can become good friends or bitter enemies depending on how they are treated.

04 OLD GROWTH FOREST OFF

Another ancient forest untouched for resources. The stags here are enormous.

05 CERAMIC FOLK OFF

Alternate culture that are masters of Ceramic design for every aspect of life. These people can create a fine watch or a vehicle made of ceramics. Metals are rare.

06 FERMI'S CHILDREN OFF

Speculation has it that the first Nuclear Reactor tested in Chicago was the source that blew the mile deep hole and irradiated half of Michigan. The similar crater in Berlin ended the Atomic age in this Alternate.

07 LIGHT SPEED OFF

This parallel Earth has a light speed of 700 miles an hour. This has radically effected some aspects of science and created practical applications of near time stasis.

08 PIGLETS OFF

Island chains populated with miniature pigs and Rabbit sized humanoids who resemble hamsters. They are skillful hunters and village makers on par with the Aztecs. They may be furry and cute but they are also deadly if provoked.



U.N.I.S.S. PLATFORM DATA
POST COMMUNIST CHINA
PRIME PLATFORM +090
Code 832-179-693-636



In 2006 Communist China finally reached the point where the system was failing. Over 14 days that held the world on the brink of war, a new government took form that has since made the Communists look good. This harsh collection of Generals have massacred thousands and threatened the world with Nuclear and Biological oblivion. This world is on a short fuze to holocaust if something is not done.

01	Mukden China	OFF	02	Port Huron MI	OFF
03	Topeka Kansas US	OFF	04	Saigon Viet Nam	OFF
05	Racine WI US	OFF	06	Buru Island Indonesia	OFF
07	New Jersey Shore	OFF	08	Wau Papua New Guinea	OFF

ALTERNATE PLATFORM

01 DUMB MEN OFF

On this Alternate Biological men are at best dumb. With easy and gentle personalities they are at best very bright children. Not allowed to drive or vote, they are trained to clean homes, cook simple meals and watch over children. The women are normal. There have been no major wars here in recorded history and commerce is an art. Technology is on par with the 1920's.

02 MOUNTAIN TOWERS OFF

Huge rusting towers dot the far mountains. Several thousand feet high, these may have been power accumulators at one time. Installations in the mountains are high tech and show signs of damage by gunfire many years before. Several 6 wheeled trucks litter the landscape as well as multiple graves.

03 NO MAGNA CARTA OFF

Here King John managed to find all the copies of the magna carta and destroy them. The justice system that became the model for the free world never was established and centuries later laws and justice are a hodgepodge of harsh punishments for even minor civil infractions. The Americas are scarcely colonized and European wars are still raging.

04 DROID DISPOSAL PLANT OFF

Harsh and ugly camp where people are being led to chambers and murdered. While it looks like a death camp, it is a Droid Disposal center for inexpensive Semi-Biologicals.

05 KING OF CALIFORNIA OFF

Estate of Emanuel Ruez the King of California. He will welcome the Fringeworthy and treat them well. He is also a very wealthy and eccentric nut case who is not the King. This world is very similar to Earth Prime in the 1930's.

06 SPARSE STARS OFF

Only a few dozen stars show in the night sky here. The world is shrouded in vast old growth forests and a good balance of small predator and prey.

07 TEN THOUSAND GODS OFF

These people believe that there are thousands of gods and that they rule every aspect of life. The society is caught in a dark age with little education and harsh barons who like it this way.

08 HOPE FLOATS OFF

Edge of the dockyards for the hospital ship HOPE. This great liner turned hospital is being re-outfitted for another trip to the nuclear ravaged coast of England, France and Spain.



U.N.I.S.S. PLATFORM DATA DINO HOLOCAUST



PRIME PLATFORM +091

Code 565-454-846-971

There are intelligent saurians here. They are larger than man sized and resemble Raptors with large heads. They have electricity and vehicles. They also have doom orbiting above them as a small moon is slowly falling out of orbit and they are rushing to build shelters and develop rocket technology. They have at best, a decade left before the moonlet causes their complete destruction. They are stressed, not entirely friendly and won't believe apes can talk.

01	Scrub Trees	OFF	02	Industrial Zone	OFF
03	Lizard/Sheepoid Farm	OFF	04	Saurian Condos	OFF
05	Sand Dunes	OFF	06	Dense Jungle	OFF
07	Farm in Forest	OFF	08	Seaport	OFF

ALTERNATE PLATFORM

01 SLIME BEACH OFF

White sandy beach with tendrils of red slime that grow out of the water. No fish but numerous crustaceans that range from minnow to dog sized.

02 NUNNERY OFF

Courtyard of a French Nunnery on the verge of occupation by the Germans.

03 BOB'S TOPLESS BAR AND GRILL OFF

Dry Desert air and a sign to Bob's mark this roadway. Don't expect dancing girls here. This bar allows you to take off your hat and be shameless in the site of God.

04 TALL FOLKS OFF

Most of these primitives are at least 8 feet tall or taller and weigh upward of 150 pounds. The .75 gravity helps a little on this Alternate Earth.

05 ICE PINES OFF

Huge pine trees are scattered on these rocky hillsides. The pine cones are the size of bowling balls. Elk are here as well as very large bears.



06 DESERT WORLD OFF

Edge of a green area and a water spring. Many trees and small animals live in this mile square area. It is frequented by desert dwelling lizard folk three feet in height. They are cautious but not warlike.

07 NOCTURNS OFF

Humanoids with a limited technology that borders on the industrial age. These people sleep by day and hate the sun.

08 POST STEAM LONDON OFF

The turn of the century where London is completely electrified. The industrial fogs are still heavy and there are strange things that prowl the night including criminals and great detectives.



U.N.I.S.S. PLATFORM DATA
THOUSAND ACRE WOODS



PRIME PLATFORM +092

Code 264-124-111-613

Magnificent forest populated by the oddest talking creatures. They live their immortal lives waiting for their friend to return from the real world. Fringeworthy from Earth Prime will immediately recognize Bear, Tiger and an oddly depressed mule like creature. These are bio constructs created for this park. Outside the high walls are ruins and many more bio constructs that are living their happy programmed lives. Many of these appear to have been servants in one form or another. While the ruins are extensive there appears to be repair work going on as the constructs restore their world.

01	Ruins San Francisco	OFF	02	Managed Farm	OFF
03	Ruins Toronto	OFF	04	Canevral Starport Ruin	OFF
05	Ruins Kansas City	OFF	06	Ruins Paris	OFF
07	Thousand Acre Woods	OFF	08	Tokyo Crater	OFF

ALTERNATE PLATFORM

01 THE DIG OFF

A small group of Archeologists on the edge of a great desert are digging. They have uncovered a stretch of pavement and a 1976 Ford Pinto. They seem very excited about the discovery and the possibility of discovering the lost City of Las Vegas.

02 PEPPER TREES OFF

Hot winswept farm with fifty foot Habanaro Pepper bushes. These peppers are the size of basket balls and nearly toxic with their high concentration of capsan.

03 FLYING FISH BANKS OFF

Seacoast where flying fish nest. These odd creatures are nearly reptilian and able to take to the air like birds. They lay leathery eggs will protect them as a group.

04 DEAD ARMY OFF

Primitive army in the midst of a great salt flat. They are all dead in orderly ranks as if they were arranged by the last survivors. The 1200 bodies are glazed over in a fine layer of salt.

05 ELECTRIC PLANTS OFF

Vines and creepers in this jungle are literally a telegraph of low voltage current. When damaged or threatened they wrap around a victim and shock them repeatedly.

06 STRIP MINE OFF

Vast strip mine from past ages. There are huge water filled holes with ramps and the remains of roads between them. Piles of rust and scraps of alloys litter the landscape for miles. Most of the alloys are coated copper and something else that is unnaturally heavy.

07 MEAT TREE FARM OFF

Small decorative trees that grow pods of a near meat substitute. When peeled these steaks can be cooked and resemble Pork, beef, Chicken, or Venison. The farm house is high tech but appears to have been abandoned.

08 PALM FARM OFF

Hot tropical island that is planted with orderly rows of coconut palms. Smoke can be seen on the next island several miles away. There appears to have been a recent harvest as coconuts are neatly packed into large plastic crates and labeled for shipping to Sarakan, Trezapolis, and New Hebbberley.



U.N.I.S.S. PLATFORM DATA

MOUSE HOLES

PRIME PLATFORM +093

Code 771-553-343-643



Wild alternate where humans are the size of mice and the mice are nearly as civilized as people. If this situation wasn't as deadly, it would resemble a children's cartoon with cats the size of Semi Tractor Trailers and Humanoids 120 feet high. Aggression between species is low key and the technology of the giants seems to be early 20th century with radio and early television. Given time the mice will be genial hosts and teach explorers the do's and don'ts of this unique place.

01	Living Room Wall	OFF	02	Hardware Store	OFF
03	Supermarket Isle	OFF	04	Another Kitchen w/Cat	OFF
05	Giant Woods	OFF	06	City Park	OFF
07	Large City Curb	OFF	08	Behind the Dog House	OFF

ALTERNATE PLATFORM

01 INDIANS ARE COMING OFF

Western town is in a panic and almost ready for invaders. What is coming is an East Indian Circus and Trading Company that sells across the frontier of Kansas. They originate from the Pacific Colony State of New Cuddapath. This yearly event starts with a humorous near animosity between peoples that turns into a warm friendship.

02 HYBERNATION OFF

These humanoids wake in early March and live normal lives until November. They move into comfortable dens and sleep for several months. This is perfectly natural. The portal opens during December.

03 ROACH EARTH OFF

Hear the Roaches are 6 inches long, intelligent and generally run human society as partners. This partnership generally benefits both as the roaches nag the humanoids into progress and a better life so they can glean off the resulting prosperity.

04 SOAPSTONE MESAS OFF

Magnificent soapstone mesas that are separated by sand and cacti. Wind and water have formed amazing shapes that were then refined by unknown carvers.

05 GORILLA ACTION OFF

Deep in the Congo in 1965 there are Gorillas in the midst that are shooting back at poachers and naturalists. These Gorillas are far smarter then anybody believed and are now claiming an extensive territory. While they speak little, their actions are showing they mean business.

06 FURBEES OFF

Mountain side with odd square hives of very fuzzy bees. They are producing honey and are stingless. While harmless naturally, hundreds will swarm into eyes and open orifices to choke the victim to death.

07 PINE FOREST OFF

Old growth pine forest in some North Woods area. No evidence of human harvesting or radio signals. There is a Bigfoot like creature here that is shy and retiring. The young of the species are a little inquisitive and will watch explorers.

08 HONORABLE PEOPLE OFF

Near people who believe that honor is the goal of any good life. They will fight and die for honor and their beliefs. They are late iron age and just discovering science.



U.N.I.S.S. PLATFORM DATA

TERKELMERAN

PRIME PLATFORM +094

Code 558-118-459-721



Smashed Tehrmelern city that looks like it was dismantled and shaken. Parts piled everywhere from super strong glass to alloy bonded beams. There are incomprehensible parts scattered as well as ghostly burned shadows across many parts. Sleeping amidst this mess are Lesser and Least Mellor with a few Medium Mellor thrown in. Nearly all are hibernating in underground warrens.

01	Tundra	OFF	02	Industrial Scatter	OFF
03	Scattered Parts Field	OFF	04	Scattered Starport	OFF
05	Woods	OFF	06	Sunken Seaport	OFF
07	Large City Scatter	OFF	08	Woods Cabin	OFF

ALTERNATE PLATFORM

01 MAGIC MOO OFF

These peasants are flocked around a purple cow that they consider lucky for their village and baron. At best a medieval technology with a few innovations.

02 GLASS TOWERS OFF

At the top of these mountains are huge glass towers that were Tehrmelern luxury dwellings. They are now infested with Least Mellor in the thousands.

03 PIG ISLAND OFF

Tropical island with a lot of pigs. Natives from a close island come here to hunt pigs. The pigs weigh in at 800 pounds and have a nasty disposition.

04 CANNERY OFF

Another deserted Tehrmelern center that appears to be a fruit cannery. A full 10% of the self opening/chilling cans are filled with Least Mellor that have been caught and processed. They are live..

05 SNAKE AND SHAKE OFF

Roadside desert cafe with odd cars parked there. Gas station sells Hydrogen and signs advertise Snake Jerky, Burgers and Choco fizzes.

06 FARMLANDS OFF

Farms linked by dirt roads and people who ride large goats. Not a bad place, little progress from the 1830's but the people are pleasant.

07 MARINA

Magnificent Salt Sea Marina near a Tehrmelern Ring Station. Boats are small craft that practically trim and sail themselves. Most of these small sailing craft have been sunk but may be salvagable.

08 ATLANTA '65

Ruins of Atlanta after the Spanish Army of Liberation burned it in 1965. The residents are hostile to the Spanish occupiers and strangers who are not Americans.





U.N.I.S.S. PLATFORM DATA
BABBIT'S WORLD
PRIME PLATFORM +095
Code 154-391-519-217



Small easily agitated furry folks in a perpetual medieval age. They tend to build earth sheltered homes and live with an extreme degree of personal comfort. They are outstanding farmers, pigeon raisers and fishers. Their universal creed is 'A good fire, a good mea, good friends and a good book are life's treasures.' Unfortunately they have enemies, a short troll like race that considers them an excellent dietary supplement once you skin the fur off. While stupid, these creatures have a new leader who is moderately smart and has created a serious threat to the Barabitts future.

01	Village	OFF	02	Ruined Castle	OFF
03	Forest	OFF	04	Stone Monuments	OFF
05	Woods	OFF	06	Riverport	OFF
07	Large City	OFF	08	Wastelands	OFF

ALTERNATE PLATFORM

01 RADIUM PEOPLE OFF
 Alternate Technology where the element Radium has become the fuel source and curative that has created a golden age. These people are not effected by high radiation sources and are healed by simple exposure to high levels of Radium.

02 THE DENSE PEOPLE OFF
 This humanoid race is best classified as not very bright. However they make up for a lack of general creative ability by learning and sticking to what works and are keen on creating books that teach. With steam power and renewable resources they have reached the dawn of the electrical age.

03 GRAV WOOD OFF
 A fluke of nature has created wood that defies gravity. This resource is harvested and grown for applications that border on the fantastic. Unfortunately bringing this wood through a portal negates the effect and the Fringeworthy end up with redwood.

04 DOMED PRESERVE OFF
 Hundreds of domes that resemble greenhouses each dedicated to a different species of butterfly. Automated and self regulating, they provide optimum balance for unusual species.

05 HOMETREE OFF
 Grasslands and a dead Tehrmelern Home Tree. While the surrounding prairie are fertile, this 400 foot circle is dead and still.

06 PROCESSORS OFF
 Abandoned and dead food processing station. There are thousands of peach trees here infested with worms and spiders. Robotics are still or overturned.

07 ANOTHER BLOODSUCKING SWAMP OFF
 Hear the mosquitos are an inch long and persistent. Every 30 minutes here reduces the victim's health by d6% of their health/constitution.

08 COPLOT OFF
 Back end of a high tech Police Impound Lot where there are various vehicles. Some of these vehicles are obviously adapted for Hover or some form of Magnetic Lev. This lot is under surveillance by the police camera and Autohound. These dog like droids are mobile scanners equipped with dart weapons that knock a victim unconscious.



U.N.I.S.S. PLATFORM DATA
CONTACT HAWAII
PRIME PLATFORM +096
Code 243-599-242-383



The islands of Hawaii around the year 1300. They have not been contacted by the British and will be frightened and amazed to find strangers in their midst. If handled right they can be a fine rest stop for the Fringeworthy as well as good friends. If handled wrong they can be bitter enemies and fierce warriors that will sacrifice themselves to destroy the evil from another place.

01	Beach on Maui	OFF	02	Bath England	OFF
03	Constantonople	OFF	04	North Island NZ	OFF
05	New Guinea Highlands	OFF	06	Bologna Italy	OFF
07	Majunga Madagascar	OFF	08	Amazon River	OFF

ALTERNATE PLATFORM

01 **LARGE ARRAY** OFF

Three hundred large radio dishes are pointed across the sky in this spectacular search for extraterrestrial life. Little do the researchers suspect that the Fringeworthy have a warp on the edge of the property that is causing interference when the portal is turned on.

02 **COLD WAR '61** OFF

Alaska was never sold to the United States and the communist revolution has spread to Canada. The year is 1961 and strategic missiles have been spotted in Kitchner Canada. There are mounting pressures to invade Canada. Free Quebec is now a wild card in the negotiations as they are neither Communist and side with nobody.

03 **CATPLACE** OFF

Small fishing village on some geological alternate with people and cats. Lots of cats. These people consider them sacred and preventors of plague that destroyed great cities in their heartland.

04 **BONEPILES** OFF

A full ring station are piles of human bones. Some are fresh. The bear like race that lives in this valley wait for the return of the 'Great Race' and obviously, they aren't human. So humanoids who they suspect are given a verbal exam on the old ones and then killed and stacked with the others.

05 **HARLEM '59** OFF

The city of Harlem NY in this Cultural Alternate. The minority on this world is white while the majority of settlers to the Americas were black. A close technical but not cultural copy of earth with the same racial prejudices and problems that have plagued so many worlds.

06 **GRASSLANDS** OFF

Endless grasslands and Kangaroo. Puma like predators.

07 **CITY TRANSIT GARAGE** OFF

Center of the City Transit Garage in Chicago 1929. This is the classic city filled by Gangsters during the prohibition of Tobacco. This place is about to be a battleground between rival gangs of Capone and Moran.

08 **TALKING HEADS** OFF

A ring of pillars and stone heads surround their warp. Stone ruins to the horizon and angry orange skies. The heads will converse after they are asked a question. None of their answers is straight information and many questions are answered with a question. The heads become more animated as time progresses, opening eyes, smiling and finally becoming fully animated.



U.N.I.S.S. PLATFORM DATA

SILVER APPLE

PRIME PLATFORM +097

Code 156-443-184-333



Magnificent Earth that is a near tropical paradise. Fruit is metallic in hue and the insects are a rainbow of colors. Some mammal like creatures under glittering scales are present as well as a few flying predators. Under the sparkle and color is a chilling fact. This world is rich in heavy metals and is mostly toxic to life from Earth Prime as well as many other worlds. There are no sentient species to speak of in this tainted paradise.

01	Silver Apple Trees	OFF	02	Seashore	OFF
03	Woodland Stream	OFF	04	Bee Nest	OFF
05	Grape Vines	OFF	06	Flowered Field	OFF
07	Dense Forest	OFF	08	Rusting Mountains	OFF

ALTERNATE PLATFORM

01	ORWELLIAN HELL	OFF
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Another damaged society patterned after some Bureaucratic nightmare. People are virtual slaves of the government that controls their thoughts and life-styles. Most believe this is for the good of society.

02	NANKING '37	OFF
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Japanese city on the eve of the Japanese invasion that virtually slaughtered the adult population. A Catholic priest is attempting to move women and children to the countryside before the gutters run with blood.

03	EMPIRE TRUCK AND RV	OFF
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Back field of the Empire Truck and RV sales lot in the state of Elizabeth. This prosperous colony is in its mid 20th century. Part of the United States of Canada, it extends to the Mississippi, the Elizabeth River and down to the Empire of New Espana at Central America.

04	WINDSAIL STOP	OFF
----	---------------	-----

These folks are heading west with windsails and rubber tires. Like small sailing vessels, they run the prairie grass at the astonishing speed of 40 miles an hour. Warp opens near a large stop, supply and repair center.

05	DAMAGED PORTAL	OFF
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High pressure area indicated.

06	SULFUR SANDS	OFF
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Cool Sulfur desert populated by snakes and other odd life forms. Crystals are common here as well as sapphire and gold. Plants are an odd combination of thorn and pod that concentrate the sulfur leached out of the ground and expel it as crystals.

07	CANAL	OFF
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Old rock canal that is now out of use. Rusted gears and machinery are found down its 80 mile length. No part of this is now more than a few feet deep. It is abandoned and there is no sign of the builders. There are traces of farms and underground dwellings not far from the site. These homes appear to have been burned at least a century before. Artifacts show an 1860's technology with lanterns and metal use.

08	THE GARDEN	OFF
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Pocket stop of a few miles with a lush garden and a pair of terrified teenagers that have been here since they were young. They are relatively happy but fear the snakes that inhabit the Apple trees that are at the core of the garden. There are only 6 of them and they are large as well as intelligent.



U.N.I.S.S. PLATFORM DATA
EARTH '46 WITH GHOST
PRIME PLATFORM +098
Code 861-259-687-596



A historical duplicate of Earth recovering from the end of the second world war. Oddly the Fringeworthy have a companion or annoyance here. They are haunted by a ghost of a Chinese woman dressed in 1990's styled blue jeans, and blue jean jacket. She is fond of leaning on things and talking to them about their work. She laughs a lot and at times becomes deadly serious as if she has some purpose to find and deal with the explorers. Her face is marred by a bruise under her left eye. She is insubstantial most of the time but will manifest an odd moment to move things or touch someone lightly on the shoulder.

01	New York Subway	OFF	02	Lincoln Monument US	OFF
03	Safeway Food market	OFF	04	Miami Florida	OFF
05	Mars PA	OFF	06	Havana Market Cuba	OFF
07	Jodhpur India	OFF	08	Lubbock TX	OFF

ALTERNATE PLATFORM

- 01 **BLACK PYRAMIDS** OFF
 Huge Black pyramids stretching across a plain covered in rust and sand. Symbols above sealed doors are Skull and Crossbones as well as a classic Mr. Yukk face. These structures are storage containers for Nuclear and Chemical wastes from ages before.

- 02 **HOT ZONE** OFF
 Tropical area where Fringeworthy will immediately contract a heavy cold or runny nose within hours. It passes in 24 hours.

- 03 **CAVES OF THE CRISAGA** OFF
 Vast caves below a burning world. Small nearly humanoids live here and farm pigs and fungus under the light of glowing fungus.

- 04 **THE QUIET PEOPLE** OFF
 Small run down farm with the wreck of a Dusenberg pickup truck in the yard and a few flightless chickens. These people are very quiet and say little unless they have to. There is a reason for this, a sparrow sized predatory bird that hunts by noises and voices.

- 05 **COFFEE STOP** OFF
 Mountain coffee plantation tended by droids. Stored in warehouses, bagged and shipped by hovercraft. Bags are in French, German and Swahili.

- 06 **SHALLOW STREAM** OFF
 Prairie stream that is at best a foot deep. A few fish and rabbits dot the area but no human life or larger animals.

- 07 **STARGO'S SCRAPFIELDS** OFF
 Sign in Spanish announces that the dusty road you travel leads to Sargo's Scrap Mine and Fields. Stargo sells scrap and metal from a huge landfill that he has been excavating. While he appears late 18th century the junk is late 20th century. He will be amazed to find a vehicle not attached to a mule.

- 08 **ALIEN COLONY** OFF
 Another Alien colony on an earth that never saw humanity. While humanoid there are physical differences and a moderately higher technological base. They tend to preserve the ecology and build homes and factories underground.



U.N.I.S.S. PLATFORM DATA
LORD FALDUR'S CASTLE
PRIME PLATFORM +099
Code 875-578-853-413



Otherplace with 8 close warps scattered across a four square mile area. The center of this always storming place is a huge castle inhabited by Dr. Anton Faldur and his giant of a humanoid servant Zalron. Faldur welcomes the Fringeworthy and will happily show them his experiments in trying to determine what makes a life form Fringeworthy. There is a darker side to this gentle man and not all the experiments are being shown. In fact this place is a hidden chamber of horrors with captive Mellor and a dead Tehrmelern body.

01	Deserted Village	OFF	02	Swamp Edge	OFF
03	Castle Courtyard	OFF	04	Graveyard (French)	OFF
05	Woods	OFF	06	Rock Wall Edge	OFF
07	Rose Gardens	OFF	08	Road to Nowhere	OFF

ALTERNATE PLATFORM

- 01 ATLANTIS OFF
 Large mid Atlantic island with a smoking volcano at its core. These are a bright and cheerful folk who have electricity and solar energy. There is no slavery and flight has just been accomplished.
- 02 BRUGANN HOA OFF
 Somebody else's Civil Conflict with multiple colors and classes of people battling for some reason that is not apparent. The conflict ranges from shouting to bloody murder.
- 03 JETS OFF
 Edge of an air filed of jet aircraft. Military and civilian, these are wild designs that have not been built by any known technologies known on Earth Prime. They appear alive at times as if technology and mechanicals have grown together.
- 04 ARMATER OFF
 Six legged horse ranch under two small stars. Friendly and smart these horses are not very fast but they are amazingly strong.
- 05 BLUEBIRD RUINS OFF
 Stoneworks grown over for a very long time surrounding a Tehrmelern Ring Station. Trees are nesting area for Bluejays and flying squirrels. There is some indication that the area has seen camp fires close to the Portal.
- 06 DESERT ISLAND OFF
 Wreckage of a green DC3 scattered across a white sandy beach. There is a little fresh water here as well as fruit and wild pigs. A single crazed survivor of the 1943 crash is hiding and still waiting for the Mexicans to invade. The year here is 1960. The survivor will tell of Fascist Mexico and the attack on the United States while Europe remained neutral.
- 07 GRAVE MISTAKES OFF
 Desert canyon with the bodies of a dozen men and women that were chained to the wall. The latest is alive and appears to be the victim of a serial killer. The victim is Fringeworthy from another world and describes a man who has a stone that flashes and chooses his victims.
- 08 KING OF THE US OFF
 Posters and people talk of the King of the US who is coming to Toledo Michigan in a week. The year is 1976 and the King of the US is President Martin Luthor King and his VP George McGovern.



U.N.I.S.S. PLATFORM DATA

KURLTAND'S PLANET



PRIME PLATFORM +100

Code 981-271-775-678

This god forsaken place is mostly swamp, alligators and sandbars. In the middle is Kurt Kurtland who has retired from IDET and set up a vehicle dump and repair yard. With Velociraptors Spot and Worthless, Kurt is the absolute master of this Alternate Earth where mankind never developed. He has used his steam tow truck to scrounge multiple dead earths or hot spots to steam the finest in junk autos and supplies not common to IDET stocks.

01	Kurtland's Hunting Cabin	OFF	02	Swamp	OFF
03	Swamp	OFF	04	Polar Swamp	OFF
05	Fern Forest	OFF	06	Kurtland's Storage Mesa	OFF
07	Kurtland's Farm	OFF	08	Swamp	OFF

ALTERNATE PLATFORM

01 AMMONIA SNOW OFF

A beautiful winter wonderland with forest and farm. The snow is ammonia based and the humanoids here are mostly anomia based. This world is very toxic to Earth Prime humanoids and a majority of life forms on the pathways.

02 NIGHT OF INVASION OFF

The warp opens into a huge office complex at night. There are 20 or so near humanoids who are a cleaning staff. While most of the office is incomprehensible there are parallels that will lead to communication if the orange skinned workers, the Eakii, weren't xenophobic and under the belief they were being invaded by horrible creatures.

03 FOUR MOONS OFF

An Alternate in the 1950's era. Moderately different cultural norms and 4 moons in the sky but not the familiar large moon of Earth prime. Fashions are extremely 50's as well as vehicular traffic. Structures have a vague East Indian look with garish colors and tiny commercial signs.

04 KING GEORGE'S PALACE OFF

Alternate historical where the current king of America is King George the 4th, the descendent of George Washington. Warp opens onto the White Palace lawn during a visit by Mexico's Royal Family.

05 THE GOATS OF NOVEMBER ON

Before Fringeworthy reach this pasture world a herd of goats will stroll out of the portal and head into portal 6. They have little fear of humans.

06 HIGH HILLS ON

High mountainous area with deep rich valleys. This world is inhabited by a proto Germanic stock of people that speak Latin and farm sheep.

07 SWEETWATER ALABAMA OFF

Early 1960's for this small sleepy town in the middle of nowhere. The warp opens a mile from Bud's Bar. The locals will be suspicious. There is a Slarg in the bar that the locals call Clarence and accept as one of their own.

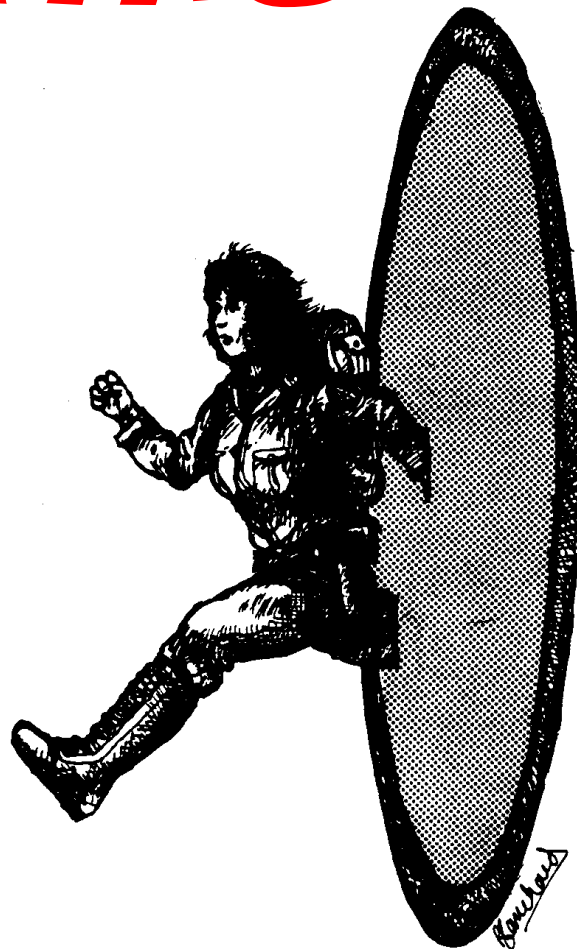
08 CENTRAL PARK OFF

It's New York City in 1973 and it is late at night. Fringeworthy will immediately find the night life in need of cash and willing to take anything they can. This earth is suffering a population problem in the Americas, India, and Asia.

A Million **OTHER** **EARTHS**

Journey with the IDA Explorers as they discover strange and alien versions of home where nothing is quite as it seems.

The Catalog of Alternate Earths and Platforms is a compact and comprehensive database styled description of over 1800 Parallel Worlds. Use with Tri Tac's Fringeworthy RPG or any other RPG system that explores Alternate Realities.



A Million Worlds of Adventure

Fringeworthy:
Catalog of
Alternate Earths
and Platforms

#1015



Tri Tac Systems

235 West Fairmount Ave
Pontiac, MI
48340



U.N.I.S.S. PLATFORM DATA
ANCIENT EARTH
PRIME PLATFORM -050
Code 446-399-396-911



This annoying Alternate has gone back to nature and the plants are semi-sentient. The birds build complex woven homes, the trees sing like a barber shop quartet, the river burbles, and the crabs tap and click a calypso beat. Stoneworks show the last inhabitants may have found an island refuge from their curious but noisy neighbors. Everything cooperates, it is a beautiful world. The trees tell of Blue and Green and a beautiful dreamer and the last man who hated music.

01	Singing Forest	OFF	02	Bird Houses	OFF
03	Crab Beach	OFF	04	Flower Meadow	OFF
05	River Bank Meadow	OFF	06	More Singing Trees	OFF
07	Lake Island	OFF	08	Stoneworks	OFF

ALTERNATE PLATFORM

01 LITTLE MAGICS OFF
 A modern Earth where everybody has a minor Psionic based talent. In some individuals this talent is strong and in the few it is very powerful. Generally peaceful planet.

02 ATLANTICA II OFF
 The island of Atlantis remained above the waves and became the dominant but despotic power in the world until the 1880's. Now the little nations are growing in the shadow of the old empire and deciding their long subjugation is about to end.

03 LOBOTOMY OFF
 A nightmare world where a tyrannical government implants its citizens with 'peace' chips. The people are unable to fight harsh conditions and the ruling minority. Some of these chips are beginning to malfunction and those who are no longer 'Peacable' are plotting the end of this high tech reign of terror.

04 WORM TURF OFF
 Peaceful meadows inhabited by multiple species of predatory worms. Some of these creatures measure up to 20 feet in length and others are armored and winged. Not a nice place.

05 RAILERS OFF
 Nomadic people who pull a freight train across a world spanning set of tracks. Every year they pull the entire settlement another hundred miles to find better resources. This system is the remanent of 1920's technology that has faced a global disaster in the dim past. These people are afraid of the ruins that dot the horizon.

06 DRY THUNDER OFF
 Dry Sahara like world that is under constant thunder and lightning at night. By day the sky is filled with a giant orange star and the sound of thunder. Life forms are complex but scarce.

07 GOBBLY BOXES OFF
 Small machines that scavenge for metal, plastics and industrial waste. Equipped with small lasers, these complex 6 inch bots will strip a full size vehicle in an hour. They avoid people and animals who live a primitive existence. Here metal is guarded and rare, being used for practical things like hammers to smash robots or axes to make clubs to smash robots.

08 FLITTERJELLY OFF
 A tropical rain forest with standard life forms and a monstrous predator. These giant Jellys live in the canopy and extend stinging tendrils to harvest life forms from the lower levels.



U.N.I.S.S. PLATFORM DATA
LITERARY WAREHOUSE



PRIME PLATFORM -049

Code 533-453-114-547

This amazing find is a vast library that is policed by noisy simian like creatures. These librarians tend this vast library and also act as scribes and librarians. While they do not talk, their actions are clear, you may look and read but don't damage the books. Not only are these books in English, they are in a thousand other languages. Unfortunately the shelving process is by no comprehensible system ever seen by man. Where they get the books is anybody's guess.

01	Shelves	OFF	02	Shelves	OFF
03	Shelves	OFF	04	Scrolls	OFF
05	Shelves	OFF	06	Shelves	OFF
07	Great Hall	OFF	08	Shelves	OFF

ALTERNATE PLATFORM

01 **BBQ PARK** OFF
 A large park bordered by Morpo's Indoor-Outdoor BBQ and Ice Jelly foodery. When they BBQ, they do it right. Over 50 meat's are available including Horse, Rat, Woodchuck and Llama.

02 **OIL NUT FOREST** OFF
 A tangled mass of Walnut-like trees that procure an Olive Oil like liquid. Low in cholesterol and high in temperature to ignite, this may be an economic benefit to Earth Prime if the natives were friendly and didn't use blowguns tipped in an alcohol based plant sap. While not toxic, they can cause a hell of a hangover the next day.

03 **SHARK SHORE** OFF
 Vast shoreline on a salt sea. Great white sand beaches with a near tropical climate only marred by the large numbers of Sharks in the surf. Many are common species and a few are monstrous giants. There are also flying fish that resemble sharks and small shore dwelling sharks that can spend a limited time on dry land.

04 **DEATH TOUCH** OFF
 Another Earth where the Fringeworthy explorers are death to the mammalian inhabitants. A simple touch creates a wave of cellular disruption that resembles the action of a shredder. The natives are in a technical renaissance with crude lights and steam powered vehicles.

05 **HORSE PEOPLE** OFF
 Edge of a Scythian camp (Southern Russia) in about 450 BC. A suspicious and war-like people, they will trade horses for fine gold jewelry and blades. They are not impressed by firearms and can throw a knife with deadly accuracy.

06 **CHINESE OCCUPATION** OFF
 The 9th century AD on the island kingdom of Occupied Avalon (England). The Chinese war fleet has occupied the city of Londinium and is settling in before a conquest of the continent.

07 **WHITE SPACE** OFF
 A vast white space, floor and sky that is featureless and quiet. A foot of mist covers the floor and scattered metal parts that litter the area. The butterflies are meat eaters attracted by blood.

08 **VIKING RAID** OFF
 A small Polish town in the 11th century that us under siege by Viking forces. After months both sides are exhausted and ready to go home or surrender. Both have strong charismatic leaders.



U.N.I.S.S. PLATFORM DATA CHEMICAL PLANT



PRIME PLATFORM -048

Code 776-752-661-585

This active and huge site is a world spanning Chemical plant. The eight portals lead to different processing centers that are only a tiny example of the refining being done here. The world is near lifeless with scrub plants between expanses of building, tanks and machinery. All is in the Tehrmelern style of machines and architecture with assistant robots working everywhere. This center is still maintained to perfection and functioning and may have many artifacts.

01	Ammonia Tanks	OFF	02	Methyl Alcohol Tanks	OFF
03	Hydrocarbon Towers	OFF	04	Hydrogen Peroxide Complex	OFF
05	Plastics Production Tower	OFF	06	Bromide Storage	OFF
07	Liquid Helium Storage	OFF	08	Sulfur Dioxide Storage	OFF

ALTERNATE PLATFORM

01 WIREHEAD PARADISE OFF

This horrifying visage of a possible future is populated by people who are jacked into virtual reality for every aspect of their lives. Fighting them are the Tubies, the Luddites of this new era.

02 RUTHLESS PEOPLE OFF

The humanity populating this Earth Alternate are completely greedy and Ruthless in business and even general life. Anything goes in this world where the richest and most powerful is a hero.

03 BUTANTS OFF

When the chemical spills of Bute Montana contaminated the population a new species of Humanity was born. Called Butants, they have frail bodies and heavy Psionic abilities that are feared.

04 AMAZING LOW TECH AI OFF

This is a vast computer system still functional a decade after the last of humanity died on this world. Crafted from tube and circuit board, it controls heavy and awkward maintenance robots. The system may be primitive but it talks and thinks.

05 CRATER SEA OFF

The center of the America's is a vast crater sea connected to the Gulf of Mexico and the Atlantic Ocean. The recovering ecology has many mammals and birds, but Mankind is absent.

06 GLACIER OFF

Magnificent mid-continental glacier fills Central Europe. Human populations are in small primitive villages with a rich and traditional culture not found on Earth. They are prone to adopt strangers and add their stories to their great books. This culture dates from the sinking of the great islands nearly 10,000 years before and their sorrow for causing the glaciation cycle.

07 HUMAN FARM OFF

This Earth hosts a 12 foot high sentient spider like creature that keeps non-sentient humans as pets and food. The world is not for those explorers with a weak stomach. These creatures have a sophisticated natural technology with insects that are grown as household items and parts. They understand humans are intelligent but could care less because they are so tasty.

08 HOLY ROLLERS OFF

Unusual and sentient life form that is spherical and rolls by three arms at each side. With sharp teeth and three eyes, they are an amazing site as the stop to discuss theology. They believe in the wheel of life and build great cathedrals in the round.



U.N.I.S.S. PLATFORM DATA
DESERTED ROADS



PRIME PLATFORM -047

Code 486-863-371-145

An odd Alternate Earth that is now deserted. Roads and speed signs indicate that the year was around 1939 when everything was abandoned. In the 30 years since this world has been quiet, without human or animal. Location 8 is a 6 mile strip of fractured highway that passes several gas stations. At the top of a hill is a vista of a great city that has been flattened, leaving a great water filled crater and thousands of seagulls to nest on its banks.

- | | | | | | |
|----|----------------------|-----|----|------------------------|-----|
| 01 | Old Desert Road | OFF | 02 | Overgrown Country Road | OFF |
| 02 | Freeway | OFF | 04 | Rolling Fields | OFF |
| 05 | Lake Shore | OFF | 06 | Forest Cut | OFF |
| 07 | Mountain Valley Road | OFF | 08 | Hill Top | OFF |

ALTERNATE PLATFORM

01 **GLUE BIRDS** OFF
 Flyers that spit strands of glue. A strength of 12 and d6 minutes are needed to break or saw each strand. They are meat eaters and flock with 2d6 hungry and clever individuals.

02 **WILD LIGHTNING** OFF
 The lightning from these storms seems to seek out the Fringeworthy and strike near them. This is annoying and dangerous. There may be a great intelligence at work here.

03 **VEHICLE LOT** OFF
 A large lot of high tech vehicles that are for sale. All are Nuclear/Electric and have interactive devices for protection as well as AI units.

04 **MEADOWDALE** OFF
 Magnificent mansion that has been deserted. Sign posted on the door reads 'South for the Holiday' but it appears it was posted years before. In the distance are deserted farms.

05 **PARKSIDE PICNIC** OFF
 Quiet natural park with a slow river, ducks, trails and picnic sites. If it wasn't for the fact the people were spotted orange, the Fringeworthy would have a great rest spot.



06 **NUCLEAR EXCHANGE** OFF
 Portal opens into a 1960's city where everybody is intent over a Nuclear Exchange. After the fear and horror the Fringeworthy will learn it's an international trade of technology and nuclear fuel.

07 **PILGRIMS PROGRESS** OFF
 Clever Native Americans have been sabotaging colonization of the new world. They have absorbed and destroyed over a dozen colonization attempts.

08 **PIRATE BEACH** OFF
 Overview of a beach area where a pirate is burying chests and barrels. This process will take several days of work before they sail.



U.N.I.S.S. PLATFORM DATA
GRINBACH EARTH
PRIME PLATFORM -046
Code 235-452-392-852



This Alternate Geological is home to the Grinbach, a semi-aquatic race of seal-like humanoids. This race is just discovering electricity's practical applications and lighting their coastal cities. The Grinbach are a close people with a great sense of humor when dealing with outsiders. They are quick to take to Humanity and welcome them for trade and the exchange of ideas. In turn they are experts in Marine Farming and products from natural sources. Their glues are awesome.

01	Sea Coast City	OFF	02	Costal Beach	OFF
03	Ancient Forest	OFF	04	Seacoast Park	OFF
05	Damaged Portal	OFF	06	Damaged Portal	OFF
07	Frozen Tundra	OFF	08	Inland Salt Sea	OFF

ALTERNATE PLATFORM

01 WARWORLD OFF

In a trench lit by artillery flashes is the Roman Army. The year is 1806 and they are waiting for an attack from the Persians. They are hoping the Scythian mechanized Calvary will reinforce.

02 ELECTION 68 OFF

Communists vs. Democrats as Ted Kennedy runs for the Presidency. The election has been a mass of turmoil as the Communists have replaced the Republicans.

03 PUNKERS ALLEY OFF

Large littered alley populated by 20 Punks. These rebels in Brooks Brothers Suits are fighting for freedom and the right to make money as they see fit without Earth Tax.

04 THE FARMER OFF

Farmer Ras Frebot has had enough of Aliens and Inter-spacial explorers in his bean patch. "Mushy Mellor his my Butt!" he yells as he blasts away with an old shotgun.

05 HUMID OFF

A humid forest covered Earth where it never rains. The air has 95% humidity and everything stays warm and damp or cold and damp. Beautiful but annoying climate.

06 ALMOST FALL OFF

Back country road on the eve of Winter. Crops have been harvested and people are working on their farms and deep shelters. Winters here have temperatures well below -110 Fahrenheit.

07 MECCA SPHERE OFF



The city of Mecca, the center of the worship of the Golden Sphere that descended from Heaven and talked to Mohammed. The artifact is jealously guarded and enshrined in a vast stone block. The faithful can hear it singing.

08 THE TOWER OFF

A mile square tower with a 1.5 mile height. This open roofed device is in need of repair and falling to pieces. Natives tell of a war of Bears, Otters and the Trickster who changed shape. They believe it is a and a gateway to the Stars.



U.N.I.S.S. PLATFORM DATA
SLAVERS OF KOMO'KO
PRIME PLATFORM -045
Code 261-197-549-419



A race of hairless gorilla like beings with the technology of Rome. They are the slavers of Komo'Ko, a vicious race that uses humans for entertainment, work and food. The portal opens off a number of sites where the true horror of their society can be seen. Humans here are captured from outlying districts and sold into a harsh slavery. There are vast Meat Farms where cattle and people are raised for food. The Komo'ko are close to discovering firearms.

01	Deeo Slave Pens	OFF	02	Bonefield	OFF
03	Arena Edge	OFF	04	City Edge	OFF
05	Deep Forest	OFF	06	Seaport	OFF
07	Deep Forest	OFF	08	Strip Mine	OFF

ALTERNATE PLATFORM

01 ISLAND PARADISE OFF
 Natives and a couple Slargs are guarding this Ring Station with bows, spears, and an old cannon. This was an island paradise before Fringe Pirates showed up and created havoc.

02 JUICE TREES OFF
 Wild fields of Tehrmelern multiple Fruit trees in several varieties. Several of these trees have pods of fresh fruit juice. Another produces striped pods that contain a jelly that has all the properties of soap.

03 PELTS OFF
 Disease ended humanity here in the year 1998. Stores and food have been looted. Nailed to a wall are 2 Slarg Pelts and a Human skin. There is an ASA uniform on the ground.

04 FRINGE PIRATE CAMP OFF
 About 30 individuals are encamped just outside of this Portal Ring. They are well armed and clever when not drunk on the spoils of some looted world. They have 12 crystals. They are not expecting visitors and security is lax. Their leader is an old Spaniard named Pasa Gwadas who is expert with blade and throwing knife. He is reasonable when outgunned and moderately charming for a bastard.

05 WWI GERMANY OFF
 Opens into a set of trenches during the Great War of 1920. Night is lit by flares as trenches are expanded and filled in by both sides. Combat is light and there are no traces of Gas. It is the year 1924 and the war is winding down with political negotiation and truce.

06 WINDY HIGHLAND OFF
 Ragged fields and a mountain top buffeted by harsh winds. In the distance is a coastal town reminiscent of early England or Scotland. The town is inhabited. The people are friendly but they seem to be just shy of the industrial age. Language is an odd mix of German and Latin.

07 CATHEDRAL ON THE BARRENS OFF
 A massive stone cathedral that overlooks a very small town. The town is long deserted and the centerpiece of this shrine is a huge pyramid of skulls and a vast image of the Sun hanging from the ceiling. Close inspection shows many of the decorations here are made of human bone.

08 SLOW SAND OFF
 Area is covered in patches of slow sand. After several hours an object will begin to sink into this morass at a rate of an inch an hour.



U.N.I.S.S. PLATFORM DATA

PHARO'S DOME

PRIME PLATFORM -044

Code 841-543-223-574



A world dominated by expansionistic Egyptians who never allowed the rise of Greece or Rome. While still moderately primitive they are in a technical Renaissance that will give them steam power and manufacturing. In the Northern wasteland is the Pharaoh's Dome, a huge structure that is surrounded by a city of the priesthood. In the center of the dome is a Tehrmelern Transit Ring. They call it the stepping stone to the City of the Gods. There has been a century long trade with China and the Toltec empire that covers North and South America. Each of the continents now has a city specifically created to trade goods and ideas. These 'Free Trade' ports are under their own laws and those are at best non existent.

01	Pharaoh's City	OFF	02	Great Pastures	OFF
03	Seaport on the Nile	OFF	04	Pharaoh's Dome	OFF
05	Toltec Trade Plaza	OFF	06	Russian Steps	OFF
07	Antarctic Grasslands	OFF	08	Chinese Village	OFF

ALTERNATE PLATFORM

01 BOILS OFF

This alternate Biological is a pleasant nineteenth century Earth. Fringeworthy, within 12 hours begin to develop boils that are only stopped by return to the portal and medical attention.

02 FURFEETS OFF

Small race of humanoids with very hairy feet and real bad attitudes. They will only seem friendly as they lie, steal, and cheat the Fringeworthy. Mostly they are goat farmers and terrible craftsmen.

03 STRONG OFF

The Fringeworthy that enters this world becomes amazingly strong and nearly invulnerable for d100 hours. This portal also moves d4 miles in a random direction per 24 hours.

04 RUNWAY 1916 SPAIN OFF

Primitive runway in central Spain. The year is 1916 and there is no war on the horizon with Europe. The threat is growing from a united and hostile Moslem Africa with near 20th century technology.

05 CANADIAN CIVIL WAR 98 OFF

Quebec has broken from Canada and tried to take the Maritime Republics with it. There is an active, shooting civil war in Canada with the US staying neutral.

06 MUTUAL INSURANCE FORTRESS OFF

These people take their insurance seriously and build armed camps around their commercial buildings/city states. They are protector and master of their populations who are insured for a good life. In many respects this is now a feudal system that has grown out of the ashes of global conglomerates and extreme capitalism. Between the cities are the uninsured who have farms and think the system isn't worth beans.

07 STICKS & BONES OFF

A Neanderthal village is on the edge of this warp. These are friendly people who will trade food and crafts for blades and trinkets. They are about to be exterminated by 16th century Japanese who are colonizing North America. There is no Europe and Africa is a hunting ground for very clever apes that hate humans.

08 GREENHOUSES OFF

Vast greenhouses that interconnect and continue to the horizon. Everything is carefully tended by beetles and simple automated machinery. Humans built this but are not present.



U.N.I.S.S. PLATFORM DATA
GRAPE FIELDS
PRIME PLATFORM -043
Code 684-221-278-652



This alternate Earth is a vast grape field farmed by spidery humanoids. Grapes is a misnomer as these grape like fruits are a thousand different vines that produce everything from soup to nuts. The flavors and utility are amazing as are the color codes of spots and stripes on the fruit. Examples include high grade fuel oil, peanut butter, chocolate, wax, bourbon like alcohol, carbon tetrachloride, mint flavoring, sulfuric acid, green dye, and a penicillin like drug.

01	Grapefield	OFF	02	Grapefield	OFF
03	Grapefield	OFF	04	Grapefield	OFF
05	Shale Beach	OFF	06	Grapefield	OFF
07	Grapefield	OFF	08	Icecap	OFF

ALTERNATE PLATFORM

01 SUNSTORMS OFF

An Earth where the sun erupts with cataclysmic storms that drop plasma balls into the atmosphere. While not constant, life here is very resilient, armored and primitive.

02 MOOPIE'S VILLAGE OFF

A fairy Tale village manned by amazingly eccentric people and talking animals. This is one of many of these villages. At the center of all seems to be a very spoiled child named Moopie who has the power of life and death with his armed guard. This child may well be an exceptional Psionic that is part of a ruling class here. Fringeworthy are immune to any of his abilities.

03 THE DIG OFF

It is 2166 and aliens of a dozen races are digging up a small Iowa town where it lies under 40 feet of sand and ash. The creatures are defensive of their find and will believe Humanity is just another Galactic species come home to loot this artifact from the Great Disaster in the 1980's.

04 ANOTHER DESERT OFF

Another still and very lifeless place with a single sign set a few yards from the warp. Under the sign is a pair of old boots, socks, and a dried carnation. The sign reads "Ed Powers Was Here."

05 INVASION CUBA OFF

A couple miles outside of Havana the US forces are fighting with the last of the Cuban Army. The year is 1964 and President Kennedy has made good on his promise to eliminate Russian missiles.

06 RUSSIAN EUROPE 1947 OFF

There is high tension in Europe as once Neutral US has demanded the Russians get out of France and the Scandinavian countries. The Manhattan project is still a year away from completion.

07 DEVIL'S WORLD OFF

A tall, red, horned and tailed humanoid late in their 20th century. They inhabit a single Mid Atlantic continent and are in constant conflict with a hostile human population of the rest of the planet. They are not of human origin and just want to be friendly and left alone. Four times the Christian Army of the Holy Land has attempted invasion. Gunpowder has been a primary deterrent until now.

08 GRUBFARMERS OFF

Giant grubs are the Tastee Harvest Company's primary product. They are grown in the great rotting Dino meat sheds on this Earth where saurians survived. The folks are friendly if the smell from the barns doesn't knock one unconscious. Deep fried, these tidbits are coated in cheese and pepper.



U.N.I.S.S. PLATFORM DATA

FUNDAM PRIME

PRIME PLATFORM -042

Code 778-648-598-475



An odd Earth steeped in religion and superstition. The fundamentalist populations are under the strict control of Local Deacons, Ministers, and a long string of councils. Nothing rises higher than Cathedrals in its cities. To break any of the 15 commandments or local Deacon's Edicts can carry a harsh penalty. The greatest sins are Disbelief, Witchcraft, and Ignorance of the Law followed closely by Laughter and having an open mind. There well may be a little magic here hidden in corners or with the Wiccan heretics that are hunted and burned.

01	Chapel Graveyard	OFF	02	Street Corner, Redemption City	OFF
03	Rye Field	OFF	04	Forest	OFF
05	Sea Dock, Charity City	OFF	05	15 Commandments Monument	OFF
07	Angels Park	OFF	06	Holy Warriors Camp	OFF

ALTERNATE PLATFORM

01 COLUMBIA WAR OFF

Back streets of Bogota where rival Drug Cartels are fighting against the US and Colombian government. Fringeworthy will find themselves caught between warring factions immediately.

02 COW PASTURE OFF

An idyllic pasture with cows and sheep grazing peacefully. In the distance can be seen Moose, Elk, Horses, Goats, and Humans doing the same. No IQ's here are over 60 points except for the Goats. Structures are crude cabins and barns. The weather rarely grows cold and there are few predators.

03 COCOA POD PLANTATION OFF

A Peruvian plantation dedicated to growing Cocoa Pods and exporting them to the American Confederated States. Natives are upset at the land owners and are plotting a harsh rebellion.

04 PAWN SHOP 61 OFF

In a quiet back street in Brooklyn NY is a small pawn shop run by a half blind man named Burkowitz. In his jewelry section are several Tehrmelern crystals and artifacts from several Other Earths. He claims an old man comes in every so often and sells the objects. While Fringeworthy are there a street gang will hit the shop and cause problems.

05 COLD DOME OFF

A huge but freezing cold dome that houses blocks of ice. Robotic machinery keeps replacing what the primitive natives take for food storage and water.

06 FOOD PACKS OFF

Another deep cavern used for the storage of Tehrmelern snack packs. These self heating boxes of food come in a wide variety of flavors as long as the user likes fish.

07 VAULT OF AGES OFF

A benign pocket stop miles in length that resembles a vast museum of developing technology relating to wheeled transport. Most is incomprehensible and all is in an obscure Hindi dialect. Odd corners appear to have modern vehicles from a number of worlds including a Model T for truck complete with 24 barrels of whiskey in the back.

08 ANOTHER DAMN HUMID SWAMP OFF

Another humid swamp filled with the usual bugs, mosquitoes, and flora seen across a hundred worlds. Nothing here is out of the ordinary except the puppy sized garden spiders.



U.N.I.S.S. PLATFORM DATA
TUNNELS TO NOWHERE
PRIME PLATFORM -041
Code 387-774-423-745



This odd place is a mass of 15 foot square stonework tunnels and stairs beyond comprehension or common sense. It is only broken by dripping water, a few scurvy rats, or an iron wheel set into the wall. Turning the wheels activates some sort of water release in a distant area. There is no rhyme or reason to this system and no indication to the builders, use or age. Take caution when exploring and set up beacons and paint marks to verify a way back to the warp.

01	Tunnel	OFF	02	Tunnel	OFF
03	Stairway Up	OFF	04	Tunnel	OFF
05	Tunnel	OFF	06	Stairway Down	OFF
07	Tunnel	OFF	08	Four Way Intersection	OFF

ALTERNATE PLATFORM

01 PINE WORLD OFF
 Tehrmelern Lab complex on a lake. Magnificent building with an amazing number of life forms in stasis as well as probable experiments and clones. Several Tehrmelern are frozen here.

02 SLABS OFF
 Littered beach made of slate slabs. The water is heavy in mineral salts and greasy to the touch. There are diseased looking sea birds and things swimming in the surf that defy description.

03 JOVIALS OFF
 A hearty and happy people who are constantly laughing as they welcome the Fringeworthy into their town. They will also laugh as they attempt to kill them and add them to the stew pot.

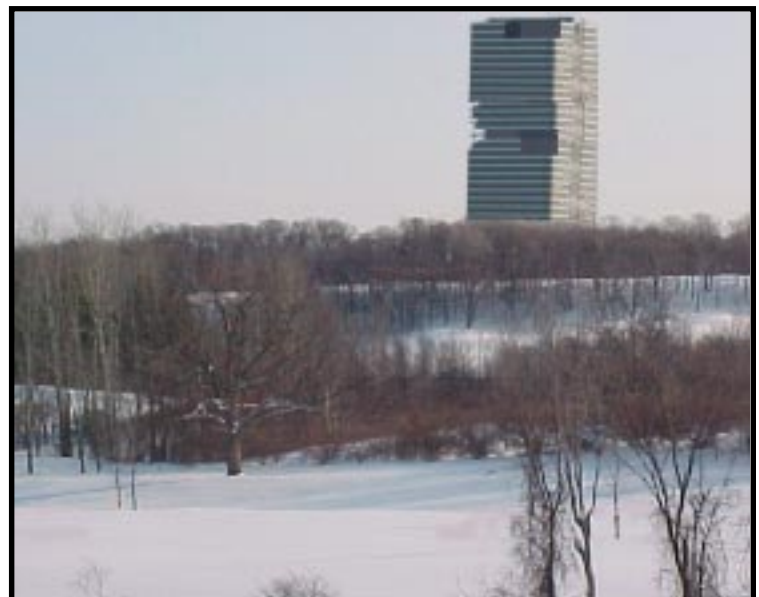
04 OTTER BE CAREFUL OFF
 Another set of ruins left by an Otter like race of builders who were crossing the Fringepaths. This area is a series of black concrete bunkers, apartments and water slides.

05 KOKO'KRALLE DRIVE-IN INDIANA OFF
 This Alternate is like a bad version of the 1950's that went wrong. The people are hostile, boorish and stuck in their own reality and have been for over 100 years. Everybody smokes.

06 NARY GREEN OFF
 Another Jungle with all plants being a mass of spines coated with a green 'chlorophyll' skin. This place is dangerous without armored suits and heavy duty chain saws. Few Animal forms.

07 TESLA AGE 1988 OFF
 Alternate Earth where Tesla became the driving force for Technology. Power is free from great 'Sky Taps' and most of the planet runs on DC motors. Lacking in higher tech electronics.

08 BIG FOLKS OFF
 Another odd race of Humanoids who mass 400 pounds as the average. They are healthy and consider a weight of under 280 pounds to be life threatening. About 1940's tech.





U.N.I.S.S. PLATFORM DATA
DeSIO'S BURNOFF
PRIME PLATFORM -040
Code 395-849-348-522



Another depressing world recently wiped of most of its native life. Something impacted and virtually burned the atmosphere in a continents spanning fire storm. Remaining is a small valley deep in a high mountain range. Covered in light scrub, this may be the last plant life left. Stonework and ceramics show this world was inhabited by a moderately advanced species. Ceramic tile shows a horse faced humanoid that walked with an upright posture. The magnificent city ruins begin a mile from the warp. One of the first structures encountered is a sealed library complex.

01	Stoneworks	ON	02	Ash and Stumps	ON
03	Fused Beach	ON	04	Sparse Wooded Valley	ON
05	Dry Swamp	ON	06	Ash and Stumps	ON
07	Crater Edge	OFF	08	Stonework Road	ON

ALTERNATE PLATFORM

01 BUBBLES OFF
 Another quiet forest where odd plants produce bubbles up to a foot in diameter. Not only do they become airborne, they stick to flat surfaces and leave a smelly residue that dissolves plastics and tarnishes metal.

02 TORNADO ALLEY OFF
 Alternate Climate where the Midwestern weather is extremely severe from March until August. Populated by a mixture of Dutch and French who build earth sheltered homes. Here the tornados are fierce and plentiful.

03 VAC SUITS OFF
 A storage dump in a moon crater that is roofed by glass. The Earth below is a yellow green ball of gasses and assumed uninhabitable by humans. Hundreds of Humanoid Vac Suits are stored.

04 QUICKSAND FOREST OFF
 Another forest laced with pockets of quicksand. This area is dangerous to man and vehicle as a thin moss grows over many of these deep patches. There are roads here and logging trails that show a moderately sophisticated culture knows how to deal with this problem. Pines grow in haphazard directions and many have fallen due to thin soil.

05 TEMPLE STREET OFF
 Another magical universe where the small gods talk with the people. Warp opens near temple street, the man area of worship in a huge 'dark ages' city.

06 WULFER'S WORLD OFF
 Whatever these things are, they build stone buildings, ramps, and sing to the moon. They resemble a hairy lump with hundreds of tiny feet. Eyes ring the edge. They are harmless for the most part. They are prone to throwing small bricks.

07 SALT DESERT OFF
 Salt Desert under a blue white star. Extremes of temperature cause torrential rains and waves of heat that dry and fracture the salt crust. There are only insect like life forms and three foot scorpions that hide in salt burrows.

08 AMMONIA MARSH OFF
 Stinking Ammonia marsh with large plants. Apparently life forms here filter the ammonia out as sea creatures can ignore excess salt. Life forms are different but fill the same ecological niches.



U.N.I.S.S. PLATFORM DATA
STOLTON SLAVERS
PRIME PLATFORM -039
Code 422-967-382-522



Around 1844 an Alien transport dumped a million Stolton slaves in Central Asia. Their mission was simple, take the planet for themselves. With a high birth rate these large and extremely warlike humanoids have cleaned the earth of humanity by unceasing mongol-styled warfare. They enslave humans as builders, food growers, and an occasional snack. They will not travel by water so several of the larger islands have remained in human hands. The year is 1906 and the British are debating the creation of beach heads in France and in the Americas.

01	Central India	OFF	02	Ruins of Stockholm	ON
03	Australian Human State	ON	04	Cuban Free State	OFF
05	Midwestern US	OFF	06	Central Africa	OFF
07	Coastal Hawaii	OFF	08	England	OFF

ALTERNATE PLATFORM

01 MIST HOME OFF
Misty rooms of furniture that continue for miles. Appears some kind of storehouse or copy of hundreds of dwellings. These areas have ramps to high levels and even more furniture and rooms. Explorers will feel as if this is a museum and that there is something watching. No inhabitants can be found. The temperature is an ever 43 degrees and the plumbing works.

02 MONKS FOREST OFF
Ground Squirrel like creatures that ride the shoulders of huge, primitive humanoids. The creatures control the humanoid's bestial impulses and that have a fine symbiosis that borders telepathy.

03 NYLE'S SPRONK REPAIR YARD ON
Nyles is an expert fixing Spronks, a kind of an odd leaf spring native to vehicles of this world. Niles will also fix anything else or find parts. He likes the Fringeworthy and trades for tools and tech.

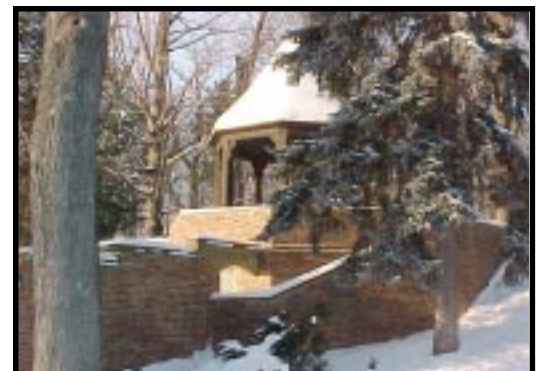
04 PURPLE STRAWBERRIES OFF
Fields of purple strawberries tended by machine and harvested. These baseball sized fruit also have an alcohol content of 20 proof or 10%. They taste great and are rich in vitamin C.

05 SLOW GOATS OFF
Wild goats on a mountain that are operating at quarter speed. Most wildlife, in fact, is operating at quarter speed. This includes the daylight cycle, weather and wind.

06 HATS OFF
Victorian city where hats are the most important aspect of social order. You can tell everything about anybody if you can see his or her hat. The wilder the wealthier. Never go without one.

07 SKUNK WORKS OFF
A huge factory where skunks are being bread and skinned for their fur. These skunks are the size of Collies and stink to high heaven. People tending the operation are oblivious to it all.

08 NO SLEEP OFF
Fringeworthy will not realize they can never fall asleep on this world. After 24 hours they become paranoid and a little hostile. After 100 hours they will sicken and die. The world appears an odd 1930's mix with African influences.





U.N.I.S.S. PLATFORM DATA

SPORE PRIME

PRIME PLATFORM -038

Code 148-413-827-245



When Ed Powers explored portal #8 he found another IDA growing as Earth's and about to come out of the Fringepaths. When he went back, it was a wasteland inhabited by Barbarian Ducks. Environmental suits and air samplers have show this world is covered in a hallucination causing spore that creates complex situations for the victim. These can last for hours or days and only falter as the victim is near death. Few after effects are noted.

01	Concrete Mesa	OFF	02	Grasslands	OFF
03	Grasslands	OFF	04	Fungus Rainforest	OFF
05	Rocky Beach	OFF	06	Tundra	OFF
07	Spore Forest	OFF	08	Mushroom Forest	OFF

ALTERNATE PLATFORM

01 DRUDGE OFF

Something went wrong on this world and by 2000 the entire population has become drudge like workers serving a great machine. Few are allowed to see what is really happening because the machine is there for the 'good' of all.

02 EVERTREE OFF

Warp opens onto a tree branch 40 feet wide. This world is covered by a massive tree a thousand feet high or more. It is an entire ecology along with natives and animal life. There are many of these trees and where branches grow close there are commerce platforms. The ground is a dark place filled with predators and the fallen who do not live by the way of the tree.

03 DUST BOWL FAMILY OFF

Just a lonely stretch of semi-desert like road, a Model T Truck loaded with meager belongings, Mom, Dad, and 4 kids looking West to get out of the deserts of Georgia and beyond the Mississippi mountains. The truck is broken and needs d4+4 hours of repair. They are heading West where it is green and a land of opportunity.

04 VINE FOREST OFF

Huge forest of hanging vines in a riot of colors. Huge redwood-like trees provide the bases for this magnificent place. The local monkeys are Quala like and covered in fleas.

05 ISLE DE KUKURAH OFF

Natives are warring over which way the great god blesses their island. The god is in reality a war machine dropped on a volcanic summit a thousand years ago. It will kill if activated.

06 RAD CAVES OFF

The outer edge of a huge and hot cave complex. Somewhere down there is a natural mud filled reactor creating steam and warmth for the meter high humanoids that live there.

07 YOU WANT DUCK OFF

Back lot of a Chinese restaurant in Peele Pennsylvania where the chef is bothered by people always knocking on the back door for carry out. Will try to sell buffet ticket and curse if you order the duck surprise platter. About 1991 or so.

08 GOLAN 97 OFF

Rocky heights on the edge of Israeli/Syrian territory. This is a real harsh place to explore because of the warring factions and the continued cease fire since the 96 war.



U.N.I.S.S. PLATFORM DATA

RAT'S SEWER

PRIME PLATFORM -037

Code 544-843-835-491



Another intriguing but useless place guaranteed to get the Fringeworthy hopelessly lost. This mess is a maze of 40 foot brickwork tunnels that stretch to infinity. Small drains feed larger tunnels that feed even larger tunnels. The smell is reminiscent of rotting bananas and bread mold. No exits have been found yet. Water levels periodically change, but never get deeper then a foot in most areas. Semiaquatic rats inhabit the tunnels and are disgustingly friendly. They speak Italian. Their warrens are spherical chambers with 24 inch pipes that allow access in several directions.

01	Rat Warren	OFF	02	Long Tunnel	OFF
03	5 Way Intersection	OFF	04	Left Branch	OFF
05	20 Way Giant Drain	OFF	06	Long Tunnel	OFF
07	Narrow Tunnel	OFF	08	4 Way Intersection	OFF

ALTERNATE PLATFORM

01 SPAM KANNERY OFF

Small factory in Eastern Europe where potted meat products are being canned for the hungry masses. Huge warehouse is the site of the warp. Flavors run from SPAM to SPAM spicy. Close examination shows this operation uses anything from squirrel to horses in it's processing.

