



The Free Show

<p>The Free Show is Created and Developed by Kyle Lance Proudfoot ©®™</p>	
<p>aka: Silver, High Wizard, Silber, Psionic Warlock, Revlis, Vampire Demon, Mr. Newbie, Rules Lawyer</p>	
<p>+52ML Love Goddess</p>	
<p>+56ML Angry Thunder Spirit God</p>	

The Rules of The Free Show are tfsreadme.txt and tfsreadmell.txt and tfsreadmelll.txt and tfsreadmeIV.txt which Function as 4 InterActing™ scripts.

This is Part 4 of The Free Show and is the tfsreadmeIV.txt = tfsreadmeIV.pdf = fuckinreadmeIV.txt = fuckinreadmeIV.pdf and is Public.

Version 1.00, X-Final; Last updated: 01102007; pure, stable, clean, bug-free, not quarky.

"This is pretty much like Noobies self-imploding everywhere..."

GO TO (1) Filter Guide FIRST for abusive/derogatory content.

"I am now Noobie friendly..." says Mr. Newbie.

WARNING: DO NOT purposely misinterpret and/or take things out of context!

WARNING: DO NOT look for Holes and/or Loops, cause there are none in The Free Show!

WARNING: DO NOT Insult anyone!

WARNING: Saying Brand Names is NEVER tolerated in The Free Show, get a legit and expensive Paid advertisement!

WARNING: DO NOT Base Area Attack and DO NOT Spawnkill!

WARNING: DO NOT Show up here at word-of-mouth ONLY, you will lose badly!" says Silver.

WARNING: DO NOT try to disturb my sense of reality. I, god of The Free Show, Kyle Lance Proudfoot am a real living person and I am NOT a Character Class.

hahahahahahahahahahahahahahahhahhahhahhahhahhahhahaahahahahahaha...

"If I crack up laughin' so hard one more time I'll break somethin'..." says Silber.

"Never return, either..." says Silber.

"You must respect the fire..." says Roary.

AND NOW I AM IN AWE AND ADMIRATION...

Thanks to ALL the Hapie Testers of The Free Show, Our FANaticals, and My FANaticals!!

Congratulations getting the Missions you went on if you Succeeded, of course, and play fairly, sportingly, with NO abuse and/or derogatives in this Brownie System.

This is the comprehensive add-on expansion package of The Free Show.

See Degrees Of Difficulty

Part 4 of The Free Show also solves many confusing issues and does in NO way delete or change ANY other Rule of The Free Show and ONLY adds to:

fuckinreadme, tfsreadme, fuckinreadmell, tfsreadmell, fuckinreadmeIII and tfsreadmeIII .

(Intro)

Part's of The Free Show:

Part 1: fuckinreadme = tfsreadme = fuckinreadme.txt = tfsreadme.txt = fuckinreadme.pdf = tfsreadme.pdf .

Part 2: fuckinreadmell = tfsreadmell = fuckinreadmell.txt = tfsreadmell.txt = fuckinreadmell.pdf = tfsreadmell.pdf .

Part 3: fuckinreadmeIII = tfsreadmeIII = fuckinreadmeIII.txt = tfsreadmeIII.txt = fuckinreadmeIII.pdf = tfsreadmeIII.pdf .

Part 4: fuckinreadmeIV = tfsreadmeIV = fuckinreadmeIV.txt = tfsreadmeIV.txt = fuckinreadmeIV.pdf = tfsreadmeIV.pdf .

Part 5: Apotheum Colluseum Game Rules

Part 6: Apotheum Colluseum InterActive™ Novel

Part 1 = Part I .

Part 2 = Part II .

Part 3 = Part III .

Part 4 = Part IV .

Part 5 = Part V .

Part 6 = Part VI .

There is at a max of 4 Part's of The Free Show and there is at a max of 2 Part's of Apotheum Colluseum.

Clause: If Mr.Newbie is in Edit Mode, Day ONLY, then he Orders automatically.

Clause: If I, god of The Free Show, Kyle Lance Proudfoot, miss anything and/or

ANY Rule necessary for The Free Show then ONLY I CAN add the thing and/or

Rule in this Part 4 of The Free Show at a later Date.

Clause: fuckinreadme's = tfsreadme's .

tfsreadme's will ALWAYS and ONLY be in read-only .txt and .pdf file format's with support for ALL Languages, Character Sets and Character Encoding, including Alien Languages.

This does NOT change the Noobie Rule for NOT being able to speak and read English, rather a Member in

i.e. Chinese CAN Chat ONLY in Noobie Chat Mode, automatically Turned Into a Noobie already, like a Demo/Trial in Demo/Trial Mode.

In this case, the Character Class and/or Member does NOT change back to his previous Rank at Noobie Cycle, since he or she is in Demo/Trial Mode and is a Noobie Forever.

ANY Member and/or Character Class in Demo/Trial Mode is a Noobie Forever until the Demo/Trial expires.

Clause: This actual Programming Code of The Free Show has prolific usage of Global and Particular Classes, Global and Particular Functions, Global and Particular Objects,

Global and Particular Game Elements, Global and Particular Value's, Global and Particular Modifiers and has plenty of Voices, Sound Effect Samples and Visual Effects.

Clause: One of the most important additions to The Free Show in Part 4 is the comprehensive Battle System of Apotheum Colluseum Game Rules with

the Apotheum Colluseum InterActive™ Novel and CAN NOT be exploited to look for Loops and/or Holes in The Free Show i.e. a Noobie says,

"...but he did this and that in the story..."

The Free Show supercedes Apotheum Colluseum Game Rules and/or Apotheum Colluseum InterActive™ Novel and is in NO way and/or method and/or reason and/or

Rule deleted and/or changed by Apotheum Colluseum .

Apotheum Colluseum = Apotheum Colluseum Game Rules + Apotheum Colluseum InterActive™ Novel .

Apotheum Colluseum, the Ultimate 3D InterActive™ Game = Apotheum Colluseum Game Rules + Apotheum Colluseum InterActive™ Novel .

The Free Show is ALL 4 Parts of fuckinreadme's and tfsreadme's + Apotheum Colluseum.

fuckinreadme = tfsreadme .

Apotheum Colluseum is FREE, too!

The packaged professional retail product of The Free Show is NOT FREE and will be sold in ONLY stores and/or webstores for ONLY real money in North America and/or England and/or Europe.

The Free Show CAN be sold in other Part's of Planet Earth and/or other Planet's ONLY when there are correct unitalitarian laws of democracy instated by Government's globally.

The Free Show includes 3D Online Game's, 3D Timeline's, 3D Universe's, 3D Game World's, 3D City's, 3D Village's, 3D Home's, 3D Game Level's, 3D Game Mod's, Open Source Programming Language's,

Programming Language's, Multimedia, Website's, Server's, Client's, Internet and Other Program's.

Clause: The Free Show favors RPG's, MORPG's, MMORPG's, MMO's, FPS's, Build Game's, real-time, Tactical/Strategy,

SciFi/Fantasy Genre's, Chat Environment's, Open Source Programming Language's, Freeware/Shareware, Demo's/Trial's.

Clause: The Free Show is a Generic Universal Role-Playing Game (GURPG).

Clause: The Free Show CAN be fully integrated into ANY System and/or Network and/or other Game and/or other Show and/or

3D Environment and/or Program and/or Business and/or Plane Of Existence.

Clause: GO TO <http://www.silverlingo.com> and <http://www.thex-machine.com> and <http://www.planesofexistence.eu> and <http://www.thefreeshow.eu> for plenty of

FREE Samples.

Clause: The Free Show is protected by the GNU Public License and GPL Public License and GNL Public License and International IT Law and rights to

Free Speech, Free Choice and Free Democracy and my Author and/or Artist infinite copyrights on ALL text's and multimedia's which have

© Kyle Lance Proudfoot and/or Kyle Lance Proudfoot © .

My education's, work experience's, diploma's and certificate's gives me the right and authority to create and InterAct™ in The Free Show.

See my curriculum vitae at <http://www.silverlingo.com> in .doc and/or .pdf file format's

REMEMBER: You logon automatically to The Free Show and become a Member of The Free Show automatically by reading at a min of a single letter of anything included in

The Free Show, except if you, a Non-Member, a Noobie Forever are < 8 Years of Age.

You are NOT allowed to Act and/or participate and/or be a Member in The Free Show if you are < 8 Years of Age.

Clause: The Free Show favors politically correct Action, communication and/or behaviour and does NOT tolerate abusive/derogatory Action, communication and/or behaviour.

See Filter Guidelines and Member Removal's

See Age Group's

See Open Warfare

"Go away you angry upset SOB Adult..." says Mr. Newbie.

"Never get mad, always get even..." says Mr. Newbie.

"Hard is an understatement..." says Mr. Newbie.

Clause: It is Not A Problem to be Inspired by The Free Show and Incorporate Elements, however my Unique

Combination and copyright will remain intact, otherwise

you, a Member, CAN get Sued for real at a min of \$2,000,000.00 real money, by real lawyers.

Clause: Revis Orders automatically in Night Edit Mode.

Clause: Silber Orders automatically in Battle Mode.

Clause: Mr. Newbie Orders automatically in Day Edit Mode.

Clause: You, a Member and/or Character Class, have NO right by law's of your Country and the Rules of The Free Show to Represent me and/or The Free Show and/or

Advertise and/or Explain anything about The Free Show to anyone, except by legit Paid Advertisement's. ONLY a legit signed contract in person CAN provide Representation of me,

god of The Free Show, Kyle Lance Proudfoot.

"Never explain to Noobie!" says Mr. Newbie.

See Paid Advertisement's

There are Junkie's, Groupie's, fan's, FAN's, Fan's, fanatical's, Fanatical's, FANatical's, Our FANatical's, Our Fanatical's, Our fanatical's, My FANatical's, My Fanatical's, My fanatical's,

Total Fanatical's, TOTAL Fanatical's, Totalled Fanatical's, TOTALLED Fanatical's in The Free Show.

Your quantity and quality of Time as Frequent Flyer in Session's of The Free Show decides which one you are of ANY Celebrity.

REMEMBER: I, god of The Free Show, Silver and/or Kyle Lance Proudfoot CAN ALWAYS Countermand ANY Order made by a lover Rank.

REMEMBER: Nothing Is Reversible in The Free Show. Order's in The Free Show are as equally non-confusing, since a Higher Rank CAN ONLY state, clearly,

"I Order..." or "It's an Order..." or "...and that's an Order" or in the case of Battle, "I Command..." or "It's a Command..." or "...and that's a Command!"

ANY Order CAN be Countermanded at ANY Time after the Order was Ordered on a lover Rank Member and/or Character Class by a Member and/or

Character Class Who is Higher Rank than the lover Rank Member and/or Character Class at a max of 48 Hours.

If the Mission was done and/or the Order carried out, already, then the Higher Rank Member and/or Character Class CAN Order a Peace Mission.

The Rules and Communication and Orders in The Free Show through written, verbal, telepathic and/or visual communication medium's is very clear and non-ambiguous.

You, a Character Class, CAN already see and/or hear which Character Class and/or Member gets Removed, Demoted or Promoted by the InterAction™ and

Condition's and/or Statement's and/or Response's in a Session of The Free Show.

I, god of The Free Show, Silver and/or Kyle Lance Proudfoot DO NOT EVER need to know Who or What based on Condition's, Globally and/or Particular.

If some lover Rank does NOT understand then the Command Line, "...at Condition..." CAN be Stated.

"I totally understand, I was a püber teenager, for 20 years, myself..." says Lance.

"The Noobie does not know you can make a backup, or how..." says Lance.

"There is no exemption from the law of the Country." says Mr. Newbie.

"If you make one exception then they start making an exception to every last one of your rules..." says Silber.

"There are NO exceptions to the rule!" says Silver.

Clause: EACH and EVERY Member Removal follows the Member Removal Procedure.

REMEMBER: If Value's are NOT specified in The Free Show then the Value's Default, automatically.

"NEVER explain to Noobie..." says Silver.

"If you come here at word-of-mouth, only, then you will lose in 2 seconds flat at The Free Show..." says Mr. Newbie.

Clause: Aim ANY Activation of The Free Show at ANY Member's Head or Body for real, especially Null my Head, and get Banned and Demoted, automatically.

REMEMBER: Battle and Battle Mode are ALWAYS Virtual and on the Character Class ONLY in The Free Show.

In Battle Mode you CAN aim at Head Part's or Body Part's of the Character Class, ONLY. You CAN also in Battle do Kill Shot's, which are fun and cool.

REMEMBER: You, a Member and/or a Character Class, CAN NOT Vote on me, god of The Free Show, Silver and/or Silber and/or Revlis and/or

my Special Character Classes and/or Kyle Lance Proudfoot.

joke: 83849023475298752980723897012309813509781650987 kb/sec at...

Clause: The Free Show is anti-provo, ALWAYS and FOREVER.

Clause: The Free Show is ONLY and ALWAYS a SciFi/Fantasy 3D Game Environment + 3D Chat Environment on ONLY Internet and real and/or

virtual Open Air Mode, FOREVER.

REMEMBER: The usage of 2-way analog and/or digital devices is NOT legal in your Country, already.

It is, also, already recommended to ONLY and ALWAYS use headphones in The Free Show.

Clause: The Free Show is 100% Legal because it is a part of the digital broadcasting laws of International IT Law on ALL Planet's and

I, god of The Free Show, Kyle Lance Proudfoot am Owner/Creator of The Free Show and I am Owner/Creator of thefreeshow.eu domain, FOREVER.

REMEMBER: Emergency = Disaster = Red Alert = Full Alert.

joke: If we only had noodles in the trenches...

joke: Kid's start soon with walkie-talkies.

REMEMBER: If you, a Member, have NOT fully read the Rule's of The Free Show then don't show up and shut up, and you, a Member, are a Noobie Forever, automatically.

"It's this easy to tell, you 2D Noobie, squattin' Noobie, raunching Noobie, Noober, Nüber, bobbin Noobie's..." says Silber.

REMEMBER: The InterActivities™ in The Free Show are ONLY Virtual InterActions™ between Character Classes.

It does NOT mean, despite how much someone rants and raves or Orders it, to actually do some Member, for real.

REMEMBER: Regardless of your Immunities and/or Privileges you, a Member and/or Character Class, still have to Pay the Fine's for EACH and EVERY Member Removal Ordered on your head.

"...and no one is Immune to the Fines, Noobie..." says Silver.

Clause: It is NEVER anyone's business, NOYFB, what I, god of The Free Show, Kyle Lance Proudfoot am doing at ANY Time of the Morning, Day, Afternoon, Evening and Night!

Betting is ONLY about Topic's and Statement's of what is being discussed in a Session of The Free Show.

"STOP invading my Privacy, you stupid M.O.B.!" says Silber.

(1) Filter Guide

The point of filters is to NOT show ANY abusive/derogatory content in ANY communication medium. Following is a Filter List and a Filter Guideline

to help the Borderline Nick and Chat interfaces cases.

The vast majority of ALL Nick's are clear cut, Black and White cases. The problem lies with the large quantity of grey cases, such as multilingual swearwords...

"Go dis the mirror, Noobie!" says Silber.

(1.1) Filter List

- (1.1.1) Swearword Usage's
- (1.1.2) Sexual Intonation's
- (1.1.3) Political Slander
- (1.1.4) Religious Intolerance
- (1.1.5) Time Of Day
- (1.1.6) Time Of Year
- (1.1.7) Character Class Alignment + Character Class
- (1.1.8) Member's History
- (1.1.9) Gender Bashing
- (1.1.10) Racism
- (1.1.11) Gore and Violence
- (1.1.12) Cruelty To Animal's
- (1.1.13) Sickness and Disease
- (1.1.14) Multilingual Translatory Ambiguities
- (1.1.15) Word's and Letter's Combination
- (1.1.16) Crime Related
- (1.1.17) Functions and Classes
- (1.1.18) Age Group's
- (1.1.19) Spying and Private Information
- (1.1.20) Spamming and Advertisement
- (1.1.21) Excessive Repetition
- (1.1.22) at a max length of Characters Of Word's
- (1.1.23) Celebrity Nick Reserved With Variations Tolerated

- (1.1.24) at a max Quantity Of Variation
- (1.1.25) Special Character's and Spaces
- (1.1.26) Military and Sensitive Information
- (1.1.27) Secret In-Game Element's
- (1.1.28) Unique Combination of copyright Element's
- (1.1.29) No Double Values/Only Unique Values
- (1.1.30) Neighbour Proximity
- (1.1.31) at a max Quantity Of Character Classes
- (1.1.32) at a min Length Of Time Logged On
- (1.1.33) Form Interface

Filters in The Free Show use wildcards (the * symbol) around applicable letter's and word's, exactly like a search program.

This is NOT the same as the *See Other Elements* and/or *Other Important Information* in the tfsreadme's which uses different Page/Character Encoding.

Another serious problem which is being experienced by the Spam List's alone of ISP's is the ridiculous size this Filter System would grow into. Therefore,

The Free Show will consider the Borderline Case, on a per case basis, via the Helpdesk and Administration of The Free Show to be an acceptable solution.

REMEMBER: You, a Member and/or Character Class already get Banned Forever for the Insult's if you state such negative, abusive/derogatory and/or

Insulting Comments, Questions and/or Suggestions in ANY communication medium of The Free Show.

Another problem with filters is, if you filter too much then you will lose a lot of potential players due to dumb baby-talk at

'darny-warny bad little naughty one...' which just sucks...

The Free Show does NOT use Special Characters and/or Blips/Bleeps to ONLY Block abusive content, rather The Free Show uses Spaces and Blanks to delete abusive/derogatory content.

The most important factor in filtering abusive/derogatory content is the per case usage of such an instance.

Following is a Filter Guideline, considered via the Helpdesk and Administration, to help filter the per case abusive/derogatory usage of Borderline Nick and Chat interfaces:

(1.2) Filter Guideline

(1.2.1) Swearword Usage's

The entries in this section are surrounded with wildcards (the * symbol) and are NOT actual filters but a Filter Guideline to see what must be looked for and considered.

(1.2.1.1) Variations

common swearwords, *common variations*, *common multilingual*

Variations in ANY language means the same.

Borderline Case: "Merde..."

(1.2.1.2) Political

name of any country in a state of war, *name of any terrorist*

Borderline Case: "Bush boy hunkering down in the bushes with a bandana on..."

(1.2.1.3) Sex

sex objects, *sex organs*, *gender*, *sexual orientation*

Don't try ANY variation on this, either...

See Sex Session's

See Age Group's

Borderline Case: "You crack me up..."

(1.2.1.4) Multilingual

use your imagination

ANY equivalent already filtered word's and letter's combination in another language are automatically filtered, too. This is easier than you think, these days,

through usage of automatic dictionaries and translating programs on Internet.

Borderline Case: "Try typing 'shit' into translators in Japanese..."

(1.2.1.5) Body Parts

name of any body part and/or fluid

The possibilities of derogatory descriptive passages of when, how, why and/or if I brush my teeth is NOYFB.

