

AFTERLIFE™

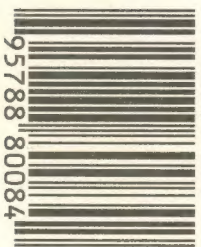


by Jo Ashburn

AFTERLIFE™



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AFTERLIFE™

Official Player's Guide



by Jo Ashburn

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DEDICATION

To Don, Tom, Gail, Jennifer, Arielle, Jane, George, Susan and Larry, Roger and Nagia, John Y., Gareth and Martha, and Tino and Dyan, all of whom have the good taste to travel in the right circles,

To the Paseo High class of '63...I remember who you are,

To Deeahna Lorenz, the other person who keeps me sane through all of this,

To Anna Marie, for keeping my wheels on the ground and my spirit in the wind,

And, as always, to Anya, who gets better every day (lucky fool that I am).

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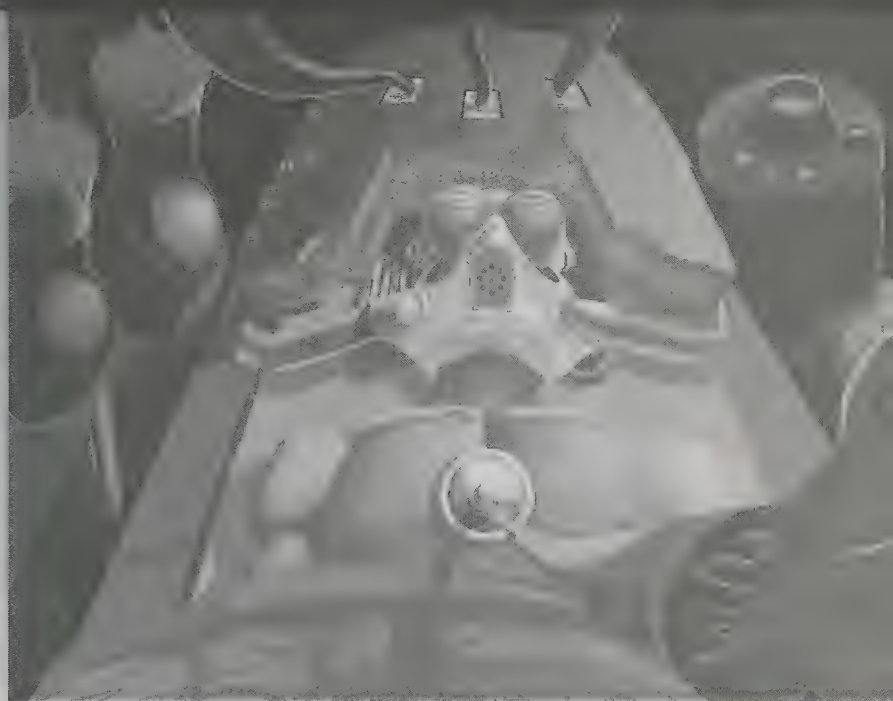
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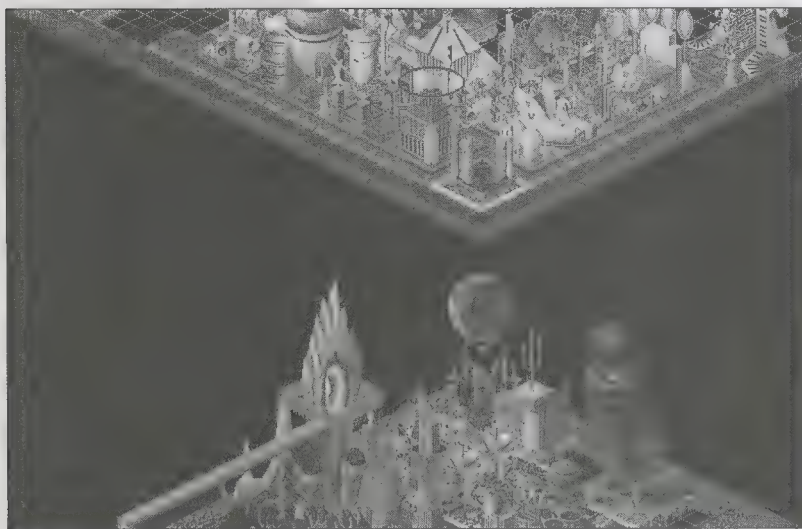
About Your Afterlife



ABOUT THE GAME

Afterlife is a simulation game (frequently shortened to “sim”). This means that as a player, you are given control of a system such as a city, a farm, a space colony, or in this case, a system of eternal rewards and punishments. To understand how a system works, look at one we’re all familiar with: a family. A family consists of different members with different needs (food, housing, clothing, emotional support), and limited resources (money, time, energy) to meet those needs. The family system succeeds or fails based on its ability to meet those needs without running out of resources. Since a family is mutually dependent, what happens to one member affects the total system. For instance, sending a family member to college will use up resources (money) normally available to other members. On the other hand, a family member with outside income will contribute additional resources to the system.

Most systems have one of two goals: stability (keeping the system running as long as possible) or efficiency (maximizing production while minimizing use of resources). Usually, if one considers all factors involved, these come down to the same thing. So in a sim game, you “win” by maintaining the system indefinitely (or as long as you continue to play), and you “lose” by diminishing your resources to the point where your system can no longer sustain itself.



In *Afterlife*, The Powers That Be (eternal forces too vast for human comprehension) have appointed you the Demiurge — a sort of local deity — of one planet with its corresponding system of eternal rewards and punishments. Let’s get one thing straight right now: **THIS IS NOT EARTH.** It is a Planet far, far away (but not so long, long ago) inhabited by intelligent, self-aware bipeds called

EMBOs (Ethically Mature Biological Organisms), who, by some strange coincidence, have a culture that is very similar to ours (and therefore some similar ideas about Heaven and Hell), but it's all coincidence. Nobody needs to feel upset if our view of what happens to EMBOs after death conflicts with theirs because it's all fictional. We made it up. And anyway, **THIS IS NOT EARTH.**

So, anyway, as the Demiurge, you are responsible for maintaining the system of eternal rewards and punishments for the EMBOs from the Planet. The Planet itself doesn't require much maintenance; all the systems there are self-sustaining (although the game does allow you to tweak certain happenings – we'll discuss this later.) But the Afterlife has been left up to you.

When EMBOs die, they arrive in the Afterlife as SOULs (Stuff Of Unending Life). They must have housing (an appropriate Reward or Punishment), and a way to get there (Roads). There must be suitable personnel to attend to these SOULs (Angels and Demons), so you will need to provide Training Centers and housing for your workforce. Eventually, many SOULs will have completed their time in the Afterlife and be ready to reincarnate, so you will need to provide Karma Stations and Karma Track for the vehicles that transport them to the Karma Portals that whisk them back to a new life. And all of this requires money (Pennies From Heaven), which you get by processing SOULs without losing track of them as they wander through the Afterlife. And in order to make your Afterlife grow and prosper you want to do it all as efficiently as possible. Fortunately, you've had the good judgement to buy this book, which will make all of this much clearer and easier.

ABOUT THE BOOK

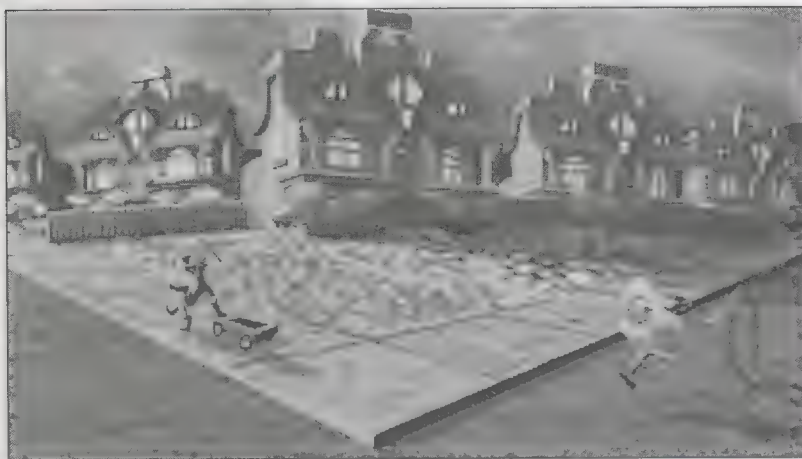
This book is designed to tell you all you need to know to become a successful Demiurge — the ins and outs of Afterlife management, the potential pitfalls and the possible rewards. We'll be taking a look at the Planet; the EMBOs and what they believe; Reincarnation; the essential differences between Heaven and Hell; your bosses (The Powers That Be) and what they expect of you as the Demiurge; and other fun stuff Dante never got to.

And, since this is a game, we'll also be talking about strategy and strategic elements: how to get started, using your Remote Control, how to manage traffic in the eternal realms, winning and losing, zoning, personnel, and the utilization of special buildings, maps, and graphs for maximum efficiency. We'll also feature Pro Tips — extra strategy hints that will considerably improve your gameplay, but that adventurous gamers may wish to avoid and discover for themselves. We're not saying this book can make playing *Afterlife* heavenly, but without it, it could be...infernally difficult.

As an extra bonus, we'll let you in on the secrets of creation. No, not that Creation, but the creation of *Afterlife* and the people and processes that put it together.

ABOUT THE PLANET

The Planet (which has such a bizarre name that any attempt to render it would either be embarrassing or inaccurate, so we'll just call it the Planet) begins its history when you take over as the Demiurge. This is when the EMBOs first start working their way toward Civiliz — oops, never mind, that's another game — toward an advanced culture. As the Demiurge, your principal job is to manage the Afterlife for the beings on this planet, so your only concern for the moment with what goes on there has to do with the religious beliefs of the EMBOs. This is because The Powers That Be have decreed that, no matter how bizarre the beliefs of an EMBO, that's the kind of Afterlife they'll receive. It's sort of the Prime Directive of the Afterlife. "But wait a minute," you say, "an EMBO might spend his entire life investing widows' and orphans' meager savings in phony stock deals that brought him millions but left the depositors penniless. Yet on his deathbed he might manage to croak out the words 'I'm sorry,' in the belief that he would enjoy an eternity of bliss. If he sincerely believed that, it would be my job as the Demiurge to cough up the bliss."



For starters, that's a bad example. No EMBO would seriously believe that. In addition, the economics of constructing an Afterlife for each individual's beliefs would be far too prohibitive. The Powers That Be were talking about Tenets -- the major religions of the Planet. Let's look at what the EMBOs really believe.

TENETS

On the Planet, EMBOs go about their lives, working, eating, sleeping, and committing sins just like other sentient beings throughout the Multiverse. And just like all those other sentient beings, they wonder about what happens after their life is over and the SOUL leaves their bodies. They wonder what Fate — what Reward or Punishment — awaits them.

For some reason, Tenets here seem to have evolved as a series of paired opposites. The most basic pair of religious Tenets are NAAAism and AAAAism — those who believe in No Afterlife At All, and those who believe in Absolutely Always An Afterlife. Since NAAAists never show up in the Afterlife, you really don't have to worry about them. AAAAists have an assortment of other beliefs about the Afterlife (known as the Ecclesiastical Eight), which break down as follows:

HANAISTS	They believe that Heaven And Hell Await. All SOULs must first serve time for their misdeeds in Hell and then get rewarded for their good deeds in Heaven.
HONOISTS	They believe that SOULs go to Heaven Or Hell Only. Depending on the ultimate balance of good vs. evil in a SOUL, it will go to either one Realm or the other, but not both.

Relatively early in EMBO history, there was an argument among HOHOist factions, which produced two other contradictory Tenets: OCRAists and OPRAists.

OCRAISTS	They believe that Only CLOUD Realms Await. In other words, that the only Afterlife is Heaven.
OPRAISTS	They believe that Only PIT Realms Await. In other words, that the only Afterlife is Hell. As you might imagine, this is the least populous of all the Tenets. Only fanatically religious (or devotedly self-hating) EMBOs would steadfastly believe in a personal future of eternal torment. So in planning your Afterlife, you don't have to allow too much consideration for OPRAists.

Another theological debate among the EMBOs centered on the number of punishments or rewards a SOUL would receive, which resulted in two more factions: SUMAists vs. SUSAists.

SUMAISTS	They believe that SOULs Undergo Multiple Afterlives. All bad EMBOs in their lives have at some point committed all the sins,
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and all good EMBOs have demonstrated all the virtues, so they must spend a little time in the Afterlife being punished for each of their sins or rewarded for each of their virtues.

SUSAISTS They believe that SOULs Undergo Singular Afterlives. Each SOUL is characterized by one particular sin or virtue, and therefore will only go to that particular part of the Afterlife. (Note: if a SUSAist is also a HAHAist, they believe in one punishment and one reward, but no more.)

Then there is the whole question of reincarnation: ALFists vs. RALFists.

ALFISTS They believe that an Afterlife Lasts Forever. When SOULs have reached their final Reward (or Punishment), they stay there for eternity.

RALFISTS They believe that Reincarnation Always Loops Fate. When SOULs have served their time (or been suitably rewarded), they return to the Planet to try again.

IF YOU KNEW SUSA LIKE I KNEW SUSA, YOU'D BE PLAYING A GLOCKENSPIEL

The last thing to understand about Tenets is that they can be combined into belief systems. EMBOs could therefore be HOHORALFSUSAists or OPRAALFSUMAists. The following is a chart of all the possible belief systems (combinations of Tenets) you will find in the Afterlife, along with their beliefs.

HAHAALFSUMAISTS They believe that SOULs go to both Heaven and Hell and undergo multiple Fates, but are not reincarnated.

HOHOALFSUMAISTS They believe that SOULs go to either Heaven or Hell, where they undergo multiple Fates, but are not reincarnated.

OPRAALFSUMAISTS They believe that SOULs go only to Hell, where they undergo multiple Fates, but are not reincarnated.

OCRAALFSUMAISTS	They believe that SOULs go only to Heaven, where they undergo multiple Fates, but are not reincarnated.
HAHARALFSUMAISTS	They believe that SOULs go to Heaven and Hell, where they undergo multiple Fates before being reincarnated.
HOHORALFSUMAISTS	They believe that SOULs go to either Heaven or Hell, where they undergo multiple Fates before being reincarnated.
OPRARALFSUMAISTS	They believe that SOULs go only to Hell, where they undergo multiple Fates before being reincarnated.
OCRARALFSUMAISTS	They believe that SOULs go only to Heaven, where they undergo multiple Fates before being reincarnated.
HAAHALFSUSAISTS	They believe that SOULs go to Heaven and Hell, where they undergo a single Fate in each Realm and do not reincarnate.
HOHOALFSUSAISTS	They believe that SOULs go to either Heaven or Hell, where they undergo a single Fate and do not reincarnate.
OPRAALFSUSAISTS	They believe that SOULs go to only Hell, where they undergo a single Fate and do not reincarnate.
OCRAALFSUSAISTS	They believe that SOULs go only to Heaven, where they undergo a single Fate and do not reincarnate.
HAHARALFSUSAISTS	They believe that SOULs go to Heaven and Hell, where they undergo a single Fate in each Realm before reincarnating.
HOHORALFSUSAISTS	They believe that SOULs go either to Heaven or to Hell, where they undergo a single Fate before reincarnating.
OPRARALFSUSAISTS	They believe that SOULs go only to Hell, where they undergo a single Fate before reincarnating.
OCRARALFSUSAISTS	They believe that SOULs go only to Heaven, where they undergo a single Fate before reincarnating.

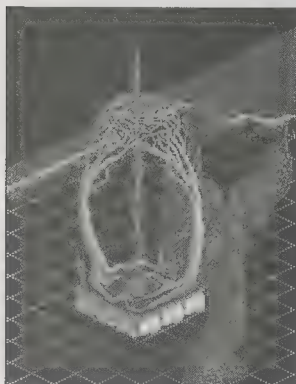
REINCARNATION

In between the two planes of Heaven and Hell is the Karma Plane. There float the Planet and the Karma Portals, which transport SOULs back to the Planet.

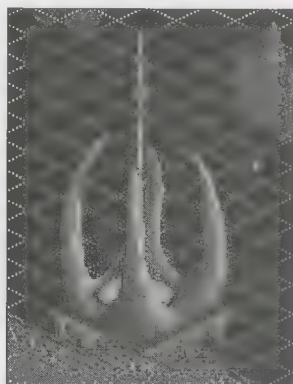


Karma Portals
and the Planet
floating between
the Realms

The Portals are held in place in the Karma Plane by Anchors in Heaven and Hell. If you zoom back your view all the way (using the minus (-) key), you will see that each Portal in the Karma Plane has its corresponding Anchor in the two Realms. Every Karma structure must have some kind of anchor in the Realms to hold it in the Karma Plane. Even Karma Track has anchors — they're the little posts at the corners.

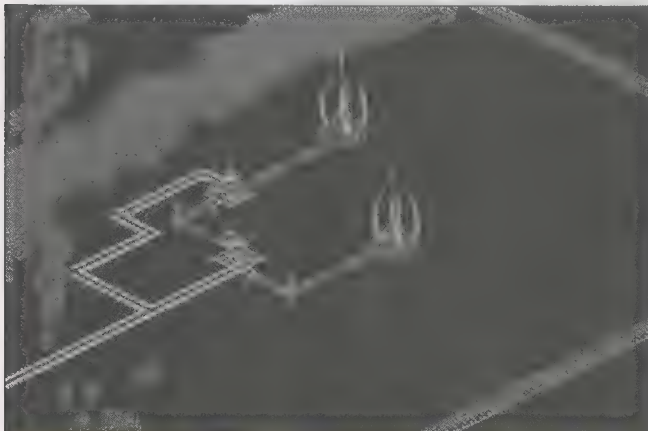


A Karma Portal
Anchor
in Heaven

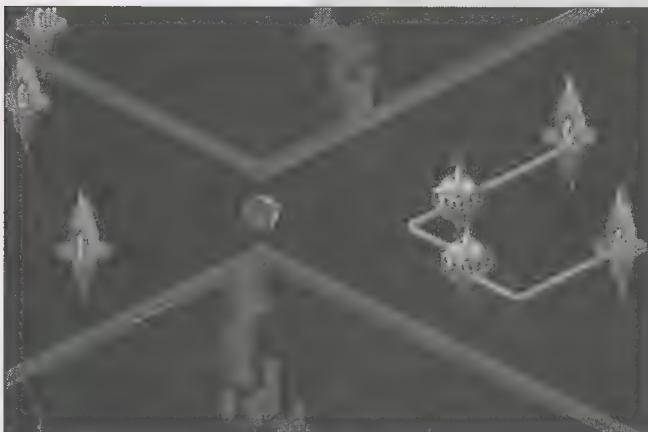


A Karma Portal
Anchor
in Hell

Stations and Tracks processing Heavenly SOULs tend to float downward because the SOULs are a little depressed about leaving paradise to return to the Planet, so Track and Station Anchors must be built in Heaven before the Tracks and Stations will appear in the Karma Plane. Likewise, the joy of SOULs at leaving the infernal realms is so great that Tracks and Stations leaving Hell would fly upward if they weren't held in place by Anchors. By mutual consent of the two Realms, Karma Track may be shared, but each Realm must construct its own Karma Station Anchors. The blue "tracks" that appear when you lay down track in the Realms are actually the shadows — cast upward and downward — of the Tracks in the Karma Plane.



Station Anchors
and Track Anchors
in Hell



The corresponding
structures in the
Karma Plane

SOULs that believe in reincarnation get reincarnated, either after one Fate (if they are SUSAIsts), or after several Fates (if they are SUMAIsts). When SOULs are ready to be reincarnated, they start walking down Roads looking for a Karma Station Anchor. If they find a functioning

Karma Station Anchor, and it isn't full, they'll beam up to the Karma Station, where they will be transported along Karma Track to a Karma Portal, which will take them back to the Planet.

THE POWERS THAT BE

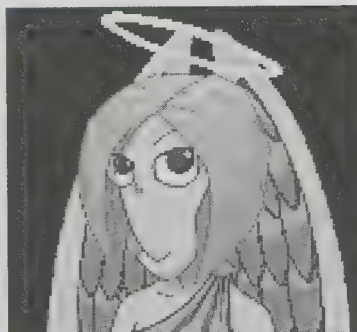
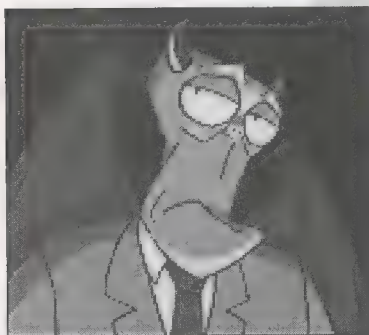
Watching over your performance as the Demiurge are your cosmic bosses, The Powers That Be (hereafter abbreviated as TPTB). As with most upper-echelon bosses — and they don't get more upper-echelon — your day-to-day (or eon-to-eon) interaction with them is pretty minimal, unless you mess up. Your paycheck comes once a year, in the form of Pennies From Heaven. Each SOUL that comes through the Gates of your Afterlife during the year nets you a certain number of Pennies based on your SOUL rate. Your SOUL rate, in turn, is based on the efficiency of your Afterlife, a complex variable we will discuss more fully under Economics in Chapter 2.

If you do your job properly, TPTB will reward you at certain population landmarks with a special gift building that will help your Afterlife run more efficiently. The first gift building comes at 50,000 SOULs. Your next gift comes at 500,000, then at 5 million, and so on until after 500 million, when you get your extra-special gift after accruing 1 billion SOULs. We will describe these buildings and their benefits in detail under Special Buildings in Chapter 2.

In general, as long as you don't go broke and you keep providing new structures and maintaining transportation for the Afterlife of the ever-expanding population of the Planet, you don't have to worry about TPTB.

ARIA AND JASPER

In general, being the Demiurge involves providing housing and transportation for SOULs in the Afterlife. But the details can kill you: different kinds of housing must be provided for different kinds of SOULs. There are planetary disasters to worry about, and Bad Things that can happen as well. And just when it seems like you've got your Afterlife laid out properly and everything is running smoothly, what seems like a perfectly functional block of zoning will start losing SOULs for no apparent reason.



Who ya gonna call? Even if your Bosses were sympathetic (which They probably aren't), there's no way to contact Them. And your average Demon or Angel employee is too busy carrying out your orders to be able to offer advice (besides, who can trust the average Demon? And the average Angel tends to be sooo flighty). That's why you have Aria and Jasper, your *Afterlife* Advisors. Those are their pictures on the Remote Control. Check in with them often — just click on their button, and they'll give you succinct, reliable advice about what's going on in your Afterlife, and what you should be doing next. They're both experienced in the Afterlife business, and under very strict orders from TPTB to tell you exactly what you need to know to succeed as the Demiurge.

Since they have absolutely nothing else to do and an eternity to kill, Jasper and Aria have also agreed to provide you with Tutorials that will show you in graphic detail the essentials of running an Afterlife. Just click on Tutorials to bring up the menu, find the particular area you are interested in, and click on it. Then sit back and let your Advisors show you the ropes.

You may be asking yourself, "With all this help, why did I need to buy this book?" Relax. You did the right thing. Jasper and Aria only cover the basics. We're here to show you how to build an Afterlife that would make Pluto, Hades, or Anubis green with envy — and make Dante or Milton say, "Why didn't I think of that?"



Pro Tip If your Helpers ever tell you that your Realm is badly out of balance and you'll have to use the MacroManager, don't believe that's your only option. That's just the quick and expensive way. You can also turn your Tempo to Divine Intervention, flatten your tiles, and use the Microview to conduct a tile-by-tile inventory of your Realm, adjusting the balance on individual tiles. It's slow and painful, but it's free and ultimately more efficient.

DIFFICULTY LEVELS

Now that we've discussed some of the more abstract aspects of the game, let's look at some specific pointers about gameplay. When you first bring up the game, you will be asked to select a difficulty level. You may be wondering, "What exactly is different about the Easy, Medium, and Hard difficulty levels?" Fair question. The difficulty levels in the game differ in three areas — starting money, Bad Things, and Rocks.

EASY

You start out with 9,999,999 Pennies, no Bad Things show up until 50,000 SOULs populate the Afterlife (when you start seeing Birds of Paradise and Bats Out of Hell), and you will always have convenient clumps of Rocks so that you can place Siphons for maximum Ad Infinitum charge.

MEDIUM

You start out with 6,666,666 Pennies, you are immediately prone to attack by Birds and Bats (Hell Freezes Over and Heaven Gets the Blues kick in at 50,000 SOULs), and those high-powered clumps of Rocks are rarer.

HARD

You start out with 3,333,333 Pennies, you are immediately prone to attack by Birds, Bats, Freezes, and the Blues, and there aren't any large clumps of Rocks.

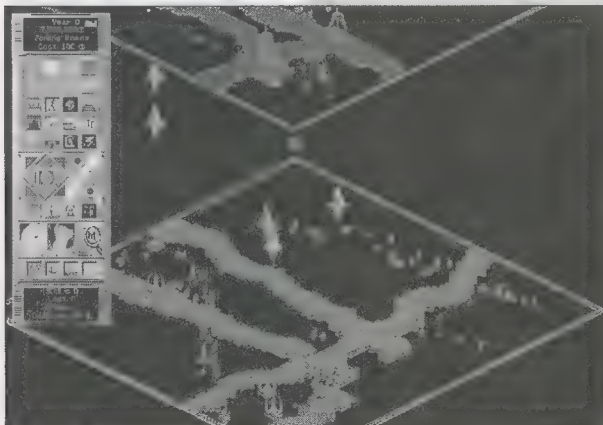


Pro Tip Keep in mind if you are playing on the Hard difficulty level that you are

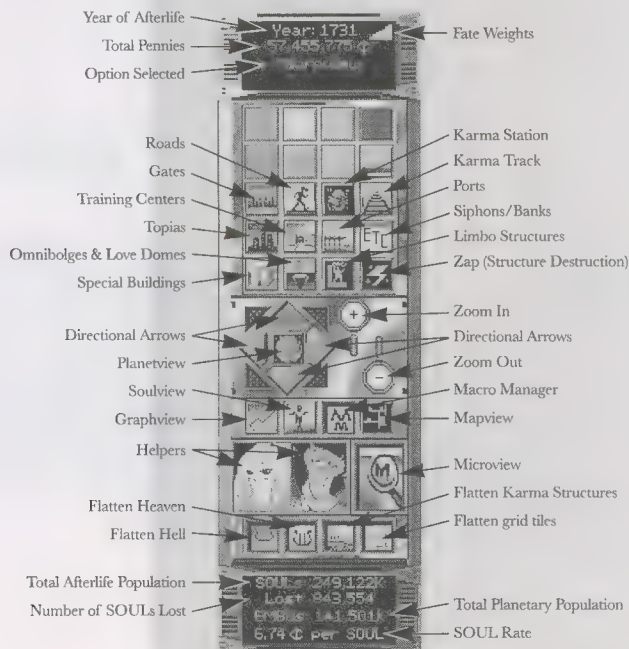
going to be really hurting for money at the beginning of the game. Most of the tips in this game are based on the assumption that you will be playing on Easy. If you start out on Hard, disregard all tips you may find later about what structures to choose when you start out. In this case, use the cheapest grade of Training Centers, Karma Stations, Topias, etc., and make all your Fate Zoning two by two instead of three by three. Turn on Training Centers to accept as many SOULs as possible, and keep a constant eye on your Budget graph. This should carry you through without the need to take out a loan.

BASIC REMOTE CONTROL

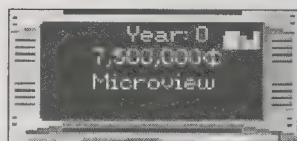
When you bring up *Afterlife* (and get past the opening screens), the first screen you will see should look something like this.



The rectangular bar at the left with all the buttons is your Remote Control, the way in which you, as the cutting-edge, high-tech Demiurge, manage your Afterlife. This section gives you a detailed rundown on every button on the remote control.



TOP STATUS BOX



This is the box at the top of your Remote Control. It shows you the current year in the Afterlife (we're starting out at year 0). The year is the basic time unit for accounting purposes in Afterlife management, and all statistics reflect the status at the end of the

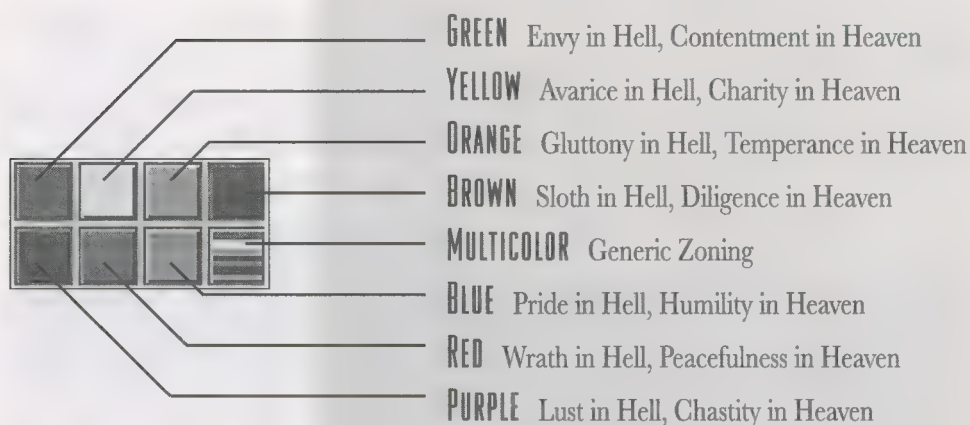
previous year. In the upper right hand corner is a bar graph showing how the different Fates are weighted in the Afterlife. The relative weight of Fates will change with each new game of *Afterlife* that you play. The higher the color bar, the more heavily that particular Fate is weighted. But what does weighting mean? It has to do with the belief systems of EMBOs. Those EMBOs who are ALFISTS and do not believe in reincarnation become permanent SOULs after they die. If they are also SUMAISTS, they will go through all the Fates allotted to them by TPTB before settling down in the Afterlife.

It would be useful if you as the Demiurge could predict where these SOULs will end up, since they don't leave and are going to be taking up a lot of space in your Afterlife. And that's where weighting comes in. The Fate that has the highest color bar is the most heavily weighted — the worst sin or the best virtue — so if Permanent SOULs have committed that sin or demonstrated that virtue, that is where TPTB will return them when they have gone through all their other allotted Fates. So the higher the color bar, the more likely that SOULs will end up there and the more of that color you should expect to be Zoning.

The next line is your current account balance, at the moment a whopping 9,999,999 Pennies From Heaven (abbreviated ¢). This is the starting amount you will always be given by TPTB (when playing on Easy) when you begin an Afterlife, and it's more than enough to get you started with a complete Heaven and Hell. The next line (that currently reads Microview) tells you what option on the Remote Control is currently active. Microview is a safe default option because, as you can see from the next line, it costs nothing to use, and makes no changes in the landscape of your Afterlife. We'll discuss it more when we get to it on the Remote Control.

FATE ZONING

The next area down is made up of the two rows of colors that really don't translate well to black and white, so we've called out the colors for your convenience. Each color corresponds to a kind of Fate Zoning used in the Afterlife (Sins and Virtues are collectively known as Fates and are zoned by colors). This Fate Zoning is the housing for your SOULs and the backbone of your Afterlife. Because your Afterlife is symmetrical, for every virtue in Heaven there is a corresponding sin in Hell. This is known as vice versus.

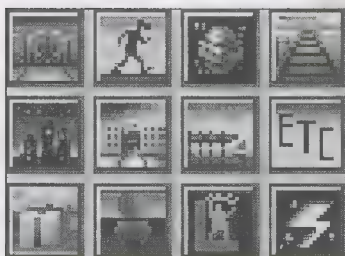


You'll notice when you lay down Zoning that solid-colored Zoning costs twice as much as generic Zoning, but it is twice as efficient (as it will hold twice as many SOULs). In order to accommodate all the SOULs from the Planet, you will either need Zoning of each solid color, or twice as much generic Zoning. Usually you'll only want to use generic Zoning if you need a lot of cheap housing in a hurry — if there's a planetary disaster or if your Afterlife gets devastated by one of the Bad Things.

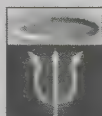
When laying out Zoning in Hell, you want to position blocks of the same color next to each other, separated from other colors, whereas in Heaven, small blocks of different colors positioned right next to each other works well. (Refer to the section on Heaven and Hell for more information.)

Each individual Fate tile (and in fact, virtually all the structure tiles) also gives off Vibes, which help or hinder the evolution of tiles around it. This is discussed more thoroughly under Vibes, and Vibe values are documented in the Real Estate Inventory (Chapter 3).

STRUCTURES



Now we come to the main part of the Remote Control: The Structures buttons. An Afterlife is not built by Zoning alone. Each of these buttons provides some vital service.



Pro Tip Abandoned build-
ings (buildings not attached
to a Road) may,

within 100 years, turn into Rocks.





GATES

Gates are the way SOULs enter the two Realms of your Afterlife. Every time a SOUL goes through a Gate, you get awarded Pennies by TPTB. Therefore, it would seem a good idea to buy the largest Gate you can afford, except, as you can see, the larger the Gate, the more expensive it is. Also, the more SOULs you have, the more Zoning and other expensive services you have to provide.

			
Heaven's Gate — Dante Class Cost: 50,000¢ Capacity: 2,000		Heaven's Gate — Throne Class Cost: 5,000K¢ Capacity: 200,000	Heaven's Gate — Prophecy Class Cost: 50,000K¢ Capacity: 2,000K
			
Hell's Gate — Milton Class Cost: 50,000¢ Capacity: 2,000	Hell's Gate — Empty Class Cost: 500,000¢ Capacity: 20,000	Hell's Gate — Obsidian Class Cost: 5,000K¢ Capacity: 200,000	Hell's Gate — Apocalypse Class Cost: 50,000K¢ Capacity: 2,000K

It's important to note that Gates are anti-evolutionary and give off bad Vibes in Heaven and good Vibes in Hell. This is because Gates in Heaven remind the SOULs of the pain of their planetary existence, and bring them down, whereas Gates in Hell remind the SOULs of the pleasures of planetary existence and lighten their despair. Therefore, you always want to begin Fate Zoning at least six tiles away from a Gate in order to give your Zoning a proper chance to evolve.



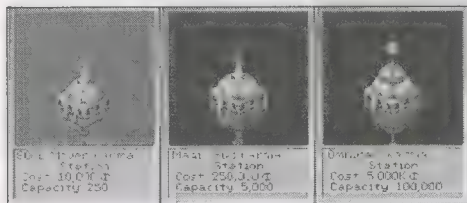
ROADS

Roads are how SOULs get around in the Afterlife. At 100 Pennies per tile, Roads are just about the cheapest thing you can build. All structures (except gift structures and Topias) need to be connected to Roads. In laying out Zoning, it's important to note that SOULs will walk no more than three tiles away from a Road, so no Zoning tile should be more than two tiles away from another one, or it won't be occupied. And don't forget that Roads should be long in Hell and short in Heaven. (Roads give off no Vibes.)



KARMA STATIONS

Actually, what you'll be building are Karma Station Anchors, but since these cause Karma Stations to appear in the Karma Plane and serve as "beam-up" points for SOULs, they can also be seen as Karma Stations.



There are three classes of Stations, and like Gates, the more SOULs a Station can process, the more it costs to build. It is also true that the larger any structure is, the more personnel (Angels or Demons) is required to staff it, and all of those workers have to be paid. Given these

considerations, you might want to start the game using the midrange Stations. Remember that each Station Anchor has to be attached to a Road and connected by Karma Track to a Karma Portal Anchor. When you first set down a Station it will appear gray — this is normal. It needs to be attached by Karma Track to a Karma Portal before it will be functional and "light up." By the way, Karma Station Anchors and Karma Portal Anchors are both anti-evolutionary, and give off bad Vibes in Heaven and good Vibes in Hell. This is because, like Gates, Karma Structures remind SOULs of their planetary existence, and diminish the effect of the Afterlife. As a result, you should avoid placing Fate Zoning close to Karma Structures.



KARMA TRACK

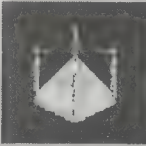


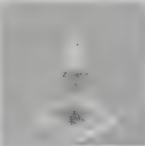




This is used to connect Karma Stations with Karma Portals. You lay it down in much the same way as Roads, except since it's only a shadow of something that really exists in the Karma Plane, it can go over Rocks, Rivers, the top of structures, whatever. But remember that it does cost money (500 Pennies a tile), so the shorter and more direct the connection, the better. Karma Track and Karma Track Anchors give off no Vibes.



Pro Tip An extra-long track between a Karma Station and a Karma Portal will cause SOULs to forget their previous existence when they reincarnate, and therefore doubt Reincarnation. So if you want lots of Permanent SOULs, make the track to the Karma Portal a long one.



TOPIAS (CITIES)

			
The 100,000 Penny Pyramid Cost: 100,000¢ Capacity: 22,222	Bahb's Crystal Cities Cost: 1,000,000¢ Capacity: 222,222	Pin City Cost: 10,000K¢ Capacity: 2,222K	
			
T.O.U.N.s Cost: 100,000¢ Capacity: 22,222	Palaces of Power Cost: 1,000,000¢ Capacity: 222,222	N.U. Spheres of Despair Cost: 10,000K¢ Capacity: 2,222K	

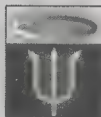
Once you start time in your Afterlife, in addition to a massive influx of SOULs, there will also be a massive influx of Angels and Demons looking for employment. They could commute from their regular housing (presumably in other Afterlives), but TPTB insist that you compensate all commuting workers for travel time, and that can get expensive. So it might be to your advantage to provide housing.

Housing for your workforce comes in the form of whole cities, or Topias: Distopias in Hell, Utopias in Heaven. There are only two in each category you can afford at the beginning of the game, and you're probably better off starting with the cheaper one and putting down additional cheap ones as needed. Since Angels and Demons can fly, Topias don't have to be attached to Roads. Topias are pro-evolutionary and give off good Vibes in Heaven and bad Vibes in Hell.

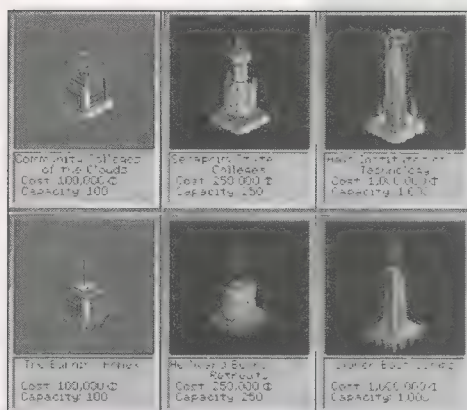


TRAINING CENTERS

Training Centers recruit SOULs and turn them into Angels or Demons, depending on the Realm where they are located. It's a good idea to train your workforce locally, because they have a certain loyalty to you as Demiurge and will work more cheaply. On the other hand, these homegrown Angels and Demons are still new at the Afterlife business, so they may not process SOULs quite as efficiently as the imported labor.



Pro Tip Since Training Centers recruit permanent SOULs who are on their way to take up residence at their last Punishment or Reward, you'll get more recruits by placing the Centers near the Gates and in the middle of the Zoning, rather than near Karma Station Anchors, where the temporary SOULs hang out.

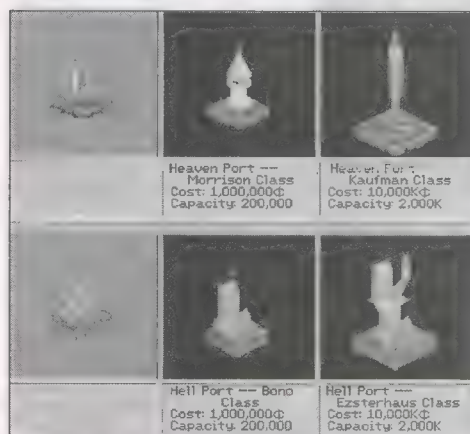


As you can see, you have several models of Training Centers to choose from, but here you want to go with the cheapest model rather than the middle choice. It is very important to keep a close eye on how many workers you train; for more information on this subject, see the section on Personnel in Chapter 2. Remember, since Training Centers recruit SOULs, they need to be connected to a Road. Training Centers are pro-evolutionary and give off good Vibes in Heaven and bad Vibes in Hell.

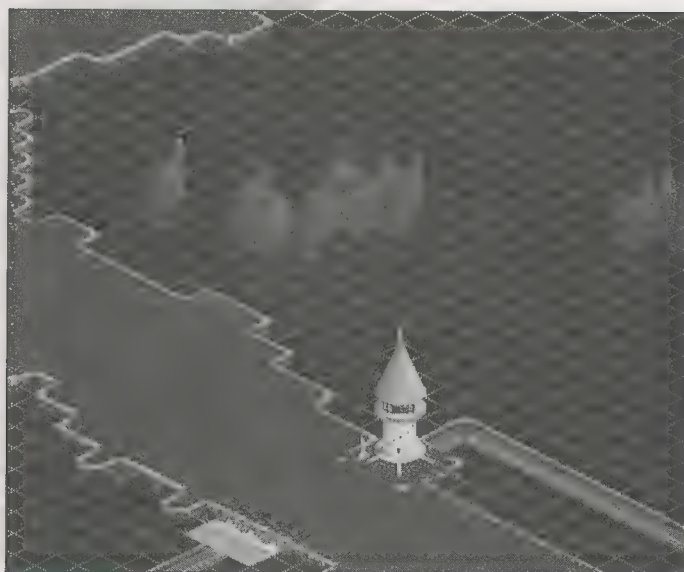


PORTS

In order to get SOULs across Rivers, you have to have a Port on each side, but you may not need to put down any Ports at the beginning of the game. Like so many other structures you can construct in the Afterlife, there are different classes of Ports, with the larger ones costing more and accommodating more SOULs.



Once again, a middle-range selection makes a good starting point. Ports need to be connected to Roads on both sides of the River, and they need to be placed so that part of the Port is on land and part is in the River. Ports are pro-evolutionary and give off good Vibes in Heaven and bad Vibes in Hell.



Placing a Port in Heaven — note that part of the structure is on land and part is on water.



AD INFINITUM SIPHONS AND BANKS

The ETC button on the Remote Control allows you to build Ad Infinitum Siphons and Banks. To learn more about these structures, see the Ad Infinitum Siphons and Banks sections in Chapter 2.



SPECIAL BUILDINGS

The Gift icon allows you to build Special Buildings (after you have received them from The Powers That Be at certain population landmarks). To learn more about these structures, see the Bad Things and Special Buildings section in Chapter 2.



OMNIBOLGES AND LOVE DOMES

When you manage to house a billion SOULs in a Realm, you will be entitled to build Omnibolges or Love Domes. These structures are miniature Hells or Heavens that require no maintenance whatsoever. For more details about this, see (you guessed it) the Omnibolges and Love Domes section in Chapter 2.



LIMBO STRUCTURES

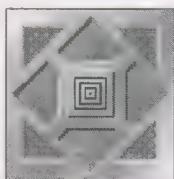
Never mind that this icon looks remarkably like the LucasArts logo. In this case, the big L stands for Limbo structures. These particular structures are holding tanks for lost SOULs. And you can find out more about them in (say it with me now) the Limbo Structures section in Chapter 2.



ZAP (OR STRUCTURE DESTRUCTION)

Hey, even a Demiurge makes mistakes sometimes. The Zap button is the eraser on your divine pencil. Just click on it, then click on the offending tile you want blasted out of existence, and blammo! a fresh piece of real estate appears. Of course if there were any SOULs living there, it would probably be a good idea to have alternative housing waiting for them. And if you happened to blast a Karma Station Anchor or Karma Track, you may find that you will lose whatever sections of Track were connected to the tile you blasted. But it's still a lot of fun to wreak havoc in the Afterlife.

DIRECTIONAL ARROWS



These rotate the entire Afterlife in the direction indicated. To use them properly, first use the arrow keys on your keyboard or keypad to center the structure you want to examine in the middle of the main window. The Directional Arrows use the center of the main window as the axis on which they turn.

Note: Because the arrows are programmed to register locations in

Heaven or Hell, they will not center on structures in the Karma Realm. To look at all sides of a Karma Station floating in midair, you would have to use your cursor to highlight a spot in Hell directly below it (the Karma Station Anchor), center that highlight, then use the Up arrow on your keypad to pan up to see the Karma Station. This whole process becomes a lot trickier if you are using AutoScroll, so you may wish to disable that feature (found in the Global menu) when using the Directional Arrows.

MICROVIEW



To the right of the pictures of Aria and Jasper is the magnifying glass icon which activates Microview mode.



The four regular buttons and one optional button on the Microview window provide information about whatever tile you choose to highlight.



VIEW

Provides a picture of the real estate highlighted.



DESCRIPTION

Gives a text description of the real estate highlighted.