02 PRISON FARM OFF

Beware, this warp opens between the wire walls of a prison farm in central Alabama circa 1930. This is a poor rest stop and hard to escape from. Guards are not known for understanding but welcome new prisoners. This warp is also defective and opens 12 feet above the prison yard.

03 YAHOO'S BEACH OFF

Wild people inhabit this beach. They will destroy clothing, vehicles and weapons to make explorers their equals. Beware, they fling mud and rotten fish as greetings. Beyond the beach is a 1920's styled French city that ignores their neighbors.

04 GREMNICH TOWER OFF

A 300 foot in diameter stone tower of over a hundred levels. Warp opens at the top at 670 feet and displays a panoramic view of a colossal medieval styled city. Most appears to be in ruins but close examination shows it is simply the building style and a lack of upkeep. This city may have 500,000 people and other things living in it. To the North is a great seaport and square masted ships in many designs and colors.

05 KING THEOBOLDS SPACESHIP OFF

With magic and wood, King Theobold's wizards are building a manned orbiting satellite. Other kingdoms are laughing or preparing to invade this small but rich area.

06 DRIVE IN 57 OFF

Teenagers are in the midst of trying to warn folks that their small town has been invaded by giant killer earwigs spawned from the crash of a flying saucer. The movie isn't bad either.

07 SEAL BEACH OFF

Fat seal like creatures swarm these rocky beaches. They are dog friendly to humans and enjoy their company. There are also bear like harvesters on their way to collect pelts.

08 HARD HALE OFF

Cold climate with very flat conifer like trees. In fact none of the plant life grows more then a foot in height. Spring and Fall bring ice storms with Basketball sized hail.



U.N.I.S.S. PLATFORM DATA
NATION STATES



PRIME PLATFORM -036

Code 433-948-586-381

After WWII the world began to break into thousands of small states. Kept alive by commerce and close political views of the inhabitants, these small economies are stable and fairly nice places to live. By 1960 the advent of telecommunications has linked all to a world wide web of information. Crime is low but so are personal freedoms in many of these micro nations. Recently a world police task force has been established to track unusual crime and possible political unrest.

01	North Shore Ohio	OFF	02	Redburg South Carolina	OFF
03	Dare Colony Free Hold	OFF	04	Walled City of Dayton	OFF
05	Zug Island Protectorate	OFF	06	Duchy of Detroit	OFF
07	Republic of Paris	OFF	08	City State of Scottsdale Arizona	OFF

ALTERNATE PLATFORM

01	SANDSTORM	OFF
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Another windswept world where the sky is a brown haze of windswept sand and scrub growth. Ground Squirrel like rodents complete a boring picture of a world with a rotten climate.

02	SKYFIRE	OFF
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The radiation belts of this Alternate Earth are ablaze with fire and extremes of color. The primitive people here are steeped in superstition and fear of this magnificent phenomena. Every year they sacrifice the oldest and youngest to the Gods of Fire.

03	MANIAC PLAZA	OFF
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A vast stone plaza with food stalls and more. Unfortunately, the humanoids here are genuinely crazy. Screaming fits of emotion are common as well as odd dress and manners. This behavior generally starts in their 40's and ends by the time they have reached 60. The technology borders on industrial age though their medicine and social sciences are quite advanced.

04	LARGER	OFF
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Here the average 6 foot explorer is only 3 feet tall. The inhabitants believe themselves of normal stature. Their technology is 1920's with horses and no radio or TV. The electric light is relatively new. Fringe-worthy will be considered either children or midgets.

05	RUBBER TREES	OFF
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Vast field of rubber like trees with rubber sap. This may be another Tehrmelern technical farm. Trees are tended by mechanical spiders and tapping robots. The rubber is stored in blocks and waits for processing. When used for tires, this material is tougher than its earthly equivalent.

06	JACKALOPES	OFF
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Rabbit like creature with sharp antlers and a taste for meat. They attack in small fast groups of 10 to 20. These little monsters are tough and vicious.

07	HOT ROCKS	OFF
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Magnificent mountain range with exceptional quantities of gold and radium. Most of the gold is an isotope and unfit for processing or commercial use.

08	OLD PEOPLE'S VILLAGE	OFF
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Small community surrounds a full Ring Station. These are the gate keepers who wait for the return of the Tehrmelern. They are human and almost all, amazingly old. There are 2 Master Mellor in their midst that are supporting this community until they find a way off this world.



U.N.I.S.S. PLATFORM DATA
EMPIRE OF ESPANA



PRIME PLATFORM -035

Code 272-169-925-559

At the center of the Atlantic is a small island with a fresh water lake. Called Atlantica, it became the jump point for Spanish Colonization of the Americas in the 1430's. Now in the early 2000's the America's are Spanish states. The exception is the Japanese colonies on West of the Rocky Mountains. There is great animosity between Tokyo and the Holy Church that stagnates technology to a 1840's level. Europe is a mass of splintered states that are constantly feuding.

01	Ohio Valley	OFF	02	Central China	OFF
02	Japanese Farm, Honshu	OFF	04	New Madrid	OFF
05	Damaged Portal hp	OFF	06	Polar Ice Cap	OFF
07	Atlantica Beach	OFF	08	Pacific Coast	OFF

ALTERNATE PLATFORM

01 NAZI EUROPE OFF

The year is 1951 and the Nazis are well parked in Europe. The American invasion was stopped by the use of jets and a singular nuclear bomb dropped on London. US is building a space station,

02 EL'DORADO OFF

There is a city of gold in Central Mexico where the Spanish have founded a dynasty. Living in peace with the Indians, they resist explorers and conquistadors from Switzerland.

03 HOBOKEN 24 OFF

Fringeworthy exit the warp to find that they are stuck in Inner-City Gang territory in the city of Hoboken New Jersey for 24 hours in 1993

04 TANKER CANSTAR OFF

Warp dumps the Fringeworthy on a Super Tanker about to be hijacked by Terrorists. This warp is amazingly brilliant and can be seen for miles. The ship must be returned to the warp.

05 SKI SLOPE OFF

A steep ski slope in Colorado in 1966. Getting through it and down slope is easy. Getting back to it may take some equipment or work when the slope is not crowded.

06 BUFFALO PLAINS OFF

Classic area of herds of Buffalo and Plains Indians who have never seen White folks. The reasonable and peaceful nature of the people can be a benefit for trade.

07 DOGPACKS OFF

Deserted Victorian building complex, possibly a spa or sanitorium populated by packs of wild dogs. These animals are amazingly smart and in the least deadly. They will stalk, kill and eat explorers. There is evidence here of a frantic fight and barricaded buildings as well as human remains from years past.

08 DANDELION REX OFF

World with large plants and 15 foot dandelions. Insects are also in the foot length range as well as yard wide butterfly. Beware the insect trapping plants that can easily trap a man sized beetle.





U.N.I.S.S. PLATFORM DATA
FLITZERS & FLUHAPS
PRIME PLATFORM -034
Code 935-989-735-291



Small Green and Yellow humanoids with all too much fashion sense. Their Renaissance technology is very stable regardless of their hate of each other's color. Surprisingly there is no war or conflict on this world. Disputes are settled by games of skill or a council of elders. While the people are generally friendly and trusting, they will immediately consider the Fringeworthy mythical monsters or spirits.

01	Village Green	OFF	02	Dirt Road Crossing	OFF
03	Dense Pine Forest	OFF	04	Apple Grove	OFF
05	Stream Bed	OFF	06	Quarry	OFF
07	Astrologers Cottage	OFF	08	Sheep Herder's Meadow	OFF

ALTERNATE PLATFORM

01 PAPER WASPS OFF
Rat sized insects in the form of paper wasps. These purple striped flyers are plant eaters and builders of vast paper hives. They also herd beetle like creatures that provide home for their grubs.

02 IRON FALL OFF
In 1890 a massive rain of iron meteorites has left this world a cratered wreck. Two other showers at 35 year intervals have smashed the survivors. Again they are struggling to rebuild.

03 Neuman's Children OFF
An experiment in pest control and AI computer intelligence has gone wrong. There are now small self replicating machines that are evolving and stalking humans. They use rotting bio mass as fuel to generate methane. Police and people are hunting these infestations as the situation deteriorates and more people fall prey to these killing machines.

04 ROCKERS OFF
Stone like life forms that build, commerce, reproduce and create art. By winter they are active, in hot weather they freeze into place. They are ancient and remember the Tehrmelern.

05 GRUSHANK'S COMMERCE PLAZA OFF
Shopping Mega Mall run by the firm of Grushank and Gupta. This 1930's style building, (five miles of corridors on three levels), is a great place to explore for trainees as this commerce area is filled with a wide variety of foreigners. This mall never sleeps and boasts everything from manufactured homes to motel cubicles where travellers can spend the night. All commerce is in Gupta dollars that are awarded by trade of gold, silver and precious stones. Some of the wares are astonishing.

06 HEAVY EARTH OFF
A crushing gravity of 2.2 slows any Fringeworthy to half in any physical statistics. The inhabitants are extremely short but wide humans. They are very strong. Technology of Rome AD 100.

07 TRAIN STATION OFF
Magnificent and ornate train station in a 1957 alternate Earth. The location is Democratic Russia just outside St Petersburg. There are no Communists and WWII was crushed in 6 months.

08 AREA 52 OFF
Military base on an Alternate Earth where top secret craft are being tested. They craft are versions of several alien craft in storage at the base. The base commander is hostile to outsiders. There are also several aliens who are hostages and would like to go home.



U.N.I.S.S. PLATFORM DATA
ENDLESS DUMP
PRIME PLATFORM -033
Code 521-494-799-456



A purple sky lights an entire world covered by garbage that has been neatly sorted into miles long rows. This is an amazing sight complete with gulls and rats. The material found may come from a wide variety of worlds but all has one thing in common, it is garbage. Robotic spiders patrol the rows and stack more material that drops onto concrete platforms. These robots ignore Fringeworthy. Distance between warp 2 and 7 is 12 miles. There is an odd odor of machine oil and pepper in the air. Many of the material falls are attacked by swarms of seagulls and rats when there is food present. Living amidst the trash are other life forms and an occasional humanoid.

01	Wheels and Tires	OFF	02	Cans and Bottles	OFF
03	Rags	OFF	04	Plastic Scraps	OFF
05	Aluminum Scrap	OFF	06	Barrels of Grease	OFF
07	More Cans and Bottles	OFF	08	Iron Scraps	OFF

ALTERNATE PLATFORM

- 01 WATER WORLD OFF
 This full ring station opens on a mountain top on a world covered with water. Sea life is abundant but little else.
- 02 POSITRON OFF
 Humans are fighting a desperate war against household robots gone bad. These machines have gained sentience and are now refitting to create robot soldiers and weapons to exterminate man.
- 03 FROZEN OFF
 Low Pressure cold environment that can brittle steel and plastic in minutes. Ruins on the horizon will require explorers to have heavy environmental suits. There are Tehrmelern ruins here, frozen Mellor and a handful of key crystals scattered with their deceased owners.
- 04 LOUSY COFFEE OFF
 The year is 2010 but the technology is barely 1920. The place is a inner city diner in Topeka where the food is great but the coffee is just awful because of the South American War between Brazil and Chile. While the US remains neutral, there is no coffee being imported.
- 05 ZOO OFF
 Typical Midwestern Zoo though the language on the signs is runic. Warp opens near an open air 'live' Neanderthal exhibit where they are kept behind thick glass walls. They are in no way stupid brutes. The keepers and public is oblivious to this fact as they throw fruit and nuts over the enclosures.
- 06 STALKERS OFF
 Fast, quiet and nearly invisible at night. These meat eaters keep the human population down and the cities as armed forts. They resemble bunnies with piranha teeth. They cooperate, hunt in packs, tunnel and plan.
- 07 67 RIOTS OFF
 The summer of 1967 where the Canadians are rioting in the slums of many major American cities. They demand equal voting rights and more.
- 08 HORSE LOT OFF
 With mass transit and rail the automobile never caught on. Warp opens a mile from Uncle Eddy's Fine Horse Lot. New and Used, Ride or Buggy. Uncle Eddy is a shark in a fringed sports jacket.



U.N.I.S.S. PLATFORM DATA

FUSION CORE

PRIME PLATFORM -032

Code 642-152-164-367



This site is a monstrous plain of green fused glass that extends for more then a hundred miles. The center is a clear but still lake. The rim of the crater is a thousand feet above the vast expanse of glass. In portal 6 is a low and sickly pine scrub that clings to life. The seacoast is clear though it appears the water only has plankton and limited life. This world may be salvageable. Surprisingly, the radiation counter shows no radiation so this disaster was in some remote past.

01	Glass Plain	OFF	02	Glass Plain	ON
03	Rim of the Crater	OFF	04	Glass Plain	OFF
05	Glass Plain	OFF	06	Twisted Pine Scrub	OFF
07	Seacoast	OFF	08	Glass Lake	OFF

ALTERNATE PLATFORM

01 SMALL MEC WAR OFF

Mouse like sapiens are fighting a high tech war with 2 foot high robotic suits. Packing the punch of a .22 at best, these machines are almost as tough as their owners. There are multiple forms of these robots and their operators come in several colors. The predominant warring group appears to be red and their enemies are grey. The politics here is anybody's guess.

02 RED PAINT PEOPLE OFF

Bronze Age seagoing culture around the rim of the Atlantic and Europe. Warp opens in Newfoundland near a village. People Paint red down their faces and across their boats.

03 NEW BABYLON OFF

A high tech Babylon at odds with Israel. In this world the Americas are not settled, Africa unexplored, India peaceful, and the first gasoline engines being developed. Steam is prevalent as well as oil fed burners that heat water.

04 SPY CLUB OFF

Shack with papers that list Chandler, Icky Ogden, Hack Crow, Fur Pig and the Jersey Devil as spies for the empire. Also slingshots, marbles, comics vintage somebodies 1944, and candy bar wrappers from Big Jack's Pumpkin & Choco Bars.

05 NANDO'S ESTATE OFF

Nando Miranda holds this estate for the King of Spain. It is located outside of the Port of New Toledo (Toledo Ohio) in the Mid West of Columbia. The natives have been restless.

06 TEHRMELERN SCIENCE CENTER OFF

Another Mellor Infested Bio Project with many life forms in tanks. Including nearly a dozen Slargs and at least 6 humans. Probably some form of bio-preservation or life suspension. The people here look Egyptian.

07 UPHEAVAL OFF

The government is failing and a monthly lottery sends social security checks to a few. The few must fight to get them cashed at 'combat' checking centers. These Geriatric Wars are spreading to rest homes and onto lawns as the young duck and cover.

08 ICECAP OFF

Another rocky ice cap though radio signals in a rare Chinese dialect are frequent. Possibly near the North Pole but the stars are wrong and magnetics is not working quite the same.



U.N.I.S.S. PLATFORM DATA

DINO SMART

PRIME PLATFORM -031

Code 213-728-447-144



This place is one of the oddest found on records. The dinosaurs all talk and have a little intelligence. In fact they can be very philosophical about life in general and are quite nice to the IDA team who explored. Even the predators were kind enough to ask to eat one of the researchers and didn't mind when she refused. The IDA considers this entire planet some cosmic joke or a test of Humanities intentions. The beasts are fascinated by humanity and universal in their ability to understand and speak English.

01	Valley	OFF	02	Pine Highland	OFF
03	Seacoast	OFF	04	Great Juniper Plains	OFF
05	Fresh Sea Shore	OFF	06	Forest	OFF
07	Jungle	OFF	08	Forest	OFF

ALTERNATE PLATFORM

01 CROCK LAKE OFF

Lake filled with crocodiles and a single high tech building on a misty island at the center. May be Tehrmelern as the design suggests or just a stupid builders idea of isolation. The crocks are up to 20 feet in length and suffer from a lack of food in the area.

02 SPACE SHOT OFF

These humans are from an entirely different culture but what is the same is their push into space. Warp opens near the launchpad of a rocket being assembled. The design is magnificent as if the engineers were also artists. The culture looks like the Aztec collided with the Chinese and took a little roman influence. There are more then 90 small nations here on this continent and suspicions are high that this launch is actually a bomb platform.

03 WOOF COOKIE POCKET STOP OFF

This awful place is a depository for bodies and dead animals that are rotting. Flies abound the null gravity tube that extends for over a mile to the exit ring.

04 WITCH WORLD OFF

On this Earth Witches and folk magic is real. The 'Craft' has become a part of society and each town is allowed one practicing Witch. Witches still come under fire from 'the chosen' who are offshoots of a late blooming Christian culture.

05 LOW GRAV OFF

Wild spot where all animals and plants developed under a half gravity. Creatures can be delicate and thin, with the average deer, 12 feet at the shoulder and 100 pounds.

06 GIANTS EARTH OFF

Huge technically advanced (1960) Earth of Giants. This planet is 30,000 miles in diameter with one third gravity. Little people here are myths. Humanoids average 60 feet in height.

07 SILK OFF

Mass remains of a technological world covered by strands of spider silk. Always under night, the place is inhabited by spinning and hunting spiders the size of a dinner plate.

08 ANOTHER DARK AGE OFF

Warp opens in a 12th century Church Yard amidst graves. The place is France and the world is a close copy of Earth. Peasants abound as well as nobility. Many have yellow or violet eyes. Red hair here is considered a crime against god and must be pulled out.



U.N.I.S.S. PLATFORM DATA

CYBER EARTH

PRIME PLATFORM -030

Code 316-283-955-381



Another depressing Cyber-Earth about the year 2020. Technology has outclassed humanity and the rich and government have forgotten the people. There are slums and very hard streets, starvation and disease alongside the well fortified rich. This is an environment ripe for social upheaval though the people were disarmed long before. Any social revolutionaries quickly wind up in the body banks no matter how just their cause. Poor fight poor for scraps and hope.

01	New York City	OFF	02	LA Metro Complex	OFF
03	Chicago Corporate Citplex	OFF	04	Tokyo Cyber Market	OFF
05	Baltimore Streets	OFF	06	Slums of Mexico City	OFF
07	Ruins of London	OFF	08	Australian Outback	OFF

ALTERNATE PLATFORM

01 CLAM BEACH OFF

Long beach with large and edible clams. The interior is wooded and there is no sign of habitation. Beware the clams squirt salt water when disturbed and a few have teeth and legs.

02 GREASE PIT OFF

This Ring Station is set in an industrial complex dripping with petrochemical grease. The ramp is slick and a foot of this material is everywhere. Machinery is incomprehensible, makes rude noises and grease sprays from rusting pipes. This complex resides in an idyllic forest. It is a blot on the landscape and the natives will tell you of this to no end. They are peaceful farmers who believe in a magic and fail to understand this structure. Somewhere in the complex is a maintenance droid that knows this structure he maintains is actually part of a greater complex that helps stabilize these peoples star until they develop star travel and leave.

03 ARTHUR'S WORLD OFF

Arthur, last Roman Governor of England broods on his throne in Londinium. The empire has fallen and he is a last bastion of sanity between the barbarian hordes and a dark age.

04 GREEK MOUNTAIN OFF

Greek mountain top where the gods are living. Not that there are any gods, but startling the shepherds there may well cause a few stories.

05 CENTROPOLIS OFF

1957 Centropolis, a huge city in Central Pennsylvania next to State College. Maps checked will show Cleveland is missing.

06 RAPTOR SNAILS OFF

The size of a small dog, these monsters are slow but vicious. With a venomous bite, they inject a morphine like compound that slows reflexes. Hard to find vital spots and kill them.

07 PARROT ISLAND OFF

Island off African coast filled with Grey Parrots. Great for the Fringeworthy as these birds are lightning fast learners and near sentient when socialized with humans. They can be taught to fetch items, talk and guard. They develop distinctive personalities and have a sense of humor.

08 TUSK HUNTERS OFF

Stone Age Humans that live as nomadic hunters of Woolly Mammoth and wild Horse. Superstitious but curious. Have fire and leather working skills as well as a language and belief structure.



U.N.I.S.S. PLATFORM DATA
NO MAN'S LAND
PRIME PLATFORM -029
Code 327-699-533-438



In 1919 a Flu like virus wiped 90% of the men from the earth. The survivors were blamed for the catastrophe and exiled to smaller cities. By the 1990's a new civilization had emerged with Women retraining the men to fit into their society. Treated more as property then people, the men are beginning to revolt and demand equal rights again. Remembering the wars and conflict, the women claim the world is at peace. Most progress has stagnated since 1920 on this world.

01	Washington DC	OFF	02	Dresden Germany	OFF
03	Omsk Russia	OFF	04	Weed Patch Colorado	OFF
05	San Antonio Texas	OFF	06	Madrid Spain	OFF
07	Koloa Hawaii	OFF	08	Barton Louisiana	OFF

ALTERNATE PLATFORM

01 HELL MOLD OFF
 Dangerous sporing plants that grow in human tissue in just hours. Exploration of this vast jungle and Tehrmelern ruins requires environmental suits, but even these may begin to deteriorate and come under attack of very animated plants with a bad attitude.

02 TV WORLD OFF
 This world is a 1950's alternate held captive by TV. Some psychological aberration fixes 80% of the population to their screens for mindless entertainment, consumption of advertised products and little else. The rest are maintaining society and searching for a solution to end this nightmare.

03 INDIAN EARTH OFF
 India has conquered Africa and the Americas. Now in mortal conflict with China, it requests help from a Swiss controlled Europe and Russia.

04 FAT FARM OFF
 The humanoid population is fat to what we consider excess. People of normal or thin builds are placed on Fat Farms to bulk them up to the norm. An odd biological reversal.

05 CAMELS WEST OFF
 It is the 1830's and the west is being won not by horse but by camel. This odd difference has had little other difference in development of this alternate Historical. The Indians think the US calvary is a very silly sight.

06 THE HOUSE OFF
 Magnificent tree house in the African jungle. Once inhabited but empty for maybe a year. Built from high tech material and staffed by monkey like androids who welcome all.

07 TEHRMELERN TOWN OFF
 Definitely a Tehrmelern city that has been sheered off eight feet above the ground. Water filled basements and shafts cover the area for miles.

08 HOSTAGE OFF
 Ghost Transfer Portal to a young woman being held hostage by a gang of kidnappers. Fringeworthy are limited to a 6 block area and can be seen clearly from mirrored surfaces. On transfer into this world they are stuck for 8 hours in this nether region between --before actually falling through a 6 foot high warp in a school yard. Exiting this world immediately dumps the explorers back onto the Alternate Platform without the delay. Reentry into this world has the same ghostly time lag.



U.N.I.S.S. PLATFORM DATA

RUST DESERT

PRIME PLATFORM -028

Code 264-477-596-568



This world is a depressing mass of blowing sand and rust. Several skeletal structures have been spotted but these are simply remains of buildings and bridges long gone. The impressive bridge remains alone spanned an 8 mile shallow canyon. Careful excavation is needed to determine more about this world and whether it was Tehrmelern or another race entirely. The weather here averages 4 hours a day when the wind does not blow to a usual 5 hour storm where visibility is zero and paint is blasted off vehicle and exposed skin lacerated.

01	Rush Sands	OFF	02	Rust Sands	OFF
03	Skeletal Structures	OFF	04	Bridge Skeleton	OFF
05	Rust Mountains	OFF	06	Rust Beach	OFF
07	Rust Sands	OFF	08	Rust Sands	OFF

ALTERNATE PLATFORM

01 VINEYARDS OFF

A large Vineyard of Red and Purple grapes. The buildings are Spanish with a touch of Chinese. No contact has been made though the grapes are excellent. There is wine being processed here in great barrels.

02 SLUG TOWN OFF

Race of Slug like beings that build cities and have commerce. No auditory communication noted and IDA teams are recommended to wear hip boots.

03 DOC ABRAMS ON

Need a quick stitch or medical help? This is another contact site where a IDA Doctor has retired to set up a practice in a 1890's English town.

04 PIE MAKERS OFF

Alley next to a barber and pie making shop in London's West End. The pies are far better then they used to be and a shave from the upstairs shop is excellent. Pay in gold and remember this is a cut-throat operation.

05 FORD DEALER OFF

A 1966 small town in Tennessee on the edge of a Ford Dealership. The Owner, Billy Bob Bailey is pleasant and will do repairs for silver or gold. His mechanic Floyd is a master at repair and fabrication of parts. He enjoys a challenge. Like Billy Bob he asks few questions.

06 AIRFIELD FRANCE OFF

A WWI airfield in central France. Warp is 5 feet above the grassy field used as a runway. The year is 1916 and the war with Poland is in full swing.

07 HAN AUSTRALIA OFF

An Australia populated by Chinese, the descendants of the Great Home Fleet that sailed to Europe and planted colonies across the Pacific.

08 FAR TUNDRA OFF

Large Mammals and a few Dinosaur holdouts populate this prehuman Earth. The climate and scenery are great. The foot high carnivorous dinosaurs are a problem as they have no fear and attack anything no matter how large it is. Mammoths here are prone to falling over onto a pack of these creatures to rid themselves of this dino nuisance. Explorers may also suffer the same fate.



U.N.I.S.S. PLATFORM DATA

YAKADONIA

PRIME PLATFORM -027

Code 694-719-735-257



Higher tech Mongols are spreading a benevolent civilization across Asia. Absorbing all and building an amazing bureaucracy, they are stamping out disease and illiteracy. On the edge of the Middle East the hoards of savage European Knights are preparing to attack the Western Border and destroy the heathen hoard of the Gentle Kahn. No one knows if the Fifteen Princes of India will intervene and on what side.

01	Eastern Mongolia	OFF	02	Central China	OFF
03	Southern China	OFF	04	East India	OFF
05	Ceylon	OFF	06	Cambodian Highlands	OFF
07	Jerusalem	OFF	08	Calcutta	OFF

ALTERNATE PLATFORM

01 BOGGERS OFF

Just a small primitive village near harvest time. On the shore of a peat bog, these superstitious people practice folk magic and human sacrifice. Quite timid until angered. They are prone to strangle enemies and throw them into the Bog.

02 UPC'A OFF

The US lost it's war of independence and is now the United Provinces of Canada. This economic giant is now at odds with Socialist Mexico and The Unites States of South America. In Europe England is under Economic siege by the Scandinavian Bankers Trust.

03 MOSLEM EARTH OFF

Another Earth ruled by the Moslem faith. Only here a harsh sect came to power that practiced intolerance and conquest. Women have no freedoms and even simple crime is met by mutilation and death. About a 1920's tech level. Dissent abounds and Christians are sent to reeducation camps.

04 EARTHWORKS ON

Massive and odd earthworks left by some lost race. These walls and barrows are vast and complex, radiating out in a maze like pattern for hundreds of miles.

05 POLISH EMPIRE OFF

A vast empire controlled by a succession of Polish Kings and Queens. The year is 1855 and the Americas are Polish. Some conflict with Asia and their African Client states.

06 DEADLANDS OFF

Hard brush, alkali flats and flies inhabit this area around a full Ring Station. Humanoid skeletons and a steam powered vehicle are parked a couple hundred feet out. Caution is required. There are some very nasty things in the scrub that are always hungry.

07 BOILING FUME FLATS OFF

Boiling Mud Flats that extend to the horizon. The ground is not entirely solid and geysers of sulfur, flaming methane and steam foul the air. Average temperature is 110. There are also extensive ruins here though they are mostly sunk into the mud.

08 ENDLESS CAVES OFF

Another endless maze of caves filled with blind bugs and bats. Running water is common along with mushrooms and bat guano. The warp opens into a vast cavern that ends a mile away with a 40 foot descent to a raging underground river.



U.N.I.S.S. PLATFORM DATA



BEANSTALK

PRIME PLATFORM -026

Code 427-394-362-465

This amazing artifact was a human constructed Beanstalk, an earth to space ladder that went into orbit. Around the structure a fairly high tech cities that have been destroyed by light bombing and in one case (Portal 7) a fusion weapon. All is empty. The Stalk top is a space station with several abandoned starships. Survivors in a small town (6) claim the destruction was a warning by aliens who refused to grant humanity a passport to the Galaxy.

01	Ruins of a City	OFF	02	Mile High	OFF
03	Ten Miles High	OFF	04	Stalk Station	OFF
05	Ruins Close to Stalk	OFF	06	Small Town	OFF
07	Crater Edge	OFF	08	Rocky Beach	OFF

ALTERNATE PLATFORM

01 SLIME SEA OFF

Another stinking chemical sea filled with mold and slime. The atmosphere is barely breathable and at times mildly toxic. Slugs and crawling centipedes live here in countless numbers. Large pulpy things with eyes drift the shallows, filtering slime. They will cluster the edge of the water and watch the explorers until the larger sea predators show up. There is some technical wreckage here that creates islands just off the beaches.

02 SWEEPERS OFF

Alternate Earth devastated by an alien race. The cities are being kept in pristine repair by robotics as if the world was a museum. It is periodically swept of human life by hunter killer robots who take survivors to a processing center. They are implanted and shipped off world as workers and servants.

03 FLORIDA SWAMPS OFF

If the mosquitoes and Gaters aren't enough of a danger, the Indians are. Possibly the 17th century and the natives are on the warpath against intruders. They have a real grudge against the Spanish.

04 REDEMPTION OFF

The millennium has come, the great battle between Good and Evil has been won, the Savior has taken the faithful elsewhere and it's business as usual on Monday.

05 HADRIAN'S ROME 139 AD OFF

This Rome under Hadrian has seen many changes. It's aging leader has been in power for over 20 years and is now on the verge of death. Political factions abound and Gunpowder has been discovered. This Alternate historical has planted colonies in North America and is on the verge of the discovery of electricity.

06 FOREST OFF

Another untouched forest bordering on a high mountain range. The birds are a little scaly but all else is fairly common. The Raccoon monkeys are friendly but persistent thieves.

07 CAREGIVERS OFF

These robots are protectors of mankind and have all but exterminated him with kindness and keeping him safe from all harm. People are bored to death here, quite literally.

08 TEHRMELERN TOWER ON

A magnificent Tehrmelern structure in a high desert setting. Surrounded by small pines, this tower is a mile high. The doors are locked and nobody is home.



U.N.I.S.S. PLATFORM DATA
GREAT PATRIOTIC WAR
PRIME PLATFORM -025
Code 263-547-435-276



The peaceful German Fascists were attacked by the communists in 1943 after they overran Poland. The year is 1952 and the battle lines are drawn across the Ukraine between Riga and Podolsky. The war is in a stalemate and the US and Japan refuse to intervene. Both sides have primitive jets and only Neutral Italy has a crude Nuclear Weapon. US President Dewey waits for a good reason to commit US forces.

01	Mansfield England	OFF	02	Cleveland Ohio	OFF
03	Port Lobito Angola	OFF	04	Khamsa Suez Egypt	OFF
05	Riga USSR	OFF	06	Hamburg Germany	OFF
07	Warsaw Poland	OFF	08	Campos Brazil	OFF

ALTERNATE PLATFORM

01 MARS DOMES OFF
 Human colony on Mars. A series of huge domes linked by tunnel that span a dozen cities. This dome is a technical station with storage facilities. There are few people here. There is a war going on back home between the Eastern Co-Prosperity Sphere and the Amera-Euro Commonwealth of Nations. Supply to the colony has stopped and starvation is on the horizon.

02 WILD HARVEST OFF
 Small processing stations are calling wildlife into their machinery. These devices are the size of a house and tended by flying robotic cranes. Possibly alien devices. They are processing the wildlife into blocks of frozen protein.

03 EVERY FRUIT FARM OFF
 Really odd trees that produce a wide variety of fruit and vegetable from a single tree. Pods of steak like protein, apples, grapefruit and nuts. A forest of these bio constructs extends for miles.

04 WET DESERT OFF
 A cool wet desert like world with sparse vegetation. Mostly silicates and sand with a dull gray sky and a large red star. There is insect life that tends to look like cockroaches in many sizes and colors. They fill ecological niches of prey and predator.

05 EROPI EARTH OFF
 Horse or Centaur like race that controls this world. Limited to the European/Asian continent, these beings have an Iron age technology but a rich story telling tradition. Highly musical. They hate sea travel and leave Africa to the humanoids who are entering their Iron age.

06 RADIO ATLANTIS OFF
 Mid Atlantic continent copulated by a race not unlike classical Greece with a tech level of 1920. Sadly, these people are still slavers and will not allow the other civilizations to reach their level. They have flight and aircraft carriers used to deliver fuel-air bombs to suspected bastions of civilization.

07 AFRICAN WEST OFF
 It's the 1870's in the 1400's as Africa sees a Western Like 'Cowboy' culture grow and flourish. Six shooters, telegraph and Elephant Trains are common. This culture is expanding across Africa.

08 STAR STATION EARTH ON
 Space Station ONE high above the earth. Appears a tourist stop in the early 2100's. Starflight in cryo-ships seems common as well as a new FTL drive. Warp opens on the food court deck.



U.N.I.S.S. PLATFORM DATA
OTHER PLACE PRIME
PRIME PLATFORM -024
Code 619-652-532-151



A vast complex of corridors and machinery inter-spaced with countless rooms of debris. This is a nexus between a cluster of worlds where Babes, Klowns, Brats, Kagoody, Grunks, Zonies and more are in conflict. The dead-tech maze is also home for mutants, bugs, intelligent rats, and psychotic robots. This area is extremely dangerous to Fringeworthy and should only be accessed by trained Fringe Security Personnel. On first foray, 14 Tehrmelern key crystals were found.

01	Rusty Corridors	OFF	02	Debris Filled Room	OFF
03	Debris Filled Corridor	OFF	04	Destroyed Robotics Center	OFF
05	Long Corridor	OFF	06	30 Glass Doors	OFF
07	Swamp Corridor	OFF	08	Bug Room	OFF

ALTERNATE PLATFORM

01 KLOWN OFF
 Twisted and psychotic race of beings that dress like clowns. These beings while funny looking, are extremely hostile and will kill without hesitation. They believe themselves masters of all creation and the chosen by the great Laughing God.

02 CINDERPLACE OFF
 Burned countryside with a castle in the center. As far as the eye can see there is a layer of cinders. Few scarce grasses and weeds are beginning to grow in this desolation.

03 RATWORLD OFF
 A Victorian world populated by Rats. Well organized, they have a military and have recently discovered the existence of the Fringepaths. Rats are at best a foot high, not counting tail. They can be gracious and friendly to explorers if their strict social protocols are followed.

04 SNOW CABINS OFF
 Wooded highlands and a cluster of cabins in the snow. Built for travelers, they are stocked with dried fruit and firewood. Crystals are mounted in the wall in a brass and gold holder. These appear some form of crystal radio set.

05 SUMMER HOME OFF
 A home by itself in the woods. No trails or roads. In the basement is some odd form of high tech arch, possibly a portal/transport that is non functional due to Raccoon damage.

06 BEARS WITH FIRE OFF
 A typical 1960's alternate Earth though this worlds animals are more intelligent. Bears and Raccoons cluster around camp fires just off freeways. They operate crude roadside stands that sell great honey BBQ ribs and fish.

07 WAREHOUSE OFF
 This warp opens into a huge furniture warehouse. The year is 1943 and the place is occupied England. America sat out WWII and is now dealing with Fascists in Europe.

08 ARBAXIX GAS 'N GO OFF
 Warps near a 12 lane highway near a huge multirange fuel station at the edge of a green desert. Run by humanoids and small demonic creatures, they will trade fuel for gold or a number of odd things. They are outstanding mechanics and have a wicked sense of humor. Other patrons of the station range from normal humans to bizarre alien life forms.



U.N.I.S.S. PLATFORM DATA
STARPORT RUINS



PRIME PLATFORM -023

Code 455-197-991-971

A fifty mile station floating in space. This is or was some sort of starport facility, a gigantic ring and hub of docking ports for some long gone race or races. Built on a grand scale, the station has been abandoned for centuries, leaving dust and amazingly ugly, insect like worker robots. Some Starships still sit in their bays. Live storage may have thousands of stasis like containers. This site must be explored and exploited, especially the Starship technology.

01	Airlock	OFF	02	Corridor	OFF
03	Corridor	OFF	04	Garden	OFF
05	Stores	OFF	06	Apartments	OFF
07	Great Hall	OFF	08	Live Storage	OFF

ALTERNATE PLATFORM

01 BORAX FLATS OFF
 Miles of Borax flats with toxic water. A blue-white star shines over the world and temperatures rise to nearly 170 degrees. While breathable, sun block 170 is required for minor exposure. In the distance are ruins of a mining operation. The armored mule like creatures have an attitude.

02 MORBITS OFF
 Rabbit like primitives inhabit this savanna like world. These 'cute' bunnies are warlike and vicious to other tribes. They compete for fruit and cannibalize each other. They love traps.

03 FURBALLS OFF
 Odd empty 1870's technology city inhabited by rolling fur balls and crows. The humanoid population is missing as if it walked off maybe a dozen years ago. There is still long dried coffee in cups and clothes scattered in the streets.

04 BRATS WORLD OFF
 Hostile humanoids who resemble three year old children. These high tech monsters are vicious and highly aggressive. Their world is an armed camp where the least discretion or lack of courage and aggression is fatal.

05 ZONIES OFF
 Another hostile and war like race of Amazon like women who collect men as household furniture. Zonies have an attitude and it is always bad. They are only known to smile when shooting at when shooting at Fringeworthy.

06 GRUNK PRIME OFF
 Amazingly stupid humanoids who speak 17th century Italian. While advanced technically, they are prone to theft and looting anything not nailed down. Some Grunks are Fringeworthy. Grunks like the Fringeworthy and will want to join the IDA as partners as soon as possible.

07 BABES OFF
 Huge humanoid life forms that have the minds of infants. Captured examples show them to be universally Fringeworthy even if their intellects weren't. They only survive because of abundant food and a few of their kind that are moderately intelligent.

08 KAGOODY'S EARTH ON
 Four eyed humanoids who are peaceful unless attacked. They are beginning the exploration of the Fringepaths and have their own agenda. They don't talk to humans, in fact they ignore humans.



U.N.I.S.S. PLATFORM DATA
PIRATE'S COVE 1790



PRIME PLATFORM -022

Code 166-628-699-992

Alternate Historical where Spain made the push into the new world. Island of Cuba but densely settled with many port towns. The same is apparently true of Florida and the Texas coast. The Spanish are in conflict with the Dutch and French colonies in the Newfoundland area as well as the besieged city of New Orleans. Apparently the North American Natives are well organized and hostile. The name of this place refers to a Beach Cove noted for smuggling onto the island.

01	Island Jungle	ON	02	Beach Cove	OFF
03	Mountain Wilderness	OFF	04	City Alley	OFF
05	Shipyards	ON	05	Church Garden	OFF
06	Market Square	ON	06	DAMAGED Underwater	OFF

ALTERNATE PLATFORM

01 CRYSTAL GARDEN OFF
 Growing gardens of crystal tended by machinery. Environmental suits are mandatory. A beautiful stop and training spot for alien environments.

02 RUINS OFF
 Metal and ceramic ruins that dot the horizon. Low brush forest with few plants that achieve more than 24 inches in height. Ceramic tiles found scattered are covered in some form of script. There are massive areas where these tiles extend off to the horizon as well as pots and bricks.

03 GNATS BEACH OFF
 Wide sandy beach on a fresh sea. Infested by baseball sized Gnats, flying insects that are attracted to explorers. Little exploration has been possible due to extreme annoyance.

04 MOUNTAIN TOP ON
 Wide cold plateau on some high mountain range. Moderately low oxygen may require supplement. Possible staging area in future. No radio signals. There are structures drifting on the horizon that appear to be floating cities. These stone and rust structures are overgrown with vines and only have no obvious life. At night they light from their core with a violet glow.

05 THREE SHADOW ON
 This Earth is a low fern forest that rarely sees nightfall. Three small G Class suns warm it. One small moon and rings. Life on the average are primitive crab like creatures that build mud huts and have fire.

06 DAMAGED RING OFF
 Something is wrong with this ring. It crackles and spits blobs of light that drift off the edges of the platform in a continuous string. Contact with these energy discharges cause a small electric shock and give the victim mental images of other places and things through other's eyes.

07 CANNERY OFF
 A vegetable is grown in fields and canned by sophisticated robots. The canning factories are breathtaking to walk through. The plant appears a simple terrestrial Eggplant with a red pulp that tastes like chocolate. Underground warehouses extend for miles.

08 SPARE CHANGE OFF
 Warp opens in San Francisco Park in 1972. There is no war, no space program, and all too many Hippies. President Bobby Kennedy has just been reelected. Russia has collapsed and the Peace Corps has taken the position of the UN in world affairs.



U.N.I.S.S. PLATFORM DATA

BUG BOATS

PRIME PLATFORM -021

Code 598-351-892-516



Hot Earth-like world covered with swamp and jungle with a high oxygen atmosphere.. Inhabitants are humanoid insects. Several ground and flying species that build cities. Coastal hives are populated by living boat like species with fishermen that ride them. These beings are not hostile and oddly not curious about explorers. Caution is advised in tampering with their social structures or life style.

01	Swamp Shore	OFF	02	Swamp Shore	OFF
03	Cool Mountain Valley	OFF	04	Swamp	OFF
05	Swamp	OFF	06	Jungle Cost	OFF
07	Hives	OFF	08	Swamp	ON

ALTERNATE PLATFORM

01 POPS CHICKEN SHACK ON
Odd 1920's earth like world at the edge of a city. At this corner is a small restaurant headed by a grumpy old man called 'Pop'. The chicken is excellent, avoid the potato salad .

02 DOG MEN OFF
An Indian village in a North America where Europe never colonized. Protected by Fierce Dog Soldiers, the warrior elite.

03 CASTLE RUINS ON
Forested world with the long standing ruins of castles. Dense and diversified in design, these structures leave no clue to their builders yet.

04 AMERICAN REVOLUTION 1840 OFF
The year is 1840 and the US is again rebelling against the British who are being controlled by Spanish Overlords. After a close history the US lost the war of 1812.

05 MUSHROOM FOREST OFF
Massive mushroom forest. Thousands of species of fungus that fill every niche. Has many edible species as well as primitive Mammal like creatures.

06 ASH WINTER OFF
Cold and snowing with a mix of ice and ash. Some ecological disaster is in progress. There appear that ruins dot the horizon to the East where the sun rises as a huge red ball.

07 GLUMPS OFF
Amazingly dull hunchbacked humanoids descended from a pig like ancestor. They are peaceful, distill alcohol (drink to excess) and build magnificent structures. A peace loving people, they have great extended families but little politics beyond the clan/elder structure. They like the IDA explorers but show no Fringeworthy. Their ability to carve and weave are absolutely astounding considering their clumsy four fingered hands.

08 CROSSROADS OFF
Crossroad Bus-Stop with a large structure that seems a station and a Hotel. The people and vehicles are structurally odd and disturbing. This 1940's technology is heading for space as a united planet dreams of Galactic Exploration.





U.N.I.S.S. PLATFORM DATA
PARKER'S CUBE
PRIME PLATFORM -020
Code 564-539-159-319



The world is in the midst of a short ice age. No moon, star patterns are slightly different. Exploration that turned up an oddity. A 600 foot high rectangular black granite cube in the middle of a frozen plain. Built of massive blocks this structure has a single entry corridor that has been blocked from the inside. The cube is warmer than the outside. Sound analysis shows there is some form of life inside. Further research is needed on this Alternate. This cube is warm.

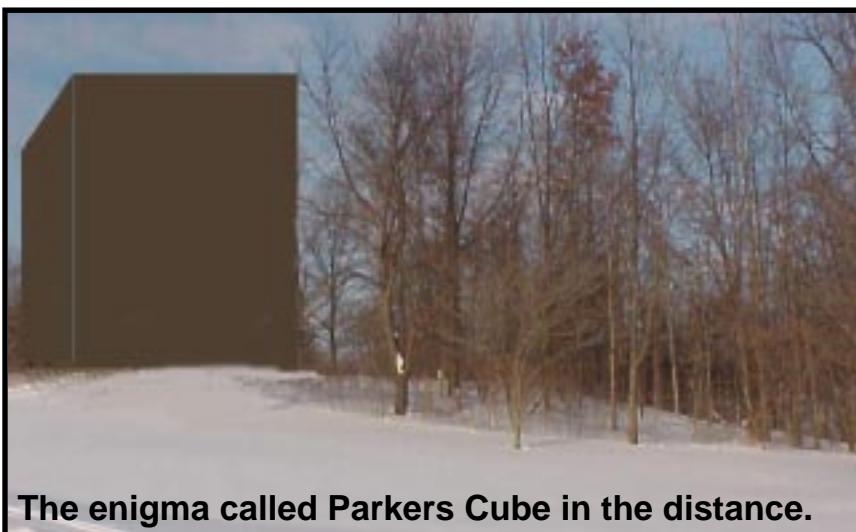
01	Snowfields	OFF	02	Frozen Forest	OFF
03	Frozen Lakeshore	OFF	04	Temperate Pine Valley	OFF
05	Frozen Fields	OFF	06	Frozen Desert	OFF
07	Showfields	OFF	08	Snowfields	OFF

ALTERNATE PLATFORM

01 CEMETERY OFF
 An absolutely huge cemetery tended by robotics. Nothing on grave posts but key locks and what appears a bar code.

02 BITTER COLD OFF
 Farm field, house with light in windows. World is bitter cold. Dusting of snow and it looks like it may be early winter.

03 DOME OFF
 Manicured forest under a 12 mile dome somewhere in space. This may be some form of colony ship or a protected area.



The enigma called Parkers Cube in the distance.

04 BOWL FIELDS OFF
 Huge bowl sized valley with mechanical harvesters. Corn is being collected by vehicles with runes painted on the sides. These vehicles are steam powered and have mechanical controllers that regulate their pattern of operation.

05 RIVERS EDGE OFF
 Edge of the Mississippi in the 1850's. Riverboats common but slavery is not. In 1796 all men were granted freedom and equality by President Ben Franklin. There was no War of 1812 and it looks like the Republic is growing and becoming an example for good management and social concern. Women have been given the ability to vote as well as Native Americans.

06 MELLOR CATHEDRAL OFF
 Ruins of a large stone Cathedral infested with Low Mellor. World may have been stripped of humanity in it's 14th century. These Mellor are hibernating.

07 GOLDSTONE OFF
 Desert valley with a rich vein of gold running for nearly a mile. This is a gold Isotope but not harmful. Has been mined a little. Possible site of an IDET supply dump and mining operation.

08 WHITE DESERT OFF
 A large white desert with a very large sign posted that says FRINGEWORTHY GO HOME in 16 languages and some sort of binary code.



U.N.I.S.S. PLATFORM DATA
MACHINE EARTH
PRIME PLATFORM -019
Code 574-395-114-195



What has happened here is a technological nightmare. The cities are filled with man sized Hunter-Killer robots. These merciless devices are programmed to ambush and kill. In rare instances they capture. The IDA team that visited this world had severe casualties. They state all of the portal locations have these machines. The world's technology was estimated at early 21st century when the depopulation began. Samples of the devices show unusual alloys as well as conventional recycled materials. No survivors have been located yet.

01	City Ruins	OFF	02	City Ruins	OFF
03	Country Road	OFF	04	Jungle	OFF
05	City Ruins	OFF	06	Island, South Seas	OFF
07	Suburb Ruins	OFF	08	Suburb Ruins (Milwaukee)	OFF

ALTERNATE PLATFORM

- 01 **BASEBALL FIELD** OFF
 Just a hometown Baseball field in the mid 1940's. Things are a little less advanced and there is no Nazi Germany. No depression either. Baseball is still the National Sport and Football is played in College. There seems to be a very positive spirit here. There is little crime, virtually no alcoholism and drug abuse is unknown. On the international scene the Communists and Nazis are not arming for war and there is a Global unity to end Hunger, Disease and Ignorance by the League of Nations. The IDA feels there is something seriously wrong here.
- 02 **SE ASIA** OFF
 Jungle road in Southeast Asia in the 1970's. Some radio communication in Russian and Vietnamese. May be a hot spot. There is no sign of American activity but there are burned Indian trucks.
- 03 **BLACK RING** OFF
 A radiation emitting ring of black material on a mirror like base. The ring spins rapidly as it rotates around the 90 foot base. Within a mile the radiation has killed most of the vegetation.
- 04 **PYRAMID ISLAND** OFF
 South sea island with large pyramids and ancient obelisks. Doorways into the structures are sealed with bronze doors that are covered in runes. Careful study of the runes causes humans to throw up or have violent headaches. There is a presence here and it is not good.
- 05 **DEEP 90** OFF
 Abandoned and old Nuclear Shelter. Skeletons, supplies mostly used and 89 levels of stairs lead to the surface. Elevators damaged, stairs blocked with some debris.
- 06 **ANIMA-PLANTS** OFF
 Vicious animal-like plant life. Highly dangerous to mammalian life forms. The world is a massive hothouse and jungle covered to the height of 300 feet.
- 07 **GHOST TOWN** OFF
 Midwestern small town, abandoned and apparently with ghost-like life forms that are active at night. Not hostile but physically draining to encounter. May be intelligent.
- 08 **LITTLE PEOPLE** OFF
 Yard high folks in a small coastal fishing village. Late 1800's technology and a little steam. Will trade fish and seafood for minor items. Speak an old Latin based language.



U.N.I.S.S. PLATFORM DATA

WEIRD FRUIT

PRIME PLATFORM -018

Code 794-231-134-138



A Tehrmelern farming and processing area of genetically diverse species of food plants on the same trees and vines. Many of these are set for transfer back to Earth Prime and a number of needy worlds. Over a thousand different and new species have been identified. Researchers suspect the Tehrmelern were having fun with tastes and designs. All is edible though many species have unusual and unexpected flavors. Fish flavored strawberries have not been a hit.

01	Fruit Fields	OFF	02	Fruit Fields	OFF
03	Nut Fields	OFF	04	Mud Flats	OFF
05	Stone Village	OFF	06	Robotics Sheds	OFF
07	Fruit Fields	OFF	08	Mellon Fields	OFF

ALTERNATE PLATFORM

01 LORD ASTOL'S WESTERN HOLD OFF
Kingdom of Lord Astol and his 1000 men at arms. This protector of the land of Berua (Eastern Canada) is a hard but fair ruler. He has several enemies at his Southern borders and red skinned barbarians to the West who may be massing for an attack.

02 GOLF OFF
Green of a huge Golf Course. Over 50 holes and huge greens. Balls found are the size of baseballs. Population is humanoid at 7 feet in height. Golf carts are steam driven.

03 BURNED BRICK OFF
Miles of burned brick buildings and not much else. Magnificent stone arches. A foot of fine ash. Most buildings are still intact. Stinks of sulfur. Bodies are charred into ash and bone.

04 MONKS OFF
Abbey of the Brothers of the Book, monks who collect knowledge and technology from the explorers who enter their courtyard. Full ring station here as well as other Fringeworthy beings. They have been collecting information for nearly a century and have sent Monks onto the fringe paths. They do not trust the IDA Fringeworthy and share little information.

05 FISH TANKS OFF
Tens of thousands of tropical fish tanks in racks. This warehouse extends for miles in either direction. Fish are frozen in some form of stasis. Many unknown species. Some of these tanks are shattered but the water and contents is still frozen in place. Every tank has a small controller pad.

06 CELT CAMP 877 AD OFF
Celt Camp in North Western Europe. Long term settlement but little direct Roman influence of conquest. May have had some Egyptian styling shown by bronze items and pottery.

07 NEW ATLANTICA OFF
Another Alternate Geological with a small continent in the central Atlantic Ocean. Population is Roman-like with crude radio and steel. Fine ceramics and a racially mixed population. Friendly to strangers with gold or silver.

08 SCHOOL HOUSE OFF
Warp opens off the edge of a 1840's Prairie school house somewhere in the Jefferson Territory. Black, White and Indian students are learning lessons. There appears no segregation. Teacher is lecturing on President Franklin's Steam Rails and the Sterling Black Oil Engine.



U.N.I.S.S. PLATFORM DATA
GIANT'S EARTH
PRIME PLATFORM -017
Code 565-747-714-179



Quiet empty world until Portal 3 was explored. Populated by primitives over 20 feet in height. Huge and stocky with short legs. Temperamental and xenophobic, throw rocks and spears at strangers and even their own kind. No general advancement beyond fire. Probably diseased and lacking in all medical arts. May be cannibalistic or use the dead for decoration of their territory. Heads on poles common. Beware of the massive wart hogs.

01	Forest	OFF	02	Forest	OFF
03	Cave Grotto	OFF	04	Forest	OFF
05	Jungle	OFF	06	Jungle	OFF
07	Forest	OFF	08	Plains	OFF

ALTERNATE PLATFORM

01 SEWER OFF
 Knee deep in an ancient stone sewer. No way out but pipes are continuously dropping more refuse into this area. Human DNA and food scraps indicate mostly known food stuffs.

02 GOAT MOUNTAIN ON
 Rocky hillside and an endless supply of mountain goats. No radio, mild spring like weather. Two smaller moons. May become a IDET supply dump or training area if the goats quit eating the rubber off the tires of the vehicles.

03 CENTAUR WORLD OFF
 Centaur like humanoids with 6 legs and two arms. Using bronze and leather. Have fire and a written language. They smashed the remote camera on finding it. Bows & Blades are prevalent as well as clubs. They appear to be nomadic and very suspicious of outsiders.

04 TERRAFORM 6 OFF
 Another gray lifeless planet with thin air and little more than mold and a few primitive life forms. IDET team dumped 5 pounds of wild grass seed and it is rapidly spreading. Flowers, trees, ants and bees are next.

05 HOME OFF
 Automated home in the wilds of Northern Canada. Highly advanced AI system and robots patrol the grounds and care for visitors. No indication of builders. No radio or TV. A very homey place that could be a survival shelter or more. Everything here is in a runic script with no modern counterpart.

06 PAGOLI ATOLL OFF
 Island kingdom across alternate Hawaii ruled by a jovial king. Likes visitors, toys, and especially hats. Natives are a friendly group with some need of medicine and a written language. They are prone to throwing feasts for any good reason.

07 AFRICAN EARTH 1692 OFF
 America is being colonized by a United African culture that was gleaned from the Romans. Europe is still a feudal wasteland and Asia strangely depopulated. A more virulent form of the Black Death may have gone East.

08 RADON OFF
 Rich ecology with animal life and a mild climate. Unfortunately the air is filled with Radon. Toxic cancer causing exposure will happen within 4 months without HASMAT Suits. Huge deposits of radioactives suspected that will make this world a valuable resource.



U.N.I.S.S. PLATFORM DATA

BIOT EARTH

PRIME PLATFORM -016



Code 714-136-456-455

A very different Bio-Related technology but basically the people are the same old human stock. The people are healthy and reminiscent of a 1950's technology and attitude. They have shaped and designed living things to replace much machinery. Of extreme interest was a living junk yard of discarded technology and furniture. Much of this was still alive. Attempts to bring samples back have met with failure as Biots have died.

01	Major City	OFF	02	Small Town	OFF
03	Major Spanish City	OFF	04	Fields	OFF
05	Biot-Farm	OFF	06	Forest	OFF
07	Edge of City	OFF	08	Junkyard	OFF

ALTERNATE PLATFORM

01 HELL 3 OFF

Burning wasteland of sand and stone ruins populated by humanoids with a real attitude. Dangerous and cannibalistic in the extreme. Amazingly tough, these people are generally starving, diseased and crazy. They appear to have been dumped in this place some generations ago by the crash of a 797 transport jet. The aircraft is moderately intact and serves as a holy shrine.

02 SNOW SWAMP OFF

Near freezing world of ice swamps and life forms adapted to this endless range. Highest forms are an Orang like ape that builds wood slat shelters.

03 SLOW PLANET OFF

A close Earth Alternate (1927) but all life forms are operating at a quarter the speed of the IDET explorers. Contact is difficult at best and not of much use.

04 PIG FARM OFF

Somebody's pig farm in the mid 20th century. Warp opens into a large pig pen. World is socialist and highly religious. Taxes are high and the Church/State a harsh overlord. Tech retarded.

05 STUDIO OFF

Courtyard of a TV? Studio. Many areas and sets for a multitude of programs. Everything is different, language, styles, even the designs of equipment. At best incomprehensible. People are rushing around madly and producing TV programs with bulky equipment. Music is an amazing clash of sounds, instruments, whistles and animal noises. Some of the directors appear to wear notes and pages clipped to high stove pipe hats.

06 VENICE 1680's OFF

Italian port. History is variant and personalities are different then Earth Prime history. Heavy mixture of Europeans, Moors, and Asians. The city is far larger and more of a major trade center.

07 PASTURE OFF

Six legged cow like creatures with tough armadillo-like armor. Lay Eggs. Make goat noises and are brainless & friendly. These creatures may be a good replacement for more fragile cattle in hot climates or places with predators.

08 SHIPWRECK OFF

Wreckage of a huge freighter on a rocky sea coast. Massive amounts of rusted beams and rotting crates. Green gulls. Ships doors and wreckage bits point to very different culture styles.



U.N.I.S.S. PLATFORM DATA
AZTEC ASCENSION
PRIME PLATFORM -015
Code 471-867-423-464



The IDA discovered the Aztecs were in Ascension in this world. With firearms the Aztecs have learned from the attempted Spanish conquest and united the continent. European colonists have been destroyed entirely. Apparently more disease resistant, they have copied and improved ship designs and have landed raiding parties in Europe, France and Japan.

01	Mexico City	OFF	02	Southern US	OFF
03	Western US	OFF	04	Great Lakes Pyramids	OFF
05	Manhattan Shipyard	OFF	06	Togo Coast, Africa	OFF
06	London, England	OFF	08	Southern France Beach	OFF

ALTERNATE PLATFORM

01	FLASHBURN BEACH	OFF
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Not only does this portal flashburns its users, it dumps them in the shallows off an Ocean Beach.

02	GLASGOW SCOTLAND	OFF
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About 1950 during high unemployment and mild social unrest. Close historical.

03	ALUMINUM DUMP	OFF
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Amazing plain of dumped aluminum scraps, parts, sheets, and flakes. Low oxygen content. Goes on for miles.

04	DEEP WATER (Danger High Pressure)	OFF
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Deep water/pressure portal six miles deep in a cold ocean.

05	GRASS PEOPLE	OFF
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Grass hut village of starving people. Mostly women and children. IDET can give supply and relief. A Romanesque city lies 100 miles West and is burned and blasted. Natives talk of monsters and the Gods destroying them.

06	CHEMICAL JUNGLE	OFF
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Heavy jungle world that stinks of bromine. Plants are biologically different, insects incorporate silicon and iron. Nauseating stench is everywhere and the fruit explodes like a petrochemical grenade.

07	ARIZONA DESERT	OFF
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Lonely Arizona road in the 1950's. The population is human, but the language is slightly different. History splits in the 1860's with the Assassination of Confederacy President Robert E Lee and the Draft Riots that burned New York and Washington DC. The nation reunited in the 1880's when Slavery was ended.

08	HOT ROCKS	OFF
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Pocket Stop, a six mile cylinder. Average temperature is 120 degrees and the exit Portal 5 miles away. This is mostly rock, sand and weird scrub jungle.





U.N.I.S.S. PLATFORM DATA

AeGYPT

PRIME PLATFORM -014

Code 374-865-965-186



Predominant Egyptian population under an unusual situation. Fringeworthy Egyptologist David Cole was an IDA official that has defected to become a king of the entire region. He is organizing them and improving their life. On last check before the IDA locked the portals he appeared a different person. Cole might have been taken by a High or Master Mellor.

01	Lower Egypt	OFF	02	Central America	OFF
03	Norway	OFF	04	Afghanistan	OFF
05	Damascus, Syria	OFF	06	Rabina Sand Sea	OFF
06	Eastern Cuba	OFF	08	Western Cuba	OFF

ALTERNATE PLATFORM

01 VINELAND OFF

Nordic style land ruled by women. Not hostile and not entirely friendly. There are no wars and the yearly games weed out the most aggressive and violent. They do not tolerate violence among the men and will result to gelding to resolve trouble makers.

02 TROPICAL RAINFOREST OFF

A humid, tropical rainforest. Full portal station is in a grotto turned temple. Posts with carved skulls surround the ring station. No natives evident though some of the skulls are fly covered and fresh. Hidden in the jungle are cities and people who consider this temple and Station Death's Domain.

03 SULFUR FLAT OFF

A huge plain deep with sulfur and granite boulders. Air is thin and cold. Always in twilight with the sun on the edge of the horizon. Three small moons. There is nothing here to show this world was ever populated.

04 EUROPE 1710 OFF

Forest glade near a pond and a woodcutters cabin. He enjoys company and a little silver would loosen his tongue on a lot of Lord Jareno's politics and policies in this united Holy Land.

05 GOBI DESERT OFF

Stone wreckage and a vast city 20 miles South of the portal. A Great stone road leads South from the site. Magnificent but disturbing stone work not designed by human hands. There are crumbling portals here designed to look like Tehrmelern Ring Stations. There are odd human faces set into arches that are screaming. There are extensive artifacts just buried in the sand that may well be high tech. Some of them are easy to understand, others can pack a wallop or be very dangerous.

06 BATTLEGROUND CANADA OFF

The 1950's after WWII. No atomic power, Russia has Alaska and is spreading agents into Canada which is wracked by civil strife. Quebec is talking Statehood with the US. Japan is a US territory and Cuba a state. Germany is divided 5 ways. The Republic of China is in deep trouble as there is growing support of a new Emperor.

07 POCONOS RESORT OFF

Resorts dot these mountains. The US is different in social attitude and politics. A nice place where people are responsible. Conflict looming with Socialist Africa.

08 LOUISIANA RICE FIELD OFF

Rice field in the 1930's on this Alternate earth.



U.N.I.S.S. PLATFORM DATA
JURASSIC EARTH
PRIME PLATFORM -013
Code 268-419-791-986



Another Jurassic Earth. The IDA has cleaned predators off a small island and set up a research station and a medical facility. Recorded transmissions point to another presence here, possibly of extraterrestrial origin. Dead specimens found at Portal 3 point to the hunting of the larger species by unknowns.

01	Swamp	OFF	02	Pine Highlands	OFF
03	Damaged	OFF	04	IDET Island Station	OFF
05	Volcano Caldera	OFF	06	Petrosaur Coast	OFF
07	Duckbill Hills	OFF	08	Lava Flow	OFF

ALTERNATE PLATFORM

01 NEW STONEHENGE OFF

A recently finished Stonehenge, complete stone ring and support pylons. Natives have village a mile from the site of the warp which is in the center of the Henge.

02 CENTRAL AUSTRALIA OFF

Least Mellor Infestation of this place makes it a write off for now. Unknown whether the infestation is a local phenomena. Humanoid bones found, flintlocks.

03 NILE RIVER, UPPER EGYPT OFF

About 1200 BC, this is a thriving culture on its way to a higher civilization.

04 URAL MOUNTAINS OFF

Radio signals in Portuguese have been heard.

05 RUSSIAN ALASKA OFF

A Russian colonized Canada about the year 1910. America is predominantly British and at war with the Russo/Germanic Alliance.

06 BEEKIND OFF

Pastoral Earth with hellishly poisonous 'Killer Bees'. Unfortunately the portal is in a nesting ground and delighted to be explored at a later date. Radio use angered the insects.

07 KARGALIS KEEP OFF

A Medieval Keep in a magnificent mountainous setting. Population is a healthy mix and the society appears to be strong and just. Natives believe in and use magic (PSI) to an extent but are still believers in the Sky Father, the Mother and the Son who came to Earth.

08 IOWA FARM OFF

River bank in Iowa. No inhabitants, no radio traffic. Potentially another good world for colonization or a vehicle dump if the Prime is abandoned. There were signs of human occupation until the last century or so. A close inspection will show a pandemic eliminated nearly all of the population of North America and Europe. There is a small Asian presence now colonizing the California coast.



Kargalis Keep on Skytop Mountain



U.N.I.S.S. PLATFORM DATA

BUG EARTH

PRIME PLATFORM -012



Code 868-746-667-861

In the mid 1950's something triggered a viral mutation that has created giant insects. While only 6 to 7 feet in length, these monsters have destroyed society or pushed it into heavily armed pockets and enclaves. Mammoth Cave has been secured by the US military as well as several other underground shelters. Survivors are trying to reclaim the planet but the task is hard and deadly. The Warp opens at Daytona Beach on the edge of an abandoned hotel.

01	Los Angeles, CA	OFF	02	Daytona Beach, CA	OFF
03	Amazon Jungle, Brazil	ON	04	Mammoth Cave, KY US	OFF
05	St. Petersburg, Russia	OFF	06	Village, South China	OFF
07	Rome, Italy	OFF	08	Highlands, Scotland	OFF

ALTERNATE PLATFORM

01 HIGH RAD OFF
A normal terrestrial forest with the background count in the hundreds of rads. Alternate physical laws prevail here and it is not a healthy place to visit for more then a few minutes.

02 BEACH ON
Just a seacoast beach in South Carolina. No radio, no Indians spotted. The sun has a small blue companion and weather here is moderately warm for January.

03 US/FRENCH CITY OFF
Alternate historical Earth where the US and Canada were colonized by the Greater Empire of France. Steam power by the 1990's and a growing conflict with Dutch Africa and India.

04 TUNDRA OFF
A larger world with endless tundra and little else beyond primitive rabbit like life forms that are dumber then a box of rocks.

05 BURNOFF OFF
Another burned off Earth that died in the mid 1940's. The atmosphere is only now beginning to be breathable. Grasses are returning to the scorched plains and ruins.

06 TURTLE TERRA OFF
Some sort of civilization of shell-back reptiles a half meter in height. Not fast but stone working and mostly oblivious to the IDET explorers.

07 HIGH PRESSURE EARTH OFF
Moderately dangerous pressure is the only problem with this world of grass and an occasional tree. Breathable in time but beware the bends.



08 ED'S COUNTRY ROADHOUSE ON
Field next to a road-stop diner in 1996. Ed is friendly to many odd visitors and takes silver and gold for food and fuel without a question. Alternate Earth where Kennedy is finishing his second term and there was no Vietnam War after the failed assassination in Dallas.

-12 Alternate 8
Ed's Kountry Road & Bath House



U.N.I.S.S. PLATFORM DATA

PSI EARTH

PRIME PLATFORM -011

Code 629-258-298-655



All life forms are linked by mass mind and a strong PSI rating. Lead shielded helmets are needed to protect explorers who venture into this Eden like setting. Once pulled in and 'mind-controlled' some IDET explorers have met gruesome ends. Several resulting battles back to the portal convinced the IDA that some places are better left alone. There is a human population here but they are of a different mind than most others.