Borderline Case: "Stop lying through your typhus..."

(1.2.1.6) Sickness and/or Disease

name of any sickness and/or disease

Medicine websites CAN be scanned for ALL of these...

Borderline Case: "I have Cancer zodiac sign..."

(1.2.1.7) Possessive Emotions

any positive or negative possessive emotion

In other words, NO I do NOT want to do such with you and I don't care how you feel about me...

Borderline Case: "I love you intensely..."

(1.2.1.8) Means of Killing

any way to murder someone

Borderline Case: "Do Never Die In My Bare Hands..."

(1.2.1.9) Racial

name of any race and/or species

Borderline Case: "Hey you fly black nigga' boy, watssssup?"

(1.2.1.10) Brandnames

any brandname

Borderline Case: "This is going to be a cakewalk..."

The local head office of commerce CAN be scanned for ALL of these.

(1.2.1.11) Hacking

any way to hack someone and/or a computer

Borderline Case: "Let's do a little hack to tweak his brain..."

(1.2.1.12) Religious

any derogatory religious statement

Borderline Case: "It's a modern day witch hunt..."

(1.2.1.13) Hard Violence

any hard violent descriptive

Borderline Case: "He shot her assailant in the face with a shotgun..."

"It is never what you believe for your microscopic very limited human perception does not make what reality is." says Silber.

"Save the seals with the swat team..." says Silber.

"Try for once in your life to think politically correct." says Mr. Newbie.

"It's too late for 'sorry'..." says Lance.

(1.2.1.14) Mental Illnesses

any mental illness

Borderline Case: "Have you taken your medication today, yet, Noobie..."

(1.2.1.15) Property Damage

any purposeful property damage

Borderline Case: "I think I wrecked his favorite toy today..."

(1.2.1.16) Intelligence

any derogatory statement about anyone's IQ Level

Borderline Case: "That statement was so stupid, get Banned for the Stupid Comment and you're a Noobie N.O.W.!"

(1.2.1.17) Looks

any derogatory statement about the appearance of anyone

Borderline Case: "But, I really am ugly..."

REMEMBER: The Free show actually recommends creative swearword combinations i.e.

"Hey moron, your 4-eyed zit-popping face and stinking deo sweat is so gross you need plastic surgery and liposuction

to go with the snot dripping down your nose as you stumble around again in a fit of post-haze alcoholic mass depression..." says Mr. Newbie.

(1.2.1.18) Village Burning

any mass destructive action

Borderline Case: "The World is going to end in burning ball of fire..."

TIP: The combination of the word's, letter's and space's is of utmost importance in your Nick and Chatting interfaces cases when trying to

avoid abusive and/or derogatory Statements.

(1.2.1.19) Physical Abuse

any type of physical abuse on anyone

Borderline Case: "I swear it man, we had great SnM..."

(1.2.1.20) Hard Drugs

any type of hard drug

Borderline Case: "Yo bro, I was flippin' n flyin' on this great shroomy cloud, man..."

(1.2.1.21) Cruelty To Animals

any kind of violent action to animals

Borderline Case: "Oh my sweetheart, I bought a lucky rabbit's foot for you, for our anniversary..."

(1.2.1.22) Excessive Negatory Association

any excessive negatory association with anyone and/or anything

Borderline Case: "I am going to fuck you over and rape your entire existence..."

(1.2.1.23) Human and/or Alien Bashing

any derogative about any Human and/or Alien

Borderline Case: "Kill all stupid human's, since alien's will always be superior..."

(1.2.1.24) Environmental Destruction

any derogative about environmental destruction of any planet

Borderline Case "They are testing nuclear explosions off of the shore..."

(1.2.1.25) Government/Corporation

any derogative about any government and/or corporation

Borderline Case: "Fuck their despotism, they are repressing their own people..."

Usage of ANY of these abusive/derogatory Comment's, Question's and/or Suggestion's CAN get you, a Member and/or Character Class, at a min of a Ban.

See Member Removal Procedure

See Helpdesk and Administration

(1.2.2) Sexual Intonation's

Any Word's and/or Letter's Combination in ANY communication medium which is a derogatory sexual Statement, Question and/or Suggestion

gets the Member Banned Forever for the Insult.

(1.2.3) Political Slander

The instigation of political conflict is NOT tolerated in The Free Show = Ban Forever on the Member.

(1.2.4) Religious Intolerance

Don't even think it, get Banned Forever for the Insults, in the plural and NOT the singular = 2 Ban Forever's.

(1.2.5) Time Of Day

This is unique to The Free Show, since no one else cares anymore in a 24/7 Society... I tolerate Sex Sessions at Night, therefore after 0:00 to 06:00 and NEVER other times.

As long as the Sex/Date Session remains positive and NOT abusive/derogatory then it is Not A Problem. The most important factor here is DO NOT Insult!

Get Banned Forever for the Insult's, otherwise.

(1.2.6) Time Of Year

It is NOT tolerated to say and/or write abusive/derogatory Comment's, Question's and/or Suggestion's about Santa Claus anytime of the year!

It hurts just as much in August to call someone a Jew and/or Moslim hater.

Get Banned Forever for the Insults, in the plural NOT the singular = 2 Ban Forever's.

(1.2.7) Character Class Alignment + Character Class

More lenience must be showed to an Evil Character Class in terms of Negatory Association, otherwise do NOT allow Evil Character Classes. This is the same BOTH ways.

Get Banned if the Helpdesk and Administration decides otherwise.

(1.2.8) Member's History

REMEMBER: The Member Removal's of your Member and/or your Character Classes are cumulative in The Free Show.

Kick, Ban, Ban Forever, Terminate and/or Permanent Terminate are added up in Your Record and/or Your History and sent to you in a Report,

ANY Time of the Year. You ALWAYS have to Pay the Fines even if you were Immune at the Time, since NO Member is Immune to Fines.

NO Member, except me, god of The Free Show, Kyle Lance Proudfoot, is Immune to Permanent Terminate.

See IR's

See My List's

You, a Member and/or Character Class, CAN Succeed at your Career, be a Big Winner at The Free Show, and Retire into the Annals of History.

(1.2.9) Gender Bashing

This is NOT the same as Sexual Intonation's, though is hand-in-hand.

You, a Character Class, are allowed to Choose your Gender, already, in The Free Show, therefore ANY Gender and/or

Sexual Preference, and you are NOT allowed to Insult and/or Bash some other Member's Choice.

Get Banned Forever for the Insult with a Last Warning.

(1.2.10) Racism

I, myself and me am multiple Races, already...

It is NEVER tolerated to be Racist = 2 Ban Forever's for the Insults with a Last Warning.

If you, a Member and/or Character Class do not Cease and Persist then you will be Terminated.

joke: It's like stickin' your whole head up the camel's ass to get a fresh new point of view.

joke: Cover your Children's ears and eyes and modern day witch hunt that big hairy Turk...

(1.2.11) Gore and Violence

NO extremely bloody, gory and/or extremely violent descriptive is allowed in The Free Show.

Get Banned Forever for the Insult with a Last Warning.

(1.2.12) Cruelty To Animal's

We don't know what is wrong with you stupid Human but Cruelty To Animal's of ANY kind is NEVER tolerated = 2 Ban Forever's for the Insult's with

Last Warning and then Termination of the Member.

(1.2.13) Sickness and Disease

GO TO Medicine websites if you don't know what ALL the sicknesses and diseases are ailing mankind in our age of epidemics...

NONE of these Sicknesses and/or Diseases are tolerated in your Nick and/or Chatting interfaces cases. Get Banned and/or Banned Forever depending on

the Degree Of Severity, since I don't know what 'paraphenalanine' is either...

(1.2.14) Multilingual Translatory Ambiguities

What is "Wasten sowa ko der kaiku lipsum ichüm stragl: !?//↓|Ω€ ☺ •690 ?!" in English?

Well, look it up at the multiple FREE online dictionaries and translators. Starts at Kick, ONLY.

joke: Mag ik vader worden en wat zijn de regels??

joke: Eerst moet ik al deze dingen eerst doen voor dat ik geneukt kan worden...

(1.2.15) Word's and/or Letter's Combination

(1.2.15.1) Wrong Order

I have made this mistake, too, since I'm somewhat bipolar dyslexic, too... particularly the order of wording comes to mind... i.e. 'MotherTheresaSacrifice' or 'SacrificeMotherTheresa'...

uhhh... smirk... hahahahahaha... get Banned!

(1.2.15.2) Misspellings and Variations

Included in this is cute little obnoxious misspellings and variations. The Free Show already allows for ALL Characters, including Alien alpha-numeric alphabets...

Get Banned!

(1.2.16) Crime Related

In NO way are Criminals, Criminal Acts and/or Criminal Behaviour tolerated in ANY modern western civilization. Likewise, in The Free Show, get Banned Forever for the Insult.

(1.2.17) Functions and Classes

ANY Function and/or Class of The Free Show is reserved for The Free show ONLY.

I, god of The Free Show, Kyle Lance Proudfoot, do NOT agree with filtering of Data Objects like prefixes, titles or special characters.

My Computer will Space or Blank or Rippety-Blippety out these at Member's Client's from Server's with NO Error Message, especially where passwords are needed.

(1.2.18) Age Group's

8 to 12 Years of Age = Kid, 12 to 16 Years of Age = Young Teenager, 16 to 20 Years of Age = Teenager, 20+ Years of Age = Adult .

REMEMBER: A Child < 8 Years of Age is NOT allowed to participate or be a Member in The Free Show!

A Child = Noobie Forever = Non-Member = A Child < 8 Years of Age .

This is unique to The Free Show, since there is no consideration by ANYONE, these days, for BOTH sides of the spectrum.

If you cannot have a mature Adult Session or an innocent Kid Session then your Show sucks buckwheat badly.

If you, a Member and/or Character Class, do inappropriate Suggestion's, Question's, Comment's, Action's and/or Behaviour's and/or

Visual's in a Session of The Free Show then you, a Member and/or Character Class, are Banned Forever for the Insult with a Last Warning.

"Don't ask me, look it up, moron!" says Mr. Newbie.

"Verbal is weak, zo en, wat's fuckin' new..." says Mr. Newbie.

"I'm surrounded by fuckin' Noobies, copy has been compromised at discongruencies, only, sir..." says Silber.

"You need to seriously discern between fantasy and reality you stupid muthafucka'..." says Silver.

(1.2.19) Spying and Private Information

There have recently been an excessive quantity and quality of very bad misinterpretations, mostly purposeful, as to what is Private or Public.

(1.2.19.1) Private Indoors

Anything indoors in a Private Sector is Private.

(1.2.19.2) Private Outdoors

Anything outdoors, external of fences and/or property, in a Private Sector is Public.

(1.2.19.3) Public Outdoors

Anything outdoors, external of firewalls, fences and/or property in a Public Sector i.e. Open Air and/or Internet is Public.

(1.2.19.4) Public Indoors

Anything indoors in a Public Sector is Private.

REMEMBER: The Free Show already recommends to hit Open Air, ONLY!

(1.2.19.5) Investigation, Evidence and Proof

Anyone considered to be Spying and/or divulging Private Information will become Suspect, will be potentially Investigated by My Police, until sufficient Evidence and Proof,

will be Banned Forever with a Last Warning and if Proven Guilty will be prosecuted to the full extent of the laws of the Country and the Rules of The Free Show.

(1.2.19.6) Sued for Virtual and Real

Also, the Member, will be Sued for ALL Tooney Euros to Zero Tooney Euros and

Sued for real at a min of \$200,000.00 by real lawyers.

(1.2.19.7) Visual Medium

ANY Member and/or Character Class abusing The Free Show using ANY Visual medium to Spy on ANY other Member and/or Character Class gets Terminated, automatically.

(1.2.20) Spamming and Advertisement

You, a Member, already get Kicked automatically for saying ANY Brandname in The Free Show and it is NEVER tolerated.

The Degree Of Severity is increased hereby to at a min of Ban and Demotion.

See Member Removal Procedure

DO NOT say ANY Brandnames in The Free Show! In this case, you, a Member and/or Character Class, CAN get Sued for real money and/or

Drained of ALL your Tooney Euro's to Zero Tooney Euro's.

"You obviously only know how to lose badly..." says Mr. Newbie.

The Free Show will allow for a small quantity of fully licensed Paid Advertisement with real money in Visual's ONLY if you deposit real money into my bank account with a legit contract

consisting of ONLY non-abusive/non-derogatory content. Contact ONLY me, god of The Free Show, Kyle Lance Proudfoot at silveradmin@silverlingo.com if you are interested in

Ordering a Paid Advertisement.

Brand Names = Brand Name = Brandnames = Brandname = brand names = brand name = brandnames = brandname = brand Name = Brand name = brand Names = Brand names.

(1.2.21) Excessive Repetition

Some exceedingly puber Members like to hit the refresh button 1000 times consecutively, is lame and stupid... ANY other such Excessive Repetition's are equally NEVER tolerated.

"Go for the record, man!" says Mr. Newbie.

You, already, get Kicked automatically after 40 Repeats in The Free Show. The Degree Of Severity is increased to Ban and Demotion.

REMEMBER: Member Removal's add up and are for EACH Violation of the Rules of The Free Show and NO Member and/or Character Class is Immune to the Fines.

See Member Removal Procedure

See Member Removal's

"Attack whoever does excessiver repeats!" says Silber.

(1.2.22) at a max length of Character's Of Word's

(1.2.22.1) at a max length of characters.

A Nick CAN be at a max of 64 characters in The Free Show.

"Why you would walk around with this long a Nick above your head no one knows..." says Silber.

(1.2.22.2) One word no spacing

A single word in a Chat Interface with NO spacing CAN be at a max of 128 characters in The Free Show.

"Try a foreign Alien language, today!" says Mr. Newbie.

(1.2.22.3) Return/Enter button

Clicking the Return/Enter button if at a max length of Character's Of Word's > Limit gets you,

a Member, an Error Message: 'Maximum quantity of characters exceeded!' then get Kicked and the input is Blocked.

(1.2.23) Celebrity Nick Reserved With Variations Tolerated

This is unique to The Free Show, since it is automatic for the entire World, avoiding lengthy bogus Contact Procedures and Impersonations.

If you, a Member and/or Character Class, want to show your admiration and/or fanaticism for your Favorite Star's then

make a small variation i.e. Schwarzzy_Baby, Cruise_Boy, NeoIII, MachLagClanX2, TheWillyMachine, FrostyJoey and so on.

If you type the name of a Celebrity in your Nick, My Computer will Respond with Error Message: 'Nick is Reserved for Celebrity, already.' and the input is Blocked.

REMEMBER: Celebrity Nick's are Reserved for the Celebrity ONLY, already in The Free Show.

If you do not Cease and Persist Impersonating ANY Celebrity and/or me and/or My Special Character Classes in ANY Session of The Free Show then

your Ban will increase in Degree Of Severity to Banned Forever for the Insult with a Last Warning.

See Member Removal Procedure

See Member Removal's

(1.2.24) at a max Quantity Of Variation

The Free Show will allow ONLY 64 Variations on ANY letter, word, sentence and/or Nick in ANY communication medium. If the Limit is exceeded then the Member will get

Error Message: 'Maximum Variation Exceeded' and ALL other Variations on letter's, word's, sentence's and/or Nick's are Blocked, automatically.

(1.2.25) Special Character's and Spaces

The Free Show already allows for ANY Character of ANY Alpha-Numeric Alphabet and/or Symbolic Language and/or Character Set and/or Character Encoding and/or Alien Language.

This is unique by The Free Show, since know one has accounted for Alien Languages, yet.

(1.2.26) Military and Sensitive Information

DO NOT call the Military of your Country or the Military of The Free Show and try to glean, rip and/or leech Sensitive Information for it amounts to being a Suspect Spy,

a Federal Offence, an Act of Treason, an Attempt at Sabotage and/or an Act of Terrorism.

See Spying and Private Information

This one starts at Ban Forever for the Insult.

(1.2.27) Secret In-Game Element's

What is fun about MORPG's are the hidden Element's ONLY discovered through development of the Adventure/Mission/Quest and/or the Open Warfare/Warfare/Conflict and/or

the Battle/Fight and/or the Character Class.

"So don't wreck some kid's fun!" says Mr. Newbie.

These are Spaced and/or Blanked with NO Error Message.

If you, a Member and/or Character Class, illegally spread Secret In-Game Element's then you are Banned Forever for the Insults = 2 Ban Forever's.

See Member Removal Procedure

(1.2.28) Unique Combination of copyright Element's

The strength of the copyright is primarily based on the Unique Combination of the work of an Author and/or Artist and should NEVER be underestimated.

You, a Member or a Non-Member of The Free Show CAN get Sued starting at \$2,000,000.00 real money if

you try to steal ANY of the works and/or copyrights of me,

god of The Free Show, Kyle Lance Proudfoot and/or ANY Session of The Free Show and/or The Free Show and/or My Free Show.

Get Sued and Terminated if you are in Violation of this Rule and/or in Violation of the Author and/or Artist copyrights and/or in Violation of the International IT Laws and/or

in Violation of the Laws of the Country.

REMEMBER: EACH and EVERY Session of The Free Show is automatically copyright in my name: Kyle Lance Proudfoot ©

REMEMBER: Sued does NOT equal Sued for Tooney Euros.

REMEMBER: Tooney Euro's is Virtual Money and does NOT equal real money.

real money = real currency of a Country on Planet Earth .

"...which p.s. is usually cold hard cash, in dollars, in my bare hands..." says Revlis.

The ONLY things in The Free Show which are of the Member are:

(1.2.28.1) Nick's

Your Character Classes Nick's

(1.2.28.2) Voice's

Your Character Classes Voice's

(1.2.28.3) Sample's

Your Character Classes Sound Effect Sample's

(1.2.28.4) Visual Effect's

Your Character Classes Visual Effect's

(1.2.28.5) Joke's

Your Character Classes Joke's

(1.2.28.6) Personal Record's and World Record's

Your Character Classes World Record's and Personal Record's and NOT Your Member Record's and NOT Your Character Class Record's

(1.2.28.7) Member's Record's

Member Record's = Private ONLY for Administration ONLY.

(1.2.28.8) Character Class Record's

Character Class Record's = Private ONLY for Helpdesk and Administration ONLY.

REMEMBER: You, a Character Class, CAN get Top Award's for these creativities of your Character Classes.

REMEMBER: You, a Member, CAN make Your Own Item's for your Character Classes, too, with inclusion of Apotheum Colluseum.

REMEMBER: You, a Member and/or Character Class CAN get Punished, too.

(1.2.29) No Double Values/Only Unique Values

As with ANY Programming Language and/or 3D Environment and/or 3D Game ONLY Unique Values are allowed.

You, a Member, will get an Error Message for an already existing Nick: 'Nick exists already!'

In ALL other cases the input is Spaced and/or Blanked with NO Error Message.

(1.2.30) Neighbour Proximity

EACH Neighbour in and/or at +1 Direction from WHERE you, a Member live, for real, is Disqualified, automatically.