STATUS

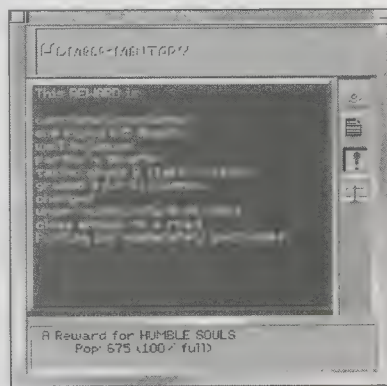
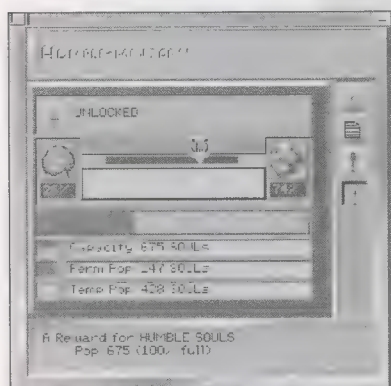
Gives a text analysis of the tile highlighted. If this is a Zoning tile, you will be able to find out the nature of the tile (Reward or Punishment), how fully populated it is, how many Demons or Angels it's employing, how balanced it is (between Production and Research & Development), its level of diversity, the average number of steps it's taking SOULs to reach it, how efficient it is, whether or not it is charged with Ad Infinitum, whether it is under any Vibes from the neighboring real estate, whether it is properly connected to a Road, and what kind of Vibes it's giving off.



BALANCE

This button allows you to interact with the structure. In buildings like Ports, Gates, and Training Centers you can use this button to upgrade the structure (if you have the Pennies). On Banks, this button allows you to take out a loan. On Training Centers, this button allows you to control how many SOULs are admitted.

The principal use of this button, though, as the name and the graphic imply, is the balancing of Fate structures. When you click on the button, you bring up the Fate balancing window. First look at the display that shows the relative balance of the tile's population. The temporary population is in a lighter shade and the permanent population is in a darker shade.



You will see two icons: a bicep, representing Production, and a brain, representing Research & Development. It is more important to stress Production with a largely temporary population (in order to get the maximum good — or evil — out of their short stay in the Fate) and Research & Development with a largely permanent population. Note the position of the line between temporary and permanent, and move the slider to a similar position on the line between Enforcement and R&D. The tricky part is that the slider bar should be the reverse of the temporary/permanent bar. Of course, if this tile is totally permanent or totally temporary, your job is going to be a lot easier. You may have noticed as you moved the slider that the color bar directly below the slider varied in shades from grey to white. If you have the slider perfectly positioned, the color bar will be pure white. If not, mess with the slider a little more until you have it where you want it. You will also notice this display has an icon of a lock next to the word “Unlocked.” This allows you to lock the development of this tile at this stage of evolution, but you won’t want to do this unless you check the Real Estate Inventory and find out the Vibe value of the structure. We will explain more about this aspect of Microview in Chapter 2.



CLOSE UP (OPTIONAL)

Some structures offer you a close-up view of what goes on in that area. Of course, in Hell, you may not want to know that much.

As you may have gathered, the Microview is an extremely valuable tool, perhaps the most valuable in the Demiurge's repertoire. The Balance button is most frequently the difference between efficiency and lost SOULs. Let's say you are starting to lose Envious SOULs in Hell, or perhaps you are alert enough to have noticed you are running out of Envy housing by using your Graphview. At any rate, to effectively use the Balance button to correct this problem, first put the Tempo on Divine Intervention. Then flatten the tiles in Hell. Now use the Microview to examine the individual green tiles, checking their balance with the Status button. When you find tiles that are less than "Well" balanced, use the Balance button to correct that. If you have properly balanced all your Envy tiles, when you unflatten your buildings and start time running again, you should shortly see those Envy tiles evolving into larger, more fiendish punishments, and those bothersome green spikes disappearing.

PLANETVIEW



This button activates the Planetview window, which displays information about the Planet (such as population, Tenets, and technological level). It also allows you (for a certain outlay of Pennies) to tinker with some of these factors in order to assure a more efficient Afterlife. For more detailed information about the Planetview, see the Menu Items — Window section later in this chapter.

ZOOM



The + and - buttons allow you to magnify or minimize your view of the main window. You can also use the + and - keys on your keyboard or keypad to perform this function.

GRAPHVIEW

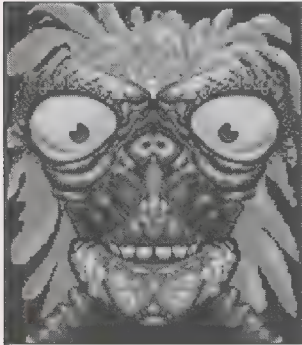


This button activates the Graphview window, which displays information about your Afterlife in the form of graphs and text displays. For more detailed information about Graphview, see the Menu Items — Window section later in this chapter.

SOULVIEW



This button activates the SOULview option, which allows you to click on a structure and bring up a window that gives you information about one particular SOUL in that structure.



You can view a picture of the SOUL, find out what it is being punished or rewarded for, how long it has left on that tile, and what its belief system is. By clicking on the text button, you can read a brief biography of the SOUL. By clicking on the Road button, you will see an enlarged head of the SOUL that, if you wish to wait, you can follow in its journey through the Afterlife.

MACROMANAGER



This button activates the MacroManager window, which allows you to adjust the Production and Research & Development parameters for large areas of Afterlife Zoning. For more detailed information about the MacroManager, see the Menu Items — Window section later in this chapter.

MAPVIEW



This button activates the Mapview window, which displays information about different features of the Afterlife (such as population and Ad Infinitum charges) in map form. For more detailed information about the Mapview, see the Menu Items — Window section later in this chapter.

HELPERS



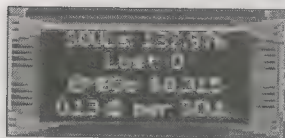
This window allows you to get advice from Aria and Jasper about running your Heaven and Hell. You can receive advice on up to five topics, which you select from the buttons at the bottom left of the window.

FLATTEN/TOGGLE BUTTONS



These four buttons allow you to turn off various visual features of the main window, in order to examine it more clearly. The first two buttons flatten Zoning in Hell and Heaven. Once the buildings are flattened, it's easier to use the Microview to examine every tile of a given zone and find out if it's operating as effectively as possible. You can bring back the buildings by clicking again on the same button. Likewise, the next two buttons will toggle on and off the various Karma structures and the grids in the two Realms.

BOTTOM STATUS BOX

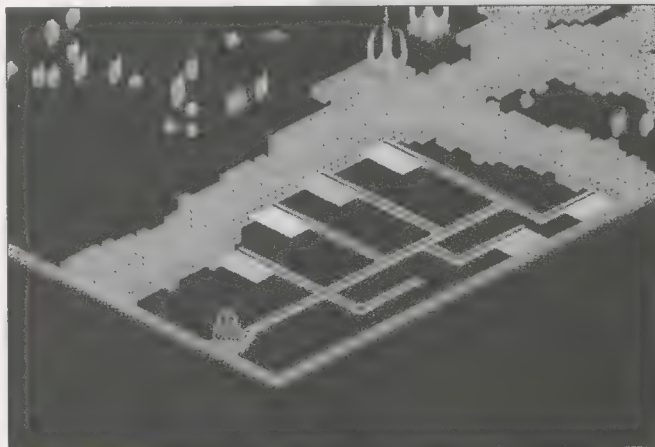


This text box displays the total Afterlife population, the number of lost SOULs (if any), the population of EMBOs on the Planet, and your current SOUL Rate (how many Pennies per SOUL you are being awarded by The Powers That Be). The SOUL Rate is the ultimate measure of efficiency in your Afterlife.

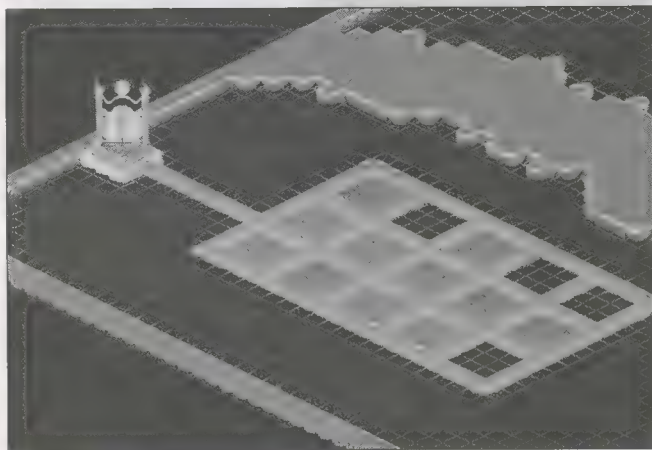
HEAVEN AND HELL

Before you begin to lay down Roads or Zoning or otherwise plan out your Afterlife, there are a few things you should know about the way the Realms work and how SOULs get to where they need to go. In running a Heaven and a Hell, you have to remember that, despite certain physical similarities,

they operate in different ways. The essential principle is that Heaven is supposed to be pleasant, whereas the other Realm is supposed to be...well, unpleasant. This means that in Hell you want long Roads between Gates and Zoning, long Roads between Zones, and long Roads between Zoning and Karma Station Anchors, so the Damned will have to walk far and suffer as much as possible. In Heaven, it's a good idea to place everything pretty close together, so nobody has to walk very far.



Long Roads in Hell



Short Roads
in Heaven

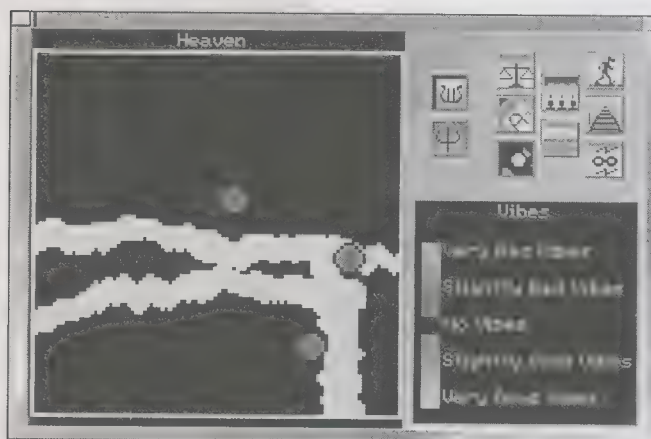
In Hell, it's a good idea to place large blocks of Zoning with the same kind of Fate far apart from each other. Heaven, on the other hand, is a groovy, happening, diversity-is-beautiful kind of place, so it works better if there are lots of little different patches of Zoning bumping up against one another. And of course in Heaven, good Vibes are good (they help the evolution of buildings) and bad Vibes are bad (they hurt the evolution of buildings).



You can check out exactly what kind of Vibes are affecting specific structures by clicking on the Mapview in the Windows menu, then clicking on the Vibes icon.



If you wish to check out the Vibes in Heaven, click on the harp icon for Hell, click on the pitchfork. Clicking on either of these buttons will bring up a screen like this one.

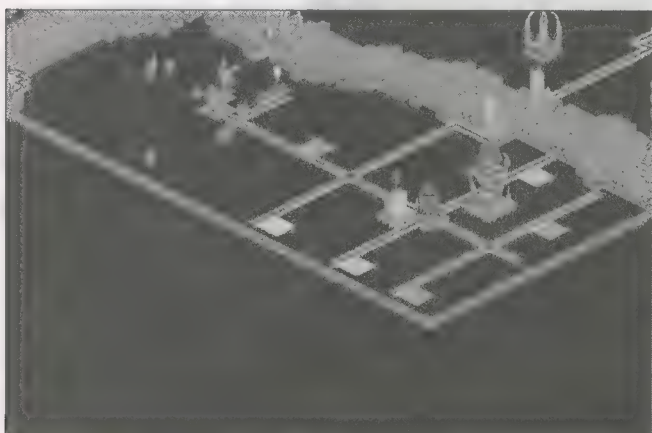


In the Vibe displays, green coloring refers to features that help evolution and red coloring refers to features that hinder evolution. On your screen you can clearly see that good Vibes are green and bad Vibes are red. If you click on the Hell icon you will notice that Good Vibes are red and Bad Vibes are green. (Don't be confused by the fact that in Hell the River is red — that's just its normal color. The river doesn't give off any Vibes.) In Vibes, as in most things, Hell is the opposite of Heaven. See, it's easy once you get the hang of it.

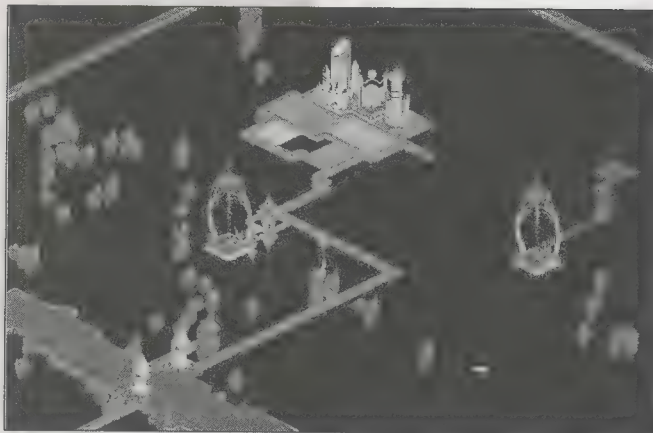
The other functional way in which Heaven and Hell are different has to do with the *order* in which Souls are punished or rewarded — the traffic patterns from one Fate to another. Both realms believe you should save the biggest, most significant Reward or Punishment for last, but they differ on the sequence. In Hell, Envy is regarded as the least significant sin. SOULs coming through infernal Gates tend to go to green tiles first, then proceed in the same order the sins are ranked on the Remote Control until they reach the blue tiles of Pride — the worst sin of all (of course this only applies to SOULs that believe in multiple punishments: SUMAists). In Heaven, as you might expect, the order is reversed: SOULs entering the celestial Gates tend to seek out the relatively minor Humility rewards on blue tiles first, then work in reverse color order on the Remote Control until they reach the green tiles of Contentment.

How does this apply to Zoning? Well, remember that in Heaven you want short Roads and in Hell you want long Roads, so in both realms you want to lay down Zoning from the Gate in the *reverse* order that it is found on the Remote Control. In short, in Heaven your multiple-reward SOULs will head for Humility first, so they shouldn't have too far to walk, and in Hell your multiple-punishment SOULs will head for Envy first, so that should be furthest from the Gate. Remember, though, that there are also one-punishment (or one-reward) SOULs (SUSAists) who will go to their worst sin (or greatest reward) as soon as they get through the Gate. This is another reason to keep everything close together in Heaven and far apart in Hell.

So what is the best initial layout for a Heaven and Hell? To some degree it depends on the luck of the draw — where the Rocks and Rivers are, and where the Karma Portals are. Of course, since the arrangement of these features is randomized, you can keep restarting the game until you get an arrangement you like, but that feels a little like cheating.



At any rate, you can start with Hell (just because you have to start someplace, and, because Hell tends to be more spread out, it's harder to zone). Look for an open stretch of real estate, where you have close to a quarter of the Realm or more with very few Rocks, Rivers, or Portals. Place your Gate in the middle of all this, and your Zoning on long, L-shaped Roads radiating out from the Gate at the center. If there is not room to construct all seven in this way, create shorter, more twisty Roads. Remember that the point is to have a long walk distance from everything to everything else in Hell. This certainly applies to Gates and Karma Station Anchors, which give off powerful anti-evolutionary Vibes and shouldn't be close to Fate Zoning if you can help it.



In Heaven, the initial placement of the Gate will be much the same. Because in Heaven everything is closer together, you have to worry more about Vibes from the outset, so put a Topia on one side of the Gate and a Training Center on the other. Their pro-evolutionary Vibes should effectively cancel most of the Gate's anti-evolutionary vibes. Since you now have a little block of buildings, you can run a Road around the perimeter, and lay down three three-by-three blocks of different Zoning next to each other on the other side of the Road on one of the long sides of the block you have just created. Now surround that block with Road, and put down another set of three three-by-three on its long side, and keep going this way until you have set up the starting Heaven you want, remembering to keep your Karma Station a certain distance away from any Fate Zoning.



Pro Tip If you can position your starting Heaven and Hell so that your Heavenly buildings are roughly right above your Hellish buildings, you can easily check the progress of both your Realms by using the Page Up and Page Down buttons on your keyboard.

MOVEMENT IN THE REALMS

SOULs enter the realms through Gates and proceed along Roads to their various Rewards or Punishments. They will always do their best to reach their assigned Fates, but they must follow certain rules: SOULs can move up to three tiles from a Road, or from one block of Zoning to another, as long as they are moving through undeveloped territory or Fate Zoning in a straight line from a Road. Therefore, no block of Zoning should ever be deeper than three tiles away from a

Road. SOULs will always travel in straight lines, not diagonally. SOULs can move one tile from other kinds of tiles (such as Gates, Ports, and Karma structures). Therefore all structures that must be accessible to SOULs need to be properly connected to Roads and will appear gray and cracked until they are connected. Topias (which are populated only by Angels and Demons, who fly) and Special Buildings (which are not populated by SOULs) do not need to be connected to Roads. In Hell, where it is strategically important to make SOULs walk long distances, it is especially important to remember the three-tile limit, so that SOULs cannot take shortcuts; and in Heaven, since you want short walking distances, remember that SOULs will wander down the entire length of any Road they can access, so keep your Roads to the minimum necessary.

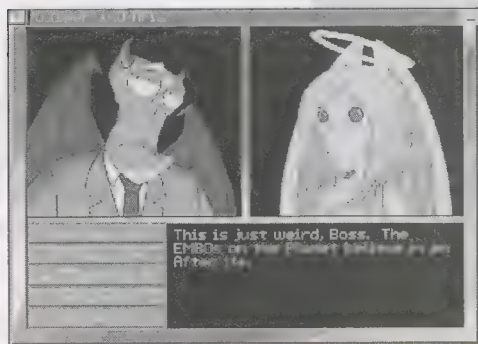
MENU ITEMS — WINDOW

However helpful all this theory is, you still need to know the nuts and bolts of the game. Following is a detailed description of the items that can help (or hurt) the layout of your Afterlife.

Most of the options available from the top menu bar are self-explanatory or are explained clearly in the manual that accompanies the game. There are two exceptions: Bad Things (accessible under the Global menu), which are explained below under Bad Things and Special Buildings. The other exception is the sub-windows (accessible under the Window menu), each of which is explained below.

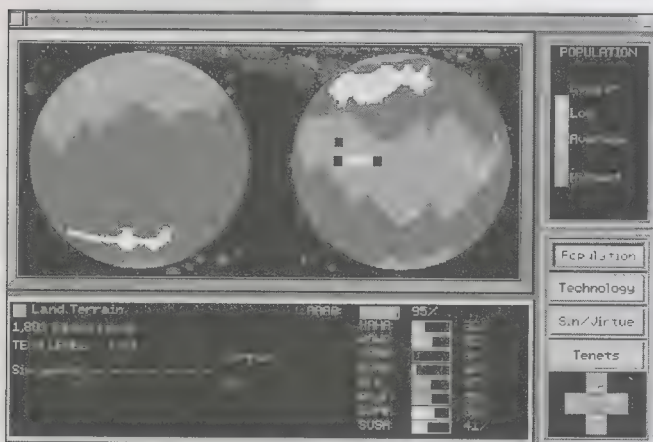
HELPERS

Aria and Jasper, who, as we already explained, will offer up to five bits of advice at a time about how to improve your Afterlife.



PLANETVIEW

The Planetview graphically displays data about different aspects of Planetary life. The first display button on the right gives you a display of population on the Planet, with lowest population represented by bright yellow and highest by dark orange. The text window gives specific information about whichever point on the Planet you click. This includes terrain, sector population, technology level, sin levels, and relative popularity of Tenets.



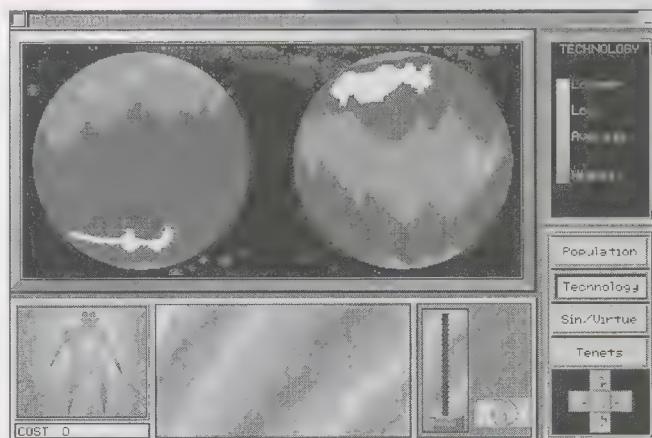
TECHNOLOGY

The second button displays technology data for the whole planet, with low technology represented by bright orange and high technology represented by dark brown. Bear in mind that the high technology displayed is the highest level *available* on the Planet, so if no one on the Planet has reached a greater technological level than the discovery of fire, those cultures that have fire will be colored dark brown. Do not confuse the light and dark brown mountain shading with population displays. If you wish to be sure which is which, click on the Sin/Virtue button. If the area in question stays dark brown, it is mountain terrain, not high technology.

You can also adjust technology levels by clicking on the area of the Planet you wish to influence (check with the population display to make sure you are influencing an area with high population so the technology will spread quicker), then moving the slider up to the amount of influence you can afford. (The amount of Pennies this will cost is displayed under the EMBO silhouette.) Now click on the Penny icon to the lower right of the slider and you will have placed an influential inventor on the

Planet. The higher the technology level, the greater the area on the Planet that becomes habitable. The following, in order, are the potential technology levels on the Planet:

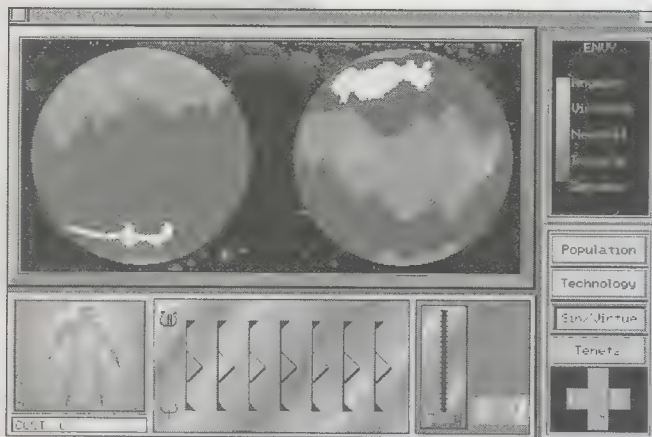
- | | | |
|---------------|-----------------|-------------------|
| 1. Fire | 6. Navigation | 11. Nuclear |
| 2. Pottery | 7. Industry | 12. Gravity |
| 3. Irrigation | 8. Mass Transit | 13. Climate |
| 4. Boating | 9. Medicine | 14. Weather |
| 5. Philosophy | 10. Aviation | 15. Advanced Golf |



SIN / VIRTUE

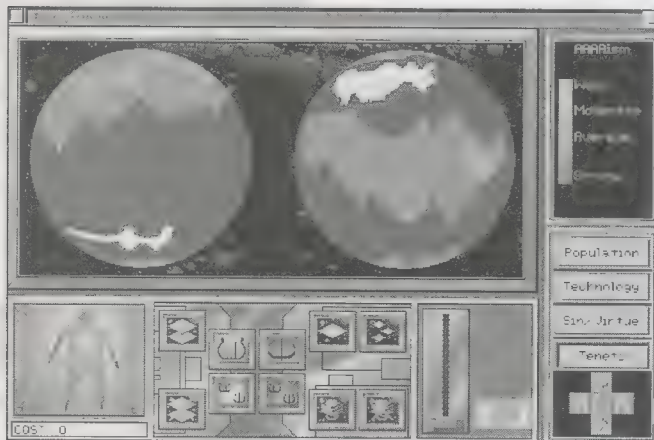
The first Sin/Virtue displayed when you click on the Sin/Virtue button is Envy/Contentment. By clicking the color slider for each quality, you can see the level of sin or virtue for that color on the Planet. If you wish to adjust this, move the appropriate sliders up toward the Heaven symbol or down toward the Hell symbol. You can adjust more than one quality at a time if you have the Pennies. Now click on the area you wish to influence, move the main slider to how many Pennies you wish to spend, and click the Penny icon. You have just placed an influential artist.

Two qualities here will have a direct influence on your Afterlife. Increasing Lust on the Planet will result in a larger planetary population (and of course, more Lustful SOULs in Hell), and increasing Peacefulness is a good thing to do as your technology level approaches nuclear, so you don't run the risk of a nuclear war.



TENETS

The first Tenet displayed when you click on the Tenets button is AAAAism. By clicking on the icon for a given Tenet, you can view the strength of that Tenet on the Planet. If you are not sure what Tenet is represented by a given icon, right click (or option+click if you're a Mac user) on that icon to get a text box that identifies the icon. If you want to increase the belief in OPRAALFSUMAism, for instance, click on the pitchfork button, the crossed out Karma Station button, and the multiple plane button. Now click on an area of the Planet, then move the slider to the amount of Pennies you wish to spend. Click on the Penny icon, and you've placed an influential politician.



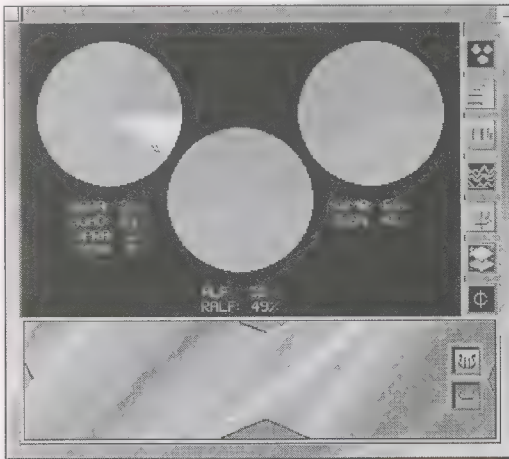
GRAPHVIEW

The Graphview, as you might expect, consists mostly of a series of graphs that display useful data about your Afterlife. We'll take these in order from the top down.



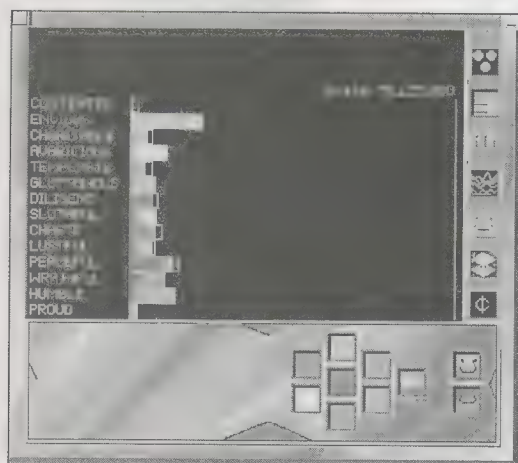
TENET GRAPH

This graph shows the relative proportion of believers in different Tenets in the Afterlife.



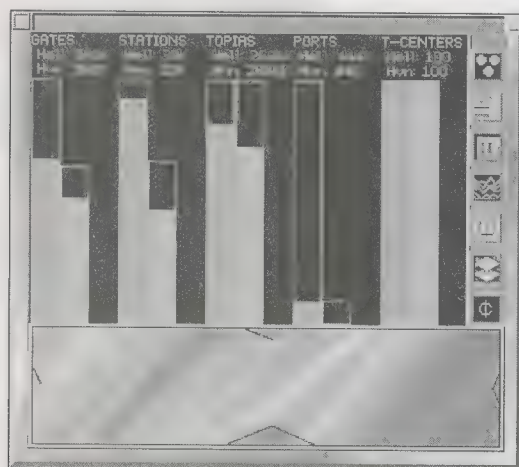
POPULATION GRAPH

This graph displays not only all the sin and virtue population, but the available housing. On each line, you will see first the name of a sin or virtue, followed by a bar graph. Solid bars show occupied housing, and outline bars show available housing. On each bar, the darker color represents permanent residents and the lighter color represents temporary residents. If there is no outline bar, this means there is no longer any available housing for this Sin or Virtue, and you'd better construct some quick if you don't want lost SOULs. The buttons below the display allow you to toggle on and off different sins and virtues in the two Realms for clearer displays.



STRUCTURES GRAPH

This graph displays the population relative to available space in other structures, specifically Gates, Karma Stations, Topias, Ports, and Training Centers. The nature of the display here is similar to that on the Population graph — solid bars are inhabited structures and outline bars are empty structures. We will discuss more about the problems of running Training Centers under Personnel in Chapter 2, but as the rest of these structures fill up, you want to think about building new ones.





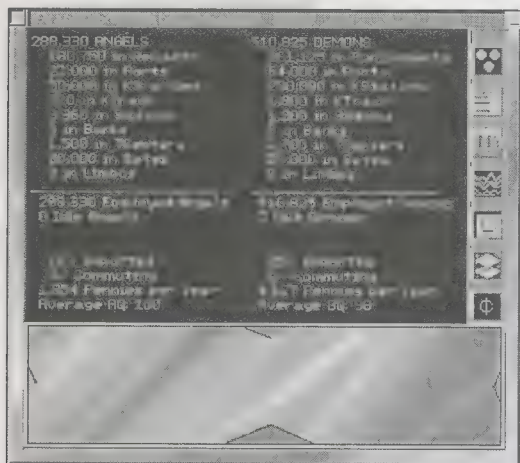
THE HISTORY GRAPH

This graph shows the flow of your monetary resources over time in comparison to the gross population of Heaven and Hell. The first three lines you see are the red and blue Hell and Heaven population lines and the yellow PFH line (which represents your running Pennies From Heaven balance). By clicking on the boxes directly below the display, you can also see lines representing fluctuations in SOUL Rate, Penny Inflow and Penny Outflow, SOUL Losses, Average Efficiency, Number of Fate Structures, and Overall Spiffiness. (Spiffiness is an ethereal quality of wonderfulness determined by TPTB. For the secret spiffiness formula, see Appendix B.) The initial display is for 25 years, but the other two buttons will display fluctuations over 500 years and 10,000 years.



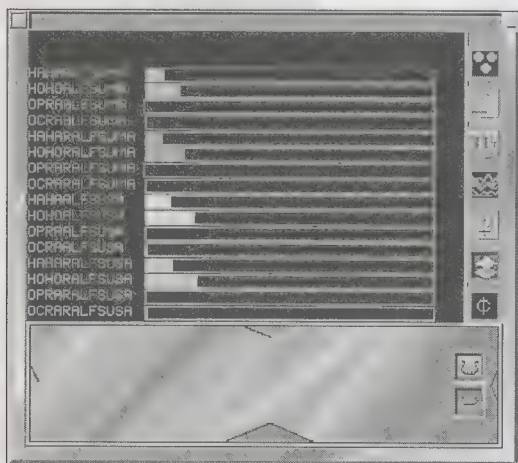
LABOR GRAPH

This is more of a text display than a graph, but it's one of the most important. We will discuss it in detail under Personnel in Chapter 2, but notice that it gives you figures on employed vs. idle workers, percentages of imported and commuting workers, total payroll costs for each of the Realms, and average AQ and DQ (Angel Quotient and Demon Quotient).



BELIEF GRAPHS

This graph shows the population of the Afterlife broken down by belief systems.



BUDGET GRAPH

The Budget Graph divides the current state of your finances into Pennies In (which will usually consist only of the money you get for SOULs as they come through the Gates) and Pennies Out,

both of which are broken down into workers, Road maintenance, the cost of locked Fate structures, the cost of lost SOULs, and the cost of loans. This screen also displays the result of Pennies In minus Pennies Out, or your net income.



MAPVIEW

Mapview works much like Graphview in that it has several different displays accessible through buttons. On the Mapview, the Heaven and Hell buttons toggle you back and forth between views of the two Realms. The yellow border in the display shows what part of the Realm is displayed in the Mainview; and you can zoom in by clicking or out by right-clicking, or, if you're a Mac user, option+clicking.



TEMPORARY VS. PERMANENT

This map displays the distribution of temporary and permanent SOULs throughout your Afterlife's Zoning. This can be used in conjunction with the Microview (or the MacroManager) to increase the efficiency of your buildings.



EFFICIENCY

This map displays the relative efficiency of Fate Zoning on a scale of A through F, with A being the best.



VIBES

This map displays the strength of Good or Bad Vibes being given off by structures in the Realms. This will be discussed at length in the Vibes section in Chapter 2, but essentially whatever shows up green on this map is pro-evolutionary, and whatever shows up as red is anti-evolutionary.



CAPACITY

This map displays the relative capacities, in SOULs, of your Fate structures.



ZONING

This map shows the distribution of Fate Zoning throughout the Realms.



TRAFFIC

This map shows the flow of traffic on Roads through the Realms. This is useful for checking whether all your Roads are connected.



KARMA STRUCTURES

This map shows the layout of Karma Structures.



AD INFINITUM CHARGE

This map lets you see at a glance how much of a Realm is being empowered by the Ad Infinitum Charge from the Siphons.

MACROMANAGER



As we mentioned in our discussion of the Microview, tiles need to be balanced between Production and Research & Development. The MacroManager allows you to do this to entire Zones of Fates. If you notice in Mapview, for instance, that all Envy tiles are permanent, you could use the MacroManager to juice up the R&D in Envy. You could even balance your entire Afterlife. There is also the option of clicking on the Balance icon at the top of the MacroManager window and letting the MacroManager do the balancing for you with the AutoBalance feature. The advantage of AutoBalancing (even though it can be much more expensive) is that you will know absolutely that all buildings in whatever Fate Zoning you have selected are extremely balanced. The MacroManager will also allow you to lock entire sections of Fate Zoning at their current level of evolution. This only means they will not evolve higher and will protect these structures from de-evolution should their populations drop drastically. But bear in mind that the MacroManager is a costly feature. The exact cost is displayed at the bottom of the MacroManager window.

GETTING STARTED

Although the Tutorials do a very good job of starting you out in the game, there are certain strategic points that are neglected. For instance, don't take your Tempo out of Divine Intervention until you've finished the initial layout of your Realms. That way, you won't have to worry about new SOULs coming through the Gate and getting lost because you haven't constructed the buildings they're looking for.

When you have a choice of what to build (as you do with such structures as Gates, Training Centers and Karma Stations), start off with the first or second choice. This will give you a fair amount of space so you won't have to build another one right away, but still won't ruin your budget.

When laying down initial Zoning in Heaven, go for three-by-three blocks of Fate Zoning, since in Heaven you want to have as many different kinds of Rewards next to each other as possible, but still want to allow for maximum growth. In Hell you want to start out with widely separated three-by-three blocks, since you will be rewarded in efficiency points (which help your SOUL rate) if you have tiles of the same sort next to one another. Later on you can go back and fill in the spaces once they've evolved into three-by-three structures.

Then there's the whole question of SOUL traffic. As we mentioned, it is to your advantage to lay down Fate Zoning away from the Gate in the reverse order that it appears on the Remote

Control. You already know to keep everything as spread out as possible in Hell, so you want to start laying out zoning a good distance from the Gate. However, you might think that because distances are supposed to be short in Heaven, you want to start Zoning close to the Gate. Not exactly. Gates give out counter-evolutionary Vibes. A Pearl Class Gate gives out bad Vibes for a radius of four tiles (you can find this information in the Real Estate Inventory), so you want to start your Zoning at least four tiles away from the Gate. But there's no need to waste the intervening space. A Seraphim State College Training Center gives off good Vibes for a radius of six tiles, so you could easily put one between your Gate and your first block of Zoning in Heaven. In addition, it's a good idea to place a Training Center (in either Heaven or Hell) near the Gate, since it will catch single-reward (or single-punishment) SOULs before they get to their destination.

Topias also put out a lot of pro-evolutionary Vibes, so even though they don't have to be connected to Roads, it's a good idea to put them near Zoning. On the other hand, Karma Station Anchors must be connected to Roads, but they put out anti-evolutionary Vibes, so they should be some distance away from Zoning.

WHAT TO INCLUDE

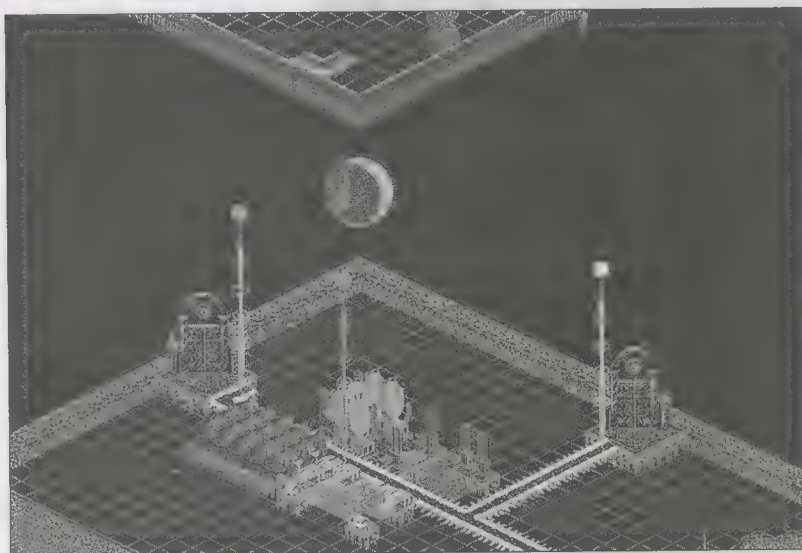
Your initial layout for each Realm should consist of:

- ◆ One Gate (Connected to a Road)
- ◆ Nine tiles of Fate Zoning in a three-by-three block for each of the seven Fates (all within three tiles of a Road)
- ◆ One Training Center (connected to a Road)
- ◆ One Topia
- ◆ One Karma Station Anchor (connected to a Road and connected by Karma Track to a Karma Portal Anchor)
- ◆ One Siphon (connected to a Road)
- ◆ (Optional) One Bank
- ◆ (Optional) Two Ports (each connected to a Road)

INITIAL PROBLEMS

Toward the beginning of the game, there are three problems you have to worry about: Bad Things, unemployed Demons or Angels, and losing SOULs. Chapter 2 gives you in-depth strategies on how to combat Bad Things and unemployed workers, but losing SOULs is the most consistent problem you will have to deal with throughout the game, so let's concentrate on that.

There are a number of reasons you could lose SOULs. Your Roads aren't all connected, for instance, or you don't have enough Karma Stations or Ports, but the usual reason those troublesome colored spikes that signal SOUL loss start appearing is because you haven't provided enough Fate Zoning, or the Zoning you have is inefficient.



Lost soul spikes

It is at this point you need to change the Tempo to Divine Intervention, flatten the tiles, and start Microviewing the appropriately colored tiles to see what the problem is. (Flattening the tiles will also give you a better chance to scope out your Roads and make sure they're all connected). Once you have balanced all the tiles that are the same color as the spikes and restarted the Tempo, if you don't see the spikes of that color disappearing, turn the Tempo off again and check the Vibes Mapview. It's possible that for some reason you have laid out Zoning next to something like a Karma Portal Anchor that puts out a mess of anti-evolutionary Vibes. If all the Vibes seem OK, check the Ad Infinitum Mapview to make sure all your Zoning is charged, and put in another Siphon if you need one. Finally, go back one more time to the Microview and check out the balance on those

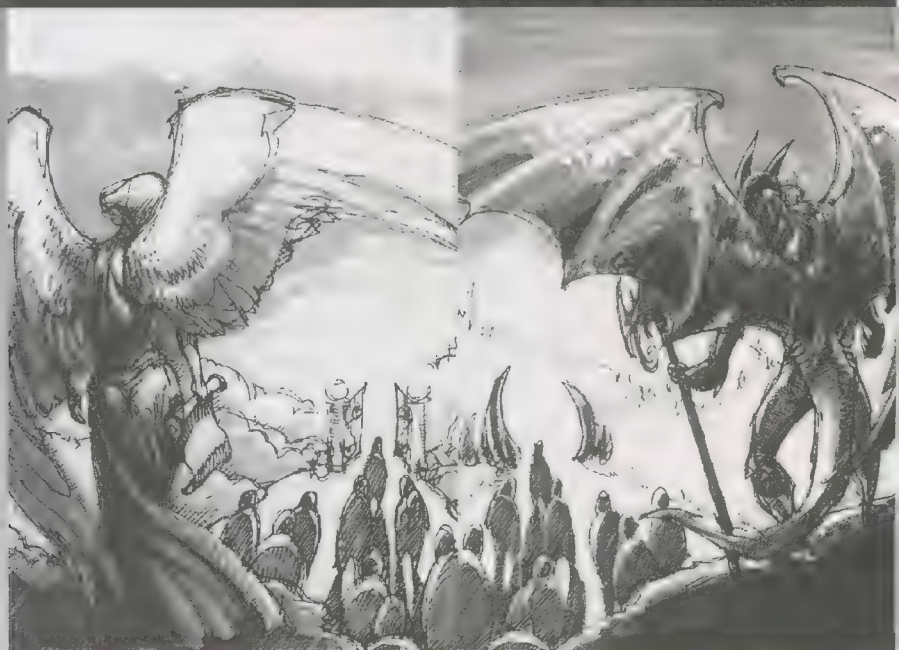
individual tiles one more time if nothing else works. It's really easy to miss one, and one individual tile could keep a whole block from evolving.

LOSING AND WINNING

There are a whole bunch of different ways to lose at the Afterlife. For example, your budget could go so far in the hole that 'TPT'B summon the Four Surfers of the Apocalypso, there could be a series of planetary disasters culminating in a nuclear war that wipes out your planetary population, or all your workers could revolt, bringing on Ragnarok n' Roll. But winning — that's a more metaphysical concept. After all, it's your Afterlife. You may want to see if you can make the Afterlife survive to a certain year or a specific technological level on the Planet. Or you may want to wait until you have a Love Dome and an Omnibolge. It's not really up to us mere humans to tell the Demiurge what constitutes success. We're just here to make sure the whole system is stable — inner peace is your job.

2

Strategies



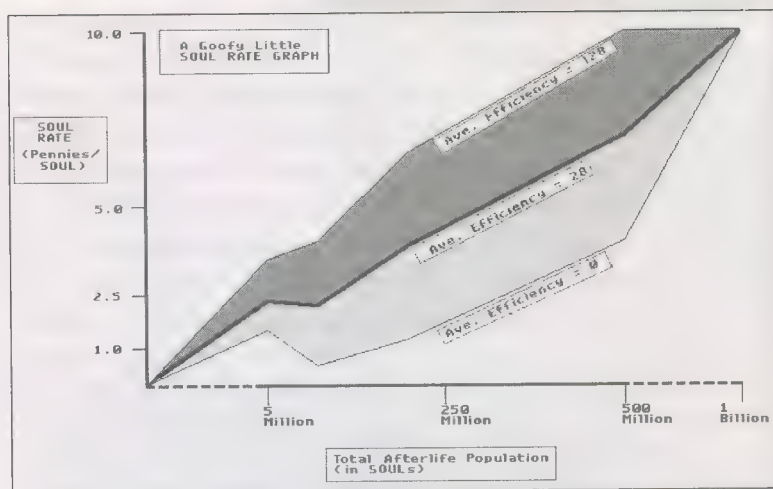
As your Afterlife develops, you have more

to worry about than just laying out Zoning and Roads; you have an infrastructure to maintain with its own economic and personnel concerns. In addition, what happens on the Planet may affect your Afterlife, so you may want to keep an eye on what's going on down there. Then there are subtle factors like Vibes and the use of special structures like Banks and Ports. What do The Powers That Be expect, anyway? You're only semi-omniscient, after all. With all these factors to consider, it's a wonder any SOULs get processed at all. Following are strategies, hints, and general rules of thumb to help you run a more efficient, cooperative Afterlife.

ECONOMICS

It's best to start your Afterlife relatively small and build slowly, so you don't find yourself overextended when hard times come (and trust us, they will). Your income comes in the form of Pennies From Heaven, which are awarded every year from TPTB. The amount of Pennies is based on the number of SOULs that came through the Gates to your Afterlife in the previous year and computed according to your current SOUL Rate. The SOUL Rate (displayed in the bottom status window on your Remote Control) is based on the average population of all the tiles in your Afterlife vs. the current year of your Afterlife. As time goes on, your Afterlife is expected to show a certain predictable amount of population growth. If you do not achieve this average, your SOUL Rate may drop dramatically. The curve for expected SOUL Rate growth is shown on the chart on the next page.

You would think, therefore, that everything you can do to maximize permanent population would be a good idea, since this will boost your SOUL Rate and your yearly income. However, during the middle period of the game, you can only raise your Rate so far, and large buildings can get very expensive—sometimes too expensive for your current income, because growth is fast during the middle of the game, and many Bad Things also attack your buildings. When you consider these factors, you can see that it's good to stick with a certain percentage of temporary residents for turnover; if all your buildings are full of permanent residents, and a Bad Thing starts destroying some of those buildings, all of those evicted tenants won't have anywhere to go, because the remaining structures are filled with permanent SOULs who aren't going anywhere.



WHAT'S GOING ON ON THE PLANET?