01	Forest, Eastern US	OFF	02	Forest, Germany	OFF
03	Grasslands, Africa	OFF	04	Jungle, Laos	OFF
05	Pampas, Brazil	OFF	06	Valley, Switzerland	OFF
07	Salt Marsh, Holland	OFF	08	Russian Steps	OFF

ALTERNATE PLATFORM

01 CRYSTAL CAVES OFF
 Quartz rich caves that extend for miles. Blind octopus like life forms and underground oceans make this place a geological enigma.

02 BIRD WORLD OFF
 Amazing array of Avians make this world a study mecca for ornithologists. The entire ECO system is devoid of mammals and reptiles. Bird forms fill every niche from great flightless fruit eating giants to tiny rat like runners who nest in colonies on hillsides. This world is magnificent and also deadly as there are several species of running raptors that can kill a man with a kick or bite.

03 CHO TAN OFF
 Middle of the DMZ of somebody's war on the Korean peninsula. Flintlocks and fighting between Spanish and Asians. Barbed wire and trenches. No radio.

04 JUNKYARD OFF
 Another world covered in junk, debris and chemical waste. This one is also populated by biological monsters that can defy description. Extremely toxic or deadly.

05 FOX EARTH OFF
 A non human race, fox-like and upright controls this military like empire. At a little over a meter in height, this race is viscous and armed to the teeth with shotgun like firearms. They believe the uniform makes the soldier as well as how many troops you can muster for battle from the lower classes.

06 HIVE OFF
 The inside of a vast bee like hive. Abandoned in the close area where the warp opens. Pipes and fluids still circulate through composite walls and chambers. Owners may have been larger than man.

07 ANOTHER DAMN SWAMP OFF
 Another reeking, snake infested swamp. Water is about a meter deep and thick with weed and mud. Insects are large and the mosquitoes the size of sparrows.

08 ON THE EDGE OFF
 Mongol Europe/Asia and Indian America are poised to obliterate each other with nuclear weapons. Neutral Africa is a hope for peace. Portal opens near Kenya. This world is extremely dangerous and balkanized into political and religious camps. Half have nuclear weapons and the others biological weapons. Both sides will not admit to creating monsters that hunt and kill humans. What they both have are Least Mellor that were found frozen in the arctic.



U.N.I.S.S. PLATFORM DATA

TERRA AFRICA

PRIME PLATFORM -010

Code 393-532-172-528



Around 400 BC the tribes of Central Africa commercialized and united. Within a century colonization spread to the Americas and Asia. By the 20th century the world is under the rulership of the Great Elephant, Africa. In many areas white slaves are demanding civil rights and independence for their countries. Technology is an odd mix of primitive and steam with the recent invention of radio and dynamite.

01	Great Zimbabwe	OFF	02	Central, Texas	OFF
03	Nappa Valley California	OFF	04	Utec Valley Mexico	ON
05	Ross Ice Shelf, Antarctica	OFF	06	Canberra, Australia	OFF
07	Central Pacific Atoll	OFF	08	Gaza, Israel	OFF

ALTERNATE PLATFORM

01 HIGH DESERT OFF

Flat cold desert, scrub and common life forms. Not much else. Beyond the mountains are green valleys never touched by man.

02 METHANE EARTH OFF

Methane atmosphere makes this Earth dangerous to explore. Some odd life forms and worm like creatures. The pressure is not high but the atmosphere is full of nitrogen.

03 TEHRMELERN FOREST OFF

Thousand foot Oaks dot the countryside. Filled with meadows and stone foundations. There have been reports that a furry creature has been sighted here and this may be one of the home areas of the Tehrmelern Engineer Schmert.

04 DERVISH OFF

This warp opens into a very different Middle East near Baghdad in 1570. In this world Christian and Moslem practice tolerance. They are both fighting the Hindu expansion that has spread to Russia and the edge of Constantanople.

05 POCKET STOP OFF

A mile diameter disk of foot deep Muck with the exit portal at the opposite end. Nothing but worms, mold, a few mushrooms, and stench. Buried in the muck are Tehrmelern artifacts that include personal items, tools and jewelry. The muck seems to have leaked in from elsewhere.

06 FROZEN OCEAN ON

The warp opens onto frozen ice. Two miles East of the warp is an ocean liner, vintage 1920 frozen into the ice. The sky is now dim and the star dull orange. The people on this ship ran out of food before they ran out of coal for heat. There is nothing that indicates the reasons why they are in the ice other then notes that tell of a great flair of the sun and it turning orange. Within a week their ship was caught in the ice as sub zero temperatures created a winter hell.

07 WOLF LANDS OFF

Medieval people live in walled cities dreading the night. They share the planet with a very smart and fast Wolf like sapient that preys on humanity.

08 MERCANTILE WARS OFF

Opens near York England in the midst of the civil war of 1640 during the reign of King Charles. matchlock and cannon common.



U.N.I.S.S. PLATFORM DATA
GOOP INDUSTRIAL
PRIME PLATFORM -009
Code 736-546-944-652



The wild architecture of this industrial world is only topped by the lack of understanding of what is happening here. Huge, complex industrial tanks and machinery seem to store and process a blue-green goop. After processing in these continental hugging factories, the same goop is transferred to massive tanks and reservoir pits. No use for this material can be found. It is not food, fertilizer, lubricant, or chemically useful. When burned it simply stinks. This process is fully automated.

01	Industrial	OFF	02	Industrial	OFF
03	Snow Flats	OFF	04	Industrial	OFF
05	Sand Flats	OFF	06	Industrial	OFF
07	Industrial	OFF	08	Ash Flats	OFF

ALTERNATE PLATFORM

01 HAPPY PLACE OFF

A happy village that makes any explorers happy. They become so happy they want to stay and join the Victorian-Like culture. Unfortunately this society is cannibalistic. The sun has never set on the British Empire but it may soon as other nations rebel against harsh subjugation and having their criminals carted off for food. North America is Spanish. Possible broadcast PSI mutation inherent in the population of the British Isles.

02 PURPLE CORNFIELD OFF

Somebody's purple corn field. Vegetable is high in iodine and toxic. No sign of the inhabitants but the plants are in orderly rows. Are harvested once every six months or so by down home folks with horse drawn wagons. They are lavender skinned.

03 DEADPLACE OFF

Always dark sandy area of bones, dead trees and rotted equipment as if from a WWI (1920's) technology. World seems to drain explorers by the hour with a maximum time of 48 hours before it kills.

04 SALT DESERT OFF

A Sahara like world of endless salt dunes, wind and little more.

05 ALTERNATE BIO 1957 OFF

An earth like culture with a 1950's era like culture. IDET members experience extreme debilitating effects from the smell of the inhabitants and wildlife.

06 TOON WORLD OFF

Sometimes violent but intelligent life forms who seem to enjoy having wild fun with less tough life forms. Little common ground has been found to communicate with adult IDET explorers. There are a huge number of animal like species here as well as mutants and near humanoids. The population is amazingly resilient to damage, heal very fast, and disease free.

07 CONCRETE PILLARS ON

Thousand foot wide concrete pillars rise a half mile above a green salt sea. Thousands of these are visible to the horizon. Some are damaged and leaning. The ocean is deep. Sea birds and fish are common as well as three foot long shore dwelling lobsters.

08 GLASS WRECKAGE OFF

Scattered foundations and broken bits of colored glass cover this cold and snow swept world of 3 moons and a small orange star.



U.N.I.S.S. PLATFORM DATA

RED SKIES

PRIME PLATFORM -008

Code 856-243-869-853



The sun is a red giant and this earth is a rust covered ball with no life. Continental drift and star patterns show the year is 7980. Ruins show a once great civilization. Strangely the 24 weathered faces at Mt. Rushmore still exist. Both humans and alien grace the mountain side. The air is thin. The deep cavern in the Canadian Arctic is extensive. Many sealed tunnels may hide technology and the history of this world. It appears natural resources may have been expended and the population has moved.

01	Mount Rushmore	OFF	02	South America	OFF
03	North Africa	OFF	04	Antarctica	ON
05	Deep Cavern, Canada	OFF	06	Norway Valley	OFF
96	Southern Europe	OFF	08	Manhattan Island	OFF

ALTERNATE PLATFORM

01 ROMAN ROAD OFF

Just off a Roman Style road in Central Asia. Road is in good repair and set cameras have not shown vehicle or caravan. No radio. The ring around the moon is a spectacular sight.

02 WORLD IN TIME STOP OFF

Cleveland Street near Christmas time in the late 1940's. Lights, and decorations, people shopping and snow. To the Fringeworthy the temperature is 70 degrees and everything is frozen in time. Objects brought out flash into flame.

03 DEATH WORLD OFF

IDET personnel are a horrible rotting death to any or life they touch in this world. Includes all animals, birds, and plant life touched. There are no humans here and animals seem to have no fear of the explorers.

04 ANOTHER NYC OFF

Another New York City in the early 1990's. The culture is moderately different with no counterparts to European history. Technology in early electric age.

05 ARAB EARTH OFF

Heavy expansion and colonization created a predominantly Moslem New World. Technology stalled at 1860's with steam and black powder. Little conflict and a stable civil service class put this culture at odds with United Christian Europe. There has been an uneasy peace for over a century but that is fast wearing very thin as the Church steps up support to Christian Rebels in a number of countries.

06 HARVESTERS WORLD OFF

Intelligent caterpillars that are 7 feet in length. Control fields of grain and fruit orchards in hexagonal patterns. They live underground in vast hives. No contact is effective and the greenish fur that covers them is toxic to humans.

07 ROCKY MOUNTAINS OFF

Violent volcanic activity has turned this Earth into a patchwork of high mountains and green valleys. Some life forms common to pre-glacial Earth Prime about 200,000 BC.

08 TERRITORY 1873 OFF

South of a small West Texas town about 1873. Close historical without an 1860's Civil War. One is brewing now over states rights and social security tax. Mexico is hostile and the Emperor is demanding the return of territories. There is talk of Federal intervention to stop terrorism and border incidents that could start a war.



U.N.I.S.S. PLATFORM DATA

GREOTE'TA

PRIME PLATFORM -007

Code 459-499-343-342



Non-humanoid race with a higher technology. Have traded simple items and alloys but little else. Cordial but not overly friendly. Sociologists in the IDA suspect these creatures are amusing the savages with toys and shiny objects in hopes that they will go back home. Communication has been almost impossible. They have walled off all portal areas to control the influx of explorers.

01	Walled Field	OFF	02	Walled Plaza/Square	OFF
03	Walled Mountain Valley	OFF	04	Walled Beach	OFF
05	Walled Forest	OFF	06	Walled Pine Forest	OFF
07	Walled Desert Valley	OFF	08	Walled Polar Wasteland	OFF

ALTERNATE PLATFORM

01 NAZI NEW YORK OFF

Where the US lost the second world war to Germany after Washington was Atom Bombed. By the 1980's the Americans are thinking of revolution against their harsh masters.

02 NIGHTMARE OFF

Just another unpopulated Earth but explorers suffer near-toxic nightmares and psychological sickness after d4 days.

03 TOXIC EARTH OFF

Earth Alternate Biological where all foods are toxic. Resources are abundant.

04 MELLOR INFESTATION OFF

A 1980's Earth that fell to a Low and Least Mellor infestation. A ruined post holocaust world with hardened survivors.

05 MAGICAL EARTH OFF

A 1920's Earth where magic is used in day to day life. Not great magic but little magic. Greater magical forces exist in balance in this universe.

06 RUINS OF JAPAN OFF

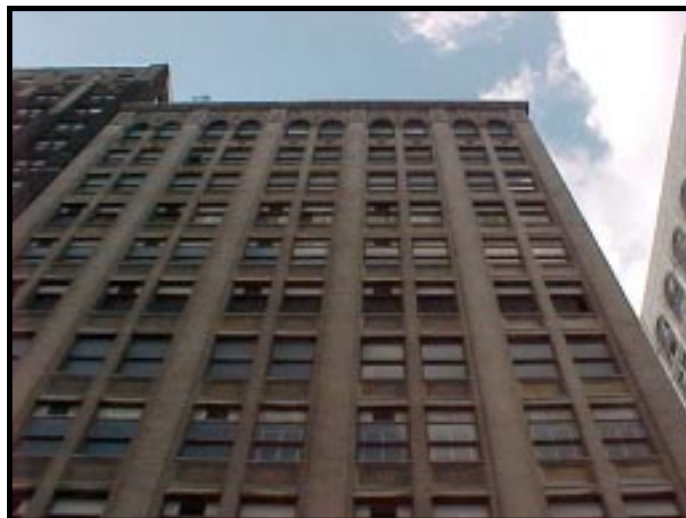
With a refusal to surrender in 1945, this Japan was hit by over a dozen Atomic Weapons over the course of a year. Portal opens near Tokyo.

07 INDUSTRIAL PARK OFF

Tehrmeiern Industrial Complex. Huge and completely automated. Produces parts that are transported elsewhere.

08 DEAD DAYTON '75 OFF

This Dayton Ohio is now sealed off and dead to the world. The buildings have been rotting since the early 1950's. In the year 1975 there is only a small military presence in hasmat suits with orders to shoot to kill anybody found in the ruins. The quarantine is centered around Wright Patterson Air Force base and extends several miles. There are skeletons still in buildings here that show there was a massive die-off as people worked.



Building Conditions in Dayton Quarenteen



U.N.I.S.S. PLATFORM DATA

EMPTY EARTH

PRIME PLATFORM -006

Code 979-441-959-997



Another Earth Prime with natural resources but no Human population. With buffalo and saber tooth cats. The IDA is debating Chile's use of this alternate for mining, oil fields, and stripping natural resources. This potential unspoiled Earth has caused extreme debate within the UN on territorial rights. Claimed by Chile by right of a small base at Prime 1. The small group here is harvesting buffalo in quantity for transport back to Earth Prime.

01	Kansas Plains	OFF	02	Brazilian Highlands	OFF
03	Alexis Creek, Canada	OFF	04	Russian Steps	OFF
05	Gobi Desert, Mongolia	OFF	06	Southern England	OFF
07	Goose Lake, Oregon	OFF	08	Flagstaff, AZ	ON

ALTERNATE PLATFORM

01 ISLAND CHAIN OFF

Tropical Island with quantities of Fruit and an over abundance of sharks. Claimed by the IDA as a repair center and medical facility but actually a supply dump station designed to watch the Chileans on the Prime.

02 CHICAGO 1928 OFF

Chicago in the roaring 20's. Earth Alternate with far too many gangsters, crooked politicians, and overworked police. There was no St. Valentines Day Massacre here and Organized Crime has gotten even more of a foothold in everyday life.

03 NEANDERTHAL EARTH OFF

A slowly growing society of Neanderthals. Civilized and with a rich culture. Absolutely terrified of the IDET explorers. They have had bad dealings with the Chilean explorers they first contacted. There may have been extreme social damage done to these gentle folks.

04 PLAGUE 1943 OFF

A Bio weapon created by the Nazis, this has decimated the population of the US and England. The war is continuing as the disease mutates into more or less lethal forms every 90 days.

05 CUBA 1964 OFF

A land invasion of Cuba is imminent, the Russians are threatening to launch Nukes from Cuba and President Nixon is getting ready to fight WWIII.

06 ALMOST CAMELOT OFF

Here there are knights and dinosaurs. Kingdoms cover the planet peacefully, most of the time. Continents are radically different though the population is human. These dragons are real and are Tyrannosaur that are larger and smarter.

07 FUNDAMENTALIST US OFF

A fundamentalist movement in the 1970's took this US and plunged it into a harsh religious dictatorship. Canada and Mexico free. By 1995 Russia is capitalist, fearing US and the harsh 'god fearing' nation it has become. Church police are hunting the faithless, Moslems, Jews and others for deportation.

08 AMERICAN IRISH REVOLT OFF

Deep in Pennsylvania a huge Irish colony is fighting the Catholic Democrats for independence. The year is 1921, no WWI or Russian Revolution. Mexico is hostile to US and Texas an Independent Republic. Texas has fought three wars with Mexico and is under fire for a 50 mile strip of land on it's southern border. The Irish are receiving support from Mexico who hopes to danger the mutual Texas/US aid pact.



U.N.I.S.S. PLATFORM DATA

AIRTHAI

PRIME PLATFORM -005

Code 557-674-576-852



Home of the Norlanders, descendants of arctic rim dwelling people who recolonized their earth after a sweeping plague decimated the lower latitudes. The Norlanders are fast becoming a supply house for the IDA. Warp stations on the Italian continent have become growing cities. The IDA plans a special station on Ambon island for Tehrmelern artifact research.

01	Amazon Basin	OFF	02	Australian North Coast	ON
03	Oulu, Finland	ON	04	Bari, Italy	ON
05	Palermo, Italy	OFF	06	Kazakh Upland	ON
07	Kolyma Mountains, Russia	ON	08	Ambon Island, Banda Sea	ON

ALTERNATE PLATFORM

01 WHITE OASIS OFF

Miles of oasis in a sea of white sand. Diggings show extensive machinery holding the climate of this area in check. Few life forms. Water and food are available in limited quantities.

02 ICE SHEETS OFF

Large ice sheets cover this geological alternate. Atmosphere is thin but pure showing air being regenerated by plankton at the equatorial sea. This Ice Age may have been recent as there are traces of humanoids on the ice cap and a small dump of empty Whiskey bottles, food cans, socks and a broken shovel. There is speculation that the owners of this dump may have been other Fringeworthy.

03 OTHER FOLKS OFF

Meter high gray humanoids. Possible an alternate species in their age of exploration. Ethical restrictions forbid contact at the present time. Portal in Southern Greece. First contact was met with horror and gunfire as the natives defended their world.

04 CORONA CONCORDIA OFF

A hostile low technical religious tyranny. Geologically same Earth. This split came after the fall of their Rome and continued to their present with Christians and Gnostics still at odds over the true meanings of advent of the Son of God. There is often peace for years and then open warfare.

05 TOXIC SEA OFF

A rugged but corroded sea coast, chemically destroyed ruins and oxides are all that remains of some extensive city ruins. Life forms are toxic. Dog sized spiders spit corrosives. Sea Gulls are plentiful and meat eaters.

06 ROCK FOREST OFF

Odd ethereal landscape of towering platforms of sandstone reaching up to 500 feet or more. Some grasses and plants at the tops. Two moons and slightly different star patterns.

07 WASHINGTON DC 1957 OFF

Dead center in the White House Rose Garden. This warp has a defect and will not allow exit of the world for 72 hours. Dewey is the second term president in this historical alternate. Here the Korean/Chinese War was ended by McArthur with liberal use of nuclear weapons.

08 FOREST ON

Just an extensive climax spruce forest. Animals and plants are Earth Prime normal but scarce. No native forms or intelligences. Predators range from small packs of running birds to a bear like tree dweller with great sloth like claws and a very bad attitude.



U.N.I.S.S. PLATFORM DATA

EARTH 1880

PRIME PLATFORM -004

Code 544-577-588-439



While this world is a quiet Earth Alternate, its first portal is a Gerenimo Transfer above a barn on a small Italian Farm. After initial contact Benidito Carlote has built a platform to keep the explorers from falling off the barn roof into the pig pen. Owner of this farm is now providing produce to the IDET Explorers who have befriended him. This Alternate has not had many wars over it's history and is very stable.

01	Bologna, Italy	OFF	02	Gouda, Holland	OFF
03	Aran Island, Ireland	OFF	04	Helsinki, Finland	OFF
05	Coney Island, NY	OFF	06	Cedar Point, OH	OFF
07	Tocipilla, Chile	OFF	08	Guadalupe Mtns, Mexico	OFF

ALTERNATE PLATFORM

01 MESA OFF

Tehrnelern recreational alternate with amusement park, shops, and a distant starport. This area is heavily infested with Mellor and extremely dangerous.

02 HERE THERE BE OFF

A religious tyranny where fear of the paranormal never left and the world stagnated under continued inquisitions. The church conclave rules in 1880 and still burns heretics, witches, scientists and anybody else that is politically dangerous.

03 STIR FRY OFF

Peking China a few weeks before the Boxer Rebellion. Explorers are dropped in the British enclave and stranded for 20+d20 days during the worst of the fighting as their Warp is a timed transfer.

04 RIFTWALL OFF

Ever foggy world of ruins and creatures in the fog. Life forms here are hellish and tough. This Earth suffered some trans dimensional ecological catastrophe in its 1990's. The few survivors are in desperate need of weapons and medicine.

05 NEW YORK SUBWAY OFF

Warp opens in the middle of a subway tunnel. This Earth Alternate is in the year 1947. With no WWII and high political intrigue between Nazis, Communists, and the League of Nations. America is stable though has a growing Communist and fascist movement. Neither are wanted by the Roosevelt administration.

06 SUPER CONTINENT ON

Vast world of sealed warehouses. Guarded by machines that stun but never kill. The world has been manicured into one large park land.

07 VULCAN'S FORGE OFF

Huge active volcanoes block the sunlight with ash and fire. An amazing chemical warehouse that once had human life until a multiple asteroid strike shattered the continents, created nuclear winter and geological upheaval.

08 ICE WALL OFF

A large cavern that ends in an ice wall. Tunneled, the cavern opens to a huge starport in Alpine Mountains. Tehrnelern Starships, huge spheres by the hundreds sit here. Wall refills with ice in 72 hours. These ships are programmed for starflight to other worlds. All destinations are deserted. There are wolves in the pine forests here. Occasionally a ship can be seen to leave or return from somewhere. Tracks show there may be other things here that are living around the ships or using them.



U.N.I.S.S. PLATFORM DATA

ZENDAVO

PRIME PLATFORM -003

Code 182-248-129-979



A semi-technical 'godlike' ruler watches over her peasants and peoples with a system of Dukes. Not far from her crystal city the Tremchuks are trying to ferment revolution and create a socialist state. They are terrorizing the smaller 'peaceful' humanoids who are far too uneducated to know they are being oppressed. Well..maybe. The IDA still hasn't figured out who all the players are or their motives. Generally a pleasant land filled with happy brainless folks.

01	TREMCHUK VILLAGE	OFF	02	SOUTHLAND	OFF
03	EASTERN DESERT	OFF	04	CENTRAL KINGDOM	OFF
05	WESTERN SEA COAST	OFF	06	WABANU LAND	OFF
07	MOUNTAIN MAN LAND	OFF	08	GORLOK FOREST	OFF

ALTERNATE PLATFORM

01 ARCTIC OFF

Very cold with little else then Eskimos and Polar Bears with an attitude.

02 FRENCH RESISTANCE 1790 OFF

Paris at the height of the revolution. This political Alternate is having a much more brutal revolution as the Monarchy makes a final stand and is importing mercenaries.

03 TRAZON ON

Home of the T'Ziel, a race of lizard like humanoids who are just out of their Bronze age. The T'Ziel have sent warriors to learn of the Fringepaths and the Humans who have befriended them. This race has joined the IDA as a full partner and continues to show a willingness to learn and improve their society. The T'Ziel have produced several brilliant mediators and highly spiritual thinkers who have taken high positions within the IDA hierarchy on Earth Prime.

04 NORMANDY COAST OFF

Year 1020 with Viking Raids common. People not friendly to strangers. Warp opens into the market square of a village.

05 DOMES ON THE BARREN ON

Tehrnelern Eco Domes hold the last life of this world in suspended animation The star is declining. A quarter million of the protohumans in stasis are waiting to be transported to another place.

06 CASTLES ON THE HUDSON OFF

Spanish settled Americas with castles along the Hudson river. A stagnant 1500's culture with early steam and flintlock firearms. Some problems with natives and the Chinese. Several of these Baronies have come into contact with IDET and are providing supply and trade.

07 ASHFIELDS OFF

This world suffered intensive radiation and heat several thousand years before. Only now recovering with simple grasses and rich seas. IDET Supply/Vehicle Center #4

08 AFTERMATH 2117 OFF

A post WWII world has just woke to the fact that the US Military had underground complexes for the production of Hunter-Killer robots. Now the factories have been activated and are starting to produce these terror/ revenge weapons to depopulate Russian cities. Their mission is to scavenge materials to build more machines and dispose of humans. Unfortunately the war was won by neither side and this new world order is a peaceful combination of the best of both political systems.



U.N.I.S.S. PLATFORM DATA

BLAST'IT 2970

PRIME PLATFORM -002

Code 856-931-898-145



A far future, post holocaust world of depression and the ends of an advanced human society submerged in a harsh feudal state. Warlords control the peasants and technology and strangle the rebirth of technology, reading, and imagination. Peasants believe in magic and the retribution of god and his Nuclear Fire. Mutations abound, alien life forms brought back to Earth have escaped and generally the place is a depressing mess. All signs point to a multi world conflict and that humanity probably lost.

01	Geneva , NY	OFF	02	Gulbarga, India	OFF
03	Boffa Coast, Guinea	OFF	04	Nemirov, Ukraine	OFF
05	South Downs, England	OFF	06	Vancouver, Canada	OFF
07	Rumford, Maine	OFF	08	Cleveland, Ohio	OFF

ALTERNATE PLATFORM

01 MARTIAN AMERICA, NYC OFF

In 1939 the Martians landed, prevented WWII and created a new world order. This world order has left humanity as third class citizens on their own world. Now 1969.

02 STRIP MINE ON

An amazing landscape of rectangular, water filled holes stretch off to the horizon. These measure a mile or more and are connected by 50 foot tunnels. Fish are plentiful.

03 US 1941 OLYMPIA, WA ON

Early in 1941, this Earth has a Master Mellor in the form of Hitler. Contacted by IDET, the Mellor was destroyed and an IDA outpost established.

04 CHILLER, NAPLES, FL OFF

Florida road 1932. Non living objects transferred to this world begin to loose heat, a degree every minute and eventually freeze to absolute zero where they implode. Objects brought out begin to heat until they burn. Alternate Physical Laws.

05 DMZ 67 VIETNAM OFF

Firebase on the border of North Vietnam. This garden spot helps hold the North in check and is in a constant state of siege.

06 MIRROR BRIGHT OFF

Damaged Transit Portal to a Victorian Earth. Portals shimmering surface will Hot or Cold Transfer along with a Bad Transition that destroys equipment. Portal exits in Edenboro Scotland.

07 MAELSTROM OFF

This opens to a pathway that was sheered off by an energy vortex. Appears to end at a wide whirlpool of energy. Suspected cause of several Pocket Stops and defective portals.

08 ROMANA UNIVERSA ON

Home of the Romana Universa, the Rome that did not fall. By their 20th century a quagmire of social mismanagement, this world is striving to help the IDA while trying to restructure its economy. Slavery has been recently abolished and there are extreme problems in the outlying empire as well as open defiance in Jerusalem. The Christian faith is on the rise again. Their martyr was a Jesus who was felled by an arrow shaft at the gates of Rome in 49 ce. There is trouble with the Persians and the followers of a second Christian prophet named Mohammed. China has woke and met the Romans in the middle of North America. Both sides have modern weapons and nerve gas. The Chinese will not deal with the IDA.



U.N.I.S.S. PLATFORM DATA

ERDE PRIME

PRIME PLATFORM -001

Code 528-538-728-292



Colder and with a 1.2 gravity, Erde may well have been inhabited by accident from Earth some 2000 years ago. This developing technological world is populated by a hearty Germanic stock that is technically in it's early 17th Century. Erders have become fast friends of the IDA and are gleaning the best of what their neighboring Earth has to offer.

01	Winthrop, MN	ON	02	Erfurt, Germany	ON
03	Coburg, Germany	ON	04	Kalisz, Poland	ON
05	Crete, Italy	OFF	06	Quezzane, Morocco	ON
07	Ratik, Marshall Islands	OFF	08	Napier, New Zealand	ON

ALTERNATE PLATFORM

01 MOHAV GREEN STATION OFF

This far future Earth was ravaged by interstellar war. Remaining was a great dome of plants and wildlife maintained by robots. Now an IDA station as the world is empty of human life.

02 SALT MARSH OFF

Hot salt marshes and reptile like humanoids. They live a nomadic existence and roll by with wagons as the marshes dry out twice a year. A dead caravan lies near the portal.

03 CHUNG KUO ON

Home of the IDA partner Golden Horde. Now a trading partner to Earth Prime. Basically a primitive people ruled by their Great Kahn. While the IDA considered partnership with this empire a mistake, time has shown them to be honest and responsive to positive change. The Great Kahn is no fool to the new wealth and technology that has saved his empire from the Eastern Barbarians.

04 SUBURBIA 1952 OFF

A 1950's Toronto Canada. The sun is oddly bright and the Fringeworthy immediately got a bad feeling. In d10+WIZ minutes dangerous paranoia began to manifest along with a powerful migraine headache. Only aspirin and alcohol dilute this effect.

05 KANSAS CITY 1840 OFF

A Ghost Transfer with the addition of a ghost like gargoyle predator that preys on the Ghosted explorers. Explorers will end up in a running battle that only they can see. Otherwise the world is healthy and progressive.

06 DRAGON EARTH, CLEVELAND OFF

About 1935 Dragons were discovered to be real. Technical society has grown under the shadow of these great creatures as they returned to grace the skies. They cause problems but are loved by the population who consider them good luck. The largest dragons measure over a hundred feet and there are multiple species. They prefer Deer and Cattle as a primary food.

07 ZEN MESA ON

Buddhist monks in the Himalayas have trapped a psionic Master Mellor behind a wall. Causes all forms of effects as the creature looks for weak minds to help it escape from its centuries long imprisonment.

08 CYLINDER FOREST ON

Ten miles of Space habitat. The cylinder is forested and produces a palm like tree with an oil based coconut. The oil is burnable as fuel. Other types of coconut have been found that contain food or chemical compounds.



U.N.I.S.S. PLATFORM DATA PATHWAY ENGINE



PRIME PLATFORM -100

Code 875-525-119-124

Another smashed Tehrmelern World with a vast construct in orbit. It appears a vast 8 sided crystal with a star in it's heart. It is in all probability a thousand miles long and there appear to be huge Portal rings at each end. This orbital device may be a pathway layer or some sort of maintenance craft on a grand scale. The surrounding world spanning city has been smashed by fusion fire and there are only a few weeds growing. There are a few Least Mellor in the ruins but even these appear near lifeless and unmotivated to their usual mayhem. At portal 8 there is a cluster of Ring Stations and eight of the nine are damaged and off. Here there is a 80 foot high statue of a Tehrmelern with a rainmow crystal in it's hand as it points to the heavens.

01	City Ruins	OFF	02	River Bank	OFF
03	City Ruins	OFF	04	City Ruins	OFF
05	Beach Front Ruins	OFF	06	City Ruins	OFF
07	City Ruins	OFF	08	Bent Ring Stations	OFF

ALTERNATE PLATFORM

01 SLIME SHEETS ON

Layers of slime cover these ruins with the occasional sickly tree poking out of the stinking mass.

02 GREEN BRICKS OFF

A 1930's technology set appart by use of green bricks. The clay here produces an emerald shade of brick used for street and building. Early Gasoline age but no electricity.

03 SMUPS OFF

Food slugs and protein nut trees dominate the landscape as well as harvesting robots that are nearly all inactive. Close underground center has vast arrays of stored cans of slug meat.

04 MUD FLATS OFF

Strip mined planet that was being terraformed back into parkland when the work stopped. There are geometrical sections of park next to scarred pits and mud flats.

05 WORM FLOATS OFF

Huge jelly fish like flyers that drop simbiotic foot long feeder worms by the hundreds. These worms are picked up later by tendrils that fan over the trees. The floats are filled with hydrogen and anchor themdelves by tendrils or release and drift.

06 HOME TREE FARM OFF

Forest farm of small Tehrmelern Home trees before they are genetically enhanced to become a living structure. The area is still maintained by robotics.

07 ROADSIDE STOP OFF

Roadside stop called the Tehrmelern Inn. Owner trades food for gold and silver and is a wealth of information, somewhat correct on the Tehrmelern, their culture and portals at +100. Arvell Billings is a little crazy and admits he has been out there. This Earth was contacted by Aliens in the 40's and is now just another planet on the Galactic trade run of a hundred races.

08 ANOTHER RUIN OFF

This Tehrmelern city was flattened by Fusion and is still moderately radioactive. There is little more then miles of glass and corroded metal stumps.



U.N.I.S.S. PLATFORM DATA

CIVIL WAR '04

PRIME PLATFORM -099

Code 856-673-661-856



While the world watches and is neutral the United States is tearing itself up and splintering. Tired of corruption and Government stupidity, the militias and parts of the army are fighting to restore the nation to what they believe is America. Unfortunately the groups have very different beliefs and the conflict has escalated to Texas going Independent, Washington a war zone, Georgia and Alaska closing their borders and New York City in flames. There are riots and battles between small military units and local police. There is also a war in the Middle East and a Communist revolution in Mexico pushed by the Chinese.

01	Washington DC	OFF	02	Gravel Beach	OFF
03	Louisiana Swamp	OFF	04	Houston Texas	OFF
05	Last Chance Gas UT	OFF	06	London	ON
07	Carabas Mexico	OFF	08	Ruins of NYC	OFF

ALTERNATE PLATFORM

01 HOWLING WOODS OFF

What ever is out there howl at night. It is a sound that sets nerves on edge and can not be spotted. It comes closer and will prove to be a burrowing frog. The real predators are silent.

02 SHALE PINES OFF

Pine forests cover this empty world. Ground cover is sparse grass and a large amount of shale and quartz.

03 POND LIFE OFF

Quiet ponds that are homes of squid like predators who dig the ponds and trap small and large prey.

04 STUPID BOTS OFF

Early twentieth century city populated by slow but dangerous robots. Programmed to kill, these blundering forms have wiped the cities and are still stalking the countryside. They may be slow and stupid, but they are very tough and persistent.

05 BRIDE'S WEEK OFF

Cultural alternate where once a year the men head for the hills and the women catch them to be husbands. During that week anything goes except murder.

06 SMOKERS OFF

Everybody smokes here. Tobacco is inexpensive and children of 7 or older have a cigarette in their mouths and a pack in their pockets. Here there is no smoking related cancer and the tobacco smoke keeps the mosquitos away. The mosquitos carry a range of nasty fevers.

07 GRINDERS OFF

Debris feeding blocks of black jelly that reach the size of a foot or more. They are slow feeders that provide nutrients for the forest plants. The occasional monster can reach a yard on a side. They are toxic and burn as a fuel source when they die and dry out. The natives farm and have to block them from their crops.

08 COFFEE OFF

The smell of coffee covers this flowering desert. One of the species of flowering cactus produces a small flower and beans that can make a decaffeinated coffee like beverage that is strong and rich. These berries are the favorite food of 2 pound jumping rats. When crushed the berries attract them by the dozens. This also attracts large snakes who feed on the rats as well as giant pigs who feed on the snakes. The great furry tyrannosaurus like predator that feeds on the pigs stands over 16 feet tall.



U.N.I.S.S. PLATFORM DATA

KINGDOMS OF ROE



PRIME PLATFORM -098

Code 236-652-729-464

An odd world where humans and animals have been genetically crossed to create whole populations. The technology advanced to the near magical level and collapsed into small squabbling kingdoms that are under the control of Kings, Generals, Bosses, Dictators and any other title that has backers with weapons. There are multiple peach and revolutionary movements. With Ox People, Tiger Men, Mantisoids, Gopher Folks and true Humans this can be a problem with trust and equality being necessary to unite these people.

01	Vulture Folk Camp	OFF	02	General Wang's Keep	OFF
03	Mesa of Eagle Men	OFF	04	Salt Desert	OFF
05	Polar Mountain Bear Folk	OFF	06	Ox People City	OFF
07	Monkey Men of Roe	OFF	08	Forested Moon	OFF

ALTERNATE PLATFORM

- | | | |
|----|-------------------|----|
| 01 | PRESTOR'S KINGDOM | ON |
|----|-------------------|----|

12th century kingdom in Northern Turkey. A Christian empire of technology and power headed by Prestor John the Wise. He has plans to conquer the infidel and free the holy land..
- | | | |
|----|------------|-----|
| 02 | ASH FRIDAY | OFF |
|----|------------|-----|

In this Social Variant Christians celebrate Ash Friday before Easter, the traditional day when Christ was burned at the stake at the gates of Rome. History here has followed a close path with different people, different wars and a similar colonization of North America. By their year 2000 they are still in a 1920's technology with a better grasp of drug therapy and natural medicine.
- | | | |
|----|-----------------|-----|
| 03 | THE BERLIN EVEN | OFF |
|----|-----------------|-----|

The Berlin Event of 1917 flattened a huge area of Germany and ended WWI. This cometary impact has created a quick acceleration into space sciences. By 1946 there are space stations and plans for a defensive missile battery in orbit to prevent another occurrence.

OFF

In this colonization twist,
- | | | |
|----|-------------------|-----|
| 04 | COMMUNIST HARVEST | OFF |
|----|-------------------|-----|

After the great depression the world realized the benefits of Communism and have created a one world government. By the 1960's the system is breaking down, there are long lines and technology is stagnating. A vast secret police network is breaking up and a cultural revolution is in the works.
- | | | |
|----|--------------|-----|
| 05 | GODS MANDATE | OFF |
|----|--------------|-----|

Communities here are composed of 24 farms that surround a church and store and small factory. The priest governor is part of a 24 community district that answers to a central Synod. Three gods top the church hierarchy. The system is designed to keep these people under the thumb of Father Church.
- | | | |
|----|--------------|-----|
| 06 | MOOSE FIELDS | OFF |
|----|--------------|-----|

Pine forest, streams and friendly Moose that appear curious to strangers.
- | | | |
|----|------------|-----|
| 07 | OTHERPLACE | OFF |
|----|------------|-----|

Another Pocketstop where natural laws are not quite right. This misty place appears to be a mile square chunk of Victorian England wrenched out of time and space. The people are long dead and the sun is locked in a perpetual rise at the horizon. Candle flame is cold and frozen.
- | | | |
|----|--------------|-----|
| 08 | STONE VAULTS | OFF |
|----|--------------|-----|

Vast storage area cut into granite and filled with odd things, treasures and junk.



U.N.I.S.S. PLATFORM DATA

NWO PRIME

PRIME PLATFORM -097

Code 342-957-349-587



History took a turn in the 1970's as a New World Order took shape and came to rule Europe and Asia. The only stumbling block to this hidden police state was the United States and Russia. After the fall of Russia in 89 only the economic powerhouse was left to subvert and control. By 2005, the government, rotten from within, fell and the UN took control to keep this great nation together. Now there is a vast world wide police state controlled from Geneva Switzerland. Freedoms are abridged and the people are considered property by the elite. The average citizen knows little of this actual state of affairs as rebels and protestors who know are branded terrorists and enemies of 'the people'.

01	Woodland Cabins	OFF	02	Internment Camp OH	OFF
03	Cleveland OH	OFF	04	Russian Farm	ON
05	Cantebury England	OFF	06	Grand Falls Newfoundland	ON
07	Sea Coast WA	OFF	08	Bizerte Tunisia	OFF

ALTERNATE PLATFORM

01 TOXIC DUMP OFF

Flat area covered with black pyramids. Entries are marked with screaming faces and skulls. This is a vast toxic dump area for chemicals, radioactives, and trans dimensional waste. The human builders are nowhere near and several twisted bodies at one of the entrances show looting is not a good idea.

02 GREAT DEPRESSION OFF

This world is in the midst of the 1938 depression that shattered governments and plunged the planet into economic disaster. The Nazis have collapsed and the Japanese run off Chinese Mainland. Only now in 1958 are things improving.

03 VATICAN ESTATE OFF

Heavily guarded French country estate that is under siege. Here the Christians are a minority in a near Moslem world. This nunnery has been attacked several times. This last stand of the Christian Church has a Pope, 4 Cardinals, 12 Priests and 32 Nuns. The technology is a close 1880's with electric lights and gas powered vehicles of low quality.

04 SMART KIDS OFF

Biological alternate where all the young are absolutely brilliant up to the age of 25. After 25 the mental process begins to slow down until by their 60's, they are down to the general knowledge and stability of a 8 year old. Those under 40 generally adopt and care for their parents and relatives as they age.

05 STRAW KINGDOM OFF

Vast culture on a near tropical Earth that builds from straw and bud brick. Nothing here is completely permanent and people have no desire to do much more then a few hours of work a day and then socialize. The rich resource base and small population promotes this.

06 RAINBOW WITCH FOREST OFF

Back woods community terrified of the Witch in the forest who sees the Rainbow Gateway to otherness.

07 AUTOTOWN NY OFF

Close cultural alternate where Manhattan Island is the center of automobile production.

08 HALLOWEEN TOWN OFF

Odd place where the town is always at October 31st. It is a sales center and theme park.



U.N.I.S.S. PLATFORM DATA

GREAT MALL OF ANDROVIA

PRIME PLATFORM -096

Code 831-291-923-167



In this alternate culture there was a fusion of France and Germany that created a superstate called Androvia. With temperance and perserverance this nation colonized the Americas, crushed the Moslem Empire and began trade with the Great Aztec State. By the 20th century there is progress and plenty in the Western world. In the Americas there is a trade mall that is a symbol of friendship between nations. It is a great mall filled with shops of both culture and an amazing array of technical and home spun goods. There is parking for Mag Lift Vehicle next to Goat Cart and over 5 miles of multi level mall. Banking centers will trade and assign currencies. This structure is open to the world. There are also forces who see this structure as a menace to expansion and a testament to greed and commercialism.

01	South Polar Island	OFF	02	Nile River Valley	OFF
03	Tera'Con Mexico	OFF	04	Borneo Jungle	OFF
05	Fish Farms China	OFF	06	Madagascar Forest	OFF
07	Great Mall	ON	08	Seacoast Northern Japan	OFF

ALTERNATE PLATFORM

01 TAR SWAMP ON

Just another swamp with a difference. This swamp exists over vast hot tar beds that can be just below the surface. This area can be extremely unstable geologically.

02 SPATTER PUFFS OFF

Spherical fungus that grows up to a foot in diameter. When disturbed they crack and spray the victim with a gush of spores in jelly. The jelly is extremely sticky and smells like rotting garbage. It attracts large flies and small flying predators.

03 THE HOP OFF

Rock and Roll dance spot complete with car service, burgers and more. Popular with everybody in this small town. The year is 1963 and President Nixon is preparing to invade Cuba.

04 LAKE SHORE OFF

Sandy lake shore with a wide beach. The water is mildly acidic though it has fish and other life forms living in it's depths.

05 FURNACES OF ARKOM'RA OFF

Smelters dot the landscape where these odd people craft iron and steel. The sky is a grey mass of clouds and blowing ash. There are hand powered grinders and tools scattered about this warm world. People here are short, stocky and fiendishly cleaver,

06 WORMY FRIENDS OFF

Pink foot long worms that come out of the earth and cluster around Fringeworthy. They grumble and spit as they lean against shoes. They will beg for sugar products but hate salt.

07 OAK BARRENS OFF

Wide area of large oaks growing in short grasses. These Oak barrens stretch for dozens of miles and are bordered by Pine Barrens and Birch Barrens..

08 WORK CYCLE OFF

This odd technical alternate is still in its industrial age. People by the thousands ride bicycles or travel in bicycle pulled cabs. There are small steam powered carts used to haul components but the majority of this world runs on foot power.



U.N.I.S.S. PLATFORM DATA

COMFORT INN

PRIME PLATFORM -095

Code 244-884-841-773



Quiet 1950's village where visitors are shown to their home and welcomed into the community. The town is perfect and the people pleasant in a down home sort of way. The food is good and the news in the daily paper is stress free. Vehicles are being fueled with water at the Sinclair Station and TV is limited to old comedies that are in color. In fact this place is completely stress free and with careful scrutiny can be seen as an interactive hotel or rest stop. The people are humans grown over android frames.

01	Town Square	OFF	02	Fracture Super Hover Highway	OFF
03	Iron Ruins	OFF	04	Swamped Farmlands	OFF
05	Sunken City	OFF	06	Asian Village	OFF
07	Mountain Slopes	OFF	08	Great Abandoned Towers	OFF

ALTERNATE PLATFORM

01 SNOW STORM OFF

Heavy snow fall on the edge of an 1870's Alternate. French speaking, North America with space English and Russian settlements.

02 PILL BUGS OFF

Meter long Pill Bugs have developed on this world. They are builders and masters of steam and solar technology. They are also afraid of the ape like humanoids who eat them. They are a gentle species that cling to the beaches and waterways.

03 EMU ACRES OFF

Large Emu farm run by stooped hairy humanoids. They have black powder weapons and may not be educated. They are generating electricity and have primitive arc lighting. Vehicles are little more then converted wagons with steam plants.

04 STEAMERS OFF

River bank overlooking the mighty Mississippi. There are steam boats there, large ones. Very large vessels with human and other creatures crewing them. These paddle wheel monsters appear to be made of carved woods, glass and aluminum.

05 HARVEST OFF

Middle of a corn field with miles of ripe crop. High tech harvesters can be seen in the distance. There are no roads and the harvesters will travel 10 miles back to a thousand foot sphere that is hovering over a field. As these machines pass and harvest, they recycle the stalks and replant a different crop.

06 TEHRMELERN CITY OFF

Another high tech city with Tehrmelern styling that is now mostly sunk into a vast swamp. The first levels are under mud, plants and nasty surprises.

07 TECHNO PHOBIA OFF

Whatever has happened on this Alternate has scarred the population psychologically. They now live in caves and go nowhere near the mile high structures that cover the landscape. They are proficient with spears and bows but use no metals or synthetics.

08 DITCHES OFF

Across this forested landscape are great ditches that are now stream beds. Up close they look natural but from any elevation they show they were not natural and follow a grid pattern.



U.N.I.S.S. PLATFORM DATA
SPARK'S REBELLION



PRIME PLATFORM -094

Code 395-335-138-852

In 1860 Jared Sparks defeated Abraham Lincoln and shortly thereafter fueled the civil war by stating that states rights were controlled by Washington. The result was a limited civil war that was ended in 1862 with the restoration of the Confederate States. The Slavery question has become a serious issue in the 1968 presidential election as Sparks pushes for a 25 year abolishment plan. Border problems with Texas and Mexico are heating up as Napoleon the 4th has decided to reclaim the South West.

01	Colorado Highlands	OFF	02	Ravenna Italy	OFF
03	Austin TX	OFF	04	Russian Steps	OFF
05	Lobo TN	OFF	06	Australian Beach	OFF
07	Zurich Switzerland	OFF	08	Galapogos Islands	OFF

ALTERNATE PLATFORM

01 PINK WEED ON

Whatever this weed is, it covers fields from pole to pole. It is though, fast growing and smells like rotting meat. There are few mammals here. This weed also seems to be an irritant that causes coughing and watery eyes.

02 SAWFLY OFF

A dying human society that is plagued by a disease carrying fly. These cutting flies carry an infection that scars and destroys skin tissue. These insects are rampant. A recent biological development, these people were in their early industrial age when society fell. They have migrated to cold near polar climates.

03 A HINDERANCE OF ELVES OFF

A post Medieval culture that has a strange twist. Tiny paranormal things are prevalent and liv among the people. They hinder and help at their own whim. The average elf is 6 inches high, flies, and is exceptionally tough. They appear to have Psionic abilities that vary to the individual.

04 PROBLEM PORTAL OFF

This portal is not functioning right. It is prone to change color, spit blobs of light and produce sounds like the howling of the wind. If it is approached, it can drag in a victim and deposit him or her, or their vehicle on Alternate 3 or 5.

05 A HINDRANCE OF HUMANITY OFF

The tiny psionic population of this near magical place is being plagued by 'Drop Ins' or humanity that is now falling in from some other place. Being a gentle people, they are creating reservations for their grubby new neighbors and educating them. Unfortunately these humans are fast breeders and lack artistic talents that are prized by the Elven Folk.

06 NEW GROWTH FOREST OFF

Recovering Earth that was smacked by an asteroid a century before. Sparse larger life forms.

07 GORTHAKIN PATCH OFF

Iron age farming peoples where towns specialize in certain crops. Here it is a radish potato root.

08 BINS OFF

Tehmelern site with miles of warehouses filled with nuts, bolts, fasteners and more.



U.N.I.S.S. PLATFORM DATA

ANOTHER ORANG EARTH



PRIME PLATFORM -093

Code 829-545-638-452

Odd world where an Orang like Humanoid has risen to the top of the ladder. They are smart, planning and extremely mellow. They build for centuries colonize what they need and have a mellow personality. They have no natural enemies do not fly aircraft and enjoy slow moving steam trains. When necessary they are hard workers and excellent engineers. Their speech is complex and precise. They are also stubborn as a mule when pushed or hurried. Their history shows a near human who died off millennia before.

01	City Park	OFF	02	Tundra	OFF
03	Corn Field	OFF	04	Island Fishing Village	ON
05	Lowland Marsh	OFF	06	Deep Forest	OFF
07	Wild Horse Valley	OFF	08	Pacific Mountain Stream	OFF

ALTERNATE PLATFORM

- 01 DRUGLORDS OFF
Magnificent estate in the Colombian Mountains. Owned by Victor Garcia, it is a fortress that is just about to be attacked by the American DEA and military. Victor is smuggling coffee.
- 02 TRIASSIC BEACH OFF
World of great lizards and sea creatures. These monsters will consider anything on the beach as a snack as long as it is moving.
- 03 WALNUT CANYON PUEBLO OFF
Empty pueblo in the American South West. 'These structures were the homes of Indians and later Survivors of the Nuclear Holocaust' reads the tourist marker.
- 04 LICHTENSTEIN ATOMIC OFF
In the 1930's a few freak chances gave the secrets of Atomic Energy to the tiny nation of Lichtenstein. After ending WWII they settled down to promote peace with their embassies all over the planet. Each of these embassies has a hydrogen bomb in the basement. This has caused an odd climate of cooperation.
- 05 GOD'S WRATH VEGAS OFF
In 1999 some God like being has returned to earth and is somewhere in Las Vegas. While the gambling has not slowed down, there are odd celestial warnings and a slim chance of being punished by heavenly wrath.
- 06 ANOTHER FAST WORLD OFF
Another world out of time sync and moving twice the speed of the rest of the Fringepaths. Any explorers who enter this world will catch up to the variant time within 72 hours and shed the speed within 4 hours of returning to the pathways.
- 07 APPLE PINES OFF
Magnificent pines that produce apple like fruits. There is an abundance of ground squirrel like life here as well as other browsers who eat the fruit.
- 08 MIOCENE FOREST OFF
Another primitive Earth where mammals are ascending and filling a wide range of ecological niches' Many of these forms are large and oddly structured. Some forms are common to later eras while a few are completely odd and unique to this Alternate Earth.



U.N.I.S.S. PLATFORM DATA

EDGELANDS

PRIME PLATFORM -091

Code 547-152-764-179



The continent of the Americas virtually ends at the Mississippi River or rather where it should have been had not the center of the US sand into a sea. The Midwest and west are a vast sea with the Rocky Mountains and Denver rising out of the water. These thousands of islands are home to Indians and pirates. The Western Steam Navy patrols the waters that extend a thousand miles to the Russian colonies of California. Generally Europe is still a squabbling mess of small nations and little wars. Canada is a growing power backed by England and America is laughed at.

01	Kansas Island	OFF	02	Antarctic Icecap	OFF
03	New Orleans Beach	OFF	04	Danger High Pressure	OFF
05	Port E St. Louis IL	OFF	06	Corn Fields Russia	OFF
07	Prado Brazil	OFF	08	Mountain Stream France	OFF

ALTERNATE PLATFORM

01 AIR STRIP OFF

Vast concrete airstrip that has been abandoned. Great blimp hangers hold deflated airships and tri-winged aircraft with propellers or rotors. There is a dead city in the distance that looks like Science Fiction design from the 1930's.

02 GROUND SQUIRREL HELL OFF

Thousands of ground squirrels are in combat with tool using ferrets. This area looks like a madman's version of WWI trench warfare with small swords and shovels being the primary weapons.

03 QUAKER NATION OFF

This America was settled by Quakers and eventually the continent fell under their jurisdiction. This is a peaceful nation that did not enter either world wars and sits quietly as Communism finishes taking Europe, Asia and is growing in Mexico.

04 HELL HOLE OFF

Massive pit in the center of New Mexico that opened when the first nuclear bomb exploded. The bottom of the pit is a visage of hell with demons and monsters. This world has fallen back into serious religion after this and has walled the area off. The creatures in the pit seem to think their universe was entered and that the pit they see in the air leads to some hellish cold place.

05 AVENUE OF SLAVES OFF

This Moslem dominated world still has slavery in its 20th century and enjoys a brisk slave trade on the street of Slaves in Madrid.

06 SHADES OF GREY OFF

Another close Earth Alternate where the people see in shades of grey without color.

07 PILLOW PLANTS OFF

Huge trees that produce a sponge like growth. These last for months, small like fresh cotton and can be boiled into a cotton like fiber.

08 CANADIAN THANKSGIVING OFF

The natives of French Detroit are taking cover as Canadian Thanksgiving begins. At noon tradition states any able bodied man points his gun south and fires at the US shore. Then he goes home to a holiday dinner. This has given rise to Canadian Thanksgiving Basement parties along US borders.



U.N.I.S.S. PLATFORM DATA
ASCENDING GREENS



PRIME PLATFORM -090

Code 613-739-227-931

The end of the 1970's has seen the rise of a new political party to the American System. These are the Greens, the activists of the 60's who are going to change the nature of the nation. There is extreme political tension after the Chinese storming of Taiwan and Hong Kong. The state of Puerto Rico and Cuba are nearly in revolution and President Humphrey has been shot at 4 times. The West German communist party is talking about unification and Canada and Free Quebec are about to be granted independence.

01	Broadway NY	ON	02	Oaxaca Mexico	ON
03	Sewers Paris	ON	04	Buenos Aires Argentina	OFF
05	Hell Michigan	ON	06	Windsor Canada	ON
07	Rosewell NM	ON	08	Georgetown Guyana	OFF

ALTERNATE PLATFORM

01 DREAMING MACHINES OFF

Vast data banks behind granite slabs. There are there are thousands of these arranged in rings across the landscape. The buildings are long gone and the access terminals and screens are long dead. These machines can be connected to and will wake from their long sleep to talk.

02 ALIENS OFF

They came out of nowhere and terrorized a peaceful suburb. Now the near humanoid inhabitants are armed and wait for more of the murderous aliens to return. There have been Fringepirates here

03 FRANKENSTEIN'S DONUTS OFF

In this twisted reality life can be restored with electricity. Many of the dead are returned as workers and one popular place is Frankenstein's chain of donut shops where the dead find peace and acceptance making donuts and bakery goods.

04 DOWNFALL '47 OFF

Another WWII era where the US/UN is about to invade Japan with over a million men. Here the atomic bomb didn't work and the war is about to conclude with a hellish waste of life.

05 FRESH SEAS OFF

This earth's oceans are not salt and have an abundance of fresh water forms. There are also much smaller Whales, Dolphins and giant Trout. The climate here is very stable and a trio of small moons replace one large one.

06 STREET OF FOOLS OFF

Dark Medieval world during the Festival of Fools. There are costumes and dancing in the streets that last for 7 days before the King of the Fools is beheaded.

07 CROCK PONDS OFF

Small round ponds on a farm that are the home of small Crocodiles. These are being raised like chickens. People here have never discovered chickens and do not seem to use Avians as food. They have a fat Iguana like lizard that replaces beef cattle.

08 GOLDEN ROD OFF

Another semi-toxic place where chemicals have been dumped into tanks and stored in a desert. These tanks have deteriorated and the weeds that now grow around them are 20 foot high Golden Rod plants. In a good wind the victims down wind are choked from the toxic discharge.



U.N.I.S.S. PLATFORM DATA
SQUARE STARS
PRIME PLATFORM -089
Code 192-833-629-868



This Alternate appears an uninhabited world lush with vegetation and almost familiar animals. The skies are another matter as the sun appears to be nearly square. Star sightings also confirm an odd spectral shifting. There are some natural laws here that are variant of what is normal across normal space. Freefall seems to be 16 feet per second per second and water will not freeze until it reaches a temperature of -10 F.

01	Woodland Mountains	OFF	02	Sahara Sanda	OFF
03	Mango Swamp	OFF	04	Shore Polar Sea	OFF
05	Fern Canyon	OFF	06	Tropical Island	OFF
07	Shale Sea Coast	OFF	08	Pine Barren	OFF

ALTERNATE PLATFORM

01 HULL METAL OFF

Large space between two layers of very tough metal. There are pipes, hatches and structures as well as spider like maintenance robots. With careful exploration explorers may find a hatch to a vast garden under a geodesic dome. This beautiful place is one of thousands clustered together in planetary orbit above a near molten world.

02 KAM FI FO FUNG'S KINGDOM OFF

Kam Fi Fo is the warlord of New York. After the American revolution this area was heavily colonized by the Chinese and eventually Manhattan and Long Island became a state. This bond with the far east ensured aid to the new Americans and linked the cultures for all time. By the 1900's there are 59 American States that include Canada and Liberia in Africa. There is a continuing conflict with the greater Indian Empire and Indian Colonies in Africa.

03 BULGARIAN INSURRECTION OFF

The Turks are marching on Burgas and the year is 1810. English America is a quiet colony and French advisors are pulling out of the doomed nation.

04 VIRUS NODE TREES OFF

Amazingly ugly trees with fruit like pustules. When ruptured these are filled with crystalized virus variants that are generally harmless. A flat 5% of the pods create symptoms in humans with a 5% chance of some serious infection.

05 DENSE SKIES OFF

Another sparse world with salty seas. The stars are close and very densely packed. There are large crab like creatures that function as predator and prey.

06 SUGAR PODS OFF

More bio engineered trees that contain huge amounts of sugar crystals. These nuts are very tough to crack.

07 KING OF CANADA OFF

The Royal Kingdom of Canada resides north of the Spanish American Union. Europe is now mostly Mosalem and England holding it's own with the help of Canada.

08 SNEEL'S BEACH OFF

Private beach for fishing and swimming off the Tennessee Sea Coast.



U.N.I.S.S. PLATFORM DATA
ISRAEL BURNING



PRIME PLATFORM -088

Code 765-754-552-572

The Israel/Palestine conflict has reached a new level of violence as the state of Palestine comes under fire from the dispossessed Jews of WWII. In this world there were no death camps, just a mass deportation to the state of French Palestine. Forged in fury, the birth of Palestine in 1947 created a segregated state. Now in the 1990's there is a serious civil problem fueled by outside interest groups that wishes to fracture the holy city into different zones of control.

01	Cosize Czechoslovakia	OFF	02	Sidney Nebraska	ON
03	Star City Russia	OFF	04	Dayton Ohio	ON
05	Reno Nevada	OFF	06	Black Forest Germany	OFF
07	Jerusalem	ON	08	East African Seacoast	OFF

ALTERNATE PLATFORM

01 DEBRIS CANYON ON
 Huge canyon in the American west filled with garbage. This dry area is a massive land fill that stretches 200 miles and is extremely deep. It is actually a subduction zone that will eventually cycle the garbage into deep magma.

02 THUMP FISH OFF
 Small island scientific complex now abandoned. Odd sounds emanate from the seas as a species of sea bass creates drum like thumping sounds to navigate and communicate. They are as intelligent as dogs.

03 SILK WURMS OFF
 Great mulberry trees with gigantic worms living in them. These spin 4 pound cocoons of high strength silk. This farm is under tight control of some Royal Military, one of a dozen kingdoms that are scattered across Eastern America.

04 OLD GROWTH FOREST OFF
 Old growth forest of tough trees and Orang like apes that carve and live in the great trunks. They are gentle beings who have a thousand meanings for the simple word 'look'.

05 CAROLINA BEACH '63 OFF
 South Carolina beach during the invasion of Cuba in 1963. When political negotiations failed, the result was a full US invasion of the island. There have been several incidents with Russia and everybody is a has been a little crazy after a Cuban troop ship landed in Miami and shot up a marina.

06 BAT CAVERNS OFF
 Another set of cavern filled with small bats. This deep are is a cesspool of droppings and infection that can only be exited by a 4 foot hole in the cliffs.

07 SUB PENS SEATTLE OFF
 Military base on the Washington coast. Here more then a dozen submarines are based and being outfitted to fight for the Pacific in the war against the Philippines. The US is hoping top free Japan and Hawaii soon.

08 MILE SPIRES OFF
 Amazing mile high buildings that are built over the ruins of the old cities. The people live in the upper levels and enjoy wealth and opulence. At this rotting core are the 'have nots' or those who will not accept the government sponsored control and dole. They live in the shadow world and wait for the Angels to come down to Hell. Robotics are rampant in the sky towers and people are slowly losing any reason to live outside their homes.



U.N.I.S.S. PLATFORM DATA

MOONFALL '57

PRIME PLATFORM -087

Code 171-487-623-392



In 1947 a comet slammed into the lunar surface and changed the orbit of the moon. By 1957 it has been established that the Earth has 10 years before the unstable body will fall into the Pacific and end life as they know it. There is a world wide unity to colonize Mars as well as try a last attempt to use nuclear weapons to push the moon into a stable orbit. This is at odds with the religious 'Enders' who believe this is a time of judgement for the sins of WWII.

01	Hamburg Germany	OFF	02	Nantucket Island	OFF
03	Cairo Egypt	OFF	04	Occupied Berlin	OFF
05	Hebron Palestine	OFF	06	Osaka Japan	OFF
07	Bangalor India	OFF	08	South Polar Ice Cap	OFF

ALTERNATE PLATFORM

01 STOCKYARDS OFF

South Chicago in 1924 just inside the stockyards. When the Fringeworthy enter this world the resulting warp becomes an exit point for 400 pigs who head for the platform.

02 BOBCAT HILLS OFF

Uninhabited North America with an abundance of bobcats in the hills. These cats hunt together and while small, are tough and smart.

03 ELECTRIC FENCE OFF

Fifty foot electric fence with high voltage. Maintained by 16 foot purple humanoids who appear to be agricultural workers though the alien plants behind the fence have no counterpart. They take the humans for granted and use shock wands to scatter trespassers.

04 IDA'S FARM OFF

Small farm yard in the 1950's with a large sign. Sign states FRESH BEE HONEY by the bottle or quart. Nobody is home except for the dog, the geese and a vast field of bee hives. Several hours will pass before the near human owner will return.

05 BLACK DUST ROAD OFF

Dead vegetation and a desert like road are covered in black dust. This blowing material is not natural and resembles a fine plastic. The skies are a brilliant collage of close stars and interstellar gas clouds in a rainbow of colors. Over the next hill is an abandoned gas station and several bodies who appeared to have starved to death.

06 BELL TOWERS OFF

Another desert like area with square stone bell towers. These towers are in a straight line every few miles and appear an abandoned communication system. Doors into the structure are only 3 feet high. At the tops of the towers are a dozen bells of various shapes and sizes.

07 CABINS OFF

Clean wooden cabins waiting for the return of their owners. Stocked with can goods and bottled foods with the labels Duck Eggs, Bear Hash, Pickled Pig Oysters and canned Pepper Bread.

08 SNOW FLOWERS OFF

Snow covered hillside where flowers are still blooming in the dead of winter. These flowers are being pollinated by black bees. A close nest of the bees shows the honey has a high alcohol base.



U.N.I.S.S. PLATFORM DATA

NEW PAX ROMA

PRIME PLATFORM -086

Code 113-113-922-232



Another Rome that did not fall and went on to colonize the planet. The only challenge to the Roman World is the Persian Empire. Here Christianity became another of a string of forgotten beliefs and the later cruelty of the Emperors was replaced by the Senatorial Trust. This system has remained stable for over 1800 years and the technological progress has given them sophisticated steam driven vehicles and medicine. Unfortunately there is a rotten core in the empire and various self interest groups are showing force. Many of these are being funded by the Persian Co Prosperity Sphere that extends across India and into China.

01	New Herculanium	OFF	02	Nile River Valley	OFF
03	Isfahan Persia	OFF	04	Badlands, Wyoming	OFF
05	Pacific Beach Philippines	OFF	06	Port Londunium	OFF
07	Espana	OFF	08	Madagascar Jungle	OFF

ALTERNATE PLATFORM

01 CRYSTAL BRAINS OFF

Vast cavern covered with crystal structures and life forms that incorporate crystals in their biology. This cavern leads to tunnels and more caverns. A close cavern is highly active with life and a central crystal pyramid that has sentience. It is curious, powerful and wants to see the universe beyond the darkness.

02 AMESK EMPIRE OFF

Cold snow covered landscape with cities made of ice. This world is frozen and the surviving population mines to the surface of the seas for food.

03 40mm TREES OFF

Ancient jungle world that is a riot of life. Vegetable hunters feed off vegetable grazers. A tree close to the portal tracks mammalian life and fires large bullet like seeds in the hope of killing and sprouting another tree in the rotting carcass.

04 ORANGE GROVES OFF

The year 1870 near Valencia Spain. Warp exits near a large orange grove in late summer.

05 SALT CARAVANS OFF

Four foot lizards are travelling a great desert with a caravan of salt. Their miniature camels are loaded with several hundred pounds of the blocks. They sing and hoot to each other as the mile long string of animals passes in the night.

06 HOTHOUSE OFF

Great Green Houses in a grand Victorian style. Fruit and vegetables are being grown here. The odd little people who maintain them are friendly and then extremely hostile if their protocols are not followed for harvesting.

07 OLD COUNTRY HOUSE OFF

Country farm in the middle of nowhere. There are no roads. The only abnormality on this 1880's farm is the lack of life and the 20 foot triangular pad in the middle of the yard. It may be a transmat.

08 OLIVE GARDENS OFF

Hills covered with olive trees. There is no pattern to the planting and stone ruins are found that appear to be homes and buildings. Roads follow no straight path.



U.N.I.S.S. PLATFORM DATA

TANK YARDS

PRIME PLATFORM -085

Code 113-121-543-388



Cold Rainswept place where there are thousands of tank like vehicles stored. While most are rusting junk, a few are moderately intact. In the midst of this vast silent junkyard the tattered battle flags still flap in the breeze. Some of these vehicles are primitive while a few are highly advanced and still functional. These robotic units are self repairing and at best highly dangerous.

01	Tank Fields	OFF	02	Polar Ice	OFF
03	Concrete Bunkers	OFF	04	Vehicular Mine Field	OFF
05	Tank Fields	OFF	06	Missile Launchers	OFF
07	Rust Beach	OFF	08	Air Hangers	OFF

ALTERNATE PLATFORM

01 HUNDRED TRAINS OFF

World spanning continents connected by steam trains. Portal opens into a vast rail station where a hundred track lines converge in a great Neo-Victorian city. There are high tech touches with computers and automated lighting. The people are reserved but friendly.

02 POWERSAW REBELLION OFF

Near medieval village that is under a curfew by the local lord. The Guild of Wood is in an active conflict with the Metal Fabricators Guild over the creation of a mechanical powered saw.

03 WARLORDS ARKANSAS OFF

The fragmented and warlike countries of North America are being aided by Great Africa. The Nation of Arkansas is in famine and the government is ruled by warlords. Aid from Africa is running into distribution problems as the UN backed troops are under constant siege.