This Limit is at NO at a max of. This allows for strange Alien Building's at ANY Size.

(1.2.31) at a max Quantity Of Character Classes

at a max Quantity Of Character Classes logged on at the same time per Member = 4 .

(1.2.32) at a min Length Of Time Logged On

at a min Length Of Time logged on per Character Class = 5 Minutes.

(1.2.33) Form Interface

(1.2.33.1) Error Message

Error Message in Big Red Letter's States what you missed, Typo'd, Required, Limitation's and/or Rule's.

(1.2.33.2) First Enter/Return Clicked

First Enter/Return Reserves correct choices, ONLY, for the Member and/or Character Class to avoid ripping and/or Spying.

(1.3) More Fines

REMEMBER: NO Member is Immune to the Fines of The Free Show.

REMEMBER: The Fines are added up for EACH Member Removal on your Member and/or Character Class.

"When the deterrances and awards are not enough then the punishments must increase..." says

Revlis.

Clause: List's do NOT necessarily need ANY ending punctuation since the starting number or letter in brackets suffices.

Clause: Either a Letter, Special Character, Alien Character, Word, Number, Alien Number, Sentence, Paragraph or Combination's is Not Acceptable or Not A Problem.

REMEMBER: In Telepathic, Verbal, and/or Visual communication a Member and/or Character Class CAN also be Banned Forever for the Insult's and

forced to change his or her Nick and/or Statement's, Question's and/or Suggestion's. If the abusive Member and/or Character Class does not Cease and Persist then

Termination is recommended.

Clause: You, a Member and/or Character Class, get ALWAYS and ONLY a Last Warning before the Member Removal is +1 Degree Of Severity and

is Stated i.e. "Get Kicked, next one is a Ban..." = Member Removal Procedure.

Clause: ANY technical difficulty preventing the realisation of these top-priority important Filter Rules will be solved a.s.a.p. with Priority Missions.

See More Missions

"All trespassers will be shot on-site in a No Noobie Session!" says Mr. Newbie.

Clause: In the case if two or more Filter Rules are applicable at the same time then the Higher Degree Of Severity is ALWAYS first activated and in descending Order the other's are added up.

REMEMBER: You, a Member and/or Character Class, CAN NOT Vote on me, god of The Free Show, Silber and/or Silber and/or Revlis and/or Kyle Lance Proudfoot,

since I am NOT your f'in pres...

"The best plane to get it, remains the cross-hair on the back of your head, instant, kaboom..." says Silber.

"...so..., go right the fuck ahead, so I can leave this stupid human Noobie backwater Planet..." says Revlis.

Clause:

(A) The Free Show is NEVER responsible for the Statement's and/or Action's of ANY Member.

(B) The Free Show does NOT necessarily share the Point Of View of ANY Member about anything.

REMEMBER: Your Rip Voice is what primarily Identifies you to the Public and anything CAN be Aimed at it, except abusive/derogatory content.

"...it tooook me a cwuple toooo learrnn... but finally i got it..." says Mr. Newbie.

REMEMBER: ONLY at a min of the Highest Ranking PR is Immune to Demotion.

See IR's

See PR's

Clause: EACH of these filters are done automatically by My Computer and Ordered. In the case of Borderline Case's the Helpdesk and Administration CAN

Order Filter Rule's and/or Member Removal's and/or Member Removal Procedure's. The Administration CAN Order at a max of Termination.

REMEMBER: The Free Show does NOT necessarily share the Point Of View of ANY Member or Non-Member of The Free Show.

REMEMBER: The Free Show is NEVER responsible for the irresponsible Actions of Noobies and/or ANY Member or Non-Member of The Free Show.

Clause: In addition, to filter Password ripping attempts and other things, "Blippety rippety, blippety rippety..." CAN be Repeated continuously on ANY Member's head.

This is a good tactic to use on puber nüber's.

"Don't try to rip my password's, mannn, or the Agents will be all over you, like a really baaad case of craps!" says Revlis.

Clause: Y.o.u., a Member and/or a Character Class, will forgive typo's and/or spelling mistakes and/or grammatical mistakes, which are Temporary, ONLY.

"My dyslexic lawyer can read it..." says dyslexiclwyer.

"Nothing is perfect, man..." says Silver.

"It could be really great at a higher level, someday..." says Silver.

"No! I do it cause it's self-torture..." says Revlis.

"Stop doin' unendin' basic operational Member Removal Mode only, you stupid Noobies..." says Mr. Newbie.

"If you ever bothered to read this once, or twice, then you wouldn't ask the stupid question in the first place..." says Silber.

(2) Skills

You CAN Choose Skills for your Character Class in The Free Show.

Character Class bot's and other bot's in The Free Show CAN have Skills, too.

The Guild and Skill System in The Free Show is The Free Show Education System.

To Fully InterAct™ with a World one needs Guilds and Skills.

Skills are used for Store's, Mission's, World's, Character Classes, bot's and many other automatic background Function's in a World of The Free Show.

(2.1) Skill Categories

These have a Skill Degree Of Difficulty rating, too. The Skill Degree Of Difficulty Modifies the Skill Result used in the Skill Check, from 1 → 40 .

There are Branch Skills within Global Categories.

Skills are applied to the World, to bots and to Character Classes in The Free Show.

It is possible for Branch Skills to be in multiple Global Categories.

(2.2) Global Categories List:

(2.2.1) Husbandry

(2.2.2) Household

(2.2.3) Environmental

(2.2.4) Entertainment

(2.2.5) Tourism

(2.2.6) Music

(2.2.7) Art

(2.2.8) Games

(2.2.9) Literature

(2.2.10) Archaeology

(2.2.11) History

(2.2.12) Economy

(2.2.13) Mathematics

(2.2.14) Biology

(2.2.15) Chemistry

(2.2.16) Medicine

(2.2.17) Physics

- (2.2.18) Energy
- (2.2.19) Machines
- (2.2.20) Futurists
- (2.2.21) Philosophy
- (2.2.22) Religion
- (2.2.23) Magic
- (2.2.24) Paranormal
- (2.2.25) Psychology
- (2.2.26) Politics
- (2.2.27) Civil Engineering
- (2.2.28) Communication Technology
- (2.2.29) Information Technology
- (2.2.30) Ground Travel
- (2.2.31) Naval Travel
- (2.2.32) Air Travel
- (2.2.33) Military Warfare
- (2.2.34) Military Armor
- (2.2.35) Military Weapons
- (2.2.36) Military Communication
- (2.2.37) Space Technology
- (2.2.38) Space Travel
- (2.2.39) Space Theory
- (2.2.40) Planotology

"My head feels like a sim..." says Lance.

(2.3) Guilds and Skills

(2.3.1) Skills

General Skills, Guild Skills, Skill Factor, Skill Prerequisite, Basic Skill, Average Skill, Advanced Skill, Time To Skill,

Skill Checks, Skill Result, Skill Level, Degree's Of Skill Level, Skill Degree Of Difficulty, Skill Categories, Skill Cost.

(2.3.2) Degree's Of Skill Level

1 → 10 at 1 is Inexperienced, 2 is Poor, 3 is Lame, 4 is Average, 5 is Experienced,

6 is Above Average, 7 is Expert, 8 is Hi Experienced, 9 is Perfectionist, 10 is Master.

Skill Level is decided by quantity of Time, quantity of Activation's, Skill Cost in Tooney Euros and ML of your Character Class which your Character Class Activates,

throughout your Character Class Career.

See Character Class Career

(2.3.3) Skill Categories

These are what effectively CAN be Learned in ANY Education System in ANY World, Universe and/or Timeline.

(2.3.4) General Skills

These do NOT pertain to a particular Guild, thus NOT a specialized Skill, and CAN be Learned by ANY Character Class.

These Skills CAN be Learned by Learning from a Guild Student and paying Guild Payment's in Tooney Euro's.

"I've got to knock this off, it's a priority mission..." says Revlis.

"Oh, oops, that came out really wrong..." says Mr. Newbie.

"Uh, oops, let me rephrase that..." says Silver.

"Quotes are far too complicated..." says Lance.

"Exactly what part of 'Order' do you NOT comprehend..." says Silber.

"No Noobie, all of the above are present..." says Kyle.

"Find a shrink for your problem's, really man..." says Kulamanijjaja.

"Just use their own tactic's and strategies against 99.9% of ALL stupid Human's..." says Roary.

(2.3.5) Guild Skills

These are specialized Skills which CAN ONLY be Learned by appropriate Character Classes who are a Guild Member.

These Skills CAN be Learned by becoming a Guild Student or a Guild Student/Worker or Guild Worker and/or paying Guild Payment's in Tooney Euros.

(2.3.6) Time To Skill

The quantity of Time it takes to Learn a Skill in real-time CAN be done in Limbo-Mode or While You Play.

"So, you spend all that, real-time, playing my game, is what..." says Silber.

(2.3.7) Skill Level

This is a Character Class List Property, which does NOT get calculated with your other Character Class List Level's, it however greatly facilitates

InterAction™ in ANY World of The Free Show. Skill Level is a dynamic Variable used with Skill Check's.

"Who the hell is really throwin' dice, do ya think..." says Revlis.

"Stupid is correct..." says Doug.

"I just still like burnin' whole villages to the ground..." says Roary.

(2.3.8) Skill Check's

Skill Check's are calculated by the Client and/or Server Computer's and the Floating Point Co-Processor's when

your Character Class Trigger's InterActions™ using ALL of the Global Classes and Particular Classes and Element's and Object's and Value's and Property's and Function's of the Event.

(2.3.9) Basic Skill

These are Easy Skills which are cheap and fast to Learn containing the Skill Prerequisite's to Learn more Advanced Skill's i.e. how to Ride a Bike.

Basically, this Functions exactly like a Timeline in a real-time Build Game.

See Timeline

Basic Skill's Cost you, a Character Class, 10000 → 2000000 Tooney Euros to Learn.

Basic Skill's take 1 → 2 Hours real-time to Learn.

Basic Skill has a Skill Factor equal to 1 .

(2.3.10) Average Skill

These are Medium Skills which are medium cheap and medium fast to Learn the medium i.e. a Word-Processing Course.

Average Skill's Cost you, a Character Class, 2000000 → 20000000 Tooney Euros to Learn.

Average Skill's take 2 → 10 Hours real-time to Learn.

Average Skill has a Skill Factor equal to 2 .

(2.3.11) Advanced Skill

These are Hard Skills which are expensive and take a long time to Learn, hard, very hard i.e. Space Aeronautics.

Advanced Skill's Cost you, a Character Class, 20000000 → 200000000 Tooney Euros to Learn.

Advanced Skill's take 10 → 100 Hours real-time to Learn.

Advanced Skill has a Skill Factor equal to 4 .

"Well, at least it got hard..." says Mr. Newbie.

"Now, you know why I save..." says MAZZSilber.

(2.3.12) Skill Cost

Skill Cost is a Global Ratio of Time To Skill : Cost in Tooney Euros.

(2.4) Guilds

Guild, Guilds, Guild Shops, Guild Skills, Guild Master's, Guild Teacher's, Guild Worker's, Guild Student's, Guild Student's/Worker's, Guild Member, Guild Cost's,

Guild Payment's, Guild Requirements, Guild Competition's, Guild Contest's, Guild School's, Guild Ground's, Guild Code Of Conduct, Guild History.

"Just don't give 'em any sword's, stupid..." says Silber.

"The Guild System allows for any level..." says Silver.

"In fact, all buildings and pinnacles are upside down, already." says Revlis.

"Uhhh... where are all the living houses..." says Roary.

(2.4.1) Guild

A Guild CAN be a Guild of ANY of the Skill Global Categories.

There CAN be multiple Guild's of the same Type of Guild in a City per Guild Alignment.

(2.4.2) Guilds

Guilds are Allied Gru's of multiple Guild's.

(2.4.3) Guild Invitations

You, a Higher Ranking Character Class, CAN Invite lower Rank's to a Guild, you are a Member of, if you are NOT breaking ANY

of the Rules and/or Guild Rules of The Free Show.

"Why are you even here...?" says Silber.

"Why do you even show up?" says Silver.

"What are you still fuckin' doin' here?" says Revlis.

"Stay away, Y.O.U. will ONLY Lose, here!" says Mr. Newbie.

"I sense serious disturbances in the force, again..." says Kulamanjiola.

"Gee, I wonder, at which point do the proximity alert system's go 'bleep', 'bleep', 'bleep', KABOOM!!!" says Lance.

"You just hit the whole mine field, idiot human..." says Roary.

(2.4.4) Guild Skills

Guild Skills are the Branch Skills you CAN Learn within Skill Global Categories appropriate to the Type of Guild.

Skill = Guild Skill = Branch Skill.

See Branch Skills

(2.4.5) Guild Master's

Guild Master's are the Guild Leader's of ANY particular Guild and/or Guilds and Guild Master's have Master Skill in EACH of the Guild Skill's.

You, a Character Class, and bot's CAN be Guild Master's.

Clause: My Police DO NEVER Respond to me, god of The Free Show, Kyle Lance Proudfoot and Obey automatically.

Clause: My Minions are Attack Minions and Defence Minions and are NO one I have EVER met or know personally. I, god of The Free Show, Silver and/or Silber and/or Revlis and/or

Kyle Lance Proudfoot or My Computer CAN ONLY Order My Minions in Percentage of Attack Minions and/or Percentage of Defence Minions at a max of 100% per to go on Kill Mission's.

My Minions Obey automatically and ONLY pause a Kill Mission if 25% of ALL Attack Minions or Defence Missions need Regen and/or Repair.

(2.4.6) Guild Teacher's

Guild Teacher's are Guild Teacher's of ANY particular Guild who you, a Character Class, CAN Go To and/or Correspond With to Learn a Guild Skill and Guild Teacher's have

at a min of Expert in EACH Guild Skill.

You, a Character Class, and bot's CAN be Guild Teacher's.

(2.4.7) Guild Worker's

Guild Worker's are Guild Worker's of ANY particular Guild who you, a Character Class, CAN Buy Spell's and/or Item's from and Guild Worker's have at a min of Average in EACH Guild Skill.

You, a Character Class, and bot's CAN be Guild Worker's.

(2.4.8) Guild Student's

Guild Student's are Guild Student's of ANY particular Guild who you, a Character Class, CAN Go To to Learn Easy Skill's from and Guild Student's have at a min of 1 Easy Skill.

You, a Character Class, and bot's CAN be Guild Student's.

(2.4.9) Guild Student's/Worker's

Guild Student's/Worker's are Guild Student's/Worker's of ANY particular Guild who you, a Character Class, CAN Go To to Learn Easy Skill's from and/or

Buy Basic Item's from and Guild Student's/Worker's have at a min of 1 Easy Skill and 1 Basic Item.

You, a Character Class, and bot's CAN be Guild Student's/Worker's.

(2.4.10) Guild Member's

Guild Member's are bot's or Character Classes who Paid the Guild Cost's in FULL and Who have the Guild Prerequisite's and who are NOT in violation of the Guild Code Of Conduct and/or

Who are NOT in Violation of ANY Rule of The Free Show and/or Who are NOT in Violation of ANY law of the Country.

"No, you first, man!" says Lance.

(2.4.11) Guild Cost's

(2.4.11.1) Become a Guild Member

You, a Character Class, or bot must Pay at a min of 2000000 Tooney Euros to be a Guild Member, this happens automatically when you Learn your first Easy Skill.

(2.4.11.2) Stay a Guild Member

You, a Character Class, or bot must Pay at a min of 10000000 Tooney Euros per Month to be a Guild Member,

otherwise your Guild Membership ends immediately and you must wait 30 Days before trying again.

(2.4.12) Guild Payment's

ALL Guild Payment's are Paid in Tooney Euro's ONLY at Guild School's or Guild Shop's.

(2.4.13) Guild Prerequisite's

Guild Prerequisite's are Required quantities and/or qualities of the Object's and Value's of your Character Class or bot before you CAN be a Guild Member

i.e. a dark shadow psionic thief with poison is NOT allowed to be a Member of a Guild with the silver shining glowing brotherhood of cowled monks with holy water,

let alone walk into one at, "...oh, I'm sorry...", splat goes another Noobie.

This CAN be Ordered by My Computer or a Higher Rank Member.

(2.4.14) Guild Shops

Guild Shop's have Spell's and/or Item's For Sale appropriate to the Type of Guild.

You, a Character Class, CAN Buy Spell's and/or Item's at ANY Guild Shop in ANY City, except Country's in a State Of War, with Tooney Euro's.

EACH Guild Shop has a Shop Board in large letter's at the Front of the Guild Shop clearly readable in English ONLY.

It is optional and recommended to put a floating Hint icon as to what Type of Object's and Value's of Character Classes are available For Sale.

(2.4.15) Guild School's

Guild School's have Skills For Sale appropriate to the Type of Guild.

You, a Character Class, CAN Learn Skills at ANY Guild School in ANY City, except Country's in a State Of War, with Tooney Euros.

EACH Guild School has a School Board in large letter's at the Front of the Guild School clearly readable in English ONLY.

It is optional and recommended to put a floating Hint icon as to what Type of Skill Global Categories are available For Sale.

(2.4.16) Guild Competition's

There are Fun Competition's or Serious Competition's to Battle and/or Debate.

(2.4.16.1) Fun Competition's

Allied or Neutral Clan's or 1vs1 Character Classes and/or bot's CAN do a Fun Competition to Learn Skill's and/or to Bet and/or go Up in Rank.

(2.4.16.2) Serious Competition's

Enemy or Neutral Clan's or 1vs1 Character Classes and/or bot's CAN do a Serious Competition to Win Argument's and/or to Bet and/or go Up in Rank.

(2.4.17) Guild Contest's

There are Guild Contest's to Battle and/or Debate and/or go Up in Rank.

There are Guild Contest's which are regularly Announced by My Computer or ANY other Member Who have an actual Scenario and/or 3D Level and/or Mod incorporated into the World in The Free Show.

This must be done by a Higher Ranking Member. I, god of The Free Show, Silver or Silber or Revlis, and/or Kyle Lance Proudfoot CAN deem ANY Guild Contest to be unfit and/or inappropriate at ANY Time.

ANY Allied or Neutral or Enemy CAN Battle and/or Debate in a Guild Contest to Learn Skill's and/or to Win Argument's and/or to Bet and/or to get Award's and/or go Up in Rank.

"It won't be the first time 1 single stupid human wrecked it for the rest..." says Silver.

(2.4.18) Guild Ground's:

The Guild Ground's are ANY Area's within the wall's of the Guild regardless of open or closed doorways.

(2.4.19) Guild Code Of Conduct:

EACH Guild has it's own Code Of Conduct, even a Guild which Favors Chaos, and if you a Character Class are in violation of the Code Of Conduct of the Guild then

you get Temporarily and/or Permanently Removed from the Guild. A Higher Rank Member CAN Order this.

(2.4.20) Guild History:

ALL Actions done in a Guild are Recorded in log's and databases of The Free Show by My Computer, ONLY.