There are two times during the game when you are directly concerned with what's happening on the Planet: when there is a planetary disaster, and when you use the Planetview to alter conditions on the Planet. When a planetary disaster (like a flood, earthquake, or war) happens, SOULs will start flooding into the Afterlife. Your first response to a disaster should be to turn the Tempo to Divine Intervention. Then use Graphview to check your Fate housing in both Realms, making sure there is enough to cover the influx. While you're in Graphview, you should also check the Structures graph to make sure you have enough room in your Gates and Training Stations. And if you haven't checked the status of your workforce lately, look at the Labor graph as well. Once you are prepared, move the Tempo back to where you had it and let the SOULs come in.

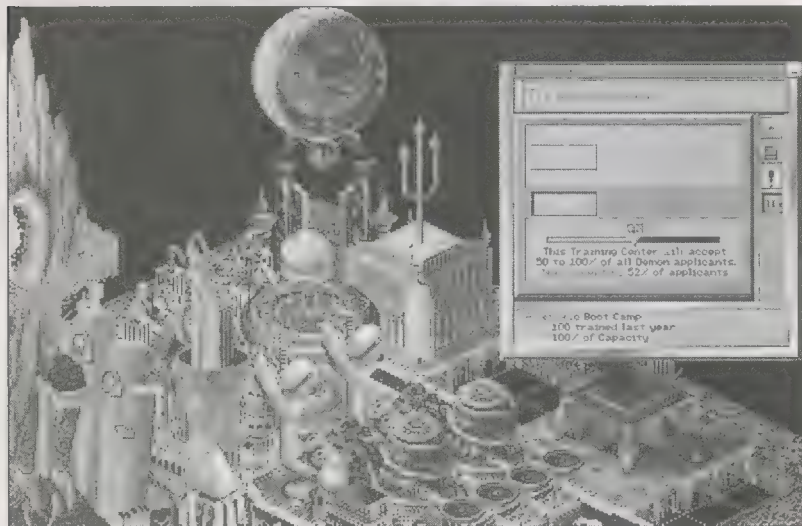
Using the Planetview to alter conditions on the Planet is something you want to approach with caution. You may want to save your game before you try it, just in case things go wrong. You can alter sin levels, technology level, and the relative balance of belief in the Tenets on the Planet. Altering technology early in the game is a pretty safe bet, because technology will ultimately boost population levels by making more of the planet habitable. But as the technology gets more advanced you want to be more cautious - high technology increases the risk of nuclear war. Watch your technology advancements and as you get close to this point, you may want to encourage more peacefulness on the Planet by increasing the amount of peacefulness in Planetview.

As long as you're careful to save your game (and if you've got the Pennies), a conservative alteration of the balance of sins and virtues is probably the safest change you can make on the Planet. Altering sin levels can affect the makeup of the incoming population in your Afterlife. The exception to this rule is Lust. Increasing Lust will lead to a population boom you may not be prepared to deal with, and one that will continue for hundreds of years — even after you increase Chastity to stop it.

Tenets affect such factors as permanent vs. temporary population and how many SOULs get reincarnated. But be careful: Tenets are the alterations to be most conservative about because they are the most “invisible” system operating in the Afterlife that is subject to Demiurge intervention. Changes in the Tenet balance are taken care of by TPTB (or, if you prefer, the artificial intelligence system built into the game) and they have certain agendas over time, so be cautious about disrupting this balance.

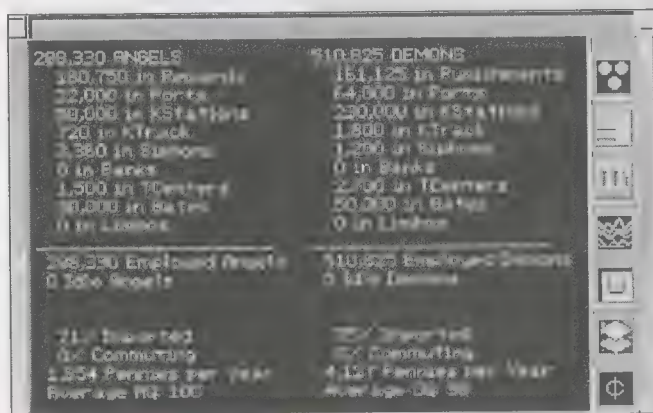
PERSONNEL

The three considerations to take into account in managing your eternal workforce — housing, training, and available work — can be monitored using the Graphview. The Structures graph gives you information about how full your Topias and Training Centers are. Of course, any time a Topia gets close to being full, it's a good idea to build a new one or upgrade the existing structure (but that's usually more expensive in the long run). You also need to know if your Training Centers are getting full, but you shouldn't necessarily build a new one. This is where we get into available work.



This Training Center needs an upgrade.

If you look at the Labor graph, you will notice a statistic for idle Angels and idle Demons. This is a figure you should constantly monitor. Experts on the game recommend keeping this graph open the whole time you're playing. Certainly any time Jasper or Aria start talking about unemployed workers, you want to switch your Tempo to Divine Intervention and check out this window. Approximately 30 percent imported workers is a safe level; if you get too many idle workers in either Realm, they will stage a raid on the opposite Realm and start destroying buildings (a phenomenon indicated by fiery halos appearing over buildings in Heaven or golden halos appearing over buildings in Hell). If this happens to the extent that TPTB judge recovery is impossible, Ragnarok n' Roll ensues and your Afterlife falls victim to a fiery doom.



A comforting personnel graph — no idle workers.



The alternative: Ragnarok n' Roll

And it's all the fault of those Training Centers, which seemed like such a good idea when you built them. After all, homegrown workers are cheaper than imported ones. But you get what you pay for. All Training Centers are originally set up to accept the maximum input possible. You can see this if you check them out on Microview.

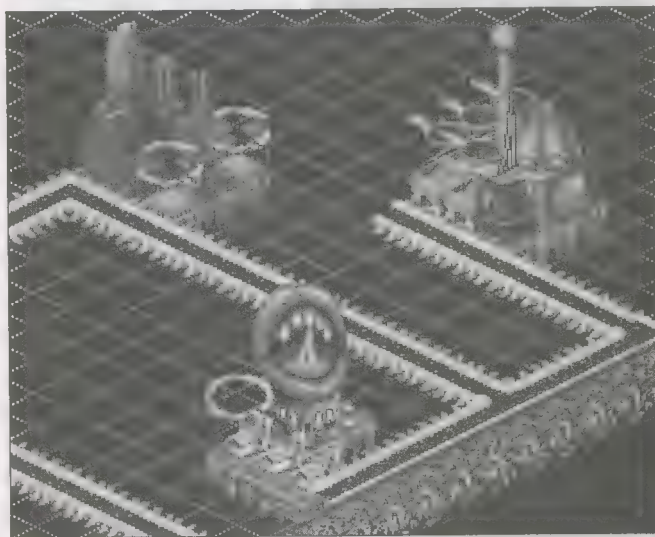
But if the Training Centers admit just anybody, they're going to turn out inferior-grade Angels and Demons, and that's what AQ and DQ (Angel Quotient and Demon Quotient) is all about. AQ and DQ is the measurement of worker efficiency, which ranges between 50 and 150. High-grade workers test out at about 99 efficiency points in AQ or DQ, and all imported workers are high-grade. If training centers accept all comers, their workers can test as low as 50, which means they're only half as efficient as the imported kind. On the other hand, it's true that being extra selective can produce homegrown workers with stunning test scores of 150, but there will be considerably less of them, probably not enough to offset your imported-worker costs. Experiment to find out the proper selectivity rate by moving the slider on the Training Center Microview; then as years go by, checking your Labor graph for costs and employed workers. Fifty percent seems a good working start; this will give you workers with an AQ or DQ of 100.



This Training Center will accept 80 percent of all applicants.

In addition, decreasing the number of workers admitted means you're less likely to have all those excess Demons or Angels. But suppose you've been cooking along with your Tempo on Demonically Fast and forgot to check the population in your Training Centers or on your Labor graph? What if Jasper or Aria tells you that you have an unemployment problem, or worse, what if you start noticing golden halos over your buildings in Hell or fiery halos over your buildings in

Heaven? In the words of a great metaphysical philosopher, "Don't Panic." Turn your Tempo to Divine Intervention, and put down some Ports. Ports are completely harmless and will suck up large numbers of workers. If you have not already done so, you should now reduce the admission rate on your Training Centers, or turn them off completely. You can always keep an eye on your labor costs on the Labor graph and build new ones if the cost of imported workers gets out of hand, but you may be surprised how long you can go with the workforce you've got.



Golden halos over buildings in Hell

VIBES

Vibes are the measurement of how structures in the Afterlife affect other structures. The most important aspect of Vibes is that they can hinder or help the evolution of surrounding Fate structures. Fate structures evolve from smaller buildings into larger buildings (or, if underpopulated for too long, devolve from larger buildings into smaller buildings, but this only happens with one-by-one structures), and the larger the building, naturally, the more SOULs it can accommodate, and therefore the better your population average for raising your SOUL Rate. Because of this, pro-evolutionary Vibes are a good thing in both Realms.

In Heaven, good Vibes are pro-evolutionary and bad Vibes are anti-evolutionary, so things are easier to figure out. Hell, though (as you might expect) is perverse, so in Hell good Vibes are

anti-evolutionary and bad Vibes are pro-evolutionary. With the exception of the Fate Rewards or Punishments and Siphons, structures carry the same evolutionary impact in both Realms. For instance, Gates are anti-evolutionary in both Realms: in Heaven they give off bad Vibes, in Hell they give off good Vibes, but their effect on evolution is the same. When it comes to placement of structures like Topias or Special Buildings, you may wish to consult the Real Estate Inventory (Chapter 3) to see the range of Vibes these buildings give off — how many tiles to the North, South, East, and West these buildings can influence with their Vibes — and then place them where they will do the most good. Do not confuse range (how far the Vibes extend out from the building) with Vibe strength or number of Vibes (the quantity of Vibes given off by the building).

Fate structures, though, are completely quirky. Each type of Fate structure has its own particular spin on the Vibe question. The largest possible Reward structure may give off the largest possible number of good Vibes, but it could equally well give off the largest possible number of bad Vibes, or the smallest possible number, or no Vibes at all. Since, no matter what their Vibe strength, all Fate tiles have a one-tile range and only exert their influence on the single tiles directly above, below, and to the right and left of them (a tile is one square on the Heavenly or Hellish grid), their Vibe strength is not necessarily a big deal. But if you're really into micromanagement, you can check out the Vibe values in the Real Estate Inventory, and lock each tile when it reaches its maximum efficiency. Bear in mind, though, that you have to consider population capacity as well as Vibe strength, and it would not be to your advantage to lock a tile at the lower levels of its potential capacity. For a more complete explanation of this strategy, see the section on locking tiles later in this chapter.

PORTS

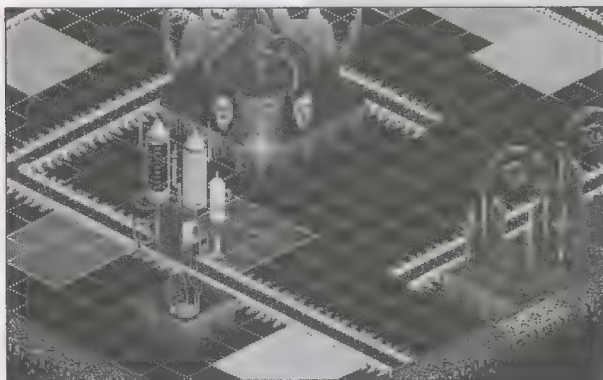
Are they just eye candy? Well, no, not entirely. Ports will suck up excess workers very quickly. And, of course, as your Afterlife expands, Ports will become truly functional in the transport of SOULs across Rivers. With Ports, as with all structures, you have to keep an eye on their population, but like Gates and Karma Station anchors, population through Ports is transient and should not pose a problem until later in the game. Transportation from a Port on one side of the River to a Port on the other side should be regarded as instantaneous, and each Port counts as one tile in computing walk distance (the River doesn't count). When SOULs first arrive at a Port, they must wait for a boat, so you may notice that Ports on one side of the River fill up, while those on the other side remain empty.



A port in Heaven

LIMBO STRUCTURES

As your SOUL count passes 500 million and you start to run out of room in your Realms for massive stretches of new Zoning, you may want to consider the use of Limbo structures. These holding tanks are taverns where SOULs who would otherwise become lost can wander in and drink beer for a year, then go out and look for their proper destination. Limbo structures are unique in Afterlife architecture in that they are the only buildings capable of self-destruction. If they become overpopulated to the point where they run out of beer (and there is a finite supply), Limbo structures will explode, scattering confused SOULs out on the Roads to search for a better home. You can monitor the beer supply either through visually inspecting the appearance of the Limbo structure or by checking out each one with the Microview.



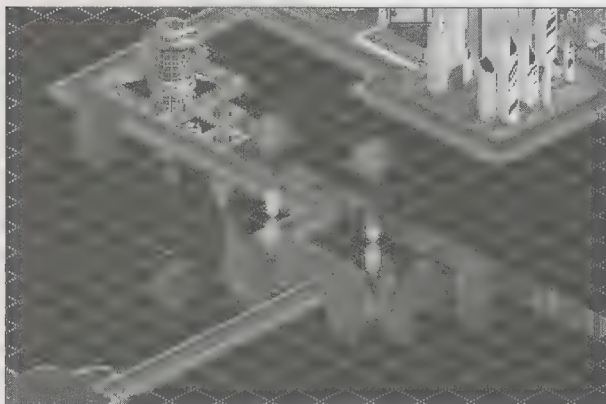
A Limbo Structure
in Hell

AD INFINITUM SIPHONS

Ad Infinitum Siphons must be placed directly next to Rocks and connected to the buildings in your Realm by a Road. When positioned properly, these structures conduct Ad Infinitum energy from the Rocks to “empower” the buildings. This means that the buildings are now capable of full evolution. Without the Infinitum, they only are capable of evolving to half of their potential, which means that they are only capable of housing half the SOULs. The number of Rocks directly touching the Siphon increases exponentially the amount of Energy conducted through the Siphon, so it's more economical to place your Siphons in the center of a group of Rocks, thereby using fewer Siphons. Keep in mind that Siphons emit toxic waste, so they're anti-evolutionary in Heaven and pro-evolutionary in Hell.



Pro Tip If you connect a Siphon to a River by a Road or by placing it next to the River, you can empower any property connected by a Road to the River, up to the limit of the Siphon. In effect, the River becomes a conductor of the Ad Infinitum energy.



Siphons tapping
Ad Infinitum
energy in Heaven

BANKS

It's best to build Banks early in the game, when you've got the cash. That way they'll be there if you need them for a loan later on. You might want to build your Banks in an isolated or otherwise unused section of your Afterlife, since they don't need to be connected to Roads. Although you must build the Banks and pay for them, they are actually owned and operated by TPTB, and all money or

property collected by the Banks returns to TPTB, rather than being credited to the Realm in which the Bank resides. To perform any loan transaction, Microview the Bank and use the Balance button to process or repay the loan. You can only take out a loan for a period of 100 years. You can build a total of 20 Banks in your Afterlife, and since each Bank grants one loan, you have a maximum of 20 loans available to you. Smaller Banks give million-Penny loans and larger Banks give 10 million-Penny loans.

The payment terms are different in each Realm. In Heaven, your loan payments are automatically deducted from your salary at the beginning of each year. When the loan is due, you will be asked to repay it, and, if you don't, the Bank will just continue to charge interest. (The interest rate on the first loan is .1 percent, compounded annually, and for each additional loan you take out, your interest rate is raised .1 percent.) You may repay the loan at any time before it comes due.

If you take out a loan in Hell, no interest is charged and no money is deducted, but the lump sum is absolutely due in 100 years. If you do not repay the loan on time, Hell will garnishee your wages based on the following formula:

$(\text{Amt.} + (\text{Amt.}/(10 \times \text{NL}))) / \text{SR}$, where Amt. is the amount owed, NL is the number of loans, and SR is the SOUL Rate.

In other words, if you have taken out a loan in Hell for a million Pennies and haven't repaid it after 100 years, Hell will take that million Pennies and add 100,000 Pennies (one-tenth of a million) for each loan you have taken out, divide that number by the SOUL Rate, and deduct that amount from your yearly salary. So if you had one loan of a million Pennies and the SOUL Rate was 1.0¢, you would have 1,100,000¢ deducted from your salary. On the other hand, if you had 20 loans out, you would have 3,000,000¢ deducted.

TPTB collect this amount in Hell by taking the money for however many SOULs would make up that amount coming through the Gate. If you do not have enough SOULs in the current year to make up that amount, Hell will continue to deduct money until it has gone through that number of SOULs. After you had been in debt for 50 years, the eventual result would, of course, be the Four Surfers of the Apocalypse.

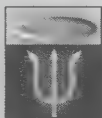


A bank in Hell

BAD THINGS AND SPECIAL BUILDINGS

It may amaze you to know that Bad Things can happen in Heaven as well as Hell, but after all, you're not perfect, you're only the Demiurge. In addition to the disasters that will occasionally afflict your Planet and send hordes of SOULs flooding into your Afterlife, there are also Bad Things that can happen in both Realms of your Afterlife. These are released randomly (unless you choose to inflict them by using the Bad Things option in the Global menu), but some of them activate later in the game than others. Bad Things may also be released earlier depending on the game difficulty level.

To move into the metaphysical for a moment, it's as if the Afterlife is your body, and the Bad Things are diseases. And like diseases, these Bad Things are connected to bodily functions, specifically the five senses. Each Bad Thing is tied into an individual sense, and like diseases, each Bad Thing has a particular cure: the Special Buildings granted by TPTB for population landmarks. When you have reached such a landmark, you'll get a message telling you that TPTB have awarded you one of these Special Buildings. They may be accessed by the Gift icon on the Remote Control. Try to place your Special Buildings as centrally as possible (though this is difficult in Hell, where everything is spread out), so they will protect as much of your realm as possible. It's also good to place these centrally because they give off pro-evolutionary Vibes. Following is a rundown of the Bad Things and the Special Buildings that counteract them.



Pro Tip If you're playing on either Easy or Medium difficulty level, it's possible to zap a Special Building and put it down in another

location that needs an evolutionary jump-start.

Sometimes if you have a really stubborn block of Fate Zoning that refuses to evolve, the Special Building will do the trick. Unfortunately, if you zap a Special Building on the Hard difficulty level, it's gone for good.

BIRDS OF PARADISE

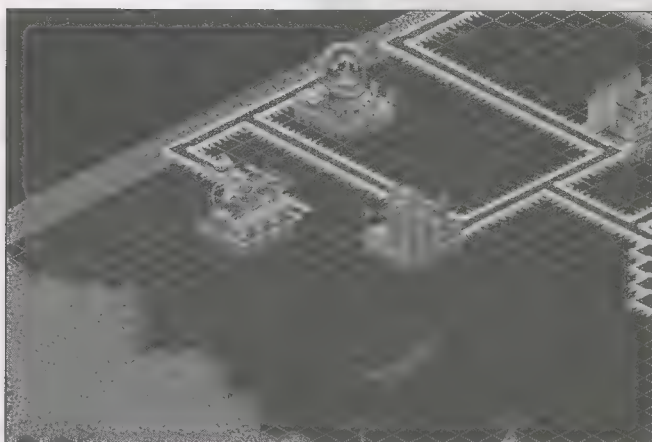


Birds fly over the celestial Realm, depositing reminders of their passing that reduce the target building's efficiency for up to 75 years.

ASSOCIATED SENSE: Sight

SPECIAL BUILDING: The Vista Enhancement Doohickey, which shoots down Birds for an eight-tile radius around it. Awarded after 50,000 SOULs in Heaven.

BATS OUT OF HELL

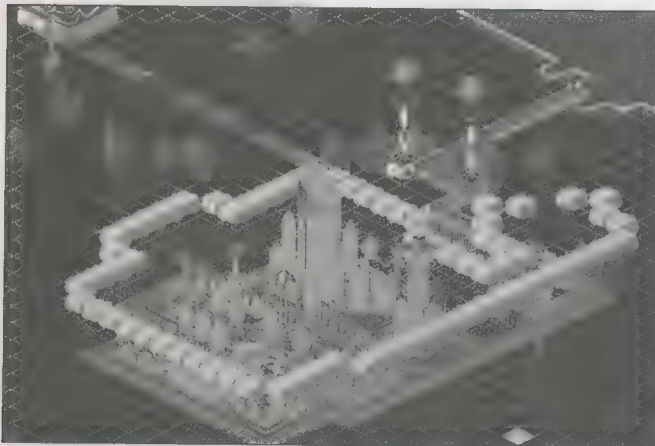


Bats fly over the infernal Realm, depositing guano that increases the efficiency of Punishment tiles but impairs the efficiency of your other structures for up to 75 years.

ASSOCIATED SENSE: Sight

SPECIAL BUILDING: The Ugliness Engine, which can shoot down Bats for an eight-tile radius around it. Awarded after 50,000 SOULs in Hell.

HEAVEN GETS THE BLUES

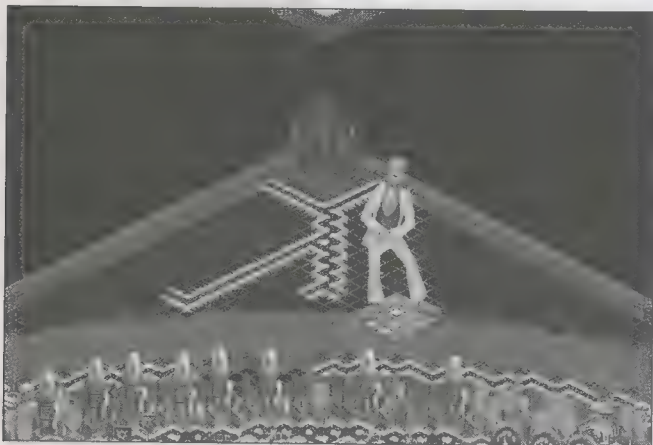


Thunderclouds cover the heavenly landscape, bumming out the populace and incapacitating everything they cover for up to 75 years.

ASSOCIATED SENSE: Sound

SPECIAL BUILDING: The Audio Improving Embophone, which protects heavenly tiles from the Blues for a radius of nine tiles. Awarded after 500,000 SOULs in Heaven.

DISCO INFERNO

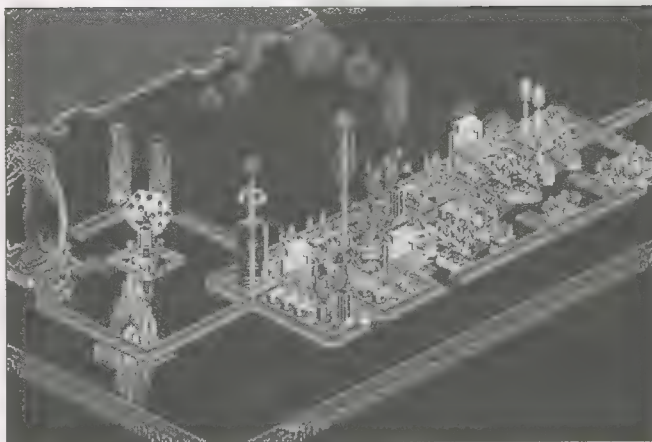


The Disco Demon boogies across the landscape, smashing buildings as he gets down with his own bad self.

ASSOCIATED SENSE: Sound

SPECIAL BUILDING: That Demon hustles away from a nine-tile radius around the Crinkly Cacophony Contrivance. Awarded after 500,000 SOULs in Hell.

PARADISE PAIR O' DICE



A giant hand plays craps with the Universe, and the tumbling bones knock out chunks of real estate as they bounce.

ASSOCIATED SENSE: Touch

SPECIAL BUILDING: The Dice bounce off a 12-tile radius provided by the Fluffy Comfort Dispenser, which is awarded after 500 million SOULs in Heaven.

HELL FREEZES OVER

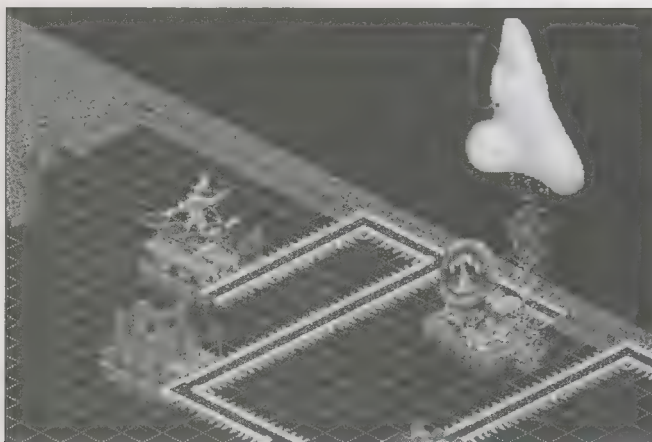


An unseasonable chill falls over Hell, and all frozen buildings are incapacitated for up to 75 years.

ASSOCIATED SENSE: Touch

SPECIAL BUILDING: The Tactile Degradation Gizmo, which keeps tiles toasty for a radius of 12 tiles. Awarded after 500 million SOULs in Hell.

HEAVEN NOSE



A giant nose flies over Hell, snorting up real estate and depositing the equivalent tiles randomly in Heaven.

ASSOCIATED SENSE: Smell

SPECIAL BUILDINGS: In Heaven, the Nose has an allergic reaction to the protective 10-tile radius provided by the Heaven Scent Atomizer. In Hell, the Nose is repelled by the 10-tile radius provided by the Flabbergasting Flatulence Ol-Factory. Both buildings are awarded after 5 million SOULs arrive in their respective Realms.

HELL IN A HANDBASKET



A giant picnic basket flies over Heaven, gathering up succulent morsels of real estate and distributing the equivalent tiles randomly in Hell.

ASSOCIATED SENSE: Taste

SPECIAL BUILDINGS: In Heaven, the Creamy Candy Castle creates a good-taste zone that is immune to the Basket for a radius of 11 tiles. In Hell, the Wellspring of Unsavoriness licks the Basket for a radius of 11 tiles. Both buildings are awarded after 50 million SOULs arrive in their respective Realms.

What about turning off Bad Things? The drawback is that turning them off cuts your SOUL Rate in half, and until you have a really sizable amount of cash and at least a 100 million SOULs, it's probably not worth it. However, if you want to, the option exists under Bad Things in the Global menu.

CLEANING UP AFTER BAD THINGS

When you notice that Bad Things are happening in your Afterlife, the first thing you want to do is put your Tempo on Divine Intervention and flatten the tiles in the appropriate Realm. This will give you the best view and allow you to fix things without losing any more SOULs than you have to.

If your Heaven has the Blues or your Hell is Freezing Over, your immediate concern is whether or not you have an unaffected Gate. If your entire Realm has the Blues or is frozen over (including the Gate), you're actually in good shape because all you have to do is wait for the Bad Thing to go away. If only part of your Realm is affected, and if you have a Gate that is untouched by the Bad Thing, you want to lay down generic Zoning to cover the incoming population. You can always zap this new Zoning once your Bad Thing wears off and the Realm returns to normal. If only part of the Realm is affected, make sure you have at least one functional Karma Station connected to the rest of the Zoning by a Road.

The other Bad Things tend to take out either isolated chunks of real estate or individual tiles. With Disco, Handbasket, Pair O' Dice and the Nose, you may want to just replace what's been destroyed with new Zoning. If new stuff is randomly deposited, you can always zap it unless it's close enough to existing Zoning to make it easy to connect.

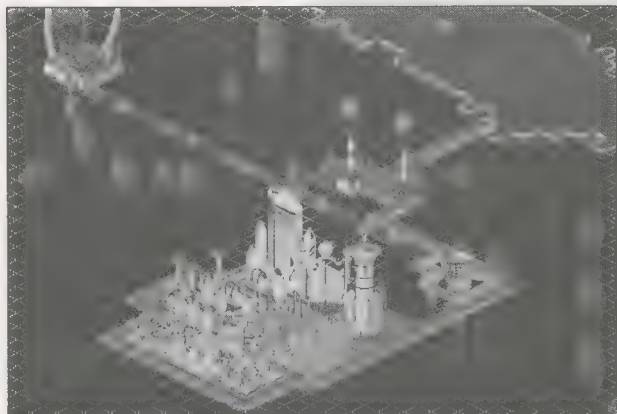
With the Birds, you can either zap what's been splurched and replace it if necessary, or wait for it to clean up. Remember that it can take up to 75 years to return to normal, although it doesn't usually take that long. Bat guano is a little different. It will actually increase the efficiency of your Punishments (which makes sense). On other structures, however, it acts just as Bird guano does in Heaven, reducing their capacity by half.

LOCKING TILES

One of the more advanced techniques for managing the game has already been discussed to some extent: locking the evolution of buildings at their highest pro-evolutionary Vibe level. This ensures that they give off the maximum possible pro-evolutionary Vibes to influence the buildings around them. Let's take a Chastity reward, Bahbbi-Zho's Drive-Ins. If you look this up in the Real Estate Inventory, you will see that this gives off +6, the maximum amount of good Vibes (which are pro-evolutionary in Heaven). You will also see that this Chastity Reward is at evolutionary level 9 of the 12 possible Chastity rewards. This is fairly high and means that you would be well advised to lock this tile at this level of evolution. Be careful, though, not to lock tiles at low levels of evolution, where they won't get enough population to make the relatively low range of Vibes they project worth the sacrifice. Remember that Fate tiles give off Vibes only in a one-tile radius. If you are looking at a Fate tile that doesn't hold many SOULs because it is at an early stage of evolution, don't lock it. The boost that the eventual population increase will give your SOUL Rate is more valuable than the Vibes the tile exerts on the tiles around it. You can also use the Mapview to see which structures are most efficient.

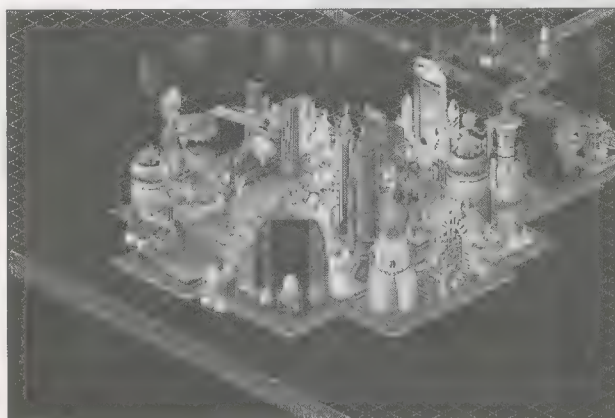
GROWTH STRATEGIES

Other advanced techniques arise out of a broader understanding of the general pattern of growth in the game. The Afterlife goes through three large eons in its existence. In the first stage, where the total population of your Afterlife goes from zero to 5 million, organization is relatively easy. You can be pretty loose in what you build, leave the Bad Things switched on, and you don't have to pay a lot of attention to your fiscal efficiency.



Afterlife, stage 1

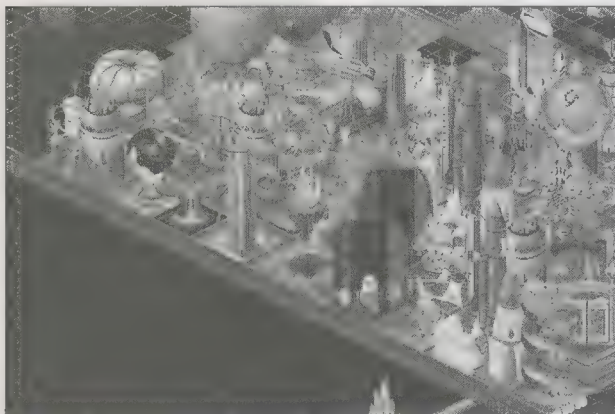
The second stage, from 5 million to 200 million, is the toughest stage. During this time you start to run out of room to build, and you have to concentrate heavily on efficiency and budget. At the same time, since SOULs are streaming in at a high rate, you want to lay down advance Zoning so that your housing doesn't keep maxing out so quickly. This is the time when checking the display at the top of your Remote Control to see which Fates are heavily weighted is useful, so you'll know which Fates will fill up the fastest. You may want to occasionally try turning off your Bad Things (remembering that this hurts your SOUL Rate) and you may have to take out a loan or two. Essentially, it's important to be as conservative as possible — don't overzone or go for Training Centers or Topias that are too large — and consult your Helpers frequently.



Afterlife, stage 2

After 200 million SOULs, things lighten up somewhat. When you start to acquire a considerable bankroll, you may want to keep Bad Things turned off more of the time and maybe experiment with some Limbo Structures. At this stage of the game you should have enough money that

you can relax a little on Micromanagement and just let buildings evolve slowly or use the auto balance feature. You can afford a few lost SOULs. And, of course, when you get a billion SOULs in a Realm, you get to play with Omnibolges and Love Domes.



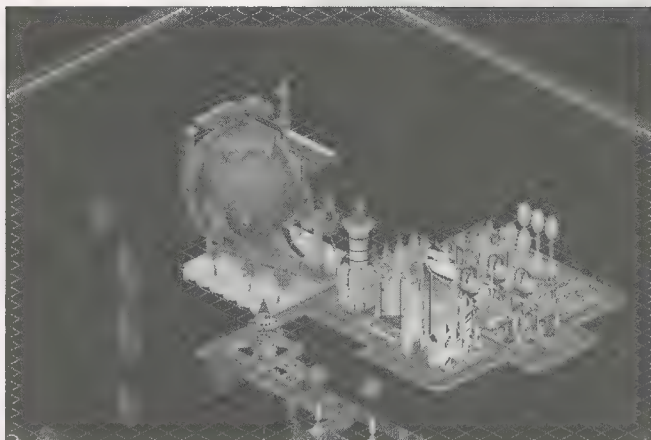
Afterlife, stage 3

OMNIBOLGES AND LOVE DOMES

Omnibolges and Love Domes are awarded when you reach a billion SOULs in a Realm. An Omnibolge is a completely self-sustaining miniature Hell and a Love Dome is a completely self-sustaining miniature Heaven. Each of these houses a huge number of SOULs and takes care of them totally. There are no labor costs, they are always perfectly balanced, reincarnation is taken care of, and they give off a whole bunch of pro-evolutionary Vibes. If you look at these structures with the Microview, you will also notice that you can adjust how many SOULs are admitted to them, just as you can with a Training Center. Depending on how high you set your admission rate, you can potentially suck up virtually any SOUL that wanders by, permanent or temporary.



Omnibolge in Hell



Love Dome in
Heaven

“But,” you may say, “why would I want to limit admissions to these structures.? Aren’t Omnibolges and Love Domes the answer to a Demiurge’s dream? Why shouldn’t I just stuff as many SOULs in them as they will hold?” Well, like most good things, it’s not quite that easy. It turns out that although the population in these structures counts toward your displayed total population, it is not figured as part of your average population when computing your SOUL Rate. And as soon as all those SOULs go into the Love Domes and Omnibolges, you’re going to have a lot of empty Zoning and unemployed workers (and, having read the section on Personnel, you know the problems with unemployed workers) who are no longer taking care of the SOULs since Love Domes and Omnibolges come fully staffed with workers who are trained and paid by TPTB. So, as you start approaching a billion SOULs, you will want to start scaling down your admission rates on Training Centers (by using the Balance button on the Microview) or turning them off altogether. And once you have installed your Omnibolge or Love Dome, you will want to check out the rest of the Afterlife’s population with Mapview, Graphview and Microview to see where you can cut back by zapping empty buildings in the rest of your Realm.

SECRET STUFF

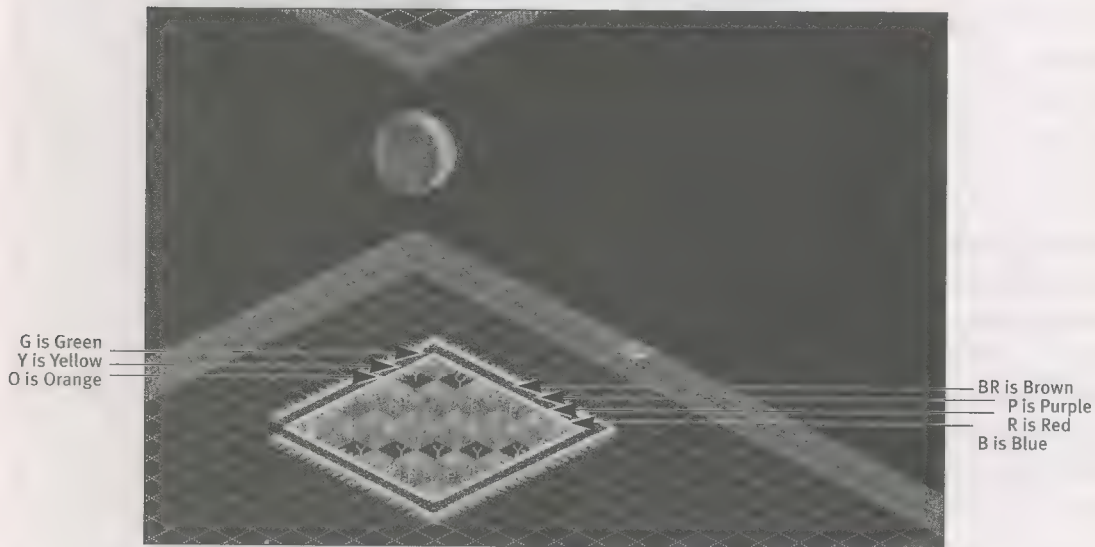
WARNING! Do not read this section unless you want to know really cool secret stuff and cheats that you probably wouldn’t know unless you bought this book!

THE MONEY CHEAT

If you type in \$@!, any time when the game is up you will automatically receive an extra 10 million Pennies. And you will get an extra 10 million every time you type it in. Up to five times. But you don't want to do it more than five times. Trust me.

THE DIVERSITY BONUS

To achieve the Diversity Bonus, you have to construct a seven-by-seven block of zoning with every tile different, starting with envy at the top and working through the sins in order down the left and right sides. It should look like this.



Construct the block in Divine Intervention Tempo, and don't turn on time until it is fully constructed. It's easier to see the tiles if you first construct an eight-by-eight square of road as shown. The center tile will be grayed out, but don't worry about that. When you start time again, the directional arrow must be pointing North. This bonus works only in Hell. If you are able to achieve this, wonderful things will happen.

THE SECRET BAD THING

Remember that movie about the zany malignant ghost that wreaked havoc when you said his name three times? Well, Lucasarts has their own zany malignant spirit of chaos — Max the bunny — and if you type SAMNMAX (all caps) three times.... Well, you wouldn't want to do that, would you? (Save your game first).

SCENARIOS

DANTE'S SITCOM

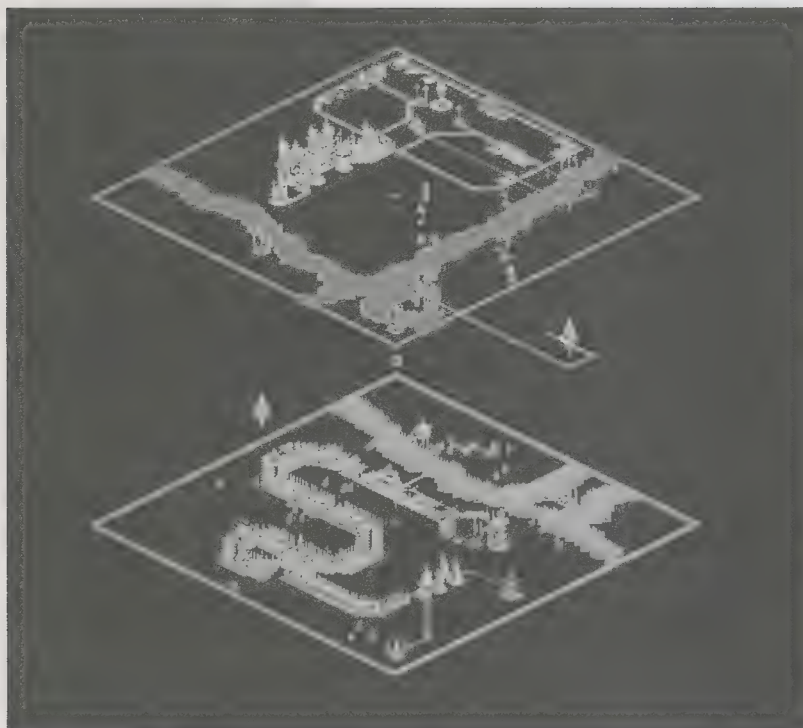
This exquisitely beautiful, classical Afterlife has some serious efficiency problems. Hell's concentric circles may look great, but they wreak havoc with your efficiency.



SOLUTION: Put down lots of Siphons and strategically place all Special Buildings available to you (zap Fate Zoning where necessary to do this, being sure to keep your Roads connected). Check your efficiency as you place the Siphons. In Heaven, place connecting Roads (especially around the edges) and put in some centralized Gates.

DUSK OF THE DEMIURGES

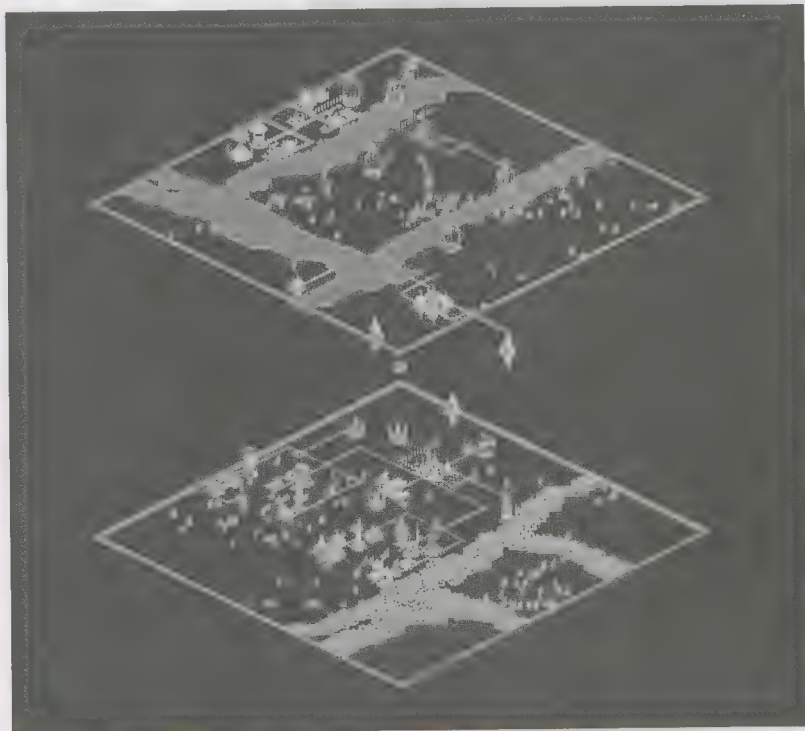
The problem here is way too many workers — riots seem inevitable.



SOLUTION: Turn off your Training Stations. Open up and monitor your Labor graph and start putting down Ports and/or additional Zoning until they've sucked up your idle workers.

2 EVIL 2 LIVE

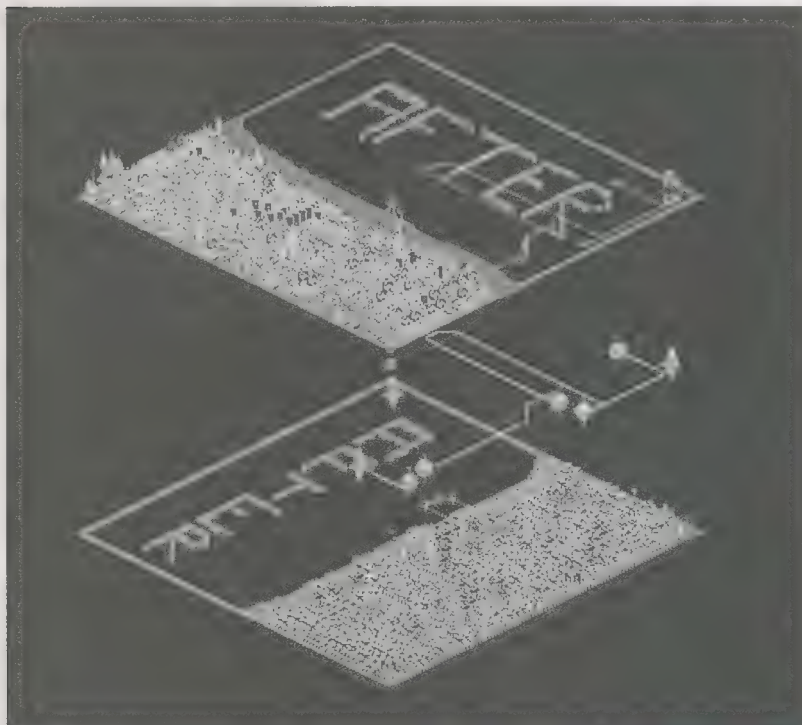
The Powers That Be get really angry at the Planet and unleash a whole bucketload of planetary disasters that almost wipe out all the population. This causes a titanic influx of SOULS into the Afterlife.