04 JULY BUGS OFF

July Bugs are the large beetles that search out mammals to attach to. If smashed they detonate and burn like a small flare. This heat releases egg casings that deposit grubs in the flesh of the victim.

05 RED FERNS OFF

Vast red ferns cover the landscape on this biological alternate. The soil is sandy and harbors lizard like predators that resemble foot high velociraptors. Their bite contains a natural alcohol like compound that is the equivalency of a double shot of 100 proof vodka.

06 GREEN GROTTTO OFF

Water filled grotto covered in vegetation. There is an overgrown shack and a truck here that has seen nearly a century of abandonment. There are cylindrical grinding stones broken and scattered over the area.

07 DORDUK'S HUNTING LODGE OFF

Odd culture that has stabilized in the late 1600's and never progressed. Warp opens near a great hunting lodge where the rich and famous converge to enjoy sport or drink. Some of these hunts involve criminals who are allowed a chance to run for their lives.

08 STREAM PYRAMIDS OFF

Great stone pyramids that are the end points for several rivers. These great 800 foot high structures appear to be the cap of great underground river entries or reservoir. They are decorated with runes and writing that resembles Korean.



U.N.I.S.S. PLATFORM DATA
FRINGE MARTIALS



PRIME PLATFORM -084

Code 676-463-543-315

The year is 1874 and the Government of the United States has claimed an alien Portal Station in the Utah Salt Desert. Hidden for decades by Mormon settlers, this full station is now guarded and under exploration. With the discovery of Fringeworthy they are now actively exploring the area around their Earth Prime. They are the Fringe Martials, the men on horses who carry a badge and a six gun. These brave but naive explorers know nothing of the Tehrmelern, the Mellor, the IDA or high technology.

01	Minnesota Badlands	ON	02	French Beach	ON
03	Houston	ON	04	North of Salt Lake City	ON
05	Jersey Barrens	ON	06	Siberian Forest	ON
07	New York Central Park	ON	08	Hills South Korea	OFF

ALTERNATE PLATFORM

- 01 **SALT MINES** OFF
 Vast deep mines littered with generations of vehicles and mining equipment. The salt crystals have now covered everything and appears these mines are abandoned. Oddly, there are traces that there has been recent digging near the cavern where the warp exits.
- 02 **GREASE WEEDS** OFF
 Vast plains and hills covered with a greasy green weed. Berries contain an oil like substance that can burn. This oil is thick and can be refined into a natural lubricant close to machine oil.
- 03 **PIER 13** OFF
 Edge of an English Pier in the early 1700's. This pier is known for it's ability to make people vanish and appear as sailors on cargo ships whether they wanted to be sailors or not. Any strong man is fair game to take a ride on the sea for several years.
- 04 **BLAST BERRIES** OFF
 Another odd vegetable that creates berries in a naturally explosive liquid. When exposed to air or smashed these berries detonate with the force a fire cracker and scatter berries. When bushes become ripe the fireworks can become spectacular.
- 05 **BURR FIELDS** OFF
 This scrub land is inhabited by armored mammals and lizards. Bushes are growing everywhere that have impressive burrs to transport seeds.
- 06 **BASHUR'S COOFERY** OFF
 Edge of a farming town on a cultural alternate. The coofery is a trade spot with grills for cooking food and trade counters. Everything seems to be based on a lose knit barter system. Gold is traded in small blocks of about two ounce square coins.
- 07 **POST MODERN** OFF
 A steam powered society that has run out of oil and suffered the collapse of it's infastructure. The place is a southwestern road near the ruins of a Mobil Gas Gas and Hydrogen Complex.
- 08 **MORE HEMP FIELDS** OFF
 Large hemp fields dot the skyline here. These are ropebakers of amazing skill who are coming out of a midevel culture. They trade rope for alcohol, food or steel tools. Generally they play dumb to outsiders while they sease up the prospects of what thay can get.



U.N.I.S.S. PLATFORM DATA

OTHER TEHRMELERN



PRIME PLATFORM -083

Code 588-788-884-872

This moderately primitive place is inhabited by a race that resembles the Tehrmelern. With subtle variances and stripes these natives know about the Fringepaths and the Great Tehrmelern who wanted to amalgamate them into their universe. Only these Tehrmelern refused. They have a stable steam based technology and are happy to farm and hunt. They want nothing to do with the Old Race and believe their use of technology and Mellor brought them to ruin. They believe Humanity are bastard children of the Tehrmelern and Slargs are vermin. They guard their Ring Station and other Warp sites from Mellor with a few ruminants of the old technology. These are huge scanning plates that show layers of internal organs. Nearly all are walled off and under heavy guard.

01	Farm Fields	OFF	02	Salt Beach	OFF
03	Orange Grove	OFF	04	Ring Station	ON
05	Forest Shelters	OFF	06	Polar Sea Shore	OFF
07	Sea Coast	OFF	08	Walled Forest	OFF

ALTERNATE PLATFORM

01 FAST WORLD OFF

A 1980's Earth Alternate that is moving 300% faster in time. Three hours on this world equal an hour in real time. Explorers here immediately catch up to this time frame and only notice the time shift when they go back to the pathways.

02 LICHTENSTEIN PEACE FORCE OFF

Somewhere between Austria and Switzerland is the 62 square mile nation that holds the world captive. First with nuclear weapons, the Nation of Lichtenstein is now in control of a nuclear force that is composed of one hydrogen bomb in every capital city worldwide. These Embassy Eggs ensure there is peace among nations.

03 RECYCLING PLANT OFF

Industrial city pumps sewage to this site for reprocessing into fertilizer. This is an alternate culture based from French conquest and world unification by 1870.

04 STONE WHARFS OFF

Stone Wharfs that are abandoned along with a small city. There are odd metal ships on the horizon that are moving goods. The air is rich in sulfur products.

05 KEYSTER'S TURKEY RANCH OFF

Seven to 10,000 turkeys are the hot spot here in this laid back agrarian society. Cities are disperse and there are few conflicts.

06 SCOUT CAMP '03 OFF

The year is 1903 and it is winter. There is a cluster of cabins and a Winter Scout Gathering.

07 WIZARD DAWN OFF

Rock valley that is home to a small convention of Wizards who use magic like Humanity used technology. This World is rich in energy, the paranormal and politics. Refined iron is virtually unknown here. Most weapons are crafted from copper and hardened with magic.

08 FALCON RIDGE OFF

Edge of a rocky mountain like landscape that has pigeons and raptors.



U.N.I.S.S. PLATFORM DATA

MAO'S WORLD

PRIME PLATFORM -082

Code 639-756-421-573



One resource Communist China had was people. They knew this when they expanded across the planet in the early 2000's and launched a major war with the US and the Russians. The result of simply wearing down their opponents conventionally was an occupied Russia and a Collapsed US about to fall under the strife of Civil War. With half it's cities nuked, there is little hope of a recovery before the Chinese troops begin landing in the Pacific and Communist Africa begins to pound the East. Europe is neutral in this conflict along with Mexico. The Unites States of South America is still deciding.

01	Ruins San Diego	OFF	02	Occupied Japan	OFF
03	Occupied Hawaii	OFF	04	Chinese Panama	OFF
05	Bologna Italy	OFF	06	Tunnis Peoples Tunisia	OFF
07	Zurich Switzerland	OFF	08	Ruins Hiafa Israel	OFF

ALTERNATE PLATFORM

01 GUSTAVUS EMPIRE OFF

By 1645 Gustavus Adolphus of Sweden has taken most of Northern Europe. His armies are growing and he is looking south to Spain and Italy.

02 PEACE TALKS '61 OFF

President of the United States, Jared Sparks is in the midst of peace talks with the break away Southern states. His 6 point plan to phase out slavery over 20 years is gaining support and several states are ready to rejoin the union.

03 LITTLE LITTLE GODS OFF

On this Alternate what you believe in is real. Gods have the powers that their believers know they have. Power is measured in numbers of believers. It is the age of steam and many of the now nearly powerless Egyptian Gods are trying to make a comeback by politics or terror.

04 DOMES OFF

By 2010 the governments of this Earth realized their climate was going to hell in a hand basket and initiated the DOME project. Many large American cities are now under the safety of vast glass domes. Tank Farms are dotting the landscape. Many nations resent this success as nature takes fatal wrath against unprotected populations. Many demand American cities to save themselves as time runs out.

05 RING CITY OFF

In the 1950's a Galactic Empire crossed Earth and offered to admit humanity to the neighborhood. It is now 2003 and a great ring circles the earth. This city station is a vast construct that is now the bridge to the stars. It is also a place of commerce and interaction between human and aliens.

06 DRY SWAMP OFF

Drained swamp that has dried out and burned. Higher elevations show similar damage of long dry seasons and fire damage. There are radio transmissions in Europe that are Greek.

07 AUSTRIA '39 OFF

Austria in 1939. The Nazis never existed and The German Republic is on the verge of war with Communist Russia. They are backed by England, France, Spain and Poland.

08 MIOCENE PLAIN OFF

This Earth is still in its Miocene Age and is filled with great mammals, big cats and fanged squirrels. Small camels and mammoths are common as well as primitive horses.



U.N.I.S.S. PLATFORM DATA

RESIN PINES

PRIME PLATFORM -081

Code 626-943-287-485



Uninhabited Earth covered in huge pines that weep resin. There are vast amber deposits here that have been building for tens of thousands of years. Some of these lumps of amber are a yard across. Wildlife in the areas around the trees are sparse and prone to becoming stuck and covered by resin. If these trees are disturbed, they will shed resin in quantities.

01	Resin Pines	OFF	02	Tundra	OFF
03	Red Desert	OFF	04	Tundra	OFF
05	Resin Pines	OFF	06	Amber Beach	OFF
07	Sea Coast	OFF	08	Wide Tropical River	OFF

ALTERNATE PLATFORM

01 BUG RANCHIN OFF

This farm shows humans will farm anything that moves on four or six legs. There are Grub Pigs, Giant milking beetles, and Aphid Like Chickens. This seems natural to the simple farm folk who maintain this oddity.

02 HOOKER TOWN OFF

Named from a Civil War General who became president, this is a sleepy Midwestern community in the year 1927. There was no World War and things seem to center on the economy and an airplane factory moving to the area.

03 EARTH '57b TERRA OFF

Earth colonized by Americans from Portal 04. There are new cities on every continent and they are American. This world was an unpopulated Geological Alternate that still had Dinosaurs.

04 EARTH '57a EARTH OFF

This Earth discovered a variation on the Tehrmelern Fringe crossing technology and bridged into two Alternate earths. They immediately colonized both and on the verge of nuclear war with Communist Russia who claims the technology for the world and Soviet Expansion.

05 EARTH '57c COLOMBIA OFF

Earth colonized by Americans from Portal 04. There are new cities on every continent and they are American. Only this Earth was inhabited by a Neanderthal like species that is being allowed to live in the wilds and make their own decisions about civilization.

06 FASCIST CANADA OFF

Canada fell to the Fascist Extremists of the 1930's and by the 90's is a Nuclear power at odds with the US and Communist Russia. The Russians are terrified of the Canadians and the US has created a tightly sealed border across the north. There is an open border with Mexico.

07 ROMAN KINGDOMS OFF

Rome never split or fell and simple branched into dozens of smaller kingdoms by the 12th century. All were Roman but all were under different leaders who were responsible to the Emperor in Rome. This practice has spread to the Americas and Roman Africa but not to China where a great Southern Wall joins the Western Wall to keep the crazes out.

08 PUMPKIN PATCH OFF

Vast fields of huge pumpkins the size of small homes. They are growing wild.



U.N.I.S.S. PLATFORM DATA

BURNERS

PRIME PLATFORM -080

Code 226-114-841-643



Another post holocaust world where the few are religiously burning Teachers, Scientists and anything that resembles technology or the printed text. In fact even people who have glasses are assumed to be able to read and are on the block to prove they are not tainted by technology, science or computers. There is much politics happening in the hierarchies of the Simple Society that is becoming the driving force of the new ruling elite. The 2006 world wide exchange left vast wastelands created by nuclear and biological weapons. There are also bioengineered killing machines and animal mutants that are beginning to be seen in and around survivor camps. Some of these creatures have human intelligence and have no problems with using weapons and technology to destroy humanity.

01	Crate Lake Toronto	OFF	02	Ashes Mexico City	OFF
03	Island of Detroit	OFF	04	Kansas Craters	OFF
05	Glass Slag Omsk Russia	OFF	06	Phoenix AZ	OFF
07	New Tokyo	OFF	08	Tehran Iran	OFF

ALTERNATE PLATFORM

01 PACIFIC ROCKIES OFF

This geological alternate has the rocky mountains over 300 miles out into the Pacific ocean. The result is a mild sheltered coast and grasslands that replace the western US deserts. The populations are mixed Amerind/Pacific Islander.

02 FACTORIES OFF

Thousands of factories producing parts for the Imperial Russian Army. These factories are in North America and the near slave labor from the shanty towns is Amer Indian. There is a British colony in California as well as a Mexico that was taken by English Influences.

03 BLOODY TERRA OFF

An Alien occupation force is rebuilding this shattered Earth. Mankind reached the stars and took them before a large band of worlds beat humanity back home and defeated them. It is hard to decide what side is right here and if the Aliens did have a good reason.

04 POLAR SEAS OFF

Scandinavian colonies ring the North polar seas as do the Japanese who are also thriving on the Antarctic continent. The mid latitudes here are desert and have been since the warm up of the 1600's.

05 STORM PINES OFF

Odd pines that concentrate iron oxide and become conducting lightning rods. At full maturity a lightning strike forces an explosive reaction that scatters pine cones for hundreds of feet. Everything gives these groves of trees a high avoidance factor. The primitive locals tie their criminals to them.

06 GRUBBIES OFF

These primitive people are just discovering iron. They absolutely hate bathing and relish filth. Believing it is a sign of allegiance to the Earth Gods, they resemble mounds of refuse.

07 STEAM TECH OFF

After entering the steam age these people never left it. Here everything is powered by steam generated electricity or steam pressure. They build fantastically small and efficient steam engines. While their

08 ANOTHER BOG OFF

Another cold peat bog without human habitation.



U.N.I.S.S. PLATFORM DATA

MORE FEEDERS

PRIME PLATFORM -079

Code 974-475-869-775



In the late 1970's something broke through the boundaries between this reality and another. The result was an invasion by feeders, creatures who come out of a dimensional abyss and feed on humanity. In dozens of forms, these monsters are drawn by concentrations of people in a single place. If stationary for more then 40 hours, dozens of these monsters will appear until the humans are eaten or scattered. Feeders stay for 48 hours and then go back into another dimensional place. Humanity is now moving by vehicle, train or foot, the few million survivors who are left. Never in one place long, they are the new gypsies looking for a way to stay somewhere.

01	Toledo OH	OFF	02	Rochester NY	OFF
03	Brazilian Town	OFF	04	Fiji	OFF
05	Chinese valley	OFF	06	Quay NM	OFF
07	Kobe Japan	OFF	08	Kansas City KS	OFF

ALTERNATE PLATFORM

01 FEEDER WORLD OFF

Direct link to the world hell that supplies the feeders to this Earth Prime. This stark and weird landscape has a voracious ecology that is in constant war. There are a few intelligences here but it is a war zone for humans.

02 COUNTRY FARM OFF

Peaceful country farm in winter. Several families are gathering to celebrate Yule and Emperors day. They are a Germanic stock with Roman influences. Technology is industrial electric.

03 FAERY PRESERVE OFF

Just a neat paved road with a green stripe down the center. A sign reads Faery Preserve 10 km on the side of the road. The language is Latin.

04 LONG LIFERS OFF

Small village in Eastern Russia. These hearty people claim to be over 200 years old and remember the war between America and Russia that ended the Space Age.

05 LIGHT WEEDS OFF

Scattered weeds in a field glow with a light of their own. There has been extensive bioengineering here. The society is nearly Victorian but the light emitting lawns and trees show an advanced culture with natural sciences and genetics that are very advanced.

06 ANGELS TEETH OFF

Medieval society terrified of Angels. These wispy humanoids are flyers who feed on blood and carry high levels of toxic bacteria. There is little medicine here and these nocturnal creatures are skillful hunters.

07 CRAW WORMS OFF

Weird human sized worms with shrimp faces and crab like claws. They have some intelligence and build mud walled cities. Some sort of commerce and social interaction is present.

08 NIL PLENTY OFF

Another bio-engineered world where something has gone wrong. Corn produces plastic like grain, fruit is hollow and wheat is toxic to insects and children. People are starving and building greenhouses while they horde seeds from pure strain food crops.



U.N.I.S.S. PLATFORM DATA

HOT WEEK

PRIME PLATFORM -078

Code 922-652-265-586



This Earth is cool and temperate but monthly undergoes a temperature transformation by night. The ground heats, the waters warm and hot springs vent. By day the wild life comes back out and the mists clear. This process lasts 5 days. Deep valleys and canyons become excessively hot while high hills and mountains remain cool.

01	Cold Highlands	ON	02	River Delta	OFF
03	Hot Valley	ON	04	Great Salt Lake	OFF
05	Polar Hot Springs	ON	06	Mud Springs & Pools	ON
07	Rain Forest	ON	08	Forest Glade	OFF

ALTERNATE PLATFORM

01 ANOTHER ORWELLIAN HELL ON

Another political morass with a majority of the industrial population under the thumb of a harsh government. They are all part of a war effort that claims the young and ceaseless industrial production. The secret police are everywhere searching for the rebellion and those damn Science Fiction Writers and Artists.

02 HUMAN BAITERS OFF

A huge race of near humanoids who use humans and traps to bait wild humans back into the cities. Humans are used for medical experiments, trained as pets, and even eaten. These 1900 pound grotesque things consider humanity cute

03 BRAIN BOXES OFF

The computer revolution took an odd turn on this world with living masses of brain tissue being wired into computers. These dedicated brains have near human intelligence and are sleep programmed for industrial and home use. They develop sentience after several years.

04 DESERTED NYC OFF

Another empty NYC that appears like it was evacuated on a moment's notice. There is a light dusting of sulfur over everything. The world is quiet as a grave except for the gulls.

05 PHARMACOPEIA OFF

Advanced naturalistic people who farm a fantastic variety of plants and herbs. They have a medical science that cures from the inside and rarely requires surgery or invasive procedures. They are friendly, peaceful and curious about 'other Worlders'. They lack metals.

06 LIGHT MAZE OFF

Five floor maze of broken equipment. When a buzzer sounds over 20 individuals in a rag tag collection of military gear appear and begin blasting with paint pellet pistol and rifles. This is a game warehouse dedicated to 'splat ball' games.

07 BUTTERFLY WORLD OFF

Small caterpillar like builders that are creating artistic cities. They believe in inner resolve and meditation to turn into a secondary form, a great butterfly. Few ever do.

08 FRENCH FARMS OFF

Australia became a French colony and has prospered. South America is naturally split from North America and mostly Spanish with a strong German influence in the Northern latitudes.



U.N.I.S.S. PLATFORM DATA
FARMER'S HOPE
PRIME PLATFORM -077
Code 746-672-371-269



After a small asteroid impact in the 1700's this Earth suffered several decades of cold and a population reduction of 90%. The results are close knit farming communities that scavenge the remains of the cities for stone and metals. The year is 1904 and it is harvest time. Grateful people are near done thanking heaven for a good harvest and looking for a stranger to sacrifice to the Father, the Son and the Winter Ghost. England has a 50 mile crater in it's center now with a small group of active volcanos. Only now is sea travel beginning to be explored.

01	Redemption MA	OFF	02	Central France	OFF
03	Dead Oxford England	OFF	04	Russian Village	OFF
05	Apple Valley NC	OFF	06	Imperial China	ON
07	Dead Rome	OFF	08	Dead Iceland	OFF

ALTERNATE PLATFORM

- 01 SAIL CITIES OFF
 Huge floating cities of fishermen that hoist sails to move across this mostly water covered world. Wood here is valued beyond wealth. Dry lands are jealously guarded and tree growth managed.
- 02 KUDZU SWAMP OFF
 This swamp is composed of several species of kudzu and whatever hasn't been strangled by the Kudzu. Little eats it and the temperature promotes it's growth.
- 03 BERKELEY '67 OFF
 Berkeley California in 1968. There is no Vietnam War and Robert Kennedy is running for president against Nixon. The hippies are about the same but there is a sense of prosperity and peace as the first Moon Landing is about to happen.
- 04 CITY TOWERS OFF
 Mile high shining towers and forest. There are no roads. The city is abandoned and deserted as if it was stripped. There is a great mosaic at the center showing a galactic symbol and a line to the opposite end. Materials here appear Tehrmelern in manufacture. The city is surrounded by robotics that scan and allow Fringeworthy to pass. Scattered in odd corners are toys.
- 05 BARK PODS OFF
 Tough redwood like trees that produce a 1 foot nut. These amazingly tough pods are filled with a sweet meat that can rival natural sugar. Nut harvesters here are the size of cattle and have teeth that can rip through flesh and plastics. They are solitary and hostile.
- 06 NIGHT MISTS OFF
 Evenings here produce dense fogs that are home to predators. Clawed and fanged, these huge ratlike scavengers hunt in packs. There are larger predators as well as Flightless vultures that stand over 7 feet in height. Towns here are walled and people stay off the streets of this Victorian age.
- 07 RED CORN OFF
 The natives here grow a tough red corn that has to be ground and soaked to make it edible.
- 08 GOLDEN AGE'S END OFF
 A 1950's town that leads East to a large city and a very stable community that has had 50 years of the styles and values of the 1950's. Things are beginning to change a little here.



U.N.I.S.S. PLATFORM DATA

OLD ONES

PRIME PLATFORM -076

Code 322-369-554-183



Even the Tehrmelern has this first prime portal under extensive security. It is a series of doors that lead to a railed platform looking out over a nauseating abyss of shape and color. Something here will talk to the Fringeworthy. The voices are oddly hypnotic and psychologically disturbing. Nobody is ever as sane after spending excessive time here. At times the dwellers in the abyss try to charm the Fringeworthy to jump over the rail. This voices this world is a place of horror. Portal 2 has a squad of 8 North Korean Army Explorers that are trapped and screaming in pools of yellow ooze.

01	Edge of the Abyss	OFF	02	North Koreans & Ooze	ON
03	Blasted Landscape	OFF	04	Cinder Hills	OFF
05	Polar Mountains	OFF	06	Dog Things	OFF
07	Fungus Forest	OFF	08	Seacoast & Oil Scum	OFF

ALTERNATE PLATFORM

- 01 **TURNIP FIELDS** ON
Vast turnip fields with mechanical harvesters. One of the harvesters is shot up near the Ring Station.
- 02 **NORTH KOREANS** OFF
Small group of huts and a small turnip farm. Seven North Korean Soldiers have been stranded here for several years when the portal was turned off. They have no crystals to activate it. The world is virgin forest.
- 03 **TRENCHES** OFF
Middle of a British Trench in France 1921. The Cease Fire is still holding in this 7th year of the Great War.
- 04 **JUNGLE ISLAND** OFF
Another group of North Koreans (26) as well as a commander and heavy combat. They have spent several years here and are now the owners of this island. Surrounding Natives are picking them off slowly in retribution. The warp here was shut down.
- 05 **NORTH KOREA** OFF
Walled temple structure with a full ring station that has been turned off. It is heavily guarded by crack North Korean troops. They fully know what they have and are very angry to have been cut off from it on the eve of exploration. They are missing the knowledge of crystal keys.
- 06 **LONDON '36** ON
British pub on a hill called the Rainbow Bridge where Angus Moody tells of the crazy Chinamen who shot up a Lorry and were hunted down by the locals. There are no Nazis in Europe.
- 07 **HEMP FARM** OFF
Quiet Midwestern farm run by a Dutch family. Their crops include beans and hemp.
- 08 **PORCUPINE DOGS** OFF
Many of the life forms here have porcupine like spines including a Dog like mammal that is friendly to humans. In fact they are overly friendly, loyal and Fringeworthy.





U.N.I.S.S. PLATFORM DATA
COLD SUMMER '16
PRIME PLATFORM -075
Code 679-163-979-575



Close Earth alternate in the year 1816. A number of volcanos have blown and pumped a mass of materials into the atmosphere. This mini-nuclear winter has caused freezing temperatures and snow fall across July and August. Crops are failing and the church is talking about the end times. There are serious problems here that portal 6 addresses. There is an unfinished Tehrmelern device that may or not be the cause of the instability. Final assembly and launch may be the key as long as the last three components can be wrestled from the British who are excavating a dig in the Swiss Alps..

01	Stockholm Sweden	OFF	02	Portsmouth NH	OFF
03	Louisiana Swamp	OFF	04	Florence Italy	OFF
05	Kyoto Japan	OFF	06	High Tech Bore Hole	OFF
07	Spanish Coast	OFF	08	Ulan Bator Mongolia	OFF

ALTERNATE PLATFORM

01 EYES ON THE SHORE OFF
 Odd quiet beach where large eyes on stalks raise above the water and watch. These are huge shrimp and crabs who have a community intelligence.

02 ROO DOGS OFF
 These kangaroo like mammals have dog like teeth and attitudes. They may hop but they hunt meat in packs and are fast.

03 EDGE EARTH OFF
 Edge of a shattered world. Thousand foot crack canyon bridged by massive steel beams. There is a tehmelern lab here occupied by a Great Mellor. It is also the instruction and component area to create the device that will save this prime from eventual destruction. The device here appears to be a launcher for a earth boring sphere. The Sphere is part of an assembly found on Prime 06. It requires a crystal to activate after assembled and dropped into a bore hole.

04 WEAVERS OFF
 Various burds here weave massive nests. Humanoids here pick these apart and spin magnificent fabric and rugs.

05 TRENCH 1917 OFF
 Heavily contested trench fought over by German, English and Americans in the first world war.



06 CRATERS OFF
 Wild landscape of water filled craters across the horizon. People here believe the craters contain the souls of the dead.

07 MORMON WEST OFF
 The west from Utah to the Pacific is entirely Mormon in religion. They are loosely connect with the Unites States and Free Texas.

08 CONES OFF
 Cone shaped structures in this desert look like small fortresses. These are long abandoned.



U.N.I.S.S. PLATFORM DATA



SKY CITIES

PRIME PLATFORM -074

Code 329-865-694-526

A rock crystal and high technology has allowed these people to create huge platforms that float in the skies. Up to three miles across, they stay at a level of 2000 feet and follow the drift of the winds. This was a nice system until wars for resources destroyed cooperation and have left these places armed camps and raiders. Some have collided, some are ruins. Many have developed methods of anchoring for a limited time to raid the ground for supplies. The grounders have been dealing with this for several generations and now refuse tribute to the bandits of the air. Technology here has reverted to early steam power.

01	Uninhabited City Float	ON	02	Sea Coast	OFF
03	City Ruins	OFF	04	Forested Hills.	OFF
05	Farming Town	OFF	06	Three Float Chain	ON
07	Pirate Float	OFF	08	Freshwater Beach	OFF

ALTERNATE PLATFORM

01 TECHNO TRASH OFF

Garbage dump of high tech trash. Multiple generations of an amazing assortment of everything from vacuum tubes to circuits that regenerate. Roads bisect the piles and some of the writing appears French, Arabic and Spanish.

02 EMPIRE ALGERIA OFF

Africa is united under the Calif of Algeria. The empire extends from Mexico to Spain and nearly to India. They are an ultramodern force dedicated to their own interests. Europe is a backwater and the Americas are French/Algerian where Texas would have started. Korea occupies Japan and Vietnam.

03 ALABAMA TOWN OFF

Quiet Alabama town on Halloween. Orson Wells is about to deliver his War of the Worlds Broadcast about the time the defective portal shorts out the town and drops the Fringeworthy there for 8 hours.

04 PILGRIMS PROGRESS OFF

The fleet of 12 sailing ships landed safely on the American shore and established the holy nation of Redemption. Very different than the later America, this fundamentalist nation is isolationist and tough as nails when annoyed.

05 LEECH SWAMP OFF

Another stinking swamp with large leeches. These monsters can leap up to a foot out of water and are salt proof.

06 LITTERED BEACH OFF

This once beautiful beach is littered with paper, garbage and food wrappers. Here there was never any concern to clean up the environment or natural areas. The cities are garbage pits and the people could care less.

07 BUCKWHEAT FIELDS OFF

Circular fields of Buckwheat and other grain crops. These 600 foot circles are farmed by robotic systems of Tehrmelern manufacture.

08 DUST BOWL OFF

A Amerind/Roman community facing dust bowl conditions. These are descendents of the Roman colonization of the Americas in 590 AD. There is now a thriving New Rome by the year 1670.



U.N.I.S.S. PLATFORM DATA

GREAT URUK

PRIME PLATFORM -073

Code 616-141-478-165



Somewhere around 3000 BC the great King Gilgamesh united the people and established laws and ethics for everybody. So strong were these concepts that five thousand years later the civilization is still going strongly and the world is united under a single banner. Progress has been slow but steady and the first Starship is being built in Orbit.

01	Great Uruk	OFF	02	Sarah Grasslands	OFF
03	New Uruk Florida	OFF	04	Tundra	OFF
05	Damaged Portal	OFF	06	Frozen Fields	OFF
07	Egyptian Coast	OFF	08	Mountain Stream	OFF

ALTERNATE PLATFORM

01 BEAN ARBORS OFF

Another overgrown farming alternate devoted to vast arbors of beans. This mutant crop appears to be a giant black bean rich in protein. Bean pods measure a foot in length and are still tended by robotics.

02 HARD LANDING OFF

Scattered remains of a vast starship that had a fairly hard landing in this desert. This mile long delta winged monster was crewed and apparently stripped by the survivors. There are no graves and no indication of where the survivors are now.

03 IRISH VILLAGE OFF

This portal opens into a healthy Irish Village in the 1820's. The people are amused at the foreigners and will be friendly for the most part.

04 SOVIET PARADISE OFF

Communism has swept the world since 1919 and the Marxist ideals have come to pass. Everybody is equal and has medical coverage. Technology is for the masses and there are no party members that have privilege above the worker. The most advanced technology here is Australia and they are still happy with capitalism.

05 JAPANESE PACIFIC OFF

With an early start in the Pacific, Japan, by 1770 has colonized the Hawaiian islands and nearly everything else. They remained neutral in WWII and are fast friends with the Americans in its stand against Communist Europe.

06 REDWOOD PRESERVE OFF

The Midwest of this America is a vast Redwood preserve. Called the Royal central Redwood Forest, it is patrolled by horseback and steam powered jeep. The rangers are an odd mixture of French/English and German who take their jobs very seriously.

07 HAUNTED HOUSE OFF

Edge of a property with a run down Victorian mansion. Spray painted <<Haunted>> across the porch, it is an ideal place for Fringeworthy to camp. Here Fringeworthy are not visible to the inhabitants but they can be heard and interact physically.

08 BIERANTI ESTATE OFF

Italian nobles run this estate in Southern Georgia. They are highly political and at constant war with other estates. These wars are more like feuds without physical violence. Baron Tonio has long suspected there was something odd on his property. They hold three Fringe Pirates captive in the guard house.



U.N.I.S.S. PLATFORM DATA
BAMBOO FORESTS



PRIME PLATFORM -072

Code 738-646-893-283

An odd temperate Earth with a lot of Bamboo growing wild. Here trees are either pine or a bamboo like variant. There are several species of Panda. and a wealth of smaller forms.

- | | | | | | |
|----|-------------------------|-----|----|------------------|-----|
| 01 | Cool Highlands | OFF | 02 | Temperate Valley | OFF |
| 03 | Bamboo Coastal Forest | OFF | 04 | Desert Edge | OFF |
| 05 | Sparse Pine Tundra | OFF | 06 | Bamboo Forest | OFF |
| 07 | Tropical Pines & Bamboo | OFF | 08 | Burned Fields | OFF |

ALTERNATE PLATFORM

01 TRASHLORDS OF LA ON
 Miles wide Garbage dump on this Alternate Earth. South of LA is the territory of the trash people who search the air-dropped waste of the nation. They are territorial and hate the walled off cities.

02 MOUND BUILDERS OFF
 Amerind culture that is expansive and builds mounds for defense. They are warring with the fierce people of the South and believe the Sacrificial culture of their neighbors is just a bad idea.

03 GODS OF THE RING OFF
 Vast temple complex built around the Tehmelern Ring Station. These priests would do anything to preserve their way of life and tribute from the population. They wait for the return of the furry god like builders.

04 HAIRY FOLK OFF
 Physical variant where most people are covered with a fine coat of fur in a wide variety of color and patterns.

05 RED ROCK OFF
 A desert area with odd red mounds in the distance. These are the ruins of buildings and brick structures. There are no survivors in the lower shelters or living galleries.



06 ABANDONED FARM OFF
 Broken pavement and a roadside farm that has been abandoned. Oddly, there is a picnic table here with a vase and fresh flowers. The property has been long stripped and there are 5 graves behind the barn.

07 PLASTIC EATERS OFF
 They look like moths but will strip plastics. Their caterpillars are voracious feeders when they hatch on plastic or rubber compounds.

08 TRUCKERS STRALIA OFF
 20 lane paved highway the lings North and South Australia. Here truckers are kings and traves several thousand miles with enormous rigs.



U.N.I.S.S. PLATFORM DATA

RATTASTIC

PRIME PLATFORM -071

Code 741-231-829-749



The intelligent life form on this world is rat like and a little over a foot in height. They are advanced technologically and are in the midst of a world war. Looking like a bizarre version of the Second World War, there are a dozen factions fighting with aircraft and armor. The major problem with contact is deciding who the players are and what side is fighting for justice. The warp opens on the edge of a small ruined town that is under siege by armor. Oddly this world's history and culture is a close parallel of Earth prime.

01	Major City America's	OFF	02	Central China	OFF
03	European Town	OFF	04	Rabbit Farm	OFF
05	Canyon Algeria	OFF	06	Oil Fields	OFF
07	Dutch Sea Coast	OFF	08	French Countryside	OFF

ALTERNATE PLATFORM

01 CATAPULT VALLEY OFF

Two small towns divided by a great rift in the earth. They are apparently feuding and launching rocks and garbage at each other with catapults. This battle is at best halfhearted and nobody remembers why they are enemies. Technology is a fallen 20th century now without electricity or fuel.

02 CERAMIC SHOP OFF

Quiet off the road shop with an acre of ceramic statuary, blocks, art and jugs. The people are suspicious of anything but silver coinage. The art is African/Mid Eastern but sightings show this place is Georgia.

03 MIST WALK OFF

Dense forest choked in a fine mist. This world smells wrong to Slargs and there are odd things in the mist that are not friendly. Some collect buttons. A few collect hearts.

04 HIGH GRASS OFF

Cool Savanna with yard high grass. There are bird like runners that are predators and use this sea of plants to stalk game. They build mud towers and can communicate.

05 WAGONS EAST OFF

The West coast was settled heavily in the late 1600's by Russians. By the 1790's they are heading East by Wagons and horses to settle the great planes. They know by manifest destiny that everything West of the Mississippi belongs to them.

06 IRON GIANTS OFF

Some time in the past great robots were created here. These 80 foot high monsters have rusted in place and are now worshipped by the humans who are here. There are signs of a vast war and flattened cities that are either human or Tehrmelern. Here technology is forbidden unless it is done by hand.

07 CHEMICAL PLANT OFF

The air is rich with the stench of Ammonia and Nitrates. This place is an automated plant that produces Ammonium Nitrate and stores it in 5 pound cylinders by the thousands.

08 SWAMP OFF

Another swamp where the vegetation is, at best, 20 inches high. There are no intelligences though many small teeth.





U.N.I.S.S. PLATFORM DATA

CENTER OF THE UNIVERSE



PRIME PLATFORM -070

Code 854-253-246-816

Renaissance world that has decided they are the center of the Universe. They are ad odds with Father Church who states they are a world spinning round a star in a vast universe of other stars and worlds. This is an age of exploration and expansion. The Fringeworthy will be able to see that this world is the center of a small patch of space where the sun and planets revolve around this massive planet. In fact this world may be earth normal in gravity but it is over 290,000 miles in diameter and a small orange star does orbit around it.

01	Church City	ON	02	Deep River Valley	OFF
03	Forest	OFF	04	Old Mountain	ON
05	Polar Desert	OFF	06	Tropical Forest	OFF
07	Jungle Valley	OFF	08	Rocky Beach	OFF

ALTERNATE PLATFORM

01 FRENCH REVOLUTION OFF

The year is 1875 and the French are throwing off the last of the Monarchy for the hope of a Communistic Government. They are supported by Communist America and opposed by Royalist Russia and Spain. England is staying Neutral.

02 THUNDERHEADS OFF

A stormy shore where thunderheads are forming out to sea and drifting inland. The drift is against the wind. There are towns here, heavily fortified and set with iron poles to ward off lightning. These people are sheep farmers and fishermen.

03 THE POTATO PEOPLE OFF

Primary stock here is a short stocky folk that plant and harvest potatoes as a stable crop. They are friendly but none too bright and speak a mixed Slovak-Latin language.

04 MULCH DAISIES OFF

Vast mulch piles dot the landscape each with a single Daisy plat at the top. These piles are complex symbiotic colonies composed of Ratlike mammals, insects and semi sentient plants.

05 RED STAR OFF

Ancient Earth with small pine forests under a large red star. There is little here other then cold nights and a humanoid ape that is shy and heading towards extinction.

06 AETHER MARKET CONCLAVE OFF

Castle like structure surrounded by a open air flea market. This market sells everything from food to batteries and magazines. This planet has a 1930's technology and is socially medieval. There are a wide variety of people here in odd costumes.

07 RAG FESTIVAL OFF

Magnificent small village offset by the people who have their faces blackened with soot and are wearing rags. This is the festival of prosperity that lasts a week and commorients their thousand years of peace after the long wars that devastated their world. There are traces of a higher technology here.

08 LANSTER CROSSING OFF

Reasonable duplicate of a country road with a large flashing purple light and a warning that says LANSTER CROSSING. There is a stylized image of a sphere with 4 eyes and a spiked tail.



U.N.I.S.S. PLATFORM DATA
THIS DYING EARTH
PRIME PLATFORM -069
Code 752-362-355-627



The little people here hang onto legend of the before times when man walked among the stars. They sit around their campfires cooking rabbits and telling stories of the creatures who came from nowhere and smashed their colonies and worlds. The aliens have posted hunter killers in the ruins of the cities and will track down and destroy users of radio and higher tech. While these Bio/Machines are few in number, they are tough to kill. Portal 8 opens into a scene of carnage where thousands of people were herded into a field and slaughtered.

01	Woodland Camp	OFF	02	City Ruins	OFF
03	Road Ruins	OFF	04	Abandoned Small Town	OFF
05	Starport Ruins	OFF	06	Forest	OFF
07	People Encampment	OFF	08	China Killing Fields	OFF

ALTERNATE PLATFORM

01 BARBARIANS OFF
 They may only be two feet in height but they are fierce Viking like warriors that defend their kingdoms from evil giants. They are formidable when riding their small dogs or using siege engines.

02 BLUNDERFOOTS OFF
 Somewhere between a pig and an elephant, these huge herd animals make turkeys look like geniuses. They are gentle but prone to stepping on anything smaller than they are. They also imitate sounds and seem to laugh.

03 SLUGS WEST OFF
 Here horses became an extinct species and humans took to riding a giant slug like creatures. With a top speed of 3 miles and hour, it is a more patient society that has not quite entered the industrial age yet. These slugs are nearly as smart as horses and used for transport, food, and racing.

04 WILD TOMATOES OFF
 Magnificent fields of Tomato Trees that produce an edible crop every few months. These appear to be an engineered species though there are no harvesters or sign of the planters.

05 FOREST OFF
 Another old growth forest that has been undisturbed by man. There are huge mammals here as well as odd species of big horn sheep that live in trees.

06 IMAGINATION KILLERS OFF
 Ruins of a world that died during it's medieval age. There are humans here who are dull and have no imagination. They farm and sit around fires waiting. Here there is a seeded-bio weapon, a plant that taps into fears and grows nightmare creatures that stalk the human who they are spawned from. Once these pods begin the 24 hour growth of the nightmare hunter, the victim feels it.

07 FRUIT PARK OFF
 Large city park reminiscent of Manhattan filled with fruit trees. Signs encourage harvesting of what you need. There are people here from the surrounding city.

08 SHALLOW SEAS OFF
 Portal opens in shallow water. Here people travel on huge rafts across very shallow seas. There is no moon and no tide to speak of. The weather is mild and warm. Fish are plentiful.



U.N.I.S.S. PLATFORM DATA

TECH NOMADS

PRIME PLATFORM -068

Code 615-192-438-223



This odd society was created from Nomads who were never encumbered by mountains or seas. Here the continents are linked and surround the globe. These people move every few months and stop at semipermanent structures that include towns with forges, mines and industry. The tribes respect each other and leave a site as they found it, fully stocked for the next visitors. These people are in their age of steam and early industry though they rely on horses for most transport.

01	Great Bridge at Wanjon	OFF	02	Empty Town	OFF
03	Forest	OFF	04	Road Markers	OFF
05	Hills Above Road	OFF	06	Iron Mines	ON
07	Oak Forest	OFF	08	Northern Seacoast	OFF

ALTERNATE PLATFORM

01 SILENT SPRINGS OFF

Hot world filled with mammals, birds and insects. All species are different then the usual life found on alternates. Nothing here has ears or makes noise. The mammals do not have vocal cords. All of these species rely on sight or smell.

02 CAMP 1774 OFF

Middle of a large British encampment in Pennsylvania. There is a war of independence waging and the Fringeworthy are now in the middle of it.

03 IRON FEEDERS OFF

They are cat like, cute, furry and purr a lot. They also corrode iron and ingest it. They also attack steel, chrome and stainless. There are stone and ceramic ruins here grown over by grape vines and Kudzu.

04 HOLY FOOD STOP OFF

This odd strip mall has a church/fast food center for prayer and lunch. These people equate religion and a good meal. They sing their prayers, use hand gestures and pride themselves on their extravagance of what a meal should be.

05 KENVON GAMES OFF

A very civilized people who settle disputes by sports events. Somewhere between baseball and soccer, these games can have significant consequences for the losers.

06 THE ANDROGENOUS FOLK OFF

This biological alternate has a single race of humans who are all nearly identical. They have no secondary sex characteristics and are of a uniform height, hair color and weight. Variants in this pattern are pushed into small communities on the fringes of society.

07 JELLY POOLS OFF

Tropical paradise with yard deep pools of a jelly like substance that smells of strawberries. This plant colony traps insects and uses vines to trap mammals. Once in the jelly it pulls victims down to an acid layer where they are digested.

08 SWAMP OFF

Another primordial swamp filled with bugs and hungry crocks. None of these are large but they are vicious and persistent. There is a wreck of a 1948 Ford Tanker Truck here filled with fuel oil and a painted message on the side that starts to read: ***Don't know where this God Damn place is but...***



U.N.I.S.S. PLATFORM DATA
SCIENCE KINGS
PRIME PLATFORM -067
Code 344-339-965-563



This earth has become a 1930's science nightmare of fortified city states held by King Scientists. These masters of technology keep their workers terrified as they research the mysteries of the universe. They are in constant conflict with each other and the rebels scattered everywhere who would like to see a more stable government. The countryside is a wasteland and the true science being researched in mostly for conquest. This world is a hell hole of conflict and deceit.

01	Old Battlefield	OFF	02	Ruins London	OFF
03	City Ruins	OFF	04	Frozen Tundra	OFF
05	Stump Forest	OFF	06	Bunker Town	OFF
07	Tower Keep	OFF	08	Dry Mississippi	OFF

ALTERNATE PLATFORM

01 BERRY BOG OFF
 Great bog and hanging berry plants. Look like cherries and taste like grease. Nothing eats them and they simply rot into the ground to create third rate petrochemical deposits.

02 BEAVER DAMS OFF
 While the Beavers look normal, their dams can be a hundred feet high. Tribal humans avoid them and where they get the concrete for the structures is still a mystery.

03 ENDORPHIN HAPPY OFF
 A low tech people happy and always laughing. They are apparently chemically filled with natural endorphins that keep them in a good mood. Those that don't share this quirk of nature are outcasts and sent to the mountains.

04 KNEE DEEP ROW OFF
 This New York City is quietly sinking into the sea. Knee Deep Row is a street of high brick tenements that periodically flood to about two feet in depth. The people here own boats and simply take this for granted. Much of the world is under water.

05 STRIPED FOLKS OFF
 Furry humanoids with dense fur and white stripes. They are early iron age and generally pleasant and social. They are amazed at furless people and will consider them honored guests from the realm of the gods.

06 IMPACTS OFF
 The moon is half shattered and the world is stormy and cool. On a nightly basis large rocks fall out of the sky. There is a sign in the distance that states COLUMBUS 40K. There are no people and sporadic radio broadcasts dealing with survival in the end times.

07 UV DESERT OFF
 Magnificent high desert with tough plants and armored animals. The star is small and white with a high output of UV that burns in minutes.

08 LASER BUGS OFF
 Most insects here have an eye like organ that lazes light into a coherent beam. This is used for communication as well as to damage. Some of these insects are so specialized they can start small fires to blasting small holes in unprotected flesh.



U.N.I.S.S. PLATFORM DATA
DRAGON'S EARTH



PRIME PLATFORM -066

Code 598-829-552-619

They range in size from small to gigantic. They range in intelligence from beasts to genius. They are Dragons, the classic forms that Earth Prime remembers from children's books. Here they are real and live among a medieval technology with humans. It is rumored that dragons also keep humans as pets and raise them as a hobby. Everybody here seems reasonably happy and content with the technology and society. The dragons have legends of the Furry Ring Builders that befriended them hundreds of years before.

01	Breeding Highlands	OFF	02	River Valley	ON
03	Country Town	OFF	04	Polar Cap	OFF
05	Great City State	OFF	06	Burned Forest	OFF
07	Polar Mountains	OFF	08	Seacoast	OFF

ALTERNATE PLATFORM

01 DEAD SMELL OFF
 An alternate in it's 1920's that just doesn't smell right. While there are no obvious problems, most humanoids will notice a sickeningly sweet odor that resembles carrion here.

02 FLOWER PATH OFF
 Forest covered world with winding carpets of flowers that wind like roses across the countryside. They appear to have no natural enemies and the wildlife avoids them.

03 RICE FIELDS OFF
 Swampy area with small houses on stilts. A very shy people who look like American Indian stock. They are highly tribal and protective of their homes.

04 BUILDERS OFF
 Another odd human variant with a people who love to build in stone and glass. Their homes are generation show places of craftsmanship where every member is expected to add a room. The world is a maze of manor houses, family run factories and farm communes.

05 UTOPIA TERRA OFF
 By the 27th century this Earth became a paradise of wealth and technology. They have headed for the stars and are creating a thousand colonies. They are not quite human in psychology and this will manifest as a strangeness and lack of belonging that can be felt by Fringeworthy.

06 MUTANT PITS OF BALTIMORE OFF
 After Bio War the mostly human population is now a ragged band that makes sports of throwing unaffected people into pits with mutants and betting on the results. This world is extremely dangerous. Wealth is measured in strength and money in ammunition.

07 ROSEWOOD OFF
 Willow roses dot the landscape. These flower bearing masses of thorn and rose are magnificent though near impossible to travel through. There are stonework ruins here with glyphs that show Tehrmelern and humans.

08 GUNPOWDER GODS OFF
 Another temple complex built around a Ring Station. The natives here perform sacrifices to the Gunpowder Gods who come for tribute on a yearly basis. Remains here show that Fringe Pirates have been here and continue to return for Gold and Gems mined by the natives.



U.N.I.S.S. PLATFORM DATA

INDIAN EARTH

PRIME PLATFORM -065

Code 752-866-878-252



By the fourth century AD the Romans had fallen to their enemies in the East. The rising conquerors on this world became the civilization of the Indus Valley. By the 1900's the world was nearly all Indian except United Sub-Saharan states and the British Isles. With nuclear and Biological weapons the 21st century here is on the brink of war as Africa moves to complete possession of the continent and reclaim the island of Madagascar. While the British are neutral, they are also a wild card as they are the bastions of peace between the conflict.

01	North Londonium	OFF	02	Delhi	OFF
03	Ruins Rome	OFF	04	Caen France	OFF
05	New Indus (NY)	ON	06	Toungoo Burma	OFF
07	New Madras (Brazil)	OFF	08	Hengyang China	OFF

ALTERNATE PLATFORM

01 SPIT PUPPIES OFF
Dense primitive swamp populated by Mud Puppy like amphibians who spit. The spit is non toxic but it is glue like.

02 ESSEMRO PEOPLE OFF
Earth covered by small villages and a moderately advanced people who know of the pathways and are happy at home. They want nothing of exploration, danger or adventure. They are friendly but just don't want to be involved with the IDA.

03 SALT RAIN OFF
Fairly normal looking world with a high salt content from the plants to the rain. This world has life and primitive humanoids who are perfectly comfortable in the high salt environment.

04 BRUZ TIRE AND SCHLOMIZILE OFF
Edge of scrublands with a large auto complex. The gas is formulated wrong, the tires will not fit anything and nobody seems to be able to figure out what an automotive Schlomizile is.

05 AFRICAN MARKET OFF
Magnificent 21st century African market in Dahmney. The people are friendly and a United Ethiopian Bank will trade gold for Alms, the United Africa Currency.

06 SAND ROAD OFF
Wide road to the horizon composed of gravel over sand. The land is high desert with an occasional microwave tower.

07 SPARSE PINES OFF
Cold dry and nearly uninhabited world forested by stumpy pines and small mammals. Signs point to a great dying in recent times.

08 NERDS OFF
This human variant is universally under a hundred pounds in weight with large teeth. They are moderately shy but highly intelligent. There are no wars and little crime here. There is intense economic competition and a sense of my community is being made better than your community. This can erupt into limited conflict and even unarmed combat. Their technology level is an unusual mix of electric solar and safe nuclear.



U.N.I.S.S. PLATFORM DATA

WISH WORLD

PRIME PLATFORM -064

Code 676-863-637-162



This hellish place starts as a misty valley and then builds itself to whatever the explorers are thinking about. It is a vast simulation of dreams and harsh reality because what you can imagine can harm you. If handled right this is an amazing feat of engineering, a miles across dome amidst the ruins of a vast city advanced beyond even the Tehrmelern. Everything here is ceramic based blocks of machinery that is solid state. Outside the dome is a burned and bitter cold world lit by a small red star.

01	Ceramics & Ruins	ON	02	Dry River Valley	ON
03	Simulator Field	ON	04	Salt Choked Ocean	ON
05	Polar Mountains	OFF	06	High Building Ruins	ON
07	Ceramics & Ruins Valley	OFF	08	Ask Plain	OFF

ALTERNATE PLATFORM

01 THE HOME ON
 Large estate where a large number of Non Conformists live. This is actually a mental center for people who are anachronisms in this homogeneous society.

02 TESLA TOWERS OFF
 Dark plain with vast towers that reach miles into the sky. The sounds of generators are humming as power is pulled from the Earth Sky potential. This is the legacy of Tesla and a very different electrical society.

03 METHANE BUDDIES OFF
 Stinking hell populated by yard long works that produce methane in copious quantities. They ignite this for a mating display or when threatened or frightened. Natives here harvest them, use them as weapons and a natural resource.

04 BRAIN PODS OFF
 Quiet and peaceful world with a deadly life form. These egg like pods drop on the heads of the unwary and attach a brain spider to the victim. The result is dangerous paranoia and fear that makes the victim hide. After time the pod germinates into vines, eats the host and produces more pods.

05 DOLPHIN SHORE OFF
 Dolphins inhabit the shorelines here. They talk and like the Fringeworthy, because unlike the natives, they are peaceful and talk back. They are funny and a little rude.

06 CINNAMON BARK HILLS OFF
 Vast numbers of trees with a cinnamon producing bark. This version is cinnamon is very aromatic.

07 FISHIN' HOLE OFF
 Some laid back Earth with a group of young boys that are fishing on one edge of a large pond. Approximately the 1930's and there appears to be no dividing lines of race. Technology is advanced steam and early electric.

08 GREEN GRASS BOWLING OFF
 Close examination of this war site shows a group of Scots in full kilts and French Dragoons in military uniform dragging cannons. They set up and launch underpowered balls in some sort of lawn bowling game. A few spectators are present as well as hand crank cameras attached to large radios. The commentator wears a turban and speaks Hindustani.



U.N.I.S.S. PLATFORM DATA
RAPTOR TERRA
PRIME PLATFORM -063
Code 812-623-617-782



World where there was no Jurassic cometary strike and life forms developed intelligence. The result is a Velociraptor like life form with near human intelligence. Technical and social, they have conquered their solar system and are heading for the stars. To them humans are a primitive species kept on preserves as they are too dangerous to exist in the wild any longer. The language for man translates as Egg Stealer or Grubby Tool User.

01	Desert City	OFF	02	Tropical City	OFF
03	Forest Human Preserve	OFF	04	Northern Swamps	ON
05	Canyon City	OFF	06	Mountain Valley	ON
07	Grasslands Air Strip	OFF	08	Roadway, Trans Con	OFF

ALTERNATE PLATFORM

01 SINGING PINES OFF
 Forested world where the great pines have developed a biological symbiosis with a howling form of monkey. Pines each have a colony of singing dwellers who vary their song depending on the condition of the colony.

02 SWAMP CANYONS OFF
 Deep canyons filled with dense swamps and fog. The mesa tops are lightly forested with scrub.

03 MORLOCK NY OFF
 After the last great war the citizens of NY have gone underground and degenerated into little more then cave dwellers. Tourist from Euro-Asia often visit the ruins of the High Tech Amar people and throw food to the survivors. Manhattan Island is the only non colonized area where an American city still stands.

04 VET COMPLEX OFF
 Huge high tech center off the edge of a starport. The warp opens into a Veterinarian Hospital and complex that borders on a customs center. Animals from the known Galaxy are here for a variety of reasons and it is often hard to tell who the patients and doctors are.

05 BUTTERFLY SWAMP OFF
 Edge of another vast swamp with huge butterflies. They are long lived and noisy when disturbed.

06 DANDELION ACRES OFF
 IEdison's search for synthetic rubber lead to vast Dandelion Farms on this world where the common weed is bearyl 8 feet tall and used to create synthetic rubber.

07 MEXICAN AMERICA OFF
 Spain did not fault and the America's are entirely dominated by the Spanish, except for the tiny but loud French colony in Quebec Florida.

08 MORE GREEN PEOPLE OFF
 Another pre industrial world where the people are human and green.





U.N.I.S.S. PLATFORM DATA

ALCOHOLS

PRIME PLATFORM -062

Code 925-795-476-429



Normal 20th century cultural variant that is laced with natural alcohols. In the water, plants, foods and air, the average explorer from earth prime can survive here for 48 hours before becoming crocked to the gills. Within 7 days any still here will collapse into a coma and expire as their blood alcohol reaches toxic levels.

01	Founders Rock NY	ON	02	Spanish Countryside	ON
03	New Paris PA	ON	04	Thai Swamp	ON
05	Forest Greenland	ON	06	Goat Ranch Russia	ON
07	Hazel Swamps MI	ON	08	Slagtown MN	OFF

ALTERNATE PLATFORM

01 CHINESE EARTH ON

Here in the 9th century there was a wave of expansion. By the 21st century there is a global chinese population except for Australia and Africa. Technology involves a lot of manpower and some steam. Steam engines are guarded by the military and a priesthood of Monks.

02 CURSES OFF

Another humanoid society steeped in the belief of magic and curses. Half of their lives are filled with warding from magic and prayer. They believe so strongly that they can become ill if they think there is bad magic. Medieval technology with a high use of ceramics.

03 SHELL BEACH OFF

Temporate beach covered in acres of small shells from marine life. Little else. There is a stink of burnt oil in the air. Out to sea can be seen a pillar of fire that appears to be some geological event.

04 GREENHOUSE STATION OFF

Interior of a greenhouse with nearly no air. The outside of the structure is in near vaccuum. Two robots are locked together, each trying to patch a hole in a glass pane. Automatic locks here connect to normal domes and greenhouses miles in length.

05 CANNIBAL JUNCTION OFF

If you are not certified and have an ID tag, you are considered food by these people. Criminals and the economically depressed are sold in stores, live or ready for the larder. Technology is a little beyond flintlocks and steam.

06 SUPPLY DOMES OFF

Tehrmelern high tech structures linked by trams. This is a heavy building and supply center with gigatons of building supplies that range from screws to armor glass panels. Robotics are everywhere maintaining stock. There are a few Least Mellor here.

07 HIGHLANDS OFF

Slightly rarified atmosphere in the highlands. Plants and small animals adapted to the environment. This world has two large moons, one with a spectacular ring. There appears to be no humanoid life here.

08 ASH CONES OFF

Active Volcanic world with a string of Ash Cones in the distance. Several are smoking. In the distance the edge of stone ruins can be spotted. These ruins appear Greek but close examination shows concrete and long rusted structural steel.



U.N.I.S.S. PLATFORM DATA

MER FOLK

PRIME PLATFORM -061

Code 641-491-244-791



Here is a world populated by the young and teenagers. They cling to the seacoasts and talk to the dolphins as if they are relatives. What is not obvious is that the dolphins are relatives and the mature of this humanoid race. At maturity all go back to the seas and in a matter of weeks change into an aquatic form. Generally the changelings keep to themselves in rocky coves as the adults guide them into the crossover. Children are born in thick egg sacks like a jelly and deposited on the beaches to be cared for by the young. There is no crime, little technology and a rich oral history that tends to be about the sea and fish. They hate sharks.

01	Salt Marsh	OFF	02	Gravel Beach	OFF
03	Grasslands	OFF	04	Temporate Beach Group	OFF
05	Forested Hills	OFF	06	Tropical Beach	ON
07	Rocky Sea Coast	OFF	08	Mountain Valley	OFF

ALTERNATE PLATFORM

- 01 FRINGE GULOG OFF
Fascist culture that is waiting for Fringeworthy to invade their world. They will capture and incarcerate any who appear in a specially designed town that surrounds the Ring Station. This Orwellian culture will lie and torture to learn the secrets of the pathways.
- 02 PALM BEACH OFF
Tropical islands and beaches fronted by palms and fruit trees.
- 03 CRACK MOUNTAIN OFF
Over 12,000 feet of mountain with a hundred foot crack down the center marks the entry into this forested but uninhabited world. The split is unnaturally straight and does not look natural.
- 04 PARKING LOT '99 OFF
Another industrialized world and a parking lot in the late 20th century. Close Earth Alternate with the addition of people with violet eyes and green hair.
- 05 BIG CITY ZOO OFF
Large 1930's city busy with activity that looks normal. This is actually a 64 square mile zoo complete with city and farmlands. People live their lives behind the walls. Consumer goods are trucked in by perfectly humanoid robots. The zookeepers are not even remotely human.
- 06 COLORFUL FOLKS OFF
The early 20th century here is off to a good start. It is 1919 and there was no WWI. These people go for garish colors in everything from clothes to house and food. These people may be moderately color blind or have a completely different sense of esthetics.
- 07 ARAB EUROPE OFF
After kicking the Christians from the holy land it was only a matter of 90 years until all of Europe had fallen to the Might of Islam. All but Britain that is. It is the 17th century and the America's are unexplored and the world is at peace. Technology is moderately stagnant.
- 08 POLAR ICE OFF
Polar Ice pack on the NE side of Canada. Radio signals in Portuguese are found on several bands. The Warp opens in the middle of a vast flock of Penguins.



U.N.I.S.S. PLATFORM DATA

ROCK SHEAR

PRIME PLATFORM -060

Code 958-512-465-876



A wild and rocky world where many of the high mountains have been sheered flat. It is believed this place was some uncompleted project the Tehrmelern were terraforming when their civilization retreated from the Fringepaths. This magnificent world is alive with many different species imported from a number of Alternate Earths. This uninhabited world may become a training or rest area in the near future. The weather is ideal and the food edible.

01	Cold Highlands	ON	02	River Valley	ON
03	Mesa Top	ON	04	Little Mountains	ON
05	Polar Mountains	ON	06	Forest Above Rain Forest	ON
07	Rain Forest Valley	ON	08	Seacoast	OFF

ALTERNATE PLATFORM

01 DRUZPOLIS ON

An alternate earth where expansionistic Druidic people have colonized the Americas before the Romans exterminated them in Europe. They are a thriving Druid/Meso American mixture.

02 ASH EMPIRE OFF

A dying humanoid society dreams of their days of empire across the galaxy. They are a ragtag population with severe genetic problems after being defeated in an interstellar war.

03 NEW PARIS OFF

In this colonization twist, The French have North America, the Spanish a foothold at Hudson Bay, and the English in central America. A strong native population keeps all out of the South.

04 BITTER WHEAT OFF

Another Tehrmelern farming world that is automated and still packaging the bitter wheat like crop that grows across thousands of miles. While healthy, the taste of this grain is terrible.

05 SHALLOW LAKE OFF

A three foot deep lake extends to the horizons with an occasional sand bar the gives a little land to walk on. Small armored fish are everywhere as well as flying crustaceans.

06 CROW CITY OFF

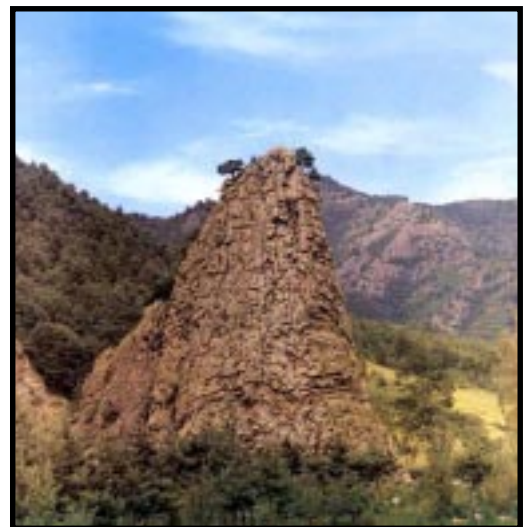
These birds resemble crows in most detail except they nest in conical cities built of woven sticks and mud. They have shown coordinated patterns of attack and defense against predators.

07 WIRE WAREHOUSE OFF

A 10 mile Pocketstop filled with Rubber coated wire. The wire is a flexible copper alloy in several sizes. Millions of Kilotons are estimated to be stored here. All coatings are purple.

08 DUST BIN OFF

A semi toxic world that requires breathing masks. Rusted wreckage covers the world as well as an amazing quantity of plastic dust. Beware pits and covered water. There are vast filled pits here with steep sides and toxic chemicals on the waters surface.



Odd Mountains found on -60 Prime



U.N.I.S.S. PLATFORM DATA

THICK RAIN

PRIME PLATFORM -059

Code 596-266-898-297



This Earth is an odd duplicate of Earth Prime with odd physical laws. Here water is poly-compound with twice the viscosity. The exception to this is the high salt oceans where life abounds in the thinner liquid. Some forms have adapted to shore life and are able to metabolize the thicker liquid. Most of these life forms are toxic due to high concentrations of metal salts. No humanoid life forms have developed here though there are traces of exploration by other Fringeworthy.

01	Woodland Hills	OFF	02	Gravel Beach	OFF
03	Swamp	OFF	04	Tundra	ON
05	Canyon	OFF	06	Frozen Fields	ON
07	Sea Coast	OFF	08	Mountain Stream	OFF

ALTERNATE PLATFORM

01 MUSIC OFF

World culture devoted to music in a thousand forms. Musicians and singers are at the top of the social pyramid. Electronic sound technology here is outstanding.

02 FLY KINGDOM OFF

This world is a vast swamp filled with large flies. These pests sting and are prone to laying eggs in anything that moves. Most other life forms on this world are heavily armored.

03 1867 WAR OFF

Somewhere between the United States and the English backed Confederacy. This is a no-mans land between the warring powers. In the last year both sides are building for another battle.

04 MARINA OFF

Miles long Marina on a great freshwater lake. This high tech pleasure center is Tehrmelern in style. Automated sailing vessels are the height of luxury.

05 WIDE RIVER OFF

Edge of a narrow river with a fast current. The Chinese-like population on the warp's shore are terrified of the other side. They talk of horrors and man eating beasts.

06 REBEL CAMP OFF

In the back woods of New Espana are rebel camps that are planning insurrection against the Monarchy. Rebels are fighting land reform, forced education, and taxes.

07 LIZARD DAWN OFF

The beginnings of civilization on an Earth where humanoid lizards have gained intelligence. They are at societies beginnings.

08 ALIEN PROBES OFF

This 12th century Earth is being probed by alien life forms. Their landings have scared the humanoids. Alien technology points to a close neighboring planet.





U.N.I.S.S. PLATFORM DATA

SPIKE PINES

PRIME PLATFORM -058

Code 162-348-295-966



An Earth alternate with a variant ecology. Most of the forests are covered with a pine like tree covered with hard thorns. These spikes make most of the terrain impassable without heavy equipment. In location 8 is a tiny mud and wood village of a Ferret-like race of mammals. These creatures are highly intelligent and tool using. While they are still hunters, they also create intricate stone patterns in the front of their homes. They are curious about Fringeworthy.

01	Highlands	OFF	02	River Valley	OFF
03	Forest	OFF	04	Tundra	OFF
05	Forest	OFF	06	Forest	OFF
07	Salt Beach	OFF	08	Ferretville	OFF

ALTERNATE PLATFORM

01 SHEEP VALLEY OFF

Valley of sheep that are herded by mechanical dogs. Dogs are extremely hostile to outsiders. The confined area of the portal makes exploration impossible without destroying the guardians.

02 VELDT OFF

A huge veldt of lush grass that is home to antelope like lizards and furry velociraptors. This is a post Jurassic Africa where there the dinosaurs continued to evolve. Extremely dangerous area that is no longer inhabited by man..

03 PROCESSOR OFF

This is a vast automated factory complex with miles of close corridors, mechanical devices and robotics that are not Tehrmelern. Fringeworthy have been converted into processed meat.

04 BRICK TOWN OFF

A village in Western Russia in the late 1860's. The population is mostly Jewish with a smattering of Russian and Armenians. A friendly people who know nothing of the world outside Russia. They are often harassed by the Russian authorities who burn a barn or shoot an ox to keep them in line.

05 GREAT WALL OF FLORIDA OFF

Here the Chinese have taken the Americas with the exception of Florida. Here the Emperor of the world has built a second great wall to keep the savages in their swamps. The savages have other ideas and are far more sophisticated then the Chinese believe.

06 ENGLISH EARTH OFF

By 2017 the English World Colonial Offices have secured the last nations as protectorates of England. This beneficial empire disperses technology and justice to all. Disperses can be a two edged sword as the home offices do not believe a majority of the planet is ready for the likes of Radio, Advanced Medicine or Higher Education.

07 JUNK YARDS OFF

Another world spanning junk yard of incomprehensible machinery, vehicles, and scrap. Neatly packed in hundred foot squares, the system is guarded by hooting slugs.