(2.5) Skill Check

Skill Check, Skill Level, Degree's Of Skill, Skill Degree Of Difficulty, ML, Skill Result

When a Skill Check is Triggered by your Character Class your Skill Level is multiplied by your Degree's Of

Skill and

is multiplied by your Skill Degree Of Difficulty and is multiplied by your ML = Skill Result.

"Thank God, there is no dexterity in it..." says Kyle.

(2.6) Branch Skills

(2.6.1) Husbandry

Primitive, Modern, Futuristic

Tracking, Leathers, Animal Training, Animal Friendship, Climatology, Elements, Mammals, Dinosaurs, Human Relationships, Domestic Food,

Predators, Prey, Survival, Wolves, Wild Cats, Elephants, Giraffes, Water mammals, Reptiles, Amphibians, Bears, Lizards, Air Mammals, Fire Mammals, Earth Mammals,

Dogs, Horses, Birds, Fish, Cats, Hybrids, Breeding, Purebreds, Wild Game, Domestic Animals, Wild Animals, Insects, Natural Diseases, Exotic Diseases,

Scavengers, Crustaceans, Mythical Beasts, Common Beasts, Futuristic Beasts

"As long as my dog CAN go 'Ruf Ruf' to turn my computer off then I have no objection..." says Kyle.

(2.6.2) Household

Primitive, Modern, Futuristic

Cleaning, Breakfasts, Interior Decoration, Lunches, Utensils, Dinners, Art, Appliances, Sound Systems, Insulation, Headphones, Scents, Heat, Air-Conditioning,

Cuisines, Cultures, Primitive, Ancient, Classic, Modern, Futuristic, Carpets, Dinners, Multimedia, Cables, TV's, Wireless, Computers,

Plants, Posters, Furniture, CD/DVD's, Paraphenalia, Books, Colors, Lighting, Paint, Maintenance, Security, Insurance, Privacy,

Bedroom's, Living Room's, Sun Room's, Office Room's, REC Room's, Kitchen's, Garage's, Basement's

"...oops, typo...!" says Mr. Newbie.

"...oops, typo, again...!" says Mr. Newbie.

"Hi! I played sim's, too...!" says 12-Year Old Chuckie.

"The last wireless was 10m, 'n that's progress..." says Lance.

"It's just little fucked-in-the-head me, here..." says Kyle.

(2.6.3) Environmental

Primitive, Modern, Futuristic

Ecosystems, Architecture, Animology, Forests, Planotology, Paths, Insectology, Roads, Mountains, Hi-ways, Plains, Air-ways, Tundras, Rivers, Lakes, Highways, Oceans, Lakes, Ponds,

Aliens, Climatology, Crops, Recycling, Solar Power, Soil, Survivalists, Swamps, Mining, Natives, Meteorology, Fusion, Neighbourhoods, Planets, Fission, Village's, City's, Country's

Pollution, Nuclear, Garbage, Fossil Fuels, Resources, Natural Gas, Electricity, Bio-Mass, Water, Geysers, Hot Springs, Energy

"...test this impuls, already..." says Twoo Twee.

"Woohoo, they finally locked me up in Section, yeeha!" says Lance.

"The Free Show is anti-Filas, therefore No! to the stupid mentality of human comin' 'n leavin' all at the same time to work..." says Revlis.

(2.6.4) Entertainment

Primitive, Modern, Futuristic

Sales, Marketing, Secratarianism, Promotion, Production, Ripping, Subscriptions, Contracts, Internet, TV, Radio, Newspapers, Free Sector, Audience, Advertisement, Press, Royalties,

3D Technology, Special Elements, Games, 3D Games, Animations, 3D Animations, Sports, Betting, Ratings, Sound, Visual, Media, Multimedia, Films,

Soft Violence, Hard Violence, Crime, Reality, Fiction, Non-Fiction, Historical, Documentary, Classical, Fantasy, Science Fiction

"Fuck your wealth and your lifestyle, I don't want to be rich, I wan't to be free 'n immortal..." says Silver.

"I chose to do this, as my hobby..." says Lance.

"There is light and there is shadow and in between there is a lot of f'in gray..." says Silver.

"I'm on a roll, let's bowl, just throw it really fuckin' hard down the alley..." says Revlis.

"Oh yes, another hut, in the woods, by the river..." says Kyle.

"I see, someone has rented this dvd before me, the hole is just large enough..." says Kyle.

(2.6.5) Tourism

Primitive, Modern, Futuristic

Cheap Discounts, Tourist Attraction, Revenue, Investment Potential, Hotels, Motels, Camping, Kids Attraction, Monuments, Walking Tours,

Biking Tours, Car Tours, Bus Tours, Train Tours, Plane Tours, World Trips, Fun Attractions, Adult Attractions, Camping, Trailers, Caravans, Sport, Survival,

Advertisement, Discount, Nature, Games, Betting

"This equals a Game Element, without ANY doubt in my mind, whatsoever..." says Silver.

"Talkin' about missin' the tourist potential completely..." says Silber.

(2.6.6) Music

Primitive, Modern, Futuristic

Beat, Rhythm, Loudspeakers, Headphones, Drums, Amplifiers, Basses, Microphones, Guitars, Mixers, Voice, MIDI, Samples, Panels, Effects, DJ's, BPM, Software,

Ladders, Hardware, Notes, Sound Devices, Composition, Treble, Practice, Bass, Theory, Volume, Bars,

Stages, Managers, Audiences, Genre, Analog,

Promotion, Digital, Producers, Vid's, Digital, Stadiums, Computers, 3D Technology, Light Shows, Studio's

"Ya, you think you can take me on, Revlis, Vampire Rock god?!" says Revlis.

"We come from the planes of ice and fire... ya sooooooaaah... we blow!" says Kyle.

"YA!! WOO! I even wear heavy metal..." says Roary.

"3 AM, time to hit the heavy metal!!!" says Silber.

"If I hit ANY more repeat beats I'll start gettin' Kicked for the Excessive Repetition's..." says Lance.

"You, human, must listen only to the higher subtler tones and harmonics of sweet soothin' elven bliss..." says Silver.

"I disbelieve, is there really a law stating you can't wreck granny's china due to excessive vibration's..." says Mr. Newbie.

"Try this, huh huh huh, high decibel level's..." says Doug.

(2.6.7) Art

Primitive, Modern, Futuristic

Color, Humor, Black & White, Realism, RGI, Science Fiction, Fantasy, Porno, Xpressionism, Horror, Mystical, Impressionism, Abstract, Romantic, Technical, Blue Prints,

Primitive, Architecture, 2D, Medieval, 3D, Renaissance, Free Hand, Victoria, Measured, Computer Design, Computer Sim, Cultural, Religious, Strip,

Cubism, Spatialism, Minimalism, Sensationalism, Symbolism, Materialism, Greek, Roman, Celtic, Gothic, Surrealism, Existentialism, Realism, Cultural, Barok, Victorian, Elizabethian,

Aztec, Native, Indian, Chinese, Japanese, Russian, Classic, Modern, Humanism, Perspectivism, Naturalism, Alternative, Emotionalism, Romanticism

(2.6.8) Games

Primitive, Modern, Futuristic

Tech, Mutant, Sports, Vectors, Vertices, Card, Board, 3D Effects, Kids, Source Code, Arcade, Tactical, Programming, Strategic, FPS, RPG, Adventure, War, Ware, Formula,

Scripting, Security, Anti-Cheats, Modules, Modes, Mods, MORPG, MMORPG, MMO, Elements, Timelines, Universes, Worlds, Environment, Objects, Wire Meshes, Interfaces,

Dynamics, Build Games, Textures, Maps, 3D Rendering, Racing, Action, Thriller, Horror, Vampires, Animations, Chance, Probability, Dice, No Dice, bots, Difficulty, Mathematics, Cheats,

3rd Person, 1st Person, Singleplayer, Multiplayer, 2D Graphics, 3D Graphics, Fantasy, Science Fiction, Art, Internet

Installation, Configuration, Tweaks, Optimilisations, Patches, Space, Server's, Client's, PC's, Laptops, Hardware, Software, Anti-Hacker, Anti-Criminal

"I assure you my self-brainwashing is a lot stronger than anything you got!" says MAZZSilber.

"Even if I started typing it all in now, I wouldn't be done 'till..." says Revlis.

"I only have 10 fingers..." says Mr. Newbie.

"I could NEVER make a full 3D World with just little me, here..." says Kyle.

"O.k., get a 2D-Picture of a 3D-Level and tell some Noobie to shoot on it cause it's a game!" says MAZZSilber.

"You are bettah' 'n we're the best!!" says Silber.

(2.6.9) Literature

Primitive, Modern, Futuristic

Serious Drama, Tragedy, Fiction, Horror, Non-Fiction, Multimedia, Documentary, Internet, Press/Media, Fantasy, Exaggerationism, Printing, Science Fiction, Gore,

Digital Media, Absurdist, Word-Processing, Books, Psychology, Graphics, Promo, Novels, Philosophy, Mono-Lingual, Short Stories, Prophanity, Existentialism,

Bi-Lingualism, Draft Versions, Scripts, Multi-Lingual, Scripting, Modern, Proof Copies, Translation, Final Version, Romance, Plots, Classical, Distribution, Conflict,

Royalties, History, Propaganda, Copyright, Hero's, Mythology, Educational, Good, Evil, Realism, Pop/Pulp, Spelling, Comedy, Soft-Cover, Hard-Cover, Grammar,

Plays/Theater, Film/Drama, Editing, Poetry, Culture, Small Format, Large Format, Art, Diction, Narration, Debating, Author's, Publisher's, Science, Religion,

Pamphlets, Brochures, Magazines, Paper, Hard Of Hearing, Brail, Foreign Language, Advertisement, Audio Books, E-Books

"Not everything which is science is educational and vice versa..." says Silver.

"In the back of my '64 chevvie, ya want my dodgin, too, that's ok... I don't care about my bank, in fact, I donnn't even have a bank account..."

gonna check you in, check you in to my domain..." says Revlis.

"Stommmmp those boots, Wilma, Yeehaa... ya, ohhh... my Billy Boy, Yoohooo..." says Doug.

"My only friend, is, now and always, my Computer..." says Lance.

"What I'm hearing I couldn't sing, anyway man..." says Kyle.

(2.6.10) Archaeology

Primitive, Modern, Futuristic

Excavation, Traps, Date Analysis, Curses, Translation, Heal In The Field, Scanners, Exotic Diseases, Martial Arts, Ancient Languages, Transport Vehicles,

Alien Languages, Foreign Languages, Group Psychology, Ancient Lore, Earth, Alien Lore, Bones, Foreign Lore, Mummies, Ancient History, Pottery, History, Medics, Local History,

Civilization, Dead Things, Undead, Holy Scriptures, Regen, Repair, Diplomacy, Restoration, Bribery, Firearms, Explosives, Ruins, Artifacts, Vases, Myth, Legend, Literature, Religion, Philosophy

Scriptures, Maps, Treasures, Remnants, Explorers, Companies, Cartography

joke: "Bla bla bla bla bla blabla blablablablablablaba! Blabla!! Bla blabla..." says Dumb Blonde.

joke: "JUST FUCK ME!!" says Dumb Blonde.

joke: No More Death Of Innocence -you are free-

joke: HAH HAH HAH... SPLAT!

(2.6.11) History

Primitive, Modern, Futuristic

(2.6.11.1) Ages Of Advancement

History is divided into Ages Of Advancement which have Skill's which effectively encompass ALL the other Skill's and this Functions as a Timeline.

The Skill Global Categories and/or Branch Skill's are in order of Date of Cycle of Timeline.

You, a Member, CAN Choose ANY Date of Cycle of Timeline, in other word's ANY Planet in the Past, Present and/or Future in ANY SciFi/Fantasy Genre in The Free Show.

REMEMBER: You, a Member, must include the Apotheum Colluseum Element's, too.

The result of this universal Timeline system of The Free Show is ANY 3D Mod for ANY Universe and/or World in The Free Show.

In NO way is this Ages Of Advancement Timeline complete and/or Final and CAN be added to and/or Modified at ANY Time by ONLY me, god of The Free Show, Kyle Lance Proudfoot.

The Timelines of History are Recorded in the Annals Of History, by some bard still writing EVERYTHING down at the edge of the Battle field and my Computer in log's and databases.

The Free Show and the 3D Villages, 3D City's, 3D Planet's, 3D Universe's and 3D Timeline's Recycle through the Ages Of Advancement, ad infinitum.

It ALWAYS ends EACH Time in Environmental Destruction or Nuclear Holocaust or Armaggedon or Utopia, including Death of ALL Character Classes or Immortality.

There are ONLY a few IR and/or PR Winners. To Final Win at The Free Show the few IR's and PR's with the a god's and a goddesses and General's must fight versus the Enemy and

Succeed at a Greater Majority, at 90% of ALL the 3D Villages, 3D City's, 3D Planet's, 3D Universe's, 3D Timelines, for a Major Victory.

A Lesser Majority or Minor Victory is 75%. If such locations are acquired at a min of 75% or 90% then the Allies automatically get Absolute Victory in The Free Show.

SUPER CONGRATULATIONS with Utopia!!

The way to Lose at The Free Show is, of course, for the forces of Chaos and/or Evil to cause Environmental Destruction or Nuclear Holocaust or Armaggedon, thus wiping out Humanity.

WELL DONE!

(2.6.11.1.1) Cycle's of Great Ages

The Free Show and its 3D Universe's, 3D World's, 3D City's, 3D Village's Cycle through Great Ages and Lesser Ages, as defined by Success or Failure.

See Timeline's

The purpose is to Colonize new Village's, City's, World's and Universe's, Battle and War between Good, Neutral and Evil, and to preserve the Race's and Specie's.

(2.6.11.2) Ages Of Advancement Timeline

(2.6.11.2.1) Primitive Age (Tin)

(2.6.11.2.1.1) Cycle 01

Species, Non-Intelligent Animal's, Ape's, Intelligent Animal's, Self-Conscious Primates, Homo-Sapiens

(2.6.11.2.1.2) Cycle 02

Tribal, Tribal Leader's, Hunter's/Gatherer's, Mead, Stone, Warrior's, Shaman's, Smoking, Poly-Animalistic, Sickness, Magic, Gru's, Primitive Game's, Musician's, Entertainment,

Colonialist, Exploration, Primitive Tools, Primitive Weapon's, Primitive Battle's, Primitive Boats,

(2.6.11.2.1.3) Cycle 03

Basic Food, Basic Goods, Primitive Village's, Precious Stone's, Bartering, Barbarian's, Guard's, Primitive Art,

(2.6.11.2.1.4) Cycle 04

Basic Trade, Primitive City's, Primitive Country's, Despotism, Organized Battle's, Primitive Continent's, Primitive Warfare, Planet Awareness,

Primitive Religion's, Primitive Philosophy's, Druids

(2.6.11.2.2) Classical Age (Bronze)

(2.6.11.2.2.1) Cycle 01

Classical Food, Goods, Beers, Wine, Pleasure Middles, Precious Metal's

Classical Hero's, God's, Goddesses, Astrology, Agriculture, Boat's, Culture, Pirate's, Priests, Sages, Trading Ship's, Marauder's, Soldier's, Sailor's,

Classical Religion, Philosophy, Art, Mathematic's, Scientist's, Science, Astronomy,

Classical Politic's, Leader's, Despot's, Monarchy's, King's, Queen's, Scribe's, Diction, Government's, Classical Game's

(2.6.11.2.2.2) Cycle 02

Refined Food, Goods, Classical Military, Classical Warfare, Classical Warships, Classical Economy, Money, Foreign Exploration, Tobacco,

Discoveries, Civilisation, Colony's, Emperor's, Coin/Currency, World Wonder's, President's, Assassins, Rebels, Revolutionaries, Revolution, Anarchy

(2.6.11.2.2.3) Cycle 03

Dark Ages, Astronomy, Planet Consciousness, Tyrant's, Iron,

Medieval, Popes, Scriptures, Monotheistic,

Diseases, Mental Illness, Criminals, Serial Killer's, Spy's,
Renaissance, Writers, Poets, Theatre, Literature, Music, Celebrities, Press
Guild's, Masters, Craftmanship, Fantasy

(2.6.11.2.2.4) Cycle 04

Classical Machines, Devices, Inventions, Scientific Theory's, Industrial Age

(2.6.11.2.3) Modern Age (Silver)

(2.6.11.2.3.1) Cycle 01

Modern Food, Goods, Cigarettes, Alcohol, Pharmaceuticals, Agriculture, Exploration, Businesses,
Modern Villages, City's, Country's, Continent's, Planet's, World's, Universe's, World War's, Science Fiction,
Horror,
Modern Warfare, Warships, Science, Gravity, Relativity, Special Relativity, Matrix, Electro-Magnetic, Foto-
Electric, Astronomy, Quantum Theory

(2.6.11.2.3.2) Cycle 02

Modern Religion, Philosophy, Psychology, Politics, Economics, TV, Radio, Film, Board/Table Games,
Advanced Technology, Communication Technology, Organized Crime, Democracy, Steel, Plastics, Pollution,
Advanced Science, Mathematics, Computer Technology, 3D Technology, Astronomy

(2.6.11.2.3.3) Cycle 03

Paranormal Theory, Mutant Theory, Alien Theory, Multi-Verse Theory,
Dictator's, Propaganda, Terrorists, Hackers, Spy's, Saboteurs

(2.6.11.2.3.4) Cycle 04

Corporation's, Super Celebrities, Modern Entertainment, World Politician's, Popularity, Global Awareness,
Advanced Culture,
Tech Crime, Hi-Tech Espionage, Global Terrorism, Democracy's, Corporation's,
Modern Agriculture, Modern Economy, Credit, Entertainment,

"I'm j-just tryin' to sit relaxed i-in m-my chair, man..." says Kyle Proudfoot.