SOLUTION: Put down some large Gates and zone as much as you can pretty quickly. But be prepared once your influx slows down to start zapping those Gates and trimming back that Fate Zoning.

SPLITSVILLE

Half of Heaven and Hell are well developed and bursting at the seams, but on the other side of the River, there's nothing but a great big Gate. All those SOULs at that Gate won't have anywhere to go.



SOLUTION: In each Realm, put down a Gate then put down a Road going from the Gate in the empty sector to some Ports that you build on the River. Now you have breathing space to start putting down Fate Zoning in that empty space to accommodate the overflow.

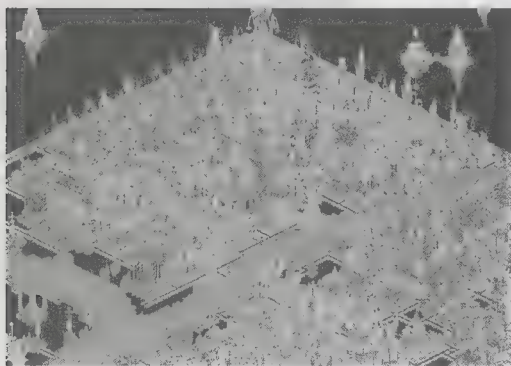
3

Real Estate Inventory



Part of the fun of *Afterlife* is checking out

the building descriptions with the Microview. However, the average player is always going to miss a few because your buildings might jump a couple of stages in evolution or you might be handling a massive influx of SOULs from a planetary disaster or you might be busy cleaning up after a flock of Birds, or coping with another Bad Thing. To give you the maximum amount of information (and fun) we've included the building descriptions for every structure in *Afterlife*, and its size as well. In addition, we've added valuable Vibe data to enable you to place your structures as strategically as possible. Remember — good Vibes (indicated here with a +) are pro-evolutionary and bad Vibes (indicated here with a -) are anti-evolutionary in Heaven, but both work just the opposite in Hell. All CLOUD or PIT Vibe values diminish completely within a one-tile radius. In other words, a CLOUD tile with a Vibe value of +1 would exert a Good Vibe of 1 for a one-tile radius directly to the North, South, East, and West of the original tile.



CLOUDS



Zoned for Contentment

VIBE: 0

DESCRIPTION: Someday, this little slice of Heaven will grow up to be a full-fledged Contentment Reward.



Vacation Slides of the Gods

VIBE: -5

DESCRIPTION: Unlike most slide shows, the Vacation Slides of the Gods just get more and more interesting with each ethereal “ka-click” of the projector button. And since it’s Heaven, none of the slides are upside-down or out of focus.



The Good Neighbor

VIBE: -4

DESCRIPTION: In Heaven, the grass is *always* greener on your side of the fence, and even though your neighbor is happy, you don’t envy him.



Coffee Shops of the Word

VIBE: -3

DESCRIPTION: These crowded little bistros offer Contented SOULs the chance to express their long-buried poetic natures to an always-appreciative audience of Angels. When the cherubs snap their fingers, you can almost touch infinity, man.



Karaoke Korner

VIBE: -2

DESCRIPTION: Some SOULs don’t want to sing in a choir, but want their voices to be heard nonetheless. Here in these quiet little watering holes of Heaven, the Contented Blessed can sing their little hearts out, secure in the knowledge that, for four or five minutes at a time, theirs will be the most beautiful voice in the world.



Newbody Knows

VIBE: -1

DESCRIPTION: In these gold-trimmed complexes, the SOULs of the Contented are allowed to choose and discard their bodies like they were clothing. Typically, most SOULs will settle for an idealized version of their mortal self, but a few SOULs will use the opportunity to explore the infinite complexity of the humanoid form.



Seventh Heaven Stretch

VIBE: 0

DESCRIPTION: In Heaven, no one is picked last, and everyone eventually gets a game-winning hit, touchdown, basket, goal, or strike.



The Choir Invincible

VIBE: +1

DESCRIPTION: In these massive choirs, even the most off-key and timid of SOULs will eventually sing like, well, an angel. And everyone, and I mean *everyone*, gets to sing a solo every now and then.



Hooper's Heavens

VIBE: +2

DESCRIPTION: Every SOUL in the Hooper's Heaven has been given the gift of dance. Not just the usual varieties of dancing, like ballet, tap, and so forth, but dancing as communication. The SOULs have such fine control over their bodies that they no longer speak, except through dance.



Final Curtain Theatres

VIBE: +3

DESCRIPTION: Every night, without fail, the Final Curtain Theatres put on another brilliant production of some completely new show. And every night, another Blessed SOUL becomes a star.



Envy Aid

VIBE: +4

DESCRIPTION: The Envy Aid concerts have been bouncing around Heaven, in one form or another, since sentients began rhythmically banging sticks together and calling it “music.” These never-ending shows feature the most musically gifted SOULs ever to pluck, strum, blow, beat, or shake an instrument, which alone would be enough to make them pretty darn cool. But since this is Heaven, the Contented Blessed are encouraged to join the performers onstage, where they quickly discover that they’re just as talented as their musical idols. Jammin!



A Musement Park

VIBE: +5

DESCRIPTION: Muses are fairly difficult to come by in the waking world, and even harder to capture. In Heaven, though, muses hang out in Musement Parks, inspiring Contented SOULs to artistic heights undreamt of by mortal minds.



Brahmatic Bovine Bliss Ranch

VIBE: +6

DESCRIPTION: Anyone who’s ever looked deeply into the eyes of a cow knows the truth; cows are the single most blissed-out creatures in all of creation. On the B.B.B. Ranches, this characteristic is taken to its logical endpoint, as Contented SOULs are allowed to live out their afterlives as happy, cud-chewing cows. MoooOOOoooo.



Zoned for Charity

VIBE: 0

DESCRIPTION: With luck, this bit of real estate will soon evolve into an out-and-out Charity Reward.



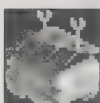
You Are Already A Winner

VIBE: +2

DESCRIPTION: The most insignificant of Rewards for Charitable SOULs turns them into instant winners of fabulous prizes, which are spread out over an infinite-year period. Best of all, the prizes aren’t presented by some cheesy second-banana entertainer.

**Lost and Found****VIBES:** +4

DESCRIPTION: One of the curses of mortality is that we are forever losing things. Money, marbles, sanity, innocence — it all seems to get misplaced over the years. In Heaven, Charitable SOULs can find everything they've ever lost just by looking for it — under a seat cushion, behind a desk, or buried out in the backyard. It's all there, waiting to be found.

**The Good Space****VIBES:** +6

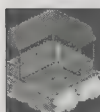
DESCRIPTION: In Heaven, just like on television, you can always find a good parking space with plenty of time left on the meter.

**The Incredibly Lost Episodes****VIBES:** +4

DESCRIPTION: In Heaven, there are all-new episodes of all your favorite television shows, forever. No one's quite sure how this got to be a reward for Charitable SOULs, but who can second-guess The Powers That Be?

**Spinner of Incredibly Good Fortune****VIBES:** +2

DESCRIPTION: The Spinner of Incredibly Good Fortune is Heaven's game show, where Charitable SOULs try to win spectacular, non-sucky prizes for their favorite charities. Thanks to the wonder of HeavenTech, everyone goes home a winner, and no one is stuck with the crappy home version of the game.

**Flea Market****VIBES:** 0

DESCRIPTION: Every day, the Charitable Blessed can find surprisingly useful and inexpensive knickknacks and curios at these sprawling flea markets. Rumor has it that tattered copies of the Secret of Life have been found amongst the millions of card tables, boxes, and pickup trucks lining the aisles of these complexes.



Land of the Lost Toys

VIBES: -2

DESCRIPTION: Every beloved toy you've ever lost can be found here — along with every toy you ever wanted, but couldn't have. You'd be surprised how long a SOUL can play with toys without getting bored.



The Bazaar

VIBES: -4

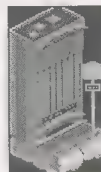
DESCRIPTION: The Bazaars of Heaven are a shopper's paradise. Under the jillions of open-air tents, the Blessed can find everything from sun-dried manna to blind Angels who'll tell them one of the many secrets of the Universe.



Happy Birthday!

VIBES: -6

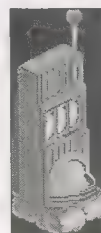
DESCRIPTION: It's a sad fact of life that most of us don't receive our fair allotment of five-star, over-the-top, utterly decadent birthday parties. In Heaven, this inequity is rectified in the Happy Birthday! zones, where (as you've probably guessed) it's always someone's birthday and everyone's invited.



The Final Piece Convention

VIBES: -4

DESCRIPTION: Most collector's conventions have the same old stuff for the same high prices that you've seen a hundred times before. At the Final Piece Conventions (which are held in sumptuous, economically-priced hotels) though, a Charitable SOUL can always find that last card, comic, doll, or trinket that will make his collection complete; and he'll always be able to get it for a reasonable price.



Casino Royale

VIBES: -2

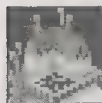
DESCRIPTION: The Afterlife Gaming Commission has certified that the Casino Royale has the loosest slots in the known universe, but that's not the only reason that Charitable SOULs think so highly of these upscale hotels. There's also a scrumptious breakfast buffet and a never-ending floor show that has to be seen to be believed.

**Ascetic Mountains****VIBES:** 0

DESCRIPTION: The ultimate Rewards for Charitable SOULs are the Ascetic Mountains. Here, unburdened by the weight of worldly possessions, a SOUL can blissfully spend eternity contemplating the mysteries of the universe.

**Zoned for Temperance****VIBES:** 0

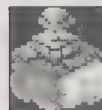
DESCRIPTION: If this hasn't turned into a Temperance Reward within a few years, then you may be doing something wrong.

**The Perfect Party****VIBES:** -4

DESCRIPTION: Imagine going to a house where everyone knows your name and is glad to see you. Imagine a bowl of dip that's never empty. Imagine a table brimming with eternally-interesting chit-chat. Imagine the best party you've ever gone to, then multiply it by infinity. Welcome to Heaven.

**Lands of Milk and Honey****VIBES:** -2

DESCRIPTION: For some reason, SOULs that have led temperate lives tend to seek out Afterlife rewards that mix nutrition with indulgence. These simple groves, filled with dairy farms and beehives, seem to keep them happy.

**Deus Ex Diner****VIBES:** 0

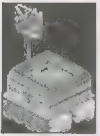
DESCRIPTION: All of Heaven's restaurants are gastronomically spectacular, but few manage to capture the simple charm of the Deus Ex Diner chain. In these humble-looking eateries (which can hold thousands of patrons but never appear crowded), Temperate SOULs can order any dish they want, socialize with old friends, make goofy noises with the straws, and generally "hang out" for all eternity.



Hog Heaven

VIBES: +2

DESCRIPTION: Temperate SOULs who end up in a Hog Heaven can spend eternity living high off the hog — literally! Meat of all sorts (cows, pigs, chickens, swordfish, etc.) grows from trees in these fleshy orchards, allowing life-long vegetarians to finally experience the rapture of a carnivorous lifestyle without the shame of killing innocent lil' animals.



Food Court of the Gods

VIBES: +4

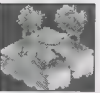
DESCRIPTION: Every good restaurant you've ever been to is crammed into this four-dimensional food court, along with thousands of others you didn't know you wanted to visit.



Happy Harvest Farms

VIBES: +6

DESCRIPTION: Food rarely tastes as good as when you've grown it yourself. The Temperate Blessed take advantage of this factoid every day at the Happy Harvest Farms, where pesticides are never used nor needed.



Picnicville

VIBES: +4

DESCRIPTION: Only Heaven could bring you the picnic that never ends, thanks to a revolutionary (and frankly impossible) bottomless picnic basket, which is constantly dispensing surprising and wonderful picnic fare. Eat too much? No worry, work it off with a leisurely game of frisbee.



Beach Trip

VIBES: +2

DESCRIPTION: It's a scientific fact that food prepared and eaten on a beautiful beach tastes better than food just about anywhere else. In the Afterlife, this principle is carried out to the nth degree in the form of a never-ending beach trip. Hang Infinity, dude!

**Sickeningly Sweet Sugar Savannas****VIBES:** 0

DESCRIPTION: The Sickeningly Sweet Sugar Savannas are something of a “classic” attraction in Heaven. Frankly, the Temperate Blessed seem to easily tire of these “cities made out of candy,” but everyone expects them to be here, so what can you do?

**Eternafest****VIBES:** -2

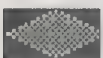
DESCRIPTION: It's like Oktoberfest, but it goes on forever, hence the name “Eternafest.” Oh, and there's none of that silly Bavarian music, either.

**Bacchanalia****VIBES:** -4

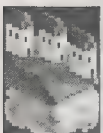
DESCRIPTION: Forget “Animal House”; Heaven knows how to throw a REAL Toga Party, and it doesn't take place in a decrepit old frat house, dig?

**Party Town****VIBES:** -6

DESCRIPTION: Party Towns are like Mardi Gras, New Year's Eve, the Fourth of July, and Carnival all rolled into one. Every noon there's a parade, every evening there's fireworks, and every night there's dancing in the streets. And since it's Heaven, no one wakes up the next day feeling like Hell.

**Zoned for Diligence****VIBES:** 0

DESCRIPTION: If you've done everything right, a host of Angels will soon construct a Diligence Reward on this site.

**Your Home Is Your Castle****VIBES:** +5

DESCRIPTION: In some parts of Heaven, Diligent SOULs are given the weekend off — forever. During these eternal downtimes, SOULs can finally finish all that work they wanted to put into their houses: the new coats of paint, the additions to the garden, the basement rumpus room — now they finally have all the time they need to turn their house into a home.



The Eternal Afternoon

VIBES: +4

DESCRIPTION: Kids are forever being described as “lazy,” just because they don’t want to take out the garbage. But have you ever taken a good look at how kids spend their summer afternoons? They build treehouses. They bake mudpies. They concoct elaborate schemes to turn their scooters into flying machines. Clearly, kids aren’t lazy; they just don’t have the same set of priorities as adults. In Heaven, Diligent SOULs get the chance to finally finish all those magical, complicated projects they dreamt up during those fleeting summer childhood afternoons: they’re only called home for dinner once the forts are built, the pies are baked, and the scooter is soaring over the valley.



It's a Cat's Life

VIBES: +3

DESCRIPTION: Cats choose. Unlike their doggie brethren, who can be programmed like robots, cats make up their own minds whether to chase a ball, purr, or scratch your sofa. A cat’s life is an ideal reward for a lifetime of Diligence. SOULs can choose whether to be pampered, milk-fed kitties who live high off the hog, or to run away, living the tough-as-nails Afterlife of a stray. All in all, though, it’s cool to be a cat.



Mom and Pop Shops

VIBES: +2

DESCRIPTION: Many of the Diligent Blessed are given their own little shops to do with as they see fit. Some choose to open nasal acupuncture centers. Others build shops that exclusively sell action figures. Still others have turned their shops into thriving “ferret-on-a-stick” franchises. In any case, the entrepreneurial spirit of these SOULs has made the Mom & Pop Shops a favorite stopping point for souvenir-seeking Angels from other Afterlives.



Library of the Infinite

VIBES: +1

DESCRIPTION: These libraries look pretty small on the outside, but on the inside they contain every book, film, and recording ever created — and several billion that were NEVER created.

**PanCon****VIBES:** 0

DESCRIPTION: These heavenly hotels have been perpetually convening these “Diligence Conventions” for as long as anyone can remember. Inside, the Diligent Blessed can attend any number of seminars on an infinite variety of interesting topics, nosh at the hotel’s mile-long salad bar, or simply relax by the pool. It’s a permanent, stress-free, corporate boondoggle, and you’re invited!

**Paradise University****VIBES:** -1

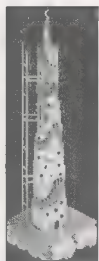
DESCRIPTION: The many campuses of good ol’ P.U. are where Diligent SOULs can go to learn (in excruciating detail) the “Big Truths” of the Universe. And they’ve got a competitive football program, too.

**Celestech****VIBES:** -2

DESCRIPTION: Celestech is known as “The Friendliest Corporation in Creation.” The Diligent SOULs who end up working at one of their corporate campuses will receive the following benefits: day care, extended maternity and paternity leave, free corporate housing with puppies, spacious offices with windows that can be opened to let in the heady breezes of Heaven, extensive prophet-sharing, and Friday afternoon barbecue parties. Truly, there is no company this nice in the mortal world.

**Cloud Nine Labs****VIBES:** -3

DESCRIPTION: The Diligent SOULs of Cloud Nine Labs are always coming up with something to make the Afterlife even better than it already is. Last year they stunned the scientific community with the introduction of the Non-Slip Halo, the Non-Abrasive Wing Loofah, and the Computerized SOUL Locator. Who knows what they’ll come up with next?



Towers-A-Go-Go

VIBES: -4

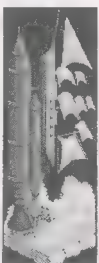
DESCRIPTION: When it comes to rewarding Diligent SOULs, the most important thing for an Angel to remember is “keep ‘em busy, stupid!” The Towers-A-Go-Go make an Angel’s job easier than giving candy to a baby. What they are, basically, are towers that get built upward toward Infinity – and beyond. Some SOULs work on the blueprints, while some weld the beams into place. Others concern themselves with the interior design, while still others handle the daycare duties. There’s a job for everyone who wants one in these straining-to-be-infinite structures, which is just how the Diligent SOULs like it.



Divine Engines

VIBES: -5

DESCRIPTION: These mammoth machines, which are in a constant state of construction and refinement by Heaven’s most Diligent SOULs, are at once both breathtaking and impossible. Built out of whatever celestial debris happens to be lying around, these devices have, over the millennia, served as coffee makers, mousetraps, biorhythm readers, screen savers, and garage door openers. Of course, these Goldbergerian contraptions violate all the laws of physics, but it’s Heaven, so they work *just fine*.



The Final Frontier

VIBES: -6

DESCRIPTION: The ultimate Reward for Diligent, adventurous SOULs is a one-way ticket into the Great Unknown. It’s a dicey existence, trying to make an Afterlife for one’s self in the vast, unexplored territories beyond Heaven and Hell, but who better to tame the wilderness than the hearty, workaholic SOULs of Heaven?



Zoned for Chastity

VIBES: 0

DESCRIPTION: Coming soon: a brand new Chastity Reward!



Valentine Town

VIBES: -2

DESCRIPTION: Okay, so maybe an entire town where everyone is continuously celebrating Valentine's Day may sound too cutesy for words, but in Heaven it's a concept that works, really! Trust me on this....



The Only Non-Sleazy Singles Bar in Creation

VIBES: -4

DESCRIPTION: Frankly, I can't imagine what a non-sleazy singles bar would be like, but I gotta figure that they've got it figured out in Heaven.



The Perfect Spot Cosmic Backrub

VIBES: -6

DESCRIPTION: For a long time, folks have suspected that everyone has a "perfect spot" somewhere on their bodies. According to this theory, if you find that "perfect spot," and apply the right kind of pressure to it, your mind will leap out of your body, and you'll briefly become one with the Multiverse. All of this is true. Unfortunately, the "perfect spot" is a moving target, dependent on your mood, the alignment of the stars, what you had for breakfast, and a host of other trivial factors. With so many variables in play, it's almost impossible for mortals to give a backrub that pushes the dial past "relaxing," or "gratifying." Of course, in Heaven, things are a little different. The Angels who man (and woman) the Perfect Spot Cosmic Backrub Tables are equipped with magical goggles that allow them to read the chakras of Chaste SOULs like an open children's book. With this knowledge, they can easily find a SOUL's "perfect spot," and send their minds blissfully hurtling into the cosmos. Then they can do it again. And again. And again. Sometimes, if a SOUL asks nicely, the Angels will let the SOUL wear the goggles for a while.



Palaces of True Love

VIBES: -4

DESCRIPTION: Within the many hallways and secret passages of the Palaces of True Love, a Chaste SOUL can find its one true SOULmate. What happens after that is really none of our business, is it?



Blueberry Hills

VIBES: -2

DESCRIPTION: We're not quite sure what this is, but thousands of Chaste SOULs have reported "finding their thrill" on these quiet little hills.



Wedding Day Redux

VIBES: 0

DESCRIPTION: Weddings are generally a lot of fun to attend, and a real pain in the neck to put together. In Heaven, Chaste SOULs have the chance to both attend and participate in as many weddings (and honeymoons) as they want, without having to go through all the trouble of planning, rehearsing, and traveling to them. That's what Angels are for, after all.



Castaways

VIBES: +2

DESCRIPTION: The Chaste Blessed are coupled off by matchmaking Angels and shipwrecked on deserted islands, where they live in bliss amongst the palm trees and coconuts. Should the SOULs get bored, they're "rescued" by a passing boat, paired off again, and re-shipwrecked.



Tunnels of Love

VIBES: +4

DESCRIPTION: They're dark, romantic, a little spooky, and last a loooooong time.



Bahbbi-Zho's Drive-Ins

VIBES: +6

DESCRIPTION: Unlike most drive-in movie theatres, the Bahbbi-Zho's Drive-Ins only show *good* movies. Real good movies. How good? They're so good that the Chaste SOULs in the cars will often stop fogging the windows for up to 15 minutes at a time!



The Perfect Evening

VIBES: +4

DESCRIPTION: Whether it's a night on the town with a blind date, or a quiet evening in a romantic bistro with your significant other, the Angels who work in the Perfect Evening zones have conspired to make sure that nothing goes wrong — ever.



The Divine Romantic Comedy

VIBES: +2

DESCRIPTION: On every floor of these charming brownstones, Chaste SOULs are constantly engaged in zany romantic adventures involving talking babies; mistaken identities; crippling neuroses; midlife anxieties; and big, ugly spiders. Since this is all happening in Heaven, everyone ends up blissfully happy in the end, even the villains.



Cherubopolis

VIBES: 0

DESCRIPTION: Cherubopolis, the ultimate reward for Chaste SOULs, is a relatively quiet place, punctuated by the occasional “twang!” of a cherub’s arrow, followed almost immediately by the sigh of two SOULs falling deliriously in love.



Zoned for Peacefulness

VIBES: 0

DESCRIPTION: Be calm; a Peacefulness Reward may eventually evolve here.



Perfect Playgrounds

VIBES: +4

DESCRIPTION: The simplest of Rewards for Peaceful SOULs is an eternity spent in the universe’s coolest playground. The slides are miles high, the swings go all the way around, and the merry-go-rounds go really, really fast.



Fishing Holes

VIBES: +2

DESCRIPTION: Fishing Holes like this one have always been a haven for Peaceful SOULs. Some come to these peaceful waters and meditate. Others sit on the porch of their cabins and knit socks. Still others skip stones. Some even do a little fly fishing, when they feel things are getting a little too serene. I can almost hear the crickets now....



Heaven's Complaint Department

VIBES: 0

DESCRIPTION: Heaven is not perfect. Not yours, anyway. It's perfectly reasonable to expect SOULs to have an occasional complaint about the nature of their eternal reward, which is why Heaven has set up these Complaint Departments, and staffed them with Peaceful SOULs. Only Peaceful SOULs are able to cheerfully listen to SOULs complain about Heaven. Fortunately, it's a pretty slow-paced job. In some parts of Heaven, these offices can go for weeks without a complaint, leaving the Peaceful Blessed a lot of free time to chat around the water cooler or play computer games over the network.



U.S.O.A., Local #777

VIBES: -2

DESCRIPTION: Typically, Angels have very good working relationships with their bosses, The Powers That Be. Every so often, though, the United Siblinghood Of Angels (the most powerful union in the Afterlife) will have a grievance that needs to be worked out with their employers. And that's where the Peaceful Blessed come in. It takes a supremely peaceful SOUL to negotiate with The Powers That Be; even Angels can be vexed by their enigmatic natures. Fortunately, the SOULs of the Peaceful Blessed are so serene that they can patiently apply pressure on behalf of the Angels for centuries without breaking a sweat.



Happy Hunting Grounds

VIBES: -4

DESCRIPTION: In these expansive game preserves, Peaceful SOULs can track, observe, and otherwise commune with every animal in the known (and unknown) universe. Hunting is permitted, but the only shots allowed are photographic.

**Peaceful Warrior Pagodas****VIBES:** -6

DESCRIPTION: When a Peaceful SOUL is ready to lay down his weapons (physical or otherwise), and spend eternity contemplating the joy of universal harmony, the Peaceful Warrior Pagodas will have a rock garden waiting for him.

**Heaven's Embassy****VIBES:** -4

DESCRIPTION: Only the most peaceful of SOULs can be an ambassador, even under mortal conditions. When you consider that the most frequent diplomatic visitors to Heaven's Embassies are sulfur-choked, cretinous, Demons from Hell, it becomes doubly imperative that the embassies are staffed by SOULs of the most patient caliber.

**Splurf Wars****VIBES:** -2

DESCRIPTION: Some time ago, the Angels invented a "wonder substance" called "Splurf," a laughter-inducing foam by-product which could be shaped, molded, eaten, or worn. The Peaceful SOULs of Heaven have taken to Splurf with uncommon zeal, using it to make footballs, cars, teddy bears, and hilarious-looking weapons, which they shoot at each other for hours at a time.

**Board Games****VIBES:** 0

DESCRIPTION: Heaven's closets are stacked five miles deep with the best board games ever created, providing endless hours of shameless fun for Peaceful SOULs.

**Fight the Power!****VIBES:** +2

DESCRIPTION: Every few weeks, the Peaceful Blessed gather at these monolithic structures to protest some policy that's been instituted by The Powers That Be. They chant cute little rhyming slogans ("Hey hey, ho ho, these rusty halos have got to go!"), sing quaint little folk songs, give stirring little speeches, and generally air their grievances in a benignly peaceful manner. In the Real World, this trick almost never works. But this is Heaven, where non-violent forms of persuasion ALWAYS work. Within days, the angelic representatives of TPTB invariably see the error of their ways, and reverse the "odious" new policy.

Divine and Infernal

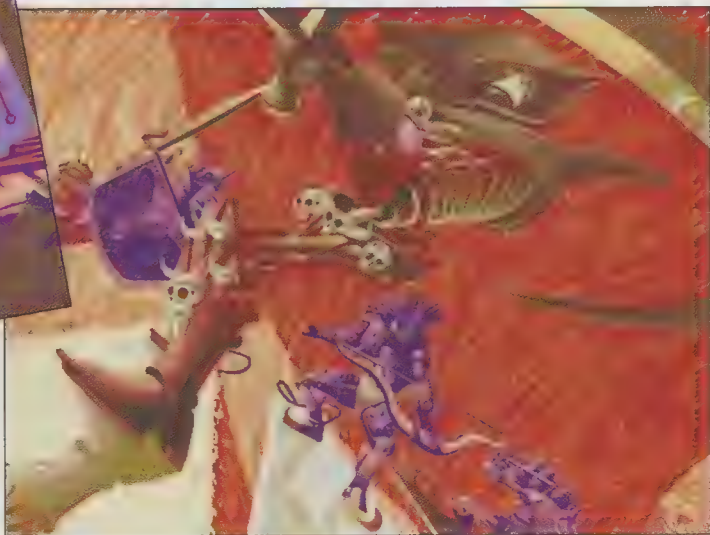
Visions of *Afterlife*

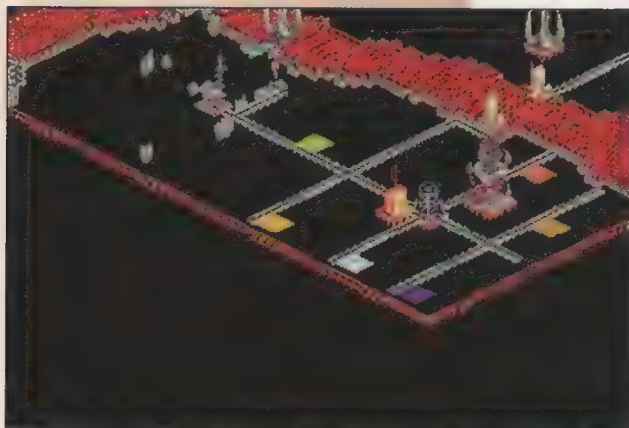
Even when you go down in

flames in the Afterlife, you still have the consolation of interesting graphics. The following images of celestial rewards certainly transcend mundane computer art, so feast your eyes on some of the visual delights that await you in these supernatural realms.

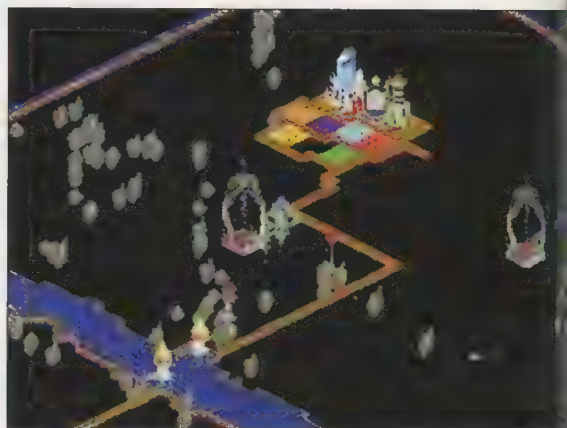


Harbingers of doom:
Raganrok n' Roll and the Four
Surfers of the Apocalypse are two
of the ways you don't want to end
your game.





An example of a starting Hell

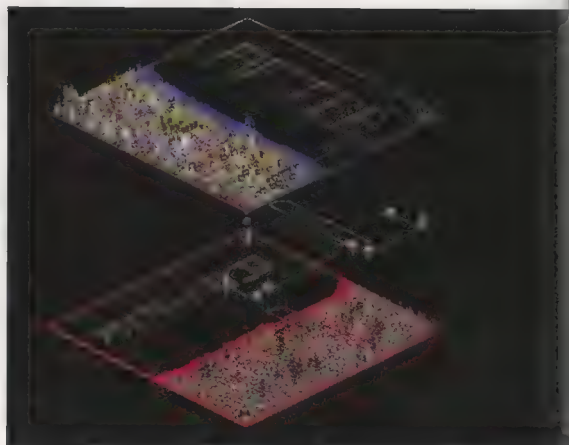


An example of a starting Heaven

How you start your Afterlife can be a crucial part of your eventual success. From the beginning, interesting things seem to be happening. Of course, this is not nearly as spectacular as what you'll encounter in a fully developed Afterlife, such as Dante's Sitcom or Splitsville, featured below.



Dante's Sitcom



Splitsville

GIFTS FROM THE GODS

The Powers That Be award you Special Buildings at important population markers during your Afterlife. They ward off Bad Things and give out pro-evolutionary Vibes. Below are just two of the Bad Things, and the next pages feature the evolution of the Special Buildings from pencil sketches to final screens.

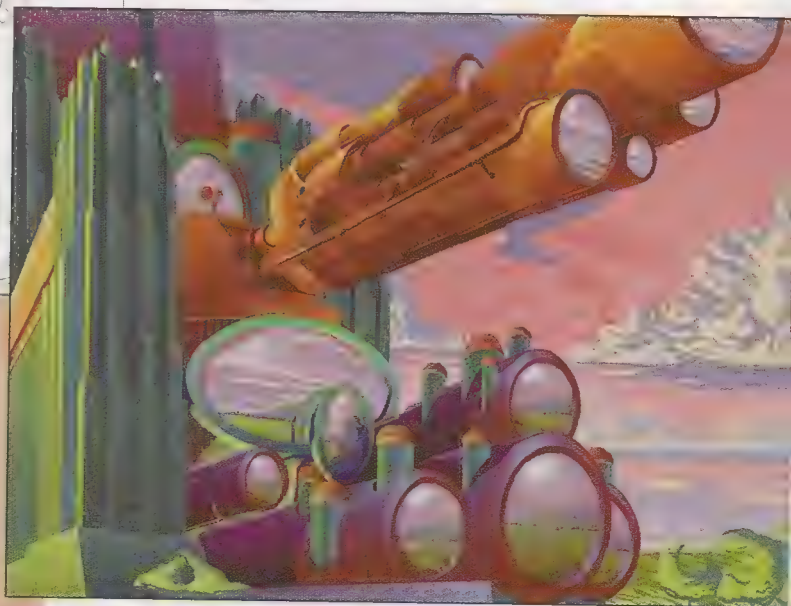
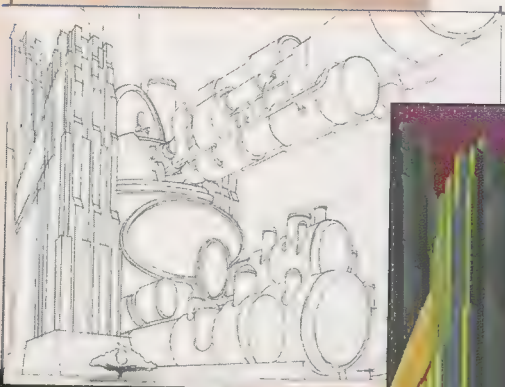


The Disco
Inferno: It's not
just bad poly-
ester suits and a
thumpin' disco
beat anymore.



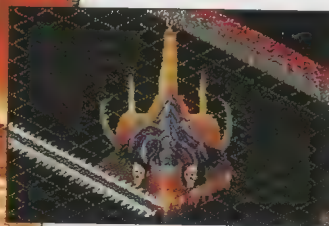
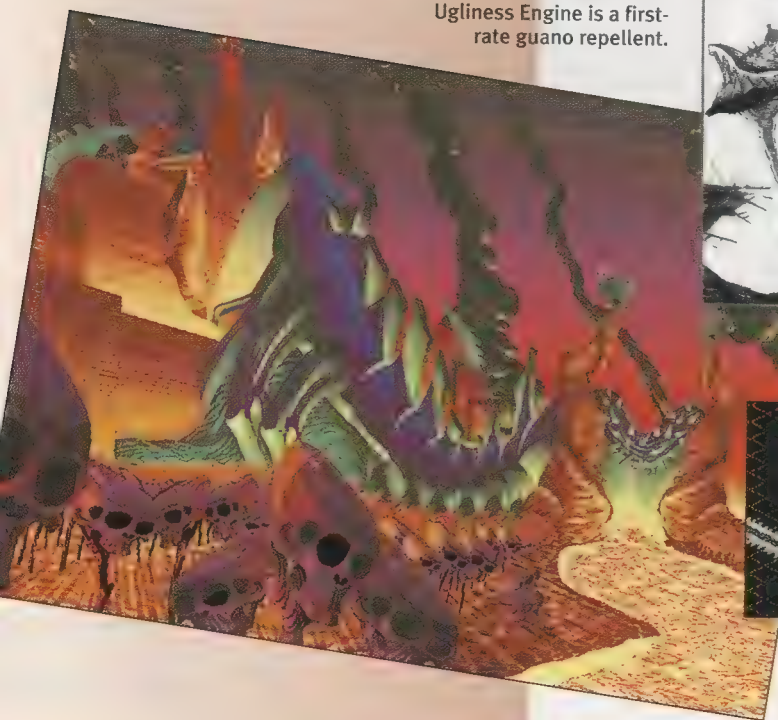
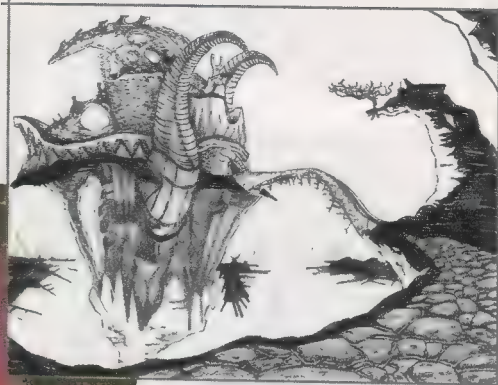
Hell Freezes
Over: Now, the
next time you use
this phrase you'll
have a good visu-
al to go with it.

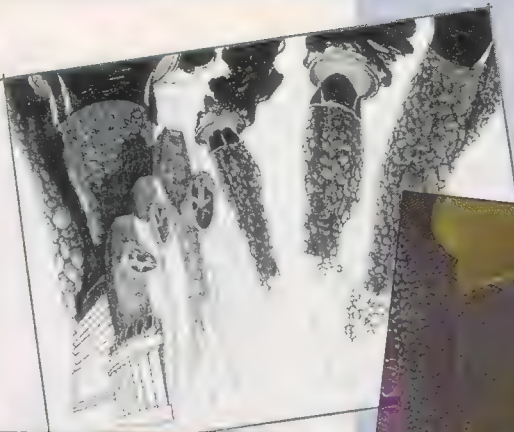




The Vista Enhancement Doohickey:
Better than a scarecrow for keeping those
pesky Birds from dropping their dookie on
your pretty little Heaven.

The Ugliness Engine:
Bats beware! The
Ugliness Engine is a first-
rate guano repellent.

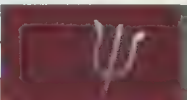
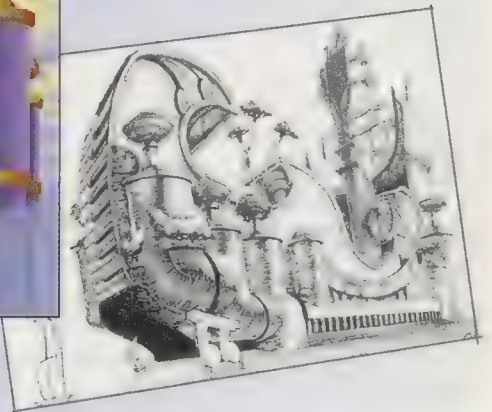




The Crinkly Cacophony Contrivance: Vinnie, the Disco Demon, won't boogie to these tunes.

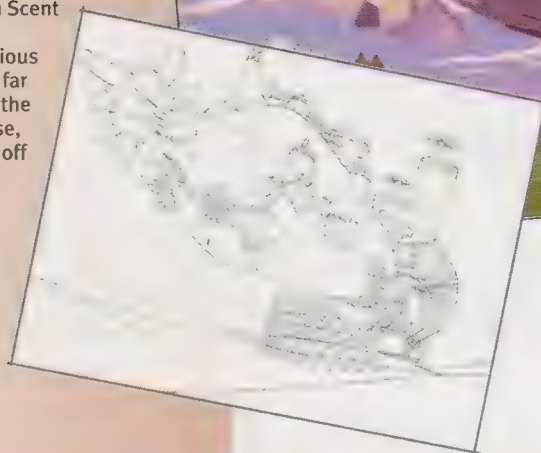
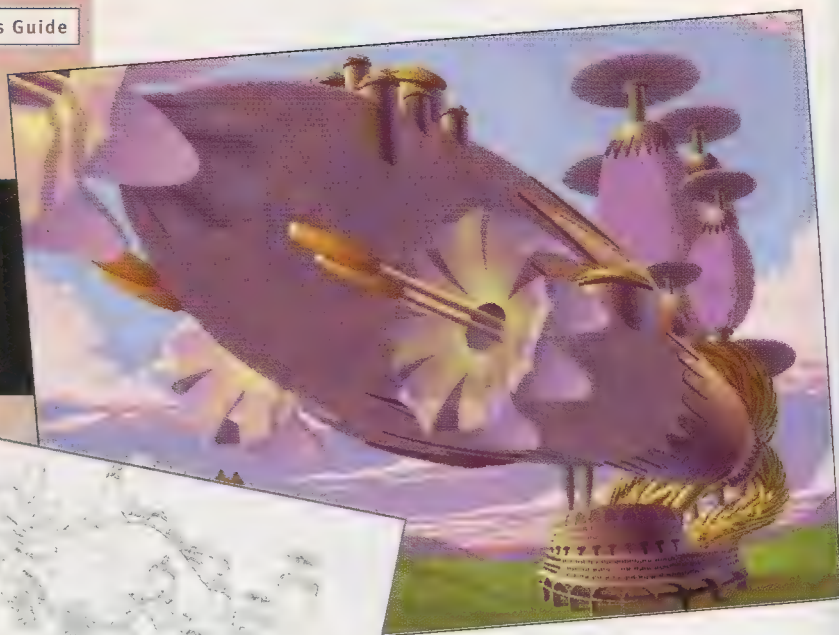


The Audio Improving Embophone: How could Heaven stay Blue around the glorious harmony projected by the Embophone?

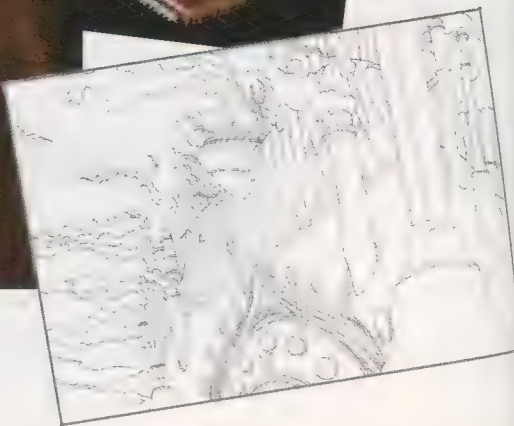
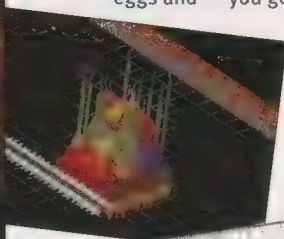


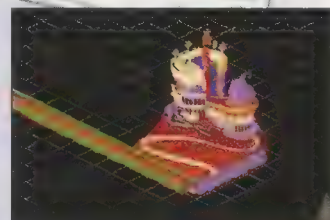
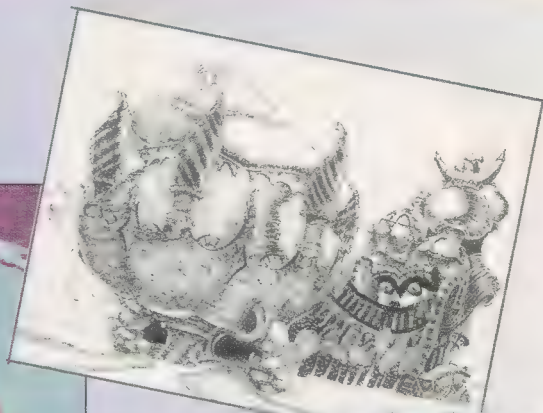


The Heaven Scent Atomizer:
These delicious aromas are far too rich for the Heaven Nose, and it goes off to snort elsewhere.



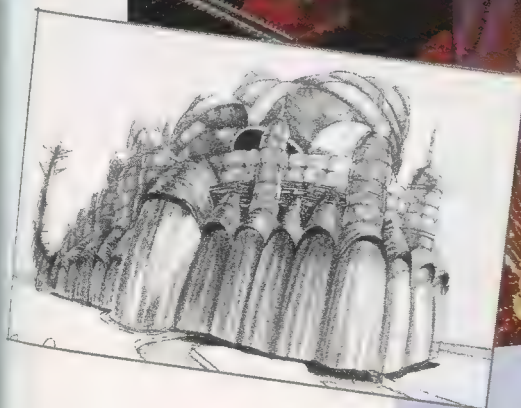
In Hell, the Flabbergasting Flatulence Ol-Factory chases away the Nose: You know what the factory smells like. Now add skunk and cat and rotten eggs and — you get the idea.