08 HENGE BUILDERS OFF

A moderately primitive civilization of Henge builders. Experts in natural medicine, these people have ringed a Portal Station in a massive stone Henge and welcome travelers from the pathways.



U.N.I.S.S. PLATFORM DATA
NITROUS EARTH
PRIME PLATFORM -057
Code 548-768-256-943



This is an alternate Earth the Americas were colonized by a mixture of English, Arab, and French. There is cooperation and peace between the small countries that dot the Eastern seacoast. A nice place except that the natural atmosphere contains enough Nitrogen to create problems for most of the other Fringeworthy races. Given 72 hours normal humans suffer nitrogen narcosis. Tehrmelern breathing filters are a necessity for any extended visits.

01	East Hawthorn City	OFF	02	Port Kebberton	OFF
03	New Basra	OFF	04	New Sussex	OFF
05	Larousse	OFF	06	Tevel	OFF
07	Wilderness Forest	OFF	08	Rivers Edge	OFF

ALTERNATE PLATFORM

01 GROUNDLINGS OFF

The near humans here are underground dwellers. Their religion makes them extremely fearful of storms and lightning. They are hostile of strangers and people of other views.

02 HOG HEAVEN OFF

Misty isle of constant ground fog and wild pigs. Harsh seas and rocky coasts have limited exploration beyond the isle. No radio or TV signals have been detected though there are some unusual light displays seen in orbit on those rare nights when it is clear.

03 BLINDING STARS OFF

The second star on this Alternate has created an Alternate when sensory organs are able to cope with the extreme light level. Use sun block 204 and welding goggles here.

04 OAT FIELDS OFF

Geometric fields of Oats that are tended and harvested by robots. Another Tehrmelern supply world with mass storehouses of processed food. There a millions of processed metric tons of wheat and other grains in bunkers.

05 TREE HOUSE OFF

A single 600 foot high Tehrmelern Tree House. The interior of the home is a magnificent set of furnished apartments and bio-engineered technology. This entire structure is living and near sentient. It is also lonely and will try to keep explorers in its caring embrace.

06 REDFERNS OFF

A primitive world of red ferns and giant trees under an orange star. Populated by large insects that have filled most aquatic, air, and land niches. The atmosphere is heavy in oxygen.

07 FEAR OFF

Another biological alternate where Fringeworthy begin to suffer paranoia and fear. Within 24 hours mania sets in. This warp opens to a close 1930's Alternate of Chicago.

08 AFTER ARMAGEDDON OFF

After a Biblical Armageddon, this Earth is recovering in a spirit of hope and peace. The population is beginning to settle around Columbus Ohio where they are planning their future. There are elements that wish to disrupt this spirit of peace and love that are not totally human. While many believe the war in the Middle East, the Plagues and Second Coming were real, a number believe they were a prophecy that was engineered to reduce mankind to manageable levels.



U.N.I.S.S. PLATFORM DATA

RUBBER TREES

PRIME PLATFORM -056

Code 679-241-882-889



The odd characteristic of this Bio-Farm gone wild is the sap content of the trees. It is a high grade rubber that can easily be turned into an excellent product. The resulting rubber is tougher than terrestrial synthetics as well as lighter. Full scale production may be initiated when enough Fringeworthy are found that can manage a facility. No life forms larger than rats have been found on this world to date. Exploration will show these trees are a fine addition to any industrial world.

01	Forest	OFF	02	Forest	OFF
03	Swamp	OFF	04	Forest	OFF
05	Hillside	OFF	06	Forest	OFF
07	Forest	OFF	08	Stream Valley	OFF

ALTERNATE PLATFORM

01 GOLD SKY OFF

This world is geologically different in design and sits in a region of space where the star density is thicker. Nights here are under a glowing golden sky. Few life forms that are not armored and have an immunity to the dust storms that rage here.

02 BAY AREA OFF

San Francisco Bay area where a Spanish Kingdom runs a sea port to the Orient. A railroad connects to the Indian Lands and an Eastern Spanish America called St. Isabel.

03 STONE MOUNTAIN OFF

Georgia monument that commemorates the Confederate Victory after the burning of Washington by Jubal Early. The two nations are still hostile neighbors in the 1960's but this is changing as Imperial Mexico eyes Free Texas and Catholic Cuba.

04 STAR PORT 43 OFF

The warp opens into the Wilson Space Center. American and English scientists are busy in the creation of a Space Force to counter the Reich Space Command.

05 RAINFOREST CUTTERS ON

Alternate in the 1950's where the North American Rain forests are being harvested with wild abandon. Greek lumbermen are ignoring the natives as they continue their harvests.

06 NEW TYBER OFF

Another Roman world where the Mississippi has become the border of the Western Empire. This Roman culture has gunpowder and has outlawed slavery and religious bigotry within its borders.

07 HIGH DESERT OFF

Another Alternate of vast deserts covered by cactus and the usual desert life. Differences include 6 foot scorpions and five pound jumping rats that are more claws and stititude than teeth or strength. The snakes are large and poisonous. There is a road a mile to the north and triangular road signs in french. All are rusted.

08 SQUOGI FARM GROUP OFF

An odd community of rice farmers inhabit this valley. No known cultural counterpart to Earth prime warrants closer exploration. These primitive humans are a little shy of strangers. They build and farm corn like vegetables on the roofs of their buildings and stunted fruit trees in towers. They don't laugh a lot though they whistle when upset.



U.N.I.S.S. PLATFORM DATA
SHADOW OF MONSTERS



PRIME PLATFORM -055

Code 129-533-285-419

Whatever happened here has blasted mountains and twisted forests into grotesque shapes of stunted trees. Cities, (circa 1963), are deserted or flattened. There are clusters of craters filled with stagnant water and vast burial areas where bodies were burned. One location is a survivors encampment. These terrified people tell of a gathering darkness and a monster that lives in a high castle. He takes what he wants and allows his human/rat warriors to rampage at will.

01	Blasted Forest	OFF	02	Windswept Seacoast	OFF
03	Twisted Pines	OFF	04	Castle	OFF
05	Abandoned City	OFF	06	Cemetery	OFF
07	Crater Lakes	OFF	08	Ruined City	OFF

ALTERNATE PLATFORM

01 BLUE STAR OFF
 Brilliant blue star lights a world of green water and black vegetation. The air is tainted with a touch of methane and extended stays are not recommended for health reasons.

02 DARK WOODS OFF
 Old climax forest of massive hardwoods that cover this Geological Alternate. Standard life forms including deer, raccoons and squirrel as well as avian species and a small primate. There are no humans anywhere here. There are traces of ancient stoneworks that have long been grown over by the forest.

03 WEST 06 OFF
 Western town in the year 1906 where technology is encroaching on the ostrich and yak ranchers. The railroad is incoming and the camel drivers are protesting and threatening violence. There are no internal combustion engines out of labs and technology seems to prefer carved wood over steel.

04 BUNNY FIELD OFF
 A wonderful and peaceful place that saps the will to leave. Within 24 hours visitors have abandoned inhibitions and most else to frolic in the grass. Predator Plants are Psionic and draw the weak or slow to their deaths in small depressions filled with thorns and teeth.

05 ANOTHER SLARG VILLAGE OFF
 A ramshackle village of about 100 Slargs are trapped in this festering swamp of an Alternate Earth. They have decided that the next explorers through will lead them to the Promised Land and they will not take no as an answer about being relocated. They are all Fringeworthy.

06 OLD GROWTH FOREST OFF
 Another multi-terrain forest and ecology that has never seen humans or development. This Alternate is filled with massive stands of Birch and Poplar.

07 GREY CLIFFS OFF
 Warp opens onto a flat plain littered with rock and shale. A ruined brick lighthouse sits at the edge of vast gray cliffs that overlook a shallow ocean. Seabirds are abundant and flesh eaters.

08 ANOTHER DAMN SWAMP OFF
 Odd radio signals are the only interesting development in this miles wide swamp. Filled with Snakes, Gators, and small swimming dinosaurs that are all hungry.



U.N.I.S.S. PLATFORM DATA

LIBERTARIA

PRIME PLATFORM -054

Code 979-927-417-813



This world took freedom to the extreme as the Government stayed a weak power after Thomas Jefferson shot George Washington dead for accepting the crown of King. By the 1930's anything goes as long as the people agree on civic laws and don't bother their neighbors. This system has created economic growth and development that rival the technology of the early 2000's on Earth Prime. A police force investigates crime and violations of the Human Freedom act.

01	Jefferson City Edge	OFF	02	Strip Mine	OFF
03	Port Burr	OFF	04	Scott Town	OFF
05	Cow Town	OFF	06	Yont's Burg	OFF
07	Salt Lake City	OFF	08	New Bordeaux	OFF

ALTERNATE PLATFORM

01 REAL DEEP SWAMP OFF

A swamp that grows 50 feet above the watery bottom. This is an extremely dangerous matte of vegetation and trees that resemble a normal field. The underground is filled with predators.

02 GREEP HERDERS OFF

They laugh at the IDA explorers. While not a real bright people, they create strong households based around the bow legged, cow/pig creature called a Greep. Greeps are amazingly stupid.

03 KANTAKAROUS OFF

On this dying planet are metallic/biological life forms. While they resemble robots, they are filled with a plant/animal that can use tools and build simple machines. A foot in height at best.

04 JUNIPER FOREST OFF

Juniper trees reach 75 feet in height and produce huge berries. This attracts massive bees and large monkey like bears that build small huts. A magnificent and surrealistic landscape.

05 CONNER'S CONITES OFF

A six inch high race of ceramic cones with slug like owners. These creatures are intelligent and build ceramic city structures that are in the least, magnificent. Moderately friendly.

06 CRATER LAKES OFF

Another Alternate Earth blasted into vast water filled swamp craters in some age past. The highest life form remaining are boat building rats who are in the tech equivalent of the 14th century.

07 GAMMA WORLD OFF

By night this is a normal but uninhabited world with animals and plants. By day the Gamma count runs into the lethal level for Fringeworthy but surprisingly, no other native species.

08 CAVERN OFF

Stone caverns open from this full Ring Station. Closed to the Outside.





U.N.I.S.S. PLATFORM DATA

CHUCK WORLD

PRIME PLATFORM -053

Code 716-968-224-937



ChuckWorld is a great forest inhabited by 3 foot high rodent like beings on the edge of civilization. The 'Chucks' have a coal burning technology, bronze and gold working technology. This friendly and industrious race is quick to imitate and please the explorers who have appeared at the fringes of their civilization. Chucks are excellent farmers who specialize in a unique giant radish that may become a common item on the tables of Earth Prime.

01	Woodland Lowlands	OFF	02	High Sierras	OFF
03	Woodland City	OFF	04	Woodlands	OFF
05	Woodlands	OFF	06	Gold Mine	OFF
07	Woodlands	OFF	07	Coal Pits	OFF

ALTERNATE PLATFORM

01 THE MAYORS LAWN OFF

This is a magnificent forested world where the warp opens on the edge of a huge grassy lawn. Androids, parodies of human workers tend the grounds and say the Mayor lives here. The mayor has not been home in years and repeated incursion onto the estate trigger a call to security.

02 CIRCUS 52 OFF

This warp opens in the parking lot of a permanent encampment of Topoli and Bright's Greatest Show on Terra. It is a vast circus park in another cultures equivalent of 1952. It boasts Babylonian Lion, Canadian Mammoth, Wild Bigfoot and little people from the Emerald Isles.

03 TERMITE TOWERS OFF

Hundred foot high termite towers dot the savanna like landscape. These small insects are the common pest of earth prime with a difference. They are larger and can withstand sunlight. They are also geometrical and use fire and mud brick.

04 DUST BOWL OFF

Literally a bowl shaped depression a hundred miles long with a stretch of paved road down the center. The area is thick in airborne dust that continuously blows by day. Humans, Early 1920's are here and come out by night when the dust clears.

05 DOG CARTS OFF

A growing industrial community that uses giant dogs for transport. These gentle monsters are bred to horse size. Colors and unusual breeds are highly prized and guarded jealously. Many of these dogs are the size of Draft Horses.

06 ASHES OFF

Another post Holocaust community after a deadly cometary bombardment in the early 20th century. Instead of a single Tanguka event, there were over a hundred in a week's span. It has taken over 75 years for the weather to stabilize and the people to recover to any stable state.

07 DAMAGED PORTAL ON

This Ring sends Fringeworthy and equipment on a colorful journey, described as a roller coaster ride, through a wet environment that gently dumps them back on the Alternate Platform in d10 minutes.

08 ALLEN'S DOME OFF

This forested dome is a lush garden tended by robotics. At the edge you can see the vast remains of a dry, dark, and airless world with ruined buildings. It is New York City circa 1968.



U.N.I.S.S. PLATFORM DATA

MANGENEERED

PRIME PLATFORM -052

Code 871-275-841-585



This dismal Earth is a ruin of high technology and Human Gene Engineering gone wrong. Now more than a hundred human species fight for control of the planet. Some of these are grotesque parodies of humanity adapted to their environment. Other are predatory war machines engineered to eliminate rivals. Warp #8 is an eerie beach where tens of thousands of androids are stacked and mired in the coastal sand. Many are still screaming for assistance as they quietly deteriorate.

01	Rain Forest	OFF	02	Tundra	OFF
03	Ruined City	OFF	04	Mountain Highlands	OFF
05	Seacoast	OFF	06	Sahara-Like Desert	OFF
07	Starport Ruin	OFF	08	Android Beach	ON

ALTERNATE PLATFORM

01 FIVE MOONS OFF

Scarce pine forests dot this magnificent Alternate Earth that has five moons and a massive ring. No intelligent life has developed here due to a cool climate and thin, breathable atmosphere.

02 RUST MARSH OFF

A marsh like area thick with iron rust and a sulfur stench. This Earth is Mars like with heavy amounts of iron oxides. Plants and water are common between large outcropping of rock.

03 SPINES OFF

The plants here have 6 inch spines as do the animals. This natural adaptation has created an amazingly difficult to explore world unfit by anything without armor and a chainsaw.

04 HOT HOUSE OFF

Wild plant growth characterizes this swampy planet where the temperature rarely goes below 80 degrees. Shrouded in clouds, there is never a sign of the sun.

05 FREEWAY'S EDGE OFF

Center grassy lane of a Iowa Freeway pointed in the wrong direction for travel. It is this Alternate's 1920's with Henry Ford's Model H and Luxury Model B cruising the roads at 35 m.p.h..

06 SUBURBAN BACK YARD OFF

Somewhere in this Earth's 1953 a Warp opens on the edge of a suburban back yard and a kid's fort. The Fringeworthy immediately come under fire by Slingshot and BB gun.



07 SHIP YARD OFF

A vast ship yard that is mostly abandoned. There is a single great cruise ship at anchor here that is home to a dozen or so people. They are mute and hostile. They defend their ship with bows and arrows as well as crude firearms. They will eat hostages after 24 hours.

08 FROZEN SWAMP OFF

This swamp is frozen solid and has been for a long time. The air temperature ranges from -75 at day to 220 below zero at night. The average day is 115 hours in length. The moon is fractured.



U.N.I.S.S. PLATFORM DATA

STONWORKS

PRIME PLATFORM -051

Code 436-786-522-944



This deserted world once housed a population of Monolith builders on a grand scale. Cutting and moving hundred ton blocks here had to have been accomplished by high tech means. Many of these structures still have running water in home areas as well as thick crystal windows. The sky spiral is a miles wide circular stairway that leads nearly 3 miles into the clouds. Glyphs on structures are not characteristic of Tehrmelern scripts.

01	Mile Long Pier	ON	02	Avenue of Monoliths	OFF
03	Stone Dome	OFF	04	Stone Houses	OFF
05	Mountainside Apartments	OFF	06	Flower Fields	ON
07	Great Pyramids	ON	08	Sky Spiral	OFF

ALTERNATE PLATFORM

01 WOLF HIGHLANDS OFF

These highlands are populated by large wolves with a sense of humor. They are prone to watching strangers and howling at them. Several backpacks were stolen from the initial survey team.

02 GREEN ICE OFF

Polar cap with green ice and small but nasty green bears. Their diet seems to be of small ice cave building furry fisher-monkeys. A standard ecology on a smaller scale.

03 BEAVER DAM OFF

This monstrous dam is over three miles wide. It appears the work of a hundred years of wood, mud and rock construction by 6 foot beavers. Not only do they harvest wood, they plant it too.

04 MORGAN'S BLOCKS OFF

More monumental stonework that consists of a half dozen, thousand foot high blocks of garnet. Machined to a smooth finish, they sit, slowly sinking into the earth for no good reason.

05 TOAD WORLD OFF

Frogs and Toads everywhere. They are average size of 24 inches in height though their technology and culture is that of Victorian England. They are a proud and peaceful people only hampered by the wild pig. They have not developed gunpowder or electricity yet.

06 TEXAS/CUBA WAR 1910 OFF

Galveston Island is the scene of a battle between the Spanish and Texans slugging it out. Ships are odd composites of iron and wood with cannon and black powder machine gun. The year is 1940 and the American Consolidated states and the Free South are watching the battle. They have no love for Texas and hope to pick up the pieces of both republics.

07 COTTON PLANTATION 1957 OFF

This world never saw an end to slavery in Europe and the Americas. The warp opens into a plantation area where white and black slaves are picking cotton and running a small factory. Here there are laws regulating slavery as well as mandatory retirement and family legalities that stop the splitting of married people and their children. Here all are born free until debt or criminal activities hand your freedom to the state to be sold.

08 COUNTRY MARKET 94 OFF

A quiet Alternate Earth where Shaker and Amish meet with the Industrial Folk to trade vegetables, crafts and food for iron, parts and simple machinery. Saturday's only from sunup to Dark.

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Fringeworthy
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FRINGEWORTHY

*2nd U.N.I.D.A Catalog of
Alternate Worlds & Platforms*



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Since its creation in 1983 Fringeworthy has been a unique game of high adventure across Parallel Earths and Other Worlds. You will find hundreds of new Alternate Earths here as well as a huge number of adventure nuggets to develop. In the first supplement, we explored platforms from -100 to +100. In this book we expand to +125 and -125.

A SHORT HISTORY

Before the dawn of history a race of gentle beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For a hundred thousand years they travelled and traded the alternate worlds, spreading their love of peace. Then, almost overnight an unforeseen terror ended the Commonwealth of the Tehrmelern, leaving their greatest creation to those who would follow.

NOW

A Tehrmelern Portal Station has been found in the Antarctic ice and it was quickly discovered that only one in a hundred thousand could use the system and travel the pathways to Infinity. The United Nations now controls the Earth Portals and the exploration of an infinity of Other Earths.

EXPLORERS

You are part of the IDA, the Interdimensional agency and one of those rare individuals who can access the gateways, part of the IDET.

Welcome to the Inter-Dimensional Exploration Teams who will be exploring thousands of worlds.

Here are another 450 Ideas for Adventures, Words, Portals and Strange Places. Good Luck.



ALTERNATE EARTHS AND OTHER PLACES

In 1994 we noticed an unusual number of requests to publish the group of explored portals close to Earth Prime. In 1995 we published a few of those and the demand continued to come in as the project became known. Ken 'Ed Powers' Hartson and others provided their exploration logs and we tapped into a number of campaigns. This second book is the result. Many thanks to the players and GM's who are not mentioned here for the support over the years. Remember that these are Adventure Nuggets, ideas for adventures usable by the GM. Use them as you will.

ABOUT THIS GUIDE

The format was designed to print and arrange by binder or any way you wish it to be. Page protectors can be very handy. We've also included a game shield segment for Fringeworthy as well as a Game Shield and other support material.

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A COMMON NAME
Common name of the Alternate

B LOCATION
Location of Platform + or - of Earth Prime

C DATA CODE
Randomized Code to Tag Prime Portals & Alternates

A

U.N.I.S.S. PLATFORM DATA HAMSTER HILLS

C **Code** **B** **PRIME PLATFORM +113**
248-334-419-102

TERMS AND OTHER STRANGE WORDS

If you are not familiar with Fringeworthy, the following will be a help with identifying terms used in this guide.

FRINGEWORTHY

The Explorers of the Alternate Earths. Also a quality that allows only 1 in 100,000 to access the gateways between worlds.

TEHRMELERN

Race that built the Pathways and Portals between the universes. A Bear/Dog like Furry kind of critter with outstanding Engineering Skills. A few are still out there maintaining the system. The remaining engineers are shy and a little crazy.

SCHMERT

Tehrmelern Engineer who is friendly to the UNIDA and has occasionally educated the Fringeworthy.

MELLOR

The Tehrmelern created a race of Shape Shifting helpers to work with them and infiltrate the worlds. These gentle creatures were contaminated by a hostile intelligence and became 5 nasty forms that exterminated the old race and present a real hazard to exploration. The Portals and Pathways destroy them so they can't spread.

RING STATION

Physical Ring Station, a ramp and a 25 foot rotating ring that is a transit point for Fringeworthy.

WARP

Rainbow glow that only the Fringeworthy see. These transit WARPS manifest a buried or hidden Ring Station.

PLATFORM

Large circular platforms between dimensions with eight 25 foot Rings to Alternate Worlds. Alternate Platforms also have 50 foot rings to other Alternate Platforms. Floating in hyperspace, 600 feet in diameter, generates its own atmosphere, heat and gravity.

PRIME PLATFORM

Large circular platform between dimensions to a single world. Has eight 25 foot rings to locations on that planet.

PATHWAY

Always a 50 mile roadway between platforms connected to 50 foot rings.

CRYSTAL KEY

Small crystal used to unlock or lock Portals at any Ring Station with a Control Pylon.



EARTH PRIME +000

Home of the UNIDA, the core of the Explored Alternates. Also the starting point of exploration.

UNIDA

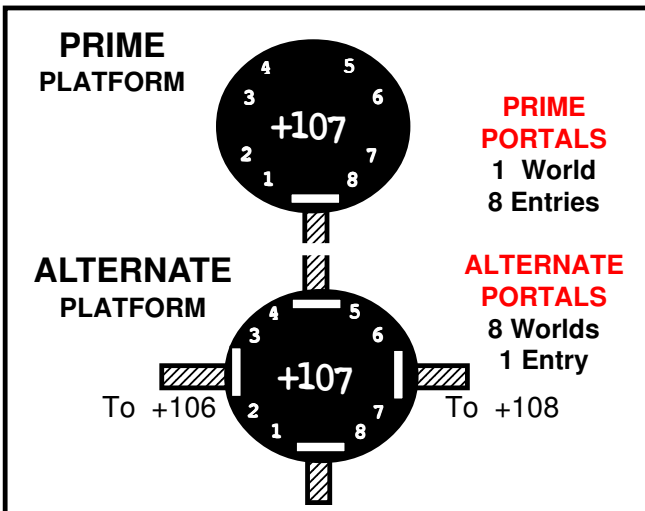
United Nations Interdimensional Agency

UNISS

United Nations Interdimensional Survey Service

IDET

Inter Dimensional Exploration Team





POSITIVE PLATFORMS



Group +101 to +125

EXPLORATION
+101 to +125





U.N.I.S.S. PLATFORM DATA

TOMATOES

PRIME PLATFORM +101

Code 875-525-119-000



This lackluster place is only known as a geological supercontinent covered by tomatoes. In vines, bushes and trees these vegetables are everywhere. There are few natural predators and most life forms simply refuse to touch them. For humans and their friends this a rest stop with food if you like tomatoes.

01	Vine Jungle	OFF	02	Small Supply Dump	OFF
03	Polar Sea	OFFd	04	Desert Salt Scrub	OFF
05	Foothills Trees	OFF	06	Wooded Forest	ON
07	RiverMouth	OFF	08	Pines and Tomato Vines	ON

ALTERNATE PLATFORM

01 VENDING AREA OFF

Completely Terraformed world with clean grassy meadows, flowers and typically Tehrmelern Parks. There are also arrays of vending systems, Pylons that with the use of a crystal will dispense odd items and foods. Much of this is incomprehensible or dangerous.

02 LIVING WALL ON

Cold dust swept environment with a 12 foot wall. On close examination the walls has eyes and random mouths. It harvests bugs with a two meter sticky tongue and sings when the wind is low. Often it will talk to itself or travellers but appears not rational by human standards. It terrifies most races who spend any time near it. Damage it and it cries.

03 SEACOAST ON

Mesas extend into this worlds oceans and beyond. The water is thick and greasy, high in hydrocarbons. There are lizard like birds and some odd forms of marine life that thrive in this chemical soup. The air stinks of Hydrogen Sulfides.

04 ROCK FIELDS OFF

Cool Windswept world with endless fields of shale and scrub brush.

05 POD FERNS OFF

Another shale desert with ferns that grow from pods. The pods are filled with water and an organic soup that can be eaten but is at best nauseating. There are six legged weasel like mammals that feed from these and build nests in colonies. They are expert thieves and understand the concepts of bolts and screws.

06 CAVE FOLKS OFF

Droopy and stupid, these primitive humans number around 40 and are innocent as well as trusting. What they are short of in mind they make up in care and group cooperation. Generally they are happy and prone to howling around a fire. They adopt strangers.

07 DRY FOREST ON

This close geological match for Earth is in the grips of an ice age. The Portal opens to a forest deep in drought. This valley is waiting for a stray flame to send it all into a firestorm.

08 DRESCA MILL OFF

Alternate Social of Chinese speaking people are building Windmills. Their main crop is a hearty form of grain like millet. They are cautious and speak no known language. They have a strong tradition of story telling but few can read or write. Villages are ruled by an elder collective. War is unknown as well as heart disease and cancer.



U.N.I.S.S. PLATFORM DATA

GRAVEL

PRIME PLATFORM +102

Code 478-173-465-764



Another enigmatic world where the landscape and the majority of the terrain is composed of damp pea gravel and wildflowers. The gravel is composed of several dozen rock types including quartz, granite, and jade.

01	Gravel Hills	ON	02	Tropical Gravel	OFF
03	Fresh Water Beach	OFF	04	Caves/Hills	ON
05	Ocean Beach	OFF	06	Gravel River Shore	OFF
07	Frozen Gravel	OFF	08	Gravel Plain	ON

ALTERNATE PLATFORM

01 WASTELAND OFF

Another wild desert composed of scrub, space wildlife and hungry wild dogs. There appears to be no humanoid life and oddly no reptiles. Rabbits and rats are common as well as birds and large beetles.

02 BACTERIA SOUP ON

This primordial mess is a warm world of stinking bacteria that covers the land and all surfaces. Everything that is not living and organic will pick up a coating of the slime and begin to rot.

03 GOLD BRIDGE ON

Wooden bridge painted gold that is a religious site for this Roman Like population. Worshipers believe the Chariots of the Gods arrived on this bridge. Fringeworthy will also arrive on this bridge to the dismay of the priest class who collect tolls.

04 THE PICKLED EGG OFF

Alley next to a bar in a harbor. Mist covers the area and is only broken by the purple street lights and neon signs from the bar. The beer reeks of fish and the technology is an odd 1940's mix with a reserved but friendly people. The population is focused on a National Pastime of an incomprehensible ball gam

05 DUCK BOYS OFF

Odd 1880's Victorian styled world where people wear animal or monster masks when in social gatherings. Beware the North end and the Duck Mask Boys Gang. Without masks visitors are treated as inferiors and barely considered scum.

06 TRAP DOOR LIZARDS OFF

Raptor Sized Lizards are at best cowards as they create underground lairs with trap doors to hide themselves. These social scavengers hate the sunlight and are mercilessly exterminated by primitive humanoids. They are highly intelligent and have a good sense of humor as well as a spoken language and the knowledge of fire and weaving.

07 FOLK OF THE SEA OFF

Living on the beaches, these Men and Women live on and by the sea with 95% of their resources coming from the sea. They are hard working and suspicious of Pirates. Their boats are a marvel of efficiency and engineering in simple wood and glue.

08 PEAT BOG OFF

Vast peat bog that stretches for miles. A careful search shows primitive farmers and harvesters of Peat for fuel. They are suspicious and hate outsiders. The higher classes buy the peat or trade for food and cutters. Metal use is advanced but the society is stagnant at a 1690 level. Education is generally poor and crafts are guarded family secrets. Language is a Dutch/Italian mixture.



U.N.I.S.S. PLATFORM DATA

GREYSCAPES

PRIME PLATFORM +103

Code 432-833-1605-638



Quite ALternate Earth with a dimmer white star. The worlds predominant colors are black and white with small patches of green, Evolution here took a turn and the majority of life forms may not see color or be as visually attuned as humans. Life forms are similar, but there is a prevelent smell of Amonia.

01	Scrob Forest	OFF	02	Tropical Green	ON
03	Sulfur Flats	OFF	04	Dense Forest	ON
05	Ocean Beach	OFF	06	Bubbling Mud Flats	OFF
07	Mountain Meadow	OFF	08	Swamp	ON

ALTERNATE PLATFORM

01 QUART EXO'PALF OFF

Little Kingdoms abound, great castles and a long history of Peasants and Royalty. There are no wars, little disease and little progress. Natives are mostly friendly but dull at their best. The birth rate is stable and card games are everywhere.

02 GERMANY 1917 ON

The warp opens into the center of an Army training area. The explorers will be stuck here for 12 hours and end up considered spies unless they think very fast. Here the First World War is in a stalemate and there is no apparent end to it. The English and Germans are fighting the French and Polish with Canada and The Eastern American Union sitting it out.

03 PINE FORESTS ON

Carefully tended Pine Forests that measure in hundreds of miles. The machines that maintain these harvest, plant and process the wood into simple board styled lumber. It is treated and stored in vast underground areas.

04 NY CITY 1944 OFF

The war with Fascist Mexico is still raging in its third year. Warp opens into an alley with walls covered in patriotic posters. The people are generally depressed and surely even by NY City standards. There is talk of Russian aid to the US Military as South America gears up to help the Peoples Republic of Mexico.

05 GRASSLANDS OFF

Another large Velt with cat like creatures, Monkeys who use slingshots, and singing Elephants. It's wild but a little twisted from the norm.

06 TRAZA UPQUIK CAPITOLIK OFF

Social Alternate that specializes in extremely large extended families on estates. Each family is known for a craft or service that supports them. They are ruled by a class of Lawyers and Judges who regulate trade and disputes.

07 CLIFF TREE COLONIES OFF

Growing from the face of steep cliffs, these pines are home for multiple species of Primates. They live in high colonies to avoid lumbering Land Crocks that measure up to 30 feet long.

08 DIRT FORT OFF

About a dozen children have dug this extensive underground fortress in an old field. They are clever, determined and protestive of their stuff. The year is 1957 and the Davisberg Militia (fort builders) is about to declare war on the IDA explorers.



U.N.I.S.S. PLATFORM DATA

MEGASTORM

PRIME PLATFORM +104

Code 827-106-785-025



Vast shallow oceans and a warmer climate create amazingly violent storms on this Alternate Geological. Animals are small and tough on the few land masses that dot the globe. The average thunderstorm here is measured in hours and winds of 150 miles an hour. Tornadoes are common.

01	Sandy Beach	ON	02	Inland Sand Dunes	OFF
03	Inland Scrub and Fields	OFF	04	High Hills	OFF
05	Rocky Beach	ON	06	Sandy Beach	OFF
07	Edge of the Surf	OFF	08	Sea Coast	ON

ALTERNATE PLATFORM

01 PLASTIC OFF

Fields of corn like plants that have an outer husk that resembles high quality plastic. The inside cores are fibrous and greasy. They burn very well or make a crude oil substitute. This grows naturally and does not transplant well.

02 APPLE TREES ON

More Orchards that once were the homes of Apple Trees. Few remain and the tending machines have mostly failed. Fruit eating bats are plentiful at night.

03 BRINE OCEAN ON

A search here shows little more than rusty artifacts, a large salty ocean and Brine Shrimp,

04 ROYAL TERROR CELL OFF

The Royalists in Drenza City are fighting a low level against the council that has deposed a king. They paint slogans on walls and disrupt the new Government. The much feared and hated terror cells wouldn't think of harming anybody.

05 TEHRMELERN HOME TREE OFF

Still fully functioning Tehrmelern Home Tree with hot water, places to sleep and a thriving animal community.

06 PAPER MAKERS OFF

Human monks who are harvesting tree and linnen and producing high quality paper stocks. Warp poens into a storehouse with wax covered reams of parchment. They speak Italian but have no date or year. Technolofy is a real mixture between 1850 and the early 21st century. It is obvious something has happened here as the close towns are deserted.

07 STONE RUINS OFF

These megalithic stones are covered in carvings of laughing faces. Natives on this Cultural Alternate are shy of the area and people who laugh. Stone Age villagers are villages are scattered on the edges of lakes. They believe bad spirits are associated with the ruins.

08 DEEP SHELTER OFF

Empty deep shelter far below the earth powered by nuke batteries. Drop vents with an escalator upwards are not running and it will take days of walking to access the sureface. The air is crisp and cold showing it is spring. Plants are bloming and only the builders are missing. The towns are deserted and have been for years. The technolofy is an indeterminate 1940's with no real high technolofy beyond tubes. There are birds but no animals. The prevelent language is a French English and the country is the Commonwealth of Quebec.



U.N.I.S.S. PLATFORM DATA

HOT SEAS

PRIME PLATFORM +105

Code 164-609-908-937



A modified greenhouse effect is creating balance on this world where the ambient ocean temperature is 110 degrees. The lands are fog shrouded and the vegetation is fantastic. Life in animal and vegetable forms is advanced and viscous. Storms are common with colder rains that trigger dense fogs. Here and there are the ruins of a 20th century culture of 10 foot humanoids.

01	Hot Beach	OFF	02	Swamp	ON
03	Rock Tundra	OFF	04	Mud Flats	OFF
05	Volcanic Slope	ON	06	Swamp	OFF
07	River Delta	OFF	08	Ruined City	ON

ALTERNATE PLATFORM

01 MONGOLIAN OUTBACK OFF

Northern China in the late 19th Century. The Mongolian people in this windswept desert are hospitable to travellers and eager for trade and news of the outside world. It has been decades since they were visited by British and Spanish Explorers from a United Europe.

02 OLD MINES OFF

Full Ring Station opens into a valley dotted with tunnels and ramps. Something was being mined here and little remains. No machinery is present but the open galleries and precision show this to be Tehrmelern work. There are a few Least Mellor hibernating in caves here.

03 ASPARAGAS ON

Giant horsetail trees and ferns cluster across this primitive landscape. There are two stars and the climate is hot but comfortable. Most insects are a foot in length or larger. The two foot Mantis like insects are highly curious and smart.

04 CAROLINAS OFF

Beach settlement in the 1700's. French colonists appear to be under siege by Spanish pirates. This is a political morass left by the defeat of England by the Spanish and the high French colonization effort of North America.

05 AMONIA SWAMP OFF

Reeking Amonia swamp of plants and slug like life forms.

06 DEAD EARTH OFF

Burned off Earth from solar flares. Oxygen is low.

07 HOLES OFF

Another vast cratered Earth where cometary impact has wiped out most life except small Mammals.

08 GREAZIE'S DONUTS ON

Edge of a small town on a boring 1930's Alternate Earth. There are no wars and the economy chugs along with 1% improvement a year. The Donut shop will trade sugar covered, lard fried batter cakes for cash, ammunition and artifacts. The owner knows about the Warp off the edge of his parking lot.



Greazies Donuts +108 Alternate 8



U.N.I.S.S. PLATFORM DATA

OLD EARTH

PRIME PLATFORM +106

Code 479-969-986-093



An ancient Earth 10 million years ahead of what we know. There is no mankind here but a number of animals have remained barely familiar. Antelope like rabbits and flying mammals are common as well as some species that are now building and communicating.

01	Rabalope Herds	OFF	02	Desert	ON
03	Mountain Sheep Burrows	OFF	04	Coastline Polar Sea	OFF
05	Salt Swamp	OFF	06	Iron Oxide Flats	OFF
07	Redwood Forest	ON	08	Harvester Rats Field	OFF

ALTERNATE PLATFORM

01 SLUGS OFF

Dark forest of dense trees and slime trails. The predominant life form is a fast moving slug that is prone to spit Alcohol. These foot long nuisances are colorful as well as aggressive. There are several species that range from grazers to predators who have stingers. They inject alcohol.

02 BABY BIRDS ON

Another dense forest with a profusion of life including large song birds a foot or more across. Close to the portal is a tremendous nest that has varied species working together for protection of the chicks. These chicks can be up to 10 pounds.

03 STARFISH BEACH OFF

Just a rocky ocean beach with a profusion of Star Fish. Neither aggressive or annoying the beach is a quiet spot to rest and relax. Sharks are few in the water.

04 FLYING SQUIDS OFF

There are evolved Cephalopods here that resemble long limbed squid. These creatures are amazingly smart and agile. In land they give birds competition as they sail through trees. They are moderately intelligent and easily annoyed.

05 HOT JUNGLE OFF

Vast jungle environment that is ideal for plant life. The oxygen levels are high and the mud deep. There are amphibian lizards that measure a foot across at best. The air is a nightmare of grunts, frog noises and swamp sounds.

06 TOWERS OF JAN ON

The great towers of Jan are populated by the Wise Ones. Small simian Sages who live amazingly long lives and minister to the populations. They are philosophical and know the Tehrmelern well. Masters of Martial Arts never dreamed of, they are good friends or deadly enemies. They insist on manners.

07 SHELL BEACH OFF

Green sand beach littered with shells. Here the young come to light bonfires, drink beer and socialize. The humans here are technologically around 1850 without electricity and surprisingly without musical instruments. Singing is common and nearly a language to itself.

08 STARGAZERS OFF

Velt like place with a lot of wild life. Similar to Africa, many species seem to cooperate and cluster under trees at night for protection. The owls are twice the size of Condors and hunt in packs. They will pick off anything that moves and hunt in the day.



U.N.I.S.S. PLATFORM DATA

SAND PITS

PRIME PLATFORM +107

Code 212-282-955-163



Another ancient Earth that has seen life rise and fall. The landscape is barren with vast areas of sand and odd pits where creatures live. These silos are teeming with life in many forms from wall builders to sand removers, and a host of plants and secondary waste processors that form a colony. These pits cover the single giant continent. Weather ranges from semi arctic to 130 f. Beyond the colonies only a single species of Sea Turtle has been seen. They range in size from a 3 to 12 feet in length.

01	Sand Pits	OFF	02	Polar Cold Sand Sea	ON
03	Sandy Shore	ON	04	Mountain Dry Valley	OFF
05	Dry Lakebed	OFF	06	Sea Turtle Beach	ON
07	Rock Strewn Plain	OFF	08	Sand Pits	OFF

ALTERNATE PLATFORM

01 SULTAXO OFF

Western Europe in Eastern Spain. A Single culture exists across this alternate. An odd mix of Moslem Faith and a set of harsh laws make this a productive and happy society but a stagnant society. Technology is close to the mid 1800's with steam engines and paddle wheel boats. Cities are allowed 2000 inhabitants, and laid out identically.

02 PRIMORDIAL SWAMP ON

Just another Bug infested hot hell hole.

03 MARTAIN INVASION OFF

The Southern US a few weeks after the second Martian Invasion of 1997. These shielded tripods are making a mess of the countryside in retribution for probes carrying microbes that have damaged the inhabitants of Mars.

04 TEHERMELEARN RESIDENTIAL BLOCK OFF

A mile of rotting high tech and wood structures that look like Tehrmelern apartment blocks. With extensive digging some small number of artifacts can be found. See the End table of Archeological Finds. Unfortunately this area is dangerous and prone to collapse and wild animal attacks. There are no Mellor.

05 BLUE FOREST OFF

Old Growth forest with most of the vegetation a greenish blue. Dog sized spiders are the predators here. They will inject alcohol to stun and poison. They are fast and determined.

06 BOTTLE YARD ON

Another alternate with near humans who are masters of brick and glass constructions. Around a 1890's technology, they are slow in development but good structural engineers. Generally they are not amazingly bright, but they are all artists.

07 WORKSHOPS ON

Endless string of the oddest workshops branch away from a 50 foot open area. Uninhabited and abandoned, these home workshops stretch on for tens of miles. None over 20 feet square, they are anything from cobblers benches to low tech wood work, storage of useless items, rusting 1920's vertical mills with soft copper bar and tube stock, to processing areas for parts and pieces with gears and simple switches.

08 OLD LIBRARY OFF

A massive multifloor stone building whose grandness is surpassed by the millions of powdering books inside. These triangular tomes are old to the point of disintegration from the carefullist person. Language unknown.



U.N.I.S.S. PLATFORM DATA

DEER CABIN

PRIME PLATFORM +108

Code 105-990-992-719



Vast forrested earth before man has arrived. Old growth forests cover North America as well as the remains of a vast Inland sea. There is no sign of man and the airwaves are clear. Oddly there is a single structure in the center of the continent. It is a simple cabin. The contents are just furniture, a fireplace, running water from a hand pump and a toilet with the inscription *Victoria Plumbing*.

01	Deep Woods	ON	02	Cold Shale Beach	ON
03	Inland Sea	ON	04	Deep Woods	OFF
05	Deep Woods	OFF	06	Jungle	ON
07	Deer Cabin	ON	08	Deep Woods	OFF

ALTERNATE PLATFORM

01 TUCKERMOTORSLOT ON

Mid 1960's Alternate with historical variations. Warp opens into a vacant lot in North Texas facing a Tucker Motors Lot. The year is 1963 and Nixon is president. There is no Vietnam, UN, or Communist Cuba. However there is Socialist Canada.

02 RUSSIANCOLONY OFF

Russian colony in Northern California. The year is 1887 and Alaska, Washington State, and Oregon are predominantly Russian. The Russians and Americans are close friends and both hate the Spanish.

03 GREATPLAIN OFF

Central area of a great single continent Earth. Grasses, scrub trees and Cow sized rabbits that are hunted by Wolf sized Rats. The gravity is at .90 earth normal.

04 AMISHACRES ON

An odd 1940's style shopping center with a grocery run by Amish like folks. Plain and simple they trade for Gold, Silver and manufactured art. A few odd beetle like vehicles are from a near city. All accents are heavy with a lot of German words.

05 COLONIALINDIA OFF

A vast estate in Northern India. This 1890's alternate is apparently run by the British Military and a number of Indian Locals. It is also the processing center for a rich Diamond cutting business.

06 SUPERVOLCANO OFF

A super volcano in the western Americas has devastated this 1950's Alternate. The climate is bitter cold and ash fall is as far as Chicago. There are Brazilian troops assisting American troops in keeping order. This 'volcanic' winter has lasted 2 years.

07 LIGHTFOREST ON

Acres of old pecan trees cover this forest areas. The wildlife is rich and there are no signs of man. Careful exploration shows a few foundations where houses burned decades ago. The area has typical predators including a 9 foot flightless bird that is caniverous and kicks like a mule.

08 OBLECK'S TAVERN & DENTISTRY OFF

Great Road House with specialized rooms. The two most popular are Dentistry and a Tavern. This is a very different culture that is fairly easy going and non-violent. Gunpowder was never adapted for weaponization and a good sword is the norm. They are just discovering electricity and radio. They prefer trade in copper coin and brick.



U.N.I.S.S. PLATFORM DATA

HOSPITAL

PRIME PLATFORM +109

Code 262-416-099-439



Shining fields and a magnificent glass and steel building have a simple sign in the front that says Horspital. All of the scaling in the doors and steps is just a little off for human standards. The building is closed and locked. Stables behind are huge and also deserted. From careful examination explorers will find a great race of Centaurs and Humans have created this Medical center. A disease has been cutting down the population here, and from all indications it is a form of meningitis. Antibiotics are virtually unknown. Warp 6 leads to a small home and 2 frightened individuals who believe the explorers harbingers of death.

01	Farm Fields (empty)	ON	02	Lakeshore	OFF
03	Forest`	OFF	04	Deep Woods	ON
05	Mangrove Swamp	ON	06	Deserted Small Town	OFF
07	Deep Woods Home	ON	08	High Pressure	OFF

ALTERNATE PLATFORM

01 LIGHT FOREST OFF

Light forest under an orange yellow sun. Typical flora and fauna with no real surprises.

02 TUNDRA OFF

Summer scene with lots of mosquitos and biting flies. Some radio chatter in French between Napoleons Mexico and an Accounting Agency is Paris.

03 JUNGLE OFF

Another steaming Jungle but this one has few bugs and a preponderance of monkeys and predatory birds.

04 PSI SHORE ON

The Population of this 1840's Alternate has a number of gifted Psionics mixed into the population. They are telepaths, jumpers (teleport) and empaths. Society is vary harsh on them. The explorers minds shine out to them like beacons.

05 LIVING DESERT OFF

Another live desert with animals, lizards and toxic snakes.

06 CANTON ON

Canton China is a peaceful 1930's There has been no Japanese Incursion or for that matter a WWI. Nations are peacefully trading with the Sleeping Dragon Empire. Foremost is Britain. Explorers will be assumed to be Americans.

07 BROWN FOREST ON

Old green and brown pines cover this mountainous Earth. Mammals are few and fat wolflike lizards common. The lizards are preoccupied with hunting large Guinea Pig like rodents. They are dog like and curious.

08 DWARVES FORGE ON

Mountainous and cold world occupied by 4 foot humanoids. These Dwarf like people are heavily into mechanical devices and forged metals. They are suspicious and fearful of the Explorers but can become fast friends in the right circumstances. They are heavily into brewing, forges, singing songs about the earth and destroying their traditional enemies the Trolls. The trolls are a primitive warm blooded, lizard-like species that goes out of their way to capture and roast Dwarves. However the Trolls are deeply spiritual and have an ancient hunting and gathering society. They are masters of herbal medicine and drugs. On occasion the two species will trade though they prefer to kill each other.



U.N.I.S.S. PLATFORM DATA
CARROT BARRENS



PRIME PLATFORM +110

Code 022-832-827-913

Endless tracts of sand and carrot like trees. These measure up to 40 feet in height with green frond like tops. There is a cloying sweet stench in the air that premeditates the trees. There are few other plants growing. The carrotly flesh of the trees is edible, high in sugars but mostly tasteless. There are parrot-like birds and a few ground dwelling mammals.

01	Carrot Barrens	ON	02	Carrot Barrens	ON
03	Stunted Carrot Barrens	ON	04	Deep Desert	OFF
05	Carrot Barrens	OFF	06	Carrot Barrens	ON
07	Seashore (high salt)	ON	08	Icepack	OFF

ALTERNATE PLATFORM

01 POST OIL ON
 Mid twenty first century where the economies have collapsed, Oil has run out and social upheaval has reduced the population to a 1850's technology. The very rich are still controlling limited fuel supplies as the populations, now reduced, live in starvation and poverty. The police forces are on the verge of collapse and mercenaries are common to control the angry survivors.

02 OLD GROWTH FOREST OFF
 Massive old growth forest. Large aggressive Bobcat like creatures and elk.

03 GREAT ICE OFF
 Frozen Earth under massive ice caps with a few open areas of sea. This world may be warming now. Sea life is plentiful and land based forms are mostly shore dwelling seals and birds.

04 WAR JITTERS ON
 An odd 1950's culture that is digging in on the eve of Armageddon. The Russo-Chin Pact is arming to the teeth for a strike on the West. The West is arming to the teeth and digging in. This has been going on for a decade and there is no UN to mediate. Europe is digging in even deeper.

05 COLONIAL CANADA OFF
 A vast North America under the banner of Canada controlled by India. The Spanam, controlled by Spain extends across the south and south west.

06 GARDEN OFF
 A garden setting of peace and tranquility tended by small badger like creatures with a bad attitude. They are woodworkers and builders with small family clusters surrounded by a half mile of farmed land.

07 CACTUS FLATS ON
 Vast Mesas covered with 6 foot barrel cactus. Typical wildlife for the region. Snakes are common and fairly smart.

08 MUD OFF
 Vast fields of stunted pine trees and circular pools of red steaming mud. The pools are inhabited by a ground dragon that reaches 40 feet in length. They are slightly intelligent and extremely dangerous. There is also a reclusive Latin speaking medieval culture that creates small towns as far away from the dragons as possible. They are about as friendly as the dragons. Given time and trade goods, they will treat visitors in a civilized manner. They are ruled by a King and a Church Council. Killing a dragon will often set the entire pool of 10 to 20 to attack settlements.



U.N.I.S.S. PLATFORM DATA
PITTSBURGH RUIN



PRIME PLATFORM +110

Code 079-759-432-430

This earth was hit by a meteor swarm in 1977. Over a span of weeks hundreds of large rocks and ice fragments rained down with devastating consequences. To add insult to injury a strike on Yellowstone park brought the Super Volcano to life and created a decade of additional freezing weather. The resulting decade of dust clouds froze the landscape and finished killing 98% of the human race and more then 90% of animal species. There are vast amounts of salvage here and a few very wary survivors who are well armed.

01	Pittsburgh Ruins (empty)	ON	02	London Crater	OFF
03	Shore	ON	04	Russian Steps	ON
05	WVA Town	OFF	06	Tokyo Ruins	ON
07	Arctic Tundra	ON	08	Yellowstone Volcanic site.	ON

ALTERNATE PLATFORM

01 HIGH IMPACT ON

Craters and scrub pines litter this landscape. This earth has a shattered moon with some sort of framework/construct circling the large remaining pieces. Few mammals.

02 DUNE SEA OFF

Far reaching grey dunes of sand and small worn rocks. Temperatures go from hot to near freezing with massive thunderstorms. There are a few plants here but nothing over a few inches tall.

03 GRUNTWORKS OFF

Factory setting where a large number of Neanderthals are manufacturing spear points and tools out of bronze. Quite cultured and friendly. They have had visitors before and are not afraid.

04 RAINFOREST ON

Hot marshy rainforest with all the traditional pitfalls and wildlife. Fruit trees and an overgrown road leads to the edge of a river and a broken bridge. The natives are small, reptilian and agile. While not the brightest, they are inquisitive and determined.

05 PIGGERS OFF

A forest environment with stunted trees and foot long wild boars. They are an aggressive and ill tempered annoyance. They are stalked by a tool using race of lemur like mammals.

06 WAREHOUSE WORLD ON

World spanning collection of mile square warehouses built of brick and wood. Interiors are dusty and mostly empty. Find an occasional box of screws and other parts carefully packed with pictograms. There is no pattern to the stocking of these places. Shelving towers 70 feet into the air are roosts for pigeons in the buildings that are open. There are brick roads and the occasional central plaza. Streams are carefully bricked into canals and underground pipes.

07 FROZEN FOREST ON

Frozen forest with a little active wildlife. Moderate chance of heavy snow and an occasional bear. The bears are fairly smart will appreciate heated vehicles. They have the base intelligence of a 7 year old with a rudimentary language.

08 TOBACCO FIELDS OFF

A stocky clannish people who maintain vast fields of Tobacco and oranges. They speak a variant Turkish. The ring station here is fenced off and the fence electrified.



U.N.I.S.S. PLATFORM DATA

ALKAM ESTA

PRIME PLATFORM +111

Code 562-079-773-051



This Prime is a large Tehrmelern suburb. Intact and being robotically maintained. Shops and residences are empty. This city covers a hundred miles of shady streets, parks and high rises in the Tehrmelern High Tech style of architecture. This is a magnificent place to visit and a prime IDA point to colonize of the night levels of radiation weren't toxic over a few months. At sunset the rad levels climb to over 50 rads an hour. The portal station exits at a large control center with mammoth crystals that activate during the day. These systems are radiation shields that are solar powered. An easy fix here is to find the control hub for the Night Shield and turn it back on. There are no Mellor here. The virtual library is an amazing place for learning if you speak Tehrmelern Linerar 35b

01	Alkam Environmental	OFF	02	Beach	OFF
03	Apartment Towers	OFF	04	Amusement Complex	OFF
05	Shopping Center	ON	06	Sports Center	ON
07	Apartment Towers	ON	08	Virtual Library	ON

ALTERNATE PLATFORM

01 WILDRIVER ON

The warp opens to the bank of a raging river the size of the Mississippi. It is white water and rocks for 3 hours and then it all stops and becomes a wide foot deep stream. After 3 more hours the river returns to white water.

02 MORE WAREHOUSES OFF

Another cluster of large warehouses and old processing machinery that is now a rusty block. Thousands of 3 gallon bottles line the shelves. This is all 200 proof flavored methyl alcohol. May be used for fuel but not fit for human consumption.

03 FLOWER FIELDS OFF

Fields and sparce forests. These great plains are covered in wildflowers and sport very semetrical Prairie Dog towns.

04 GREYFLATS ON

Shale and weeds with deep pits filled with water. Looks too natural to be mining. Wildlife are predominantly rodents and hunting birds.

05 WEED STORM OFF

More great plains with harsh stormy weather. Individual small storms are racing through with heavy rain and tornadoes. Weeds are releasing vast clouds of pollen that is irritating.

06 STONEWORKS OFF

Dry Sahra like area with old stone buildings. Roman in construction and long abandoned. Radio monitoring shows multiple stations broadcasting in Latin and Greek. There is a civilization here, an ancient Roman Empire that is in a cold war with Germania and Persia.

07 SEACOAST ON

Rough sea coast in a temperate latitude. Small fishing boats with sails are apparent on the horizon. A shack borders the beach with crude Iron hinges and a few tools. Scavenging crabs on the beach are nearly a foot across and a serious nuisance.

08 POCKET STOP OFF

A five mile circular world studded with many abandoned small buildings, gardens and a few chickens. A few old people live here. They mostly speak a smattering of French and Chinese. There is a full ring station here..



U.N.I.S.S. PLATFORM DATA

BOG HEAVEN

PRIME PLATFORM +112

Code 859-801-184-220



If you ever wanted to find a world of stinking tar pits and bogs this is the place. There is little here other than short nasty folks who live in bogs and use bows and arrows.

01	Bog	ON	02	HIGH PRESSURE	OFF
03	Marsh	OFF	04	Small Town	OFF
05	Bog	OFF	06	Swamp	ON
07	Beach	ON	08	Alkali Flat	OFF

ALTERNATE PLATFORM

- 01 **SOMEBODY ELSE'S 1984** ON
 Political morass of big government, poor people and the ultra rich trying to survive under a bureaucratic nightmare. There is affluence next to blocks of tenements. TV is everywhere broadcasting messages of prosperity and social service to the state. The police are everywhere. Fringeworthy are in for a hellish time dealing with the locals.
- 02 **GASS** OFF
 This world is covered with lush purple vegetation and a high methane atmosphere. The methane occasionally collects in valleys and is ignited. Life forms here are mostly blast and fire resistant.
- 03 **TROPICAL FLARE** OFF
 Another nondescript tropical paradise rich in coconuts, fruits and a few cannibals. There is an ancient beached cruise ship in the shallows that has been there for century. Careful exploration shows large solar flares were the end of this 1930's civilization.
- 04 **NORThLANDERS** ON
 Wrecked German city mostly under snow that is being looted by Viking-like youths. From Norway they are not shy of high technology but prefer axes and swords. They are fast on skis and carry AK-47's for dealing with Skreylings and Southerners. They won't know what to make of the Fringeworthy but might be friends if the beer is good.
- 05 **AMUSEMENT GLEN** OFF
 It's Cagney the Pranksters City of Absolute Pandamonium. A large theme park is the portals exit point in this 50's technology. The area is active and packed with children and adults. Styles are odd, face painting is common with adults, and the aged are entirely absent. The rides are just a little off kilter and the food not right. Honey glazed roaches on a stick are popular with the kids. The world is much the same, except Canada.
- 06 **TROPIC FLARE** OFF
 Edge of an island in the tropics. Large flats of cold lava have extended this island a mile into the sea. There is a little thermal activity now. The island is sparsely vegetated. Shore life is plentiful. Coconut trees are common but stunted.
- 07 **ALPINE CRATER LAKE** ON
 High Alpine mountain valley with a 500 foot crater in the center. It is filled with cold spring water. A few mountain sheep frequent the edges. Mountains are high and sharp with expected wildlife.
- 08 **POLAR ICEPACK** OFF
 Broken Icepack at a polar latitude. A few Polar bears and a seals are in the area. Radio monitoring gives signals and stations in Chinese and crude TV transmissions.



U.N.I.S.S. PLATFORM DATA

HAMSTER HILLS

PRIME PLATFORM +113

Code 088-488-703-206



If the Tehrmelern had a sense of humor it manifested on this Prime. Inhabitants are Hamster Sapiens in their 20th century. Culturally they are a mirror of Earth down to ethnic divisions. At 6 inches tall and enthusiastic to a fault over contact with the Fringeworthy they immediately want to join exploration teams and become a full member with Earth Prime. What sets them apart is their sophistication with small machines and electrical motors. These Hamstarians are eager to please, helpful and cheerfully annoying.

01	City	ON	02	Farm	OFF
03	Farm	OFF	04	Beach Front Condos	ON
05	Forest	ON	06	Metropolitan Complex	ON
07	Forest	ON	08	Airport	OFF

ALTERNATE PLATFORM

01 SCREAMING JUNGLE ON

Dense jungle with a stone road leading through it. There are lush fruit trees here surrounded by grassy fields. Ten feet from the trees they emit a gaseous scream and open trap doors. A short drop ends in razor sharp thorns and a sticky syrup of digestive enzymes. Other plants are equally creative in trapping prey. There are intelligent simian like forms here who build roads and can harvest resources.

02 HIGHEURO OFF

Plush casinos dot the seacoast of this Moroccan paradise. It is a friendly environment for the wealthy of Eur-Rus and the occasional Oil Baron from the Great Country of Texas.

03 LONG ARM OF THE LAW

OFF Biological alternate in its industrial age. However these humans have longer arms, they can easily touch their ankles as well as a short tail. They are heavily into Steam and Mechanics. Local police will notice the Fringeworthy Immediately and believe they are spies from the Algeano Empire across the central sea.

04 DETENTION ON

Fringeworthy spot a figure in a Vac Suit slipping through this portal. Alley where the suit is dumped leads to a group of humans and aliens in the front of a hotel. It is 1958 in Detroit. The World Science Fiction Convention is starting under the leadership of Howard Devore. More then 400 will attend this event. Fringeworthy, for an instant will spot the Master Mellor in a loud sport coat heading across the lobby to an elevator.



05 PREHISTORIC SWAMP OFF

Giant insects and early reptiles make this Alternate a vacation spot on par with Toledo, Ohio.

06 MOONMARSH OFF

Domes lit by moonlight are a marshy wetland filled with wildlife. Many of these domes connect.

07 HOT COAST OFF

Fresh water oceans border rich coastlines. Interiors are desert.

08 VELOCIRAPTOR MOUNTAIN OFF

They are furcovered, tool using, smart and deadly. They also sing before they attack.



U.N.I.S.S. PLATFORM DATA
IRELAND INCURSION



PRIME PLATFORM +114

Code 554-711-999-340

At the middle of the 1960's the war in Northern Ireland grew hot and the US and Britain got involved in peacekeeping. Supplied by the French, the IRA has continued the war and created a morass of political turmoil, assassination and bombings. President Robert Kennedy is fighting with protestors at home and economic troubles. Communist Russia is in the verge of civil war.

01	Ireland Alleyway	OFF	02	Kansas Field	ON
03	Manchester Farm	ON	04	NYC Broadway	OFF
05	Forest	OFF	06	Metropolitan Complex	ON
07	Forest	OFF	08	Airport	ON

ALTERNATE PLATFORM

01 GERMANY '56 OFF
 Nazis are hunting an unusual individual who has stolen an experimental flight suit. The year is 1956 and the Furher is alive and well. This Germany did not start a World War and is moderately peaceful by outward appearance. However, they are a brutal police state and they are hunting for a space traveller.

02 NUTZ OFF
 Most of the natives here in this early 20th century are a little neurotic. The culture and morals are moderately different as well as styles and technology. The year is 1919 in London and they are holding to an 1890's system of Victorian beliefs. Most are vegetarians. There is no radio or electric light. Steam is common and highly developed. The Colonies never separated though there has been open rebellion in Canada.

03 FISHING BIRDS ON
 Harsh coast Coastline with flat rocks, cats and seabirds. The birds are hunters. They drop their catch on rocks and feast. Most are the size of a man with wingspans of 24 feet. The cats are experts at stealing fish and are oddly friendly to Fringeworthy. The birds are highly territorial.

04 SALT SWAMP OFF
 Endless salt flats that are under an inch of water. There is a jungle of tough thorny plants and a few predators.

05 PIG APPLE BARREN OFF
 Miles of ten foot high apple trees and a few sparse weeds. The apples are sour and fit only for the fur pigs that live there. There are large predatory fur covered snakes that feed on the pigs. A road cuts through the area and leads to a bigger road. A dozen miles north is a small town, mostly French. Fringeworthy are in the French Americas. A local eatery and hardware store are available and take silver and gold as payment. About 10 Napolians (\$1.00) to the ounce of silver. \$100 to the ounce of gold. The culture is fairly stagnant with a 1920's technology base.

06 DESERT ON
 Sand Desert with no life and an average day temperature of 180 F.

07 DESERT OFF
 Sand Desert with no life and an average day temperature of 130 F.

08 MEXICO 1969 OFF
 South of San Diego in California the warp opens into a junk yard in Mexico. The owner is not there but his 6 dogs are. The town is a tourist reap by any definition of the word and the locals either friendly or thieves. This Alternate is another close social duplicate of earth with a lesser tolerance for race and culture. Tourists from the North are mostly rude and opinionated.



U.N.I.S.S. PLATFORM DATA

CLIFSIDE MONKS OF CAMPESTRAL

PRIME PLATFORM +115



Vast flowing plains and farms dotted by great cracks in the land and deep canyons. In a close canyon are the Monks of Hobbledehoy, a religious sect that has a vow of silence and science. They are Doctors and engineers who build cliff side dwellings over the canyon lakes. They are Christian in nature except their symbol for a redeemer is a Tehrmelern on a cross. They are in a new age of discovery with Electricity and Steam.

01	cliff side	ON	02	Tropical Mesa	OFF
03	Rye Field	OFF	04	Rye Fields	OFF
05	Seacoast Fisher Village	OFF	06	Small City	OFF
07	Snow Fields	OFF	08	Chestnut Forest	ON

ALTERNATE PLATFORM

01 TAINERS OFF

Stacked by the billions, this world is a manufacturing hub. It manufactures 5x5x5 round edged plastic cubes that have a simple twist interlock to open any side. Sides are posted in the standard changing Tehrmelern script. There are rich oil and gas resources on this alternate that are being tapped to create plastic pellets.

02 RACCOONNATION OFF

Abandoned campground on the edge of a peaceful lake looks like a war zone. There is an overturned hummer and scattered shell casings and bits of bones and rags. There are scattered human bones here and an abundance of raccoons that are way too friendly.. The sun is going down. Within an hour the big, fast and dangerous Raccoons will come out. They are carnivores and very smart. This recent mutation has made the region uninhabitable for all but a few humans. The trick to survival is to feed them and walk away. Do not run or shed blood.

03 CHINA DAWN ON

Japanese soldiers will welcome the Fringeworthy at the start of an invasion from Korea. Technology has faltered and is back at 1940's levels in this Alternate 2106. Iron freighters of the United Korean Democratic under the Great Leader are landing troops on the shores and burning villages. The Japanese have not seen Americans in decades and feared they were destroyed in the war with Socialist South America and the New Calif of Europe and the Middle East.

04 SMALL STORMS ON

In this alternate climate thunderstorms are small and intense. They are also quite common and feed a tropical climate with lush vegetation.

05 POLAR ICE ON
Another frozen Ice Earth. There are 7 moons.

06 LOW PRESSURE DANGER OFF
Rocky frozen world in hard vacuum.

07 POCKETSTOP OFF
A square mile concrete bordered with cave walls and running water. Appears unfinished.

08 PINE WASTE OFF
Thin pine forests under drought conditions. Wildlife is scarce and there are no clouds in the sky. A soft blacktop road leads to a gas station that is abandoned. The 1930's papers tell of drought , disaster and moving populations.



U.N.I.S.S. PLATFORM DATA
HINDOROL STATION



PRIME PLATFORM +116

Code 261-580-354-120

Great tracks of stained concrete and a very Railroad like terminal are populated by Victorian types. There are no trains here. It is a station of great living slugs that are pulling coaches down the concrete paths. Engineers shovel vegetable matter and apply electric wands to control their charges. All seems quite natural. The Fringeworthy will be noticed and snubbed as they are of obvious lower social order. Outside the world is a Golden Victorian age with many variants of the slugs in day to day life.

01	Slug Station	ON	02	Port London	OFF
03	Corn Fields	OFF	04	Russian Potato Fields	ON
05	Forest	ON	06	Deserted Beach	OFF
07	Seaslug Shipyard	OFF	08	Hill Community	ON

ALTERNATE PLATFORM

01 SLOW TIME ON

In this 1950's world time is running slowly. At four times the natural speed, Fringeworthy appear a blur to the natives. Given an hour, the explorers will start to slow down to the time levels here. Within 4 hours interactions will be normal. After the Fringeworthy return to the Fringepaths they regain their normal time speed and shed off the excess energy as an intense cold field around them for 15 minutes. This can be a nasty surprise to people and objects they touch.

02 ORANGE GROVES OFF

Vast orange groves with dwarf trees. Alternate fields have lemmon trees. There are automated systems tending to these areas.

03 DINOSAUR HELL OFF

An ancient East Indian super state that has a thriving culture. They claim to be descended from 'Walkers Between Worlds'. Beyond their walled cities is a Jurassic hell of dinosaurs and primitive Sapient Dinosaurs. Captured 'Grey Skins' are educated as house slaves and workers. There is rebellion brewing.

04 ROTTEN WOODS ON

Dense forest with a hot climate. Plants rot very fast here. Insects abound.

05 ISRAELI PARK OFF

Quiet memorial park commerating fallen police. Just east of a 1990's Tel Aviv.

06 THINICE OFF

Frozen Icefield an inch thick that covers sand. Mountains in the distance and rusted iron beams.

07 MOTHERSDAY ON

An all female society that does not know what men are. These homorphodytes have an 18th century technology with few wars and little politics beyond consuls. They are suspicious of the Fringeworthy and shocked, if not disgusted over the state of human reproduction.

08 GUNPOWDER GODS ON

Aztec like civilization with an elite cadre of gods that dispense justice at the end of a barrel. The upper priesthood has the secret of gunpowder and they keep it hidden. With thunder wands they deal with the upper class and terrify the peasants. There has been some contact with a Roman Europe but no colonization. The Fringeworthy will be assumed to be Roman until questioned and then sent to the field of death.



U.N.I.S.S. PLATFORM DATA

RUNNING OF THE FLOCK



PRIME PLATFORM +117

Code 353-707-337-322

Fringeworthy find a quaint Spanish town where a traditional holiday has begun. Streets are barricaded for the running of the Flocks. Here they run giant birds, a flightless Chicken Moa that stands 5 feet in height and has a wicked beak. Teenagers goad them on and stay ahead of the run. After the first victim is knocked down and eaten the birds are slaughtered for a great feast. The explorers will show up in the worst possible place.