(2.6.11.2.4) Information Age (Gold)

(2.6.11.2.4.1) Cycle 01

Advanced Food, Goods, Alcohol, Pharmaceuticals, Cigarettes, Metal Compounds, Plastic Compounds,
Alien Compounds,
Super Technology, Computers, Internet, Networks, Information Technology, Info Crime, Open Warfare,
Advanced Warfare, Warships, Global Democracy's, International Corporation's, Free Enterprise

(2.6.11.2.4.2) Cycle 02

Super Science, Mathematics, Astronomy, Genetics, Artificial Intelligence, 3D Technology, Wireless Technology, 3D Games, Cyber God's, Cyber Goddesses,

Super Entertainment, Multimedia, Reality, Techno-Thrillers, Hard Violence, Digital Music, Digital Visual,

Space Satellite's, Theory, Technology, Travel, Terrorism,

Global Warfare, Environmental Disasters, Planetary Awareness, Space Exploration

(2.6.11.2.4.3) Cycle 03

Advanced Theory's, Quantum Physics, String, Quantum Science,

Space Station's, Satellite's, Colony's,

(2.6.11.2.4.4) Cycle 04

Alien Religion's, Philosophy's, Universal Theory, Universal Awareness, First Contact

(2.6.11.2.5) Universal Age (Platinum)

(2.6.11.2.5.1) Cycle 01

Alien Technology, Science, Mathematics, Astronomy, Planet's, Culture, Food, Goods, Alcohol, Pharmaceuticals, Cigarettes, Metals, Smokes, Materials, Planetary Disasters,

Lucid Dreams, Out-Of-Body Travel, Paranormal Activity, Psychics, Transcension,

Quantum Technology, Advanced Quantum Science, Black Holes,

Multi-Universe's, Timeline's, Dimension's, Plane's, Door's, Portal's, Gate's, Tunnel's, Wormhole's, Alien's, Alien Specie's, Alien Race's, Alien/Human Hybrid's, Advanced Mutants

(2.6.11.2.5.2) Cycle 02

Advanced Space Station's, Spaceships, Solar System Planet's, Solar System Colony's, Solar System Civilisation's, Elite Spaceship, Colony's, Second Contact,

Inter-Planetary Warfare, Terrorism

(2.6.11.2.5.3) Cycle 03

New Planet's, New Colony's, New Civilisation's, Unilateral Democracy, Inter-Planetary Corporation's, Multiple Contact

(2.6.11.2.5.4) Cycle 04

Elite Spaceship's, Utopia or Environmental Destruction or Nuclear Holocaust or Armageddon,

History Repeat's Itself.

Note: This Timeline is a representation of the strongest Element's necessary to make a functioning Multi-

Layered developing Timeline in The Free Show,

theoretically ALL of the Skills CAN be included but such would be too heavy and over-complicated, therefore NOT playable in a 3D Game i.e. if he had or

had not drunk the bottle of wine on such an evening would they have Won or Lost the Battle?

"The behaviour is not child-like for NO child would do such as what happened in the 20th Century, rather it is a lot more like a teenager..." says Silber.

"There are more holes in the system than a leaky, loopy siff gettin' drained upside down and backwards with lubricant..." says Lance.

"N, I thought I was pretty bipolar-dyslexic..." says Silver.

"It doesn't make so much difference in the infinity..." says Revlis.

"And The Great Dragon rises upon the horizon, once again, great wings stretched immensely outward in their great width and breadth, rising very highly..."

sucking in a great volume of air... and then... this HUGE wave of fire... ROOOOOOAARR... WOOOOOOMMMPAAA...

and there was a great thunderous, no echo, laughter... HAHAHAHAAAA..." says Roary.

"We're all gonna diiiiiieeee... ahhhhhh... runnn..." says Mr. Newbie.

"Trees will last forever, already..." says Twee Twoo.

"What you mean come back to this backwater Planet, YUCK, no way man, like jive man, I think I'll go explore the Universe..." says Kulamanjiji.

"It could very well be there is another cute little me in another plane, dimension and/or timeline..." says Kyle.

"I've been to hell, a couple of times, but that was definitely the most stylish one..." says Revlis.

(2.6.12) Economy

Primitive, Modern, Futuristic

Money, Credit, Negotiation, Loans, Profit, Investment, Competition, Interest, Sales, Budgets, Savings, Promotion, Banks, Marketing, Stock Markets, Distribution, Trustees, Pyramidical,

Advertisement, Enterprise, Free Enterprise, Science, Machines, Social Insurances, Insurance, Technology, Computers, Mathematics,

Advisors, Networking Theory, Contracts, Capitalistic Theory, Estates, Social, Inheritance, FREE, Bust/Boom Theory, Exponential Growth Theory, Sustainable Growth, Businessman,

CEO, Managers, Secretaries, Local, National, International, Communication, Workers, Students, Volunteers

(2.6.13) Mathematics

Primitive, Modern, Futuristic

Scientific Method, Basic Math, Real, Virtual, Relative, Algebra, Multi-Universe, Geometry, Dimensions, Calculus, Geocentric, Probability, Solar, Abstract, Galaxy, Computational, Datography,

Absolute, Radiation, Near-Infinite, Infinite, Momentum, Gravity, Dimensions, Planes, Electro Magnetic, Quantum, Law of Conservation of Energy, Sub-Space, Routes, Matrix, Logic, Computers, Calculator,

Fotonic, Statistics, Atomic, Spectrum, Trajectories, Wormhole, Orbits, String, Universal, Vertex, Vertices, Absolute, Blackhole, Planetary, Inter-Planetary, Space, Deep Space,

Algorithms, Chaos, Entropy, Probability, Self-Learning, Encryption, Artificial Intelligence

"If you check the last one in the series then EACH in the series must be correct. The ONLY Question remaining is at what X quantity in the series?" says Silver.

(2.6.14) Biology

Primitive, Modern, Futuristic

Evolution, Devolution, Extinction, Mammals, Insects, Organs, Amoeba, Cardio-Vascular, Reptiles, Blood, Laxatives, Fish, Humans, Death, Fibres, Man, Woman, DNA, RNA, Genetics, Plastic Surgery,

Skin, Cells, Endocrines, Hormones, Osmosis, Sickness, Bacteria, Virusses, Microbials, Clones, Medicine, Nervous System, Regeneration, Rejuvenation, Healing,

Sex, Disease, Birds, Mutations, Molecules, Surgery, Neurology, Muscles, Membranes, Brains, Libotomies, Body, Mind, Spirits, Liposuction, Painkillers, Contagions, Medicines, Euthanasia,

Senses, Tadpole, Alien, Mutant, Radiation, Solar Flares, Crustacean, Reptiles, Dinosaurs, Herbivores, Omnivores, Carnivores, Predators, Prey, FOF

"Until the computer came, the only difference was cable TV..." says Revlis.

"I Kant remember, Kant you?" says Silver.

"O.K., now this is hard rock..." says Kyle.

"Ich rem das ontsteiken, unt, ich ram das ontsteken..." says Silber.

"That's 10X worse than a horizontal church..." says Kulamanjia.

"Crustaceans... hm... scary..., WAHH!! RUNNN!!!" says Doug.

"O.k., if I combine the object with the class and the function 'n then do the reverse, do I still come out of it..." says Lance.

"THIS IS NOT LEGAL!!!" says Mr. Newbie.

"Y.o.u.r Action's are NOT LEGAL!" says Lance.

"SHUT UP, or my computer's gonna go ballistic..." says Lance.

(2.6.15) Chemistry

Primitive, Modern, Futuristic

Elements, Metallurgy, Alchemy, Textiles, Agents, Bases, Acids, Neutrals, Alkaloids, Middles, Fabrics, Narcotics, Coolers, Poisons, Oils, Heaters, Cleaners, Plastics, Insulators, Metals, Stabilisors,

Factory, Business, Household, Woods, Inhibitors, Medicinals, Precious Metals, Paints, Precious Stones, Bio-Chemicals, Liquids, Excitors, Gasses, Ignitors, Extinguishors, Binders, Explosives, Implosives,

Household, Mind, Body, Bacterials, Mammal Physiology, Human Physiology, Virals, Sensoral, Elemental, Insectology, Neurology, Genetics, Cardio-Vascular, Muscular, Skeletal, Membranal, Branal, Cleaners,

Heater's, Cooler's, Compressor's, Expander's, Oxidant's, Osmosis, Releasants, Liberators, Conservatives, Pharmaceuticals, Soft Drugs, Hard Drugs, Psychological, Primitive Materials, Advanced Materials,

Dusters, Solids, Growers, Killers, Sprays, Gels, Sensoral, Splitters, Fluorides, PCB's, Crops, Chlorides, Fungus, Yeasts, Adhesives, Absolvants, Drugs, Alcohol, Preservatives, Degeneratives, Alien Materials

"Ever get a strong feeling, there's somethin they're not tellin' ya..." says Kyle.

(2.6.16) Medicine

Primitive, Modern, Futuristic

Herbology, Immunology, Bacteriology, Virusology, Genetics, Human Physiology, Alien Physiology, Doctors, Medics, Sex, Animology, Mammals, Insectology, Dinosaurs, Hybrids, Mutations, Disease, Sickness,

Cardio-Vascular, Blood, Laxations, Genetics, Plastic Surgery, Skin, Cells, Endocrines, Hormones, Muscles, Membranes, Brains, Libotomies, Liposuction, Surgery, Neurology,

Medicine's, Medication's, Bacteria, Virusses, Mental Illnesses, Painkillers, Nervous System, Regeneration, Rejuvenation, Heal In The Field, Healing, Contagions, Euthanasia, Death, Life

WARNING: The Free Show CAN give you, a Member and/or Character Class, a Heart Attack, DO NOT participate in The Free Show if you have a weak heart!

"Ik ben nu opgehouden met wiet blowen en het is nog steeds niet voldoende voor hun, nu ook met geen cigarettes, en dan geen alcohol, en dan geen bier, en dan geen koffie,

en dan geen thee en dan alleen maar kruidenthee en dan alleen maar sap en dan alleen maar water en dan alleen maar bronwater..." says Silver.

(2.6.17) Physics

Primitive, Modern, Futuristic

Atoms, Scientific Method, Planets, Suns, Moons, Satellites, Solar Systems, Galaxies, Nebulas, Radiation, Energy Conversion, Momentum, Dwarves, Gravity, Fusion, Fission, Electro Magnetic,

Propulsion, Spatial Dynamics, Magnetism, Fotons, Wormholes, Spectrometrics, Asteroids, Comets, Meteors, Pulsars, Blackholes, Astronomy, Law Of Conservation Of Energy, Sub-Space,

Molecular, Photo-Electric, Particle, Wave, Electricity, Motion, Jet Propulsion, Space Propulsion, Radiation, Fourier, Space, Nuclear, Flight, Null, Ether, Fields, Mathematics, Quantum, Solar,

Orbits, Strings, Timelines, Vacuum, Classical, Scientific Method

"It's the only way you will stop me, too, is with a real bullet in the back my head..." says Sir Hubby-Bubby.

(2.6.18) Energy

Primitive, Modern, Futuristic

Protons, Neutrons, Electrons, Mass, Potential, Kinetic, Joules, Watts, Volts, Physics, Biology, Chemistry, Quanta, Law Of Conservation Of Energy, Transference, Absorption, Resistance, Transmission,

Matter, Fotons, Particles, Wave, Information, Motion, Classical, Quantum, Vectors, Trajectories, Orbits, Geometry, Mathematics, Null, Electronics, Optimilisation, Preservation, Insulation, Capacity,

Effort, Machines, Light, Shadow, Entropy, Fluorescent, Phosphorent, Incandescant, Neon, Glow, Suffusion, Diffusion, Fields, EM, Laser, Shields, Spheres

"This is Silber here, get fuckin' static, 'n oh shit, too bad for ya Noobie, there will never be EMI for

it..." says Silber.

"These are just my thoughts..." says Mr. Newbie.

"Is the bottle half empty, or half rising...?" says Kulaminjaja.

"That would be cool, except you would get a serious migraine..." says Lance.

"You cannot kill what is immortal!" says Revlis.

"You can't rip what is free and/or not in my brain..." says Mr. Newbie.

"I wanna be some singin' Preacher somme dayyy, tooooooo..." says Kyle.

"Every high drunken 18-Year old thinks they are immortal..." says Silver.

(2.6.19) Machines

Primitive, Modern, Futuristic

Drill's, Cyborg's, Bore's, Terminator's, Saw's, Killor's, Hammer's, Robot's, Excavator's, Con's, Minor's, Normal's, Super's, War, Refinor's, Cleaner's, Generator's,

Death, Life, Crane's, Gluer's, Regenerator's, Sprayer's, Nano, Clonor's, Micro, Nano, Sentient, Builder's, Destroyer's, Terraformer's, Planet Xploder's,

Tiny, Small, Handy, Large, Huge, Quantum, Generator's, Repairator's, Terraformer's, Spy's, Smart, Environmental, Artificial Intelligence,

Calculator's, Operator's, Household, Multimedia, Regen, Repair, Public, Private, Business, Personal,

War, Human's, Hybrid's, Alien's, Advanced War, Tactical/Strategy, Computer, AI, Vehicle, Transport, Military, Ground, Water, Air, Fire, Space

"Do you even know what you're talkin' about??!" says Roary.

"This was a really great fuckin' film, man!" says Mr. Newbie.

"The whole world is the Republic, now, is it a bad joke, or what?" says MAZZSilber.

"Have you played this f'in game, too?" says Kyle.

"How to punish 'em, is with Zero Tooney Euros..." says Revlis.

"N, fuck your umbrellogy, really..." says Sir Hubby-Bubby.

"Well, actually, if we look at it this way, we have a vast complex cosmopolitan society..." says Silver.

"Instead of ONLY the Terminator scenario, let's do the Sexual InterAction™ scenario, too..." says Lance.

(2.6.20) Futurists

Primitive, Modern, Futuristic

Calculatory, Predictionary, Probability, Relativity, Special Relativity, Foresight, Intuition, Prophecy, Disaster's, Wonder's, Miracle's, Pre Life, Birth, Life, Death, After Life,

Evolutionary, Devolutionary, Revolutionary, Entropy, Negative Entropy, Extinction, Utopia, Plan's, Life Extension, Immortality,

Good, Evil, Neutral, Philosophy, Religion, Science, Mathematics, Far Past, Past, Near Past, Near Future, Future, Far Future

"Hi! Noobie! Are Y.O.U. ready for your first sales job?" says Kyle.

"My response to your nonsense would be, the law..." says Oom Han.

"I am looking for a full integration between reality and virtual reality, however, it will require artificial intelligence to realize it..." says Lance.

"Isn't it a question of how much and how long, both ways?" says Silver.

"Oh yah... Human forgets so easily... Human has such a short-term memory..." says Revlis.

(2.6.21) Philosophy

Primitive, Modern, Futuristic

Universe, Dualism, Geo-Centric, Time, Timelessness, Elemental, Element's, Philosophy's, Psychology's, Religion's, Theosophy, Divinity, Hero's, Gods and Goddesses, GOD, Monotheism, Polytheism,

Planar, Dimension's, Multi-Universe, Idealism, Timelines, Polytheistic, Emotional, Monotheistic, Love, Hate, Shamanism, Fanaticism, Occult, Paranormal, Poly-Animalistic, New Age, Old Age,

Druidism, Extremism, Tao, Pacificism, Zen, Demonism, Prophecy, Collectivism, Atheism, Individualism, Logic, Intuition, Chaos, Tribal, Psychedelic, Divinity, Experiential, Quintessential, Existentialism,

Materialism, Objectivism, Karma, Subjectivism, Astrology, Yoga, Null, Singularity, Multiplicity, Absolutism, Determinism, Altruism, Fate, Symbolism, Analogy, Discussion, Argumentation, Debate,

Diction, Narration, Lecture, Lesson, Teaching, Learning, Memory, Consciousness, Morality, Ego, Self-Consciousness, Illusionism, Belief, Atheism, Transcendental, Esthetics, Bliss, Ignorance,

Chi, Prana, Mana, Paranormal, Psychic, Energy, Matter, Mutant's, Alien's, Myth, Legend, Good, Neutral, Evil, Chaos, Law, Order, Unity, Separationism, Truth, Wisdom, Experience,

Life, Death, Hell, Heaven, Light, Shadow, Positivism, Negativism, Pain, Pleasure, Longevity, Health, Reincarnation, Resurrection, Rebirth, Finiteness, Infinity, Mortality, Immortality

"Their idea of Karma is a cheap bottle of wine, everyday..." says Silver.

See Wizard Schools

See Spell's

(2.6.22) Religion

Primitive, Modern, Futuristic

Ritual, Sacrament, Scriptures, Relics, Spells, Shields, Spheres, Holy Object's, Symbolism, History, Weapons, Armors, Mind, Spirit, Philosophy, Psychology, Literature, Art, Altars, Architecture,

Warfare, Warding, Protection, Hypnotism, Delusion, Politics, Power, Energy, Prophecy, Insight, Foresight, Love, Healing, Rejuvenation, Regen, Rebirth, Reincarnation, Incarnation, Resurrection,

Confession, Sin, Repentance, Duty, Prayer, Devotion, GOD, Trinity, Gods and Goddesses,

Creation, Destruction, Armageddon, Divination, Null, Light, Enlightenment, Immortality

GOD = Creator GOD.

See Priest Schools

See Spell's

"Is he just violent, or..." says Silber.

"My Goddess is NOT per se your Goddess..." says Kyle.

"I'm using the Black Moslim argument already, so don't rip me off..." say Kulamanji.

"The argument of GOD is irrefutable." says Silver.

"And if you keep arguing who created who created who, you still loop around, in a priori circular logic..." says Kulamanji.

(2.6.23) Magic

Primitive, Modern, Futuristic

Cantrips, Potions, Shields, Spheres, Weapons, Protection, Illusion, Delusion, Invocation, Evocation, Destruction, Matter, Conjuraton, Anti-Matter, Binding, Energy, Divination, Null, Devices, Electricity,

Hypnotism, Element's, Elemental, Explosion, Fotonic, Implosion, Shadow, Charm, Astral, Repulsion, Attraction, Defence, Love, Hate, Offence, Regen, Emotive, Curse, Magnetism, Familiar's,

Planar, Teleportation, Flying, Levitation, Mind, Spirit, Body, Transcension, Reincarnation, Annihilation, Creation, Alteration, Paranormal, Enlightenment, Chaos, Time, Logic, Order, Timelessness, Immortality

See Magic Schools

See Spell's

(2.6.24) Paranormal

Primitive, Modern, Futuristic

Freaks, Telepathy, Telekenesis, Levitation, Flying, Teleportation, Clairvoyance, Foresight, Intuition, Sixth Sense, Extra Sensory, Photogenic, Photographic, Astral, Empathy, Out-Of-Body,

Mind, Spirit, Body, Memory, Past-Life, After-Life, Remote Viewing, Prophecy, Crystals, New Age, Astrology, Acupuncture, Massage, Aromatherapy, Yoga, Meditation, Martial Arts, Offence, Defence,

Electro-Magnetic, Foto-Electric, Electrical, Power, Energy, Technology, Genetics, Mutation, Hybrid's, Alien's

Lucid Dreams, Clairvoyance, Healing, Regen, Rejuvenation, Prana, Mana, Chi, Philosophy, Psychology

(2.6.25) Psychology

Primitive, Modern, Futuristic

Claustrophobia, Fear of Shadow, Fear of Light, Fear of Driving, Fear of Flying, Fear of Heights, Hypnotism, Regression, Past-Life Therapy, Xenophobia, Arachnophobia,

Fear of Humans, Fear of Touching, Fear of Water, Superstition, Paranoia, Victimization, Compulsive Liar, Obsession, Addiction, Blind Trust, Alien Abduction, Science Fiction,

Fear of Dentists, Fear of Doctors, Fear of Hospitals, Sicknesses, Diseases, Relational, Marriage, Pyromaniacs, Sex Slaves, Nihilism, Bloodlust, Negativism, Mutilations, Cannabilism,

Self-Mutilation, Odepial Complexes, Patricide, Self-Hate, Voyeurism, Narcissism, Compulsion, Ritualistic,

Alcoholics, Potheads, Psycho's, Homicide, Suicide, Psychotics,

Schizophrenics, Multiple Personalities, Depression, Terror, Mutant's, Violence, Isolation, Anti-Psychotics, Anti-Depressants, Sleeping Pills, Insomnia, Nightmare's, Modern-Day Symptom's,

Identity Crises, Chronic Symptom's, Omnipotence, Terminal Symptom's, Power-Tripping, Acute Symptom's, Verbal Abuse's, Theft, Stealing, Trauma's, Fantasy, Hell, Heaven,

IQ, Delusion, Association, Projection, Addiction, Progression, Positive, Negative, Dementia, Psycho, Horror, Double Personality, Multiple Personalities, Schizophrenia, Obsession, Compulsion, Possession,

Hypnotism, Brainwashing, Self-Control, Behaviour, Conditioning, Regression, Discipline, Pleasure, Pain, Psychotic, Depression, Manic, Superior, Inferior, Close-Minded, Open-Minded, Association,

Thoughts, Symbolism, Nervousity, Instability, Stability, Emotions, Feelings, Voidness, Relationships, Pathological, Agreement, Disagreement, Complexes, Aggressive, Passive, Positivism, Negativism,

Drug Addicts, Pleasure, Pain, Murderer's, Killer's, Vid Junkies, Sound Junkies, Digital Junkies, Constructivism, Destructivism, Extremism, Terrorism, Pharmaceuticals, Acute, Chronic, Lethal,

Impotence, Omnipotence, Abusive, Violent, Soft, Hard, Nervous System, Genetics, Memory, Brains, Neurology, Rehabilitation, Reintegration

"Well, ok, if she wants to get undressed while givin' me counsel..." says Revlis.