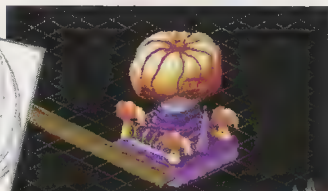
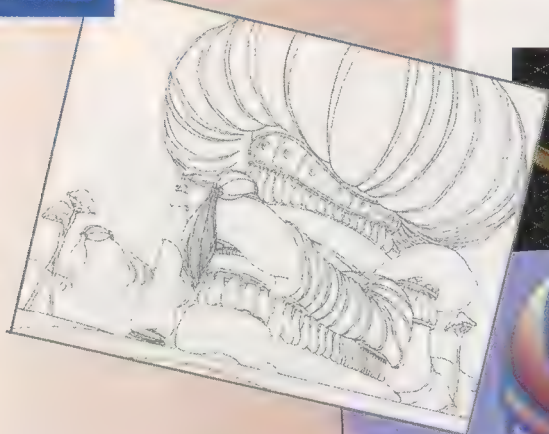




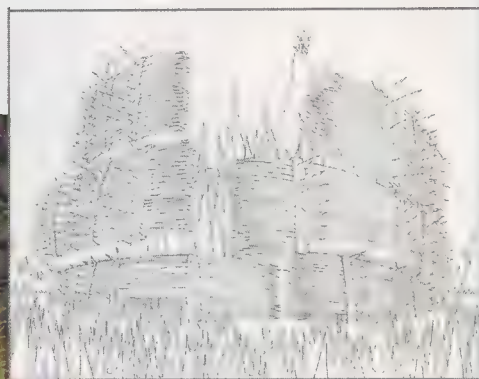
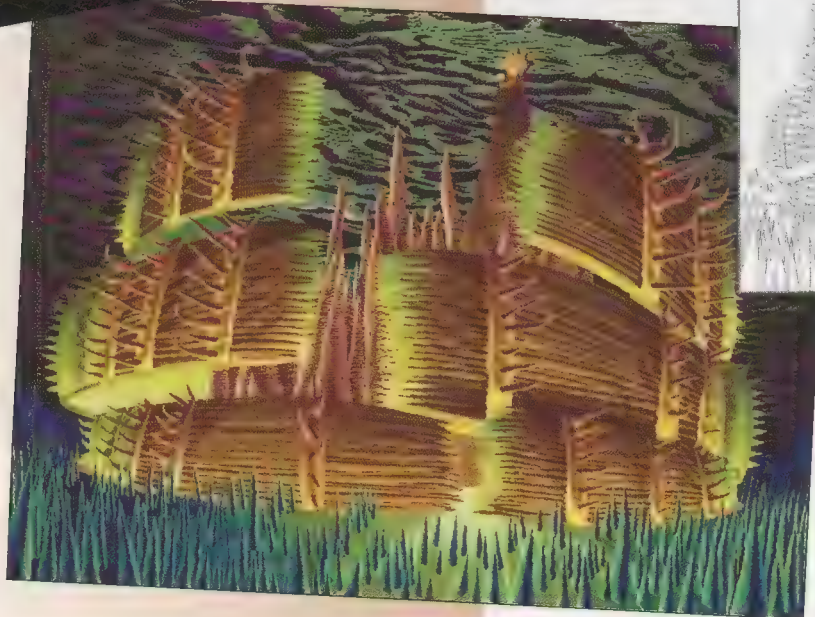
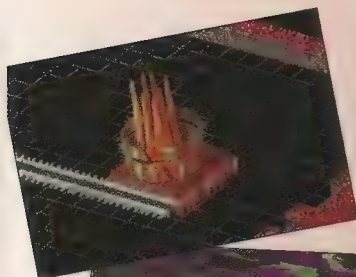
The Creamy Candy Castle: These mouthwatering goodies are so great that the Handbasket feels outclassed and flies away in shame.

The Wellspring of Unsavoriness: Have you ever seen a Handbasket gag? Probably not, since they won't go anywhere near these tongue depressors. Tasteless would be an improvement.





The Fluffy Comfort Dispenser:
It's not just soft and perfectly
formfitting, but sensually
ecstatic. It makes everything
around it so wonderfully
squinchy that the Dice just
can't get a decent hop, so
they don't try.



The Tactile Degradation Gizmo:
You know the saying, "Too cold to
snow?" Well when the Gizmo pro-
tects Hell, it's too nose-bitingly,
eye-stingingly, skin-chafingly
painful to Freeze. Go figure.



Swords Into Plowshares

VIBES: +4

DESCRIPTION: In times past, Peaceful SOULs would get to Heaven and beat their swords into plowshares, which would be used to tend the fields of Paradise. These days, Peaceful SOULs can spend eternity housed in gleaming cities built from discarded missiles, assault weapons, and torpedoes.



The 19th Tee Links

VIBES: +6

DESCRIPTION: Ahh, the serenity of the fairways, the lilting quack of a duck on the water hazard, the loud thwack of a tee shot slicing dangerously from the fairway. Surely, there are few activities that require such a Zen-like state of Peacefulness as golf. That's why, for the past century or so, the most Peaceful of SOULs have been grabbing available tee times in Heaven's golf courses.



Zoned for Humility

VIBES: 0

DESCRIPTION: Don't brag — a Humility Reward will only evolve here if the conditions are right.



Humble Pie

VIBES: -1

DESCRIPTION: In Heaven, Humble Pie tastes *good*.



Press Conference

VIBES: +2

DESCRIPTION: In Heaven, *everyone* wants to hear what the Humble have to say.

**You Oughta Be In Pictures****VIBES:** -3**DESCRIPTION:** In Heaven, portraits of Humble SOULs are hanging all over the place.**Humble-mentary****VIBES:** +4**DESCRIPTION:** Unsurprisingly, the life stories of Humble SOULs are very much in demand in Heaven. In the Humble-mentary zones, documentaries about the lives of these extraordinarily humble individuals are constantly in production.**The Red Carpet Treatment****VIBES:** -5**DESCRIPTION:** It takes a lot of behind-the-scene management, but the Angels in this little slice of Heaven make sure that the Humble SOULs who live here get treated like celebrities wherever they go. Without being pushy, of course.**Roasts****VIBES:** +6**DESCRIPTION:** Every night, testimonial dinners (or, in some cases, "roasts") are held in honor of some well-deserving Humble SOUL. Most of the time there're at least a couple of well-known comedians at the long table, there to lend the occasion a bit of acerbic wit.**Monuments to Humility****VIBES:** -5**DESCRIPTION:** In Heaven, many Humble SOULs have huge monuments erected in their honor. These monuments come in many forms (statues, pyramids, skyscrapers, etc.), and all of them take thousands of years to complete.



DNA Park

VIBES: +4

DESCRIPTION: Most of the time, it's a real bad idea to mess with the fundamental building blocks of life. If you're lucky enough to avoid creating some sort of mutant virus that turns your innards into grape jelly, you still have to worry about accidentally bio-engineering an unstoppable monster out of your planet's prehistoric past. Fortunately, in Heaven you don't have to worry about such things and can putz around with DNA to create cows that give milk shakes, insects that spell words as they fly in formation, and purple dinosaurs that sing badly, then explode.



Keys to the City

VIBES: -3

DESCRIPTION: When a Humble SOUL arrives in one of these beautiful metropolises, a ticker-tape parade is held in his honor. After the parade, the mayor of the city (an Angel) gives a long speech, extolling the many unheralded virtues of the honored SOUL. After a 20-minute standing ovation, the mayor hands the Key to the City to the SOUL, giving him complete run of the place.



KHVN

VIBES: +2

DESCRIPTION: In Heaven, Humble SOULs always find a good song to listen to on the radio. Better yet, it's always a song that's dedicated to them.



Night of a Jillion Awards

VIBES: -1

DESCRIPTION: Every morning, Humble SOULs are nominated for a variety of prestigious and important awards ("Best SOUL in a Lab Technician Role," "Coolest Being in the Multiverse," etc.). Every afternoon, those same SOULs are adorned in expensive gowns and tuxes by top-notch angelic courtiers. And every evening, those Humble SOULs are driven in stretch limos to star-studded awards shows, where everyone's a winner, literally. Afterwards, naturally, they party until dawn, when the whole thing starts over again.

**Look to the Stars****VIBES:** 0

DESCRIPTION: The biggest and bestest of Humility Rewards works on many levels. First, the humble SOULs are scattered into space, where their powerful goodness ignites into new stars. These stars give rise to planetary systems, teeming with new life, and new civilizations. Finally, millions of years later, the light from these stars/SOULs reaches planets in other systems, where astronomers notice the new stars, and are inspired to create a new constellation -- a constellation invariably named after the humble SOUL whose essence gave birth to the constellation in the first place.

**Zoned for Generic Virtues****VIBES:** 0

DESCRIPTION: Assuming everything's cosmically aligned, a Generic Reward should pop up any year now....

**Happily Ever After****VIBES:** -2

DESCRIPTION: The simplest of Heaven's Rewards starts where every book leaves off, revealing what happens after "And They All Lived Happily Ever After."

**Gardens of Mortal Delight****VIBES:** 0

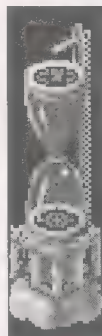
DESCRIPTION: In the beginning, we all lived in the Garden. Or a garden. Or maybe it was a grove of some sort. In any event, this classic heavenly Reward returns SOULs to that simpler, untainted time. Wherever it was.



Newsstands of Eternal Wonder

VIBES: +1

DESCRIPTION: The miles-long magazine racks of these slightly grubby wonders are constantly being replenished by new periodicals that are guaranteed to enrapture the spirits of Blessed SOULs. Best of all, the angelic proprietors of these stands never shout “Hey, Mac, this ain’t a library!”



Time Heals All Wounds

VIBES: +2

DESCRIPTION: Someone much smarter than me once likened time unto a river that bubbles ever forward. It’s true, but sometimes that river collects in little pools. By diving into these pools, a SOUL can observe the entire history of the Multiverse, and get a nice bath in the process.



“Angel-For-A-Day” Workshops

VIBES: +1

DESCRIPTION: One of the few out-and-out bummers about Heaven is you can’t become an Angel immediately. In fact, a SOUL must undergo a year’s worth of training before earning a halo. To accommodate those SOULs who want to “see what it’s like” to be angel, without all that grueling training, Heaven has devised these “Angel-For-A-Day” Workshops, where veteran Angels take newly-Blessed SOULs out for test flights. The wings are clipped, the miracles dispensed are minor, and the halos don’t shine as brightly, but the experience does give a SOUL a representative glimpse of the real thing.



Personal Freedom Parks

VIBES: 0

DESCRIPTION: Even in Heaven, most places have some ground rules about smoking, swearing, spitting on the sidewalk, etc. In the Personal Freedom Parks, though, SOULs are free to do whatever they want, as long as they don’t physically harm another. Smoke like a chimney, drink like a fish, eat like a pig, or fornicate like a rabbit, no one will you bother here.



Animal Magnetism

VIBES: -2

DESCRIPTION: You'd be shocked if I told you how many Blessed SOULs relish the thought of being reincarnated as an animal. Normally, the Afterlife doesn't work that way, but in the Animal Magnetism Centers, SOULs do get to "astrally project" themselves into the bodies of animals, which is the next best thing. Unsurprisingly, the most-requested animals are dogs and cats, but every 20 years or so there's an inexplicable run on duck-billed platypuses.



Dreamadise

VIBES: -3

DESCRIPTION: "...to sleep, perchance to dream." SOULs fortunate enough to stumble upon a Dreamadise have the opportunity to sleep away the millennia, replaying their favorite dreams over and over again. If their own dreams become too boring, the Blessed can try one of the trillions of recorded dreams that the Angels have on file.



Fiction Pulp

VIBES: -4

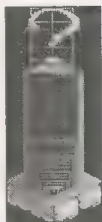
DESCRIPTION: Fictional characters have all the fun. Whether they're leaping tall buildings in a single bound, obsessively chasing great white whales, or wandering the moors looking for brooding guys named Heathcliff, there's no doubt that fictional characters lead much more exciting lives than most of us ever will. This is where Fiction Pulp comes in. SOULs who find themselves in these hi-tech libraries are given the ability to insert themselves into their favorite stories, leading the lives of their favorite characters.



Lucky Town

VIBES: -3

DESCRIPTION: As the name implies, everyone in Lucky Town is lucky. Real lucky. You may think you're lucky when you win a few bucks in the Lottery, or when you turn on the radio just as it starts playing your favorite song, but you don't know beans about luck. Have I mentioned that everyone here is lucky? Good.



Heavenly Hindsight Habitat

VIBES: -2

DESCRIPTION: One of the nifty perks about Heaven is that you're freed from all the regrets, guilt, trauma, etc., about the way you lived your life. That doesn't mean you're freed from CURIOSITY, though. In the Heavenly Hindsight Habitats, SOULs are given the opportunity to see how their lives would have turned out if they had made different decisions along the way. This is accomplished through a highly sophisticated melding of virtual reality, quantum mechanics, and divine whimsy, and should not be tried at home without an omniscient being present.



Camp Contentment

VIBES: -1

DESCRIPTION: For some, Heaven is nothing more than an eternal summer camp by a beautiful lake. Who are we to quibble with such a choice?



The Happy Carnival

VIBES: 0

DESCRIPTION: Some SOULs just wanna go to the carnival. They won't be disappointed. Heaven's carnivals are everything a good carnival should be. There's a sideshow that disturbs (yet entertains), there's acre after acre of rickety (yet safe) rides, there's a mile of frustrating (yet winnable) games of chance, and cotton candy made out of clouds. Best of all, it's got a *great* fun house.



The Incomparable Band

VIBES: +1

DESCRIPTION: In Heaven, marching bands don't suck, and everyone gets to play a real keen solo.



Radical Malls

VIBES: +2

DESCRIPTION: There are some significant differences between the shopping malls in Heaven and the ones you're used to: 1. In Heaven, there's no such thing as "Shop 'til you drop." SOULs can shop forever with little or no discomfort. 2. Heaven's shopping malls have every shop, store, restaurant, and boutique that ever existed – and several million that *never* existed. 3. In Heaven, you can always find what you're shopping for, even if you don't know what it is. 4. In Heaven, your credit is always good.



Delight Parades

VIBES: +3

DESCRIPTION: In the real world, most parades are pretty dull. Oh sure, there might be the occasional float with 5,000 moving parts, or that rare marching band that isn't as boring as spit, but let's face it: most parades pack two minutes of excitement into three hours. As usual, Heaven does things with a bit more pizzazz. In Heaven's Delight Parades, everything that floats, marches, rolls, trots, scatters, explodes, bounces, saunters, creeps, and bilocates down the parade route is guaranteed to make the gathered SOULs go "Ooooooooooh." And it never ends.



Hope Springs Eternal Spas

VIBES: +4

DESCRIPTION: A lot of SOULs just need a good place to unwind after their long 'n' arduous lives. The Hope Springs Eternal Spas are perfect for fulfilling those needs. Many SOULs spend decades just lolling about in the Milk Baths of Human Kindness, but there are also the Forbidden Fruit Juice Bar, the Dust to Dust Mud Facials, and of course, the omniversally renowned Hope Springs Eternal, which washes away every last scrap of stress accumulated in a SOUL's previous life.



SimSimSimSimSim

VIBES: -6

DESCRIPTION: Ever wanted to run the Universe? Now you can! Residents of the ultra-snazzy SimSimSimSimSim are given their own simulated universes to create, build, and control as they see fit. And when you get right down to it, who's to say that their realities are any more valid than our own? For all we know, the whole of what we laughably label "reality" is defined by a handful of clever AI routines running in the Omniversal equivalent of a pocket calculator, and death is nothing more than some pangalactic being hitting the "Clear" button. Makes you think, don't it?



The Game of Afterlife

VIBES: 0

DESCRIPTION: The penultimate reward for Blessed SOULs is nothing less than running the Afterlife itself — or a reasonable facsimile thereof, in any event. Using advanced fractal refraction technology, SOULs are allowed to play the role of Demiurge over a sophisticated simulation of the very Afterlife they're a part of. How do you know you're not doing it right now?



Good Heavens Theme Park

VIBES: +6

DESCRIPTION: "Hey, recently-deceased SOUL #294,321, you've just finished up a life of unprecedented goodness, what are you going to do now?" "I'm going to Heaven!"

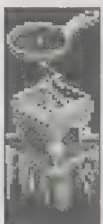
PITS

**Zoned for Envy****VIBES:** 0

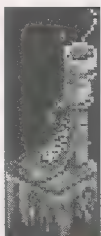
DESCRIPTION: If you haven't screwed things up, a dreary little Envy Punishment should be bubbling up here within a few years.

**Deadman's Curve****VIBES:** -5

DESCRIPTION: Popular music aside, there is no such thing as a "Highway To Hell." There are, however, plenty of highways *in* Hell. They're used to punish Envious SOULs who just can't be satisfied with what they have. When the Damned arrive, they're given a clunky old rental car (with no stereo or air conditioning, of course), an out-of-date map, and vague directions that will supposedly lead them out of Hell. Once they hit good ol' Route 666, though, they'll be permanently stuck in a never-ending logjam of commuter traffic. If they could just sit still, they'd probably be OK, but their envious natures cause them switch lanes at the drop of a hat, snarling traffic even further.

**Out of the Frying Pan****VIBES:** -4

DESCRIPTION: "June 23rd: Frying pan hotter than I remember. Going to jump. Maybe fire will be cooler this time." "June 24th: I was wrong. Demons laughed as my hair ignited. I'll never make *that* mistake again." "June 25th: Demons have put me back in the pan. It's hotter than I remember. Maybe I should jump." *Diaries of the Damned* Mephisto Press



Another Man's Shoes

VIBES: -3

DESCRIPTION: Important Life Lesson #546: Be careful what you wish for. The Envious SOULs imprisoned in these little slices of Hell spent their discontented lives muttering, "Man, I'd love to be in *his* shoes," never realizing that Demons were listening to their petty whinings. Now, they spend eternity literally imprisoned in another man's smelly, unsanitary footwear.



Survey of the Damned

VIBES: -2

DESCRIPTION: For eons now, the Demons of Hell have been trying to find out if Heaven's all it's cracked up to be. To this end they've enlisted (or, if you prefer, enslaved) the Envious Damned to do a telephone survey of Heaven. Naturally, having to spend eternity conversing with SOULs who are infinitely happier than they are is tremendously excruciating to these poor schmucks, but hey, that's Hell.



Very Southgate Mall

VIBES: -1

DESCRIPTION: These low-rent malls tend to pop up all over Hell, adding a tacky flavor to an already dreary place. Locked inside, the Envious Damned are forced to forever shuffle from crummy store to even crummier store, dealing with nasty demonic salespeople, ill-fitting shoes, intolerable piped-in music, and a food court whose most palatable confection is Rat-On-A-Stick.



Amphitheaters of Anguish

VIBES: 0

DESCRIPTION: Whatever your least favorite form of music, bagpipes, accordions, Euro-beat faux rock, rap, or lame-o 70s guitar bands, the Amphitheaters of Anguish will be featuring it — constantly.



Welcome to Your Flightmare

VIBES: +1

DESCRIPTION: Submitted for your approval: An Envious SOUL boards a plane. The demon sitting next to him has halitosis and wants to sell him a set of gold-plated lawn jockeys. He moves to another seat, only to be confronted with a little old lady demon who is strangely compelled to tell the life stories of her 234 grandchildren to anyone within a two-meter radius. He switches seats again and again, only to be confronted with an infinite barrage of boring, obnoxious Demons. Return your minds to their fully locked and upright positions, and remember to put your sanity into the overhead storage compartment, you've just entered...Hell.



Hell Octoplex 666

VIBES: +2

DESCRIPTION: Remember that scene in "A Clockwork Orange" where Malcolm MacDowell was being forced to watch a seemingly never-ending series of violent and pointless movies? This is infinitely worse. And the popcorn sucks.



Switchback Mountains

VIBES: +3

DESCRIPTION: To those of us without an envious bone in our bodies, the Switchback Mountains must seem like a real lightweight punishment. When SOULs arrive, they're told to wait in one of several lines at the base of a huge mountain. Through the magic of Helltech, it always appears as though the line adjacent to a given SOUL is moving faster than its own. This leads to line-jumping, fistfights, and utter chaos. The truth is, if a SOUL could just manage to be content with the speed of its assigned line, it'd reach the top of the mountain (and freedom) within a year. As it is, most SOULs spend thousands of years looking for the "perfect" line.



NoBody Burgs

VIBES: +4

DESCRIPTION: Sometimes the Demons of Hell expend a wee bit too much effort in their pursuit of a meaningful punishment. Take, for example, the baroque torments of the NoBody Burgs. When the Envious Damned arrive in these odd little hamlets, they're fitted with specially designed, ultra expensive, totally unremovable Envy Ray Goggles, which work something like this: Step 1. Goggled SOUL #1 spots goggled SOUL #2. SOUL #1 becomes envious because SOUL #2 doesn't have nearly as many disfiguring scars as SOUL #1. Step 2. SOUL #1's Envy Ray Goggles, detecting SOUL #1's envious thoughts, emit powerful green Envy Rays from its eye sockets toward the helpless SOUL #2. Step 3. SOUL #2's Envy Ray Goggles, having similarly detected SOUL #1's envious thoughts, perform an electrical mind swap between SOUL #1 and SOUL #2. Step 4. SOUL #1's mind arrives in SOUL #2's body: SOUL #1 is happy to find that it suddenly has fewer disfiguring scars than it used to. Step 5. The powerful green Envy Rays catch up to SOUL #2's body, hideously disfiguring it. SOUL #1, now trapped in an even more twisted and painful body than before, mentally kicks himself in the butt, and reminds himself not to do THAT again. Until SOUL #3 comes along... As these bizarre towns fill up, they become little more than grody piles of mangled, screaming flesh, punctuated every couple of seconds by a nasty "zap" sound.



Elevators, Inc.

VIBES: +5

DESCRIPTION: These strange, towering skyscrapers are made up almost entirely of elevators: crowded, stinky elevators with deafening piped-in music. The Envious Damned are free to move about from elevator to elevator, but each new elevator is more crowded, stinkier, and louder than the previous one. Rumors of an express elevator to Heaven abound, but no one's ever seen it.

**Escher Pits****VIBES:** +6

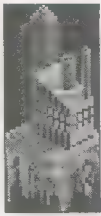
DESCRIPTION: The Escher Pits stretch the old “Out of the Frying Pan, Into the Fire” conundrum to an absurdly infinite degree. On the face of it, they look like ordinary, if somewhat elaborate, torture chambers. There’re racks, thumbscrews, tapes of Regis and Kathie Lee, you know: The Usual. Upon closer inspection, one finds that this is not your everyday house of pain. For one thing, no SOUL is being tormented in the same manner as his neighbor. This leads the Envious Damned to think that they’ve got it worse off than the poor suckers next to them. Secondly, the Damned are allowed to switch places with their neighbors every few days. Since they’re Envious buggers by nature, they inevitably choose to make the switch, convinced that they’ll be better off. Lastly (and this is the tricky, paradoxical, part), whenever a SOUL chooses to switch torments, the new torment is *always* worse than the previous one. It’s a Moebius Strip of pain!

**Zoned for Avarice****VIBES:** 0

DESCRIPTION: Everyone wants more Avarice Punishments...you’ll just have to wait until this one evolves.

**Jerky City****VIBES:** +2

DESCRIPTION: This mildest of punishments for Avaricious SOULs teaches them a grotesque lesson about greed. The Demons in these cities have rigged it (don’t ask me how) so that everything a SOUL touches turns into processed meats. It’s sort of a Midas touch gone horribly, horribly wrong. The most valued items in the cities are those that no one has touched, but the greedy natures of the Damned eventually get the better of them, so nothing stays de-meated for very long. All in all it’s a pretty pathetic sight, and with the constant oppressive heat, these places stink to high Heaven, too.



The Collective

VIBES: +4

DESCRIPTION: In Hell, Communism doesn't work.



Bingoslypertukaw!

VIBES: +6

DESCRIPTION: Bingoslypertukaw is sorta like Bingo, except that: 1. There're 15 columns. 2. There're 23 billion numbers. 3. The only way to mark your cards is with bodily fluids. 4. There isn't a board that keeps track of what's been called, and if you mess up, they'll cut off a limb. But the prizes are really neat. And sometimes, they give away a "Get Out Of Hell Free" card.



Booty Island

VIBES: +4

DESCRIPTION: When the Avaricious Damned are dropped off on these lush, tropical islands, they're given a cutlass and a shovel, and told that somewhere on the island there's a "Treasure Beyond All Imagining." If they could overcome their greedy natures, these Damned SOULs could probably lead a rather pleasant Afterlife amongst the luscious flora and fauna. Tragically, their greed inevitably gets the better of them, and they soon become treasure-huntin', swashbucklin' pirates, just like the other poor SOULs.



Trick or Treat

VIBES: +2

DESCRIPTION: In this peculiar punishment, the Avaricious Damned are forced to dress in goofy-looking costumes and wander down dark, suburban streets, begging for food. If they're lucky enough to get a "treat," it'll undoubtedly be spiked with razor blades or ebola viruses. When, however, they stumble upon houses that prefer "tricks," they're met by a shower of boiling oil, or the ever-popular chainsaw-to-the-face gag. Why do they go on? Partly because of the whip-cracking Demons, no doubt, but also because there's a rumor that one house, somewhere, is giving out "Get Out of Hell Free" cards.



The Wrong Side Of The Tracks

VIBES: 0

DESCRIPTION: Even Hell has the proverbial “Bad Side of Town,” where even Demons fear to tread after dark. Life is pretty cheap on these mean streets, and Afterlife even cheaper. The Avaricious SOULs trapped in these urban cesspools eventually turn to a life of brutal crime, hoping to make the “Big Score” that’ll buy their way out of the ‘hood. But that score never comes...ever.



You Bet Your Afterlife!

VIBES: -2

DESCRIPTION: In Heaven, game shows are cerebral, fun, and played for fantabulous prizes that are given away to charity. In Hell, game shows are inane, degrading, rigged, disturbingly preoccupied with entry wounds, and no one ever wins the Big Prize (a “Get Out of Hell Free” card).



Shock Market

VIBES: -4

DESCRIPTION: The sounds most definitively associated with the Shock Market Towers of Hell are the constant gentle tipperings of the ticker-tape, punctuated every few seconds by the scream-splat of another Damned broker hurtling himself from the rail-less balconies on the 58th floor. Of course, the Damned don’t die when they hit bottom, they just hurt a lot. Then they can start all over, greedily trying to amass a “fortune” so that they can “buy their way out” of Hell. Naturally, that trick never works.



Carousels of Greed

VIBES: -6

DESCRIPTION: The Avaricious Damned condemned to spend eternity in these monstrous merry-go-rounds are led to believe that their freedom lies in the collection of brass rings, which dangle tantalizingly out of reach along the circumference of the ride. Unfortunately, these capricious carousels differ from the run-of-the-mill variety in several important ways. First of all, the ride is spinning at about 200 kilometers per hour, and is given to sudden, bone-shattering stoppages. Secondly, even if a SOUL does manage to get his fingers on a brass ring, they’re covered with acid. Thirdly (and this is the most important part), the animals on these merry-go-rounds are real, carnivorous, and not at all happy about having a pole stuck up their backs.



Seizure's Palace

VIBES: -4

DESCRIPTION: The casinos in Hell cheat (well, duh), driving the Avaricious Damned to the brink of ultimate winnings before crashing them into near bankruptcy, over and over again. At least they've got a nice breakfast buffet....



Scavenger Hunt

VIBES: -2

DESCRIPTION: Hell produces one heck of a lot of garbage. Fortunately (or unfortunately depending upon your point of view), the Demons have put all that waste to good use, via the nefarious Scavenger Hunts. Here's how it works: the Avaricious Damned are unceremoniously dumped into mammoth bins of garbage, and are given a list of items to procure. They're told that if they find the items, they'll be let out of Hell. Sounds pretty easy, right? Oh yeah, I forgot: their hands are tied behind their backs, so they have to chew their way through the garbage.



DisCorp

VIBES: 0

DESCRIPTION: Nothing brings out the worst in people like a never-ending round of office politics, which is why DisCorp is the ultimate punishment for Avaricious SOULs. The Damned all start in the DisCorp mail room, then spend thousands of years backstabbing, butt-kissing, and sleeping their way to a cozy vice-presidential position, only to be demoted back to the mail room by DisCorp's capriciously whimsical Demon CEO.



Zoned for Gluttony

VIBES: 0

DESCRIPTION: If you can stop stuffing your face for a moment, you may notice a Gluttony Punishment evolving on this spot.



Taco Inferno

VIBES: -4

DESCRIPTION: When the Gluttonous Damned first arrive at Taco Inferno, a seemingly courteous Demon waiter tells them, "Be careful, the plate is hot." He's not kidding. The plates, the tacos, the lettuce, the soft drinks, *everything* in Taco Inferno is served at a minimum temperature of 937 degrees Celsius, and is forced down the patrons' eternally regenerating throats with demonic relish (which is also too damn hot).



Sticky's

VIBES: -2

DESCRIPTION: Unique among the Gluttony punishments in Hell, Sticky's serves food that people actually like. Unfortunately, all they serve is "sticky" food: peanut butter sandwiches, caramel apples, pancakes smothered in syrup, etc. And there's nothing to drink. And the napkins are one-ply. And they don't believe in flypaper.



Pinhead Pizza

VIBES: 0

DESCRIPTION: All the mouth-watering pizzas in this place are laced with sharp, pointy things that rip open the esophagi of the Damned like an overripe tomato.



Bad Parties

VIBES: +2

DESCRIPTION: Do you remember that party where all the food ran out, and everyone started eating the frozen urine samples? How about that outdoor barbecue where it rained and all the guests caught pneumonia? Good, now how about the party where the roof caved in and crushed 34 people to death, do you remember that? Great! Now, put all those atrociously awful parties together, raise them to the power of a googol, and put it in your scrapbook of cherished memories, because you still haven't come within a galaxy of approaching the lameness of these never-ending parties.



The Pandimensional House of Vermin

VIBES: +4

DESCRIPTION: For the past 10 billion years, the waitresses, cooks, managers, and janitors of the Pandimensional House of Vermin franchise have zealously exploited a simple, unspoken truth: Rats do *not* taste "just like chicken."



Ecoli Shack

VIBES: +6

DESCRIPTION: Two words: “Cow sushi.”



Renaissance Paine Faire

VIBES: +4

DESCRIPTION: Spending an eternity being forced to eat bacteria-laden steak and kidney pie with a slice of moldy old cheese on the side is bad enough; compounding the torture by making the Damned wear goofy Renaissance outfits and “speake as in oldene tymes” is downright inhuman. But then, that’s what Hell is for, no?



Not-So-Divine Comedy Clubs

VIBES: +2

DESCRIPTION: The good news is: There’s no cover charge to hear the worst stand-up comedians in all of creation. The bad news is: There’s an infinite drink minimum, and the Demon bouncers won’t let you leave until you’ve finished.



Bahb’s All-U-Must Eat

VIBES: 0

DESCRIPTION: At these buffet-style restaurants, patrons are encouraged (by cattle prod-wielding Demons, no less) to go back for seconds. And thirds, and thousands, and millionths. You’d be amazed how much you can cram into a body before it explodes.



Sleez and Sons Candy

VIBES: -2

DESCRIPTION: Papa Sleez always said, “The Afterlife’s like a box of chocolates — you never know what you’re going to get.” Whether it’s a Chocolate-Covered Razor Blade, a Rat Intestine Bon-Bon, or a Super Surprise Vanilla Coated Ultra Laxative, the demonic employees of Sleez and Sons Candy always try to live up to Papa’s words.

**Soylent Yellow****VIBES:** -4

DESCRIPTION: As eternal damnations go, this one wouldn't be so bad if it weren't for:

1. Every now and then you get tossed into a meat grinder and compressed into a little yellow wafer.
2. The only thing to eat are these icky yellow wafers with bits of hair and bone in them.

**The Bowels of Hell****VIBES:** -6

DESCRIPTION: It's very difficult to describe the Bowels of Hell without getting nauseous, but here goes:

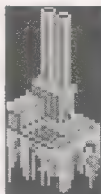
1. The Gluttonous Damned are sewn into the interior lining of a humongous Archdemon's digestive tract. For the record, the Archdemons in question invariably had bad diets filled with lots of spicy foods.
2. Each SOUL has a clear plastic "feeding tube" crammed into his mouth.
3. The other end of the feeding tube is connected to the, um...other end...of the digestive tract of each SOUL's neighbor, resulting in...<BWARRRF!> Sorry, I thought I could go through with it, but my stomach couldn't take it. Take a look at the picture, if you must.

**Zoned for Sloth****VIBES:** 0

DESCRIPTION: Someday, when the Demons feel like getting around to it, a Sloth Punishment may be built on this site.

**The Itch****VIBES:** +5

DESCRIPTION: These Sloth Punishments are simple, yet evil. First, the Damned are given persistent, annoying itches in difficult-to-reach parts of their bodies. Then, their hands are bound up in cute little hi-tech manacles that prevent them from scratching. Finally, they're dumped onto a field of plush, satiny, almost frictionless pillows. Demons come from miles around to watch the poor suckers twitch.



Sweat Shops

VIBES: +4

DESCRIPTION: At the bottom of Hell's labor hierarchy are the Sweat Shops (which should in no way be confused with "Sweet Shops"). In these overcrowded, underventilated little industrial hovels, scores of Slothful SOULs silently (yet speedily) sew sequins onto demonic loincloths, or perform other humiliating tasks. If they meet their quotas, they get to sleep for a couple of hours, and dream of a better Afterlife. Dreams are encouraged in Hell — they make the horror of the waking world that much more poignant.



Bitter Harvest Fields

VIBES: +3

DESCRIPTION: Demons may be undead incarnations of pure evil, but they're not stupid. They know that the secret to healthy diet is the regular consumption of vitamin-rich fruits and vegetables. This is why, since time began, Slothful SOULs have been forced to plow, plant, and pick the rock-hard plains of Hell. It's just the kind of backbreaking, unrelenting labor these lazy slobs deserve, and it produces a by-product that keeps the Demons happy and regular.



Faux Heaven

VIBES: +2

DESCRIPTION: Many of the Slothful Damned believe that they deserve to be in Heaven, little realizing that their lazy ways have earned them a place in Hell. For these self-deluded fools, Hell hath created these cheesy replicas of Heaven. They're just like the real Heaven, except that they suck.



The Secretarial Pool of Fire

VIBES: +1

DESCRIPTION: In any large-scale bureaucracy, there's always a lot of paperwork, and who better to do it than the Slothful Damned?



Grave Consequences

VIBES: 0

DESCRIPTION: For the Slothful Damned, who lived their lives as though already dead, this punishment is twofold. First, the Damned are compelled to dig their own graves, with a spoon, through rock-hard tundra. Years later, when they've finally dug a deep enough hole, they're buried alive, and remain fully aware as worms and bugs slowly eat at their innards for all eternity.



Convention Of the Damned

VIBES: -1

DESCRIPTION: HOTEL 666 WELCOMES THE SLOTHFUL DAMNED! TODAY'S ACTIVITIES: 6:30 a.m. Hot Coal Step Aerobics by the Whirlpool of Despair (mandatory); 9:00 a.m. Incontinental Breakfast in the Brown Room (mandatory); 10 a.m. Workshop: "Making the Most of Your Downtime While Being Disemboweled" (mandatory); 11 a.m. Seminar: "Feeling Good While Everyone Laughs At Your Deepest Darkest Secrets" (mandatory); 12 p.m. Sac Lunch (mandatory); 1 p.m. Lecture: "Everyone is Very Happy You're Dead" (mandatory); 3 p.m. Workshop: "Maintaining Productivity Levels While Your Bowels Are Being Reinserted" (mandatory); 5 p.m. Dinner in the Yellow Room. Featured Entertainer will smash a large vegetable with a hammer (laughter mandatory); 7 p.m. Lights Out for the Damned. Those not reporting to their rooms will be punished; 8 p.m. — 5 a.m. Motel-Wide Party (Demons only).



Sisyphus Mountains

VIBES: -2

DESCRIPTION: The Sisyphus Mountains are classics of eternal damnation. Every day, the Slothful Damned push massive boulders up the side of an immense mountain. Every evening, just as they're about to reach the top, their footing gives way, causing their boulders to roll down to the bottom.



The Enchanted Forest of Cable

VIBES: -3

DESCRIPTION: Unlike the offices of a certain successful computer game company, Hell *has* shelled out the necessary shekels to get cable television. In fact, many of the Slothful Damned watch it 24 hours a day. Of course, they have no choice in the matter, and have no control over what they watch, but that's a minor quibble.



Beats the Dickens Out of You

VIBES: -4

DESCRIPTION: Demons harbor a genuine fondness for the Industrial Revolution. It's easy to understand why. It was a time where pollution ran unchecked, giant machines regularly mangled innocent workers, entire families were placed into indentured servitude to rich, thoughtless corporations, and the concept of trade unions hadn't even begun to form in people's minds. In Hell, the Demons have tried to recreate this atmosphere in the Beats the Dickens Out Of You Factories, which aspire to everything the Industrial Revolution was — and more.



Sisyphus Factories

VIBES: -5

DESCRIPTION: Pushing boulders up a mountain for all eternity is a fine punishment, but it's terribly inefficient. Hip, modern Demons prefer to mete out their "Insufferably Unattainable Goals" punishments in the ultra-modern Sisyphus Factories. These industrial marvels produce nothing, but thanks to the wonders of assembly line production, *thousands* of individual goals can be very nearly reached, then brutally smacked down, every single day.



666 Pennants Over Perdition Theme Parks

VIBES: -6

DESCRIPTION: There is a theory, put forward by a former theme park employee, that there is only so much happiness in the Universe, and that to make someone really, really happy, someone else must be really, really miserable. This theory certainly holds true at the 666 Pennants Over Perdition Theme Parks. The demonic guests of the park are deliriously amused by the park's rides, games, and shows. On the other hand, the park's workers (comprised entirely of the Slothful Damned), are so unhappy that they often throw themselves on the tracks of the "Big Chunder" roller coaster, only to discover that they can't be killed *or* fired.



Zoned for Lust

VIBES: 0

DESCRIPTION: It's frustrating waiting for the Demons to erect a new Lust Punishment, isn't it?

**Lust Freezers****VIBES:** -2

DESCRIPTION: Those who allowed the heat of their physical passions rule over their hearts and heads are here condemned to spend eternity in a giant freezer, with only their guilty thoughts to keep them warm.

**Punishing Peep Show Pavilions****VIBES:** -4

DESCRIPTION: The Punishing Peep Show Pavilions are just plain nasty. As the name suggests, they're buildings full of old-fashioned peep show machines. It's Hell, though, so there's a couple of twists. Twist Numero One-o: The faces of the Lustful Damned are sewn directly to the viewports of the machines, and their eyes are propped open. Twist Numero Two-o: The films running through the machines aren't erotic, dirty, or even titillating; they're merely evil. They're so evil that the Damned would gladly scratch their eyes out — if they could.

**The Laundromat****VIBES:** -6

DESCRIPTION: There's something about laundromats that have caused them to be surprisingly effective punishments for Lusty SOULs. Maybe it's the bottomless baskets of disgustingly soiled laundry. Perhaps it's the migraine-inducing fluorescent lights that flicker at precisely the worst moment. Maybe it's the fact that all the SOULs are dressed in their "back of the dresser" clothes. Whatever the reason, any and all bawdy impulses a SOUL might have are permanently frustrated by these dreary little buildings.

**Purple Passion Pulsing Plasma Pods****VIBES:** -4

DESCRIPTION: Demons aren't immune to the fickle whims of fashion, as evidenced by the grotesquely retro Purple Passion Pulsing Plasma Pods that litter Hell's landscape like the tragically discarded idealism of the 60's. As punishments go, they're actually pretty harsh. Lustful SOULs are transformed into a soft, waxy substance, and are dumped into a watery container with thousands of their lusty, paraffin-enhanced ilk. As the heat of their passions overtakes them, an infernally hot lamp at the bottom of the container slowly and excruciatingly melts the waxy SOULs into blobs of multicolored goo, which rise to the top of the container until they've "cooled their jets." Then they sink to the bottom, and the whole process starts all over again.



Bikini Beach Barbecue!

VIBES: -2

DESCRIPTION: Most Lust-filled newcomers to the Bikini Beach Barbecue can't believe they're in Hell. After all, it *looks* like a typical bikini beach with bodacious babes and he-man hunks a-plenty. Of course, this *is* Hell, so there's a catch. Every time the Damned begin to think impure thoughts (which are impossible to avoid in such a setting), their privates literally burst into flames. Many of the Damned, having been burned once too often, choose to lie face down in the sand, roasting their backs raw in an attempt to avoid temptation. As you might imagine, the Bikini Beach Barbecue is *the* favorite hangout for the demonic hardbody crowd.



Ghost Town

VIBES: 0

DESCRIPTION: The Lustful SOULs in Ghost Towns have been sentenced to an Afterlife of unnerving solitude. Upon entering the abandoned towns, each SOUL is turned into a phantom, unable to touch or affect the world around it. The SOULs believe themselves to be alone, but they're not; they just can't see the other phantoms. Sometimes, a SOUL catches a glimpse of another phantom out of the corner of its eye, but that only makes the loneliness worse.



The Worst Little Whorehouse in Hell

VIBES: +2

DESCRIPTION: Many of the Lustful Damned are pressed into service by these demonic houses of ill repute. Strangely, that movie with a similar name did a remarkably good job of conveying the sheer horror of these establishments.



Screaming Subspace Voids

VIBES: +4

DESCRIPTION: Some time ago, Demons figured out that the best way to punish Lustful SOULs was to cut off all their physical sensations. One of the more innovative means to that end is the Screaming Subspace Void. First, the SOULs are placed in straight-jackets, to prevent them from thrashing about. Then, their eyes, ears, and noses are plugged. Finally, a cable is attached to the back of the straightjacket, and the Damned are lowered into a black, inky void. And that's pretty much it. Insanity usually sets in after about 10 hours.



Dates From Hell

VIBES: +6

DESCRIPTION: I know what you're thinking. You're thinking, "Dates From Hell?" Yeah, I've had a few of those." Well, not to put too fine a point on it, but no, you haven't. The worst date you've ever had is a Night of Incomparable Bliss compared to these, the genuine Dates From Hell, capiche?



Roboto

VIBES: +4

DESCRIPTION: Let's say, for the moment, that you're a Lustful SOUL, addicted to the pleasures of the flesh. Imagine that, when you died, your SOUL was trapped within the clunky, mute, deaf body of a robot. There you'd be, a confirmed sensualist, trapped in a tin can, a sensory deprivation tank with legs. Now, fathom the maddening horror of being stuck in a city full of these robots, all of them unable to touch, feel, or affect each other in any way. Nasty, ennit?



Ignorance Ain't Bliss

VIBES: +2

DESCRIPTION: The Lustful SOULs that populate these quiet cities want for nothing; all of their needs are provided for by unusually-helpful Demons. However, the price they must pay for their comfort is ignorance. When they acknowledge the presence of any other being, powerful electric shocks are sent through their bodies, teaching them the error of their ways. In time, the tortured SOULs learn to walk around with their heads down and their hands in their pockets, lest they inadvertently make contact with another SOUL.



The Big Tease Shower Towers

VIBES: 0

DESCRIPTION: Most of the Lust Punishments in Hell simply shut off, dull, or otherwise impede the Damned's physical senses. In the ultimate Lust Punishment, however, the Damned are allowed full access to their carnal sensations — they're just not allowed to do anything with them. Through a clever program of stripteases, readings from pulpy romance novels, and cold showers, the Damned are kept in a state of perpetual horniness that slowly, methodically, drives them mad (and blind!).



Zoned for Wrath

VIBES: 0

DESCRIPTION: Breathe deeply and count to 10. A Wrath Punishment may be built here in a few years.



Immortal Backalley Battle Warriors

VIBES: +4

DESCRIPTION: Demons love a good video game, especially when they can mix business with pleasure. In the Immortal Backalley Battle Warriors arenas, the Wrathful are forced to engage in endless, bloody, crippling one-on-one fistfights with each other, their bodies controlled by gleeful Demons wielding Psychoempathic Joysticks (whatever those are).



The Real Underworld

VIBES: +2

DESCRIPTION: "This is the true story..." "Of 600,000 people..." "Picked to live in The Pits of Hell..." "To find out what happens..." "When people stop being real..." "And start being Damned..." "The Real Underworld." (Tuesdays at 9 p.m.)



The Post Office Game

VIBES: 0

DESCRIPTION: Neither rain, nor snow, nor divine intervention will stay the Wrathful Damned from getting their just deserts in these monuments to white-hot rage. One group of the Damned is forced by demonic supervisors to sort through Hell's mail (which, as you might imagine, is poorly addressed, smells funny, and very often explodes) at an inhuman pace. The rest of the Damned are fated to stand in a never-moving line, laden with important, heavy, leaking packages. Every time someone gets close to the front of the line, all the windows close for lunch. Needless to say, convenient rifle racks have been placed on BOTH sides of the counter.



The Houses of Buggin'

VIBES: -2

DESCRIPTION: There's no business like shoe business, like no business I know.... Sorry. In life, these Wrathful SOULs savagely squished anyone unfortunate enough to get in their way. In Hell, they're punished for their lifestyle choice by being squished, buglike, by a giant boot, over and over and over again.

**Gym Class****VIBES:** -4

DESCRIPTION: In this stunning re-creation of a junior high school gym class, the Damned can enjoy an endless series of humiliating locker room "incidents," the taunts of demonic P.E. Coaches, the awkwardness of being forever trapped in uncontrollable adolescent body, and the shame of not being able to do a pull-up. Now hit the ground and give me 20!

**Hellrose Place****VIBES:** -6

DESCRIPTION: These apartment complexes are a renter's nightmare. They feature: Running water that's dirty, comes out in a trickle, and is never the desired temperature. Gas stoves that periodically explode. An environmental control system that automatically adjusts itself to ensure maximum discomfort. Surly, obnoxious, louder-than-heck demonic tenants scattered throughout the building, guaranteeing that no one gets any sleep. But hey, the rent's free!

**Riot!****VIBES:** -4

DESCRIPTION: It always starts out as a peaceful protest. But the Wrathful nature of the Damned always ensures that something goes wrong.

**Spy Springs****VIBES:** -2

DESCRIPTION: The Wrathful Damned in these tiny hamlets are given secret orders upon entering, which seems kind of fun at first. Then it occurs to them that everyone else is a spy, too, and that no one can be trusted. Eventually, everyone wanders the streets with a paranoid furtive look in their eyes, afraid to say anything, lest they blow their cover.