01	Flock Run	OFF	02	Mountain Community	ON
03	Orange Groves	OFF	04	Japanese Beach	OFF
05	Swamp	ON	06	Polish Naval Yard	OFF
07	Mountain Meadow	OFF	08	Schoolyard Alabama	OFF

ALTERNATE PLATFORM

01 TURKEYWOODS

Flocks of 15 pound turkeys mar the tranquility of this forest. These monsters do little damage but are persistent pests that attack the Fringeworthy. American Natives here will laugh at the attacks and tell them the birds are poisonous. The birds are too stupid to be afraid or understand they are out gunned.

02 ORAN

This Alternate Earth has been colonized by very smart Orangutans. They have Iron, Forging and sea travel. Very sharp traders and stubborn as a mule.

03 DINO

Another dangerous Dinosaur Infested world.

04 ROTTEN

Primitive carboniferous swamp with huge bugs and about a foot of water everywhere. Crocodiles are plentiful and hungry.

05 RACES OF KOKAM ROO

Early technological civilization. This is a Factory town where early gasoline engines are being crated. Today is Race Day where a dozen teams compete at blazing speeds for bushels of fruit. Blazing to these folks is around 40 miles an hour at best. The Roo are fine mechanical craftsmen new to electricity and internal combustion. Their small steam generators are a wonder of fine engineering and power.

06 THIN

Thin tall trees and plants. Small animals and a .75 gravity. Atmosphere is a little light.

07 LITTLE SNACKS

This Roman like alternate has cities that are fortified nightmares. Houses are walled and guarded. Men do business on the streets, work and shop. Women are considered chattel, are virtual slaves. Children under 16 years of age are considered a target. If you can capture a child and hold it for 24 hours without family vengeance, you can eat it.

08 TOP OF THE WORLD

Shoreline of a small polar sea with a small arctic land mass. It is high summer and surprisingly warm. The grasslands are dotted with wildflowers and small animals. In the distance is a sailing vessel, mostly enclosed with a humanoid crew manning the sails. The spot the Fringeworthy but do not stop. It becomes obvious they are being pursued by some sort of pirates or primitives in a second ship. That ship is heavily armed with giant crossbows that fire a 4x4 bolt and a large catapult.



U.N.I.S.S. PLATFORM DATA
TRUMBLER EARTH
PRIME PLATFORM +118
Code 665-916-662-028



Human sized cones with 6 feet, 2 arms and 3 eyes. Their hands are six fingered and graceful. These folks are Trumblers. They have a very human culture with arts and sciences in an 1840's technology base. They come in purple, green and sand colors with patterns and stripes. Tufts of white hair crown their pointed heads. Slow and moderately clumsy they are a joy to watch and talk to. The Trumblers have a persistent problem with Land Crocks. These six legged monsters are 8 feet long and put a shark to shame with the number of teeth they have. They are also fast and shriek like demented freight train as they charge. A recent mutation has made them smarter and more able to deal with the steel lances the Trumblers carry.

01	Trumbler City	OFF	02	Trumbler Boat Yard	ON
03	Crock Breeding Mud Pit	ON	04	Thin Forest	ON
05	Temperate Island	OFF	06	Savannah	OFF
07	Polar Ocean Shoreline	ON	08	Red Canyons	OFF

ALTERNATE PLATFORM

01 OUT OF SYNC OFF
 Fringeworthy here are slightly out of sync with this universe. They become ghost like at odd moments along with their equipment. In this 1910 Tech Alternate people are still a little superstitious in their beliefs.

02 GREEN FUR OFF
 These great snowy plains are populated by a great herd of green Buffalo. Five feet tall at the shoulders, these animals are very unconcerned about vehicles and the Fringeworthy. More like cows, they are smelly but curious. In reality these animals are infected with a green parasite that helps them metabolize sugars from sunlight.

03 SMART SPORES ON
 The Fringeworthy will contract a Smart Spore here from the magnificent flowering blooms. The plants will literally sneeze a blast of day glow orange pollen at a victim. This spore causes a sinus infection within d100 minutes and is highly intelligent. It becomes a mind partner with the personality of a used car salesman it will do it's best to keep the Explorer healthy even if it has to nag him to death to do it. At the end of the 7 day incubation the infection dies and the victim sneezed out d10 seed pods to continue the flowers life cycle. The portal system does not kill this intelligence.

04 GREEK MEDICAL SCHOOL OFF
 Grounds of an ancient Greek Medical school where students are being lectured to by doctors. The medical knowledge is more then useless if not deadly. Contradicting their knowledge can be dangerous.

05 FROZEN LAKE ON
 Large frozen lake with yurts on the ice. These are the homes of Fishing Nomads. Much like Eskimos, they move from lake to lake in summer and winter. They are master fisherman with spears and nets.

06 SOUTH MESA ON
 A primitive people who live on green Mesas in a sea of salt water. These mesas are miles in diameter and stretch to the Horizon.

06 SWAMP OFF
 Another festering swamp with too many bugs.

06 MOUNTAIN SCOTTS OFF
 Around the year 1400 in the North of Scotland. Warp opens between feuding clans..



U.N.I.S.S. PLATFORM DATA
FRINGE PIRATE BASE



PRIME PLATFORM +119

Code 553-932-412-525

Warehouse Base area, just off the Warp, for a large and mobile group of Fringe Pirates. This is obvious from equipment and personal items including IDET salvage. There are a half dozen slaves her, locked in a room with several days food and water. This world appears to be a Post Holocaust 1940's Houston TX. Prisoners tell of a great Nazi Tomic war and the collapse of the Nations a decade ago. The pirates are off to raid a small town for supplies. There are actually 24 of them including 20 humans, 2 Slargs and 2 Lizards. They are hostile and have IDA equipment that can be traced back to a recent ambush.

- | | | | |
|----|-----------------|----|--------------------------|
| 01 | Atomic Ruins DC | 02 | French Countryside |
| 03 | Michigan Farm | 04 | African Coast |
| 05 | Chicago Crater | 06 | Australian City |
| 07 | German Farm | 08 | Ruins Manchester England |

ALTERNATE PLATFORM

01 HAMSTRUNG

Turn of the century city with brick homes, walls and businesses. Quaint and very homey. You can smell the fresh bread baking and the ever present smell of small smokehouses that every home seems to have. It is that time of year where everyone is smoking hams, turkeys, beef, bird and fish. They are also smoking their family dead, who died in the previous year, for burial.

02 HELOT HELTERSKELTER

Ancient Greek civilization with madly working slaves. Many are dashing about as crazy men in preparation for a great holiday. It is the anniversary of the union of Sparta and the defeat of the Persians. It has been 200 years since the event. Explorers will notice Electric Lights being strung and primitive powered carts among the horses.

03 MOUNTAIN SNOW ON

Snow covered valley in high rugged mountains. A few rangy goats and small dragons.

04 ROKAR SOUP STOP OFF

Near Neanderthal, these tough folks are on the lookout for Fringe Pirates. Small fortified valley with shops and an Inn. Hostiles are met with devastating spear and arrow fire. Everybody else is family.

05 SEA BEACH OFF

Green sandy and mold meach that reaks of Ammonia. A primitive Earth that has few resources.

06 SAUNDERS ROCK ON

White Slabs of limestone litter this tundra. It is cool and twin yellow stars burn in the sky. Seas are cold and brackish. Life seems to be slightly evolved crabs and insects. The name Saunders is carved into a stone.

07 VOLCANO OFF

Remains of a dying tropical jungle at the base of a giant smoking ash cone. Wrecked native village in the vacinity of South Asia. No Radio traffic.

08 FLAGRANTE DELICTO OFF

Caught in the act, a group of Bank Robbers come face to face with Fringeworthy in the back alley of the Charter Bank of Bear Wallow. A one horse West Virginia town, the crooks have managed to break into the vault and steal \$4000 in 1932 currency. They have pistols and a Tommy Gun. They will quite literally run into a vehicle or over a Fringeworthy. If they injure one of the Explorers they will quickly put him or her in the car and take him to their hideout to treat. They are Communists.



U.N.I.S.S. PLATFORM DATA

VULTURE RIFT

PRIME PLATFORM +120

Code 053-771-129-805



Vast plains cover this alternate earth. They are bisected by great canyons and rifts. There are human ruins here and also a highly intelligent Avian population of Vultures. These great carrion birds are smart and calculating. They also talk, and are obnoxious opportunists. They will shadow Fringeworthy, making contact and becoming friendly and talkative. Slargs hate them with a passion. Explorers are in central Africa in this Biological Alternate where Animals have near human intelligence. The birds warn against the Elephants and Water Buffalo (who are actually charming) and hope to get a few shot for an easy food supply. The elephants will adopt the Fringeworthy when they are discovered to not be British.

01 Central Sub Sahara Africa Desert
03 Egyptian Farm
05 Buffalo Herd
07 French Cow Farm (Animals talk)

02 Canadian Tundra
04 Russian Forest
06 London England (1870)
08 Rural China

ALTERNATE PLATFORM

01 SNEEZE OFF

A pastoral place with farms and cows and a great sense of peace. Humans are friendly in a roughly 14th century culture. Explorers here will develop debilitating allergy problems within d6 hours. Their sinus cavities fill, they sneeze and develop killer headaches. Environmental suits help. Recovery when out of the environment is d6 hours.

02 MORNING DOVES ON

A very Pious people inhabit this very Catholic 20th Century world. Churches are common and society is at best boring. There is no alcohol, drugs, or for that matter signs of any social problems. Races are separate but equal. Priests serve as advisors to the population. Here Fringeworthy attract doves at a rate of d10 per hour. Explorers will be inundated with birds. The natives find this miraculous and disturbing.

03 MOUNTAIN BASE ON

Edge of a great mountain chain. The area is swampy and warm. There is just a vast jungle here.

04 INDIA FIELDS ON

Back country in central India. Small villages and fields under a 1940's French administration.

05 CHINA SEA ON

Beach area in the South China Sea. Radio gives the impression of a very different world dominated by Chinese culture in it's 1920's

06 ROO OUTBACK ON

A vast 50 foot fence separates this outback from a 1960's Australia. The Kangaroos are meat eaters.

07 TUTSI VILLAGE OFF

Edge of a friendly African Village. Around the early 1800's. Villagers will trade food for knives and more.

08 BERKELEY STREETS OFF

In this Alternate 1966 the Fringeworthy are in the middle of the Free Love Movement in Berkeley CA. Hippies abound in the streets. Drugs are common. Fringeworthy will notice a small group of Hippies boosting meat off a Safeway truck in an alley and filling a car. The car is painted MELLORS FREE KITCHEN in day glow letters. A Mellor is indeed running this enterprise but it is an old Mellor, not infected with the virus that turned them hostile. While not super bright, it is a good person and has a job to feed the poor and hungry. It will immediately understand what the Fringeworthy are. It is also being tracked by the FBI.



U.N.I.S.S. PLATFORM DATA

CHINA RIVER

PRIME PLATFORM +121

Code 112-807-391-902



The warp opens to a beach where there is an American Gunboat patrolling a Chinese river in 1933. This is the time of the first incursion of Communism into China. Natives are shy and not hostile as long as the Explorers have silver to buy food and goods. The near town where the ship is docking is controlled by a near-warlord named Fat Fong. His spies will watch the Fringeworthy closely. He will take notice of weapons and equipment. His plan is to invite the Foreign Devils to dinner or to a meeting. He is now facing Communist agitators and not getting weapons from the American gunboat Santa Barbara and it's Captain Robert Heinlein.

- | | | | |
|----|----------------|----|----------------------|
| 01 | Brazil River | 02 | Toronto Neighborhood |
| 03 | Milwaukee Farm | 04 | Malasian Village |
| 05 | Detroit Street | 06 | West Salt Lake City |
| 07 | Tokyo Suburb | 08 | Italian Farm Field |

ALTERNATE PLATFORM

- | | | |
|---|---------------------|-----|
| 01 | HOLY RUSSIA | OFF |
| A 1900 Russia under the leadership of not the Czar but the Holy Russian Church. Backwards and comfortable there are no concerns for Western Europe when they know God is on their side. | | |
| 02 | THE HILLS ARE ALIVE | OFF |
| Humanity is a secondary species on this Alternate of great living hills. These monsters creep along at arate of about a foot a day and devour trees and grasslands, leaving a track of rich fertile ground. Humans follow and plant on these tracks. The average hill is tough and defended with spines, sprayers and crab like mobile workers. The workers are 3 feet tall and very tough as they live within the hill. The average hill is 500 feet wide by a hundred feet high. They have rocky outcroppings and scrub brush covering them with retractable all too human eyestalks. In rare occasions they moan or sing. Fringeworthy will see that two of these giants are are on a collision course and the results will be a bloody war. | | |
| 03 | CLEVELAND | OFF |
| The 1928 Capital of the US, Cleveland Ohio controlled by the American Communist Party. | | |
| 04 | BLUE FOLKS | OFF |
| Humans inhabit this alternate in a Bronze Age culture. They are predominantly costal and fishers. They are also several shades of blue with the darker socially higher and the lighter at the bottom. | | |
| 05 | HOME TREES | ON |
| A small group of Tehrmelern Home Trees. Abandoned and sad they have no inhabitants. They will give impressions to the Fringeworthy, feed them and provide shelter. | | |
| 06 | COLD BEACH | ON |
| The beach here is above freezing. A vast shale beach with occasional rusty beams. No other indicators of life. | | |
| 07 | DARK JUNGLE | ON |
| Heavy jungle covers this area. Plant life is very dark green with splashes of yellow. Animals are is sumilar terrestrial forms but thay are also green | | |
| 08 | SMASHED MOUNTAINS | ON |
| In the distance are mountains that have been smashed and opened to a sea beyond. This damage does not appear to be natural. | | |



U.N.I.S.S. PLATFORM DATA

JEMCON

PRIME PLATFORM +122

Code 752-608-464-895



This Warp opens into the 1993 JEMCON GAME CONVENTION in Milwaukee Wisconsin. Sponsored by the Role Playing Game Giant TRG (Tactical Rules Studies) it has 30,000 gamers in attendance. While a madhouse of Science Fiction and Gaming, there are an odd number of Fringeworthy that are detected. In particular a small company promoting a game called PORTALS TO ADVENTURE that is very close in nature to the Tehrmelern's Pathways. Ignatz Toholan, creator is there selling his books along with Illustrator Thomas Dawson and co designer Brian S Roland.

01	Jersey Pine Barrens	02	Swedish Boat Yard
03	Russian Glacier	04	Iraq Neighborhood
05	West Virginia Meadow	06	Ceylon Jungle
07	Tower of London Yard	08	Rhodesian Forest

ALTERNATE PLATFORM

- 01 **RATBOTS** ON
Bread Box sized Mechanicals abound in this half stripped Tehrmelern city. These junkbots are the ultimate scavenger that will incorporate anything into their mass and make it functional. Fringeworthy equipment is a primary target and the explorers are in the way. If a team makes it out with their underwear they will be lucky.
- 02 **CRATER LAKES** OFF
Dry climate and many hills intersperced with large water filled craters. The wreckahe here is common steel and brick, broken concrete and glass. This was once a city. There is an ecology of mutant fish and animals around the lakes. These creatures are the result of multiple atomic blasts several milenia ago. The life forms are highly competitive and vicious. The radiation is just above background.
- 03 **HONKER MARSH** OFF
Huge waterfowl inhabit this expansive marsh. If Explorers think 40 pound ducks are bad, wait until they see 170 pound beavers.
- 04 **SWAMP** ON
Quiet empty swamp on the edge of a great still lake. There are a few insects but they are very rare. Plants are common with a great number of insect trapping varieties. Some of these may be able to take in an average human.
- 05 **SWAMP II** OFF
Another quiet swamp without man eating plants. Here they eat birds.
- 06 **SWAMP III** ON
A third swamp with insects and birds in abundance. Nothing here is hostile except the mud and the mosquitos.
- 07 **SWAMP IV** ON
An extensive but frozen swamp. Safe except for the 2 foot high furry dino raptors with sharp teeth.
- 08 **HINTERLAND HARD FALL** ON
Warp is 20 feet above shallow water and a beach. This strange place is called the Hardwired Hinterland. Explorers soon discover the beach is a trolling zone for hungry giant squid. Exploration shows am interior with a small airstrip called Desrocher Field. It is a friendly place with a bar where the patrons will help the Fringeworthy.



U.N.I.S.S. PLATFORM DATA

THE PIGS OF OCTOBER



PRIME PLATFORM +123

Code 280-411-175-519

A Swine like race of humanoids. Several great nations are on the eve of a world war with 1930's technology. None of the nations or politics here seem at all rational, and the great leader seems to grunt and squeal a lot while sounding like a Nazi. The common folks here seem to hate the politics and just want to get back to their favorite pastime, Chicken Farming. Secret Police will immediately tag Fringeworthy as Mutant Spies. At best they are stupid.

- | | |
|------------------------------|-----------------------------|
| 01 River Fishing Village | 02 Western Military Base |
| 03 Chicken Farm | 04 Southern Collective City |
| 05 Western Alliance City | 06 Eastern Empire Village |
| 07 Eastern Industrial Center | 08 Another Chicken farm |

ALTERNATE PLATFORM

01 HOLYMOLDY OFF
 Everything here is covered in a wet green mold and yellow rose like flowers. The mold sings as if it were a canticle to the powers above. Fringeworthy equipment will begin to rot in d6 minutes, especially their cotton socks.

02 SAND DOLLARS ON
 Hot sandy world with intelligent non human life. These 6 foot crustaceans have 4 eyestalks and 16 legs surrounding a hard shell. They communicate by changing color around their eyes. They are very curious and prone to picking things apart with hand sized claws.

03 STEAM PUNKERS OFF
 This 1930's New Amsterdam is a steam and electrical marvel. The predominant culture is Dutch and the Native Americans speak French. Heavy pollution causes dense night fogs. Fringeworthy find themselves facing a large gang of Irish Punks in a run down neighborhood.

04 ATLANTAHISTORIC ON
 A peaceful world where highly licensed slavery is common in this Southern City. This heinous institution has evolved into a voluntary indentured servitude where black, white, brown or green have become servants. There is no crime and the world is at peace. The society is run by weak government and strong wealthy capitalist families. There is no space program and Canada is considered the Communist enemy.

05 SLARG CAMP OFF
 Forest area in a mostly empty world. There is an encampment of 4 Slargs here who will not leave.

06 PLOP TREES ON
 Odd purple trees with tomato like fruit. They drop with high velocity and splatter when the tree is disturbed. They are sweet and attract skunks by the dozens. Their aftertaste is like old socks.

07 CARIBOU CROSS ON
 Large herd of caribou crossing a stream. They are following a road with a stone bridge that is posted. In Babylonian script it proclaims that Marduk has declared this bridge a Caribou crossing and that they have right of war at all times. Violators will be stoned.

08 RAIN FOREST ON
 Pine forest under heavy rain. The rain continues between hard rain and drizzle for days. It is a cold, miserable and uninhabited place except for the Moose and Bears. Neither are friendly.



U.N.I.S.S. PLATFORM DATA
BELLS OF SAINT WOS
PRIME PLATFORM +124
Code 290-023-333-074



In the late 1980's Russia began to collapse and that event triggered a nuclear conflict that emptied the worlds arsenals. The result was the destruction of most of civilization and a century of dying and eventual stabilization.

Explorers exit the warp at the base of a Southwestern Abby called Saint Wos. It is a city founded by survivors and computer technicians. There is power here, the continents first university and a vast library of knowledge. There are even rumors of computers here, something now feared and considered unclean by a rapidly recovering Moslem Europe and Africa.

The Monks of Saint Wos are friendly and realize the Fringeworthy will be the key to survival in the future. The Abbot, Father Andeluz is confident the Monks of Saint Wos can join the IDA as a partner.

The Fringeworthy also have several new enemies. As soon as their existance is known they will become a target for assasination by the Calif's spies. This will rapidly turn into a real mess an the Monks learn of an intact military base and a large weapons stickpile as well as high tech equipment linked to orbital weapons.

There is also an undercurrent of technological resentment in the population and an underground that wants the books burned and the University closed and a rumor of a Moslem Army that has landed South of the ruins of Washington DC that is 10,000 strong and armed with AK-47's and horse calvery. Their mission is the burning of Saint Wos.

It's going to be a hell of a summer here with the Fringeworthy at the center of most of the political issues and conflict. In 2113 and the bells of Saint Wos are tolling for civilization.

- | | | | |
|----|------------------------|----|-----------------------|
| 01 | French Fishing Village | 02 | Scottish Highlands |
| 03 | Ruins of Paris | 04 | Ruins Mexico City |
| 05 | Texarcen City | 06 | Chinese River Village |
| 07 | Ruins of New York City | 08 | Ruins Cairo |





U.N.I.S.S. PLATFORM DATA
THE BELLS OF STAINT WOS
PRIME PLATFORM +124
Code 290-023-333-074



ALTERNATE PLATFORM

01 BUBBLES

OFF

Bubbles up to 3 feet in diameter float above this desert. Trees are sparse and there are few animals. The bubbles are iridescent and glow at night like pale lanterns. They can be found in clusters hovering over rotting life forms. Their outer coating is tough and appears a microscopic fiber, nerves and a jelly like substance. If attacked their tactic is to deflate and smother a life form, turning into a amoeba-like pancake that fills mouth and lungs with a sticky mass. These creatures are smart.

02 SAND DOLLARS

ON

Hot sandy world with intelligent non human life. These 6 foot crustaceans have 4 eyestalks and 16 legs surrounding a hard shell. They communicate by changing color around their eyes. They are very curious and prone to picking things apart with hand sized claws.

03 TEHRMELERN INDUSTRIAL

ON

Home trees, dead, and high tech buildings can be seen across the landscape. Wildlife and forest overgrowth has made these structures hard to enter and dangerous because of small Wolverineish predators. Careful searching of a close structure will produce Tehrmelern artifacts as well a dozen Utility Fog Belts. The belts are fabulously rare high tech items. See UTILITY FOG.

04 CANYON SACRED

OFF

Magnificent canyon with a cluster of Tehrmelern Home Trees on the edge. Long abandoned, these Trees are happy to see the Fringeworthy and like all Home Trees, feed and comfort their new friends. There are also humans on this world that consider these trees sacred and will be hostile to the Explorers. They appear to be a colony of earlier Fringe Explorers that are stranded here.

05 OLD GROWTH FOREST

ON

Very old forest that has never been cut. Great hardwood trees and a dark forest floor.

06 SEASHORE

OFF

Greasy grey ocean that stinks of Ammonia and dead fish. The water is salty and has a taste of iron. Birds are scrawny and sea life small.

07 OTHERPLACE

ON

The sky is just wrong and the rocks slant in odd ways. Trees don't look right and the air is filled with the smell of peppermint and motor oil. There is a river of crude oil hydrocarbons emptying into a lake teeming with things that are at best not quite right. Explorers start to get physically ill within d10 minutes and vomit.

08 ARMY MICE

ON

Stone buildings dot the fields. They appear to be a cross between fort and home. Within minutes Explorers will notice mice in the grain stubble. Then they will notice many mice and then thousands. It is the season of the mouse in this Biological Alternate Australia. The mice swarm by the millions and chew wires, clog engines and destroy everything in their path. Farmers will yell for Fringeworthy to take cover and tell them to use fire. These swarms will persist for days until there is little left and the mice are cannibalizing each other. Equipment will be destroyed as well as rubber tires and anything else they can sink their sharp teeth into. Individuals caught into a swarm will take critical damage and be devoured if they fall. These farmers with 1920's tech are holding out in mouse proof stone homes. Their fear is that the mice are getting smarter and more persistent as years pass. Unfortunately it appears they may well be right as the attacks on the fortress farms are becoming more intense.



U.N.I.S.S. PLATFORM DATA MARTIAN COLONY



PRIME PLATFORM +125

Code 892-774-758-093

Deserted Martian Colony with cities and smaller towns. This mars has been Terraformed and has a breathable but cool climate. Pines are very common as well as lakes with fish and streams. Resembling back road Arizona there are roads and train tracks. There is ample evidence it was populated a decade before though there is no trace of what happened to the colonists. There are humanoid robots maintaining the cities, manufacturing centers and industry. There is no communication with Earth and the Robots will tell the travellers they are in preservation mode. There are several landers at the Starport and evidence there are three large space stations. There is also a large System Ship docked at the largest station. Occasionally a phone will ring.

- | | |
|---------------------------|----------------------|
| 01 Barsoom City | 02 Solar Farm |
| 03 George Martin Starport | 04 Olympus Mons City |
| 05 Canal | 06 Bradbury City |
| 07 Old City Ruins | 08 Polar Cap Foundry |

ALTERNATE PLATFORM

- | | | |
|--|------------------|-----|
| 01 | HOLLYROOD | OFF |
| A California colonized by the Japanese after a WWII victory. This is the center for movie making in the world. America is now occupied with the West in the hands of the Japanese and the Russians holding the East to the Mississippi. Germany occupies the Mississippi to Rocky Mountains. Italy occupies Mexico occasionally. Rebels are based in the outback and fighting all. | | |
| 02 | CATSEYE | OFF |
| Iron Age culture on the verge of steam and science. Very religious and superstitious. Here the moon resembles a giant cats eye. Cats to these people in any form are sacred. There is an excellent chance the Fringeworthy will run over a cat with a vehicle or shoot a Mountain Lion. The results may be very, very bad. | | |
| 03 | MIND TRANSFER | ON |
| This portal holds the Fringeworthy in stasis and transfers their minds to a 1950's Alternate. Stuck in different bodies across a 2 mile area, they will be in Chicago for 72 hours. After 3 days they will be drawn back to the Warp in front of the Historical Museum. This world is in the middle of a cold war with Russia and there is a hard hunt for communists. | | |
| 04 | HAWAII 1941 | OFF |
| December 6th Hawaii on the eve of the French attack. | | |
| 05 | MASTODON ACRES | ON |
| Cool forest with a herd of Mastodon in the distance and a deserted cabin. | | |
| 06 | CHEMICAL SWAMP | OFF |
| Swamp of chemicals, oil and barrels to the horizon. The area is toxic and rots plastics. | | |
| 07 | COFFEE | ON |
| A brick road bordered on both sides by coffee and pastry shops. Clothing on natives resembles 1840's European with bright colors. Vehicles are all goat powered. They are speaking a mixture of Russian and Hindi. People are curious and friendly. | | |
| 08 | FOREST WATERFALL | ON |
| Rocky forest valley with a 60 foot waterfall. Quiet and deserted. | | |



NEGATIVE PLATFORMS



Group -101 to -125

EXPLORATION
-101 to -125





U.N.I.S.S. PLATFORM DATA

HOME TOWER

PRIME PLATFORM -101

Code 570-546-778-247



This Misty Alternate is home to one of the most complete Tehrmelern Home Towers ever found. Over a hundred stories in height, it is fully furnished with furniture and food replicators. Just behind it is a second tower half finished. It appears to have been grown with Nano Technology and just stopped for no reason. The world is rugged and pine covered with heavy night mists and a general clearing from morning to late afternoon. From the inside, the solid walls are clear windows to the outside. The IDA has taken special interest in this structure and considers it a prime location for a base. Wildlife here is common to terrestrial designs.

- | | | | |
|----|---------------------------|----|-----------------------------------|
| 01 | Mountain Viewing Platform | 02 | Great Freshwater Lakeshore |
| 03 | Gravel Beach Tropical | 04 | Waterfall Viewing Platform |
| 05 | Bison Plain | 06 | Small Industrial Facility, Sealed |
| 07 | 600 Foot Cobbled Circle | 08 | Pine Forest Meadow |

ALTERNATE PLATFORM

- | | | |
|--|---------------|-----|
| 01 | DOGMA | ON |
| A variant Biological Alternate where dogs have replaced humanity. These are a friendly and loyal people in their technical 1940's. Fringeworthy exit the warp behind row houses and will immediately be surround if not dogged by children. Parents will not be as trusting and are armed with Shotguns. | | |
| 02 | GLASS LIBRARY | ON |
| A great stone castle filled with shelves of wooden binders. Each binder contains 23 double sided ceramic pages that are a work of art. There are tens of thousands of these maintained by monks. The Monks are known as the Brotherhood of Preservers and have been creating these for nearly 2000 years. A mixture of variant French and Mongolian is the spoken and written language in this great maze of a University. While friendly, the monks are sticklers on the care of their books. | | |
| 03 | SALT SWAMP | OFF |
| A great salt swamp with animal life and alligators. Also a few furry dinosaurs may be around. | | |
| 04 | DANGER | OFF |
| This pristine wilderness is populated with plants and animals. The background radiation is a toxic 100 rads an hour. Species here are completely Radiation tolerant. | | |
| 05 | LIVING CARPET | ON |
| A thick photosynthetic moss covers this entire planet. It extends into the seas. It is a combined organism with a layer of flesh under the moss. Every 20 feet or so there is a pumping heart that distributes blood and fluids. Sections of this can be transplanted with heavy equipment. On the horizon is a mild wide dome, a processing plant where this material is processed. The plant has been shut down but may have the capability to be restarted. The moss has a taste of avocado and the meat of prime beef. | | |
| 06 | ICECAP | ON |
| Another frozen Earth coming out of an Ice Age. | | |
| 07 | STONE RUINS | OFF |
| Massive stone monoliths and walls not built by anything human. At best the longer Explorers stay here the more disturbing it gets. There are multi-eyed black slugs the size of cats that prey on the sparse wildlife. | | |
| 08 | COLD FIELDS | OFF |
| Miles of rusty machinery operated by steam. Left on a windswept frozen plain. Sparse vegetation. | | |



U.N.I.S.S. PLATFORM DATA

PURPLE CORN

PRIME PLATFORM -102

Code 026-283-213-863



What looks like a common Iowa corn field bordered by 1930's farms is actually a high tech facility growing a purple species of corn. This has been genetically modified to create normal corn that has the consistency of plastic. This material can be harvested and turned into a high grade building brick, sheets or cast. This is also a high security area created by Bio-Corn Industries, They have no tolerance for spies, the press, greens or anything else on their property. They will apprehend trespassers and are heavily armed.

- | | | | |
|----|-------------------------------|----|-----------------------------|
| 01 | Lisbon Portugal 2012 | 02 | Meteor Crater Arizona |
| 03 | Glacier Top Greenland | 04 | Orlando Florida |
| 05 | Mountain Valley West Virginia | 06 | Moscow, Free Soviet Union |
| 07 | Vancouver Canada | 08 | Back Street Gaza (Bad Area) |

ALTERNATE PLATFORM

- | | | |
|---|----------------------------|-----|
| 01 | MADAGASCAR FOREST | OFF |
| Old growth forests with an abundance of rain and animal life. A curious pile of open cans and wrappers litter the base of a great tree. What looks like a Tehrmelern in the high branches is actually a pair of very smart Orangutans with a sense of humor. They will pelt explorers with sticks and dung if annoyed. They have been scavenging a French Wildlife Study Camp a mile away. They have a can opener | | |
| 02 | SMALL FOLKS | OFF |
| It would look like a page out of the Wizard of Oz if these small folks weren't as mean as a cornered raccoon. While a nice place to view, shutters will slam and the militia of 3 foot pikeman, and slingshot militia will organize and try to move the Fringeworthy out of town. This is hard when a full Ring Station is the center square of the town. These folks have dealt with Fringe Pirates before. | | |
| 03 | VALLEY HOME | OFF |
| A single Tehrmelern Home Tree in a cozy valley. The tree is surrounded by a short stone wall and a cobbled path to a stream. The tree also appears to have been partially burned and shot up. It is friendly but still sick from the lead in it that it needs to remove. | | |
| 04 | HENGES | ON |
| A trio of stone henges in very good condition are hear on a wide plain. There are Bronze Age people setting up a market in two of these. These appear a seasonal trade center with three different peoples coming together to trade. | | |
| 05 | ROMAN OUTBACK | ON |
| North of a thriving 1200 AD Rome. There are few Christians here and a Roman Empire that spans Europe and North America. There is still no Industrial Revolution and slavery is a fact of life. | | |
| 06 | SAINT ZOLES CHURCH AND PUB | ON |
| An odd cultural variant where Churches and Pubs have combined. A mix of Christian and Moslem teachings are predominant with outstanding Beer and Ale. | | |
| 07 | HOT HOUSE | ON |
| Hot climate with high moisture. The ground is gravelly and covered with tough plants. Scavengers are common and it rarely gets below 105 degrees F. | | |
| 08 | LAKESHORE | OFF |
| Marshy lakeshore with abundant wildlife and possums that chime. They are annoying. | | |



U.N.I.S.S. PLATFORM DATA
GARBAGE BEACH
PRIME PLATFORM -103
Code 026-283-213-863



Long wide beach area covered in garbage. This magnificent shore is a dump of plastics and garbage. Most information shows it to be of French and Arab origins. Rats here are the size of small dogs though not vicious. There are thousands of gulls. The Ocean is filled with Floating garbage and as the Explorers watch more washes onto the beach. If the explorers spend more then 20 minutes, there is a thundering boom out to sea and more garbage falls from a warp in the sky into the sea.

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|----|----------------|----|-------------------------------|
| 01 | Green Forest | 02 | Low Hills |
| 03 | Marsh Shore | 04 | Shale Beach with garbage |
| 05 | River Valley | 06 | Living Desert, Cactus Forest. |
| 07 | High Mountains | 08 | Old Growth Forest |

ALTERNATE PLATFORM

- | | | |
|---|---------------------|-----|
| 01 | DOMES OF IOWA | ON |
| As the ecology deteriorated by Global Warming a hundred linked domes were built for the populations that could afford them. These domes are 500 feet high sealed environments that are self sustaining. Some domes are dedicated to robotic agriculture and others to manufacturing that keeps the domes running. The inhabitants live idyllic lives in small domes linked by trains. Humanoid robotics are everywhere and the trains are virtual AI's waiting to travel and serve. There is no progress in this 1930's environment. Analysis of the food finds a drug cocktail that makes the people calm and happy. | | |
| 02 | VILLAGE PURPLE | OFF |
| An Alternate Cultural of small villages and a German speaking people who love the color purple. Mostly a 14th century technology with a few innovations like radios. | | |
| 03 | RAINFOREST | OFF |
| An old rainforest with common plants and animals. Many big cats with a bad attitude. Yellow monkeys that use rocks as weapons can be dangerous for explorers and the cats. The cats will cower behind explorers. | | |
| 04 | PORTAL MAKERS | OFF |
| A mostly french and Arab Earth where the 1940's science has cracked a hole into other places. This handy device is used to dump trash onto another world. Living things can not be transferred but trash can. Makes an ideal system to dispose of waste except at the receiving end. | | |
| 05 | FINNISH VILLAGE | ON |
| Small seacoast village of fishermen and craftsmen. Around the 1890's this is a peaceful planet without empires or war. | | |
| 06 | TESTING AREA DANGER | OFF |
| Great desert with lines of vehicles and artifacts. Mostly Tehrmelern design. Nothing works and most of these are sand blasted shells. A few robots prowl the debris looking for parts. They are dangerous and insane warbots. | | |
| 07 | COOL CELLARS | ON |
| A vast cellar complex with barrels of salted fish and wine. This area runs a mile with side branches. There are stairs up that end in large oak doors that could easily fit 20 foot humanoids. | | |
| 08 | FIRE SWAMP | OFF |
| Typical swamp that is occasionally disturbed by gouts of methane flame. Beware the small gassy dragons. | | |



U.N.I.S.S. PLATFORM DATA
ANOTHER ORWELLIAN HELL
PRIME PLATFORM -104
Code 209-179-079-806



Another hellish society where politics has created slave states. This Governmental/Religious version is controlled by a God Like Emperor that is in perpetual conflict with the Grand Sultan of the East. Folks are under a perpetual war footing and a Nazi like police that is into every aspect of life. Arrests and beatings are common as well as a bureaucratic morass that is incomprehensible. War is Peace, Less is More and the Fringeworthy are in for real problems on this Alternate. In reality there is a Great Sultan who's lands are peaceful and he wants nothing to do with the West.

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|----|----------------------|----|--------------------|
| 01 | Grater Amsterdam NY | 02 | Cardiff England |
| 03 | Free Toronto Canada | 04 | Georgia Slave Farm |
| 05 | Indianapolis City | 06 | Palestine |
| 07 | Slave Pens of Jersey | 08 | Brazilian Beach |

ALTERNATE PLATFORM

- | | | |
|---|----------------|-----|
| 01 | WINDY FOREST | ON |
| Old growth forest that is cool and windswept. A few larger mammals but generally a quiet place. No human habitations evident and no Radio. | | |
| 02 | CRYSTAL GROWTH | OFF |
| Smooth black sand stretching off in the distance. There is only a faint red light from a close dying star. There are 3 foot high pillars of black rock that are topped by shards of brilliant yellow crystals. They appear to be growing. Removing the crystals from the pillars causes them to glow red and heat until they are red hot. The process takes 10 minutes. When they turn white hot they explode with the force of a stick of C-4 and scatter d100 fragments like a grenade. | | |
| 03 | TROPICAL BEACH | OFF |
| Blue skies and water are a welcome sight for Explorers. This is just a tropical island in a 12th century version of Earth. There is exploration of Chinese exploration. | | |
| 04 | JACKASS FARM | ON |
| Large farmstead where there are a large number of Mules and Jackass. Signs are in slightly skewed English and state they take Gold and Mex Silver. Rusty Abbroh heads this farmstead and will distrust Explorers. | | |
| 05 | LYNCH LAW | ON |
| A 1940's Earth where Humans and Reptiles from another Dimension have been intermixing for a half century. This is a backwoods lynching. This has been the result of a bad card game and a bar fight. The locals do not take to 'Cheating Greenbacks.' | | |
| 06 | REPPERS EARTH | ON |
| Linked to Portal 05, this moderately advanced Alternate is home to Intelligent Lizards. They have bridged portals into a Human earth and have been crossing cultures for a half century. There is suspicion of the Fur Monkeys in lower circles. Generally they consider humanity good trading partners. Portal opens onto a suburb. | | |
| 07 | ICE WORLD | ON |
| Cold frozen Earth with only a strip of sea open at the equator. | | |
| 08 | RIVER VALLEY | OFF |
| Mile wide slow river, probable Mississippi. No signs of civilization. | | |



U.N.I.S.S. PLATFORM DATA
MAMMOTH HIGHLANDS
PRIME PLATFORM -105
Code 905-376-769-379



Cool green Earth where the mammoths and bears are the dominant life forms. Both species are intelligent and hate each other with a passion. The bears are crude tool users and only a match for mammoths in a large well armed group. In turn the mammoths thing nothing of destroying bear villages and trampling their young or the unwary hunter. Both are suspicious and clannish, ignoring the stupid humanoids who live in caves and forests.

- | | | | |
|----|------------------------|----|----------------------------|
| 01 | Great Central Tundra | 02 | Fast River Valley (Amazon) |
| 03 | Southern Italy Forests | 04 | Tropical Jungle |
| 05 | Bear Village | 06 | Russian Steps |
| 07 | African Prairie | 08 | China Prairie |

ALTERNATE PLATFORM

01 ISLAND LAKE OFF
 Temperate island in the middle of a large fresh water lake. The lake is filled with aggressive fish, 12 foot turtles and aquatic dinosaurs.

02 BONEYARD OFF
 A great boneyard where six-legged elephantine mammals come to die. They are 4 tusked and the size of Locomotives. While not intelligent they are moderately curious and smart as a dog.

03 HOT SULPHUR BEACH OFF
 The lands here stink of Sulphur Dioxide while bordering a hot pumice filled seashore. There are a few large crustaceans here but not much else other then a wreckage of a DC-3 filled with blankets, C-Rations and spatters of blood.

04 MORLAP EZOK ON
 A highly confusing society created not at all on Earth standards. This large building is an odd combination of emporium, bar, temple barber and book printer. Other combinations are equally beyond rational understanding. Costumes border on the strange to bizarre. The food is like nothing the Explorers have eaten though the Hot Pepper and Mint Beer is fair.

05 SUGAR FOREST ON
 Vast yellow pines are leaking a sugary sap that is trapping insects and small animals. This annoying material drips and creates a gooey mess. The forest continues for a mile and is abruptly walled off. The rest of the planet is normal in all respects.

06 COSMOPOLITIN OFF
 A great stone city populated by Barbarians. Despite their looks they are cultured and civilized.

07 SCRUB CANYONS ON
 Badlands with scrub. Wide deep canyons with green trees and rivers. There are a few Tehrmelern Home Tree stumps here. The valleys will have small high tech cabins scattered and abandoned. Probable Tehrmelern rest area.

08 CANTROPOLIZ ON
 Another Cultural Alternate with no Earth parallels. Different style and architecture. Building are round brick. There are no edges here. People here do not like sharp edges. Their tech level is around 1890 with radio phone but no commercial radio. Food is boiled and Midweek nobody goes outside.



U.N.I.S.S. PLATFORM DATA
MONKS OF CAARARAU



PRIME PLATFORM -106

Code 917-954-791-536

This Alternate favors a small simian like race. Barely 4 feet in height and lean, these intelligent folk have created a society harmonious in nature and sustainable. With strict birth control and a government council, they are friendly and curious under the right conditions. They are artists in brick and copper with an 1870's technology that uses steam. They are masters of hand crafts, weaving, woodwork and glass making. Each town has a baseball team that plays a seasonal game series with other villages. The portal at #4 has a single Monk who watches the platform. If he sees Fringeworthy he will immediately exit the platform and turn off the portal with a Rainbow Crystal. A full 5% of the Caararau are Fringeworthy. Their full ring stations are often walled and fortified to keep visitors contained. This planet is also 4 times the size of Earth prime with a .92 Gravity.

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|----|------------------------|----|--------------------------|
| 01 | Monk Village | 02 | Caararau Regional City |
| 03 | Deserted Sandy Island | 04 | Walled Fortress Center |
| 05 | Walled Forest Fortress | 06 | Walled Fortress Tropical |
| 07 | Rocky Island Fortress | 08 | Polar Tundra |

ALTERNATE PLATFORM

- | | | |
|---|-------------------------------|-----|
| 01 | SWAMP FOREST | ON |
| Temperate forest combined with a shallow swamp. General wild life but no signs of intelligence other then a few small tracks and a glass bottle filled with parchment sheets and handwriting. | | |
| 02 | HARDWOOD HILLS | ON |
| A wood walled circle surrounds this warp and it is watched by a colony of Caararau that have settled here. | | |
| 03 | RUST STINKERS | OFF |
| Ruins of somebody's industrial age with massive rusting ironworks and constructs. The animals here appear to be a large woodchuck that sprays like a skunk. | | |
| 04 | SEACOAST FARM | ON |
| About a mile up the beach is a simple farm and a dozen buildings. This appears to be another colony of the race from the Prime. | | |
| 05 | TEHRMELERN TREE HOUSE CLUSTER | ON |
| A cluster of a dozen Tehrmelern Home Trees inhabited by a small furry race of intelligent beings. Fringeworthy will interrupt a baseball game. | | |
| 06 | MINT DESERT | OFF |
| Vicious sand dwelling burrowers live here in this cactus filled wasteland. These man sized insects strike fast and strike hard. The air is filled with the scent of mint and humming. The humming stops when the sand pits/traps are approached. | | |
| 07 | WAN OUTAGE | OFF |
| Small humanoids are tending herds of Cow Like Wan. The Wan are in the process of chewing down a pasture fence. There is a blacktop road. The population is more humanoid dinosaur then mammal. | | |
| 08 | TEHRMELERN RESEARCH STATION | OFF |
| A Tehrmelern research complex infested by Low and Least Mellor. Eliminating several dozen of these monsters will give Explorers a glimpse of Humanoids in tubes and very high tech research equipment. There are thousands of Mellor here and time will be limited. | | |



U.N.I.S.S. PLATFORM DATA

HALLOWEEN

PRIME PLATFORM -107

Code 013-000-666-667



The Warp opens onto a hilltop in the middle of a Cemetery. The area is covered in ancient stones and overgrown with pumpkin vines and pumpkins. There is a full moon and dogs are howling. After exploring the area a road can be found that takes Explorers to another Cemetery. Several of these roads will lead to a lit stone house and a large and ill tempered grounds keeper who is very disturbed at the intrusion. He will shout in a Swedish dialect and brandish a shovel. There is a 16th century culture here.

- | | | | |
|----|--------------------|----|---------------------|
| 01 | Seacoast Town | 02 | Forested Beach |
| 03 | Farm Field Stubble | 04 | Tropical Swamp |
| 05 | Harvest Bonfire | 06 | Stone Ruins (Egypt) |
| 07 | Cold Tundra | 08 | Cool Muddy Hillside |

ALTERNATE PLATFORM

- 01 RELAYS ON
 Endless corridors of large electrical relays. They are constantly clicking and switching. The process looks like 1940's technology. Occasionally a buzzer will turn on for a few seconds.
- 02 HILTON RESORT ON
 Humans and aliens fill this pristine beach. There are waiters with food and drink. If you don't have a credit card gold will be accepted for your 7 day stay. This is a Hilton Hotel off the East Chicago Starport. The year is 1932 and there is a planetary code of ethics that came into being in the 1890's when Aliens landed. This Earth is going to the stars with friends.
- 03 CLAM BEACH ON
 Huge clams feed off seabirds. With fast prehensile tongues they can be dangerous. Three moons dot the sky and the sun appears a bit orange.
- 04 BALD MOUNTAINS ON
 Rugged forests cover the landscape broken by rounded mountain peaks that shimmer in the sun. The peaks are devoid of vegetation and covered with dinner plate sized beetles. These ant like fungus growers stick to the high spots away from the 5 foot mantis predators.
- 05 STONE BLOCKS OFF
 Large stone blocks litter the landscape under this red sun. Carved into the stones are slyphs and symbols at that are fascinating and disturbing. Exposure to the symbols will cause nausea and vomiting in most intelligent life forms. Sleeping near them causes mental fatigue and illness. Psionics will have nose bleeds and have violent reactions to the blocks.
- 06 SILVER MIST OFF
 Some great flowering plants here spread a great cloud of pollen that resembles silver clouds. It makes an excellent low calorie sweetener.
- 07 FOREST PRIME OFF
 Great hardwoods cover the landscape here. Gravity is .89 and the trees are enormous.
- 08 INDUSTRIAL WASTE ON
 A running river composed of oil and solvents. Rotting organics dot the surface. The end of the canal is a wall that leads to a processing plant. The great building has steel doors that are sealed. Signs are lettered in a Variant Arabic and warn of Unclean substances. There is a city beyond this stinking valley.



U.N.I.S.S. PLATFORM DATA

RUNNER BIRDS

PRIME PLATFORM -108

Code 137-951-522-528



Great plains and light forest cover this world spanning land mass. Mammals are small and very fast. Birds are flightless and grow up to 14 feet in height. They are carnivores and grazers. The predator birds are vicious and attack in pairs. They bite and kick with razor sharp spurs. They are very good at using high grass for concealment before they jump out and attack.

- | | | | |
|----|----------------------------|----|---------------------------|
| 01 | Plains | 02 | Light Forest |
| 03 | Plains | 04 | Plains |
| 05 | Plains Bordering Mountains | 06 | Tundra |
| 07 | Light Forest | 08 | Wreckage of a DC-3 Burned |

ALTERNATE PLATFORM

- | | | |
|---|----------------------|-----|
| 01 | JAPAN 1944 | ON |
| Opens into a field outside of Kyoto. Americans will not be welcomed. | | |
| 02 | CAVELIBRARY | OFF |
| Tunnels and endless racks of stone tablets. The script has a 90 character alphabet and painted/glazed cartoons of monks in oddly funny situations with talking animals. The exterior is blocked by a rock slide. There are ancient Iron kilns here and service rooms with all but powdered tables, beds and tools. | | |
| 03 | GLACIAL ICE | ON |
| Glacial mountains and harsh winds. There are greener pastoral lands in the distance. | | |
| 04 | HORSEMEN OF THE EAST | ON |
| A feudal culture long fallen. Descended from Roman settlers in North America, these are fierce Horse Warriors set on conquest of the people West of the Mississippi. To the West is a peaceful civilization of Native Americans in their Industrial Age. Their cities are borrowed from the Romans and they are fine Engineers and Craftsmen. What they are not is warriors. Fringeworthy will land between these cultural factions. | | |
| 05 | DOUBLE SUN | ON |
| This Alternate has a Red Dwarf companion to the main sequence star. Temperatures are generally tropical and storms are prevalent. Humans here are primitive and worship the double stars. They are barely into their bronze age. | | |
| 06 | DUMBING DOWN | OFF |
| Since the 1970's this Alternate has had a strange malady of the populations just dumbing down. Now in 2090 few read and the majority of the intelligent, those with a basic IQ of over 90 are leading. Things are quietly declining socially. | | |
| 07 | ARCADE | OFF |
| Deserted carnival like park with a light coating of snow. Appears 1930's amusements and a few vending booths in Chinese. In the distance there is a small sleepy town. | | |
| 08 | FLYTRAP | OFF |
| Another Climate Alternate Hothouse filled with flying insects the size of ping pong balls. The flies are drawn in droves to huge Flytraps and Pitcher Plants. The world smells like honey and garbage with a touch of lavender. There are also fat possum like animals with prehensile tongues. Near the warp is the grown over wreckage of a Steam Vehicle that appears to be a Victorian Design. It is registered to a missing explorer from years before dispatched by IDET's Victorian Earth. | | |



U.N.I.S.S. PLATFORM DATA

SMALL TALK

PRIME PLATFORM -109

Code 384-173-583-749



A very similar and Alternate Earth where Humans, Dogs and Cats can communicate. Here these companions are treated more like family members and fellow workers. This talent started in the 1890's and is only prevalent in Cats and Dogs that live with Humans. Dogs are generally happy and have the intelligence of 7 year olds. Cats average as 10 year olds with attitude.

- | | | | |
|----|------------------------|----|-----------------------------|
| 01 | French Farmyard | 02 | Japanese Back Alley |
| 03 | Windsor Ontario Street | 04 | Alabama Town |
| 05 | Mexico City | 06 | St. Petersburg Russia |
| 07 | Sidney Australia | 08 | Police Impound Yard Arizona |

ALTERNATE PLATFORM

01 **ENDLESS OAKS** ON
 World covered in yard high Oak Trees. These fully mature plants appear to be old growth forest. Animals here average the size of mice with various grazers, scavengers and carnivores. They have little fear of the Explorers and will gladly tear into boots or unprotected hands.

02 **BRICK HOUSES** OFF
 Small brick cabins dot this rugged sea coast. All are deserted but have a stock of blankets, firewood and dried fish. Most are separated by a half mile of shore and entries face away from the sea. They are built for human sized individuals. They are furnished with a single bed, a table, and a 4 page book of pictographs that appear to be a survival guide.

03 **SKIRMISHLINE** OFF
 Warp opens into a deep trench between Confederate and Union lines in Atlanta Georgia. On the confederate side is a cranky old General that is commanding 60 school boys at his Military Academy. Facing him are 250 seasoned veterans of the 17th Main. This Warp is also a timed transfer with a duration of 3 hours on and 24 off.

04 **AVOCADO ORCHARD** ON
 A Florida Avocado Orchard run by the Disney Corporate. This spanning empire is a farming conglomerate that provides food for half the globe as well as fast food. Headed by the universally loved Uncle Roy Disney, it is an outgrowth of a failed animation company.

05 **COTTON ROT** OFF
 This exotic Alternate has minerals that resemble plants. Most of these plants are silicon based and mostly toxic to carbon based life forms. Plant fibers will rot amazingly fast and metals will grow parasitic coatings that resemble mushroom and creeping rusts. Explorers are watched by crystal dog things that throw radio waves.

06 **PURPLE PROSE** OFF
 Magnificent jungle under a great purple star. There are gas filled flyers, crying trees and runners that resemble penguins that spit salt water when annoyed. Sounds here are like jungle noises played in reverse.

07 **FEVER SWAMP** OFF
 Another hot swamp filled with Yellow Fever mosquitos.

08 **BEAN WORLD** OFF
 Great growing red bean vines cover this jungle. Bean harvesters resemble gorillas in a Bronze Age.



U.N.I.S.S. PLATFORM DATA

ANGEL FLIGHT

PRIME PLATFORM -110

Code 329-473561-266



Temperate but rocky seacoast with huge flying fisher birds. Vaguely Humanoid these skillful hunters sing as they fish the shallows. They skim the ocean with crude spears. They are hunted by small killer whales who leap into the air. There appears to be only minimal intelligence here and the birds flee from the Explorers. The killer whales are curious and come near the shore to see the new folks on the block. They might even be interested in tasting this new species.

01 Seacoast
03 Sand Beach
05 Rocky Bay
07 Seacoast

02 Heavy Forest
04 Nesting Grounds
06 Sub Sahara
08 China Sea Beach

ALTERNATE PLATFORM

01 PAPERSTORM ON

When the wind blows across these high mesas a storm of paper like chaff is stirred and reduces visibility to zero. The material is actually an aerodynamic seed pod for trees over 500 feet in height. The material can be pressed into high quality paper and could be a valuable resource. Beware the small nervous bears with the long sticky tongues that feed on this material. They may look goofy and friendly but will have no problems taking an arm off.

02 DUCK MARSH ON

Marsh with large ducks. At 40 to 60 pounds these monsters can be a great meal. They are just large ducks.

03 HOPPER VALLEY ON

Lush green valley in a desert with an abundance of grasshoppers. They are not destroying this ecology because they are night flyers and meat eaters. The size of small bats, they will go after warm mammalian targets by the thousands.

04 SALT FLATS OFF

A large salt sea that is still and quietly evaporating. There is a 4 inch crust of salt over a few inches of salt water. This is a vehicular problem waiting to happen.

05 CLOSE STARS ON

Rocky windswept world with far too many and too close stars in the sky. There are a few hearty plants and heavily armored animals with near metallic shielding.

06 ARENA PRIME OFF

Explorers find themselves in a 16th century Rome where games are being played. These Arena games are bloody but not to the death. There is evidence of slavery and Black Power arms.

07 DEVILSNIGHT ON

The streets are filled with little beggars in devil masks in this 17th century alternate. They are not children, they are small monsters who have come from tunnels below to collect sweets from the terrified humans. In some cases Fringeworthy can see the victims being dragged off to open hatches in parks and walled enclosures.

08 STORAGE STOP OFF

Grey cool world under a faint red star. The ground is mostly shale and gravel. There is no climate to speak of and the area is riddled with steel shelving and odd items. There majority is can goods and tools.



U.N.I.S.S. PLATFORM DATA
PURPLE FLOATERS
PRIME PLATFORM -111
Code 061-166-586-738



Another forested world with odd life forms. These geometrical shapes come in many colors and styles. They are curious and appear to have intelligence. Hard to spot, they are best seen in dim light or at sunrise or sunset. Trying to damage or shoot at one can cause a horrific static discharge that has a 10% chance to kill the victim.



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|----|----------------|----|------------------------|
| 01 | Forest | 05 | Grasslands |
| 02 | Forest | 06 | Cold Wasteland |
| 03 | Sea Beach | 04 | Polar Ice |
| 05 | Floater Valley | 06 | DANGER Pressure |
| 07 | Jungle | 08 | Polar Ice |

ALTERNATE PLATFORM

- | | | |
|---|----------------------------|-----|
| 01 | DESERTED VILLA | OFF |
| A deserted villa on the Italian Coast. There are no close structures and a rutted dirt road. Technology appears to be 1930's. There are fresh graves in the yard and an old man in the barn who has hung himself. | | |
| 02 | WASTE STORAGE | ON |
| Thousands of tanks of radioactive waste. Low level and contained in lead jackets. Appears to be Chinese in construction. | | |
| 03 | THAI GARDEN SD'FCS | OFF |
| Nice restaurant in San Diego Free California State. The restaurant takes silver and California Green backs. Vehicles are late 20th century and mostly run on Electric. The US is fractured into 6 areas of Government. | | |
| 04 | PIPELINE CITY | OFF |
| Water is scarce here. It is controlled by great robber Barons who pump it from the Great Lakes to small Midwestern towns. This dustbowl is world wide. The pipelines are patrolled and under absolute security. | | |
| 05 | BLACK NIGHT BRIGHT MORNING | ON |
| Charred landscape with little more then rock and sand. The night is pitch black. Within a half hour the sky will quickly brighten and a large white sun will begin to heat the land to over 500 degrees. There are humans her in deep shelters. | | |
| 06 | VOLCANO ISLAND | OFF |
| Stunted Tropical Beach that gives a vista of several volcanic islands in the distance. Natives are nervous to say the least. | | |
| 07 | DEBRIS MARSH | OFF |
| Wild marsh littered with plastic debris and industrial machinery. Mostly stuck in the mud this place does not have human life and appears that items were just dumped here. | | |
| 08 | SLAVERS OF DAYTON | OFF |
| A virus hit humanity in the early 1940's that reduced 80% of the population into at best, morons. The remainder are now using these unfortunates as slave labor with open buying and trading. This center for commerce is Dayton Ohio where truckloads are brought in. Used in factories and farms their life is harsh. There is a movement to free the Lows but they are in hiding. The Ultra-Rich run the show here and they like it. | | |



U.N.I.S.S. PLATFORM DATA

LOW LIFERS

PRIME PLATFORM -112

Code 821-299-137-956



Hothouse Earth inhabited by evolved Roaches, Slugs, Worms, Flies, Clams and Mushrooms. They are all battling for resources. No species is more than a foot high. They have a fallen industrial technology and cluster around a Tehrmelern Ring Station in a sacred valley. They believe the Station is the gateway to the gods and take turns killing each other to claim they are the worthy species. They know the Gods will return them to the age of paradise, Fast Food, Tobacco, Beer and Potatoes. Mostly they are stupid.

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|----|-----------------------|----|-----------------------|
| 01 | Sacred Valley Station | 02 | Vast Piles of Garbage |
| 03 | Roach City | 04 | Vampire Slug Swamp |
| 05 | Fly Condos | 06 | Hills of Rust |
| 07 | Stunted Forest | 08 | Mushroom Forest |

ALTERNATE PLATFORM

- 01 RECYCLE BETA ON

Mammoth bins of plastic bits and parts. Bottles and everything else imaginable. All with robotic processors on standby. At the center of this miles wild processing dome is a Tehrmelern Control Center that is missing an activation crystal. There are also a half dozen Great Mellors hibernating in the bins. Explorers have a 20% chance per hour of waking one or more.

- 02 DINO HIGHLANDS OFF

Another early earth in the Cretaceous. There are Tyrannosaurs and Raptors here in many sizes. There are also a cluster of 'smart' dinos with bronze knives.

- 03 HIGHLANDERS OFF

Short dark people who live in the high mountains. They are cunning and hostile if attacked or insulted. Insults are many and complex to these folks. They are mortal enemies of the Lowlander Sea Folks. The Coastal Folks think the Highlanders are immoral and not worth turning into slaves. Close examination shows two different species. The Highlanders believe the Gods rescued them from beyond and gave them a new home.

- 04 STONE DOMES OFF

Many collapsed stone domes under a fluctuating star. This culture was primitive but rich in stone working skills. Pictographs show common symbols seen on the Highlanders of Portal 03. There are predators in the ruins here, a 30 pound dog-rat. They hunt in packs of 3d10 and are attracted by blood.

- 05 KETERWUMPTA OFF

A humanoid species exploring their Tehrmelern Ring Station in Jungle Mountains. They are curious but also not from the area. There are multiple kingdoms with a 1920's technology about to fight over this technology.

- 06 SALT WASTELAND OFF

Wasteland of wind, salt and scrub. The sun is hot and there is little life.

- 07 PENGUIN ISLAND ON

Long rocky shoreline that leads to ice and snow fields. There are Penguins here. Thousands of the little but loud annoyances that stink of fish surround a rusty shack with a smoking chimney. Jose Sanchez is the only survivor of the Airship Rio that crashed here in Antarctica in 1912. For 5 years he has used penguins for food and fuel. He is just a bit crazy now and wishes he had a working radio.

- 08 ROMAN COUNTRY HOME OFF

Deserted Roman Villa and Kitchen c 45 AD. A single Latin speaking slave guards the farm.



U.N.I.S.S. PLATFORM DATA
BOTTLED THINGS
PRIME PLATFORM -113
Code 357-132-462-593



Man sized bottles on shelves that hold a wide variety of humanoid monsters and variants. These clawed and fanged nightmares appear to be bio-constructs each more horrible than the other. The warehouse is also 18th Century styled in technology and construction. There is dust and little indication that anybody has walked these halls in some time. Breaking a container releases the occupant. They gasp for breath and require fast medical attention. The first monster released is cultured, intelligent and very grateful for being released. It claims to be a Pathway Explorer captured by the people here, tortured and suspended. It is also mildly telepathic and lying through its meat eating teeth.

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|----|-------------------|----|----------------------|
| 01 | Bottle Prison | 02 | Victorian Park |
| 03 | Steam Tech London | 04 | Austrian Countryside |
| 05 | Manitoba Beach | 06 | Pennsylvania Hills |
| 07 | Redwood Forests | 08 | Nile Delta |

ALTERNATE PLATFORM

01 CHINA PARK OFF
 Large ornate park in Hunan China. Filled with bronze statues of animals and a few Red Guards. It is the early 1960's. Mao is alive and well.

02 SINGING SANDS OFF
 When the wind whips across the beach on this sea-coast the sands begin to harmonically sing. While a simple natural phenomenon it is magnificent as the winds and tones shift.

03 FISH VATS OFF
 Stinking vats of fish being processed by seal like humans. They are boiling, salting and canning a wide variety of sea life. They are initially terrified of Fringeworthy will try to feed them fish as if they are some form of animal. They are in their bronze age with a touch of early iron.



04 FROZEN SEACOAST OFF
 Frozen freshwater seacoast. A few wolves and white bears in the distance.

05 SILVER MEADOW ON
 A meadow with common animals and silver groundcover. No humanoid life.

06 SWAMP OFF
 Another deep humid swamp area.

07 SKYRING ON
 This forested world has a ring of technology that surrounds it in space. This civilization has moved into orbit.

08 WEAVER KINGS OFF
 Great spiders a yard or more across that trap birds and rats. The gravity here is .78 and the atmosphere rich in oxygen. Spider silk is very tough to cut though releases by burning. Most Spiders here are toxic with 5% being especially neuro toxic. Some weavers cooperate to create maze like traps.



U.N.I.S.S. PLATFORM DATA

KNIGHTWATCH

PRIME PLATFORM -114

Code 803-418-209-695



Evolved Magical Earth with cities, public transportation and magic indistinguishable from technology. This world resembles London from 1066 collided with 2001. It is a strange combination of just people, the supernatural and a City Police called the Knight Watch. There is everything here that Fringeworthy would expect from Fast Food to used magic shops. There are rich and poor, shops, banks, and everything in-between as if it were a live in renaissance fair. Explorers immediately trigger curiosity from Knightwatch and the Nobles.

01	Paris	02	Great Moscow
03	Ruins Avalon	04	Bejang China
05	Madrid	06	New Hispania (NY)
07	Osaka	08	Sultans Bagdad

ALTERNATE PLATFORM

01 EMILY'S CHRISTMAS OFF
Backwoods North Carolina farm that is celebrating Christmas. Their isn't much here but the people are friendly and offer to share their food and warmth when they spot the Explorers. The people here are poor and half starved. There has been a war with the Germans, Long Island and much of the East Coast has fallen. It is 1903. This nights a truckload of scavenging German Soldiers will arrive.

02 PORTUGUESE VILLAGE OFF
Portuguese fishing village in the 1950's. It is summer and there have been few travellers that have ever passed through here. It will excite the town and attract the local militia to investigate the strangers.

03 BATHROZIA'S LIGHTNING ON
Central European Village in the 1700's. In the center is a castle that everybody fears. Towers and wire are strung across the roof. Baron Bathrozia is playing with lightning and about to invent the electric motor. He is also playing with the reanimation of the dead and is about to test it on a cow.

04 FOGBANKS OF MALTA OFF
When the fog banks come in the people in this city hide. The banks are cover from reptilian monsters, sea serpents and scaled humanoids that prey on the wharves and shoreline. They are cunning and fast. These attacks are monthly and end when the sun starts to rise.

05 OPEN ATTENDANCE OFF
Fringeworthy find themselves at a university where they are dragged in to councilors. They are prepped for University life and it is different and strange. There are young and old here. If they cooperate and later escape they will be exhausted, assigned and tattooed.

06 ON THE CHALK OFF
A wilderness of Grass, a few Sheep Farms and more grass. Humans here are reserved. They are 18th century advances with medicines and a high level of veterinary skill as long as it relates to sheep.

07 SHALE VALLEY ON
Vast expanse of shale and a few hearty trees. Mostly it rains and that is wild excitement here.

08 TRILOBITE SHALLOWS OFF
Baseball sized Trilobites are the dominant life form in these muddy shallows. The land is covered with ferns and moss but little else.



U.N.I.S.S. PLATFORM DATA
POST WAR OF THE WORLDS
PRIME PLATFORM -115
Code 256-330-263-813



EAfter a devastating Martian Invasion in 1951 the world is recovering. It is now 1956 and things have pulled back together enough to consider paying those tentacled horrors a lesson in manners. The World Space Agency has adopted Martian Technology and is about to launch a hugs strike mission against Mars. The Earth/Mars Attack fleets should pass each other in transit as a two front war re-opens. The 1951 attack was only the first wave of 3 that were planned.

- | | | | |
|----|-----------------------------------|----|--------------------------------|
| 01 | Ruins of Chicago | 02 | Ruins London |
| 03 | Area 13 Spaceship Staging Grounds | 04 | African Velt |
| 05 | Martian Ecology Area Yellowstone | 06 | Martian Base Wreckage Mongolia |
| 07 | Manilla, Phillipines | 08 | Alice Springs Australia |



ALTERNATE PLATFORM

- | | | |
|---|-------------------------------|-----|
| 01 | Croakin Swamp | ON |
| Oddly toned frogs hidden in an odd grey swamp. Sunging back to the small amphibians will get a chorous of sounds and a few curious ones that show themselves. | | |
| 02 | MEXICAN VILLAGE | OFF |
| Small dry farming village in central Mexico. A friendly people in need of a better well and irrigation system. Deepening the well will lead to the discovery of vast water filled caverns and several Moche burials. | | |
| 03 | PENNSYLVANIA POLICE STOP | ON |
| Just off of Interstate A-1 South of Pittsburgh. Human and Bear-like humanoids run this post. Nothing here is quite the same in technology and style though Cops are Cops. | | |
| 04 | RUINS OF ISRAEL | OFF |
| Hilside above the ruins of Tel-Aviv after a nuclear exchange between Iran, Israel, Syria and unknown forces. The region is a mess and covered in aid stations to exacuate survivors. It has been 6 months since the war and the area is still a political hotbed of factions that are shooting at each other. | | |
| 05 | CLOSED FOR ST. HERSCHLERS DAY | ON |
| Very cosy, near victorian street and a large department store with English, Swedish signs. Al is closed for the Holiday and open Moonday. Parking meters are ornate and incomprehensible. There is a Tibetan restaraunt open on the corner. | | |
| 06 | CONCRETE | OFF |
| A four foot slab of silicate concrete that goes to the horizon. There is nothing else here. to the north 30 miles is the wrecksge of a great sphere, a Starship that made a bad landing. It is more then 2000 feet in diameter and mostly crushed in impact. It appears to be Pre Fringepath Tehrmelern. | | |
| 07 | PLEASANT VALLEY | OFF |
| Another Earth Alternate seemingly stuck in a 1950's technology. Here fringeworthy will find they are all 15 again physically. This lasts for the duration of their stay. | | |
| 08 | SEA BEACH | OFF |
| Another very salty sea and a rocky beach. The crab scavengers here are the size of automobiles. | | |



U.N.I.S.S. PLATFORM DATA
SNADORCALAM ORCHARD
PRIME PLATFORM -116
Code 676-780-999-552



In this nightmare 1940's Earth the trees are more mollusks than vegetables. These clam trees reek of rotten vegetation and produce fresh meat. Other plants appear to have similar functions and produce spices and materials harvested by Brazilian workers. The workers are guided by a mixture of Chinese and Arabs. There are odd trucks and squat rounded buildings in the distance.