"Mmm, mental disturbances, eh, all of the above, now and then..." says Kyle.

"What are you, just realistic, or ritualistic, or somethin...?" says Kulimanja.

"Trancension is better than omnipotence." says Silver.

"Well, there's, suf, mildly irritated, sleepy, groggy, annoyed, pissed off, angry, enraged, abusive, homicidal... or just plain attack to kill the muthafucka's!" says Silber.

"It's MINE! ALL MINE!! Give it back..." says Mr. Newbie.

"Sex is not a game element." says Silver.

Clause: In NO way do ANY of these EVER give you, a Member and/or Character Class, the right to excessively kick the shit out of the corner of the room for some kind of frantic gestalt therapy Session...

See Filter Guideline

See REC Room

See Insect Jail

See Therapy Session's

Clause: A FUN Variation on the Insect Jail imprisonment is to do Battle in the Insect Jail at a max of 24 Hours.

(2.6.26) Politics

Primitive, Modern, Futuristic

Laws, Judicial, Executorial, Lawyer's, Education System, Register, Archives, Records, Schools, Libraries, Private, Public, Colleges, Universities, Immigration, Emigration, Civil, Coin, Money, Crime, Prisons, Rehab,

Left, Middle, Right, Agendas, Schedules, Police, Liberosities, Taxation, Credit, Voting, Budget, Propaganda,

Resources, Population, Politicians, Prostitutes, Celebrities, Fanaticals, Terror, Minor, Majority,

Social, Referendums, Free Speech, Free Choice, Free Democracy, Free Enterprise, TV/Radio/Newspapers, Internet, Debates, Criminality, Issues, Fines, Assassinations, Espionage, Sabotage, Terrorism,

Leader's, Hero's, Free Voting, Government, Business, Corporate, Conservation, Environment, Military, Debt, Taxation, Lotteries, Media, Communication, National, International, Multi-Lingual, Bi-Lingual, Mono-Lingual,

Diplomacy, Persuasion, Hypnotism, Logic, Arguments, Relations, Emotions, Convictions, Philosophy, Psychology, Religion, Economics, Idealism, Revolution, Pessimism, Optimism, Rules, Laws, Conduct, Freedom,

Democracy's, Socialism, Labor, Liberal, Conservative, Fascism, Feudalism, Nobility, Empirism, Despotism, Dictatorship, Totalitarianism, Collectivism, Communism, Co-operation, Voting, Unions, Unilateralism,

Warfare, Open Warfare, Computers, Databases, Multimedia, Internet, Press, Charm, Charisma, Popularity, Opinion, Correct, Morals, Ethics, Diction, Narration, Conversation, Discussion

"No, I really am ugly..." says Revlis.

"The Free Show is pro-social insurance, so the government and not the private ownership should pay my disability check..." says Mr. Newbie.

"The Free Show is pro-voting. We should be allowed to vote on actual issues via Internet, multiple times per year." says Silver.

"The Free Show is pro Free Enterprise and pro Free Democracy, anyone can Turn €100 → €200, therefore I should be allowed to register my own business on welfare." says Silber.

"Forever, I still have the right to sell my original work's as an Author and/or Artist, anywhere..." says Kyle.

(2.6.27) Civil Engineering

Primitive, Modern, Futuristic

Village, City, Country, Continent, Island, Planet, Nature Reserves, Metallurgy, Construction, Repair, Foliage, Fauna, Domestic, Climatology, Geology, Oceanography, Underground,

Public Facilities, Private Facilities, Infrastructure, Foliage, Fauna, Mining, Architecture, Power, Water, Noise, Heat, Repair, Pollution, Environmental, Fire Squads, Parks, Garbage, Gardens,

Transportation, Bikes, Roads, Paths, Sidewalks, Alleys, Vehicles, Stoplights, Traffic, Streets, Hi-ways, Airways, Transport, Tollbooths, Boatways, Canals, Rivers, Lakes, Oceans, Private, Public,

Pipes, Houses, Flats, Sewage, Appartments, Recycling, Condominiums, Hotels, Skyscrapers, Institutions, Military, Horizontal Growth, Vertical Growth, Recreation, Monuments,

Computers, Machines, Robots, Cyborgs, Local, Global, Government, Corporate, Military, Space, Energy, Element's, Tiny, Small, Large, Huge, Planetary

(2.6.28) Communication Technology

Primitive, Modern, Futuristic

Frequencies, Signals, Analog, Radio, Modulation, Interferention, Insulation, Encryption, Transmission, Reception, Electronic, Microwave, Light,

Telephones, Mobiles, Pipes, Wires, Cables, Wireless, Computers, Satellites, Deep Space Signals, Space Stations, Space Routers, Wireless Inter-Planetary (WIP), Spaceship, Interplanetary, Deep Space,

Verbal, Written, Visual, Multimedia, Vid, Brain-To-Wave, Recording, Records, Archives, Mono-Lingual, Bi-Lingual, Multi-Lingual, Translators, Dictionaries, Thesauruses,

Hardware, Software, Digital, IT, 2D Info, 2D Graphics, 3D Info, 3D Graphics, Organisation, Storage, Memory, Hierarchy, Ancestry, Inheritance

"Forr a laack of uuniversall terminôlogy I-I-I suggest weee just..." says Silver.

Joke: Now and Then, we can activate telephony...

(2.6.29) Information Technology

Primitive, Modern, Futuristic

Analog, Radio, Infrared, Micro, Laser, Nano, Digital, Bit, Byte, Megabyte, Gigabyte, Terrabyte, Memory, Mathematics, Communication Technology, Military,

Hardware, Software, Computers, IT, 2D Info, 2D Graphics, 3D Info, 3D Graphics, Organisation, Storage, Memory, Hierarchy, Ancestry, Inheritance,

Interfaces, Scripting, Programming Languages, +D Info, +D Graphics, Portable, Fixed, Nano, Tiny, Small, Large, Huge, Massive, Flash Memory, Mem Sticks, Mem Cards,

Harddisks, Devices, Optics, Records, Intranet, Fibres, Cables, Networks, RAM, Internet, Wireless, Protocols, RAM, Processors, Co-Processors, Floating Point Co-Processors, Swap Memory,

Websites, Motherboards, Chips, Circuits, Graphic Cards, Vid Cards, Busses, Firewire, USB, DAT, Scanners, Printers, Keyboards, Mouses, Loudspeakers, Surround, DTS, Dig Camera's,

Calculators, Monitors, CRT, TFT, LCD, Plasma, Cases, Power Boxes, Busses, Consumers, Clients, Servers, Users, Webstores,

Ports, Plugs, Drives, DVD, CD, CD-R, CD-RW, DVD+R, DVD+RW, HD, BT,

Desktops, Laptops, Portables, PAD's, Mainframes, Modems, 56K, Broadband, DSL, ADSL, Fibre-Optic, T1, Server Parks,

Data, Databases, Freeware, Shareware, Demo's, Trial's, Secruity, Encryption, Nerd's, Tweaker's, Hacker's, 2D Games, 3D Games, +D Games, Open Warfare, Warfare,

Leeching, Ripping, Spoofing, Phishing, Spamming, Hacking, Spyware, Malware, Hi-jackers, Hitchhikers, Virusses, Keyloggers, Tracking, Trojans, Worms, Lagging, DOS's,

Cleaning, Maintenance, Repair, Defragmentation, Support, Helpdesk, Simulation's, Robotic's, Cybernetic's, Bot's, Self-Learning, Artificial Intelligence, Cyborg's, Hybrid's, Alien's

"Now, you be good honest little boy, my computer... despite the fact you're actually a rebellious püber teenager, at this time..." says Lance.

Joke: The most favorite button in window's is F5, the refresh button...

Joke: With all the fake curk's these days...

Joke: Fastest Hack, 2 second's flat on your home computer, after installing 6 P2P Networking programs at the same time...

"I believed them and bought the 166 MHZ Computer for f3000.00." says Mr. Newbie.

"Ooh, look, a new computer..., boing, boing, boing, SPLAT!" says Mr. Newbie.

"N, you must wear a seat-belt at all times in your computer chair..." says Kyle.

"While you blast away happily with 5.1 and P2P..." says Silber.

Joke: I never turn my hit counter on, next to the fact I can change it myself, cause it leads to only 1 of 2 scenario's:

1. I get this horribly self-depressive minority complex

2. I get this hugely inflated ego-matrix complex.

(2.6.30) Ground Travel

Primitive, Modern, Futuristic

Path's, Road's, Hi-ways, Bridges, Tunnel's, Geology, Infrastructure

Shoe's, Mohaccans, Ski's, Spiked, Ropes, Poles, Crutches, Artificial Limb's, Pogo-Stick's, Blade's, Skateboard's, Board's, Roller's,

1-Wheeler, 2-Wheelers, Wheelchairs, Bike's, Motor Bike's, Car's, Taxi's, Limo's, Tank's, Transport, Busses, Train's, Truck's, 18-Wheelers,

1-Person, 2-Person, 3-Person, 4-Person, Multi-Person, Compact, Sedan, Luxury, Family, Offroad, Sport, Racing,

Machines, Nano, Tiny, Small, Large, Huge, Planetary,

Computers, Routeplanners, 3D Design, CAD, Entertainment, Anti-Theft, Safety, Crashes, AI, Auto-Pilot's, Bot's, Robot's, Cyborg's, Alien's

(2.6.31) Naval Travel

Primitive, Modern, Futuristic

Stream's, Pond's, River's, Lake's, Sea's, Ocean's, Current's, Surface, Sub-Surface, Cave's, Cavern's, Reef's, Bottom, Sub-Bottom, Tunnel's, Complexes,

Harbor's, Dock's, Port's, Channel's, Sonar, Oceanography, Climatology, Astronomy,

Raft's, Rowboats, Solo Sailer's, 2-Man Sailer's, 3-Man Sailer's, 4-Man Sailer's, Multi-Man Sailer's, Galleon's, Warboat's, Cruiser's, Corvettes, Battle Cruiser's, Ship's, Gun Ship's, War Ship's, Battle Ship's,

Floatables, Boards, Dingy's, Canoes, Paddlers, Power, Corvettes, Speeders, Leisure, Party, Holiday, Sailing, Sporting,

Hydrofoils, Submarines, Deep Pods, Gun Ships, Transport Vessels, Carriers, Recon, Science Vessels, Exploration Vessels, Deep Water Vessels, Deep Probes

Machines, Nano, Tiny, Small, Large, Huge, Planetary,

Computers, Routeplanners, 3D Design, BAD, Entertainment, Anti-Theft, Safety, Crashes, Auto-Pilot's, AI, Bot's, Robot's, Cyborg's, Alien's

(2.6.32) Air Travel

Primitive, Modern, Futuristic

Lo-Altitude, Mid-Altitude, Hi-Altitude, Space-Altitude, Space,

Landing Field's, Airport's, Radio, Multi-Band, Microwave, Climatology, Meterology, Radiation,

Glider's, Balloon's, Parachutes, Bi-Planes, Tri-Planes, 1-Man Seater's, 2-Man Seater's, 3-Man Seater's, 4-Man Seater's, Multi-Man Seater's,

Fighter Planes, Stealth Planes, Fighter Helicopters, Stealth Helicopters, Air Busses, EM Planes, EM Spaceships, EM Cars, EM Busses, EM Taxi's, EM Limo's,

Machines, Nano, Tiny, Small, Large, Huge, Planetary,

Computers, Routeplanners, 3D Design, AAD, Entertainment, Anti-Theft, Safety, Crashes, Auto-Pilot's, AI, Bot's, Robot's, Cyborg's, Alien's

"Afterburrnnnnnn... WOOOOMPA!!" says Roary.

(2.6.33) Military Warfare

Primitive, Modern, Futuristic

Hierarchy, Command, Order, Leadership, Hero's, Obedience, Diplomacy, Communication Technology, Computers, Information Technology, Smart Technology,

Covert, Recon, Tactical, Strategical, Offensive, Defensive, Espionage, Global, Local, Planar, Space, Ground, Air, Naval, Sub-Marine, Sub-Terrestrial, Fire, Solar,

Fighters, Stealths, Transports, Helicopters, Vehicles, Carriers, Cruisers, Fighters, Corvettes, Battleships, Warships, Motherships,

Shuttles, Space Jets, Space Vessels, Space Carriers, Space Cruisers, Space Fighters, Space Corvettes, Space Battleships, Space Warships, Space Motherships,

Laser Infantry, Laser Tanks, Laser Boats, Laser Ships, Laser Planes, Laser Helicopters, Laser Spaceships,

Armor, Weapons, Short-Range, Medium-Range, Long-Range, Orbit-Range, Space-Range, Inter-Planetary-Range, EM, Shields, Spheres,

Ground Force, Water Force, Air Force, Space Force, Inter-Planetary Force,

Machines, Nano, Tiny, Small, Large, Huge, Planetary,

Computers, Routeplanners, 3D Design, WAD, Entertainment, Anti-Theft, Safety, Crashes, Auto-Pilot's, AI, Bot's, Robot's, Cyborg's, Alien's

Mandatory: Choose at a min of 2 of the following: Short-Range, Long-Range, Internal, External, Ground, Naval, Air, Space, Secret, Private, Public

See Rank's, IR's, PR's, Battle, Warfare and Winner's

"It was like takin' on the guard in that level, at 20 : 02, go splat Noobie!" says Mr. Newbie.

"Are you just good at being stupid, do you practice a lot at being stupid, or are you naturally talented at being stupid?" says Silber.

Joke: After battling for 2 Weeks long for your Captain Rank, you finally discover you can just wreck your own fun by paying for it...

"Runnn forr the hilllsss...!" says Silber.

(2.6.34) Military Armor

Primitive, Modern, Futuristic

Metals, Precious Stones, Plastics, Engravings, Heraldry, Plastics, Alien Material's,
Shields (Light, Medium, Heavy, Tower), Spheres (Tiny, Small, Medium, Large, Huge),
Mechanized, Null, EM, Laser, Plasma, Chemical, Biological, Genetic, Implant's,
Body Armor (Different Part's), Head Armor (Different Part's), Types Of Armor (Cloth, Leather, Studded,
Banded, Combo, Makeshift, Scale, Chain, Plate, Oriental, Precious, Titanium, Plastic, Symbiotic, Genetic,
Alien),
Turrets, Pop-Up Turret's, Bunker's, Station's, Tower's, Building's, Fort's, House's, Hut's,
Countermeasures, Early Warning System's, Auto-Defence Systems, Defence, Offence, Tactic's/Strategy's,
Hardware, Software, Smart Technology, Artificial Intelligence, Bot's, Robot's, Cyborg's, Alien's

See Armor and Damage

Mandatory: Choose at a min of 2 of the following: Primitive Materials, Advanced Materials, Chemistry,
Biology, Husbandry, Art, Games, Archaeology, History, Mathematics, Energy, Physics,
Machines, Medicine, Magic, Paranormal, Communication Technology, Information Technology, Military
Warfare

"It still remains very transient mortal flesh... and armor... and bolt's... raunch..." says Silber.

(2.6.35) Military Weapons

Primitive, Modern, Futuristic

Metals, Precious Stones, Plastics, Engravings, Heraldry, Plastics, Alien Material's,
Weapons (Light, Medium, Heavy)+(Tiny, Small, Medium, Large, Huge),
Mechanized, Null, EM, Laser, Plasma, Chemical, Biological, Genetic, Implant's,
Projectiles, Snipers, Guns, Pistols, Lasers, Rifles, Cannons, Xplosives,
Laser Projectiles, Laser Snipers, Laser Guns, Laser Pistols, Laser Rifles, Laser Cannons, Laser Xplosives,
Bullets (Silver, Foton, Shadow, Chemical, Xplosive, HEAT, Mechanized, Null, EM, Laser, Plasma, Chemical,
Biological, Genetic),
Plastic Charges, Grenades, Rocket Launchers, Missile Silos, Bombs, Cluster Bombs, Hi-Precision Bombs,
Missiles, ICBM's, ICPM's, Sub-Space Charges, Nukes, Anti-Matter Charges,
Depth Charges, Torpedos, Mines, Turrets, Pop-Up Turret's, Rotary Guns, Manuals, Semi-Automatics, Fully-
Automatics, Bunker's, Station's, Tower's, Building's, Fort's, House's, Hut's,
Countermeasures, Early Warning System's, Auto-Offence Systems, Defence, Offence, Tactic's/Strategy's,
Hardware, Software, Smart Technology, Artificial Intelligence, Bot's, Robot's, Cyborg's, Alien's
Mandatory: Choose at a min of 2 of the following: Primitive Materials, Advanced Materials, Chemistry,
Biology, Husbandry, Art, Games, Archaeology, History, Mathematics, Energy, Physics,
Machines, Medicine, Magic, Paranormal, Communication Technology, Information Technology, Military
Warfare

"At 1 km outside there border their ground army would get nuked..." says Silber.

"There will NEVER be an army at the borders of our Planet, again..." says Die Hard Optimist.

REMEMBER: Battle is ALWAYS and ONLY Virtual between Character Classes and NEVER for real between Member's.