Illuminatiland

VIBES: 0

DESCRIPTION: One of a handful of phony Heavens that dot the landscape of Hell, Illuminatiland is one of the most nefarious. It seems just like Heaven to the incarcerated, but after a while they begin to suspect that things “just aren’t right.” They begin to notice conspiracies operating just out of the corners of their eyes, and shadows lurking where none were present before. When the Damned try to tell their friends about “the Big Lie,” they’re initially receptive, then are mysteriously co-opted by the mysterious “Men in Black.” Eventually, the Damned collapse into gibbering paranoia, spouting theories so insane that even Oliver Stone would dismiss them as “too wacky.”



Terrorville

VIBES: +2

DESCRIPTION: There are no innocents in this eternally bombed-out city where random, vicious acts of terrorism can strike at any time, any place.



NP- Complete Parking Garages

VIBES: +4

DESCRIPTION: The NP Complete Parking Garages are architectural marvels. When the Wrathful arrive, a Demon gives them a car and tells them that to leave Hell, all they have to do is legally park the car in the parking garage. Naturally, this sounds easier than it looks. For one thing, thousands of empty spaces are reserved for the handicapped and VIDs (Very Important Demons), and anyone attempting to illegally use these spaces is strapped to the underside of a car for four months (which wouldn’t be so bad if it weren’t for the rats). Of the remaining spots, nearly all of them are taken. Sometimes, it looks like there’s an open space, but there’s a motorcycle in it. Hundreds of other spaces are being wasted by poorly parked cars that are hogging two (or sometimes even three) spaces. Every time a genuine space opens up, a Demon driving a sports car in the wrong direction slips into it before the Damned can get there. It’s evil, folks — pure evil.

**War! (What is it Good For?)****VIBES:** +6

DESCRIPTION: Everyone knows that War is Hell, but in this case Hell is War. In this, the ultimate punishment for the Wrathful Damned, SOULs are forced to kill or be killed in a neverceasing battle between hundreds of armies. When the Damned are "killed," their bodies regenerate, (making a keen 'shlup-shlup' noise as they do) and they're sent back to the front to die anew.

**Zoned for Pride****VIBES:** 0

DESCRIPTION: Pride goeth before a fall...but Pride Zoning goes before Pride Punishments.

**The Age of Aquarium****VIBES:** -1

DESCRIPTION: This simplest of Pride punishments requires little or no demonic upkeep: The Damned are given a set of functional gills and dumped in a giant aquarium, where their every move is ogled by amused Demons.

**Doll House****VIBES:** +2

DESCRIPTION: In this humiliating punishment, the Damned are shrunk down to the size of dolls and turned into the playthings of nasty little Demon children. The doll houses come in many varieties, but the most popular is the Maliboo Scream House.

**SOUL Farm****VIBES:** -3

DESCRIPTION: As the name implies, the Damned in these zones are shrunk down to the size of ants, and forced to live out their Afterlives burrowing in a thin layer of sand trapped between two sheets of plastic. Icky.



Simon Says

VIBES: +4

DESCRIPTION: All the Damned have to do is win a game of Simon Says, and they get out of Hell. Unfortunately, the Demons running the game have disgustingly active imaginations, and most of the Damned are too proud to do the things that “Simon Says.”



HamsterTube

VIBES: -5

DESCRIPTION: This is a low-temperature torment, where the Damned are put in little transparent boxes, forced to drink water from a community bottle, and made to run on a little wheel to get their food.



Unfixable Machines

VIBES: +6

DESCRIPTION: There's a joke in Hell that goes something like this Q: How many Proud SOULs does it take to fix an Unfixable Machine? A: Who cares? Shut up and get back to work! Demons make lousy comedians.



San Quentin Scareantino

VIBES: -5

DESCRIPTION: Nothing takes the ego down a couple of pegs like a few hundred years of prison politics. Overcrowded, violent, and humiliating to the extreme, these pestilent penitentiaries would normally qualify as the worst Pride punishments, if it weren't for the undeniably hilarious gallows humor that comes out of them.



The Zoo

VIBES: +4

DESCRIPTION: They say it's all happening at The Zoo. If they're talking about being caged, tormented, teased, fed raw meat, and forced to mate with strangers “to perpetuate endangered species,” then yes, I do believe it's true.

**The Inquisition****VIBES:** -3

DESCRIPTION: Few things in the Afterlife give as much joy to Demons as extracting false confessions from once-proud SOULs. As you would imagine, the Inquisition is one of the happiest places in Hell — for Demons, anyway.

**Complaint Departments****VIBES:** +2

DESCRIPTION: Typically, Proud SOULs don't believe that they belong in Hell. For these deluded fools, Hell has built these Complaint Departments, where they can file their grievances. Unfortunately, everything must be filed in triplicate, with blood samples, and notes from your mother, and so on, and so forth, in a never-ending cycle of humiliating bureaucracy.

**St. Elscare****VIBES:** -1

DESCRIPTION: Few things in life are as humiliating as a stay in a hospital. In Hell, the hospitals are infinitely worse. The surgeries are unnecessary, unclean, and unanesthetized. The nurses are ugly, rude, and given to performing surprise enemas at a moment's notice. And we won't even get into the food....

**The Loony Bin****VIBES:** 0

DESCRIPTION: Combining the savage prison politics of San Quentin Scareantino with the humiliating patronization of St. Elscare, the Loony Bin is the ultimate in degrading torments for Proud SOULs. If you're not crazy when you get there... just wait a few weeks.

**Zoned for Generic Sins****VIBES:** 0

DESCRIPTION: If the infernal intangibles are properly in place, a Generic Punishment may soon evolve on this spot.



Islands of Yip Dogs

VIBES: +2

DESCRIPTION: These are the least efficient punishments in all of Hell. The Damned are shipped off to deserted islands, their only companions a litter of indestructible, unsilenceable yip dogs.



Flesh Eating Beasts

VIBES: 0

DESCRIPTION: This is one of the all-time classics of infernal punishment. Gigantic, savage beasts rip at the flesh of the Damned, causing unthinkably unbearable pain. To make matters worse, the wounds heal within seconds, providing a nigh-infinite potential for horror.



Tooth or Dare

VIBES: -1

DESCRIPTION: Dentists, dentists, dentists!



The Chalkboard

VIBES: -2

DESCRIPTION: For centuries, Demons have attempted to devise a sound as maddening as the simple screech of fingernails on a chalkboard. To date, they haven't succeeded.



Tip of Your Tongue

VIBES: -1

DESCRIPTION: You know that maddening feeling you get when the next word is hanging on the tip of your tongue, but your brain just can't get its mental fingers around it? Okay, now stretch that sensation out over infinity, and imagine a whole city full of SOULs with the same problem.



Flesh Eating Plants

VIBES: 0

DESCRIPTION: A Demon with a green thumb is a terrible thing, as the Damned who traipse into these gardens soon find out. Not only are there rows and rows of Giant Mutant Venus Flytraps that can spend weeks digesting a body, but there's also a bank of Matango spores that settle inside the lungs, and grow outward from there. Naturally, there are thorns everywhere.



The Evil Carny

VIBES: +2

DESCRIPTION: There's a dark, unsettlingly creepy side to even the best of carnivals. You see it in the shaky hand of every whisky-soaked roller coaster operator, or the greedy eyes of a midway con artist, or the dour expression of the sideshow geek. In Hell, they've taken all those queasy feelings about carnivals and blown them way out of proportion to create a nightmare deluxe. The rides regularly fly apart, maiming SOULs on the Midway. The hot dogs are made from some sort of unidentifiable meat that causes horrible brain seizures. SOULs are regularly "recruited" to join the sideshow, where their bodies are "adjusted" until they look freakish enough to entertain the masses. And if a SOUL is stupid enough to go into the House of Mirrors, it'd better be prepared for a long stay.



Junior High

VIBES: +3

DESCRIPTION: In Hell, some of the Damned must constantly repeat grades seven through nine because of an error on their permanent records. To make matters worse, they keep showing up to school in their underwear.



Gross Miscarriages of Justice

VIBES: +4

DESCRIPTION: Demons get a real kick out of subjecting the Damned to an endless series of pointless, vicious, media-saturated kangaroo courts. We're not sure where they got the inspiration, but if the sin fits, you must submit!



Camp Mennihackatorso

VIBES: +3

DESCRIPTION: Besides being dull, unsanitary, dangerous, and manned by sadistic Demon counselors, the hills of Camp Mennihackatorso are also swarming with a small army of deranged, hockey-mask wearing serial killers.



Flesh Rending Machines

VIBES: +2

DESCRIPTION: About a century ago, an enterprising young Demon perfected a mechanized assembly line capable of ripping apart a body and stitching it back together over the course of several weeks, all the while keeping the horrified SOUL completely conscious. Naturally, this utterly revolutionized the field of flesh-rending, which was formerly the exclusive province of Beasts and Plants. The young Demon was later found mysteriously impaled on his own machine, but the genie was already out of the bottle, and the Flesh-Rending Machines have been a common sight in Hell ever since.



Like a Goth to Flames

VIBES: +1

DESCRIPTION: Many mortals possess an unhealthy fascination with mythological creatures of the night. In Hell, these ebon-clad, sickly looking folk (and anyone else stupid enough to wander by) get to find out exactly how “cool” and “romantic” it really is to be a vampire, ghoul, or wandering spirit.



Telepathy Towers

VIBES: 0

DESCRIPTION: The pitiful SOULs trapped in Telepathy Towers have been cursed with that most vile of “gifts”: the ability to read minds. Unfortunately, it’s a “gift” that they can’t turn off; they’re constantly aware of what every other SOUL is thinking, even when they sleep. The never-ending cacophony drives most SOULs to sheer insanity, which makes the mental clamor only worse.



New Age Hells

VIBES: -1

DESCRIPTION: You'd think that the touchy-feely hippy-dippiness that permeates most of the New Age culture would have no place in the rough and tumble plane of Hell, but you'd be wrong. In the tres experimental New Age Hells, Demons urge the Damned to get in touch with their Inner Schmucks as they give them a taste of: "Pyramid Power" where the Damned are tied to big metal pyramids with 20,000 volts running through them; "Alien Visitations" where Demons dressed in unconvincing alien costumes abduct the Damned and perform cruel experiments on them; "Male (and Female) Bonding" where Demons do things with super-glue that are medically unsound; and "The Mysteries of the Tarot" — paper cuts, millions of paper cuts. If you want to see tomorrow's punishments today, this is the place to be.



Cracked Mirror Condos

VIBES: -2

DESCRIPTION: The Cracked Mirror Condominiums are subtle puppies. Unlike other apartments in Hell, they're *not* crowded, the neighbors aren't noisy, and the landlords are polite. What is different about these condos is the perpetual cloud of bad luck that hangs over them. Hardly a day goes by without a couple hundred toes being stubbed, a few thousand keys being lost, and several dozen tenants being hit by lightning. The Damned, unable to blame anyone in particular for their neverending run of bad luck, are left cursing the Fates.



Deadly Serious Caverns

VIBES: -3

DESCRIPTION: Hell is not a particularly jolly place; it's hard to tell knock-knock jokes while a Demon's poking you in the liver with a pitchfork. Still, in most parts of Hell, the Damned can usually find the time to get in an ironic chuckle or two about their fate. In the Deadly Serious Caverns, however, even that minor pleasure is eliminated. No laughter, amusement, or whimsy of any sort is tolerated in these drab labyrinths. Anyone caught "cracking wise" is punished — seriously.



Riddle Me This

VIBES: -4

DESCRIPTION: Almost everyone likes a good puzzle once and awhile (and thank goodness they do, or I'd be out of a job!). But try to imagine how much life would suck if *everything* were a puzzle. Picture a world where every door needs a key, and every key requires an answer to a riddle which can only be found by going on a quest to retrieve an object which is hidden in a silver box which is — well, you get the picture. (Author's note: This vision of Hell should not be seen as a representation of LucasArts' many fine adventure games, such as *Sam and Max Hit the Road*[®], *The Dig*[™], *Full Throttle*[™], etc. Many of these games are very much the antithesis of a Hell-like experience, and should be regarded as the exception the proves the rule.)



Infernal Institutes of Irony

VIBES: +6

DESCRIPTION: The caseworkers of the Infernal Institutes of Irony are famed throughout the Afterlife for their ability to figure out the most ironic punishments a SOUL could suffer, then mete them out with demonic gusto. Unfortunately, such one-on-one attention makes the I.I.I. considerably more inefficient than your average punishment, but they make up for it in creativity.



Fear, Unlimited

VIBES: 0

DESCRIPTION: Everyone's afraid of something, and the Demons of Fear, Unlimited are experts at unearthing those fears and bringing them to life. To date, they've catalogued and implemented over 25 billion types of phobias, from the exotic (purpleroseophobia — the fear that movie characters are going to step off the screen and kill you) to the banal (fizzophobia — the fear of carbonated drinks).



A World of Pain

VIBES: -6

DESCRIPTION: Wow, you've managed to create a World of Pain, the ultimate in Generic Punishments! In this gargantuan complex, millions of SOULs can be efficiently tortured, using a combination of modern-day psychological techniques and good old-fashioned instruments of horror.

TOPIAS

**The 100,000 Penny Pyramid**

VIBES: +5 (vibes extend for a 5-tile radius.)

DESCRIPTION: When a Demiurge needs angelic housing slapped together in a hurry, he can't do any better than a 100,000 Penny Pyramid. Constructed from large, prefabricated sheets of Cloud 9 Brand Canvas, and held aloft by Tent Pegs of Light, these cities efficiently meet the labor needs of the beginning divine planner.

**Towers of Unfortunate Missteps**

VIBES: -5 (vibes extend for a 5-tile radius.)

DESCRIPTION: Demons, as a rule, loathe the Damned, and want to have as little contact with them as inhumanly possible. That's why all of their city-structures (what we call Distopias) incorporate some sort of anti-gravity device; they don't want their living quarters even touching the same mud that the Damned wallow in. The most primitive of these Distopias are the Towers of Unfortunate Missteps. The TUMs represent Hell's first attempt to totally disconnect the Demons from the Damned. As you can see, they only figured out the principles of anti-gravity toward the very end of the construction phase. Once the zero-g sphere was erected, the strange jutting tower that was supposed to house thousands of Demons was quickly abandoned.

**Bahb's Crystal Cities**

VIBES: +6 (vibes extend for a 6-tile radius.)

DESCRIPTION: No one knows who Bahb was, but eons ago his designs for these simple, economical, angelic cities were found under a bucket of manna. Angels, being a curious, productive lot, immediately built a prototype city based on Bahb's sketches. They were so entranced with the results, which vibrate mellifluously with the beating of each angelic wing, that the Crystal Cities soon became a mainstay of Heaven.



Palaces of Pincer Peril

VIBES: -6 (vibes extend for a 6-tile radius.)

DESCRIPTION: Once the concept of antigravity had been conquered by the snooty Demons, they set about building Distopias that would totally distance them from the hated SOULs of the Damned. A design that became favored among working-class Demons was the Palace of Pincer Peril. The Palaces were slightly flawed, requiring stabilizing pincers to keep the floating cities in place, but all agreed that they were vastly superior to the dunderheaded mistakes of the past.



Pin City

VIBES: +7 (vibes extend for a 7-tile radius.)

DESCRIPTION: How many Angels can fit on the head of a pin? 100,000...and comfortably, I might add.



Nearly Unfettered Spheres of Despair

VIBES: -7 (vibes extend for a 7-tile radius.)

DESCRIPTION: The penultimate Distopias are the Nearly Unfettered Spheres of Despair. These cities have more "contact-free" housing than just about any other kind of Distopia, and can hold more Demons than you can shake a stick at (although I wouldn't recommend shaking a stick at a Demon under any circumstances).



Castles On A Cloud

VIBES: +8 (vibes extend for a 8-tile radius.)

DESCRIPTION: If you've got a lot of Pennies and a huge angelic labor force, then you might want to consider purchasing the ultimate in angelic Utopias: the Castle On A Cloud. Capable of housing a million Angels in unparalleled serenity, and spreading Good Vibes for miles around, these castles are the perfect status symbol for the Demiurge who's got it, and wants to flaunt it.



Eye Scream Cities

VIBES: -8 (vibes extend for a 8-tile radius.)

DESCRIPTION: Eye Scream Cities represent the pinnacle of Demonic architecture. Capped by a horrifying eyeball that spreads Bad Vibes to anything within sight, the entire Distopia floats dozens of yards above the plane of Hell, allowing hundreds of thousands of Demons to live in comfort, unsoiled by the madding crowd below.

SPECIAL BUILDINGS



The Vista Enhancement Doohicky

VIBES: +10 (vibes extend for a 10-tile radius.)

DESCRIPTION: "Scegf0d the Ungrateful Angel," Chapter 1: A long time ago, in a celestial plane far, far away, there was an angel named Scegf0d. Scegf0d was something of a misfit. While all of the other cherubim and seraphim were perfectly content with the wonders of Heaven, Scegf0d could (and would) find fault with anything. "That sunset's too red," he'd whine. "These bon-bons aren't chocolatey enough," he'd mope. "This velvet cushion doesn't quite fit the contours of my butt," he'd moan. Finally, he decided to do something about it. First, he built an enormous Vista Enhancement Doohicky, which made everything in Heaven within a 10-mile radius look even more perfect than before. The Powers That Be were impressed.



The Audio Improving Embophone

VIBES: +12 (vibes extend for a 12-tile radius.)

DESCRIPTION: "Scegf0d the Ungrateful Angel," Chapter 2: Standing on the balcony of his Vista Enhancement Doohicky, the Angel Scegf0d was happier than he had been for hundreds of years. "This is wonderful," he said. "Everything, for as far as the eye can see, looks utterly perfect!" Suddenly a chorus of harps broke into a beautiful jam session of hallelujahs and hosannas, each one infinitely more melodious and harmonious than any piece of music found in the world of the living. Scegf0d frowned. "They're slightly out of tune," he whined. "I'll have to do something about that." Weeks later, Scegf0d unveiled his Audio Improving Embophone, which had the ability to make every sound within a hundred mile radius bounce off the eardrums like a caress. The Powers That Be arched their collective eyebrows.



The Heaven Scent Atomizer

VIBES: +14 (vibes extend for a 14-tile radius.)

DESCRIPTION: "Scegf0d the Ungrateful Angel," Chapter 3: Relaxing in the study of his Audio Improving Embophone, Scegf0d marveled at what he had wrought. "Everything I see and hear is perfect," he proclaimed to no one in particular. "Surely there is no place in Heaven as heavenly as this." Outside, a jillion flowers spontaneously

bloomed, releasing a heady aroma evocative of all that is right with the Universe. Scegf0d furrowed his angelic brow. “Not woody enough,” he snorted. “Don’t these seraphim know anything about nasal passages?” Within a fortnight, Scegf0d had constructed the Heaven Scent Atomizer, a device capable of perfecting the aromas of everything within range of its powerful purple pumps. The Powers That Be were slightly annoyed.



The Creamy Candy Castle

VIBES: +16 (vibes extend for a 16-tile radius.)

DESCRIPTION: “Scegf0d the Ungrateful Angel,” Chapter 4: Strolling through the heady, nostalgic vapors produced by his Heaven Scent Atomizer, Scegf0d felt, for a fleeting millisecond, truly at one with the Cosmos. “Gosh, everything smells great!” he intoned. Just then, a cherub toddled by with a hot dog cart. “Make me one with everything,” Scegf0d laughed, tossing the angel a Penny. The cherub complied, and Scegf0d took a bite of the most perfect chili dog ever created. “This is horrible!” he screamed, spitting out the perfect morsels. “Action will have to be taken!” Twenty-seven days later, the Creamy Candy Castle, a machine that could make any food taste absolutely perfect, was completed. The Powers That Be sent Scegf0d a memo applauding his initiative, but warning him about his bad attitude.



The Fluffy Comfort Dispenser

VIBES: +18 (vibes extend for a 18-tile radius.)

DESCRIPTION: “Scegf0d the Ungrateful Angel,” the Final Chapter: High atop his Creamy Candy Castle, Scegf0d nibbled contemplatively on a screamingly perfect apple and concluded that he had, at long last, found eternal peace. “Everything I see, hear, smell, and taste is *perfect*,” he beamed. “Finally, I can settle down and *enjoy* Heaven!” Slowly, he lowered himself onto his throne, which was ergonomically designed by the finest chiropractors who ever lived, and covered in crushed velvet, to boot. “It’s like sitting on broken glass,” he whined. “I guess my work *isn’t* done yet.” Within mere hours, Scegf0d was putting the finishing touches on his Fluffy Comfort Dispenser, which could magically enhance the tactile sensations of everything for miles around. As he tied off the last stitch, he was startled to find the Powers That Be standing right behind him. They were not happy. “If there’s anything we can’t tolerate in Heaven, it’s a whiner,” they said, and cast the Ungrateful Angel into Hell. The end.



The Ugliness Engine

VIBES: -10 (vibes extend for a 10 tile radius.)

DESCRIPTION: “Scægð The Ungrateful Demon,” Chapter 1: Being kicked out of Heaven had done nothing for Scægð’s attitude problem. “Hell? Don’t make me laugh,” he roared. “Why, this is a veritable walk in the park compared to Heaven.” As he spoke, phantasms of 33 unspeakable tableaux wafted into view. Within seconds, a horrible crunching noise began to be heard, as thousands of Damned SOULs dug out their own eyeballs rather than witness the horrible visions. “You call that a phantasm?” Scægð mocked. “Good grief, I’ve seen worse things in a Pauly Shore movie! You want scary, *I’ll* give you scary!” A month later, Scægð cut the ribbon on the Ugliness Engine, an infernal machine that made everything around it really, really bad for the eyes. The Powers That Be shook their collective head. “Here we go again.”



The Crinkly Cacophony Contrivance

VIBES: -12 (vibes extend for a 12-tile radius.)

DESCRIPTION: “Scægð The Ungrateful Demon,” Chapter 2: As vile, trauma-inducing visions flickered from the depths of his Ugliness Engine, Scægð knew no satisfaction. “Oh, sure,” he mused, “Hell *looks* awful, but it’s still not very spooky.” As he frowned, 13 dozen banshees appeared out of nowhere, loaded for bear. They screeched, yelled, and occasionally whispered the cruelest of songs directly into Scægð’s defenseless eardrums. The Damned covered their bleeding ears and went “la-la-la-la-la” to no avail. “That’s a perfect example,” sighed Scægð, as the banshees flew off in disgust. “The music down here is no worse than your average Michael Bolton concert. Maybe I can fix that.” By suppertime, Scægð had cobbled together the very first Crinkly Cacophony Contrivance, a colossal antimusical instrument that could make even the subtlest of sounds hit the eardrums like nails on a chalkboard. The Powers That Be took a long lunch to discuss strategies.



The Flabbergasting Flatulence Ol-Factory

VIBES: -14 (vibes extend for a 14-tile radius.)

DESCRIPTION: “Scægð The Ungrateful Demon,” Chapter 3: The screaming and moaning of the Damned did little to brighten Scægð’s mood as he stood in the throne room of his Crinkly Cacophony Contrivance. “They *seem* to be suffering,” he thought, “but how can anyone really suffer in a Hell as pleasant as this?” As if in answer to his unvoiced question, a cadre of kilometer-tall Archdemons strode onto the scene, squashing all within their path. They sat next to Scægð’s structures, and began

to eat house-sized burritos. These were no ordinary burritos, no sir. These burritos were packed with diseased, long-dead animals and other icky stuff of that ilk. When they were done with their burritos, the Archdemons let out a burst of flatulence so mighty that several nearby buildings melted into a puddle of goo. "I've had shopping mall salesgirls assault me with worse odors," scoffed Scegf0d. "If you want something stinky, check this out!" Working quickly, Scegf0d soon patched together the Fabbergasting Flatulence Ol-Factory, capable of making the sweetest rose smell like a dead skunk. The Powers That Be realized what needed to be done.



The Wellspring of Unsavoriness

VIBES: -16 (vibes extend for a 16-tile radius.)

DESCRIPTION: "Scegf0d The Ungrateful Demon," Chapter 4: As you might expect, Scegf0d still wasn't all that impressed with the punitive measures of Hell. "I'm still not impressed," he said. For no reason in particular the chow bell suddenly rang out. Throughout Hell, Demons stopped what they were doing just long enough to cram white-hot shards of glass covered in donkey offal down the throats of the Damned. Scegf0d yawned. "I've had worse meals at (insert name of truly disgusting fast-food franchise here). I bet I could cook up something far worse." Cracking his knuckles, Scegf0d got to work, and quickly brewed up the Wellspring of Unsavoriness, a twisted cauldron that caused all foodstuffs within its influence to be totally inedible. The Powers That Be prepared to make their move.



The Tactile Degradation Gizmo

VIBES: -18 (vibes extend for a 18-tile radius.)

DESCRIPTION: "Scegf0d The Ungrateful Demon," the Final Chapter: As Scegf0d looked out over the screaming, exploding, vomiting masses, he felt no joy. "Doesn't it get any worse?" he moaned. Suddenly, a thousand barbed chains appeared out of nowhere, and hooked themselves into Scegf0d's demonic flesh. With a sudden yank, they pulled 95.3 percent of the skin off his body, leaving his innards exposed to the sulfurous air. Before he could fully react, a million little crimson lightning bolts began to strike at each and every exposed nerve ending, sending him into paroxysms of pain. "Not bad," he winced, "but have you ever tried to sleep on a motel hide-a-bed?" So, you guessed it, Scegf0d went about building *another* machine. When he was finished building the Tactile Degradation Gizmo, The Powers That Be showed up at his doorstep. They were happy, but in a nasty kinda of way. "You are the single biggest schmuck in all of Creation," they glowered. "You have found no joy in Heaven, and have known no pain in Hell. We are left with no choice but to reincarnate you..."

"Great!" said Scegf0d. "...as a rock. As the universe's only sentient rock, you will be unable to see, hear, smell, taste, or feel. You will be a thing of pure thought, unable to experience anything but your own, ever-increasing dementia." "But..." gulped Scegf0d, frantically. "Have a nice day," said the Powers That Be as they snapped their all-powerful fingers.

The moral of the story is: Nobody likes a whiner.

BANKS



The Flying Piggy Bank

SIZE: 1 x 1

VIBE: 0

DESCRIPTION: After many of creation's earliest Demiurges complained about how difficult it was to make bold development strides without going severely into debt, The Powers That Be began giving Demiurges access to various lending institutions. In Heaven, all loans are repayable over 100 years, with modest interest rates. Since everyone's nice in Heaven they'll take IOUs in lieu of loan payments, but a novice Demiurge still runs the risk of going into insurmountable debt by taking out too many loans. The Flying Piggy Banks are authorized to hand out loans of up to 1 million Pennies From Heaven.



The First Warthog Banks of Hell

SIZE: 1 x 1

VIBE: 0

DESCRIPTION: After many of creation's earliest Demiurges complained about how difficult it was to make bold development strides without going severely into debt, The Powers That Be began giving Demiurges access to various lending institutions. In Hell, all loans are repayable over 100 years, with zero percent interest rates. If, however, a Demiurge defaults on a loan in Hell, the lending institution is empowered to confiscate a predetermined number of SOULs from the Demiurge's Gates, garnishing his wages for a number of years. The First Warthog Banks of Hell are authorized to hand out loans of up to 1 million Pennies From Heaven.



Eternal Trust Savings and Loan

SIZE: 2 x 2

VIBE: 0

DESCRIPTION: After many of creation's earliest Demiurges complained about how difficult it was to make bold development strides without going severely into debt, The Powers That Be began giving demiurges access to various lending institutions. In Heaven, all loans are repayable over 100 years, with modest interest rates. Since everyone's nice in Heaven they'll take IOUs in lieu of loan payments, but a novice Demiurge still runs the risk of going into insurmountable debt by taking out too many loans. Each branch of the Eternal Trust Savings and Loan is authorized to loan up to 10 million Pennies From Heaven to needy Demiurges.



Brimstone, Hellfire & Damnation Savings and Loan

SIZE: 2 x 2

VIBE: 0

DESCRIPTION: After many of creation's earliest Demiurges complained about how difficult it was to make bold development strides without going severely into debt, The Powers That Be began giving Demiurges access to various lending institutions. In Hell, all loans are repayable over 100 years, with zero percent interest rates. If, however, a Demiurge defaults on a loan in Hell, the lending institution is empowered to confiscate a predetermined number of SOULs from the demiurge's Gates, garnishing his wages for a number of years. Each branch of the Brimstone, Hellfire & Damnation Savings and Loan is authorized to hand out loans of up to 10 million Pennies From Heaven.

OMNIBOLGES AND LOVE DOMES



Love Domes, Lincoln Division

SIZE: 5 x 5

VIBE: +16 (vibes extend for a 16-tile radius)

DESCRIPTION: A long time ago, in an Afterlife far, far away, there was a Heaven of unparalleled majesty and efficiency. All of creation sang its praises, for it was the most wondrous thing ever to be seen on the astral plane. One morning, at about 7:23 a.m.,

the combined joy and rapture of that Heaven caused the whole realm to spontaneously ascend to an altogether new plane of existence, leaving behind only a relatively small, glowing globe to mark its passage. The Powers That Be marveled at the globe. Although it appeared to be mere astral detritus, a closer examination revealed that it remained a fully functioning, remarkably compact Heaven. "This is so cool," thought TPTB. As time marched on, and more Heavens ascended, The Powers That Be began collecting the leftover globes (now called "Love Domes" for some unfathomable reason), and selling them to upper-class Demiurges like yourself. They're the ultimate Afterlife status symbol; they require no upkeep, they look pretty, and they can process metric buttloads of SOULs simultaneously. Neat, eh? The most common type of Love Dome are the Lincoln Division Domes. These can only hold 250 million SOULs at a time, because they were formed by Heavens that prematurely ascended (and we all know how embarrassing that can be). Although they're definitely the "weak sister" of the Love Domes, they're still stunningly beautiful.



Omnibolges, Sh'Elm Division

SIZE: 5 x 5

VIBE: -16 (vibes extend for a 16 tile radius)

DESCRIPTION: As you might imagine, a lot of intolerant, hypocritical bigots wind up in Hell. And since Hell *doesn't* discriminate based on race, religion, gender, sexual orientation, eye color, or whether you think Kirk is better than Picard, this can cause a lot of friction, especially as Hell gets more and more crowded. Sometimes, the vicious, intolerant, and hateful SOULs of a particularly mismanaged Hell will throw off their shackles and begin beating the snot out of each other in a chaotic, apocalyptic war between hundreds of millions of evil, evil SOULs. In these cases, if the Demiurge of that Hell doesn't quickly restore order, the weight of all that evil, concentrated on one battlefield, causes the Hell to collapse upon itself, leaving a relatively tiny cone (called an "Omnibolge") in its wake. Omnibolges are popular among successful Demiurges like yourself because, despite their tiny size, they're fully functioning "Hells within a Hell," capable of fully processing millions upon millions of Damned SOULs at a time. The Sh'Elm Division Omnibolges are jokingly referred to as the "Baby Bolges," because they can only hold 250 million SOULs at a time. Still, that's more than 20 times the capacity of the largest Fate Structure, so it's nothing to sneeze at.



Love Domes, Kirby Division

SIZE: 6 x 6

VIBE: +24 (vibes extend for a 24-tile radius)

DESCRIPTION: Before this Omniverse came into being, there existed another one. Trust me on this. This previous Omniverse was similar to the one we're familiar with in many ways. There were planets, stars, galaxies, pan-dimensional beings named Kate, and even baseball games (though they never even *considered* implementing the designated hitter rule). As with our Omniverse, their sentient beings had SOULs, and these SOULs journeyed to their respective afterlives when their days were done. One day, at around 7:23 in the morning, the previous Omniverse died. No one knows for sure how it happened, but many who were there blame it on "that darn Henderson kid." In any event, the Heavens of that previous Omniverse instantly overflowed, caved in under the sudden weight of collective bliss, and quietly "blooped" out of reality, leaving nothing to remember them by except for a pile of glowing green globes. The Powers That Be examined the globes, and found out that, despite their greatly diminished size, they were still fully functioning Heavens. "Cool," they solemnly intoned, then put the globes up in the top shelf of their cupboard. Then, after a few dozen stiff drinks, they set about the task of creating a new Omniverse — ours. Eons later, one of TPTB noticed the globes while dusting, and decided to start selling them to Demiurges with too many Pennies. After giving them a classy (if nonsensical) name, they sold like hotcakes. The Love Dome preferred by many Demiurges is the Kirby Dome, which can fully process up to 500 million SOULs.



Omnibolges, B'Nuchana Division

SIZE: 6 x 6

VIBE: -24 (vibes extend for a 24-tile radius)

DESCRIPTION: Once in a blue moon, a bloated, overcrowded Hell experiences an inexplicable and catastrophic wave of xenophobia. Blinded by the scapegoating rhetoric of demagogical Demons, these Hells begin to construct vast, circular walls around themselves, in a pitiful attempt to keep out unwanted "outsiders." As each new wall proves as ineffective as the last, the Demons urge the Damned SOULs to build even thicker walls. Inevitably, the landscapes of these Hells become entirely dominated by fences, walls, and other barriers. The Damned, who once roamed freely over their particular plane of Hell, become prisoners of their own paranoia, packed like evil sardines behind their stupid, futile, walls. Eventually, the density of all those evil, scaredy-cat SOULs crowded into one tiny area becomes too much for the astral

fabric to bear, and the Hell collapses into itself like a black hole, sucking the Damned down to a new, unexplored plane of misery. All that's left of these failed Hells are huge, multidimensional black cones, which the Powers That Be have called "Omnibolges," because it sounds so cool. Omnibolges have proven to be very popular with upper-class Demiurges such as yourself; as tremendously compact, fully functioning remnants of a completely-developed Hell, they can fully process upward of 1 billion SOULs at a time. The B'Nuchana Division Omnibolges, widely regarded as the classic Omnibolge, can hold up to 500 million SOULs.



Love Domes, Lennon Division

SIZE: 7 x 7

VIBE: +32 (vibes extend for a 32-tile radius)

DESCRIPTION: Imagination is a very powerful force on the astral plane. Every now and then, a Heaven will simply "Imagine" itself out of existence, leaving behind nothing but a relatively small green glowing globe. These globes (dubbed "Love Domes" for reasons which no sane being has been able to understand) are collected by The Powers That Be and sold to ultra-powerful Demiurges like yourself. They fetch a pretty penny on the open market, because even though they *look* like mere objects d'art, they're actually self-contained, fully functioning "Heavens within a Heaven," capable of processing more SOULs than can be comfortably fathomed without a good strong cup of tea. The largest of the Love Domes are the Lennon Domes. These squat wonders can take on a whopping 1 billion SOULs at a time.



Omnibolges, R'Dee Division

SIZE: 7 x 7

VIBE: -32 (vibes extend for a 32-tile radius)

DESCRIPTION: On rare occasions, a mysterious, charismatic leader shows up in a Hell, and begins preaching to the Damned, telling them that he (and he alone) knows the way out of Hell. His message is comforting, almost hypnotic, and the Damned fall for it every time. Soon, hundreds of millions of Damned SOULs are following him down the bony boulevards of Hell, hanging on his every word. Then, at a curiously empty patch of astral real estate, the preacher stops, and snaps his fingers. Instantly, the fabric of the Hell is torn asunder, and the preacher stands revealed as a pandimensional Uber-Demon from the lower depths (who, curiously, is almost invariably named "Jim"). As Jim chows down on millions of terrified SOULs, the weight of his pandimensional

presence begins to cause the Hell to collapse inward upon itself, leaving nothing but a tiny cone to mark its passing. These cones (called "Omnibolges" by those in the know) fetch high prices at demiurgical auctions, since they're nothing less than extremely compact, fully-functioning "Hells within a Hell," capable of processing millions upon millions of SOULs at a time. The R'Dee Division Omnibolges are the creme de la creme of Omnibolges, capable of holding a stupifying 1 billion SOULs at a time.

GATES



Heaven's Gate, Dante Class

SIZE: 3 x 3

VIBE: -4 (vibes extend for a 2-tile radius)

DESCRIPTION: The least expensive of Heaven's Gates is also the quaintest. In blatant defiance of modern technology, the angelic staffs of these antiquated portals meticulously go over each SOUL's record *by hand* before allowing them entrance into Heaven. This personal touch greatly enhances the charm of Heaven but is terribly inefficient, which is why these Gates can only process 2,000 SOULs a year.



Hell's Gate, Milton Class

SIZE: 3 x 3

VIBE: +4 (vibes extend for a 2-tile radius)

DESCRIPTION: Demons are a stubborn lot. Although recent technological advances have made it possible to process up to 2 million SOULs a year through one infernal Gate, many Demons still prefer these intimate Milton Class Gates. When SOULs arrive at these Gates, they're instantly set upon by a demonic caseworker, who tallies their individual sins *by hand* before kicking the SOUL through the Gate. Such individual attention adds immeasurably to the torments of Hell but is horribly inefficient, which is why the Milton Class Gates can only process 2,000 SOULs a year.

**Heaven's Gate, Pearl Class****Size:** 3 x 3**Vibe:** -8 (vibes extend for a 4-tile radius)

Description: Most of Heaven's Gates are Pearl Class Gates, capable of processing 20,000 SOULs a year. As in olden times, each SOUL is still attended to by his own personal caseworker, but the Angels at these Gates are equipped with powerful laptop computers, which speed up the virtue-tallying process by a factor of 10.

**Hell's Gate, Belial Class****Size:** 3 x 3**Vibe:** +8 (vibes extend for a 4-tile radius)

Description: The most common Gate found in Hell is the Belial Class Gate, which can process 20,000 SOULs a year when pushed. Famous for the pithy slogans inscribed on their arches ("Abandon All Hope Ye Who Enter Here," "Today Is The First Day Of The Rest Of Your Afterlife," "Have A Nice Day," etc.), the Demons of these Gates utilize a big ol' mainframe computer to tally the sins of hundreds of SOULs simultaneously.

**Heaven's Gate, Throne Class****Size:** 4 x 4**Vibe:** -12 (vibes extend for a 6-tile radius)

Description: The Throne Class Gates are weird, even by Afterlife standards. When SOULs arrive at these dizzy doorways, cheerful Angels coax them into removing their footwear. Then, the barefoot SOULs are encouraged to take leisurely walks on the shag carpeting that covers the floor of the Gate's waiting area. As the SOULs walk, the Angels begin silently sorting them, like sheepdogs. Within minutes, hundreds of SOULs are prepped for their Heavenly experience, and the Gate opens. Of course, it's not really that simple. The Gate's "shag carpeting" is really a sophisticated neuro-empathic probe, capable of reading the warp and woof of a SOUL's life merely by probing the bottoms of its feet. That's right, it's a "Sole Reader." Now that you're done moaning (unless you're playing this in a foreign language, and didn't get the pun), it should be mentioned that Throne Class Gates, though rather eccentric, are undeniably effective. In a pinch, they can process 200,000 SOULs a year, a darned impressive feat...er...feat.



Hell's Gate, Obsidian Class

SIZE: 4 x 4

VIBE: +16 (vibes extend for a 6-tile radius)

DESCRIPTION: The Obsidian Glass Gates are Hell's first attempt at "hi-tech" SOUL processing. The Demons who work the dank doorways claim that an ultra-top secret "Retinal Scanning Process" allows them to use a SOUL's own eyeballs to judge its Fate. Sadly, the advanced "Retinal Scanning Process" is merely a euphemism for "one Demon holds the SOUL down while another Demon pokes it in the eye with a pointy stick." Still, they DO manage to process up to 200,000 SOULs a year in these infernal antechambers, so they must be doing SOMETHING right.



Heaven's Gate, Prophecy Class

SIZE: 4 x 4

VIBE: -16 (vibes extend for an 8-tile radius)

DESCRIPTION: Prophecy Class Gates sit on the cutting edge of SOUL processing technology, churning out a whopping 2,000,000 SOULs per annum. This is accomplished via handheld DNA scanners, which are in constant communication with Heaven's central database. All an Angel has to do is wave the scanner over the head of a newly-arrived SOUL, and within seconds a fully itemized list of that SOUL's virtues and suggested Rewards will pop up on the viewscreen.



Hell's Gate, Apocalypse Class

SIZE: 4 x 4

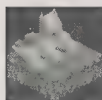
VIBE: +16 (vibes extend for an 8-tile radius)

DESCRIPTION: The Apocalypse Class Gates are the most streamlined Gates Hell has to offer. Arriving SOULs are placed on a conveyor belt and run through a series of scanners, much like those one finds in an airport. Once their sins have been scanned like so much emotional baggage, a Demon at the end of the line reads their reports and sends them on their wailing way. With the belts cranked up at full speed, these babies can process up to 2,000,000 SOULs a year.

PORTS

**Heaven Port, Earhart Class****SIZE:** 3 x 3**VIBE:** +3 (vibes extend for a 3-tile radius)

DESCRIPTION: Even at their narrowest, the rivers of Heaven resist all attempts at bridge-building, forcing those that would ford the deceptively placid streams to seek out the services of Heaven's ferries, skiffs, and barges. The Earhart Class Ports are the quaintest of Heaven's ports, capable of ferrying a mere 10,000 SOULs a year. Still, a supremely well-managed Heaven should be able to get by with utilizing only these humble wharfs.

**Hell Port, Copperfield Class****SIZE:** 3 x 3**VIBE:** -3 (vibes extend for a 3-tile radius)

DESCRIPTION: Numerous attempts have been made to build bridges over Hell's stagnant, stinky rivers. Each of them has met with defeat, destruction, and other words that begin with "d". Until such time as this little problem is solved, Demiurges such as yourself will have to rely on ferries, skiffs, and barges to transport the Damned across Hell's rivers. The Copperfield Class Ports are the simplest of Hell's ports, capable of shuttling a trifling 10,000 SOULs across Hell's flaming fjords. Although very little in Hell can be described as "quaint," there is something undeniably nostalgic about the way the ferrymen of these ports haggle over the price of passage.

**Heaven Port, Morrison Class****SIZE:** 3 x 3**VIBE:** +6 (vibes extend for a 6-tile radius)

DESCRIPTION: Even at their narrowest, the rivers of Heaven resist all attempts at bridge-building, forcing those that would ford the deceptively placid streams to seek out the services of Heaven's ferries, skiffs, and barges. The Morrison Class Ports are more ambitious than the Earhart Ports, but still maintain the rustic New England charm of their smaller counterparts.



Hell Port, Bono Class

SIZE: 3 x 3

VIBE: -6 (vibes extend for a 6-tile radius)

DESCRIPTION: Numerous attempts have been made to build bridges over Hell's stagnant stinky rivers. Each of them has met with defeat, destruction, and other words that begin with "d". Until such time as this little problem is solved, Demiurges such as yourself will have to rely on ferries, skiffs, and barges to transport the Damned across Hell's rivers. The Bono Class Ports are a lot like the Copperfield Ports, but without the charm. By eliminating the inefficient barter-for-passage system, these Ports have jacked their yearly capacity up to 40,000 SOULs.



Heaven Port, Kaufman Class

SIZE: 4 x 4

VIBE: +9 (vibes extend for a 9-tile radius)

DESCRIPTION: Even at their narrowest, the rivers of Heaven resist all attempts at bridge-building, forcing those that would ford the deceptively placid streams to seek out the services of Heaven's ferries, skiffs, and barges. The Kaufman Class Ports have sacrificed most of the cutesy charm of Heaven's smaller Ports in favor of sleek, modern efficiency. Using radical advances in Holohalotechnology, these Ports are capable of ferrying up to 125,000 SOULs across Heaven's rivers every year. Unfortunately, their clam chowder is downright inedible, but that's the price of progress.



Hell Port, Ezsterhaus Class

SIZE: 4 x 4

VIBE: -9 (vibes extend for a 9-tile radius)

DESCRIPTION: Numerous attempts have been made to build bridges over Hell's stagnant stinky rivers. Each of them has met with defeat, destruction, and other words that begin with "d". Until such time as this little problem is solved, Demiurges such as yourself will have to rely on ferries, skiffs, and barges to transport the Damned across Hell's rivers. Truthfully, the Ezsterhaus Ports are pretty much the same as the Bono Ports — just a lot bigger. Then again, imagination is not one of Hell's strong suits.