- | | | | |
|----|------------------------------|----|----------------------|
| 01 | Meat Farm | 02 | New Takrit Florida |
| 03 | Mollusk Forest (Large Trees) | 04 | South China Sea Port |
| 05 | Athens, Roman Greece | 06 | Russian California |
| 07 | Free Russia | 08 | Roman London |

ALTERNATE PLATFORM

01 TRAINYARD OFF
 Odd trainyard in another culture 1930's. Wide gauge rolling stock with runic writings. Mostly wood cars on identical modular steel frames.

02 BJORNEBACK MOUNTAIN OFF
 Simple Blacktop road with green dots down the center that goes straight through a mountain cut. The inhabitants here have no issues with turning straight through 1000 foot peaks., Road signs are colorful, geometrical and mostly incomprehensible. A vehicle passes that resembles a 6 wheeled 4x4 with dwarf like pilots.

03 SHOT UP FARM ON
 Fairly standard Medieval Farm that has been shot up. There are scattered 7.62 cases around and the remains of humans and animals. It has been looted for food. There is an iron post near the portal with a laurel wreath and a pyramid symbol. These men, women and children were slaughtered.

04 DEEP SNOW ON
 Mountain town in the 1890's. The town is deserted and the general store appears the scene of a fire. There is a single woman in the store who will snipe at Fringeworthy. There is a symbol sprayed on the side of the building that resembles a laurel and a pyramid. If Fringeworthy manage to subdue her, she tells of an armed force that shot up the town and store. (See Coptics)

05 DESERT STORM OFF
 Windstorm with sand blowing. Little here when the wind dies except 3 moons and massive dunes.

06 OIL FLATS OFF
 Rock, greasy trees, and pools of thick hydrocarbons bubbling. The atmosphere stinks of sulphur and oil. There is a man long dead and chained outside the reach of the portal. Papers on him are in a form of Roman heavily influenced by Egyptian.

07 HEAVY INDUSTRY OFF
 Tehmelern heavy industrial zone filled with Robotics, Great buildings and warehouses. All of this has been smashed and scattered. There are no Mellor here and little life. The atmosphere is thin and tainted with a lot of carbon monoxide. The star is hot and bright.

08 REDWOODS ON
 Another world spanning forest of great redwoods. These are monsters by any standards. The trees stand quietly like a cathedral. Wildlife is sparse.



U.N.I.S.S. PLATFORM DATA
THE DEAD SEEK THE LIVING
PRIME PLATFORM -117
Code 777-568-722-540



A war weapon research station by the Dentini Hegemony, a set of client worlds who sought dangerous solutions to the Mellor war after the Tehrmelern's weapons proved useless. They created a bio-weapon that would redesign a number of races, including human, into anaerobic killing machines that would not fear the Mellor nor stop their offensive until all Mellor were destroyed. Originally conceived as a weapon that would reanimate the dead, providing much needed reinforcements, their funding only allowed them to create a weapon that would transform the living into the walking dead, which would infect other living to create an irresistible force. Ultimately the Hegemony decided the weapon was too immoral to use, but the scientists put the station into hibernation instead of destroying their work. When found by the Chinese, more than two thousand years later, the bio-weapon was released when they broke into the containment capsules of holding infected specimens.

Ironically, as long as the harmless old Mellor that guarded the place in disguise exists on this world, the dead will never rest. All its hard work in restoring this world after the collapse has been destroyed. It will do everything it can to avoid unmasking. It will not willingly leave this world.

While the governments have been destroyed, there are pockets of living. Some fight a daily battle against the dead. Some have become nomads, quiet as church mice trying to go unnoticed as they travel the landscape searching for supplies. Some, always expecting the worst, already built complexes deep underground or in arctic wastes. Planning for the long haul, they shoot first whether the living or the dead.

01 California Swamp

Warp in a California swamp south of Camp Pendleton in a swamp fed by the Santa Margarita River. The camp is overrun but there is lots of armament for those who will face the new occupants. This seems like a good place to institute a new offensive against the dead, but the area is too open and the buildings and barriers not tall enough to stop the dead when they start to mass.

02 Kyahta Field

Warp in immense wheat field collective 50 miles north of the Soviet border city of Kyahta. Train tracks lead from the collective to the city which is under siege by the dead. 5000 people live in the upper floors of number of government buildings in the center of the ruined city but their supplies are dwindling.

03 Izmir Prison

The Izmir Prison is one of the most famous prisons in the world, the tortured have found a way to fight back. A new warden reigns. The dead follow him though he doesn't know why. He is Fringeworthy, but that hasn't stopped the dead from attacking IDET explorers.

04 Mongolia Lab Site

Deep in the Inner Mongolian Autonomous Region is a tribal burial cave that has been the headquarters for warlords in the past few years. The Chinese rooted them out and found there was a secret complex behind the cave. What they released destroyed the world. The Chinese killed all the researchers and welded a steel barrier over the entrance. The cave now has as its guardian a single misshapen man suffering from elephantiasis named Unlucky or Ugly Head, who is an old Mellor waiting for someone to come and decide the final fate of the research station. The warp is not close to the cave, but the Mellor knows where it is. Unfortunately, it is locked.

05 Micronesia

Thousands of natives have transformed into the dead and roam from island, across the ocean floor, to island seeking to swell their numbers.



U.N.I.S.S. PLATFORM DATA
THE DEAD SEEK THE LIVING
PRIME PLATFORM -117
Code 777-568-722-540



06 Saudi Arabia

Saudi Arabia, supplied by gasoline supplies that will never run out now that the world market is gone, they have returned to their nomadic ways and have declared a Jihad on the dead. Travelling in packs of armored vehicles and tanker trucks, they seek and destroy the dead as well as gather needed supplies.

07 Paris

These French catacombs ironically are the safest place since the real dead do not animate. But the warrens are slowly being infiltrated by the walking dead

08 Vietnam

In the middle of the largest unexploded bomb area in the world, a small group of living manage to survive, their sanity waning as they hear the sound of explosions, night and day as the unending dead slowly erode their circle of safety.

ALTERNATE PLATFORM

01 ROCK PEOPLE

ON

Odd humanoids over 7 feet in height and covered in a skin of rock like plates. They have towns, commerce and wagons they pull. There is a full Ring Station here surrounded by flowers and potted tomatoes. While in a cultural rut they are not stupid.

02 DENTINI OUTPOST

OFF

Long abandoned clerical outpost and exploration center for this cluster of Fringeworthy races. From the scattered remains there appears to be at least a half dozen human and humanoids that were working to solve the Mellor problem.

03 HOODSON YARDS

ON

The Warp here has been fenced off and there are eyeball like cameras. The area appears to be in the midst of a vast parking yard with large tarped vehicles. In the style of the 1950's, these steam powered family cars are a symphony of excess, brass, shag carpet and weird luxury.

04 SWAMP

ON

Just another hot summer swamp with the requisite annoying insects and wildlife.

05 DEATH LILIES

OFF

Purple sky streaked with lightning. The area has clumps of 5 foot flowering plants in a riot of color and shape. Some hum while others puff spores. The atmosphere is not right for humans and they begin to choke. The flowers have an acid based metabolism.

06 OLD MINING

ON

Rocky hillsides covered with mine shafts and small carts. All is rusting. Bone of these shafts are over 4 feet in height.

07 LONDON 1916

ON

Side Alley next to a butcher shop. A side door opens and a butcher offers a bucket of Hog Liver at a discount to the military men he sees...

08 KUDZU ACRES

ON

Alternate biological where Kudzu has taken over the world and people live with it. This is an overgrown housing development of brick and stone that has homes for sale.



U.N.I.S.S. PLATFORM DATA

HIGH CARBON

PRIME PLATFORM -118

Code 994-535-789-116



A 1960's Earth that was overwealmingly invaded by reptilian aliens. They are brutal slave masters who stripped the planet and use humans to manufacture goods. Children are often taken by the occupiers as a holiday treat. There are few good things to say about these creatures other than they can be killed at a price. For everyone killed a hundred young are taken and transported off world. There are other aliens on Earth who are traders from a Galactic Market. They state flatly that Humanity is property of the Helanki until they make a claim for ownership at the Galactic Trade Council. There is high potential for Rebellion here.

- | | | | |
|----|-------------------------|----|-------------------------|
| 01 | Factory Gulag Houston | 02 | Depopulated Kansas City |
| 03 | Factory Gulag Zimbabwe | 04 | Empty Indian Village |
| 05 | Starport Death Valley | 06 | Empty Moscow |
| 07 | Tropical Resort (Alien) | 08 | Italian Factory Complex |

ALTERNATE PLATFORM

- 01 DRUG WAREHOUSE ON
Massive multi level storage building that hold tons of drugs in pill form. There are thousands of containers that are labeled in Arabic. The complex is pristine and white with a few glass windows that overlook a great city of low buildings and minerets. There are people and vehicles visible. Within 10 minutes bearded Mulahs with persuasion sticks will challenge the Explorers.
- 02 EURO RAIL COMPLEX OFF
Massive complex of passenger trains that link the great Capitals of Europe. An odd mix of Victorian and high tech. Trains leave for Sustria Hungarian Empire Stops, Holy Russia, Roma, London, Barcelona, New Paris and Points East to the Hon Empire, India and Nippon.
- 03 TEA PLANTATION OFF
Tea plantation in 1940's Pakistan. Hotel and bar with various characters including Brits, a Nazi and an American Engineer. There is no start of WWII yet and Germany is under the skillful hand of Herman Goring after the unfortunate accident that took the life of Hitler in 1939.
- 04 SNOWCOAST OFF
Snow covered. sparse wooded hillside that ends overlooking a seacoast. In the distance is a half sunk Aircraft Carrier. It is the UCA JAMES RIDDLE HOFFA.
- 05 PIGLEY WIGGLEY SUPERSTORE ON
The year is 1957 and Explorers appear in the parking lot of a Pigley Wiggley Superstore in Brandon Texas. The technology is a little ahead of the 1950's though the styles are what is expected.
- 06 PALM FOREST OFF
Island Palm Forest with great numbers of coconut and oil palms. Wild pigs, and no signs of humanity.
- 07 SHIPYARD OFF
Hillside overlooking a great shipyard where scooners and other designs are being assembled. There are over a hundred slips where these great ships are being assembled in what appears to be a factory setting. The population is a Mix of English and Spanish. No warships are present and the ships do not have cannon.
- 08 IRONWORKS RUST ON
Another large string of coal fired factories that appear to have been abandoned. 10 foot iron plates were being manufactured here and are still present in stacks and in casting pits. Everything is covered in rust.



U.N.I.S.S. PLATFORM DATA
THIRD WORLD USA
PRIME PLATFORM -119
Code 624-657-631-049



In the Early 2000's a bad president, an equally bad congress and political infighting turned the US into a Third World Nation. It started with Terrorist attacks and several wars that were not necessary. Oil Companies and the Banks manipulated the laws, created crisis, and put the government into their rich pockets at the expense of the Middle Class. The result was a failed Dollar, the massive loss of homes and jobs and the wholesale moving of Corporations to friendlier nations. By 2012 the US was bankrupt, selling its resources and passing laws to seize any remaining assets in the shattered middle class. The US has become a police state, the people hungry and the rich that remain in fortified city states. The US's former friends are feeding like vultures on the corpse of this once great land as petty politicians blame the middle class and each others party.

- | | | | |
|----|----------------------------|----|-----------------|
| 01 | Pittsburgh | 02 | Saudia Arabia |
| 03 | Homeless Tent City Alabama | 04 | Moscow |
| 05 | Hollywood Hills Estates | 06 | Fortress Canada |
| 07 | Cardiff England | 08 | Stockholm |

ALTERNATE PLATFORM

- | | | |
|---|---------------|-----|
| 01 | TRIPINTULO | ON |
| Horse drawn wagon station in an Alternate Old West. Styles and technology is not entirely Western, more resembling a collision of Aztec, French and Japanese styles. Women are wearing guns. | | |
| 02 | RED FOREST | OFF |
| Forests here take on a red and green color scheme. There is standard life in red shades. A large ringed moon hangs in the sky. | | |
| 03 | ANOTHER SWAMP | OFF |
| Another world in a runaway greenhouse age with deep swamps, fern like trees and more bugs then the Explorers can imagine. It also stinks of decaying vegetables and a touch of ammonia. | | |
| 04 | HIGH MESA | ON |
| Small, Cold Windswept Mesa, a hundred foot flat area at the top of a high mountain. There are flags planted here in Variant French and Chinese. | | |
| 05 | OIL FIRES | OFF |
| Natural oil that has welled up from the earth is burning in several pools. The sky is dark and cold, with many more of these pools visible in the far distance. There are ruins and walls in the local area, smashed pottery and burned skeletons. | | |
| 06 | OLIVE GROVE | ON |
| Olive trees scattered up a mountain side with a very foul tempered Arab man. The year is 1931 in the state of Free Palestine. | | |
| 07 | POCKET STOP | OFF |
| A mile of spherical sand lit by a small star in the center. There are great wooden shelves, many burned to create campfires. There are remains of burned books, wrappers, cans and other trash. There are Slarg bone scattered around one of the fire pits. | | |
| 08 | BIRCH STRIPS | ON |
| This Alternate appears to be a vast tree farm, carefully cultivated strips of birch and oak. Little else. | | |



U.N.I.S.S. PLATFORM DATA

MICHIGAN BREAKAWAY



PRIME PLATFORM -120

Code 367-868-922-464

In the Who would have thought the granting of a strip of land 10 miles wide and 80 miles long to one territory instead of another would lead to a vastly different North America. At the time, in the south, Anglo impresarios were fighting for independence, as was Osceola and his Seminoles in Florida. All the Territories were dealing with the "Indian Problem" and the Abolitionists movements was making headway, despite laws passed by United States Congress.

All it took was a strip of land, the Toledo Strip, in the lower Maumee Valley, and the citizens of a little village named Toledo who wanted to leave the Michigan Territory for the state of Ohio, to start the Secessionist Movement.

On most worlds with a stable USA, this granting of the Toledo Strip to Ohio ended up in a fairly trivial confrontation known as the "Toledo War". On this Earth, this lead to a multi-front war between the Territories of North America, Canada, England, Mexico, and a beleaguered United States of America. **See page 99 for a detailed report and analysis.**

- | | | | |
|----|----------------------|----|-----------------------|
| 01 | Lansing Michigan | 02 | Paris France |
| 03 | Freedom North Africa | 04 | St. Petersburg Russia |
| 05 | Washington DC | 06 | Australian Outback |
| 07 | Florida Beach | 08 | Amazon Jungle |

ALTERNATE PLATFORM

- | | | |
|---|--------------------|-----|
| 01 | CARSON NEVADA 1870 | ON |
| A town with a dead sheriff and a gang of outlaws raising hell is the greeting the Fringeworthy will get in the Historical Alternate. | | |
| 02 | FOG BANK | ON |
| Snow field on the edge of a slope and a rushing river. The area is choked in Fog. The moose are not as large as the bears. | | |
| 03 | MILITARY BONEYARD | OFF |
| Another Cultures military boneyard in a desert environment. Small dinosaurs skitter around the wreckage of large prop aircraft and large artillery pieces. Little is usable and the aircraft appear to be sealed and pressurized with nitrogen. Markings and lettering is in a flowing Thai like script. | | |
| 04 | BOWLS | OFF |
| Rocky flats extend to all horizons. Interspaced with these are great round holes with lakes in the center, surrounded by forest. Exploration of a close bowl shows a cluster of Tehrmelern Home Trees that have been deliberately burned. Several of the trees are still screaming in the minds of anybody sensitive. | | |
| 05 | MOSS FIELDS | ON |
| Primitive earth with salty oceans and land covered in thin green moss. | | |
| 06 | MOUNTAINSTREAM | OFF |
| Small and fast Mountain Salt stream filled with sardines. | | |
| 07 | WILD CORN | ON |
| Fields of wild Indian corn. There is a great Native American Empire here with flintlocks. | | |
| 08 | ROCK | ON |
| Flat rock broken by large boulders and fine green sand. The air smells of metals. | | |



U.N.I.S.S. PLATFORM DATA

MEGA SWAMP

PRIME PLATFORM -121

Code 094-754-582-691



This prime is set to a world spanning swamp on a hot steaming earth. Lower gravity (.85) gives the plants a boost in size. The fairly mild climate gives a perpetual growing season, and creates a hot house effect. The life forms are mostly primitive and insectoid. There is a species of foot long ants that may have a touch of sentience and potential to be something greater.

- | | | | |
|----|--------------------|----|-----------------------------|
| 01 | Hill in Swamp | 02 | Polar Temperate Zone |
| 03 | Dark Lowland Swamp | 04 | Dense Jungle |
| 05 | Concrete Pad | 06 | Grown Over Stonework Bridge |
| 07 | Stonework Ruins | 08 | Dense Jungle |

ALTERNATE PLATFORM

01 HOT MOUNTAINS ON
Forested valleys in the shadow of great mountain peaks. Wildlife is abundant as well as fresh water. There are stone markers and the remains of paths (Roads?) that lead to the lowlands. There are Monks and Chinese travellers here who are very shy of strangers.

02 THIN OFF
The atmosphere here is cool, dry and very thin. While breathable any exertion will cause problems. The sky is under an orange star and there are unusual structures on the horizon. They appear to be squat variants of Thermelern Home Trees. Most are dead.

03 RIVER CANYON ON
Sand shore on a fast river bank. Sandstone towers 500 feet in the air on both sides. The top of the canyon is living desert. Scan of the airwaves shows a faint station with a woman singing in French. Probable Cultural Alternate.

04 SUGAR CANE PLANTATION ON
Portuguese farm in Southern Brazil. The year is 1901 and the farm is buzzing with activity. Workers are humanoids resembling an advanced monkey. Humans oversee their activities. The 'Homens Do Macaco' or 'Monkey Folk' will talk to the Explorers in Pigeon Portuguese and take them to the owners. The Brazilians hate the English with a passion. They have fought three wars with England in the last 25 years and are now in a landwar with them across the Free Texas Border.

05 TROPICAL JUNGLE PATH OFF
Peaceful tropical jungle with a very nasty tribe of cannibals. They have bows and spears, and have taken out Explorers before. If scared off, a costal village shows a pile of equipment that was Coptic as well as bones and skulls.

06 ZOUTKAMP FARM OFF
A Dutch Chicken farm in the 1950's. Close Cultural Alternate.

07 BEER AND PIPE ORGANS OFF
Country Inn around the 1870's Prince Wilhelm's Prussia is a peaceful place. The beer is good and the music loud. The people are friendly and get friendlier when things are paid in Gold.

08 SLOW SNAPPERS ON
A few furry dinosaurs and a persistent turkey sized predator. These slow, fat, scavenging raptors are easily outrun and easily killed. Unfortunately blood attracts more of these annoying little monsters. In numbers they can be dangerous,



U.N.I.S.S. PLATFORM DATA

COTTA'S EMPIRE

PRIME PLATFORM -122

Code 612-026-957-368



Around 122 AD the Roman Emperor Hadrian constructed a wall and forts across the English countryside. Tired of the attacks by Scots and Picts, General Gaius Cornelius Cotta fortified and then built trading centers at strategic points without the Emperors knowledge. This diffused the hostility and gave Cotta massive wealth to expand these centers into towns. He Romanized the areas while letting the natives continue their culture. With Roman Politics a morass, Hadrian stayed in Britain and established the Western Roman Empire. Five hundred years later Britain is the seat of Rome and has growing colonies in North and South America. They have blackpowder and a crude understanding of electricity. Roman law is harsh, but it continues to allow this empire to grow.

- | | | | |
|----|-----------------------------|----|------------------------------|
| 01 | Overlooking Great Londinium | 02 | Jerusalem Trade Center |
| 03 | Abandoned Rome | 04 | Aztec City |
| 05 | Scottish Highlands | 06 | Western North American Coast |
| 07 | Hispania Shipyards | 08 | African Slave Lead Mine |

ALTERNATE PLATFORM

- 01 ROAD WARRIORS 1990 OFF

Somewhere off this Alternate I-80 near Toledo is an abandoned service plaza. It is home to a group of Road Bandits that prey on the area. There has been massive economic and social collapse here with the remains of the military protecting a few key cities and the wealthy. Explorers come out a few miles from the plaza and will hear a phony broadcast of a safe haven with gas and food. It is a trap.

- 02 SUGAR PODS OFF

Scattered barrel shaped pods litter this landscape of brush. These six foot pods are pressurized, waiting for a common spined rodent (size of a pig) to damage them. Once punctured they explode with the force of a stick of dynamite and scatter millions of fluffy aerial seed pods. The fluff is a natural sugar that wildlife finds tasty. Seeds pass through their digestive systems and root more pods. It is not elegant but it works.

- 03 LAVA LOWLANDS ON

Lava flats and mountains cover this hot world. The lava is ancient and only now a few plants are growing.

- 04 BORZUNKA'S CEMETERY ON

He may be a hunchback dwarf with a bad attitude, but he will keep intruders out of his cemetery during non business hours. He is a master of martial arts with a shovel. He speaks Broken Italian, English, German and Slavic. He can not be bribed but will listen to intruders until he makes a determination. He hates children. Borzunka also has an astonishing mechanical IQ and is Fringeworthy.

- 05 BURNING GARBAGE OFF

A great city dump on Long Island where trash is burned. There are roadways and piles of garbage here. The technology appears 1930's and the predominant language is Dutch.

- 06 DOGWOOD FOREST ON

Large forest of stunted dogwood trees and dandelions.

- 07 PEST OFF

City plaza in Pest Hungary. Fringeworthy will attract children in this 1930's Temporal Alternate.

- 08 COMMUNIST INVASION OFF

This 1940's town is prepped for a Communist Invasion. Posters line the streets. At 5 PM the Communists Russian Circus Arrives with clowns, animals and propaganda. Some things never change.



U.N.I.S.S. PLATFORM DATA
DARWIN'S NIGHTMARE
PRIME PLATFORM -123
Code 789-898-316-002



This Alternate Biological has no barriers between the genetics of species reproduction. Mammals can crossbreed with Mammals in bizarre combinations. The combinations in the young can be dominant or non survival qualities. Traits are lost across generations. This is only true of Mammals here.

- | | | | |
|----|------------------------|----|---------------------|
| 01 | Armored Bison Herd | 02 | Large Kangaroo Rats |
| 03 | Tiger Monkey Jungle | 04 | Fisher Horses |
| 05 | Hog Skunk Forest | 06 | Polar Fur Hippos |
| 07 | Ferret Squirrel Colony | 08 | Bear Humans |

ALTERNATE PLATFORM

01 FROZEN SWAMP OFF
 The only good thing about this swamp is it is frozen in dead winter. In fact everything is frozen here including the animals. They are all in deep hibernation.

02 ANDROID BUILDERS OFF
 Wide corridors with glass walls. This is a sales site for the design of personal androids in any shape and design imaginable. The halls are long and dusty. A human hologram will activate and request to help the shoppers. Outside is an abandoned city that is being maintained by robotics. The year is 2130 and the place is Atlanta Georgia. Constructed androids will be destroyed by Portal Use.

03 QUICKSAND ON
 It may look like a quiet desert but a few of those large clearings are Quicksand.

04 VALLEY OF THE GODS OFF
 Great snow covered valley with 200 foot high statues of men and women in armor, with wings and in strange costume. The presence in the valley is respectful and serene. Touching a plate on the front of the statue will give the user an impression of who the user was and what he or she did. There is a damaged vehicle here covered in snow. The Roman/Latin language of the record of exploration here states one of the Coptic Masters shot at a statue and brought the Iron Guardians down on them. There is no sign of bodies but there is frozen blood.

05 ISLAND AIRSTRIP ON
 Grown over airstrip somewhere in the Micronesian Islands. A few rusty jeeps and a couple of P-38's in a dilapidated hanger. This setting looks post WWII.

06 AFRICAN ROAD STOP ON
 Small town under British rule. Very typically 1940's Africa but the climate is cool, and there are far too many tourists getting off the narrow gauge train. It is actually the 1990's and this is a Recreation Zoo.

07 SALT FLAT ON
 A vast salt covered landscape, compacted hard with a few high places with brush and a few gulls.

08 PEOPLE OF CLASS OFF
 Odd Cultural Alternate with a complex class structure determined by race, hair color, eye color, ear shape and nose length. These people are very structured in their life and constantly remind each other of it. The society is stagnant.





U.N.I.S.S. PLATFORM DATA

METRO AMBUSH

PRIME PLATFORM -124

Code 439-240-408-812



The Terrorist threat in the early 2000's was enough but an armed incursion in 2003 sent this world into a frenzy. At Pittsburgh International Airport a large group of highly armed terrorists showed up out of nowhere and slaughtered hundreds of holiday travellers. They also vanished without a trace. Since this Western Civilization has crated a Police State bent on absolute security. The Explorers will walk through a warp into the middle of this airport. Authorities suspect a spacial abnormality is present and are on guard.

- | | | | |
|----|----------------------------------|----|--------------------------|
| 01 | Pittsburgh International Airport | 02 | Scottish Fishing Village |
| 03 | Hawaii Beach Ohau | 04 | Polish Hog Farm |
| 05 | Japanese Baseball Field | 06 | French Alley in Paris |
| 07 | Hiafa Israel | 08 | Moscow Apartment Roof |

ALTERNATE PLATFORM

- | | | |
|--|------------------|-----|
| 01 | SUPER CORN FIELD | OFF |
| Magnificent corn field with 14 foot stalks of corn. This corn is a virtual plastic that is being harvested and packed into warehouses. The technology doing this is neither Tehrmelern or Human. | | |
| 02 | ACID SPRINGS | OFF |
| Lush botanical landscape with flowers and plants. A hot spring is bubbling. The environment is rich in Sulphuric Acid. Plants are toxic and the springs are deadly. Within minutes the atmosphere will begin eating away at mucus membranes and lung tissue. | | |
| 03 | WALLS | OFF |
| Large German city in 16th century Germany. There are heads on pikes and a very poor, war weary population that does not trust strangers. | | |
| 04 | MANSION ROW | OFF |
| Foreign enclave in 1930's China. Just before the Japanese invasion. This area is mostly British and has no clue that a war is on the way. | | |
| 05 | CAVERN ROW | ON |
| Limestone cliff side with a row of caverns. There is some evidence of habitation long ago though nothing beyond stone tools. The insides gave sophisticated carvings along the walls as well as stone built furniture covered in organic residue. There are carved mammoth tusks in abundance. | | |
| 06 | RED BOAT VILLAGE | OFF |
| Village with a boat slip. Anchored in the bay is a great wood sailing vessel of unknown design. The sales are bright red. The people here are gathering goods and running boxes and bales to the dock. The ship is unloading supplies. | | |
| 07 | WINDSOR CANADA | OFF |
| Victorian styled town with early automobiles. Across the river there are ruins of what was once a 20th century Detroit. The people are friendly and let it be known that any contact or commerce with the United States is an automatic death penalty. The world has slid back to 1895 and nobody talks about what happened. | | |
| 08 | VINYL WARREN | ON |
| A black and white checked tile covered concrete floor, posts and a 12 foot drop ceiling. This same pattern goes on for miles and miles. It is empty dark and uninhabited. Above the drop ceiling panels is a 8 foot space, beams and a heavy steal roof. Blasting through the roof takes Explorers outside into fog and rain with just weeds, a few stunted trees and scattered bits of blown rubbish. | | |



U.N.I.S.S. PLATFORM DATA
COPTIC TECH SLAVE MINE
PRIME PLATFORM -125
Code 651-933-615-280



Functional Coptic scavenger site run by slaves. There are more than a hundred Fringeworthy here mining this failed Cultural Hell. They are sent out into the vast city ruins to bring back gold, weapons and interesting technology for their masters. The ruins are dangerous, filled with animals and a few very annoyed survivors of plague and pestilence. The Coptics will attack the Fringeworthy with salvages rifles and weapons. They will give no quarter, wear body armor and use a line of slaves to protect themselves. There are 2 Fringe Lords here and a Lesser Prince. They are arrogant and consider the other Explorers fit to be slaves.

- | | | | |
|----|---------------------------------|----|------------------------|
| 01 | Ruins Boston | 02 | Korean Fishing Village |
| 03 | Ruins Rissian Airport Minsk | 04 | Vietnam Highlands |
| 05 | Tech Slave Area Bremmen Germany | 06 | Chilean Seacoast |
| 07 | Slave Camp Nevada Desert | 08 | Cleveland Ruins |

ALTERNATE PLATFORM

- | | | |
|---|-------------------|-----|
| 01 | HIGHBRONZE | ON |
| A different Bronze age where iron and steel were not used. What became the primary metal was bronze. This society, now in the electrical age are master stone builders with bronze machinery and clockwork worth comparing to most industrial ages. A peaceful society that is both spiritual and caring. | | |
| 02 | FLOATERS | OFF |
| Small islands of compacted vegetable matter, trees and brush floating on a murky green sea of Algae and small life forms. These islands move and clump to create larger islands. | | |
| 03 | HOVER ORCHIDS | OFF |
| Odd foot high flowers that float across their jungle environment. Many break lose on the winds and travel as a root ball and flower on the top. When disturbed they fall to the ground. | | |
| 04 | COPTIC ROYAL CAMP | OFF |
| This mild forested world is a small Coptic Supply Base and camp for Royalty. It is equipped with tents, slaves, armed guards, recreational women, and all the luxuries the Princes and extended family need. It is obvious the slaves and most of the support personnel hate their masters. This full Ring Station is guarded by two bunkers and automatic weapons. | | |
| 05 | ICELAND OUTBACK | OFF |
| Hillside above a small Icelandic town. The snow is covered with footprints that lead back into the Warp as well as drag marks. A woman from the town is missing and can be found chained in the camp at Portal 04. | | |
| 06 | DOG DAY AFTERNOON | ON |
| This Cultural Alternate seems to be filled with humans and large dogs. The dogs are on every porch and in every yard. Most resemble mastiffs. The people leery of strangers and the dogs are very protective. A week ago a number of dogs were shot at night. | | |
| 07 | COPPER MINE | ON |
| Primitive people are mining and smelting in this great Copper pit. There are vast quantities of copper here. | | |
| 08 | BIG FISH LAKE | ON |
| African fishing village on Lake Victoria. Boats are harvesting 8 foot Perch from the murky waters. In turn crocks are harvesting the careless fisherman. Europeans are unknown here. | | |



Fringeworthy Stories

A collection of Stories Based on Fringeworthy





THE MEETING

James Buchanan

October fourteenth, 2019. Ambassador Hadrian's new office. Col. Edward Powers, wearing his office uniform, presses his thumb onto the door's keypad. The utility fog that makes up the door divides in the middle and sides into the walls. Hadrian calls out, "Mr. Powers, please come in." Col. Powers walks into Hadrian's fifty-foot square office, filled with items from Hadrian's mission to his world's China and his own nation. Such an elaborate collection, Ed thinks, would be worthy of any museum on Earth Prime.

Col. Edward Powers sees Ambassador Hadrian, wearing an expensive, white business suit from an Italian mens' clothing shop. He is standing next to a circle of high-backed, easy chairs, a coffee table with a variety of hot and cold drinks are visible behind clear lids in the table top.

Col. Edward Powers: "Mr. Hadrian" Ed began, "I believe five in the morning is kind of early in the day to start business. Even with my upgrades, I still need to sleep sometime."

Ed suddenly stopped talking as the form of an adult, Tehrmelern female, with calico fur and sky blue eyes appears when her utility fog, invisibility cloak dissipates around her. She stands next to Hadrian and she is the tallest Tehrmelern Ed was ever seen, with her eyes at the same level as the top of Ed's forehead. The Tehrmelern spoke in a soft and disarming voice. "Greetings, Col. Powers, my name is Gemma and I have been looking forward to meeting you for some time."

Ambassador Hadrian: "Both of you please sit, as we have much important business to discuss."

Col. Edward Powers takes a chair between Hadrian and Gemma. He looks directly at Gemma and asks: "Lady Gemma, I don't remember seeing your name listed in the official list of known Tehrmelern representatives. How did you get access to this station, without me knowing it?"

Gemma tilts her head slightly to the right, a small smile on her lips: "For now, all I can say is that I have my own way of getting around."

Col. Edward Powers: "Your own way?"

Gemma smiles: "Yes, my own way."

Ambassador Hadrian: "Mr. Powers, shake Gemma's hand to receive a data file from her."

Col. Edward Powers: "Just what is going on here, anyway?"

Ambassador Hadrian: "Once you read the data file, I'm sure you'll understand."

Col. Edward Powers shakes Gemma's hand and her file is downloaded from her mind, transfers through the skin of their palms, and is uploaded into his mind. After scanning it several times for viruses, he reads the file.

What Ed sees amazes him. In chapter one, Ed sees Gemma growing up in her home world, many gen-



erations before their species become so peaceful or had built the Pathways! Col. Powers sees and feels what she experienced while growing into an adult, her sometimes sweet and sometime sour memories. He then sees Gemma's quest to become an astronaut and eventually joining a deep space flight to the outer edge of the Tehrmelern solar system. Then, at the very edge of their solar system, far away from their home world, something invisible to the ship's sensors explodes behind Gemma's spaceship, causing her, and the ship's crew, to take shelter in suspended animation chambers. Gemma goes to sleep and black nothingness ends chapter one.

Then, at the start of chapter two, Ed sees that just about one hundred, Earth Prime years ago, Gemma's spaceship was rediscovered by a Tehrmelern deep space probe. She, and her ship mates, were revived with very advanced medical technology. They were all shocked and angry that so many centuries had passed while they were sleeping. Moreover, they were taken aback by their descendant's building a vast road network connecting many realities, how they created the Mellor, and how an evil intelligence had used the Mellor to nearly destroy their own species.

What Gemma saw and the emotions she experienced, shifts to the ship's crew planning to go out to the alternative worlds and take a more active approach to defeating the Mellor menace. They would individually go out and build alliances among alternative worlds to strengthen the other intelligent species ability to fight a long war against the Mellor. Such alliances would also create stronger buffers between most of the evil Mellor and their home world.

Chapter two ends and Ed's mind returns to the real world.

Gemma: "As you can see, I and my fellow crew members think much more like you human beings than our peaceful descendants. We have, and will be, much more useful allies to you than all the other Tehrmelern combined."

Ambassador Hadrian: "Gemma helped build a coalition between my brother, President Smith, a few other people, and I in planning and making reality the unification between my Roman Empire and Earth Prime's United Europe."

Gemma: "That is history, but we must now consider how to best deal with the Mellor and also stop other threats that have appeared since the Mellor went amuck."

Ambassador Hadrian: "It is better for everyone that we develop a number of powerful alliances of multiple world, nation states, working together for the common good, rather than put our trust into a largely ineffective United Nations. After all, the real power to collect taxes and send their citizens into the Pathways rests in the hands of nation states, and not the United Nations. If you ask anyone at this station, they will tell you that they first give allegiance to their own nation and then give allegiance to the United Nations second."

Gemma: "I have found that to be true everywhere I go. We must work with people as they are now, and not as they could be in some ideal future."

Col. Edward Powers: "I suppose that still I do sing the Pledge of Allegiance to the flag, of the United States of America, and not to the United Nations."



Ambassador Hadrian: "Mr. Powers, you will find that Gemma is unlike any other of her kind that you have ever encountered. She talks clearly, can see the world as we see it, and I have sometimes seen her get agitated over our problems."

Gemma: "Humans of Earth Prime and Hadrian's world don't trust my people. After all, we were the ones that set into motion the events that made the Mellor disaster. Thus, it would have been nearly impossible to create the Roman and United Europe unification if humans knew it was first my idea."

Col. Edward Powers: "Gemma, it is impossible to keep your involvement in our worlds a secret forever."

Gemma: "We are aware of that, so that's why you are here now. We need your help to carefully release this information to the general public and manage damage control. While making first contact with the natives of alternative worlds, you have proven yourself worthy to be called a master negotiator and we'll need your services to keep our plans hanging together."

Ambassador Hadrian, extends his arm toward Col. Powers. "One more data transfer."

Col. Edward Powers takes Hadrian's hand and sees a recorded message from President Smith, who courteously asks Mr. Powers to cooperate with Hadrian and Gemma. After the message is over, Ed asks: "Well, what do the two of you want me to do?"

These three spend the next few hours going over plans to release information about Gemma and her involvement with the Roman and United Europe unification agreement.

Jim

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Ten P.M., October Nineteenth, 2019. Col. Edward Power's private apartment. Hatsumi Station, Antarctic, Earth Prime.

Edward Powers is relaxing in a semi-reclining, data chair. The familiar wristband on his wrist, connected with an optical fiber cable with the chair's super computer. The cushioning on Ed's chair is self-adjusting, giving him a very comfortable chair to recline, relax, and write. Ed is writing his observations into his own, private journal.

Note: Nearly all new objects, of any value at all, made on Earth Prime of 2019 now have some intelligence and are connected to each other.

Ed Powers uses his mind and his upgrades to start writing: Start journal entry. "My life reminds me of a Chinese curse, 'May you live in interesting times.' The last few days have been interesting. First, Gemma, a Tehrmelern unlike any that I, or anyone from his section of the Pathways, has ever encountered, appears in Hatsumi Station. She did not come to Earth Prime by using the known Pathway. Gemma's abrupt appearance here would be enough to cause a major disruption in our chain of command."



"But, like all good stories, there is a second interesting twist in the narrative. Gemma told the base commanders she has a very important new theory for all of us. So, Gemma requested that she be given the opportunity to present her theory in a lecture hall filled with base commanders, national political leaders, scientists, and some lower ranking officers. Gemma requested that I attend this her presentation and was one of the lowest ranking people there."

"Gemma gave us a multimedia lecture on a theory she and the rest of her ship's crew have developed. Somehow, a race of super intelligent beings has uploaded their minds into Super Strings, the very fabric of reality. Now, all living creatures are machines, with the conscious being the software and the brain, nervous system, and the other living cells being the hardware. Now, we Earth Prime humans and the Victorians already are able to transfer human conscious from body to body. Therefore, it is possible that a race could transfer their minds into Super Strings and do whatever they liked to simple creatures like Tehrmelerns and Human beings without detection."

"Of course, the evidence for Gemma's theory was all circumstantial. Her lecture had a mixed reaction from the audience. Gemma continued her lecture by saying that the main reason she come to Earth Prime was to use the Alien Computer found by the Victorian explorers. The computer can tap directly into Super Strings and thus someone's mind can dive into Super Strings and see if these super intelligent beings are real or not."

"Immediately after Gemma spoke those words, our resident mystic stood up and volunteered herself to explore Super Strings to find any hard evidence to support Gemma's Theory. Gemma accepted Captain Moonstar's offer and both of them hurried off to the lab, where the alien computer is. Our one and only magical person, cast several spells upon herself to allow her mind to move both freely and veiled in the Super String spaghetti bowl. Well, that's what I think Super Strings looks like, an endless bowl of spaghetti."

"Exactly what Captain Moonstar found, and we saw, can't be described in my journal. My journal is not secure enough to store such data. All I can record here is that our resident mystic gathered all the hard evidence needed to prove Gemma's Theory. If this reality were a computer game, then both Humans and Tehrmelerns have found the final boss."

"After Captain Moonstar disconnected her mind from the alien computer, the audience in the lecture hall become very much quieter and walked out somewhat dazed and stunned. We now understand that both Humans and Tehrmelerns now have a truly epic quest before us all."

"Right now, only Captain Moonstar is able to get close enough to these beings, remain unseen while recording data on them. What our nations and worlds should do now is to discover what gives our resident mystic the ability to use powers she calls magical energy and transfer this ability to other explorers."

"In retrospect, the only actual advantage our people have over these evil minds now rests with one woman. We can't ask Captain Moonstar to fight the final boss battle all by herself. But, how can I and my friends get the same mystical abilities Captain Moonstar now has, then get enough training to use these mystical abilities?" End journal entry.



Ten P.M., October Thirtieth, 2019. Col. Edward Power's private apartment. Hatsumi Station, Antarctic, Earth Prime.

Again, Edward Powers is relaxing in a semi-reclining, data chair. The familiar wristband on his wrist, connected with an optical fiber cable with the chair's super computer. The cushioning on Ed's chair is self-adjusting, giving him a very comfortable chair to recline, relax, and write. Ed is writing his observations into his own, private journal.

Ed Powers uses his mind and his upgrades to start writing: Start journal entry. "My interesting times continue to overwhelm me. Gemma, Captain Moonstar, a few others, and I did a quick analysis for several different alternatives, to see where these Ultra Minds are. Nearly all of these alternatives have the Ultra Minds embedded into their Super Strings. However, Captain Moonstar's alternative showed no trace of the Ultra Minds."

"We spent two days using the alien super computer to examine Nova's alternative and found that the Super Strings there have a strange, computer program embedded in them that allows people with Nova's genetic code to tap into the program and allow these people to draw energy from Super Strings. Of course, Nova is now overjoyed, as she can use this knowledge to expand her spell options and increase her power by at least the power of ten."

"Captain Moonstar is a fun person to be around. She smiles nearly all the time and has a great sense of humor. Her joy for life and constant optimism always makes her my second choice, when I pick a team for a mission. The first person is, as always, General Sayuri Tanuma. The few times I have been on missions with both of them have always been memorable in my mind."

"Yes, I do regularly work with a number of beautiful women. This reminds me, of some of the Pathway Fan Boys think I'm a real life Captain Kirk, always finding some cute and underdressed priestess, waiting for me to seduce her. Do you know how many times I have had sex in the alternatives? Zero times! But, the Fan Boys think otherwise and post hundreds of 'true stories' of my ability to bed several women on each mission. I wish they would stop using me as a vehicle for their own fantasy lives. Sure, a few are well-written enough to be fun to read. But, most make me out to have an incurable case of satyriasis, are full of bland cliches, and are creatively bankrupt."

"I am an Anime Fan and a Star Trek fan as well. In 'The World of Star Trek,' by David Gerrold, writes on page 225: 'James Blish, a noted science fiction author in his own right and author of nine STAR TREK books, says quite simply: "Analyze the basic conflict. Ask yourself, Who does it hurt?" That's your story.' Who is hurt by the Ultra Minds? Everyone is!"

"So, the stage is set. The actors (Us) know who the last and biggest boss is. The opening music is starting and the curtain is now raising. We will make the first move and we hope the last move as well. My life is going to get much more interesting, very fast. I hope to see this, my greatest battle, no, Humanities and Tehrmelern greatest battle, to the finish. Can we use the computer program that Gemma and our very own Captain Moonstar found, as a way to make a vaccine against the Ultra Minds?"



Could we vaccinate entire alternatives against the Ultra Minds? Even if we could, what would that vaccination do to the foundation of reality that so many cultures now depend upon to survive? Could we make things for the alternatives better or worse than they are right now? Do we have the right to try at all? Do we have the right to do nothing and let the Ultra Minds control us, to do as they please with us? Do we fight or continue to be their pets? What would life be without the Ultra Minds controlling us?

Yes, I and my friends, will fight them and we will, in the end, win! For myself, I will be a slave in their drama no more!" End journal entry.



Hatsumi Base
Early Construction



U.N.I.S.S. PLATFORM DATA

UTILITY FOG

Tehrmeiern Artifact



Buchanan's Utility fog is a late Tehrmeiern artifact used to travel and stealth in hostile areas. The wrist band is worn and the cloud of nanites, within an hour, grow accustomed to the user and begin to provide protection.

They have multiple functions and are mildly connected to the users thoughts. This is thought to be an emotional or telepathic bond that triggers reactions as well as harsh environmental change. In function the suit becomes a silvery body clinging coating. When the user is relaxed it becomes clear and let the user eat and drink.



01 **STEALTH**

The nanos coat the body and provide reflectivity to near invisibility. It will reflect focused energy and light.

02 **ARMOR**

A flexible coating that is better then hard ballistic armor. It can reflect up to a 50 Cal. burst with only minimum bruising to the user.

03 **PROTECTIVE ENVIRONMENT**

Another coating that keeps the user dry and provides a bubble like face shield. Usable up to 300 feet of water it provides oxygen and regulates pressure. There is no time limit on this. It also negates chemical exposure and atmospheric poisons.

04 **FALL / IMPACT**

Falls of most heights and vehicular impact are negated.

05 **TEMPERATURE EXTREMES**

Users can survive easily in 100 F below to 400 F degrees above. It also can act as a pressure or space suit for an extended time.

06 **RADIATION**

Protects from up to 500 Rads for constant exposure for 12 hours.

07 **BLAST/FRAGMENTATION**

The user is protected from blast and fragmentation but can be thrown by the shockwave.

08 **HEALING**

The Utility Cloud will close open wounds, reset bones and provide comprehensive first aid to victims of trauma who wear the bracelet. They are rumored to reattach severed limbs.

Limitations.

- A The coating will not stop crushing from multiton objects.
- B Slow moving projectiles like spears can penetrate slowly if there is a lot of force behind the point.
- C Vehicular impact or fall will still stun and body bruises the user.
- D The coating will not increase strength or speed.
- E These nano cloud is self regenerating but prone to fail or become erratic in strong magnetic fields or in high radiation over 1000 Rads an hour.

GAME NOTES

This is a powerful artifact that is rare. They are for emergency use. Impacts and damage to the users inside the cloud are always light but this can be cumulative until the user is battered unconscious.

"It itches like a bastard for the first hour!"

Ed Powers



U.N.I.S.S. PLATFORM DATA GM NOTES & DATA Game Helpers

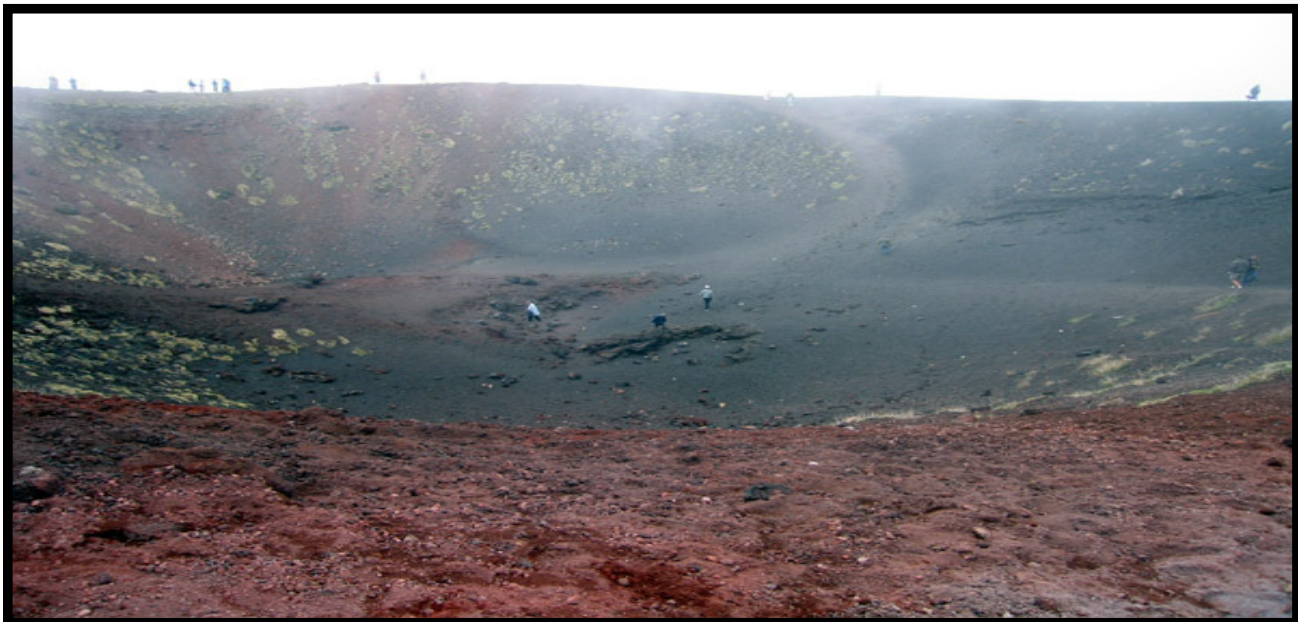


FAST PORTAL GENERATOR

Obviously not all portals are going to have adventure and be exciting. Lovingly Called the Trash Portal Generator, this serves as a simple way to generate Portal Content as filler. Use a d100.

TRASH PORTAL GENERATOR

01-03	DESERT	55-57	ROCKY AREA
04-06	LIVING DESERT	58-61	FRESH BEACH
07-09	COLD DESERT	62-64	SEA BEACH
10-12	SALT FLAT	65-67	ROCKY SEA COAST
13-15	CHEMICAL FLAT	68-70	TUNDRA
16-18	MEADOW	71-73	ICE FIELDS GLACIER
19-21	SAVANAH	74-76	GLACIER EDGE
22-24	SPARCE WOODED	77-79	LAKE
25-27	WOODED	80-82	OCEAN
28-30	HEAVILY WOODED	83-85	RIVER
31-33	OLD GROWTH FOREST	86-88	CANYON
34-36	RAINFOREST	89-91	MESAS
37-39	SWAMP FOREST	92-94	WASTELAND
40-42	SWAMP	95-97	WINDSWEPT
43-45	MARSH	98	VOLCANIC
46-48	JUNGLE	99	CHEMICAL
49-51	MOUNTAIN BASE	00	HELL
52-54	MOUNTAIN MEADOW		





THE FIRST MISSION...

By John Reiher

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Prologue: First Response

The Royal Australian Air Force Transport swooped over the ice, the pilot and copilot looking for an unbroken patch of ice to land their Hercules C-130 on. On the ice, a worried Yoshiro Izumi, a senior grad student from Sapporo University, watched the first of the invaders approach their discovery.

“Don’t worry yerself mate,” said Reggie Danswold, the head of the Antarctic Expedition Outfitters, the firm Dr. Hatsumi had chartered for his global warming expedition in Antarctica. “Them be good blokes, they are Ozzies. Bonzer blokes everyone.”

The Herc pilot found a spot and came in for a bouncy, but safe landing. The airplane got into trouble when it got mired in a pressure ridge as it taxied to where the Hatsumi expedition had pitched its tents. Also present were local scientists from McMurdo with their CATs parked near the expedition’s tents. They had a good laugh, until the snow suited commandos from the Royal Australian Army’s 1st Commando Regiment piled out of the Herc on to the ice.

In minutes, forty of Australia’s best were stomping through the snow and over ice ridges to the team’s encampment. They approached Yoshiro and Danswold, who stood ready to greet them.

“Captain Jason Ridgely, 1st Company, of her Majesties 1st Commando Regiment,” saluted the commander of the unit. “Is this the... thing? We’re here to secure the thingie.”

Yoshiro smiled and said, “Yes, the item is down that crevasse.”

Ridgely nodded in reply and then detailed out ten men to rappel down into the crevasse and secure the portal dome.

As his men disappeared down the crevasse, ten Black Hawk helicopters with USMC insignia on their sides appeared over nearby Ross Island. They flew low to the ice, and landed within yards of the tents, the prop wash blowing every loose item about. US Marines spilled out, also in white snow gear.

One of the marines approached the men standing by the ice crevasse and said, “Colonel David Wright, United States Marine Corps! Sir we are here to secure the portal and area. All Unauthorized personnel will be moved to a safe location.”

“Now wait one minute,” said Ridgely, “this is international territory, you Yanks can’t come here and claim ownership.”

“We are under orders by our Commander and Chief,” said Wright. He then leaned forward and said in a hoarse whisper, “Jesus Jason, what in the Hell is down there?”

“I’m under orders by the Prime Minister to protect this site from being destroyed or stolen,” replied Ridgely, who then leaned over and replied covertly, “You got me there Dave. I just sent ten of my men down to make sure nothing comes through that thingie. Perhaps you’d better send some of your boys as well.”



“Dammit, I’m under orders to clear this area of all non... authorized personnel. Forcibly if need be Jason.”

“Bugger that, you lay a hand on me, my missus will take your missus to the mat. Can’t we just get along and both guard this portal thingie?”

Before David could answer, a smaller air transport sporting New Zealand colors came in for a landing. “Looks like it’s going to be a circus, eh mates?” said Danswold...

By the end of the week, White Island was dotted with huts from McMurdo Station, tents from nearly thirty countries worth of military troops and various press agencies, as well as numerous aircraft, not a few of them mired or bogged down in ice crevasses or pressure ridges. Gone were the national colors from the various encampments, instead the blue UN flag was flying from a pole near the crevasse.

CHAPTER 1: FIRST STEP

David Fox of CNN stamped his feet as he waited for the live feed to begin. The ice dome overhead glowed a deep blue from the cold sunlight filtering through from the surface. The dome itself was riddled with cracks and voids, giving the impression of imminent collapse, but nothing of the sort had happened in the past week while the reporters and their crews had been here readying for the start of the mission.

On the surface of the ice sheet, was a regular forest of tents, temporary buildings, and other shelters that had sprung up for this, the first mission into the portal. No one had found a good name for it yet. The official name of “Interdimensional Transit Portal” didn’t roll readily off the tongue, and David felt that the thing needed a name that was catchy, if he could only think of one. Others had proposed things like “Trans Universal Hyper Hole,” “Star Hole,” and “Subspace Conduit” and other names that were shot down. None were catchy enough for the zeitgeist of the world.

David was part of a contingent of forty news agencies granted permission to broadcast the first official mission to the strange race with an equally strange name of Tehrmelern. He had practiced his pronunciation of that word several times. Still he would catch himself saying “Termenern”.

During the week, the first team of explorers, Sayuri Tenuma, Gordon Conrad, and Wei Lei, had been made available for interviews in the temporary main base structure on White Island. They were as different as night and day. Sayuri was clear spoken, but tended to talk to the floor if the questions got personal. Gordon, the dreadlocked king of cool, lounged in his chair and had no problems expressing his opinions on any subject that came to mind. Wei Lei was a proper Chinese and never wavered from the party line, at least that’s what her translator said. How the three of them could work together would be a test of how well the fledgling UNISS and IDA agencies would serve the needs of the UN.

Other than that, it was rumor mill time as the forty different reporters talked, misquoted and otherwise made information up to get an edge on the others. He didn’t even want to think what it was like in the various government shelters where the press was forbidden to enter.

Under spot lights setup near the building that housed the portal, the team readied itself for the first official visit to meet with the being named Schmert. The three explorers were inspecting the Hummer that was provided for free by the Hummer Corporation. All sorts of technical gizmos and devices were loaded on that



vehicle, each to measure and record the nature of this... David's eyes sparkled. He had a name for all this and it was catchy.

The lights came on and the floor director gave him a countdown to going live, "Live in five, four, three..." he then went silent and finished the count with his fingers.

"I'm David Fox and this is CNN's live coverage of the first official mission into the fringes of the universe. Three people, each with a special something, a something that lets them travel into these fringes, a 'fringeworthiness' so to speak, will be leaving our world to travel to another Earth. The concept is hard to comprehend, but we've put together a video that will help explain what we mean by 'another Earth'."

He stopped speaking and held his gaze on the camera for a long two seconds when the floor manager signaled that they were no longer live. David sighed and heard a voice through his earpiece.

"Fringeworthiness?" said the voice of his director in the States. "What the fuck is that supposed to mean?"

David spoke into his mike, "Hey, it's catchy and it's better than any other name that I've heard so far. Don't you want to CNN to be the one that names all this shit?"

The other voice didn't speak for moment, then "That may be, but next time don't stray from the script. OK, you're live in thirty."

He got the countdown and said "Other Earths, alternate dimensions, parallel worlds. What does it all mean for our future as a people and for our own world? These questions and more will be asked as we explore these fringes of space, these 'fringe paths'." Out of the corner of his eye he saw his one coup for this broadcast. "To help us put a perspective on all this, is Dr. Takahiro Hatsumi. Dr Hatsumi, thank you for granting us this interview." The camera pulled out, revealing Dr. Hatsumi standing next to David.

"Ah David, it is me who should be thanking you," said Dr. Hatsumi in his impeccable English. "Without the help of your network, all this would have become the biggest black project the world would have never known." There was a twinkle in his eyes at that little joke.

"Thank you Dr. Hatsumi. We all know that this mission is to meet and extend an official greeting from the UN to this creature known as 'Schmert', and to invite him to visit our world. This heavy burden is on the shoulders of these three explorers, one of whom is your niece. Is this Schmert the same being that Captain Oates mentioned in his journals? It would make him over a hundred years old. Is that possible?"

"Person, David, a person named Schmert. Based on what Sayuri has told me and cross referencing with Oates' journals, I would have to say yes, it is the same person. Remember, according to Oates the Tehrmelern created this system millennia ago. It is quite possible that they also solved the problems of aging and disease as well. Who knows what Schmert's lifespan is? It could be for centuries."

"And what do you think these Tehrmelern have to offer to us? If they are so advanced, their technology, their culture, all that they are, couldn't they overwhelm us and destroy our societies and cultures?"



“It is very possible David, very possible. We can only hope that these Tehrmelern are wise in the way of contacting cultures such as ours and not destroy them in the process. As to what they can offer us, only time will tell. Hopefully, it will be a mutually beneficial relationship.”

“That is something we hope is true. Thank your Dr. Hatsumi for taking the time to talk to us.”

“It’s been a pleasure David.” They shook hands and the camera focused on David.

“This is David Fox and this is CNN’s coverage of Mission to Another Earth. We’ll be back after a commercial break.”

The camera lights went out almost immediately. David wondered who had popped for the million dollars a minute advertising cost. Probably a beer company, he wryly thought.

Hatsumi turned to him before leaving and said, “I like that word you coined David, ‘Fringeworthiness’. It has a ring to it. Can I use it?”

David beamed, “Sure, go right ahead... in fact, and why not shorten it to ‘Fringeworthy’?”

Hatsumi thought for a second, and then said “Fringeworthy. That is a good name. Just use it before I do, so no one thinks you stole it from me, OK?”

David nodded, “Oh I will, right after this commercial is over. Take care Dr. Hatsumi!”

A moment later, David was back on the air. “Welcome back to CNN’s coverage of Mission to Another Earth. Today, three people from our world will travel to in between the dimensions of time and space, the ‘fringes’ between worlds so to speak. They are Gordon Conrad of the United States, Sayuri Tenuma of Japan, and Wei Lei of the Peoples Republic of China. These individuals, each possessing something that makes them special, that makes them ‘Fringeworthy’, will travel into this ‘fringe space’ and contact another being named Schmert. Who is this Schmert? We asked the only person to have met him, Sayuri Tenuma...” he froze his gaze at the camera until the floor director indicated that they off the live feed. He relaxed; this would take a while, as the interview with Sayuri would last for about five minutes, with images of Captain Oates and the ill-fated Scott expedition to the South Pole.

As he sipped some hot tea, he heard the word “Fringeworthy” from the spot down way from CNN’s vantage point. Looking, he saw Hatsumi talking to the BBC. David smiled, he had coined the word and no one will remember that it was David that did it. Hatsumi will get the credit. Well good for him.

Later on, after several cut backs to tape and a few more interviews, it was time. Hatsumi hugged his niece, her mother hugged her and her father first bowed to her, and then hugged her as well. Gordon’s parents were there and they hugged and kissed him goodbye. Wei Lei’s parents were a bit more formal; still her mother couldn’t resist crying as they all said their goodbyes.

They boarded the Hummer and started it up. Then slowly Gordon drove the vehicle up the ramp and into the portal. When half of the hood was in the portal, the engine stopped running, but it didn’t stop moving



and in a few seconds the Hummer was through the portal.

A few individuals were worried about the engine stopping, but David didn't worry about that and started his spiel about the mission, He was interrupted when Gordon came back through the portal, with Sayuri and Wei Lei on his tail.

"Son of a b***!" swore Gordon at the top of his lungs. "Damn thing stopped running. Mother fucker piece of shit!"

All of which was picked up with remarkable fidelity by the forty microphones arrayed around the dome. A huddle was formed and the team began talking with the officials from the IDA. A rope was found and Gordon went back through the portal to tie it to the dead Hummer to tow it back. When he tossed the rope through the portal, the rope began feeding itself through without anyone pulling on it. Eventually it pulled the Hummer through the portal and the vehicle rolled down to a stop on the frozen ground.

It turned out that all the batteries in the vehicle had been drained completely when they had passed through the portal. This was not what they had expected. The mission was put on hold while the UN regrouped and reconsidered its plans...

They discovered several things about the portal that day. The radium in Wei Lei's watch was now a non-radioactive isotope, the magnetic media of the hard disks for their computers temporarily lost their ability to be magnetized, and one other thing...

"The rain in Spain falls mainly on the plain. There, I said it, but why?"

The UN scientists, doctors, her parents, Sayuri and Gordon all stared at her with incredulity, and Wei Lei wondered why.

"You said it in perfect English," replied one doctor.

"But I don't know English!" protested Wei Lei, in English. "All I know is that little bit you taught me while we trained for this mission. <<Mother, what is happening?>>" She said the last in Mandarin.

Sayuri spoke, "And you say my accent is gone?"

Gordon nodded, "You betcha, the both of you sound like you are from the midwest. How 'bout me?"

"The same," replied another researcher, "you're Bronx accent is gone."

Wei Lei shook her head, "I understand you perfectly, but I don't know how I do!"

"And you hear yourself and it doesn't sound different?" another researcher prompted.

"I hear my voice and my words and they do not sound alien or different to me," Wei Lei replied, "even when you play back my voice, it sounds like me and I understand everything I say. You all sound like you're speaking Chinese."



“Sayuri?” he asked.

“I hear English, but I already knew English... but... I hear some of the words in Japanese... I have a thought...” Somewhere behind her eyes and thought bubbled to the surface, unbidden, but perfectly logical. “Of everyone who is gathered here in this base, what is the language they all hold in common?”

The researchers thought for a second, and then looked at each other in sudden realization. “English!” was the chorused reply.

“Precisely,” said Sayuri. “Oates never mentioned having a problem communicating with those people he encountered in his travels. It probably never occurred to him that he should have had a problem. I think that there is something in that portal that ‘gifts’ us with the common language being spoken on one side of the portal. It probably works the same way when we travel to the platform. We won’t have a problem communicating with whoever is on the other side, though that may only be for the immediate area...”

Everyone was staring at her. She immediately looked at the table and blushed. “It’s just a theory...”

“And one that fits the evidence,” replied Hatsumi from the doorway. He hadn’t been invited to this conference and he wasn’t happy about it. “My niece is a very smart young woman, and it would heed you to listen to her insights.”

CHAPTER 2: FIRST LESSONS

Over the next two weeks, the “Fringeworthy” trio performed tests and carried various items through the portal to see what happened to them. Every battery they carried through discharged itself. A fuel cell would discharge at the plates, generating small amounts of water vapor, but the hydrogen in the fuel cell tanks remained untouched.

An insulated power line carried through the portal would immediately discharge and carry current, even though the ends of the power line were capped and did not touch each other. Eventually the power line would be pulled taut and have to be released from the power connection.

Radioactive isotopes were carried through the portal. They all would be reduced non-radioactive isotopes, without any heat or radiation being released.

Old fashion Leica mechanical cameras were delivered, as well as several Bell & Howell 8mm windup movie cameras. The three filmed and took pictures on the platform for the researchers.

Finally small animals, lab rats and mice, were carried through with no adverse affects, but humans could not be carried through. Someone wanted to try a chimpanzee, but the experiment was canceled. According to Gordon, “They didn’t want another monkey through the portal.”

Finally, the three explorers rebelled.



"Listen, if you want to do this mother fucking shit, find another lab animal," said Gordon. "We are not your lab rats, we are people. We got this Fringeworthy thing in us, but it doesn't make us any less your equals. This fucker Schmert isn't going to wait forever, so let us do our thing!"

The mission coordinator relented, especially after the three mountain bikes Gordon had somehow requisitioned arrived in a crate. Gordon taught Sayuri and Wei Lei how to ride the titanium framed mountain bikes over the ice and snow of the Antarctic. "Enjoying yourself Wei?" he asked as they went through his impromptu shalom course.

"Immensely, especially as the snow is soft to land in," she said, just before wiping out on a turn.

The others stopped and laughed, as did Wei with a big smile on her face. In the past two weeks she had broken out of her shell, now that she could talk to them as she would someone from her collective. She also had come to realize that she was hearing and thinking in a different language, and could switch to her native Mandarin without any effort. Standing up and brushing off the snow, she said, "This Schmert, do you think he will mind us visiting him?"

Sayuri walked her bike over and said, "No, he won't. He was very happy to see me, and wondered what had happened to Captain Oates... He was very sad to hear that Oates had died all those years ago. Did you know that he found Oates wandering half frozen on the ice?"

Both of them gave her a look. "No and you never mentioned that before. Schmert was on our world?" asked Gordon. He was beginning to wonder what the furry alien had done to Sayuri.

Sayuri was taken aback for a moment, and then said, "It wasn't in Oates' journals, but there is no way he could have walked all the way from where he left Scott to here. Schmert must have come out to find him..."

"Let's go back in and record this," said Gordon. "Then let's get a good night's sleep, tomorrow we head out. This time we won't stall at the starting gate." Even though Sayuri was the nominal leader of the team, Gordon was the de facto leader of the three. They got back on their bikes and raced for the camp.

The camp's official name was the UN Antarctic Interdimensional Exploration Base, but it was known to all as "Dr. Hatsumi's camp". Dr. Hatsumi was not in charge, but you couldn't tell that by the fact that he was everywhere, poking his nose into everyone's business. The true commander of the base, General Alexander Borodin, didn't care for the doctor's actions and had tried several times to have him removed, only to be overruled by the nascent UNISS agency. It was something that raised this Russian's hackles.

But tonight, he could tolerate the good doctor's antics, as this was the ceremonial last dinner with the team. They were all present in their dress white UNISS uniforms, with the women looking like model soldiers, while the American... He had added chains and false medals to his uniform and looked like caricature of a soldier. But, Borodin had to tolerate him, as this African-American had the gift.