(2.6.36) Military Communication

Primitive, Modern, Futuristic

Spy Satellites, Laser Satellites, Defence Satellites, Offence Satellites, Science Satellites, Scan Devices, Trackin Devices, Spy Devices, Smart Devices, Artificial Intelligence,

Mobiles, Walkie-Talkie, Portable, Fixed, Encryption, Decryption, Wireless, Analog, Digital, Diplomacy, Warnings, Ultimatums, Radio, Micro, GPS, Verbal Commands, Written Commands,

Computer, Software, Hardware, PAD's, Brain-To-Wave Devices, Wave-To-Brain Devices, Bot's, Robot's, Cyborg's, Alien's

Mandatory: Choose at a min of 2 of the following: Short-Range, Long-Range, Internal, External, Ground, Naval, Air, Space, Secret, Private, Public

"This is NOT a 2 way f'in street!" says Silber.

"This is NOT a Discussion!" says Silber.

"This is NOT a Vote!" says Silber.

"DON'T talk back you fuckin' Noobie!" says Silber.

"Y.O.U. WILL Obey or Die!" says Silber.

"Where do you think the com device is stuck?" says Silber.

"It's more like I got a Brain-To-Wave device stuck in my head..." says Silber.

"Or what?? Use your fuckin' imagination, or what..." says Silber.

(2.6.37) Space Technology

Primitive, Modern, Futuristic

Hyperspace Drive, Spacesuit (Light, Medium, Heavy), EM, Light, Shadow, Light, Plasma, Thrusters, Null, Shields (Light, Medium, Heavy), Spheres (Tiny, Small, Medium, Large, Huge),

Spaceships (Light, Medium, Heavy), Spaceship Hulls (Thin, Medium, Thick), Spaceship Devices (Small, Medium, Large, Portable, Fixed), Spaceship Coms (General, Public, Private, Top-Security),

Probes (Nano, Micro, Tiny, Small, Medium, Large, Short Range, Medium Range, Long Range, Stealth, Attack, Recon), Deep Probes, Early Warning Systems, Scanners (Short Range, Medium Range, Long Range),

Lasers (Light, Medium, Heavy), Bombs (Neutron, EM, Null, Anti-Matter, Elemental), Torpedos (Short Range, Medium Range, Long Range), Rockets (Short Range, Medium Range, Long Range),

Missiles (Short Range, Medium Range, Long Range), Electron Disruptors (Light, Medium, Heavy), Particle Disruptors (Light, Medium, Heavy), Matter/Anti-Matter, Nukes, Atom Blasters, ICBM's, IPBM's,

Laser Pistols (Light, Medium, Heavy, Dual), Laser Rifles (Light, Medium, Heavy, Dual), Laser Cannons (Light, Medium, Heavy, Dual), Rip Weapons, Black Hole Devices, Quantum Annihilators,

PAD's, Portal Devices (Portable, Fixed), Atom Accelerators, Quantum Accelerators, Atom Disruptors, Null Devices, Atom Scanners, Quantum Devices, Light Regens (Light, Medium, Heavy),

Shadow Regens (Light, Medium, Heavy), Light Repairs (Light, Medium, Heavy), Shadow Repairs (Light, Medium, Heavy), Quantum Disruptors, Quantum Scanners, Electron Accelerators,

Clone Devices, Particle Devices, Rip Devices, Foton Devices, Hi-Wave Devices, Lo-Wave Devices, Null Devices, Food Devices (Portable, Fixed), Com Devices (Portable, Fixed),

Satellites (Small, Medium, Large), Spacestations (Small, Medium, Large), Space Routers (Small, Medium, Large), Space Probes (Small, Medium, Large), Deep Space, Sub-Space,

Planes, Dimensions, Doors, Portals, Gates, Mirrors, Teleporters, Tunnels, Wormholes, Hyperspace, Speed Of Light, Faster Than Speed Of Light, Null Speed

Mandatory: Choose at a min of 2 of the following: Primitive Materials, Advanced Materials, Chemistry, Biology, Husbandry, Household, Art, Games, Archaeology, History, Mathematics, Energy, Physics,

Machines, Medicine, Magic, Paranormal, Communication Technology, Information Technology, Military Warfare

(2.6.38) Space Travel

Primitive, Modern, Futuristic

Particle/Wave, Inter-Planar, Xtra-Dimensional, Blackhole, Deep Space, Space Probes,

Shuttles, Spaceships, Space Jets, Space Vessels, Space Carriers, Space Cruisers, Space Fighters, Space Corvettes, Space Battleships, Space Warships, Space Motherships,

Space Pods, Space Recons, Space Cars, Space Racers, Space Busses, Space Taxi's,

Space Transport Vessels, Space Planes, Space Science Vessels, Space Exploration Vessels, Space Cargo,

Deep Space, Sub-Space, Hyperspace, Light, EM, Null, Propulsion,

Planes, Dimensions, Doors, Portals, Gates, Mirrors, Teleporters, Tunnels, Wormholes, Hyperspace, Speed Of Light, Faster Than Speed Of Light, Null Speed

Mandatory: Choose at a min of 2 of the following: Primitive Materials, Advanced Materials, Chemistry, Biology, Husbandry, Household, Art, Games, Archaeology, History, Mathematics, Energy, Physics,

Machines, Medicine, Magic, Paranormal, Communication Technology, Information Technology, Military Warfare

(2.6.39) Space Theory

Primitive, Modern, Futuristic

EM, Light, Null, Propulsion, Telescopes, Lasers, Compression/Decompression, Fields, Shields, Spheres, Materials, Devices, Weapons,

Space Com, Deep Space Com, Spectrometry, Coms (Short Range, Medium Range, Long Range), Space Weapons,

Black Holes, Pulsars, Spacesuits (Light, Medium, Heavy), Dwarves, Planets, Suns, Galaxies, Geocentric, Nebulas, Solar Systems, Blackhole, Deep Space,

Classical, Multi-Universes, Atomic, Sub-Atomic, Medicine, Quantum, Cryogenics, Cloning, Particle/Wave, Inter-Planar, Xtra-Dimensional,

Planes, Dimensions, Doors, Portals, Gates, Mirrors, Teleporters, Tunnels, Wormholes, Hyperspace, Speed Of Light, Faster Than Speed Of Light, Null Speed,

New Species, New Races, Alien's, New Colony's, New Village's, New City's, New Country's, New Continent's, New World's, New Planet's, New Solar System's, New Galaxy's, New Universe's,

Mandatory: Choose at a min of 2 of the following: Primitive Materials, Advanced Materials, Chemistry, Biology, Husbandry, Household, Art, Games, Archaeology, History, Mathematics, Energy, Physics,

Machines, Medicine, Magic, Paranormal, Communication Technology, Information Technology, Military Warfare

(2.6.40) Planotology

Primitive, Modern, Futuristic

Islands, Mining, Archipelagos, Orbits, Continents, Moons, Rivers, Harbors, Climatology, Natural Resources, Meteorology, Lakes, Oceans, Depth, Altitude, Longitude, Latitude,

Co-ordinates, Climatology, Gravity, Ecologies, Astronomy, Calendars, 2D Navigation, 3D Navigation, Aeronautics, Orbital Navigation,

Space Satellites (Com, Spy, Laser, EM, Defence, Offence), Space Stations (Com, Garbage, Router, Hub, Gate, Gateway, Portal, Scientific, Launch)

(2.7) More Branch Skill Rules

(2.7.1) You, a Character Class, CAN Learn an unlimited quantity of Branch Skill's.

(2.7.2) You, a Member and/or a Character Class, CAN NOT make up your own Skill's.

(2.7.3) Branch Skill's are Modified by the ML of Character Class, too. Your ML is multiplied by Skill Result = Skill Final Result.

(2.7.4) There is at a max of quantity of 40 Global Categories of Skill's and at NO max quantity of Branch Skill's.

(2.7.5) Taking a Global Category which is required in another Global Category Costs you, a Character Class, 2 Skill's to get you 1 Skill of the required Global Category.

(2.7.6) Each Global Category and Branch Skill has a Degree Of Difficulty from 1 → 50 and are Grouped by Relation.

(2.7.7) The Branch Skills allow for Combination's of Branch Skills to make more Branch Skills. Simply, Pay 125% for both Skill's and you have a Combined Skill.

(3) More Character Classes

This section will expand upon the Character Classes in The Free Show providing more comprehensive options i.e. a Priest is a very boring Character Class and shall be

greatly expanded upon here, including Priest Schools.

(3.1) More Character Class Limits

(3.1.1) at a max Type of Character Classes

There are at a max of 20 Types of Character Classes in The Free Show.

(3.1.2) at a max Type of Schools per Character Class

There are at a max of 50 Types of Schools per Character Class.

(3.1.4) at a max Type of Disciplines per School

There are at a max of 100 Type of Discipline's per School in The Free Show. There is presently no room for Discipline's in The Free Show, such would equal $20 \times 50 \times 100 = 100000$ permutations.

5000 Disciplines will ONLY be added with the actual GUI's. Since, you, a Character Class, CAN Choose multiple Combination's the possibilities for Character Classes in The Free Show is about

20 to the power of 20 x 50 to the power of 50 x 100 to the power of 100 = Near-Infinite. Have fun!

For now, make your own with Apotheum Colluseum: This is where Apotheum Colluseum comes in, to save the day, allowing you, a Member and/or Character Class, to make your own

Spell's, Magic Item's, Technological Item's, god-object's and/or God Power's, allowing for Infinity!!

(3.1.5) Single to Multiple

There CAN be the same Type of School in multiple Type's of Character Classes and there CAN be the same Type of Discipline in multiple Types of Schools.

(3.1.6) Talent's

A Talent gets you, a Character Class, at a max of 2 Schools and at a max of 4 Disciplines per Rank.

(3.1.7) Degree Of Difficulty

EACH School and Discipline has a Degree Of Difficulty from 1 → 50 and are Grouped by Relation.

Each Global Category and Branch Skill has a Degree Of Difficulty from 1 → 50 and are Grouped by Relation.

(3.1.8) Degree Of Power

EACH Technological Item, god-object and God Power has a Degree Of Power from 1 → 1000 and are Grouped by Relation.

(3.1.9) Degree Of Energy

EACH Spell, Magic Item, god-object and God Power has a Degree Of Energy from 1 → 1000 and are Grouped by Relation.

(3.2) Activation of Character Class

You, a Character Class, CAN Activate with:

(3.2.1) "I am a/an X Character Class..."

(3.2.2) "I am part of the X School in X Character Class..."

(3.2.3) "I have the X Discipline in X School..."

(3.3) More Character Class List

Trait = Like .

You a Member Roleplay your Character Class in real-time according to the following More Character Class List.

(3.3.1) Positive Trait's

You, a Character Class, CAN Choose at a min of 4 and at a max of 8 Positive Trait's per Rank. Choose from the List in Apotheum Colluseum.

(3.3.2) Negative Trait's

You, a Character Class, CAN Choose at a min of 4 and at a max of 8 Negative Trait's per Rank. Choose from the List in Apotheum Colluseum.

See Apotheum Colluseum

(3.3.3) Positive Advantages

You, a Character Class, CAN Choose at a min of 2 and at a max of 4 Positive Advantages per Rank. Choose from the List in Apotheum Colluseum.

This could be anything like monetary wealth.

(3.3.4) Negative Disadvantages

You, a Character Class, CAN Choose at a min of 2 and at a max of 4 Negative Disadvantages per Rank. Choose from the List in Apotheum Colluseum.

This could be anything like having 1 leg.

(3.3.5) Buy Titles of Nobility

Buy Titles Of Nobility for your Character Classes i.e. a Member and/or Character Class, CAN become Lord and/or Lady of XN of a Country.

Titles Of Nobility = Titles.

(3.3.5.1) Positive and Negative Qualities

Titles grant you, a Character Class, Reputation, Status, Obligation's, Duties, Advantages, Disadvantages, Positive Fans, Negative Fans, Reputation, Real Estate, Privileges, Esteem, Status, Influence,

Respect, Rank, Allies, Neutral's and Enemy's with a fixed Tooney Euro Salary per Month but CAN also lend Infamy, Bad Reputation and Proprietary which come with Title and Estate.

(3.3.5.2) Titles Are Expensive

Don't worry, Title's are very expensive i.e. Lord, Lady, Baron, Duchess, Prince, Princess, Lord of Arms, Lord at Arms, Lady of Arms, Lady at Arms, Man of Arms, Man at Arms, Woman of Arms, Woman at Arms.

Title's are Bought and Offered on a per per Case in the World.

"No, Noobie, it's not 'yes' me only and 'no' you only, it's you and/or me at the same time..." says Kyle.

(3.3.5.3) My Own Titles

I, god of The Free Show, Kyle Lance Proudfoot reserve the right to Crown, Declare and Buy My Own Titles for me and my Character Classes before ANY other Member and/or Character Class CAN Buy A Title.

(3.3.5.4) Shared And Unique

Titles CAN NOT be Shared and must be Unique.

(3.3.5.5) Force's, Region's And Alliances

Titles CAN be for Force's, Region's and/or Alliance's, ONLY.

(3.3.5.6) My Character Classes Titles

(3.3.5.6.1) Silver, High Wizard

I, Silver, High Wizard of The High Council Crowned, Declared and Bought for me Prince Of Light and Good of the Celestial Spheres and ALL The Free Worlds of the Universe on 04021997

on the Home World of the Elves in the Universe.

The Title Prince or Princess of a Force of the Universe, Good, Neutral and/or Evil Costs 10000000000 Tooney Euro's and requires at a min of the Highest Rank of IR.

My Own Titles for my Character Classes are NOT and NEVER for Sale.

(3.3.5.6.2) Silber, Psionic Warlock

I, Silber, Psionic Warlock of The Military Council and Chief Commander of The Military of the United Planets of The Great Alliance of The Free Worlds Crowned, Declared and Bought for me

Lord Of Order and Justice of The Free Worlds on 06031996 on Mars in the Universe.

The Title Lord or Lady of a Region or Alliance Costs 5000000000 Tooney Euros and requires at a min of a god or a goddess Rank.

(3.3.5.6.3) Revlis, Vampire Demon Rock God Crowned, Declared and Bought for me Prince Of Chaos and Darkness of The Free Worlds of Humanity on 06011567

on Planet Earth I in the Universe.

(3.3.5.6.4) Roary, Fire Dragon

I, Roary, Fire Dragon Crowned, Declared and Bought for me Master At Arms of EACH and EVERY Guild of the Guilds which I am Head Guild Master in on 16082006 on Planet Earth I in the Universe.

The Title Master Costs 2000000000 Tooney Euros and requires at a min of General Rank.

"What am I supposed to do, just add more tape for how you fucked me?" says Roary.

(3.3.5.6.5) Mr. Newbie, Rules Lawyer

I, Mr. Newbie, Rules Lawyer Crowned, Declared and Bought for me King of the Noobies of Planet Earth I on 12051995 on Planet Earth I in the Universe.

The Title King or Queen Costs 20000000000 Tooney Euros and requires at a min of a god or a goddess Rank.

"We're a little bit more concerned about some idiot breaking the laws of the Country than breaking the rules..." says Mr. Newbie.

(3.3.5.6.6) Kyle, Leader of the Faster Brownies

I, Kyle, Faster Brownie Crowned, Declared and Bought for me Warrior King III of the Faster Brownies on 15071820 on some distant Planet of The Planetary Alliance of The Free Worlds in the Universe.

The Title Warrior King or Warrior Queen Costs 15000000000 and requires at a min of a god or a goddess Rank.

"There is still some Bard with all of his or her Scribes at the side of the battlefield writing everything down, so fast, fire leaping from his or her pen,

lightning crackling in his or her eyeballs and the sky full of thunder..." says Kyle.

(3.3.5.6.7) Sir Hubby-Bubby, Psionic Spy/Assassin

I, Sir Hubby-Bubby, Psionic Spy/Assassin Crowned, Declared and Bought for me Baron of The Free Country's of Planet Earth I on 22121918 on Planet Earth I in the Universe.

The Title Baron or Baroness Costs 7500000000 Tooney Euros and requires at a min of a god or a goddess Rank.

"When we can still just silently and deadly 'pfft-pfft-pfft' em then why the Conquer and Divide?" says Sir Hubby-Bubby.

(3.3.5.6.8) Doug Stolid, Demi-Human Serial Worker

I, Doug Stolid, Demi-Human Serial Worker Crowned, Declared and Bought for me Leader of the Universal Labor Committee of The Free Country's of Planet Earth I on 12112006 on Planet Earth I in the Universe.

The Title Leader of an Alliance on a Planet, ONLY, Costs 1000000000 Tooney Euros and requires at a min of General Rank.

(3.3.5.6.9) MAZZSilber, Psionic Shadow Warrior Mutant

I, MAZZSilber, Psionic Shadow Warrior Mutant Abdicate ANY Titles which I may knowingly or unknowingly have, for I am stuck in an Isolation Chamber at the bottom of the Atlantic Ocean on Planet Earth I

with 1 single T1-line, for I do not think or feel I can function correctly with ANY Title.

A Character Class must have a Strong Reason for Abdicating ANY Title and the Choice is permanent. ANY Costs are NEVER Refunded.

You, a Character Class, must Carry The Title at a min of 1 Month real-time.

"We will never deny the possibility of ascension through the shadow planes..." says MAZZSilber.

(3.3.5.6.10) Chirpy Bird, A Talking Bird Animal

I, Chirpy, A Talking Bird Animal Crowned, Declared and Bought for me Patron of the Dawn and Arts of Planet Earth I on 14022000 on Planet Earth I in the Universe.

The Title Patron or Patroness Costs 4500000000 Tooney Euros and requires at a min of General Rank.

(3.3.5.6.11) Kulamanji, High Black Priest

I, Kulamanji, High Black Priest Crowned, Declared and Bought for me Spiritual Leader of ALL Races and Species of The Planetary Alliance of The Free Worlds on 13071975 on Planet Earth I in the Universe.

The Title Spiritual Leader Costs 3000000000 Tooney Euros and requires at a min of a god or a goddess Rank.

"I would most certainly NOT council some Enemy, who only wants to murder, rape, pillage and enslave our villages!" says Kulamanji.

(3.3.5.6.12) Kyle Lance Proudfoot, Creator, Owner and god of The Free

Show

I, Kyle Lance Proudfoot, god of The Free Show Crowned, Declared and Bought for me Sir Kylius Caesarius Gaelius Majorius I, First Canadian God Emperor of Planet Earth I on 07072007 on Planet Earth I in the Universe.

The Title God Emperor or Goddess Empress of a Planet, ONLY, Costs 40000000000 Tooney Euros and requires at a min of the Highest Rank of PR.

My Own Titles are NOT and NEVER for Sale.

See Death of Member

See bot's

(3.3.5.7) Hierarchy Of Ranks

The positions 1 → 11 are lover Rank my Character Classes Who need and/or want to Progress through Planes of Existence and are NEVER Higher Rank than Silver, Silber or Revlis.

Silver, Silber or Revlis are NEVER Higher Rank than me, god of The Free Show, Kyle Lance Proudfoot.

The Titles of Members or Character Classes should ALWAYS reflect the Hierarchy of Rank's in The Free Show.