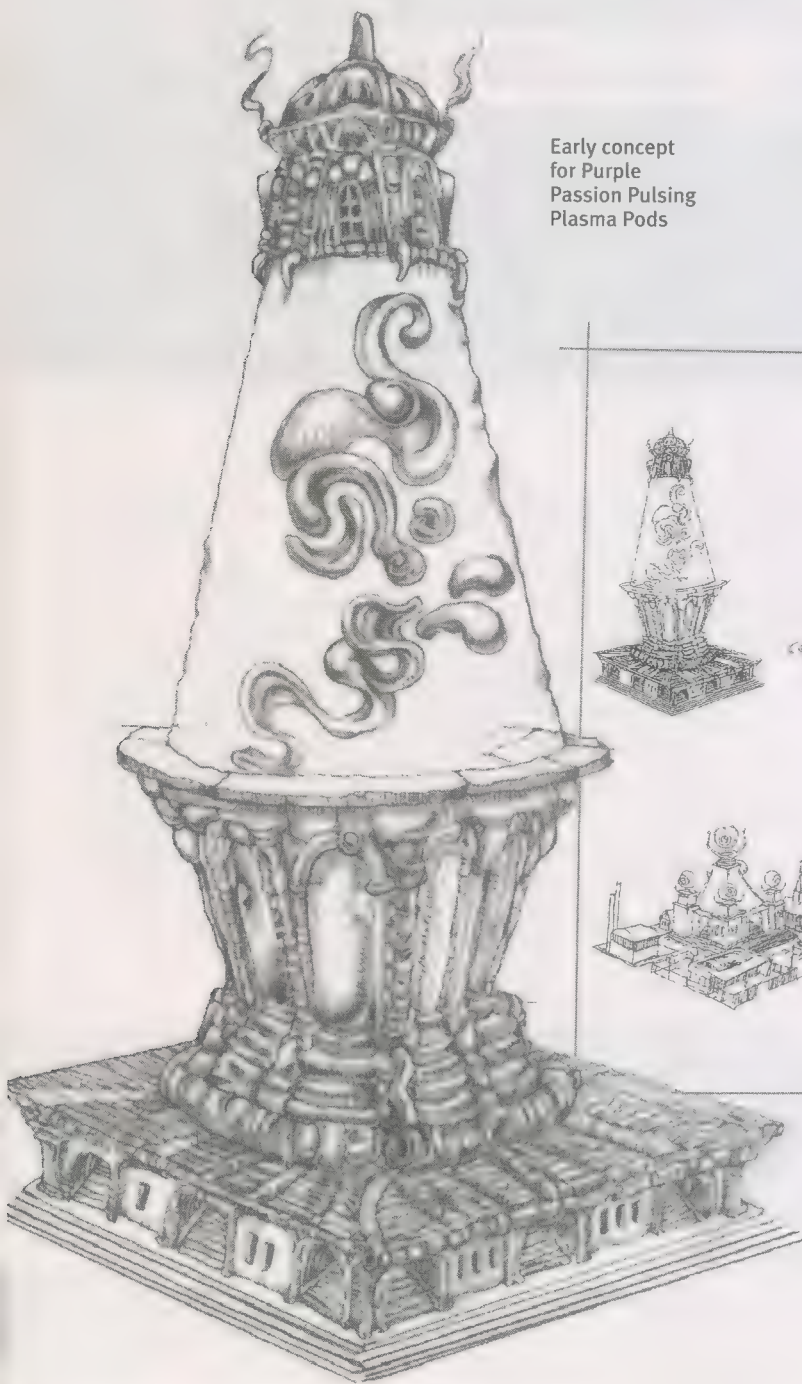
4

Afterlife Sketchbook



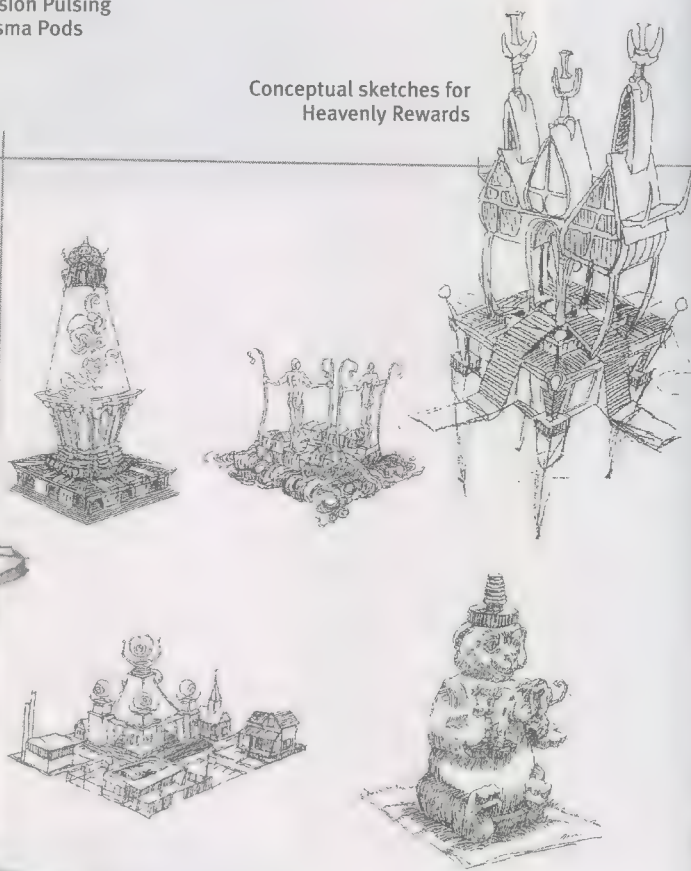
The following sketches by

Kevin Evans and Brian Rich show some of the hard work and imagination that went into *Afterlife's* conceptual and design stages.

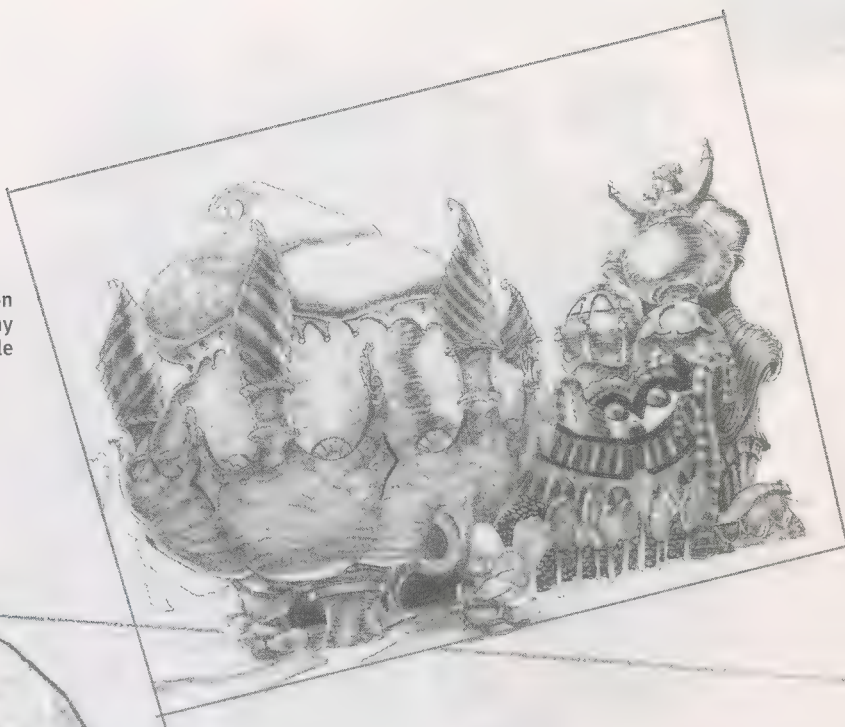


Early concept
for Purple
Passion Pulsing
Plasma Pods

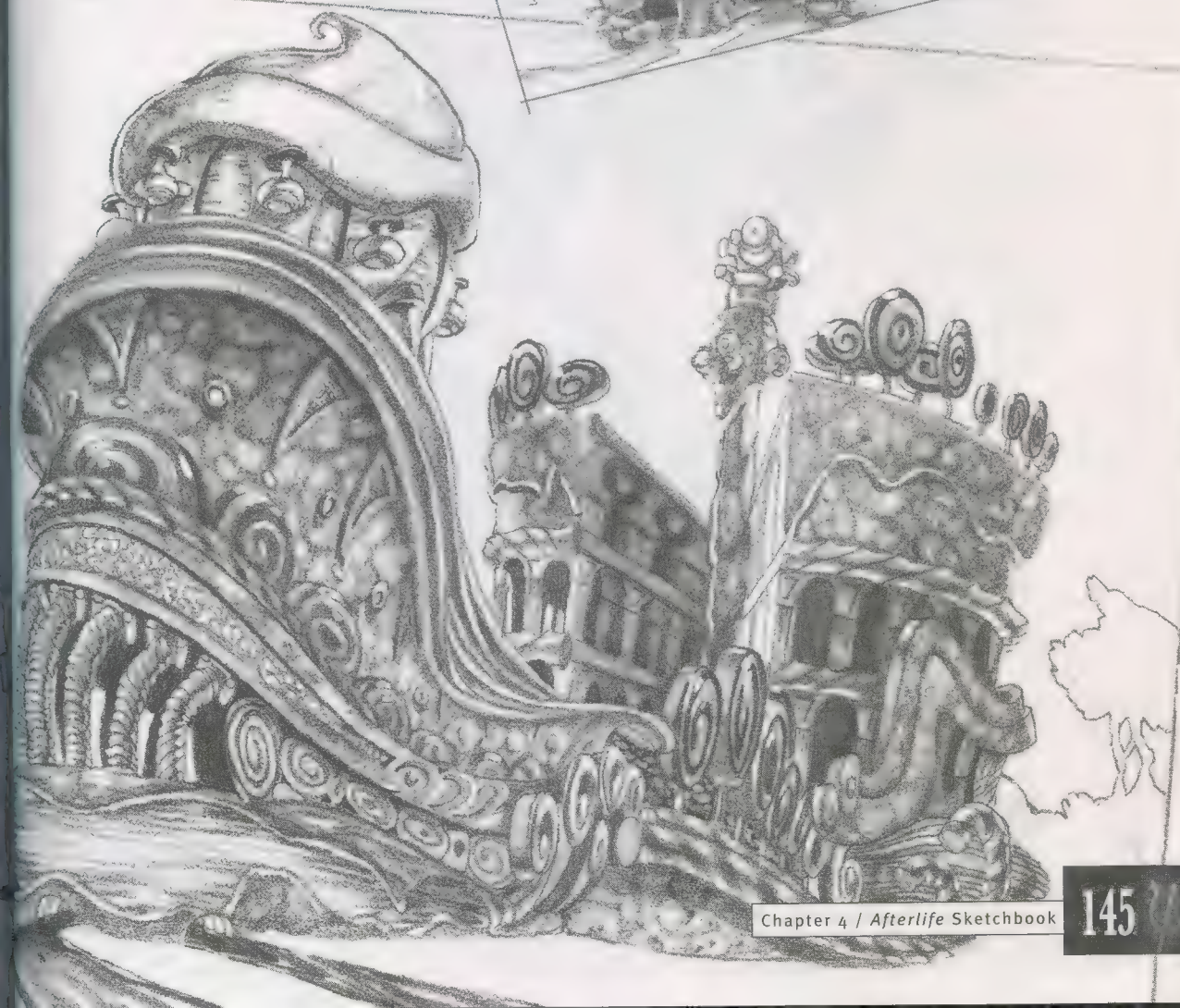
Conceptual sketches for
Heavenly Rewards

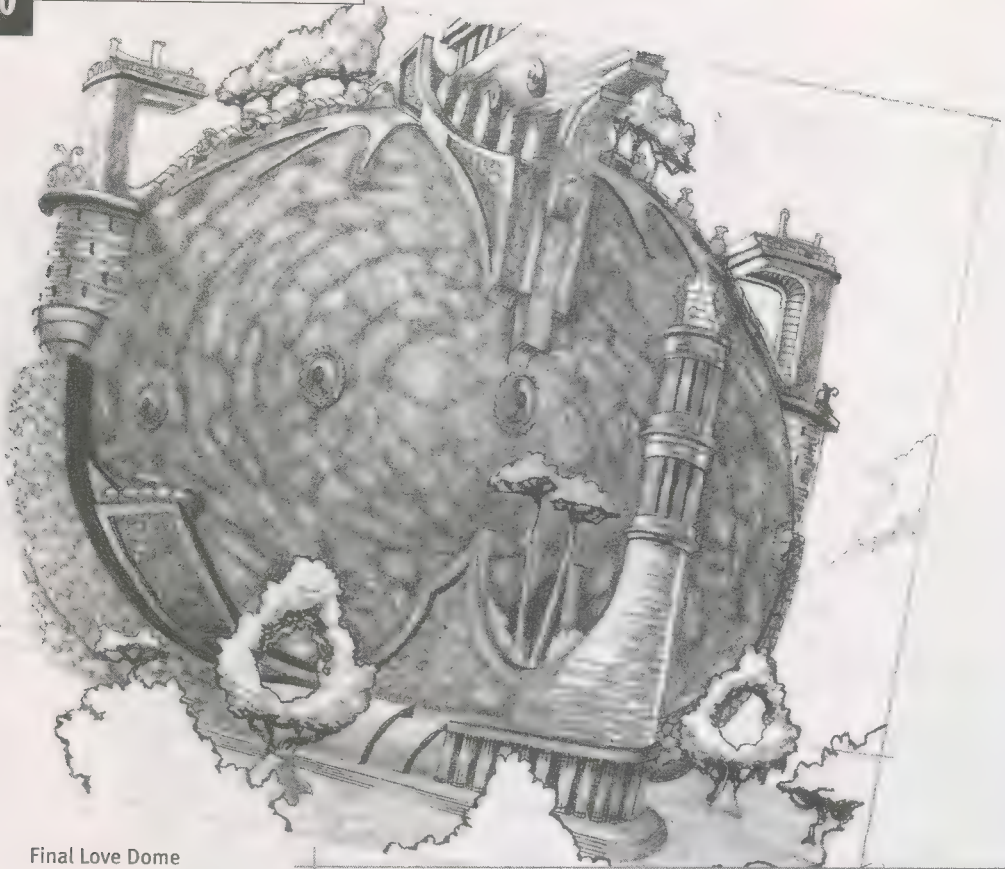


Early version
of the Creamy
Candy Castle

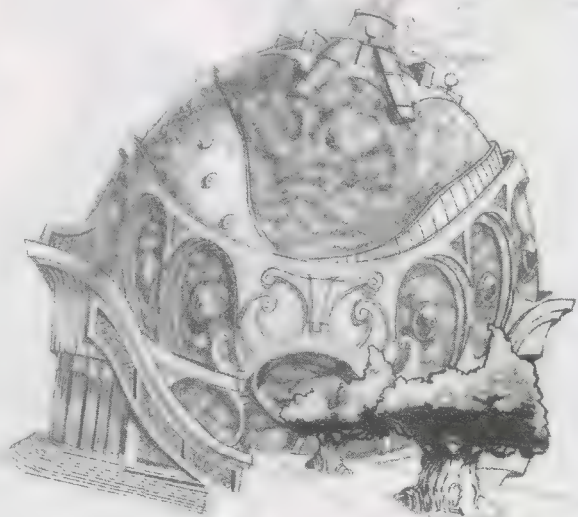


Final version
of the Creamy
Candy Castle

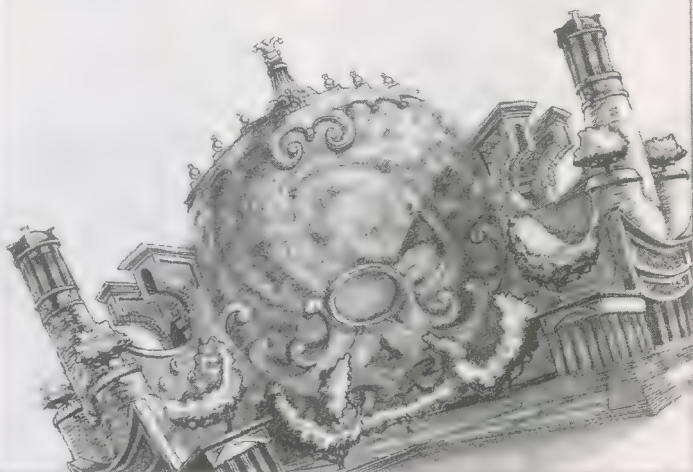




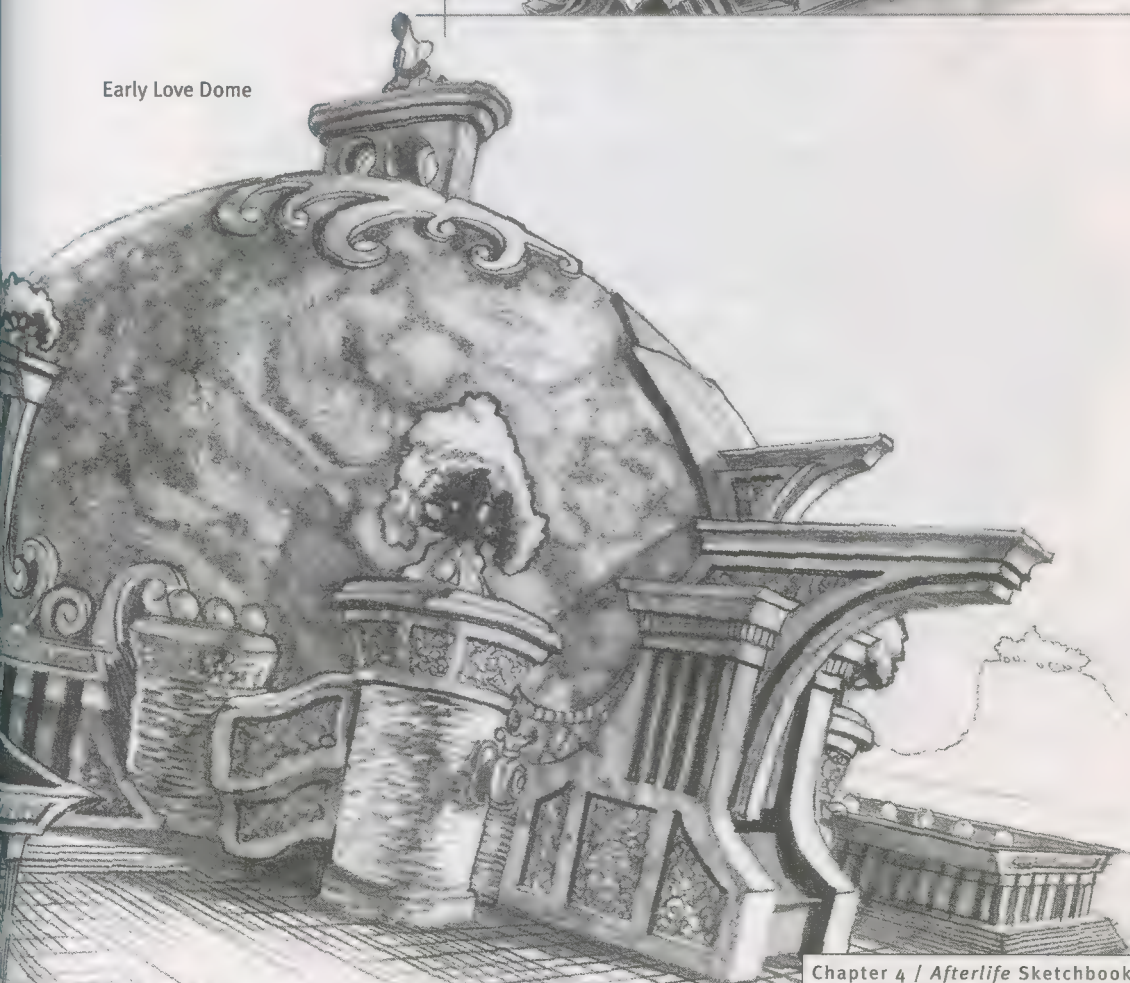
Final Love Dome

Alternate final
Love Dome

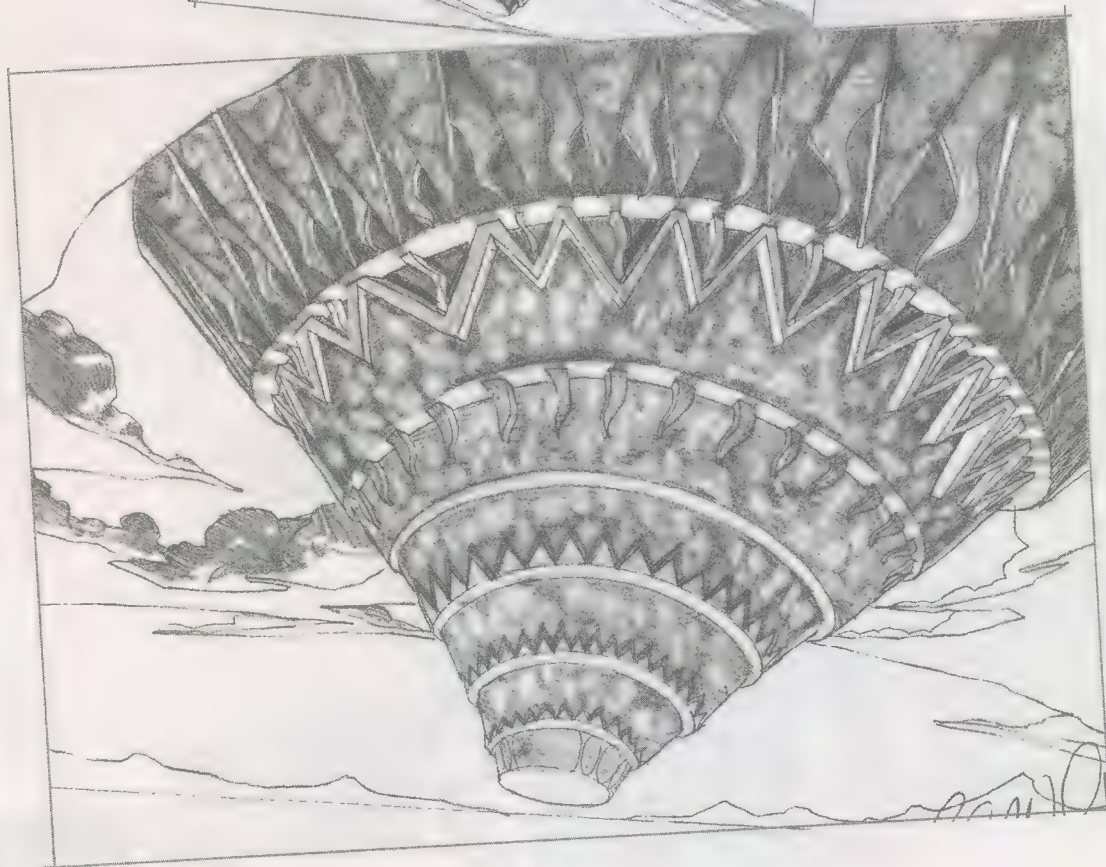
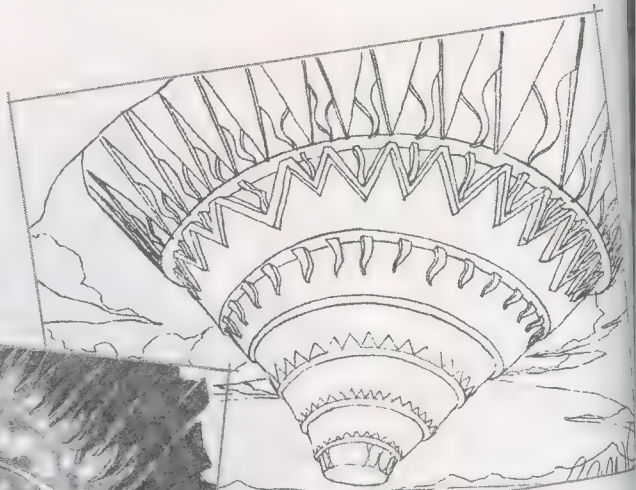
Alternate early
Love Dome

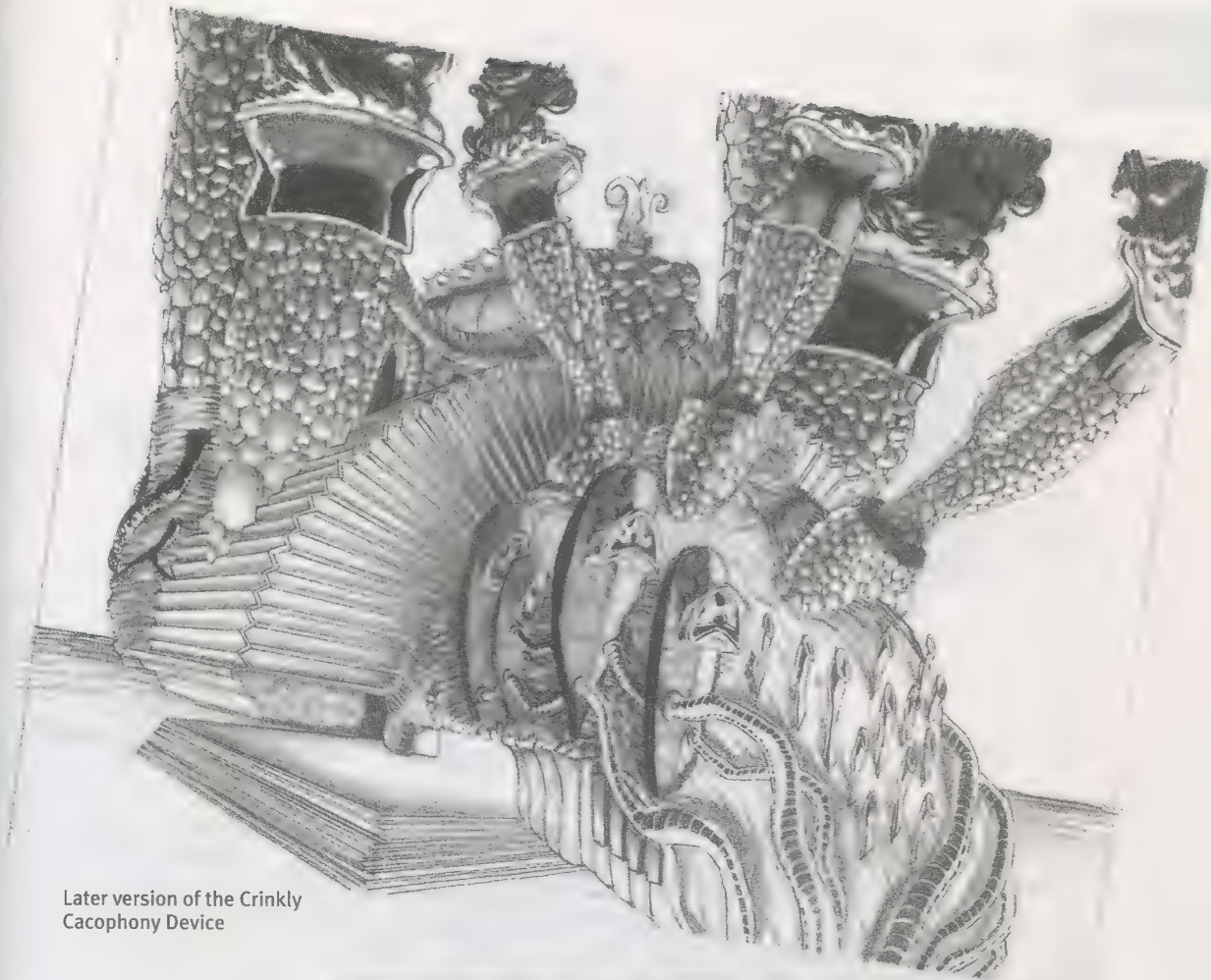


Early Love Dome



The progression of the Pyramid of Sins, an early concept that was later scrapped.

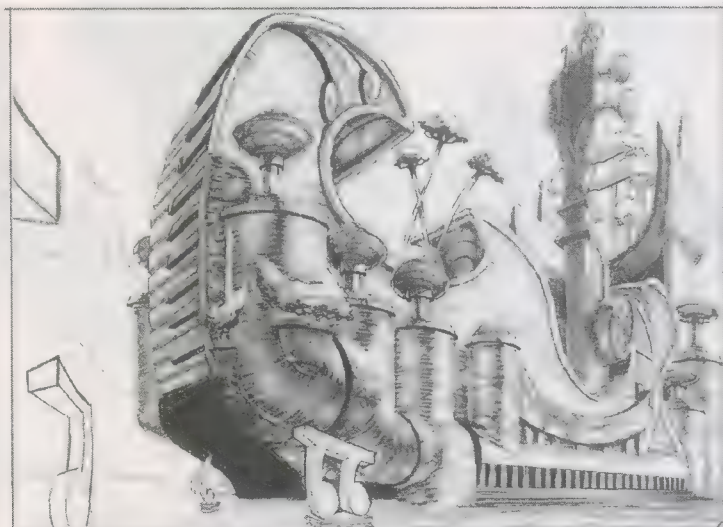




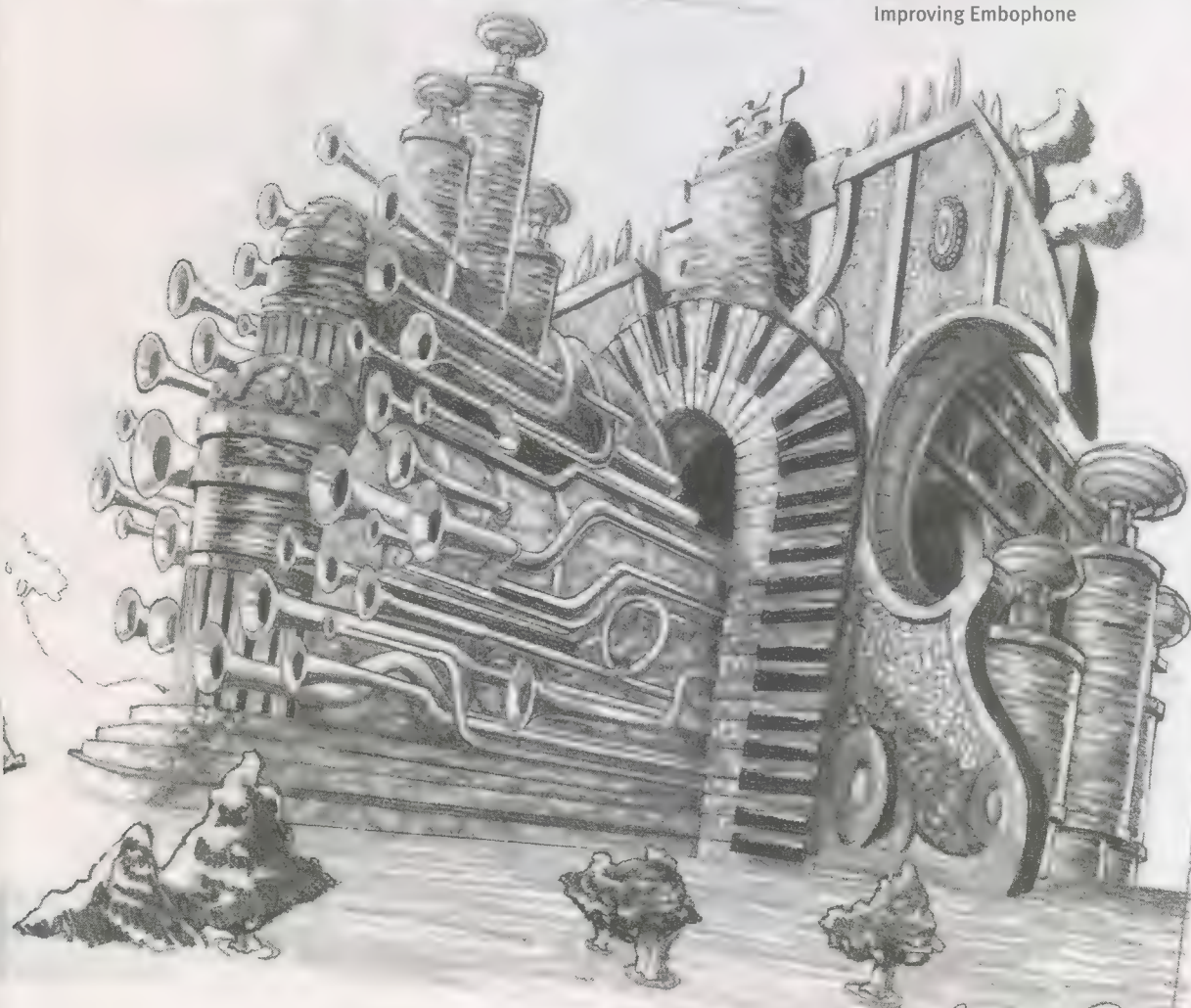
Later version of the Crinkly
Cacophony Device



Early version of
the Crinkly
Cacophony Device

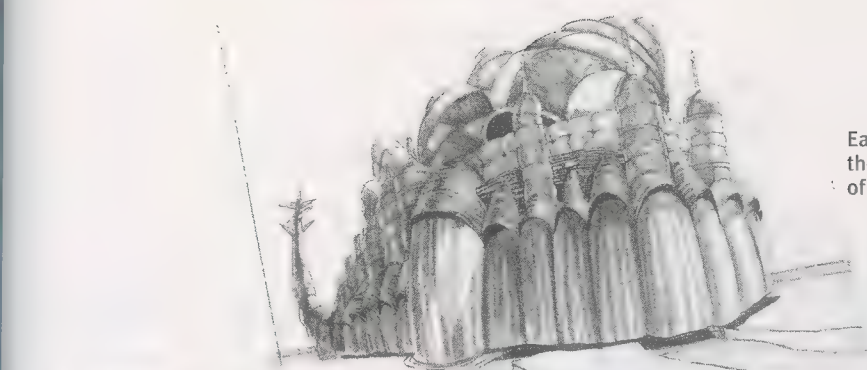


Early version of
the Audio
Improving
Embophone

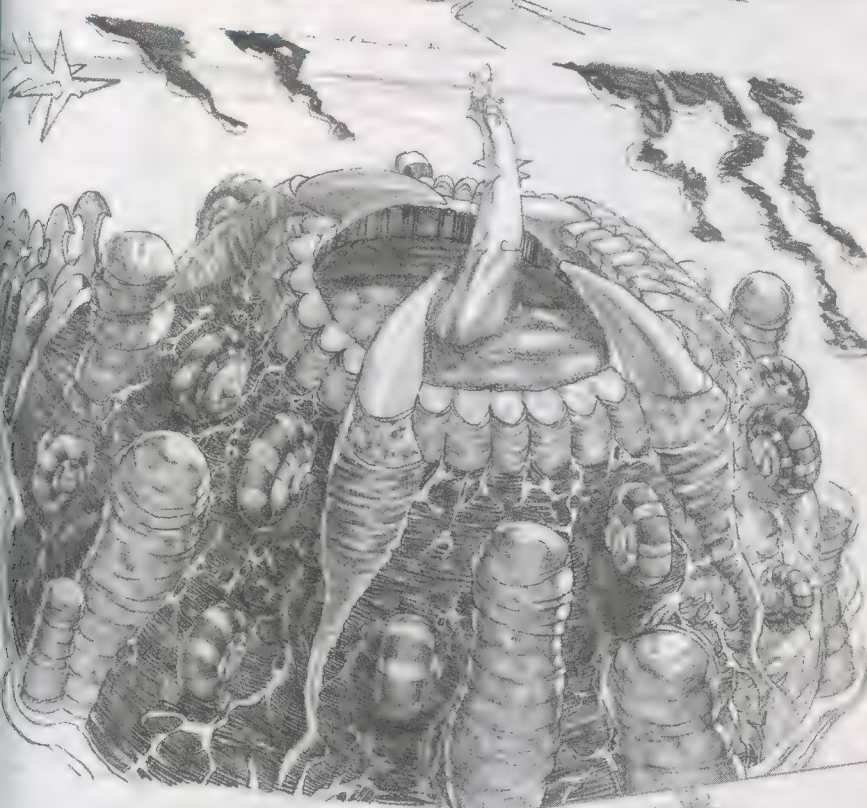


Final version of the Audio
Improving Embophone

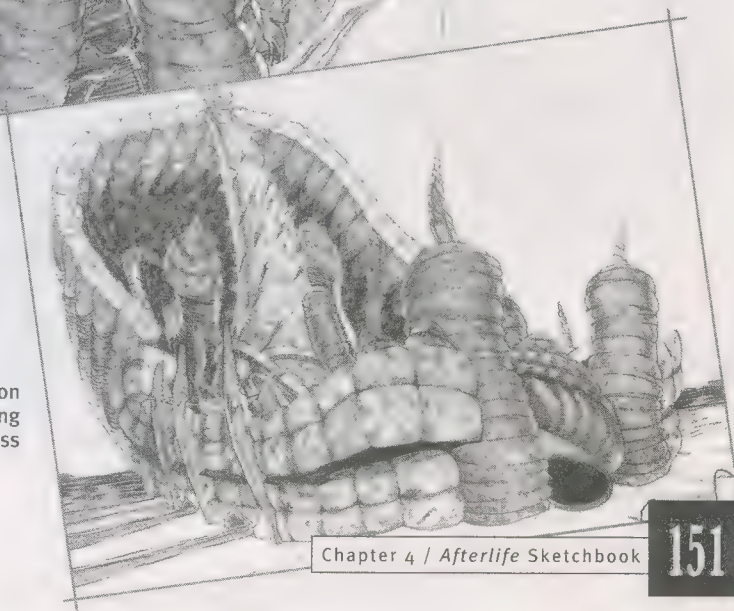
Early version of
the Wellspring
of Unsavoriness

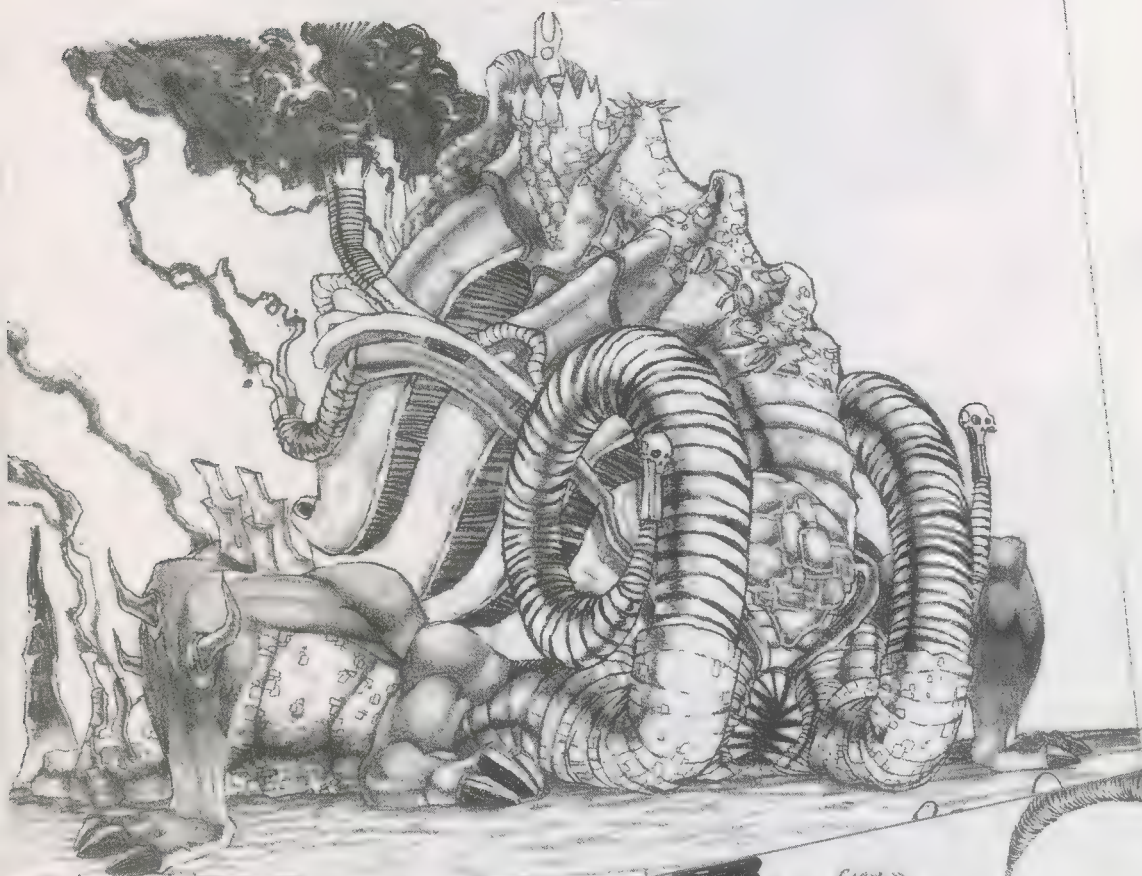


Later version of the Wellspring
of Unsavoriness



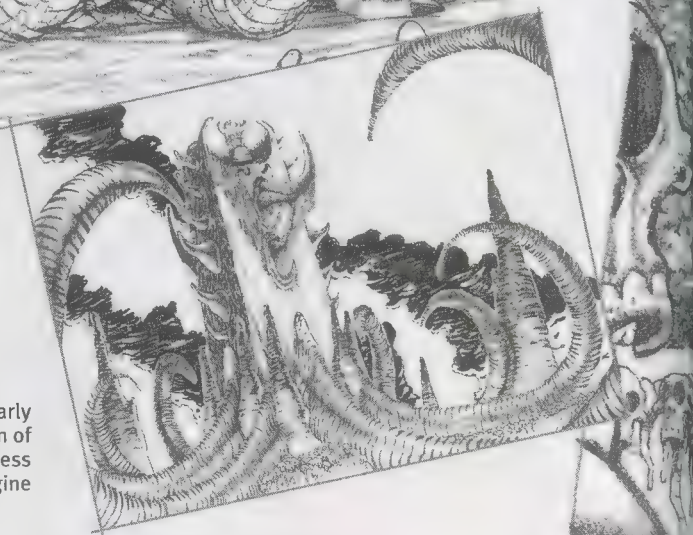
Alternate version
of the Wellspring
of Unsavoriness



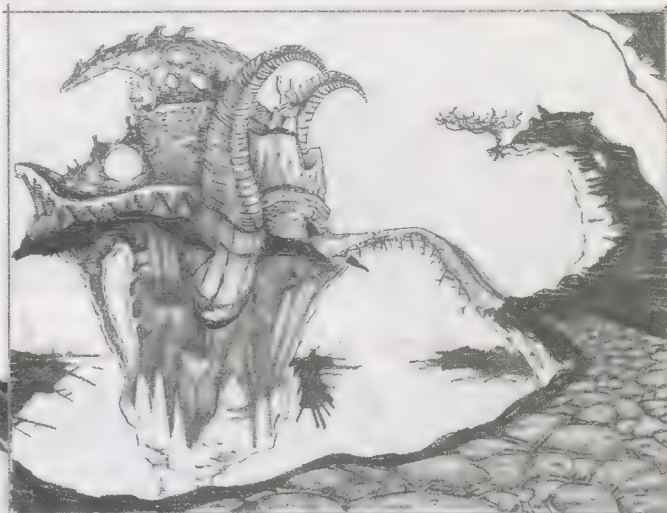


Alternate final version of
the Ugliness Engine

Alternate early
version of
the Ugliness
Engine



Early version of
the Ugliness Engine



Final version of
the Ugliness Engine





When Bad Things happen to good places: The Four Surfers of the Apocalypse

This is one battle you can't win: Ragnarok n' Roll



5

The Real Powers That Be



The progress of a computer

game from concept to the day it appears on the shelf is something like the progress of a SOUL through the Afterlife — long, tortuous, and filled with both pitfalls and moments of glory. What emerges at the end, whether it is resplendent in marketability and soars on wings of gold to the top of the sales charts, or sits twisted and cloaked in darkness as it sinks unmourned into the depths of obscurity, bears little resemblance to the modest notion that first emerged through the gate of the designer's imagination.

In the pages ahead you will meet the Angels and Demons (no telling who is which) who toiled ceaselessly in the realms of LucasArts to bring you the eternal rewards of gameplay. Enjoy the celestial treasures of music and art that await, and shrink in horror from the grisly spectacle of The Game That Would Not Ship or the dark looming menace of the Deadline. As we pass the Abyss of Testing, see the software tested to its limits with demonic glee. Doesn't your life seem a little brighter, knowing you have this host of emissaries working to give you a better *Afterlife*?

CREDITS AND CAST

The LucasArts Entertainment Consortium Conspiracy Combine Conglomerate Commune in conjunction with Her Majesty's Secret Service, Mr. and Mrs. Edward M. Beaux, The Guys That Killed JFK, A Moose Named "Jorge," and The International Jai Alai Federation present AFTERLIFE, The Very Last Word In Sim Games.