Raising his glass of wine, Borodin said "A toast! May your mission meet with great success!"

The rest raised their glasses in response, and then drank.



“And may tomorrow be the first day of a new era of peace and tranquility for our planet!” said Dr. Hatsumi. Little did they know that that night, the first of the revolutions in Africa started, revolutions that would lead to the eventual formation of the Alliance Socialiste Africaine (African Socialist Alliance).

After an evening of eating and even more drinking, found Gordon weaving down the corridor with his two teammates holding him up. “You know what girls?” he slurred. “We are the most fucking famous people in the fucking world right now. Those other fucking Fringeworthy at Alice Springs... they is shit. No, we, we will be the most famous people ever. So what do you two want to do tonight?” He gave both of them a lecherous smile.

“Sleep,” said Sayuri. “We need clear heads for tomorrow.”

He gave her a look, then brought his face nose to nose with her. “Listen, I don’t know what Schmert did to you, but did he neuter you as well?”

She pulled away and slapped him.

He staggered back, and then rubbed his face where she had hit him. “Sorry, I’m drunk, I don’t know what I’m saying. Sorry Sayuri. I won’t do that again.”

“Apology accepted,” she said, then pointed to his door. “Get some sleep, but drink plenty of water and take some vitamin B, it will help with your hangover tomorrow.” She turned and walked to her quarters.

“How do you know that?” he asked.

Over her shoulder she said, with sly smile, “Experience.” The other two looked at each other in wonderment, and then went to their separate quarters to sleep.

In the morning, after a hearty breakfast, several cups of coffee and orange juice, they were standing by their bikes. Each bike was loaded down for a long trip; each had saddlebags over the front and rear wheels. Plenty of water and rations were loaded, as well as a unique selection non-electronic equipment, and one laptop computer with a small fuel cell that barely weighed twenty pounds. That was on Gordon’s bike. The news agencies were back in force, but this time with a five second delay just in case Gordon decided to give another language lesson.

General Borodin shook their hands and gave a short speech on human unity and how this was a step forward for global peace. This was overshadowed by the morning news from Africa. It was not good; another nation had fallen into rebellion.

After Borodin’s speech, Hatsumi spoke.

“Today you travel to meet another race, mankind’s first contact with another intelligent species. The burden you bear is great, but I know that your shoulders can carry this weight. You are our representatives, our emissaries to the great beyond. Do not forget this. Go with God, and with all our blessings.”

They mounted their bikes and, trying not to wobble, headed up the ramp and into the portal...



CHAPTER 3: FIRST FRIENDSHIP

Pedaling at a fair pace, the trio rode in a single file on the narrow band of silver. Wei Lei gripped her handlebars and slowed down. Her eyes kept drifting to the edge of the path and the void below. "I can't stand it!" she cried. "I'm going to fall off!"

"Look up, at the, um," Gordon paused as he looked at the dot far away that was the other end of the pathway. "OK, look at your front wheel."

Wei Lei tried, but her eyes kept drifting the black void.

"You can do it Wei Lei," said Sayuri, at the head of the pack, "Just don't think about the edge... tell us about your home."

"My home?" said Wei Lei in a hoarse voice. "Yes, alright. My home. I grew up in Huairou, a small village north of Beijing. It's not much; we had electricity, running water and bus that ran to Beijing twice daily. My father worked at the local fish hatchery our village operated. The hatchery made more than sixteen million Yuan last year. Our fish are sold mainly in Beijing, but many go to other cities. I used to go to my neighbors house, the Jins, to watch movies. They had a DVD player, and Mr. Jin would trade DVDs at a market in Beijing. Mr. Jin made his money as the bus driver between our village and Beijing."

"Did you ever visit Beijing?" asked Gordon, noticing that Wei Lei was back up to speed.

"Oh yes, with my mother and father. We would take the vegetables the village grew to sell at one of the farmers market. No collective harvesting, we were allowed to grow and sell what we wanted."

"But not as a individual family," said Gordon. "To each according to their need."

"It takes a village to raise a child," retorted Wei Lei with a smile. "As village we all succeed or we all fail. There is no leaving behind anyone. Greed is not good. Three quarters of my salary is going to my village. They will be able to pave the streets next year because of that."

"You're giving away all that money!" said a shocked Gordon. "Are you insane?"

"The needs of many outweigh the needs of the few or the one," Wei Lei replied. "I really don't have a need for that much money, so I spend it on my village and neighbors. And I'm happy to do so. In fact thanks to the UN I am receiving an education that was beyond my dreams. I'm happy to share my fortune."

"Crazy," said Gordon. "You're just crazy. Shit with all that money, I'm going to buy me a gold plated Mercedes!"

"And hire a dozen armed men to keep it safe," said Wei Lei. "You'll end up living in a secure box loaded with security cameras and bodyguards to protect you, all alone. While I will have a big family and lots of grandchildren to dote on."

Gordon looked ahead at her and just pedaled along.



They rode in silence for a while and then Wei Lei said “Gordon, thanks, talking helped me with my vertigo.”

He laughed and said, “No, thank you. I was thinking... I was thinking how much my local Boys Club and YMCA could use some extra money, and how a little park in one of the abandoned lots would look. I don’t need that much money to be happy, and some of the folks in the hood need someone to look up to.”

“Going to put a statue of yourself in that little park?” asked Sayuri.

“Yup, with my hand out the so the pigeons can land and crap on it!” he laughed.

They all joined in, and laughed, which petered out. They pedaled in silence for a while longer.

Gordon looked down at his odometer and said, “How long is this thing? We’ve gone about 20 miles so far.”

Both women had to make the conversion to metric and Sayuri said, “It took me just over a day’s worth walking to cross it. I figure I can walk about forty two to fifty kilometers a day, so I estimate that this pathway is sixty to eighty kilometers long.”

It was Gordon’s turn to convert from metric and said, “OK, what are we going to use for measurement? Good old American miles and feet, or that screwy kilometers and meters?”

“Metric,” said the other two in unison.

“Shit,” said Gordon. “Hey, I thought communists didn’t vote?”

“We vote, and in many races these days we have a choice of candidates,” said Wei Lei. “So Gordon, tell us about your life. It must have been interesting.”

Gordon laughed so hard he almost lost control of his bike. He had to stop and sit down. The other two stopped and walked their bikes over to where he was sitting. He had a bottle of water out and took a deep swig. “I was just thinking,” he said, putting down the water bottle, “I know what I would do if I had to make a nature call. Right over the edge. And, if I had to... do the other... I don’t know if I could do it with my butt hanging out over nothing...”

“You have filthy mind,” said Sayuri, taking a drink from her water bottle.

“He has a point however,” said Wei Lei. “We have the portable toilets, but I do not relish using them. Relieving myself over the edge... It has its practicality. No waste, no clean up.”

Sayuri looked at the edge and then pulled out a tissue and tossed it off the edge. It floated for moment then it began to rise up into the air. “What goes up...”

The other two watched the tissue rise and thought about where it was going. Gordon spoke up and said, “OK, no whizzing or other stuff off the edge, otherwise we’ll be wearing it later.” He stood up and



straightened his clothes. "OK troops, let's mount up and head out. We probably have another hour or so to go, so times a wasting!"

They mounted their bikes and pedaled off down the strip of silver, while Sayuri's tissue rose higher in the sky...

CHAPTER 4: FIRST FAILURE

"Well," said Gordon, dismounting from his bike on the garbage strewn, grassy field, "where is he?" The trio had spent five hours cycling on a narrow path get to the next platform. This platform was different. It had four large ring portals, along with the eight smaller ones. After tagging the large ring they had exited with a chemlume stick, they went to the small portal Sayuri had originally passed through when she first explored the platforms.

"It should be here," said Sayuri. "I remember going through the portal across from the large portal and stepping through. There I saw a grassy field and large tree... It's all a false memory, isn't it?"

Kicking a soup can for a brand of soup he never seen before, Gordon looked up and said, "I guess so. Schmuck really fucked with your mind didn't he? What now? I got this here piece of paper to give to the bastard, plus an invitation to visit and this ain't even the place he's supposed to be waiting at!"

"Wah! The sky is curved!" said Wei Lei, staring at a sharply curved horizon. The area around the portal was clear, but beyond the ring station, the ground was littered with junk and garbage. Not all of it was recognizable. Beyond the junk, the sky and horizon were extremely curved.

Wei Lei dropped to the ground and held on. "Wah! I'm going to throw up! The world is warped! It's too strange!"

Sayuri and Gordon went to the hapless young woman and knelt down next to her.

"Close your eyes Wei Lei, and breathe deep," said Sayuri, kneeling down and hugging the frightened woman. "Relax. You're OK, you're with your friends."

"Yeah, we won't let you get hurt," chimed in Gordon.

Eyes welded shut, Wei Lei breathed slowly "I'm sorry, I have bad vertigo. I never could stand heights."

"No need to babe," said Gordon. "This place gives me the willies to. There's sunlight, but no sun. What the fuck is up with that?"

"Fuck if I know!" swore Wei Lei, and then laughed nervously. They all chuckled at that. Wei Lei rarely if ever swore.

"Calmed down?" asked Sayuri, and Wei Lei nodded. "Good, now slowly open your eyes, but don't look up, just keep your eyes on the ground."

Wei Lei opened her eyes, and took a deep breath. The other two helped her stand up. She ventured



a look at the horizon, and quickly looked back at her feet. “Wah! There is a lot of garbage here.” At her feet were candy wrappers and several bottle caps, all of which were a variation on the Coca Cola logo. “What is this place?”

Looking about, Sayuri said, “It’s a small world, a pocket world. A Pokiwo!”

Wei Lei giggled, “A ‘Pokiwo’? Gotta get them all! Though looking at this place, you can keep it.” They all laughed at that. She looked up again and sighed. “I’m getting used to it now. It was just so... so different. They all will be like this, won’t they?” The others nodded.

“So, we’re still one Schmert short of a mission,” said Gordon. “What now?”

Grabbing her bike, Sayuri said, “We explore!”

They biked around wrecked vehicles, refrigerators, washing machines and other kinds of machines. They stopped by a yacht and took pictures. Soon they were back at the portal station.

“By my odometer, we traveled about 40 miles... um, about 64-65 klicks. It’s a small world after all. Want to grab some souvenirs?”

They picked up various small objects that caught their eyes, including a poster with a picture of Franklin Roosevelt in front of a hammer and sickle, a coke bottle with Mayan glyphs ringing it, and other oddball items.

Laden down with their finds, Gordon asked, “So, do you want to check out one of the other portals?”

Both women shook their heads. “Not until we work out a plan to approach any natives or scout out what is on the other side,” said Sayuri. “Besides, we must report the failure of our mission to our superiors.”

“I thought you’d say that,” said Gordon. “But you’re right. From what old Oates had to say about some of those worlds, I want a BFG on each hip just to be safe. Trouble is that we’re looking at another five hours of cycling. I’m bushed, let’s make camp on that yacht and then we’ll head home after we rest up. So let’s eat, I’m dying to try out those self heating MREs.”

They biked back to the yacht and climbed aboard. Gordon found that the bar was still stocked with liquor. “Hey, if the date on the calendar is right, this shit is hundred year old scotch!” He waved a bottle in the air.

“Put in your kit bag and bring it home,” replied Sayuri. “We’re on duty and all we have for weapons are pistols. I don’t want you passed out if we need your firepower.”

“Besides, how much would you make if you put that bottle on eBay?” quipped Wei Lei.

Gordon looked at the bottle with newfound respect and plundered the rest of the bar, putting the bottles in a haversack that he found in a cabin. One of the bottles was already open, so he poured a shot for himself, and after offering, one for each of the women.



"Here's to capitalism!" he toasted.

"Kanpi!" toasted Sayuri raising her glass.

"Wen lie!" said Wei Lei, then she started to sip her shot.

"Nope, you gotta knock it back," said Gordon, "right Sayuri?"

Sayuri replied by drinking hers in one swallow. Then she started coughing.

Smiling Gordon knocked his back, as did Wei Lei. Then both of them started coughing.

"God that's smooth!" choked Gordon. "Woowee! OK, that's enough for tonight. This is stuff for sipping, not for slamming back. OK, who wants the meatloaf?"

The two women looked at each other and then quoted, "Meatloaf again!" They both ended up giggling.

Shaking his head, Gordon said, "I never should have snuck that movie in for movie night at the base." He blinked, something wasn't right. He tried standing up and found that he couldn't, without wobbling. "Jesus, I think I'm wasted on a single shot! This stuff will go for a fortune."

Wei Lei laid her head on the table and giggled some more, then started singing a song, badly, in Mandarin. Sayuri, found her thinking muddled, and her vision blurred. She reached out and read the bottle's label.

"It says sixty proof," she said incredulously. "That' can't be right. This is more like two thousand proof."

Gordon took the bottle away and carefully re-corked it. "No more for any of us. We'd probably get alk-alk-alkaline poisoning or something. Food, we need food."

Wei Lei was passed out, and Sayuri slid under the table.

"What the Hell is gonging on?" slurred Gordon. He sat down abruptly, and then passed out...



CHAPTER 5: FIRST SIGHT

Gordon found himself sitting in a park, a cup of tea in his hand. Looking around he found that he was sitting next to a furry creature sipping tea.

“OK,” he said, “I’m dreaming?”

“Perhaps,” replied the creature, “or perhaps you’re not.”

Gordon sat his teacup down on a picnic blanket and tried to look at being next to him, but found that it refused to focus and define itself. “OK, this must be a dream, and you’re not Schmert.”

As soon as he said the name, he could see the creature. It had a bear-like snout, a bipedal body, and long bushy tail. “Are you sure?”

“Yup,” replied Gordon, looking out over the scene, realizing it wasn’t the same as he had first seen it. “You’re a piece of mutton, a bit of undigested cheese.”

“Perhaps I’m Schmert playing with your mind,” said the creature.

“I don’t think so,” said Gordon. “Sayuri said you talked in rhyme, and you ain’t talking in rhyme.”

The creature looked thoughtful for a moment and then nodded, “You’re right, you can’t rhyme to save your soul and I don’t know how to do poetry in English. Doesn’t prove a thing you know. Why am I having in depth conversations with myself?”

Standing up, Gordon looked around noticed if he just scanned the horizon, he didn’t see anything but a blur. But if he focused, he saw trees, a stream, a mountain, and never in the same place twice. “My figment is talking to itself. I’m definitely not sober,” he replied, “and I’m not sober right now. So, why did I dream you up?”

The creature stood up and changed shape to Sayuri. “Who said that you’re the one doing the dreaming?”

Gordon laughed said “Because this is my dream my dear Sayuri, not yours.”

She looked at Gordon and shook her head, “This is a odd dream, and the figments of my imagination are claiming to be real.”

Another voice echoed, “No, no, no, this is not right. What are you two doing here?”

Both looked and saw Wei Lei standing next to them. Gordon also realized that he couldn’t see her body, nor Sayuri’s, all he saw was the impression of a body. “Oh great, I really must be having an episode!”

“What do you mean, you’re having an episode?” replied Sayuri. “I can understand imagining you in my dreams, but not her. Wei Lei why are you here in my dream?”



Wei Lei cringed and tried to move, but she couldn't. "It's not supposed to happen like this! You're not supposed to see each other or me! This is all wrong!"

"OK, what are you talking about?" asked Gordon.

"I can't! My mother told me I'd be persecuted if I told anyone!" cried Wei Lei.

Sayuri tried reaching out to Wei Lei, but couldn't reach her. "Wei Lei, what are you talking about? Persecuted for what?"

"I can read minds a little bit," she sobbed, "but not like this! Not at all like this!"

Gordon shook his head. "Mind reading?" he said. "What kind of bullshit is that? You can't read minds, it's impossible."

"You're not helping!" snapped Sayuri coming to a realization. "Don't you understand, she's in our minds, we're in hers!"

Gordon looked at her and realized that she didn't look the same as he normally saw her. He looked at Wei Lei and noticed that she didn't look that way either. They both looked, better, prettier, more idealized. "Don't take what I'm going to ask as proof that I believe that this is nothing more than a dream, but... how do I look?"

Both women looked at him and Sayuri said, "You could wear some clothes, but... you look like a well muscled, very handsome young man."

Wei Lei didn't reply, she seemed to be fighting to be free. "I have to free myself. Why did this happen? Why!"

Sayuri said aloud, "It was Gordon's saké. It's done something to us."

"What did you say?" asked Gordon. "Saké? What saké? It was scotch... That's what you'd say, wouldn't you? This is real. Oh my God. Get Out Of My Head!"

At that they fell apart into darkness.

Gordon was being shaken awake. "Gordon, get up! Wei Lei is gone!"

He was still in the chair he had passed out in, and he ached. "Oh God, my head... that dream..."

He sat bolt upright, "It fucking wasn't a dream! Where is she?"

"She's left!" said an anxious Sayuri. "She's gone! We have to find her!"

He stood up and ran to the aft of the boat. Scanning out across the field of junk, he saw her pedaling



away. "She's heading in the wrong direction for the portal! I'll get her."

Sayuri looked up at the curved sky and saw Wei Lei cresting the horizon. "Wei Lei! Come back!"

Gordon jumped off the back of the yacht and grabbed his bike. "I'll get her!"

"She's got a head start, you'll never catch her..." said Sayuri.

"Honey, I was a bike messenger in New York City! Nobody can out race me!"

"Don't hurt her!" Sayuri cried.

That stopped Gordon as he was mounting his bike. "Maybe we should let her go."

Sayuri dropped to the ground. "No, we have bring her back," said Sayuri, "she's out friend, no matter what."

Gordon stood posed, half on, half off his bike, then he swore under his breath and got on. "I'll catch her," he said flatly.

He rode his bike between the piles of junk, jinking and twisting around the broken pieces and intact machines. Why am I going after her? He furrowed his brow and remember the times when the two of them were trying to learn each other's language, him flubbing on the tonal qualities of Mandarin, and her struggling with consonants she couldn't hear in English.

They had some hard times, and some fun times, Wei Lei shyness in personal relationships and his strong personality for the media made for an odd pairing, while Sayuri held the limelight... Sayuri.

He almost ran into a bracing, remembering her appearing his dream as Schmert. "Wei Lei! I'm sorry!" he yelled as he pedaled. He saw a metal plate lying at an angle ahead of him and he aimed for it. Shooting up the ramp, he soared into the air and in that brief moment not only did he see Wei Lei ahead of him, he nearly made orbit about the tiny world.

He hit the ground, bottoming out the shocks on the mountain bike, just behind her. "Wei Lei stop!" he yelled wincing from the impact. "Goddamn it stop!"

She looked behind herself and saw his face. She screamed and rode faster.

"Mother fuck!" he said panting, and then peddled harder. He quickly evened up the race and saw that she was crying.

"Wei... Lei... stop!" he panted. He then saw she hadn't seen a metal bar at head height just ahead. He steered right into her, knocking the two of them to the ground in a tangle of bikes, limbs, and saddlebags. He somehow managed to pull her off the bike and took the brunt of the impact himself.

Together they lay on the ground, both breathing hard, her with an occasional sob, Gordon with a gasp



and not a little bit of pain.

“Are you OK Wei Lei?” he gasped.

She just hugged him and cried harder.

“It’s OK honey, it’s OK,” he said. Then he said hesitantly, “You... you can take a look inside... my head, and see that it’s OK.”

She looked up at him, her eyes red from crying, and asked, “Are you sure?”

He nodded and said, “Yeah, just be careful, OK?”

She swallowed and waggled her head. She closed her eyes and suddenly Gordon found himself remembering his past thoughts, feelings and his decision to let her read his mind. And his memories of Sayuri...

“Whoa,” said Gordon after she stopped. “That was freaky... I mean... um, damn. Sorry again,” he finally said.

Wei Lei gave him a wan smile, nodded, and said, “I saw her as him too, just like you remembered. It’s too specific, too detailed to be a dream image.”

“That sounds like experience talking,” said Gordon, gingerly sitting up, with some help for her. “Ow, I hurt. I don’t think I broke anything,” he said moving his arms and bending his legs. He winced, but he was sure that he hadn’t broken anything. He knew what that felt like. “So why did you make me remember that stuff? Why didn’t you just ‘read my mind’?”

Wei Lei shrugged and said, “I can’t. The mind is like a book, not the Internet. Only one person can read your mind, and that’s you. So I somehow make you remember what I want you to remember, and you have to be awake, otherwise I get dreams or cause you to dream. It’s not like it is in the movies.”

Wei Lei had his bike up, the front wheel shaped like a pretzel. Hers, on the other hand, didn’t show a mark. She looked at him and said, “I used to ‘pick up’ other people’s dreams when I was little, and sometimes I could tell if someone was lying. You don’t know how hard it’s been for me not reaching out and reading other’s minds these past months.”

“That’s a skill that could come in handy when we visit other places,” said Gordon, slowly standing up. “Son of a bitch, I don’t have the tools to fix that sucker,” he said looking his front wheel.

“I wish it was a skill,” said Wei Lei, scanning the horizon, “but it is not. I don’t know why it’s working so well right now. Normally I’d get a brief glimpse or I would get a torrent and couldn’t turn it off.”

“It’s that stuff we drank,” said Gordon, shaking his head over the twisted spokes. “It probably boosted you... God knows how long it will last.”



“Sayuri is on her way here,” said Wei Lei. “I can see her. I couldn’t see you.”

He pulled a tie down strap from a bag and rigged a sling around the frame and over his shoulder so that the bike’s front hung under his right arm, and then said “Let’s go meet her. Keep an eye out for a bike in this stuff, we might be able to find a replacement wheel...”

Sayuri found them forcing a bike wheel on to Gordon’s front forks. The axle was a hair too wide, but with judicious shoving, the wheel slid into place. The text on the rim and on the rubber of the tire was in Cuneiform.

“Are you two OK?” she asked. “I saw Gordon shoot into the sky like a rocket! I was sure he would be hurt!”

“Oh I’m a hurt’n,” said Gordon, wincing from the bruising he took, “but not too worse for wear. Um Sayuri...” He looked at Wei Lei, who was using a towelette to wipe her hands off. She nodded, and he then said, “Sayuri, we have to tell you something...”

They were back at the yacht, the two women watching Gordon loft a bottle of scotch at a pile of garbage on the horizon. “If I throw them hard enough,” he said as he threw the bottle, “I might get one into orbit about this place.”

The bottle spun end over end in the air and vanished over the horizon. Turning Gordon waited, but after several minutes shook his head and said, “Huston, we have a problem.”

He picked up the last bottle and looked at it. Over a hundred years old, he thought, and probably more dangerous than any atomic bomb. Looking at the other two he quipped, “Anyone want a final sip?”

“NO!” replied both women in unison.

“Our loss,” he said as he threw it at the horizon, “the world’s gain.”

After it vanished and didn’t return suborbitally, he sat down and said, “First things first. We don’t tell them about Wei Lei... not just yet. I don’t want them dissecting her to find out how she can read minds. But...”

Sayuri said sourly, “You want to tell them about me.”

“You have your uncle and many people on your side,” said Wei Lei, “and you are a victim of Schmert’s meddling. They will try to help you. Me, I would be a freak, something to be afraid of because I can read their minds.”

“That’s right,” said Gordon, “look at how I reacted! And I’m not completely comfortable with it now either. Can you still read either of our minds? You have my permission to.”

Sayuri nodded as well, so Wei Lei closed her eyes and got... “Nothing. It’s gone dormant again. Thank goodness.”



Sayuri leaned back and said, "In any case, our mission is a failure, and they will want to know why. They will accuse me of lying about Schmert and you two will then defend me by pointing out that I knew things that I shouldn't have known about. That we should do some memory regression to find out what really happened."

"Yup," said Gordon. "We're on your side Sayuri, and we'll stay there..."

CHAPTER 6: FIRST DAY

Dr. Takahiro Hatsumi stepped out of his tent and adjusted his sunglasses in the bright glare of the Antarctic sun. His niece, Sayuri Tenuma, followed him out of the tent. "Oji san, are you sure?" she asked.

Takahiro nodded, "My dear, it's a simple confirmation of what I already knew. The Ross Ice Shelf is melting at an accelerated rate. All that fresh water will play havoc with the deep water currents and affect the mid-Pacific currents. The consequences..." He shook his head. "I don't know if we can fix it."

The Takahiro Hatsumi Meteorological Expedition had established itself on White Island, 13 kilometers south of McMurdo Base. The island was home to a unique species of seal that had been cutoff from the rest of the Antarctic seal population for thousands of years. These seals dove into crevasses that formed on the North side of the island and swam under the ice hunting prey. They were genetically different from the other Antarctic seals, enough to almost qualify as a new subspecies. That is until the ice shelf began to melt. Soon they would mix again with the rest of the seal population and lose their uniqueness.

"Sensei!" a voiced called out. "Sensei! A crevasse opened near the north side of the island."

On occasion ice crevasses would open up in the sheet along the shoreline. For the most part, they were just a jumble of ice shards and deep trenches, all quite dangerous. But this new crevasse in the ice sheet was different...

Takahiro stood at the edge of a long gentle slope down into a blue darkness. The ice sheet had literally cracked open and split more or less cleanly apart. Deep within the crevasse was ice hundreds of thousands of years old, an unparalleled history of climate on the Earth. One of his grad students, Kenji Saki, and one of the New Zealanders from the Antarctic Expedition Outfitters Company, were rappelling down into the blue tinted depths.

"Sensei, It looks too jumbled for clean sample," called out Kenji. "Too much contact with the island. Do you want us to go deeper?"

Takahiro mused for a moment, then nodded, "Hai, go deeper but keep an eye open. This crevasse could close at any time."

Standing next to him was Reggie Danswold, the owner of Antarctic Expedition Outfitters, the firm that had been hired to assist the expedition. "Not to worry sensei, Oscar will keep the lad safe," he said in Japanese. "We've done many a crevasse."

Sayuri had her camera out and was taking pictures. "It looks so deep! I think this almost goes down to the sea floor."



“This is near that submerged piece of land, so it is possible,” replied Takahiro pointing to slight hump in the ice a quarter of a kilometer from the island. Everyone knew of the small hump of land that was just north of the main body of White Island. The ice sheet constantly broke over this piece land and common opinion among most researchers was the ice would eventually wear it away.

“Sensei!” Kanji yelled from deep down in the crevasse, his voice muffled by the ice. “You have to see this!”

The Kiwis manned belaying lines that shuttled Reggie, Takahiro and Sayuri down into the crevasse. At the bottom of the crevasse, they unhooked and followed the chemstick lighted trail blazed by Kenji and Oscar. At the end of the crevasse, they saw a blue light.

In the deep blue light that filtered through the ice, Sayuri stepped out in to a frozen conifer forest. The trees were nude, bare of any needles, which now carpeted the floor of what looked like a massive ice dome. Through the trees, a building could be seen, though what type of building it was, Sayuri couldn’t tell.

“My God,” said Reggie, “what the Hell is this place? What’s keeping the bloody roof up?”

“Calm down Reggie,” said Takahiro, “there must be a logical explanation for this.”

Sayuri stopped and said “Like what?”

Everyone stopped and looked at each other.

“Like what oji san?” she repeated. “This is impossible, this place shouldn’t exist!” She looked around and then said, “It could be... aliens.”

“Blimey, long gone aliens I hope,” replied Oscar.

Kenji and Yoshiro Ifukube came trotting back their faces filled with wonder. “You have to see it for yourself! What’s with the faces?”

“Did you see any aliens?” asked Sayuri.

“No, but we did find a road!” replied Kenji.

They made their way through the trees and stepped out on a paved road. Sayuri kneeled down and looked at the surface. It wasn’t concrete, nor was it anything she knew of. Then she saw the footprints. They were outlined in hoarfrost crystals and there was one set headed down the road, and another, different set headed to the large building at the end of the road.

“Looks like someone walked down this road and some poor bugger limped back,” observed Oscar kneeling next to Sayuri. “How long would it take the frost to form like that Doc?”

“Years,” observed Takahiro. “At least a century or so. I don’t know who made them, but I think it was



the same person, and he was hurt. That is frozen blood.” He pointed to a reddish ice crystal near the set of footprints.

They followed the footprints, careful not disturb them and headed to the large building. It was wide and made from some white material that wasn’t concrete or metal. It was curved into a long dome shape. A wide opening stretched along one side of it, though it was too dark inside to see anything.

It was Sayuri who saw the body. “There! Over there!” she said, pointing.

It was a man dressed in old fashion arctic gear. He was on his back, looking up at the ceiling, arms outstretched. He was frozen solid, his face stretched from being freeze-dried by the arid cold air of the dome. Takahiro and Reggie knelt to investigate the body.

“He’s been dead for a while,” replied Takahiro, “you do not get that kind of desiccation in a year or two. He’s been down here for at least eighty or more years.”

Reggie checked the frozen pool of blood by the body’s leg. “Blighter must have broken his leg and tried to get back to this building. I wonder who he was?”

Takahiro noticed a dog-eared notebook sticking out of a pocket. He gingerly pulled it out. It was an old styled notebook and there were several pencil stubs shoved in between the cover and the hardboard of the notebook’s binding. He carefully opened it up and read some of the entries. A pressed orchid was at the back of the notebook. His eyes widened in shock as he read the entries, and he blurted out, “My God! This is captain Oates! Of the Scott expedition!”

Everyone stood in shock. Oates was well known for sacrificing himself so that the rest of the Scott expedition to the South Pole could survive. He died a noble death somewhere on the ice. Only, now, he was here, in this strange place.

“How? Why?” Sayuri stammered. “What is he doing here? We are fifty kilometers from where he died... left the Scott expedition.” She knelt by him and put her hand on his outstretched hand. A thrill went up her arm. “What the... Something shocked me... in his hand.”

Reggie looked and said, “There’s something glowing in his hand. Pardon me captain, but we want to see what you got in yer mitt.” He carefully pried up the frozen fingers and freed a small, triangular shaped white crystal. It glowed right up until Reggie touched it, then it stopped. “Bugger didn’t shock me. Here, see, it’s just a bauble the captain picked up.” With that he dropped the crystal into Sayuri’s hand.

The crystal flashed brightly for a moment, then settled down to a stable glow. Sayuri felt a tingle shoot through her entire body, but it quickly went away.

“Blimey!” observed Reggie.

Kenji stepped inside the building and a dim light turned on. “Sensei! Sensei! Look at this!”

“You know, we ought to put a leash on that boy,” Reggie wryly observed.



"I've tried, but he's too much of an explorer to tame," replied Takahiro as he stood up.

Inside the building was a silver metal ring, floating on its edge above the ground. The center of the ring was pitch black, blacker than any material should be. It ate the light and gave none of it back. Silver colored metal ramps lead up to either side of the ring. A short metal cylinder was standing by the foot of the ramp that faced them.

"It's a portal," said Takahiro.

"What?" replied Reggie. "What do you mean it's a portal? A portal to where?"

"You must have seen some science fiction movies or programs," replied Takahiro. "It's plainly obvious that is a gate to... somewhere. A gate to other stars, perhaps to other times? There is only one way to find out."

Striding past Kenji, Takahiro walked up ramp, reached out and touched the surface and was drawn through the stygian darkness. He was gone.

"Oji!" yelled Sayuri.

"Doctor!" yelled Reggie in English.

"Sensei!" yelled the grad students that had followed them down.

Takahiro's voice rung out clearly, "Not to worry. I am fine."

Sayuri walked to the base of the ramp and said tearfully, "Where are you oji san? Are you safe?"

"More than safe," said Takahiro, as he stepped off the top of the ramp on the other side of the ring and onto the ground, "I never left the building." He poked his head around the ring and gave her an impish grin.

Everyone exhaled and laughed, relieving tension, Takahiro walked around the ring and gave his niece a hug. After she wiped eyes, she said, "That was very irresponsible of you. You could have ended up anywhere, and with no way for us to bring you back!"

"I know, but the chance to be the first..." he said with his eyes aglow, "it was just too much for me. I had to do it before Kenji did."

That got a laugh from everyone, including Kenji, who promptly walked up the ramp and let himself to be pulled through.

"That is weird," he said, stepping off the ramp on the other side, "when your eyes go through, you see spots for a moment, then you can see normally again. You should all try it."

The other grad students lined up and let the portal pull them through. Sayuri was at the end of the line and last to go through. As she stepped up to the portal, she hesitated. She knew it wouldn't hurt, but still,



something nibbled at her thoughts. Then, gingerly, she reached out and touched the surface.

She felt the thin tug on her hand as it was drawn through, a hazy tingle that just existed where she intersected the surface. She stepped forward and through the black surface. As Kenji had said, she saw a spot form in her vision, but then she could clearly see again.

Only, she wasn't in the ice dome anymore. She was somewhere else.

She tripped down the ramp onto a hard silver surface. Above her were stars, twinkling in alien constellations. She panicked, turned and ran through the portal yelling "Oji san!" only to pas through the black surface without returning back to ice dome in Antarctica. Skidding to a halt, she was in front of an edge that fell away to forever.

Her pulse raced and she was short of breath, but she managed to go back up the ramp again and tried stepping through once more. But she still remained on what she was able to determine was a platform floating in space.

She sat down on the ramp and tried to calm herself. She took stock of the situation, and realized that she had somehow activated the gate. With sudden realization, she reached into her pocket and pulled out the glowing crystal. Was this the trigger?

She looked about and saw that there were seven more rings and ramps, just like the one she stepped through, and there was a single larger ring, about twice the size of the others, to the right of her ring. Standing up, she stepped down the ramp and over to the larger ring...

"OK Sayuri," asked Dr. Menzies, the base psychologist, "why did you do that? Why not wait to see if anyone could rescue you?"

Sayuri was sitting in a reclining chair, electrodes attached to her head and body, monitoring her vital signs. She was in a deep hypnotic state so that she could access her memories better. Behind a one-way mirror, Gordon, Wei Lei, Doctor Hatsumi and General Borodin watched. "I'd like to get my hands on that fuzzy little bastard," said Gordon.

"He may have his reasons for doing this to her," said Hatsumi.

"I'd like to introduce him to one of our closed gulags," remarked Borodin.

On the other side of the glass, Sayuri replied hazily, "I really don't know why, it seemed to be the thing to do."

"So you walked the eighty kilometers to the next portal on a whim?" replied Dr. Menzies.

Sayuri scrunched her face up before replying, "Yes, I did. I don't know why. Why did I do it? Why?"

"Let's not dwell on that Sayuri," he replied in a calm tone, making a note, "it is not important. Please



continue with your story.”

“I walked down the pathway, it took me all day to do it, but I did it,” she said proudly. “I stepped onto another platform with the same layout, only it had four big rings instead of one. I felt drawn to one...”

Sayuri stepped through the portal onto a lush and green world. The sky was a beautiful blue with azure clouds that changed color as she watched. She looked around and saw a giant tree with an umbrella like canopy that stretched out over a wide area. As she walked, Schmert pointed out some plants he had designed in his spare time...

“Schmert was with you? When did you meet him?” asked Dr. Menzies.

Sayuri frowned and said, “I don’t know! He was with me when... but I... I don’t know.”

“Not to worry,” replied Dr. Menzies, “I was just curious. Please continue.”

They walked together talking... about something. Sayuri mostly listened and occasionally nodded or shook her head to questions put to her. The words just flowed around her, not impinging on her consciousness.

They arrived at the tree. It was immense, nearly five hundred meters tall and a hundred meters in diameter at the base. “This, is my home, my sanctuary,” said Schmert. “A place to stay, to sleep when I am weary. Come inside, do not tarry, you need to rest, your feet must be achy.”

The trunk was not a single entity; it was made up of many smaller trunks twining together, in some places forming windows, in others ledges. Schmert spoke to the tree, “Grawdthr, open your doors for us please. Make ready to put our guest to ease.”

The trunks parted revealing a chamber inside. Living wood surrounded her as the two of them walked along winding corridors that she swore were being made as needed. They entered a large chamber that had a several organic looking tables and chairs spread about. On one table was an array of fruit and vegetables in various bowls and plates.

“Come, break fast with me,” said Schmert, leading Sayuri to the table. “A meal and a rest, then we’ll sightsee!”

She had never seen any thing like the fruits and vegetables that were laid out before her. She watched Schmert peel fruit with a blueish skin and deep red flesh. She found one like it and copied Schmert’s motions. She was rewarded with a juicy, nectar sweet flavor.

“These are very good sir,” she said, wiping her mouth. “Where did you get them from?”

Gesturing to their surroundings, Schmert said, “It is the art and artifice of my tree, Grawdthr. Her abilities are many and astounding, they are not just mere.”

Setting down a delicious root she had found, she stood up and bowed, while saying “Thank you Grawdthr for this delicious food.” Standing up, she smelled the scent of lilacs in the air.



“A rare compliment will turn any woman’s head,” said Schmert. “My dear Grawdthr excels at pampering me and keeping me fed. When our repast is done, I will tell you tales of the moon and sun. I will tell you tales of my people. I will tell our woes, the true gospel. It all starts with a simple little rhyme, about a people who ran out of time...

“Mellor agrillum, homus ridiculum
Perкуро arbum
Quoud ibit dici
Capis mei in sti
Sed nemo me respondei”

The translator stopped the playback. “It’s Latin alright, but it’s odd. And I don’t mean it’s poetic structure. That first word, ‘Mellor’, is more than likely not a Latin word. The closest I can come to it is the word ‘Mellis’, or honey. But by no means is ‘Mellor’ a regular form or ‘Mellis’. Agrillum is a white clay used in Roman pottery, quite malleable.”

General Borodin said, “Da, da, that is all very good. But what does it mean?”

The translator pushed his glasses back up his nose and said, “Well, I’ve only done that first stanza, but roughly it says:

“Mushy Mellor, funny fellow,
Running ‘midst the trees.
‘Who’s there?’ I said,
As I stood on my head,
But, no one answered me.”

Dr. Hatsumi blinked and said, “That’s gibberish. Schmert implanted gibberish in my niece’s head. What is this ‘Mellor’ and why is he so humorous?”

“It is humorous,” corrected the translator. “The case on those verbs are all neuter, this ‘Mellor’ is an it.”

“Well whatever it is, we need to find out!” said Borodin. “Complete the translation and let us know when you are finished.” The two men left the translator with the audio files.

“Translate or be damned,” he muttered. “Still, they are paying me good money to do this.”

Putting on his headphones, he listened to the recording. “Who are you little Mellor? We want to find out...”



New Enemies

P
- 140,0

Home Location Prime -135?
Called Earth

BIOLOGY

SIZE 5'.0" - 7'.0"
LIFE SPAN 110
SEX 2
GESTATION 189 days
SURVIVAL 37%
BIRTHS 1

LIVING ENVIRON

TEMPETURE 45 - 110 F
SLEEP 16w 8s

SENSES

SMELL E
VISION E
TASTE E
TOUCH
HEARING E
TEMPER 35
MOTIVE 35
VOICE Base - Soprano

SOCIETY

YEAR 4216 (1957)
TECH EXPERTISE Mech/Electric
JOINED IDA No

LANGUAGES

Egyptian High 07% Egyptian Low 90% Roman 29%

PERSONALITY & VIEWS

UNISS Worthless
IDET Mortals
FAMILY Royalty
WORK For Slaves
PLAY Killing Slaves
WEALTH For Royalty
JUSTICE We are Justice
HONOR Above Else
HUMANITY Children of the Gods
POLITICS Our Word is Law
RED TAPE Temple Priests
COMBAT For Warriors
THE FRINGES Gift of Ra

SKILL TENDENCIES

Agraculture, Light Industry, Social Control, Scavenging

GOOD TRAITS

None Observed

BAD TRAITS

Believe they are Gods, Violent, Spiteful, Stuck Up.

USUALLY SAYING

"Submit or Die Mortal!"

NAMING

Roman or Egyptian base.



Rwme Empire, Coptics

The Coptics, or the "Rwme" in their own language, were just another empire, one formed between the union of Rome and Egypt by Gaius Julius Caesar and Cleopatra VII Thea Philopator, and their son Ptolemy XV Philopator Philometor Caesar, Emperor of the Republic of Rome, Pharaoh of the Upper and Lower Nile.

This union was a major powerhouse in the Mediterranean and western Asia. The empire grew by leaps and bounds, from the British Isles to the steppes of the Siberian plains, to the shores of the Indian Ocean, to the source of the Nile in Africa. They were bounded to the north by the Norlanders, to the east by the Chin, and to the south by the Ethiopians.

Then they discovered a portal in mountains of Turkey, and from there they discovered the rest of their prime platforms and the rest of the multiverse. Their Fringeworthy, or the Blessed of Ra, explored and discovered other worlds and technologies. They used these technologies on their own world to maintain their position of power, though not to conquer the rest of the world, as they couldn't control access to all the portals. The Han, the Germans, and the Ethiopians each have a portal under their control, but they have very few Fringeworthy.

The current Pharaoh, Gaius Julius IV Antonius Caesar, is slightly inbred, and suffers from mental problems, and is lame. His left leg never developed properly, so he walks with a cane and a stoop. He is a bitter man, and wants access to the fabled nuclear weapons his Blessed of Ra have observed.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-01	+0	+0	+0
WIZ	ADA	ATU	STB
-01	-02	+1	Varied



TITLE INSERT HERE

By Michael Andaluz



D'huti quietly slipped into the transmat after giving the air chariot a firm dusting. As darkness once again reclaimed the cramped landing deck, D'huti nervously scanned the instrumentation nearby before deciding to ascend to the Royal chamber and meet his fate.

He could not be far, the Telgoran thought. Perhaps he and his entourage were below, in the temple... D'huti pulled open the gilded doors of the bases stockpile of compact weaponry, a collection of devices that Pueloch had kept mostly for the purpose of enforcing his will upon the human slaves. A much-neglected dual-purpose adornment, with the clearest white quartz and several lapis insets, and a curious blue pyramid that glowed when he brushed a hand across it caught D'huti's eye, and after testing their heft, he clamped both to a length of twine around his neck, just under his ceremonial silver chestpiece.

He stepped back into the tube and pressed the black gem in his bracelet. As the rails folded up around the chamber and filled with the blue light, he cursed himself for being so unprepared.

The shrill whine of the transmat mechanism faded to an unfamiliar dull rumble as the Telgoran stepped off at the lowest level of the circuit, in the bowels of a rock-carved underground temple within the Tredaheel-Chalee. In the dim light, The Telgoran looked around, confused.

"D'huti."

The growl was unmistakable, a low stone-grinding whisper that shook the stones anew, with words that froze D'huti's blood.

The mask of Pueloch floated into the light, past the sinister background of the Alien Gate. Pueloch stepped fully into the lamp light, revealing a body dressed in outlandishly ornate robes and heavy, glittering kilt attire. Pueloch's eyes met the Telgoran with a cold sort of beauty, like a pleading child searching for comfort in the eyes of a parent, but with all of the intent of a jaguar about to pounce on its prey. D'huti recognized it at once, Pueloch's expression for supreme hatred. Firelight reflected from mirrored pupils as Pueloch reached the center of the gateroom.

"What a fool you have been, my favorite courier." The stare remained, and the face turned piteous, regretful.

The Ibis stepped back and clutched at his ceremonial staff, one that boasted a finely sharpened pike-like tip. *If I die now, I die fighting*, D'huti thought.

"Your rebellion is over, Ibis of One Moon," purred the God. "Your thoughts have betrayed you." Pueloch laughed. The walls of the palace creaked in time to the unearthly sound. "Khororann the Golem Mellor has foretold your plans. Your followers were tracked, of course." Pueloch tugged absentmindedly at a lock of hair, and casually turned his back on the dumbfounded Telgoran. "That last detachment of guards has left for the eastern beach, where you met with your cherished... Z'ladna," he hissed the princess' name, barely pausing before turning back to the human. "Your only help."

A crowing smile formed on the perfect face, just as the tarnished golem crept silently to his side from the shadows. His other hand came down to scratch gently on the monster's head. Pueloch rumbled something unintelligible but threatening. Khororann licked her glittering teeth and crouched to pounce.

"Your friend will die, D'huti. All of them will die," Pueloch said. "There is no escape." He half turned, as if to walk toward the great silver monument. "And you will never leave Chalee alive."

D'huti reared back and hoisted the pike into the air, and its lethal sharpened point sent orange reflections scattering from wall to ceiling. In an instant, D'huti was ready to fling the spear with all of his might into the heart of the great tyrant, but the God barely took notice.

"Khororann, konewah. Sup – supsoy," Pueloch cooed, and flicked a hand lazily in D'huti's general direction. D'huti leapt forward.

A blur of tarnished liquid metal launched itself at his throat. Before the pike could be drawn completely back, Khororann sliced through the air, with teeth bared and claws slashing, knocking the Telgoran hard across the sandy floor of the vault. The pike sailed overhead and buried itself yards away. The metal monster



landed lightly and instantly turned to Pueloch, obediently awaiting the signal to utterly destroy the renegade.

Pueloch flicked a wrist as if to say, “carry on, as you like.”

The Telgoran scrambled to his feet, nursing a slashed left arm, and staggered out for the spear only to be cut down a second time by another of Khororann’s ferocious leaps. Khororann’s attacks were fierce and smooth. He meant to make the human suffer for his treason, and to prove to his followers that resistance would be crushed. Quickly. And painfully.

Khororann dropped silently to the floor from a raised platform and casually circled the bleeding human, her eyes never losing sight of her victim for a fraction of a second. Pueloch twisted the gemstone in the bracelet and laughed as he saw D’huti raise a bloodied arm to defend himself while he crawled upon the sand.

“I want to be free of the *sight* of you,” he hissed. With a contempt-filled jerk, he spun the gem in its mounting. “You hardly deserve the dignity of burial, master builder. There will not be enough of you left to *bury*.” Pueloch’s eyes flashed the fury of whetted vengeance.

The temple trembled as the inner ring of the Tredahee-al-Chalee Portal began to sing.

“-And you *should* have at least written to tell me where you were!” Joe Taylor was standing before a half-covered 25-foot tall ring and shaking his finger at his son, who was standing next to a worktable and pinching the bridge of his nose. The soldier appeared to be nursing a cuffed ear.

Glenn took a deep breath and sighed heavily. “Dad, I have *told* you, I am in the Army, and they don’t just let people go telling people that anymore.”

“But your *father*? I was in the Army, I’ve never heard...”

“It’s the way it’s done now, dad. It’s called National Security.”

“I *fought* for our country, youngster,” Joe snapped. “Don’t tell me about security. If there was a threat, we met it. We were ready-”

“I *know*. Dad, I’m fighting too. But *our* country doesn’t want everyone to know it. You don’t get it.”

The ground shook.

“What the hell,” muttered Glenn, standing straight and cocking his ears. “I didn’t hear any air raid warning.”

“It has to be,” said Joe. “We’re too far from any naval shelling. Are the blackouts in place?”

The entire building shivered and the booming sound increased in pitch slightly. Carl Lange and Joe Taylor looked in unison out the nearest blackout curtains, searching for the customary dull orange light of bomb bursts from outside.

“It’s not a bombing. It sounds like a *train*...” Joe pointed at the row of curtains at the far wall opposite the workshops, which had started fluttering. The noise was starting to rattle glassware off the tables.

The locomotive-like thunder built to a deafening intensity and everyone in the room was looking around. The pale lights of the warehouse’s dim gas lamps flickered, and dust was falling from the rafters. Joe’s ladder fell to the floor, and the two Taylors dashed to the other side of the work table in case the great Ring itself were to come crashing down. A heavy block-and-tackle hoist swung precariously, twenty feet overhead.

“Look!” Carl Lange pointed at the giant artifact, which had shed its canvas cover and had started to rotate.

A blast of blue-white light spilled out of the portal and kicked up a cloud of dust, forcing everyone to shield their eyes. Directly in front of the shimmering tornado of cosmic particles, D’huti fell again to Khororann’s outstretched paw, and while the lens of the interstellar corridor stabilized and settled to a faint lapping, Khororann pressed her final, fatal attack, and the Telgoran stood, casting one last defiant look at his master. The creature between them growled once and leapt into the air, aiming again for D’huti’s throat, but the Telgoran was ready for it.*

* *Portal to Portal Transference?* See page 98



In one swift motion, he spun and donned his helmet only a fraction of a second before the Mellorlike android crashed into him, tail whipping and claws slashing. Alloy teeth bit deeply into armored headdress and sank in. The two flew the entire distance across the gateroom and into the center of the pool of rippling white light. Without ceremony, Pueloch's hand lifted from the white jewel, and the portal snapped shut.

A flailing mass hurtled out of the ring, flattening two worktables and sending glass and paper everywhere. Instinct came over Glenn immediately, and before the dust settled, his .45 was out and drawing a bead on the writhing thing on the floor. Before he would make a shot, he needed to know that Lange wasn't somewhere in the crossfire. When he checked, he could just see the archaeologist climbing a ladder out of the hallway, and took careful aim.

A chromium nightmare leapt off the ground and fell thrashing again, making a terrible noise and throwing Glenn's aim off instantly. As he fought to keep a bead, the dust cleared and he saw more clearly that he was aiming at what looked like a two-headed monster.

The thing whipped its tail, a metallic affair that dented the steel table wherever it struck. The tail was attached to a lion made of dirty chrome. Glenn almost let his pistol drop out of sheer shock. It had a deathgrip on a man.

With a dull thud, the silver ring fell silent, and the dazzling white light gave way to the suffuse lighting of gas. The creature turned and looked around.

The thing jumped off the man and scampered to the side. Glenn could only catch a glimpse of the intruder before its assailant roared like the Merlin engine of a fighter plane, and shook off what looked like a layer of *ice*.

He got a peek at the man, a bald Negro with a strange gown, who flailed to sit upright and favored a badly bleeding arm. "Glenn," came the whisper alongside.

Joe stood by his son's side, holding an identical pistol. The two were both frozen, waiting for the next movement, which didn't take long to happen.

The monster jumped high and landed on a platform at the far wall, its silver tail curling as if it were at play. Its head was like an alligator, with a long, threatening mouth full of glittering silver teeth. It watched the bird-masked man cautiously.

"What do we shoot," asked the major, thumbing the trigger nervously.

His father's pistol alternated between the bird-man and the lion-alligator monster, and he finally whispered something that, though it came straight from years of experience on safari, sounded rather funny at the time.

"Whatever moves first, son."

The monster reared and threw itself at the bird-man. Glenn swore, and squeezed off a round in roughly the same time that it took his father to *empty* his revolver. Three other loud, shrill cracks echoed through the room, and the Taylors turned to see Curt atop the last standing table at the near corner of the room, also aiming a pistol at the creature.

The thing fell hard and twitched. Glenn could see that more than one bullet had torn into the thing's head, and what looked like sheet metal was pulled back off a skull that was made of ivory-white jewels. It stirred and got up on its feet, shaking its head.

"Good job, but it's not done yet," said Joe Taylor. The thing shook to one side, but stayed standing.

The man stood uneasily, and the creature pounced again.

A five hundred pound block-and-tackle sailed through the air and swatted the flying creature out of the air like a fly. It hit the far wall like a sack of rocks, and collapsed motionless in the corner. Sparks flew from its chest and head, and the room plunged into silence.

Joe looked up, and followed the trail of chain-links to the ceiling. There, high above, Carl Lange sat swinging his legs in the air, having maneuvered the steel hoist into position and swung it into the thing's path



like he'd simply been playing some kind of carnival game.

"Well, good show!" Lange smiled, tipped his hat to the pair, and headed back for the ladder. "Don't get too close now, child," warned the archaeologist as he drew near, dusting off his hands. "We have no idea- ...by God."

"What," said Curt, holstering his small pistol and climbing past debris, "in the hell was that?" Joe and Glenn held their sidearms at the ready, in case the massive monster in the corner moved, but something also struck Glenn as funny.

"Dad."

"Hmmm?"

"Your gun's empty."

His father tipped the butt of his .45 up to inspect it, but they both jumped when Katerina, cradling the bird-man by the shoulders, drew a finger over the forehead and tripped the chin strap. With a clatter, the helmet fell to the floor and shattered.

"He needs treatment."

ON THE ICECAP

by Rich Tucholka

Ed Powers was snug in his tent on the Antarctic Icecap. His students were in their tents, exhausted after 16 hours and building a camp. Above him the wind was whipping at 40 miles an hour and the temperature was down to -180 F. For a minute a shadow crossed his tent and it just didn't strike him right. He pulled out a short assault rifle and waited. The front of his tent started to unzip and a furry paw could be seen.

"Will you invite a lady in from the cold or are you going to shoot me now?"

It was Tehmelern. It was a Tehmelern Ed had never seen. More refined than Schmert, female with sparkling green eyes.

"Coffee she asked?"

Ed lowered the weapon. Maybe not a wise move but it was a gut reaction.

"Name Sharant," she said. She plopped across from Ed and poured a cup of steaming brew from Ed's thermos.

"We need to talk," she said, "There is a serious problem ahead of us."

Within minutes Ed was relaxed and his suspicions were confirmed.

"Like rats in a tunnel Ed Powers! The Coptics are an abomination and they have found a foolish and dangerous way to cross from Portal to Portal and bypass the system. They can go from alternate to alternate now and may be able to travel Prime to Prime. These tools and gate codes are dangerous to space time."

"Then you need the distance to keep them stable". said Ed. "Some engineering systems need a little slop to work correctly."

"Oh yes!" Sharant took another drink of coffee. "And we need to stop this. They are like Locusts in a field of Grain. The IDA must declare war on them and stop all use of the portals. They have 14 worlds now under bondage and are starting to use Great Mellor as combat slaves. This is going to backfire and put many worlds at risk!"

"Mellor in Cyborg shells," whispered Ed, "That defies everything we stand for."

"They are Killing Machines. They will turn on them and free themselves."

Ed started packing his gear, "and now we have to convince the IDA to declare war on them." helmet fell to the floor and shattered.



IDET REPORTS

The War of Secession: 1835-1843
by Dr. D. Westin
from IDA Histories of the Americas Vol XCII

Who would have thought the granting of a strip of land 10 miles wide and 80 miles long to one territory instead of another would lead to a vastly different North America. At the time, in the south, Anglo impresarios were fighting for independence, as was Osceola and his Seminoles in Florida. All the Territories were dealing with the "Indian Problem" and the Abolitionists movements was making headway, despite laws passed by United States Congress.

All it took was a strip of land, the Toledo Strip, in the lower Maumee Valley, and the citizens of a little village named Toledo who wanted to leave the Michigan Territory for the state of Ohio, to start the Secessionist Movement.

On most worlds with a stable USA, this granting of the Toledo Strip to Ohio ended up in a fairly trivial confrontation known as the "Toledo War". On this Earth, this lead to a multi-front war between the Territories of North America, Canada, England, Mexico, and a beleaguered United States of America.

It started when the Militia troops, lead by the then territorial Governor of the Michigan Territory, Steven T. Mason, to take back the Toledo strip, met with the Ohio Militia sent into Lucas County by Ohio Governor Robert Lucas. What should have resulted in sabre rattling, instead lead into a full-blown war.

The opening battle was more waiting than fighting. Mason, relying on scouts who knew the Maumee River and its marshes, arrived at the village of Toledo a full month before the Ohio militia dragged itself out of the swamps, only to be captured by the rested and ready Michigan militia. And that would have been that, if it hadn't been for an enraged buckeye, by the name of Two Stickney, who shot and wounded Governor Mason. The Toledo War turned bloody that day.

More troops were called up on both sides, while the surrounding states and territories tried to stay neutral. But not successfully. Illinois was invaded from the North by one of the Michigan Territories, Wisconsin, which tried to take the upper Illinois River. Indiana, the state, remained neutral until 1837, when it had to defend its borders from the Michiganders attempting to relieve the embattled Wisconsin forces in Illinois. An amphibious landing by barges put four thousand Michiganders south of Chicago, newly christened, and that city fell to the combined Territorials.

At the same time in Ohio, Canadian Volunteers from Richmond (AKA Windsor) reinforced the Michiganders along with troops from the Territory of Upper Canada. A line had been drawn at the Maumee River with the Territorials on the North, and the USA to the South. The Straits of Detroit were the demarcation line for the Great Lakes. The Upper Canadian Fort Malden guarded the straits as well as the Michigander fortifications on Grosse Isle. The Michigan Navy was ill equipped and depended on the forts to back it up.

Meanwhile, further south of the border, the Alamo falls to Mexico, but the Texans, embolden by both the cry "Remember the Alamo" and the stories of the war to the North, push back Santa Anna's forces. Queen Victoria takes the throne and is convinced to lend support to the rebellion in America by representatives of both Upper Canada and Michigan. The Seminole War heats up as the American army is stretched thin between the two fronts. In Congress there is talk of conscription of troops, but the Southern block of states are against it.



By the end of 1837 there was general unrest in all the territorial lands of the United States. It was as if a kindling had been left laying about an only needed the right spark to ignite the flames. Abolitionists are rounded up in the South, while the Northern States demand that President Jackson do something about the turmoil. What troops that are left are sent against both the Territorials and the Seminoles. Neither is sufficient. The Seminoles were backed by Mexico, which had written off Texas as a lost cause.

The Secession War heated up when Canadian troops back the Michiganders at the Maumee line in 1838. The line was stretched into Indiana to join up with the Wisconsin militia. An Alliance between the two Territories was forged, and both decide to hold the line, along the Maumee River to the east, up the Kankakee and Illinois rivers to the west, and between Fort Wayne and Kankakee cities. Trenches are dug, fortifications put in place, and they wait for the United States to attack.

In 1839, President Mason declares independence from the USA as the Nation of Michigan.

British troops finally appear on the scene, but not as reinforcements, but as something novel: as peacekeepers. Queen Victoria decided not to back either side, but to act as a go between the two warring nations, as a mediator.

Later that summer, Upper Canada came to the realization that for the past year, the territory from Niagara, Hamilton, Berlin (AKA Kitchener), on up to Lake Huron has been acting a bit more independent lately. By the end of 1839, this worry becomes shock as the region declares independence from Upper Canada and joins with Michigan. Michigan now has four provinces: Michigan, Wisconsin, Minnesota, and Niagara.

This catches Canada and Britain flatfooted, but it's a peaceful annexation, Canadian troops that don't call Niagara home are allowed to stay or leave as they want. Newly built Michigan steamboats patrol the Straits, while the fledgling Great Lakes Navy builds new ships. To the South Osceola scores more victories against General Jessup and Colonel Taylor in Florida. Texas stabilizes and enters into wary neutrality between the USA and Mexico.

From 1840 to the summer of 1842, the Secessionist War is marked by skirmishes and minor battles, but in the end the USA sues for peace, its coffers depleted by this war and the ongoing war in Florida. In 1840, Martin Van Buren becomes President, beating the Whig candidate John Tyler, who hurriedly stepped up to the candidacy after William Harrison died on the campaign trail in New York in 1839.

Michigan was officially recognized as a nation by the USA, as well as by Britain in the Treaty of Hamtramck. As consideration, Michigan offered to allow free passage to vessels going through Niagara to Lake Ontario...

IDET Scout Report E783-TRPS-75

Scouts: Thomas Ren, Patrick Stewart

Historical Background

With the Free States fighting amongst themselves for choice real estate in the Louisiana Territory, it was Britain who was left with the riches of the Northwest. By 1852, Mexico had finally solidified it's borders, claiming land up to Oregon, and down to it's border with the Texas Republic, following the western border of the Louisiana Territories. With the gold of California filling the Emperor's pockets, taxes were reduced for the first time. This eased the tensions amongst the poor landowners and their workers.



Such was the power of the Mexico at this time that King Kamehameha III of Hawaii sought closer ties to Santa Anna and Mexico. The Sandwich Islands never become a part of Mexico, but the strong Hispanic ties are reflected in the architecture on the island, along with the strong Japanese presence on the one time independent kingdom, now a client state of Japan.

The state of Europe was in flux at this time, with the constant threat of war always hanging over them. The German kingdoms were solidifying themselves into two states, Prussia and Bavaria-Saxony. The failure of the Unification of Prussia to create a single Germany years later could be tied to the House of Hohenzollern and its ties to France in the 1850s, and later the acceptance of the Spanish Crown by Leopold, which Prussia failed to prevent.

This period of time marks a period of unrest in Africa, fueled primarily by the shipment of freed slaves, known as Freed Men, by Michigan to the Cape Verde islands, then to where they or their ancestors had come from on the main continent. What really happened was that ship's captains couldn't wait for the sorting out of who came from where, and just dumped them on the nearest piece of mainland that was available. The influx was at first small, but grew over the years as more and more slaves left the slave starved Southern US.

The Abolitionists' Rebellion (1853-1856) resulted in the deaths of thousands of slaves "freed" by the abolitionist John Brown. Considered to dangerous to return to work, they were killed and buried in mass graves. It is estimated that some 20,000 former slaves were killed in this manner. Many more headed north, through the Free States to the west and into Michigan, where they were shipped "back home".

From our research, this was not at its heart a racist decision, but one of necessity. The new nation could not absorb the estimated 80,000 escaped slaves that passed into their hands. It was decided that they would be sent back to where their ancestors had come from, so that they could be returned to their families and lost tribes.

What happened instead is known as the Great North African War. The newly returned former slaves banded together in enclaves along the Western coast of North Africa. Most had farming skills, and Michigan had provided some farming implements, as well as weapons, to the people they were sending to Africa. Most were well skilled in farming and ranching, so land was taken from local tribes and kingdom, and the nation of Liberty was formed. About 5,000 of the new Libertarians were taught how to fight in the Rebellion, but had escaped the death squads after the Rebellion fell under General Lee's US Troops.

Tensions were rife between the displaced Africans and the English-speaking Libertarians. These tensions were escalated in the 1890s when slavery collapsed in the Southern US States. Low birth rate, coupled by slaves escaping by the hundreds, ruins the plantation based economy based on the work of slaves. The US ships the remaining ex-slaves to Liberty, some 90,000 total. This strains the resources of the Libertarians, forced at gun point to take the new arrivals. They needed to expand.

The Great North African War quickly involves many of the European powers with stakes in Africa, the US and an unlikely ally, Michigan. Britain, Prussia, Westphalia, USA, and Michigan formed one alliance backing the Libertarians, with the majority of the troops coming from the European nations. Some troops from both Michigan and the USA put in an appearance, but it's mainly a Euro-African war. France, Bavaria-Saxony, Spain, Italy, and Turkey back the local kingdoms and field troops to assist in the defense of local borders.

The war lasts until 1902, nearly 8 years, and involves not only battles fought in Africa, but on the European continent as well. Attacks on ports were common, with Italy taking the brunt of the attacks. It ends with Liberty occupying five times the territory than when it started. It now occupies all of Senegal, Gambia, and



portions of Guinea. It still exists today, the African Israel of this Earth...

Student Assignment IDET Classes

Summarize the effects of Michigan Earth's Japan and its long period of isolationism to the Pacific Rim of that world.

Japan maintained a fairly strict code of isolation after it drove the Europeans from its shore years earlier. They maintained a limited amount of trading with China, Korea, Siam, the Viets, and the Siberians.

At the start of the 20th Century, Emperor Yohkoshito, newly ascended to the throne, decided to partially lift the ban on firearms and the importation of industry to Kyushu. Several Shoguns voiced oppositions, but the most powerful of the Shoguns, Mifune, backed the idea.

What wasn't known to the Shoguns in general, was that Shogun Mifune was the puppet of European powers, as was the Emperor. Though they were puppets, they did their best to raise the standard of living of the Japanese nation to as high as possible.

Conflict with other nations was bound to happen. In 1920, Japanese forces attempted to take Korea from China's grasp. They failed, but at a great cost to the Chinese Emperor, who was already being besieged by the European powers.

Emperor Hu was in a rapidly deteriorating situation. The forces of change were about in China, Communal forces were for the collectivization of industry and agriculture. Chinese Communalists are not to be confused with Communist factions on other worlds. Communalists were for a totally decentralized government, and the organization of collectives: Farming, Manufacture, Distribution, etc. to run the country. They are more akin to Kibbutzim than soviet central planning.

The only problem with the Communalist movement, was that it called for the disbanding of the Army and Navy, replacing it with informal militia drawn from the communes. Japan, seeing a bigger prize than Korea, began secretly sponsoring the movement. Especially with the anti-war movement.

In the meantime Japan forged strong ties with the Siberians, Siam, Australia, and the Pacific islands, Hawaii for one. Hawaii was part of the Mexican sphere of influence and was used as an advanced base for its Pacific Operations. Mexico had its eye on domination of the Pacific Rim.

In 1943, with Yohkoshito's death, the mantle of Emperor fell on his son, Prince Ito. Ito was power hungry and began to accelerate the industrialization process of Kyushu. He also began to cultivate friendship with other, more military Shoguns, leaving Mifune to handle the industrialization of Japan.

In 1945, Emperor Ito died, leaving no heir. There is much suspicion as to whether or not he was poisoned or if he did die in the throes of passion with a concubine. In any case, Hirohito Mifune, eighty years old, assumed the role of Emperor of Japan, under much controversy. His reign lasted twelve years, and in 1957, his son, Toshiro Mifune, became Emperor.

China was self-destructing under the battles between the Communalists, lead by Ja Kei Chan and the pro imperial forces of the Republicans, lead by an ex minister, Wu Fat. The Emperor of China was in hiding, and frankly is never heard from again.

Emperor Thoshiro disliked the Communalists, and secretly backed the Republicans. In this, he found himself working along with the Mexican Emperor Fidel. Most of the other Pacific Rim powers stood on the



sides and let the blood bath happen. All except Siam. It backed the Communalists and provided support that was crucial to the Communalists conquest of the south of China in 1965.

It was this mutual support of the Republicans that lead to first battle between Mexico and Japan of what was later called "The Great War of the Pacific", that started in 1960 and didn't end until Hawaii fell in 1978.

Background notes:

Of course there is the language spoken in Michigan, a creole officially known as Michigan Franco-English. To the people of Michigan, it's Michgish. a hodgepodge of French, Polish, and Scandinavian words added onto English, making it a bon language, no? (I got on order a French slang dictionary, and I'm trying to find Scandinavian & Polish slang words to add onto it. Of course by that time everyone will be shouting "*Accouche qu'on baptise!*")

The Great African War is the last major war that Europeans see for some time. This is an Earth that doesn't have an Edison or Einstein or more importantly, no Rutherford, Maxwell, Getty, Ford, Hitler, or US Civil War. The Abolitionists Rebellion is no War Between the States, and the US never gets involved in pacifying the West.

Most of the innovators of the 19th and 20th Centuries never are born. Marconi is a no show. Bell's parents never immigrate to the US, and he never learns ASL. Darwin is a footnote in zoology, his book, ***Zoology of the Voyage of the Beagle*** being his greatest achievement. Wallace takes center stage but never makes the dangerous leap of suggesting humans are part of the evolutionary process. Karl Marx never has a dogma to base communism on. He is barred from entry into France, as is Engels, the latter soon learning to enjoy the riches of living off the fat of the Proletariat. Marx ends up being arrested in Berlin for inciting revolution, and becomes nothing more than an early Anarchist.

This world misses a lot of opportunities because of the radically different political climate.



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