CIRCLE IX

**Designer, Project Leader and
Guy To Blame**

MICHAEL STEMMLE

CIRCLE VIII

Ultra Super-Woofy Lead Programmer

JUSTIN GRAHAM

Super-Woofy Programmer

REY CASTRO

Introducing

AARON GILES AS DAVE TUTTLE, THE CODE MACHINE

CIRCLE VII

**Lead Artist, Button Master, and
Dancing Fool**

PAUL MICA

**Spiffy 2D Art, Big Animation, and
Master of the Ever-Shifting Palette**

BRIAN RICH

Tile Artists and 70s TV Trivia Experts

KEVIN EVANS, CHRIS HOCKABOUT, PAT SINK, MARTIN YEE

Aria and Jasper Animation

GRAHAM ANNABLE

CIRCLE VI

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PETER MCCONNELL

Sound Design by

CREEK HART

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REBECCA ARTHUR

The Voice of Jasper

MILTON JAMES

Additional Voices

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Voice Director and Producer

DARRAGH O'FARRELL

Voice Editor

KHRIS BROWN

Assistant Voice Editors

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Voice Production Coordinator

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JILLIAN MOFFETT

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SUSAN UPSHAW

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DOYLE GILSTRAP

Manual, Strategy Guide and Invaluable Advice by

JO 'CAPTAIN TRIPPS' ASHBURN

Package Design by

TERRI SOD HOD

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SNYDER, THERESA M. O'CONNOR, CREEK HART, RANDY TODD, ADAM
PASZTORY, ALBERT CHEN, ERIK ELLESTAD, JOHN DRAKE, DARREN JOHNSON

Compatibility Testing

JIM DAVISON, JOSEF RICHARDSON

CIRCLE II

Afterlife Marketing Manager

TOM BYRON

Afterlife Publicity Manager

TOM SARRIS

CIRCLE I

Additional Tools Programming

HWEI-LI TSAD

Spiffy EMBO Conceptualizations

CHARLIE RAMOS

Unreal Mac Programming

AARON GILES

THE MOON

Chief Translation Programmer

JUDITH LUCERO

Translation Production Coordinator
SEAN MATHEIS

Burning the Midnight CD
WENDY KAPLAN

MERCURY

iMUSE Interactive Music System by
MICHAEL LAND, MICHAEL MCMAHON, PETER MCCONNELL

SCUMMlord
ARIC WILMUNDER

'His development system is INSANE!'
VINCE LEE

Bootmaker Boy
PAUL LEFEVRE

VENUS

Technical Support Lead Imps
DINO AGO, TONY BARQUEZ, AMY COFFMAN, ARAM GUTOWSKI,
DAVE HARRIS, TROY MOLANDER

Technical Support Imps
BRIAN CARLSON, PAUL PURDY, BRAD GRANTHAM, BEAU KAYSER, BEVERLY
BRENNAN, BILL MORRISON, ERIC KNUDSON, JAY GERACI, KARSTON AGLER,
KEVIN VON ASPERN, LYNN SELK, MATTHEW LABOVITZ, MATTHEW MURPHY,
MELINDA MILLER, STACEY ACKERMAN, WES ANDERSON

Hint Department Lead Cherub
TABITHA TOSTI

Hint Department Cherubs
KELLIE WALKER, THOMAS SCOTT, BOB MCGEEHEE

THE SUN

Turns Night Into Day
CATHERINE DURAND

International Licensees Manager
LISA A. STAR

MARS

Quality Assurance Manager Poobah
MARK CARTWRIGHT

Quality Assurance Supervisor Poobah
DAN CONNORS

JUPITER

Legal Seraphim
BOB RODEN

Marketing Power/Product Support
Archangel
MARY BIHR

Sales Principality
MEREDITH CANILL

SATURN

Green Means 'Go'
RANDY KOMISAR

Chief Technical Overlord
DOUG KAY

Supremely Powerful Art Persons
COLLETTE MICHAUD, JUDY ROSENFELD, KAREN PURDY

THE FIXED STARS

First Officer
STEVE DAUTERMAN

Commander-In-Chief
JACK SORENSEN

THE PRIMUM MOBILE

Special Thanks And
Assorted Warm Fuzzies to
JAY, JANET, PAULA, KEN, THE VON TRAPP FAMILY, ALANIS MORISSETTE,
BRUCE SPRINGSTEEN, FEE WAYBILL, AND JANEANE GAROFALO

THE EMPYREAN

One Ultra-Special Afterlife
Group Hug for
GEORGE LUCAS

MICHAEL STEMMLE

Michael Stemmler conceived *Afterlife* during his final work on *Sam & Max Hit the Road*. Burnt out on adventure games and wanting to try a whole new genre, Stemmler was playing some simulation games at the time and thought to himself, "These games are all about being a mayor or a president or running a DNA lab. Why do game designers think game players fantasize about wearing suits?" He wanted a game that was more fantastical, where the player got to wield real power. People called some of the existing sim games "god sims," so Mike asked, "Why not?" And so a truly twisted game was born.



Possibly no one who knew Mike back when he was in the Stanford University Marching Band would have suspected he would someday create Heaven and Hell — and make them accessible on the computer. After his tenure at Stanford, Mike spent a year "doing absolutely nothing — consuming far too much beer, pizza, and TV before I lucked into a job at LucasArts." A series of personnel shifts left him as de facto lead programmer on *Indiana Jones and the Fate of Atlantis*, and from there he went on to create *Sam & Max* along with his programming partner from Indy Atlantis, Sean Clark; the father of *Sam & Max*, Steve Purcell; and LucasArts art director Collette Michaud.

When designing games, Mike says, "It has to be a game first. It has to be playable, and I have to want to play it" as opposed to games that seem designed just to look or sound pretty. Mike says, "I design these things to make myself smile." However, he's not certain that his view is always the same as the general public's. "I read too many comic books. I have a view of the world in which people are always striving for justice. And I watch far too much TV, especially political satire. I'm a big fan of politics." He admits, though, that the computer game medium may be too young to accept a game based on political satire. "...we're still breaking away from white hats vs. black hats."

Where does Mike see computer games moving in the future? He's hoping for a return to the bigger, more puzzle-filled game. He thinks that consumers will grow tired of the "solve a puzzle, get a video clip" school of game design, and "using full motion video to pad out dippy little games." Mike sighs, settling back to work at a desk filled with Nerf guns and super-hero action figures, "But then, it's possible I'm old and crotchety."

PROGRAMMING

JUSTIN GRAHAM

Justin Graham was born in New York, but you'd never guess it because he spent his childhood and received his education in South Africa. He spent one year at a university there studying electrical engineering and doing programming in his spare time before coming to California in his twenties.

He started out at LucasArts as a tester, but soon worked his way to programming scripter on *Monkey Island Sega*. From there he became a tools programmer — a specialized programmer who writes general-utility mini-programs that other programmers use in constructing applications (like computer games). Much of his work as a tools programmer was with LucasArts' music department, where he developed sound tools for the original iMUSE (the LucasArts program which matches music to action in its adventure games).

He also worked on sound tools for games written in DOS protect mode and developed a digital mixer (for *TIE Fighter*). He then signed on as a regular programmer on *Sam & Max* with Mike Stemmler, and when Mike moved on to *Afterlife*, Justin went with him as lead programmer.

Justin was excited to be involved in the project as lead programmer, because "I wanted to follow it through from beginning to end. There is a point in the development of a game when all the separate elements you've worked on come together, that's almost scary." He looks forward to designing his own games, especially network head-to-head games. Justin still prefers tools programming, though, because it's "smaller, and much harder to get burnt out because you never have to do the tedious bits."

When asked his opinion about *Afterlife*, Justin said, "I don't usually like sim games, but this is fun." Then the technical programmer side of his personality emerged when he added, "I'm real glad we didn't have to do the Windows 3.1 version."



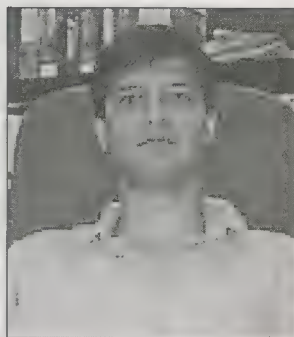
REY CASTRO

Yes, he's from Cuba, but he's no relation — it's a very common name there. Rey got his degree in computer science from Southwest Texas State University and began work at Origin two months later. After two years, he moved to California, where he worked another two years for Mindscape before going to work at LucasArts, where *Afterlife* is his first project.

Rey handled a lot of the Artificial Intelligence programming that works behind the scenes in the game. For instance, he programmed all the characteristics of the planet that show up on the Planetview, including technology, population, and belief system distribution. He also programmed the SOULview.

Rey finds games programming challenging because “each game is something different; it's not at all like programming spreadsheets.” And of course, *Afterlife* is not your average computer game. “It's a real whacked-out game,” says Rey, “but it grows on you. I had to rewire my brain to think in terms of belief systems: HAHaism, HOHOism, whatever....”

Because both Mike and Justin are volatile personalities, and Rey is relatively mellow, “I am the balance between the two forces,” Rey reports. He likes working at LucasArts because “there is no knife-cuttable tension; people are more supportive of your work and there is more concern with getting it right.”



AARON GILES

It all started for Aaron Giles when LucasArts' *Rebel Assault* for the PC came out. At the time, Aaron was working as a programmer at Cornell University Medical College, following his graduation with a degree in Physics from the University of Chicago. Aaron was corresponding on a computer bulletin board with Eric Johnston, who at that time was Mac programmer for LucasArts, and expressed some interest in how well the new game would port over to the Mac. Since Eric was leaving the company to concentrate on his academic career, he suggested that Aaron apply as a Mac programmer. Needless to say, he got the job.

In the following year, Aaron programmed adaptations of *Dark Forces*, *Full Throttle*, *Day of the Tentacle*, *Sam & Max*, *Rebel Assault II*, and *The Dig*, and he is now working on *Afterlife* and *Mortimer & The Riddles of the Medallion*. Before he formally joined the *Afterlife* team, Aaron was stalled on another project and spent one afternoon turning out an essentially functional Mac version



of *Afterlife* just to clear his mind and get his programming juices flowing. Although this is a great tribute to his speed and skill, Aaron throws part of the credit onto Justin Graham, who has worked from the beginning on *Afterlife* to make the game more “portable” to the Macintosh.

Aaron finds working on adaptations continually challenging and likes the fact that as a “port” programmer — someone who takes a program written for one machine, like a PC, and adapts it for another, like a Mac — he generally spends only a couple of months on a project, as opposed to the year and a half or more an original programmer may spend. He was also excited by *Afterlife*’s simultaneous PC and Mac release, since this gave him more input into the creative process. He finds the game “quirky — *Sim City* with an attitude.” He thinks players will be challenged by the fact that the game doesn’t take place in a familiar reality but, once mastered, offers rich gameplay “and really bad puns.”

ART

PAUL MICA

Paul Mica left the San Francisco Academy of Art following studies in commercial art, illustration, and sculpting hoping to make it as a freelance artist. Five years later, when he needed money for his upcoming wedding, he began creating art for computer games — first for Sega, then for LucasArts. He produced art for a number of LucasArts Super Nintendo games, including *Super Star Wars*, *Super Empire Strikes Back*, and *Super Return of the Jedi*, before moving on to such PC games as *Sam & Max*, *Dark Forces*, and *Afterlife*.

Paul’s original ideas for *Afterlife* were influenced by the artist Giger, so he was going for a more organic look in building the design for Hell. Heaven would have a more classical look, and Hell would be — well, more intestinal. The original interface was going to resemble sculpture.

Further talk with Mike Stemmler, however, (who originally talked about the game being a kind of gallery where each of the company artists could design at least one building) and seeing the different artists’ designs convinced Paul to give the artists free rein, rather than imposing a uniform design style.

Paul then mostly concentrated on keeping the artists on deadline, managing office space, and coordinating information. He did continue to work on the interface, going through several different design styles before he came up with the current Remote Control unit. For his intense work in this area, his fellow artists dubbed him, “Interface Boy.”



BRIAN RICH

Like Paul Mica, Brian Rich graduated from art school and began freelancing. Brian was at it for two years, doing assorted projects such as promotional comics for businesses, before he was hired on at LucasArts. There, his first work was assisting on backgrounds for *Full Throttle* before starting work as 2-D artist on *Afterlife*.

In designing the full-screen artwork for the Special Buildings, Brian started following the classical motif Paul had outlined at the beginning of the project, but very quickly took off on his own. He says that his principal inspiration came from the ideas themselves, but he's also a great admirer of Terry Gilliam, Klosky Csupo (the animation studio that produced the original *Simpsons* cartoons and *Duckman*), Moebius, and Ralph Bakshi. He talks about their sense of style and their common willingness to "take things to a certain point — then, keep going."

Although Brian's first love is still drawing (he majored in illustration), he admits to being fascinated by the computer as a tool, and the combination of 2-D and 3-D images that is possible in computer animation. He feels that *Afterlife* is more interesting than previous sim games, because "in previous sims, you're just building buildings, but in *Afterlife*, something pops out of the ground and you say, 'What is that?'"

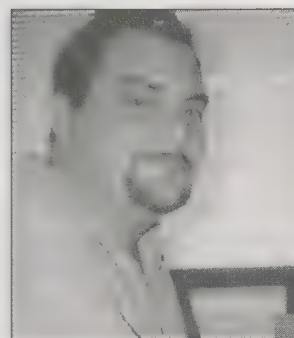


TESTING

BRIAN KEMP

After majoring in community studies at UC Santa Cruz, Brian moved to the San Francisco area to work at a local radio station. Before he left, he was substituting for the news director, but he felt he wanted to try something different. While driving an airport shuttle, he was told about testing work at LucasArts, and his knowledge of Windows at a point when LucasArts was starting to test its first Windows product got him the job.

That project was *Star Wars Screen Entertainment*, which was followed by testing *TIE Fighter*. Brian claims he would drive home at



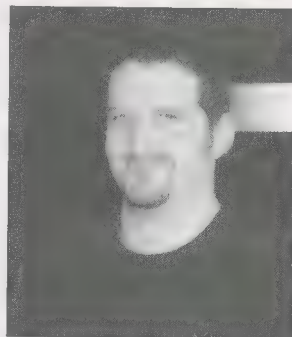
night having to remind himself he wasn't flying an A-Wing. From there he became lead tester on *X-Wing CD* and *TIE Fighter: Defender of the Empire*, then on to lead *TIE Fighter CD* and *Rebel Assault II* simultaneously. "It was really interesting," claims Brian ruefully, "because on one product I was getting a new version every two weeks, and on the other I was getting a new version every two hours."

When he went to work on *Afterlife*, Brian had heard "scary stories" about Mike Stemmler, but he found him to be "real open to suggestions — as long as you walk in, run down your list, then move on." As far as *Afterlife* itself is concerned, Brian says, "It's kind of strange trying to spot logic bugs in a pure fantasy environment, and mastering challenges such as how the Ad Infinitum charge works." His favorite bug in the game was one where the population of the *Afterlife* would "suddenly jump to three gazillion, and you'd get all the Special Buildings at once, as well as a whole truckload of planetary disasters." Brian had five English majors on his testing team, and sometimes the arguments over the placement of a comma in a piece of text on a Microview could go on for hours. Although Brian has since moved on from LucasArts, he earned himself a place in *Afterlife*.

JOHN HANNON

What exactly do lead testers do? At LucasArts, one of the first things lead testers do is try out the game many times (while it's still relatively early in development) to get an idea of what's going on in it — what the main parts are, how the interface works, who the characters are, etc. Then the lead testers will construct a bug database: a standard place where testers can report mistakes in the game program. When the testers start in on the game, the lead testers provide guidance through frequent meetings and individual attention. Toward the beginning of the game, the leads know more about it than anyone else and can give the testers ideas of areas to work on.

The lead tester also compiles a test plan — a methodical step-by-step approach to testing as many variables in the game as possible, as well as all compatibility issues such as different sound cards, different memory setups, and so on. If this were an adventure game, the test plan would include having the character go into all the locations in the game, and at each location use all available inventory items in every way possible, and talk to every character present in the room, then go to the next room and — you get the idea. When complete, the test plan is distributed to all the testers on the project. Some may do the whole test plan, while others concentrate on specific areas. This whole process may be done at least twice: once at the beta stage, when all design elements have been frozen, and once at the QA (Quality Assurance) stage, when the game is ready to ship as soon as any bugs are fixed.



When Brian Kemp left the company, John Hannon came into all this responsibility on *Afterlife* relatively early in his career at LucasArts. His education at Santa Rosa Junior College had been in pursuit of a music degree. He was delivering pizza when he heard about testing positions through a friend, and started out testing on *Full Throttle*. He then continued with work on *TIE Fighter CD*, and *Rebel Assault II* before joining the *Afterlife* team.

John is a man of few words. His general testing philosophy is “Test it all now. Write it up.” He conveys a genial, laid-back authority as lead, which has earned him his tester nickname of “Grandpa.”

He started computer gaming for fun on a Commodore Pet with *Dungeons & Dragons* and *Hunt the Wumpus*. He is particularly into 3-D games these days, such as *Dark Forces* and *Doom*, but also finds himself playing *TIE Fighter* and *Minesweeper* a lot. This, of course, has been radically cut back since he took over as lead tester. His concise opinion about *Afterlife*? “It will sell.”

DANA FONG

Dana also got into testing through information from a friend. After graduating from San Francisco State University with a degree in Japanese, his background in languages helped Dana with testing such products as *Monkey Island II* in Japanese for the FM Towns computer. He also was Macintosh lead tester on *Star Wars Screen Entertainment* and a number of other Macintosh products, including *Dark Forces* and *Full Throttle*.

Until *Afterlife*, LucasArts always released its PC products first and then released a Macintosh adaptation later. With the improvement in Macintosh processors, the invention of Windows 95, and the wizardry of LucasArts Mac programmer Aaron Giles, *Afterlife* and future Mac products will be released simultaneously with the PC version. Until *Afterlife*, though, Dana has always received programs “second-hand” — all design features were nailed down before the PC product was released. The good part of the old arrangement was that it meant a shorter Macintosh testing period, and occasionally the programmers would be able to clear up nondesign problems that had existed in the PC release. There were also features available on the Mac that were previously not available on the PC. In *Full Throttle*, for instance, save games were displayed with a small thumbnail screenshot from the save game — a feature built into Mac system programming not present in PC DOS.

Dana favors the new arrangement, though, because it means more eyes looking at the product prior to initial release and gives the Mac testing team more input into the design process.



AUDIO

DARRAGH O'FARRELL

Darragh comes to LucasArts from Ireland. Educated in Scotland, he sought employment in this country because of the wider range of job opportunities available in the entertainment industry. Before LucasArts, he worked in Los Angeles for an animation company that did lots of pre- and postproduction work on Saturday morning childrens' programming. His jobs there included dialog direction and sound supervision, which prepared him for his current employment.

Darragh has been a game fan since the days of the old Atari 2600, and, coincidentally, the first PC game he ever played was LucasArts' *X-Wing*. So he was quite excited when he saw the ad in the Hollywood trade papers for a voice producer/director. He is pleased that the games he gets to work on encompass a wide spectrum of genres, from science fiction and straight adventure through oddball humor.

Recording the voice tracks for *Afterlife* meant that Darragh had to travel from the LucasArts facility in Marin County back to Los Angeles, where he spent two weeks getting all the dialogue for the game. He feels that, "Actors are much more relaxed doing voice-overs. They can wear casual clothes and don't have to wear makeup — it's just a more easygoing atmosphere."

Darragh found casting and recording the voices for *Afterlife* easier than previous projects because of the smaller cast. Except for the voices for the doctor and nurse in the opening cut scene, which were added at the last minute and involved a two-day "mad dash" down to L.A., he just had to deal with Aria and Jasper. The original taping sessions went smoothly, except on the first day of tryouts, when the frequent Marin County fog socked in the airport where Darragh was waiting to leave and necessitated a call to L.A. to send everyone home for the morning.



PETER McCONNELL

Peter studied music at Harvard and later worked for a company that specializes in musical technology for performing artists. He has also played in several bands, including Crocodile Tears (in Boston) and Lotus Eaters (in San Francisco). His current band is named Devotion and his instrument is the electric violin.

Peter joined LucasArts as a music composer and interactive music software programmer in early 1991. His first projects were composing some of the original music for *Indiana Jones and the Fate of Atlantis* and *Monkey Island 2: LeChuck's Revenge*. Peter also worked on *X-Wing*, *Day of the Tentacle*, *Sam & Max Hit the Road*, *TIE Fighter*, and *Full Throttle*. He also codesigned and continues to enhance and improve iMUSE, the interactive music and sound system LucasArts uses for many of its adventure games.

Peter felt his work on *Afterlife* was a delicate matter, because the game is a comedy about what some people consider a touchy subject. Keeping this in mind, he kept his approach lighthearted, but respectful. He thinks the musical aspects of comedy have to be more subtle, and this is even more true on a sim game like *Afterlife*, where the player's attention is more focused on the visuals than in an adventure game.

Peter knew that there were classic ways in music of suggesting divine rewards and punishments. For Hell, he started off with the notion that traditionally in orchestral music, D minor is the "key of doom" (not the computer game — the mood). Given that the game takes a comic approach, Peter scored punishments in C sharp minor — just a little off. For overall Hell themes, Peter chose dark, brooding pieces reminiscent of Carmina Burana and Bach. For rewards in Heaven, Peter chose "the happy keys" — A and D major. For generalized heavenly music he chose classical choir, Eastern and Beatles-influenced music. He even threw in some "cutesy" bits and pieces to echo Aria's influence in the game. He drew on Gregorian chant and Indian influences for the generalized background music, feeling that it reflected both the medieval influence of the seven deadly sins and the Eastern concept of Karma.

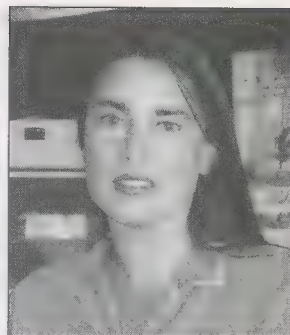


PRODUCT MANAGEMENT

CAMELA BOSWELL

Camela's background is classic PR: a degree in journalism and public relations from California Polytechnic State at San Luis Obispo, a stint in advertising, then more PR work at LucasArts. When she became interested in the creative end of the business two years ago, she moved into production.

A production manager's responsibilities are incredibly broad. It's Camela's job to oversee all the elements of production, help to provide appropriate resources, and bring the product in on time and within the budget. Should a schedule or budget problem arise, it's Camela's responsibility to communicate that information to senior staff and work toward a solution. Much of the job consists of managing people: ensuring optimal work conditions, resolving differences, and applying the necessary pressure to make sure everything gets done. Additionally, Camela is responsible for working with the marketing team to insure a quality "out-of-box" experience. Camela refuses to play the victim to what is clearly a high-pressure job. She's always been a list maker, and her general attitude toward a task is no-nonsense: "Address it, finish it, get it done."



She found working on *Afterlife* a different kind of challenge. The game is more technically intense than the adventure titles she was previously involved with and is so nonlinear in gameplay that it provided a whole new set of problems to manage. There was also a smaller production team, and additional pressure because of game's simultaneous release in three different modes (Windows 95, DOS, and Macintosh). Nonetheless, possibly because the smaller team has been more focused, Camela has found her work on this project more mellow. She has focused her attention more on managing the game rather than managing personnel, and making sure that with a large, nonlinear game, there are no aspects that slip through the cracks and don't get checked.

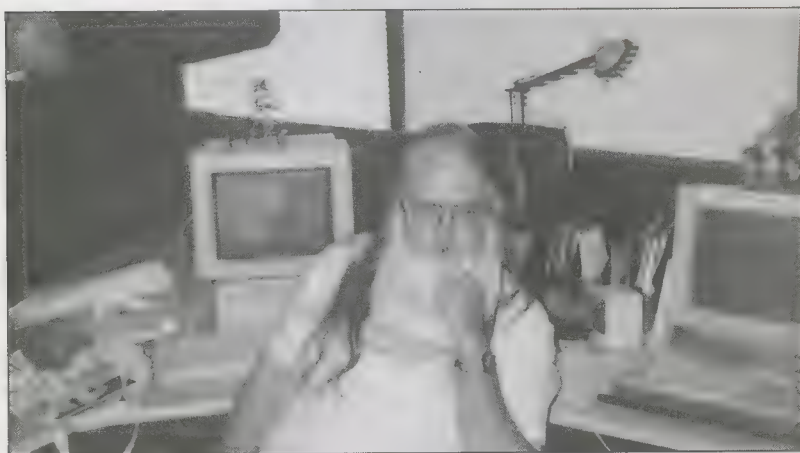
Since art for the game was completed at a much earlier stage on *Afterlife* than is usual on an adventure game, Camela has also made it a point to see that the art team is involved in the wrap-up, so that they can feel the same sense of completed accomplishment that the programmers feel when the game goes to the stores.

Taking into account that there are technical aspects she's still learning, Camela is sensitive to the design team. When a deadline dispute arises, she talks with the creative team: "This is the deadline we'd like to meet. Do you have a solid reason why we can't? What factors am I not taking into consideration?" This approach, she finds, succeeds where blame or anger often fail.

AUTHOR

JO ASHBURN

Jo Ashburn currently resides in Oakland, a state of confusion, as opposed to Berkeley, where he used to live, which is definitely a state of mind. He has been a theatre reviewer for three years for the *Suttertown News* (a Sacramento weekly newspaper), a pizza cook, a transit spy, a projectionist at a sleazy movie house, a Cub Scout, an English teacher, an actor, a poet, a priest, a technical writer, and is currently employed as a games tester and documentation writer at LucasArts Entertainment. He has written the *Day of the Tentacle* hint book, the *Sam & Max Hit the Road* manual and hint book, the *Dark Forces* manual (in collaboration with Mark Cartwright), the *Full Throttle Official Player's Guide*, and *The Dig Official Player's Guide*. He still does not own a cat.





A&B

Appendices



APPENDIX A: GLOSSARY

AAAAISM	Absolutely Always An Afterlife. Tenet of EMBOs that believe in an Afterlife.
AD INFINITUM CHARGE	Charge put off by Rocks So Heavy You Can't Lift Them. This charge, when tapped by Siphons, empowers Fate buildings.
AD INFINITUM SIPHONS	Tools used to tap rocks for Ad Infinitum Charge. Found on ETC button on Remote Control. Must be connected to a road in order to work properly.
ADVISORS	Jasper and Aria; demonic/angelic advisors placed in your Afterlife to guide you.
AFTERLIFE	What happens after death; the combined Realms and Planet that make up the game.
ALFISM	Afterlife Lasts Forever. The tenet of EMBOs that there is no reincarnation, and that a SOUL's placement in Heaven or Hell is a permanent situation. ALFists become permanent SOULs in the Afterlife.
ANGELS	Employees of Heaven.
ANGER	A sin characterized by wrath. Denoted by red tiles.
ARIA	An angelic advisor placed in the Afterlife to guide you. She balances out the nasty, evil advice from Jasper and aids you in the construction of your Afterlife.
AVARICE	A sin characterized by greed. Denoted by yellow tiles.
AVERAGE AQ/DQ	Angel Quotient/Demon Quotient. Corresponds roughly to IQ as a measure of efficiency of Afterlife employees. Range is 50 to 150. All imported employees have AQ/DQ of 100. Home-grown AQ/DQ depends on the selectivity setting of the Training Centers.
BATS OUT OF HELL	One of the Bad Things unleashed randomly in Hell. Countered by the Ugliness Engine.

BELIEF GRAPH	A graph in the Graph View charting belief systems of EMBOs on the Planet.
BELIEF SYSTEM	A set of tenets of faith.
BIRDS OF PARADISE	One of the Bad Things unleashed randomly in Heaven. Countered by the Vista Enhancement Doohickey.
BIRTH RATE	Rate of birth of EMBOs on the Planet.
BUILDINGS	Constructions, either Fates or Special Buildings, in your Afterlife, used to house, train, punish, and reward SOULS, Angels and Demons.
CHARITY	A virtue characterized by benevolence toward others. Denoted by yellow tiles.
CHASTITY	A virtue characterized by purity in conduct. Denoted by purple tiles.
CLOUD	Celestial Levels Of Unparalleled Divinity. A tile used in Heaven to reward SOULs.
CONTENTMENT	A Virtue characterized by satisfaction and happiness. Denoted by green tiles.
DEMIURGE	You, the cosmic manager of both Realms of the Afterlife.
DEMONICALLY FAST	Fastest Tempo. Found under the Global Menu.
DEMONS	Employees of Hell.
DILIGENCE	A Virtue characterized by persistence, effort, and care. Denoted by brown tiles.
DIRECTIONAL VIEW CONTROL	Arrow buttons on the remote control that move your point of view North, South, East, and West.
DISCO INFERNO	One of the Bad Things unleashed randomly in Hell. Countered by the Crinkly Cacophony Contrivance.
DISTOPIA	Office space and housing for the Demon employees of Hell. The number of resident Demons and Angels versus the commuting labor force plays an important role in efficiency.

DIVINE INTERVENTION

Stopped Tempo (Pause). Found on the Global Menu.

EFFICIENCY

The Overall "score" given to a Fate tile that determines whether the tile evolves or devolves. Low efficiencies are bad, high efficiencies are good. Several factors combine to create an efficiency score, including: Distance a SOUL must walk to get to the Fate tile, what kind of Fate tiles are around it, how well aligned the Fate tile's population is (temporary vs. permanent population), and the influence of other tiles.

EMBO

Ethically Mature Biological Organism. (Ethically mature apparently means that the Soul has reached an age when free will kicks in, or an age at which the EMBO should know better.) The sentient inhabitants of the Planet.

EMPOWERMENT

What happens to Fate structures when they're connected to a Siphon.

ENVY

A sin characterized by discontent and resentment aroused by the desire for the possessions and qualities of another. Denoted by green tiles.

FOUR SURFERS OF THE APOCALYPSO

The end of the game. An apocalyptic force of devastating consequence unleashed by TPTB as a result of poor management of your Afterlife. There is no recovery from this. Pack it in when they hit.

GATE

A portal through which SOULs enter the Afterlife from the Planet. Every SOUL that passes through the Gate generates a certain number of Pennies in income for the Demiurge, based on the SOUL Rate. Gates must be connected to roads in order to function properly.

GENERIC ZONING

Zoning denoted by multi-colored tiles and devoted to whatever sin/virtue is needed at the time. Usually inefficient. Must be connected to a road to function.

GLUTTONY

A sin characterized by overindulgence. Denoted by orange tiles.

GRAPHVIEW

A window that opens to display graphs of population, efficiency, expenses, etc.

HAHAISM

The tenet that both Heaven And Hell Await. HAHAIsts become SOULs that first go to Hell, then go to Heaven.

HEAVEN	Where good SOULs go if they believe in it.
HEAVEN GETS THE BLUES	A Bad Thing that occurs randomly in Heaven. Countered by the Audio Improving Embophone.
HELL	Where bad SOULs go if they believe in it.
HELL FREEZES OVER	A Bad Thing that occurs randomly in Hell. Countered by the Tactile Degradation Gizmo.
HOOHISM	The tenet that Heaven Or Hell Only exist, but not both. HOOHists become SOULs that only go to Heaven or only go to Hell, depending on their relative goodness.
HOUNDS OF HELL	Medium Tempo. Found under the Global Menu.
HUMILITY	A virtue characterized by modesty and deference. Denoted by blue tiles.
JASPER	The demonic advisor placed in your Afterlife to balance out the happy, good advice from Aria and to aid the player in <i>Afterlife's</i> construction.
KARMA TRACK, KARMA TRACK ANCHORS	Track used to convey SOULs from Karma Station Anchors to Karma Portal Anchors. Karma Track exists in Limbo, and its shadows fall in the two Realms, where it is held in place by Karma Track Anchors. Karma Track Anchors are the little posts that appear at the corners of the Karma Track shadows.
KARMA	The sum total of all the actions of the SOULs (and the consequences of those actions), Karma determines their fate when they reincarnate. Not subject to monitoring or interference by the Demiurge.
KARMA PORTAL, KARMA PORTAL ANCHOR	Portals that exist between the realms and serve as a midpoint for SOULs transmigrating from Heaven or Hell back to the Planet. Big floating rock with a square purple halo around the middle and a yellow cycling hole in the middle. The Karma Portal Anchor is a structure in Heaven or Hell existing (for game play purposes) primarily as a visual reference to show where to lay track from the Karma Station Anchor.

**KARMA STATION,
KARMA STATION ANCHOR**

A construction halfway between Heaven and Hell that serves as a jumping off point. SOULs travel here from a Karma Station Anchor (which is built by the player and must be connected by a road to the structures and by Karma Track to the Karma Portal Anchor).

LIMBO STRUCTURES

Establishments that serve as overflow protection in either Heaven or Hell. They have a finite amount of beer to serve and self-destruct when the beer runs out. No relationship to the Limbo Zone between the Realms.

LOST SOUL

A SOUL that is not fully processed by the player's Afterlife and wanders off somewhere else.

LOVE DOME

A miniature, completely self-sustaining Heaven that processes large numbers of SOULs for the Demiurge and requires no maintenance. Awarded by TPTB when your Heaven achieves 1 billion SOULs.

LUST

A sin characterized by intense, unrestricted sexual impulses. Denoted by purple tiles.

MACROMANAGER

A tool found on the Remote Control that's used to exert control over whole sections/types of PITs/CLOUDs in your Afterlife.

MAINVIEW

The view that allows you to view either Heaven or Hell, or both. Most useful for laying down zoning, and/or manipulating structures — in short, for general gameplay.

MAPVIEW

A view that features individual maps of the Realms that graphically display efficiency, traffic, fullness, population ratios, influences, Zoning, traffic, Karma Track information, and Ad Infinitum levels.

MICROVIEW

A view that allows the player to view the contents and population of a single structure, and allows the player to manipulate resources committed to the structure with respect to the population that inhabits it.

MORTAL FLOODING

Slowest Tempo. Found under the Global menu.

NAAAISM	No Afterlife At All. All NAAAists are Lost SOULs who never make it to the Afterlife, and therefore beyond your control. Don't sweat it.
OMNIBOLGE	A self-sufficient miniature Hell used to extend the infernal Realm. It is awarded by TPTB after your Hell achieves 1 billion SOULs.
OPRA	The tenet that Only Pit Realms Await. OPRAists go only to Hell.
OCRA	The tenet that Only Cloud Realms Await. OCRAists go only to Heaven.
PARADISE PAIR O' DICE	A Bad Thing that occurs randomly in Heaven. Countered by the Fluffy Comfort Dispenser.
PERSONNEL GRAPH	A graph in the Graphview displaying labor forces of Heaven and Hell, their distribution throughout the Afterlife, their total salary per year, commuting vs. resident, and imported vs. resident.
PIGGY BANKS	Financial institutions used in Heaven or Hell to store Pennies, and/or to borrow Pennies using SOULs as collateral.
PIT	Punishing Infernal Torments. A Fate building used in Hell for punishing SOULs.
PLANET	The place you're in charge of. The round, blue, rotating thing between the two Realms, the home of your EMBOs.
POPULATION METER	The meter at the bottom of your remote control that shows the populations of your Afterlife and your planet.
PORT	Docking stations for the boats that ferry SOULs across the river in Heaven or in Hell. Ports are useful in sucking up extra souls. They must be connected to a road to function.
PRIDE	A sin characterized by arrogance and conceit. Denoted by blue tiles.
RAGNAROK N' ROLL	A termination of the Afterlife caused by too many unemployed workers running amok. When it happens, you're hosed.
RAIDS	What happens when too many unemployed Angels/Demons incapacitate buildings in the opposite Realm. Signified by fiery halos over buildings in Heaven and golden halos over buildings in Hell.

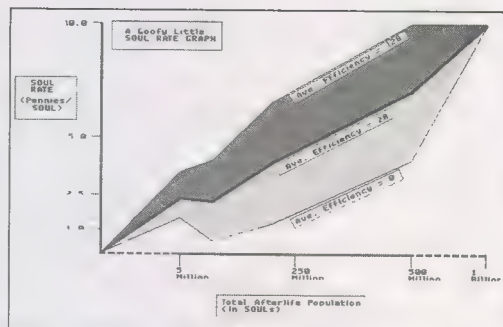
RALFISM	Reincarnation Always Loops Fate. RALFists (the opposite of ALFists) believe in reincarnation. RALFists serve their time in Heaven and Hell then return to the Planet.
REWARDS	Fates doled out in Heaven, i.e. the payment for having led a virtuous life.
RIVERS	In Heaven, they're filled with milk and honey, and sugar and spice and everything nice and run through the Realm to diversify and enliven the Realm. In Hell, they're filled with vomit and excrement, snips and snails and puppy dog tails and generally make Hell more unpleasant. Can be crossed using Ports.
ROADS	Pathways used by SOULs to get from one Fate to another, and/or to get from the Gates to the Fates, to the Training Centers, and to the Karma Station Anchors, and/or vice-versa. Roads are also necessary to transmit Ad Infinitum charges.
ROCKS SO HEAVY YOU CAN'T LIFT THEM	Rocks laid out in Heaven and in Hell that take up space, but give out Ad Infinitum charge. See Ad Infinitum charge.
SAVEGAMES	Previous Afterlives saved by clicking on Save Game. Started by clicking on Load Game.
SIN	The actions or beliefs that get EMBOs cast into Hell — if they believe in it.
SLOTH	A sin characterized by extraordinary laziness. Denoted by brown tiles.
SOULS	Stuff Of Unending Life. The spiritual essence or life force of the EMBOs that inhabit the Afterlife.
SOULVIEW	A mode of viewing the Afterlife that allows you to look at the appearance and history of individual SOULs, and, to a limited extent, track them as they move through the Afterlife.
SPECIAL BUILDINGS	Buildings awarded to the Demiurge for obtaining levels of population.
SUMAISM	SOULs Undergo Multiple Afterlives. SOULs who believe they travel to more than one Fate during their time in the Afterlife. SUMAists are temporary inhabitants, at least until they reach their final Fate.

SUSAISM	SOULS Undergo Singular Afterlives. SOULs who believe that they travel to only one Fate during their time in the Afterlife. SUSAists are Permanent inhabitants of their Fate unless they believe in reincarnation.
TEMPERANCE	A virtue characterized by self-restraint. Denoted by orange tiles.
TENET OF FAITH	An individual belief that's a part of the entire belief system
THE POWERS THAT BE (TPTB)	Your celestial supervisors. The omniscient, omnipresent force behind the Afterlife.
TRAINING CENTER	A building placed in Heaven or in Hell to train SOULs to become Angels or Devils in your workforce. Necessary to obtain a "home-grown" workforce and reduce your labor costs, but such a workforce is ultimately less efficient than the imported kind.
UPGRADES	Improving an existing structure instead of tearing it down to build a bigger/better one. Option available under Microview.
UTOPIA	Housing/office space for Angels. Serves as labor center in Heaven.
VIRTUE, VIRTUOUSNESS	A moral excellence or superiority that earns EMBOs a place in Heaven, if they believe in it.
WRATH	A sin characterized by furious rage and anger. Denoted by red tiles.

APPENDIX B: CALCULATIONS AND FORMULAS

SOUL RATE (FORMULA)

SOUL Rate is displayed on the accompanying graph. Average Efficiency is the average efficiency per Reward/Punishment building. This means that the Average Efficiency can theoretically fluctuate between zero (all Rewards/Punishments are puny one-by-one tiles with bad walk distances and clouds of harmful Vibes) and 240 (all Rewards/Punishments are four-by-four Generics with great walk distances and cool Vibes). As you can see by the graph, Average Efficiency caps at 128, and the median of the graph runs through an Average Efficiency of 28. And if you turn off Bad Things, your SOUL Rate gets cut in half.



TILE CAPACITY VS. SOUL POPULATION RATIO

As you can tell from the chart below, tile capacities for Rewards and Punishments go up slowly over the course of the game. They start out at five percent of normal capacity, and work their way up to 500 percent. The total SOUL population of a given realm determines the magnification factor of the tile capacities for that realm. Here's the breakdown:

Number of SOULS	Percent of Normal Capacity
Population < 10,000	5
10,000 – 999,999	5 – 50 (linearly)
1,000,000 – 9,999,999	50 – 100
10,000,000 – 99,999,999	100 – 250
100,000,000 – 999,999,999	250 – 500
≥ 1 Billion	500

TILE EVOLUTION PROBABILITY

If a tile is blank, and it's got a population, it'll always evolve. Otherwise, it considers how full the tile is (0-100 percent), if its fullness \geq a random number between 50 and 100 (this means that tiles won't evolve until they're at least 50 percent full), it'll try to evolve (which doesn't guarantee a change — if the efficiency of a structure is appropriate for that tile, it may not evolve or devolve, it may be happy right where it is.)

EFFICIENCY FORMULA

Efficiency = f

$f = 0 - 15$

$f = (d+i+r/d+a)$

d = distance SOULs walk to get there

$> 128 = 3$ pts.

$\geq 64 = 2$ pts.

$\leq 32 = 1$ pt.

Otherwise, 0 pts.

i = influence (ambient)

-16 ——— +16

Divide by 4

-4 ——— +4

r/d = Production then add s (1-6)

based on $r+d$

a = adjacency: 2+ (size +1)

3 = exactly the same

1 = same kind of sin

The following process occurs once a year with each structure:

If a tile is at 50 percent population, it will start to want to evolve. It picks a random percentage.

Odds are 25 percent.

look at f

each tile has inherent f

1 x 1 = 1-6

Also examines tiles around

2 x 2 = 1-60

Lower numbers devolve into generic structures.

Abandoned buildings will turn gray and crack.

Efficiency works as above, with these caveats. Remember that the Road Score gets “flipped” in Heaven. The Vibe Score is a signed 5-bit number (-16 to 16) that gets divided by 4, not a signed 8-bit number. The Balance (r/d) Score is a value between 1 and 6, and is an interpretation of how close to balanced a tile’s Production/R&D Slider is. The Adjacency Score is addressed below.

ADJACENCY

The Adjacency Score is determined by considering all the tiles surrounding a tile (that’s 8 tiles for a 1 x 1, 12 for a 2 x 2, 16 for a 3 x 3, and 20 for a 4 x 4). In Heaven, if an adjacent tile is a Reward of a different virtue, 3 points are added; if it’s the same virtue, but a different species, 1 point is added. In Hell, if it’s the same sin and species, 3 points are added; if its the same sin, but a different species, only one point is added. Once all these points have been tallied (a total which can range from 0 to 60), the total is divided by 2 x (size-of-tile + 1), then truncated to a value between 0 and 3, which gets thrown into the Efficiency Score.

EFFICIENCY

How does it translate from number to letter grade? It’s pretty straightforward:

0: F-	6: C-	12: A-
1: F	7: C	13: A
2: F+	8: C+	14: A+
3: D-	9: B-	15: A++
4: D	10: B	
5: D+	11: B+	

LOAN PAYMENT

In Heaven, loans are taken out over a 100-year term, at interest rates that range from 0.1 percent to 2.0 percent a year as you take out more and more loans. Since it's Heaven, they'll take IOUs on your loan payments, but that can be a slippery slope.

In Hell, loans are taken out with no interest rates, but you use SOULs as collateral. If you haven't paid back a loan from Hell within 100 years, they'll garnish the money for a number of incoming SOULs (10 to 200% of the number of Pennies you borrowed, depending on the number of outstanding loans) until you've paid them back.

SIPHONS

Is there any benefit to having more than one? Are there degrees of Empowerment? As long as everything's charged, there's no benefit to having extra Siphons. Tiles are either powered, or they're not.

TRAFFIC AND ROAD UPKEEP

Each piece of road knows how many SOULs walked on it last year. Let's call that number W . Below is the formula for the number of Pennies (P) spent on road upkeep for each piece of road:

$$P = (4 ^{(W \log 10 - 1)})$$

In other words, if $W < 10$, $P = 1$. If W is between 10 and 99, $P = 4$. If W is between 100 and 999, $P = 16$. If W is between 1000 and 9999, $P = 64$. If 1 billion SOULs walk on a piece of road in one year, the upkeep cost of that piece of road will be 4^9 (262,144) Pennies.

SPIFFINESS RATING

The Spiffiness formula goes something like this:

$$\text{Spiffiness} = ((D + S + P + E - L) * F) / 32$$

where

D = Overall Afterlife DIVERSITY, which is the number of different structures you've built in your Afterlife. It's the "secret ingredient" in Spiffiness. Bigger structures are weighted, so that your overall Diversity score can reach 1780.

S = Total number of SOULs in your Afterlife.

P = Total number of PENNIES you currently have.

E = Total number of EMBOs on the Planet.

D, S, P, and E are weighted so that each factor contributes equally. Then their sum is multiplied by

F = Average Fate Tile EFFICIENCY. This value could (conceivably) go up to 240 (if all your Fate Tiles were 4x4 generics with each subtile having a maximum Efficiency), but, for practical purposes we're capping it at 64.

L = The amount we subtract for LOST SOULs. This is, roughly, the number of SOULs lost last year divided by the total number of souls in the Afterlife. Basically, the greater percentage of SOULs lost last year, the higher the number. This value is weighted so that it's around the same size as D, S, P, or E.

When we're done, we have a Spiffiness value between 0 and 2 to the 26th power (approximately 67 million). Spiffiness is what's reflected on the graph, where arbitrary labels are assigned to the different Spiffiness levels.

The levels are (in ascending order) as follows: Ultra Dork, Astro Dweeb, Mega Schmuck, Feh Master, B'Ark, Non Sucky, Quasi Deft, Para Kewl, Omni Hip, Ultra Suave, Hoopy Frood, Project Leader.

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