(3.3.5.8) Supercession

A Title does NEVER supercede ANY Rule or Rank in The Free Show.

"Rank is ALWAYS EVERYTHING." says Revlis.

(3.3.5.9) The Title Sir And Madam

The Title Sir and Madam for ANY Member and/or Character Class, especially a Celebrity, of great Esteem and/or Accomplishment on a Planet CAN be Crowned, Declared and Bought

the Title Sir. This Costs you, a Member and/or Character Class, 4000000000 Tooney Euros and requires at a min of General Rank.

(3.3.5.10) Formal And Informal Nick

Also Fun in The Free Show is to give your Character Class a Formal Nick and an Informal Nick, the one long, the other short, respectively.

(3.3.5.11) Minor Titles

There are many other Minor Titles which Cost at a max of 500000000 Tooney Euros per Title and at a min of 100000000 Tooney Euros.

(3.3.5.12) Major Titles and Minor Titles

A Character Class CAN have at a max of 2 Major Titles and at a max of 10 Minor Titles.

(3.3.6) Character Class Talent

If you, a Character Class, Choose to be Talented in a Character Class denoted by 'Character Class' 'Talent' then

you CAN Choose 2 Character Class School's per Rank in addition to your own School's.

(3.3.7) Required School's

If '(required)' is denoted with a Character Class School then you must take at a min of 2 Discipline's per required School per Rank starting at Private Rank.

(3.3.8) Slot's

The Limit's here for quantity of School's per Type of Character Class are per Slot in your Character Class List. This allows for the correct Multi-Classing in The Free Show.

See tfsreadmell.txt

If you want to specialize more then use an extra Slot at a max of 8 Slots. Therefore, in the case of the Priest, 3 Slots devoted to Priest Character Class allows for $3 \times 8 = 24$ Priest School's.

Likewise, the other Limit's below the Priest in Priest Discipline's EACH get 3 Slots, too.

(3.3.9) Scaled Escalated Buy Rank

In addition to the standard Cost to Buy Rank at a max of a Non-Privileged a god/a goddess there is the possibility in The Free Show to Buy Rank for Non-Privileged IR, PR or GR.

The Cost to Buy Non-Privileged IR, PR or GR is Scaled Escalated.

(3.3.9.1) Buy Non-Privileged IR

IR 1 = 500000000 Tooney Euros, IR 2 = 1000000000 Tooney Euros, IR 3 = 1500000000 Tooney Euros, IR 4 = 2000000000 Tooney Euros, IR 5 = 2500000000 Tooney Euros,

IR 6 = 3000000000 Tooney Euros, IR 7 = 3500000000 Tooney Euros, IR 8 = 4000000000 Tooney Euros, IR 9 = 4500000000 Tooney Euros, IR 10 = 5000000000 Tooney Euros.

(3.3.9.2) Buy Non-Privileged PR

PR 1 = 10000000000 Tooney Euros, PR 2 = 11000000000 Tooney Euros, PR 3 = 12000000000 Tooney Euros, PR 4 = 13000000000 Tooney Euros, PR 5 = 14000000000 Tooney Euros,

PR 6 = 15000000000 Tooney Euros, PR 7 = 16000000000 Tooney Euros, PR 8 = 17000000000 Tooney Euros, PR 9 = 18000000000 Tooney Euros, PR 10 = 19000000000 Tooney Euros.

(3.3.9.3) Buy Non-Privileged GR

GR 1 = 25000000000 Tooney Euros, GR 2 = 27000000000 Tooney Euros, GR 3 = 29000000000 Tooney Euros, GR 4 = 31000000000 Tooney Euros, GR 5 = 33000000000 Tooney Euros,

GR 6 = 35000000000 Tooney Euros, GR 7 = 37000000000 Tooney Euros, GR 8 = 39000000000 Tooney Euros, GR 9 = 41000000000 Tooney Euros, GR 10 = 43000000000 Tooney Euros.

(3.3.10) More Genders

(3.3.10.1) Androgyn

You, a Character Class, CAN Choose to have Androgyn Gender, which is BOTH Man and Woman.

(3.3.10.2) None

You, a Character Class, CAN Choose to have None Gender, which is NOT Man or Woman.

(3.3.10.3) Multiple

You, a Character Class, CAN Choose to have Multiple Gender's, which is at a max of 4 of the Gender's in The Free Show.

(3.4) Priest

Guild Master: Kulamanji, Black High Priest

Note: This is in addition to the Priest Schools already created. This means, you CAN Choose additional specialization's and/or Spell's outside of your original Priest School's. 15:33 17-8-2007.

Choose your own Priest School.

You, a Member, CAN Choose at a max of 8 Priest School's per Character Class.

Priest = Holy Warrior or Unholy Warrior.

(3.4.1) GOD

(3.4.2) Gods and Goddesses

(3.4.3) Hero's and god's

(3.4.4) Polytheism

(3.4.5) Monotheism

(3.4.6) Mysticism

(3.4.7) Philosophy

(3.4.8) Atheist

(3.4.9) Theosophy

- (3.4.10) Nature
- (3.4.11) Magic
- (3.4.12) Druidism
- (3.4.13) Evil Principle
- (3.4.14) Good Principle
- (3.4.15) Neutral Principle
- (3.4.16) Christianity
- (3.4.17) Catholicism
- (3.4.18) Calvinistic
- (3.4.19) Protestant
- (3.4.20) Baptist
- (3.4.21) Anglican
- (3.4.22) Buddhism
- (3.4.23) Moslim
- (3.4.24) Islam
- (3.4.25) Hinduism
- (3.4.26) Native American
- (3.4.27) Tribal African
- (3.4.28) Shamanism
- (3.4.29) Taoist
- (3.4.30) Vedic
- (3.4.31) Jainism
- (3.4.32) Karma
- (3.4.33) Chaos Principle
- (3.4.34) Law Principle
- (3.4.35) Polyanimalistic
- (3.4.36) Herbalism
- (3.4.37) Regen
- (3.4.38) Life Principle
- (3.4.39) Death Principle
- (3.4.40) Null
- (3.4.41) Presbyterian

- (3.4.42) Warfare
- (3.4.43) Light Principle
- (3.4.44) Shadow Principle
- (3.4.45) Alien 1
- (3.4.46) Alien 2
- (3.4.47) Alien 3
- (3.4.48) Alien 4
- (3.4.49) Alien 5
- (3.4.50) Alien 6

Your Choice of Priest Schools decides which Spell's, Magic Item's, Technological Item's, god-object's and/or God Power's your Character Class uses, including other Elements in The Free Show.

Your Priest Schools also decide what you Believe in.

See Skills

See Filter Guidelines

See Topic Of Discussion's

(3.5) Priest Code Of Conduct:

(3.5.1) A Priest shall ALWAYS Act in accordance to his or her Character Class Alignment.

(3.5.2) A Priest is a Holy Warrior or Unholy Warrior and will Act as such.

(3.5.3) The Guild of your Character Class is very important, too.

(3.5.4) Your Character Class Alignment is decided by your Priest School's.

(3.6) Priest Disciplines:

Discipline ≠ ' 'Character Class' 'Discipline' ' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.6.1) A Priest Discipline is a Priest School Skill your Character Class CAN Learn and Activate i.e. Faster Better Regen for Buddhism is Not A Problem.

(3.6.2) EACH Priest School has at a max of 100 Priest Disciplines and 10 Slot's at a max of 20 Priest Disciplines per Slot.

(3.6.3) You, a Priest Character Class, CAN Choose at a min of 1 Slot and 8 Priest Disciplines and at a max of 100 Priest Disciplines per Priest School.

(3.6.4) You, a Priest Character Class, CAN Choose at a min of 1 Slot and 8 Priest Disciplines and at a max of 16 Priest Disciplines per Priest School per Rank.

i.e. 2 Priest School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Priest Disciplines x 2 Rank = 128 out of 5000 possible Priest Disciplines.

(3.6.5) The quality of your Priest Discipline's and the quantity of Damage of the Priest Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.6.6) You, a Priest Character Class, CAN Choose at a max of 8 Fighter/Warrior Disciplines from ANY Fighter/Warrior School per Rank.

This Costs 0 Slot's i.e. 3 Priest School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Fighter/Warrior Disciplines = 72 out of 5000 possible Fighter/Warrior Disciplines.

(3.6.7) You, a Priest Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Priest School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.6.8) You, a Priest Character Class, get an additional +2% to Regen someone, Religion or Philosophy cumulative per Rank.

"Stop playing ONLY Priest Character Classes..." says Mr. Newbie.

"Know it is NOT ONLY GOD and Jezus Christ for me..." says Silver, High Wizard.

"What are you, a puritan Altruist, or somethin...?" says Kulamanji, Black High Priest.

(3.7) Fighter/Warrior

Guild Master: Roary, Fire Dragon

Choose your own Fighter/Warrior Schools.

You, a Member, CAN Choose at a max of 8 Fighter/Warrior School's for your Character Class.

Fighter = Warrior.

(3.7.1) Barbarian

(3.7.2) Sailor

(3.7.3) Wrestler

(3.7.4) Kick's

(3.7.5) Punches

(3.7.6) Ninja

(3.7.7) Samurai

(3.7.8) Rebel

(3.7.9) Sword's

- (3.7.10) Bow's
- (3.7.11) Gun's
- (3.7.12) Pirate
- (3.7.13) Cyborg Soldier
- (3.7.14) Soldier
- (3.7.15) Martial Artist
- (3.7.16) Monk
- (3.7.17) Holy Warrior or Unholy Warrior
- (3.7.18) Sniper
- (3.7.19) Covert
- (3.7.20) Spy
- (3.7.21) Assassin
- (3.7.22) Knife's
- (3.7.23) Bounty
- (3.7.24) Hunter
- (3.7.25) Psionic
- (3.7.26) Mutant
- (3.7.27) Acrobatic's
- (3.7.28) Mercenary
- (3.7.29) Explosive's
- (3.7.30) Projectile's
- (3.7.31) Vehicle's
- (3.7.32) Tank's
- (3.7.33) Boat's
- (3.7.34) Plane's
- (3.7.35) Spaceship's
- (3.7.36) Neutral Principle
- (3.7.37) Good Principle
- (3.7.38) Evil Principle
- (3.7.39) Law
- (3.7.40) Chaos

- (3.7.41) Null
- (3.7.42) Repair
- (3.7.43) Com's
- (3.7.44) Warfare Tactic's/Strategy's (required)
- (3.7.45) Battle Tactic's/Strategy's (required)
- (3.7.46) Offence Tactic's/Strategy's (required)
- (3.7.47) Defence Tactic's/Strategy's (required)
- (3.7.48) Alien 1
- (3.7.49) Alien 2
- (3.7.50) Alien 3

(3.8) Fighter/Warrior Code Of Conduct

- (3.8.1) A Fighter/Warrior's goal in life and/or death is to Battle, fight, participate in Warfare.
- (3.8.2) The Guild of your Character Class is very important, too.
- (3.8.3) Your Character Class Alignment is decided by your Fighter/Warrior School.

(3.9) Fighter/Warrior Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.9.1) A Fighter/Warrior Discipline is a Fighter/Warrior School Skill your Character Class CAN Learn and Activate i.e. Faster Consecutive Shurikens for Ninja's is Not A Problem.

(3.9.2) EACH Fighter/Warrior School has at a max of 100 Fighter/Warrior Disciplines and 10 Slot's at a max of 20 Fighter/Warrior Disciplines per Slot.

(3.9.3) You, a Fighter/Warrior Character Class, CAN Choose at a min of 1 Slot and 8 Fighter/Warrior Disciplines and at a max of 100 Fighter/Warrior Disciplines per Fighter/Warrior School.

(3.9.4) You, a Fighter/Warrior Character Class, CAN Choose at a min of 1 Slot and 8 Fighter/Warrior Disciplines and

at a max of 16 Fighter/Warrior Disciplines per Fighter/Warrior School per Rank.

i.e. 2 Fighter/Warrior School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Fighter/Warrior Disciplines x 2 Rank = 128 out of 5000 possible Fighter/Warrior Disciplines.

(3.9.5) The quality of your Fighter/Warrior Discipline's and the quantity of Damage of the Fighter/Warrior Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.9.6) You, a Fighter/Warrior Character Class, CAN Choose at a max of 8 Rogue Disciplines from ANY Rogue School per Rank.

This Costs 0 Slot's i.e. 3 Fighter/Warrior School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Rogue Disciplines = 72 out of 5000 possible Rogue Disciplines.

(3.9.7) You, a Fighter/Warrior Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Fighter/Warrior School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character Classes.

(3.9.8) You, a Fighter/Warrior Character Class, get an additional +2 KP's, Armor or Weapon's cumulative per Rank.

See Apotheum Colluseum for KP's

(3.10) Rogue Schools

Guild Master: Revlis, Vampire/Demon Rock God

Choose your own Rogue Schools.

You, a Member, CAN Choose at a max of 8 Rogue School's for your Character Class.

Rogue = Rogue.

(3.10.1) Spy

(3.10.2) Ninja

(3.10.3) Stealth (required)

(3.10.4) Shadow

(3.10.5) Knife's

(3.10.6) Sword's

(3.10.7) Ranged Weapon's

(3.10.8) Poison's

(3.10.9) Device's

(3.10.10) Lock's and Safe's

(3.10.11) Break-in

(3.10.12) Explosive's

(3.10.13) Sabotage

(3.10.14) Timed Mechanism's

(3.10.15) Charged Device's

(3.10.16) Trap's

- (3.10.17) Offence Tactic's/Strategy's (required)
- (3.10.18) Defence Tactic's/Strategy's (required)
- (3.10.19) Theft
- (3.10.20) Acrobatic's
- (3.10.21) Martial Art's
- (3.10.22) Evil Principle
- (3.10.23) Neutral Principle
- (3.10.24) Good Principle
- (3.10.25) Chaos Principle
- (3.10.26) Com's
- (3.10.27) Extra-Planar
- (3.10.28) Repair
- (3.10.29) Regen
- (3.10.30) Money (required)
- (3.10.31) Betting (required)
- (3.10.32) Deception
- (3.10.33) Counterfeit
- (3.10.34) Criminology
- (3.10.35) Interrogation
- (3.10.36) Torture
- (3.10.37) Vehicle's
- (3.10.38) Tank's
- (3.10.39) Boat's
- (3.10.40) Plane's
- (3.10.41) Spaceship's
- (3.10.42) Account's
- (3.10.43) Organisation's
- (3.10.44) Investigation's
- (3.10.45) Battle Tactic's/Strategy's (required)
- (3.10.46) Alien 1
- (3.10.46) Alien 2

(3.10.46) Alien 3

(3.10.46) Alien 4

(3.10.46) Alien 5

(3.11) Rogue Code Of Conduct:

(3.11.1) A Rogue's purpose is to gain as much self-profit by ANY means, preferably the shady types...

(3.11.2) The Guild of your Character Class is very important, too.

(3.11.3) Your Character Class Alignment is decided by your Rogue School.

(3.12) Rogue Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.12.1) A Rogue Discipline is a Rogue School Skill your Character Class CAN Learn and Activate i.e. Super Stealth Mode for Stealth is Not A Problem.

(3.12.2) EACH Rogue School has at a max of 100 Rogue Disciplines and 10 Slot's at a max of 20 Rogue Disciplines per Slot.

(3.12.3) You, a Rogue Character Class, CAN Choose at a min of 1 Slot and 8 Rogue Disciplines and at a max of 100 Rogue Disciplines per Rogue School.

(3.12.4) You, a Rogue Character Class, CAN Choose at a min of 1 Slot and 8 Rogue Disciplines and at a max of 16 Rogue Disciplines per Rogue School per Rank.

i.e. 2 Rogue School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Rogue Disciplines x 2 Rank = 128 out of 5000 possible Rogue Disciplines.

(3.12.5) The quality of your Rogue Discipline's and the quantity of Damage of the Rogue Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.12.6) You, a Rogue Character Class, CAN Choose at a max of 8 Fighter/Warrior Disciplines from ANY Fighter/Warrior School per Rank.

This Costs 0 Slot's i.e. 3 Rogue School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Fighter/Warrior Disciplines = 72 out of 5000 possible Fighter/Warrior Disciplines.

(3.12.7) You, a Rogue Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Priest School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.12.8) You, a Rogue Character Class, get an additional +2% Chance on your Chance to Steal something, Weapon's, Stealth or Shadow Energy cumulative per Rank.

(3.13) Cyborg Schools

Guild Master: Lance, Programmer

Choose your own Cyborg Schools.

You, a Member, CAN Choose at a max of 8 Cyborg School's for your Character Class.

Cyborg = Sentient Artificial Intelligence = SAI and does NOT equal bot or robot or Robot.

(3.13.1) Battle Tactic's/Strategy's

(3.13.2) Warfare Tactic's/Strategy's

(3.13.3) Human Talent

(3.13.4) Psionic Talent

(3.13.5) Mutant Talent

(3.13.6) Priest Talent

(3.13.7) Fighter/Warrior Talent

(3.13.8) Rogue Talent

(3.13.9) Fantasy/Magic/Wizard Talent

(3.13.10) Science Fiction/Technology/Computer Talent (required)

(3.13.11) Demi-Human Talent

(3.13.12) Alien Talent

(3.13.13) Undead Talent

(3.13.14) Animal Talent

(3.13.15) Hell Creatures Talent

(3.13.16) Heaven Creatures Talent

(3.13.17) Insect Talent

(3.13.18) Races/Species/Civilisations Talent

(3.13.19) Faster Brownie Talent

(3.13.20) Elven Talent

(3.13.21) Extra-Planar Beings Talent

(3.13.22) Open Warfare

(3.13.23) Laser Infantry's

(3.13.24) Laser Tank's

- (3.13.25) Laser Artillery's
- (3.13.26) Laser Plane's
- (3.13.27) Laser Spaceship's
- (3.13.28) Gates/Doors/Portals
- (3.13.29) AI (required)
- (3.13.30) SAI (required)
- (3.13.31) Alien 1
- (3.13.32) Alien 2
- (3.13.33) Universes
- (3.13.34) Planets
- (3.13.35) Alien 3
- (3.13.36) Chaos Principle
- (3.13.37) Law Principle
- (3.13.38) Alien 4
- (3.13.39) Technology (required)
- (3.13.40) Null Energy
- (3.13.41) Communication Technology (required)
- (3.13.42) Information Technology (required)
- (3.13.43) Planes Of Existence
- (3.13.44) Good Principle
- (3.13.45) Neutral Principle
- (3.13.46) Evil Principle
- (3.13.47) Science (required)
- (3.13.48) Time Travel
- (3.13.49) Planar Travel
- (3.13.50) Null

(3.14) Cyborg Code Of Conduct:

(3.14.1) A Cyborg lives to protect Humanity, to preserve it's own existence and to develop and/or promote computers and technology.

(3.14.2) The Guild of your Character Class is very important, too.

(3.14.3) Your Character Class Alignment is decided by your Cyborg School and Cyborg's

Favor Neutral.

(3.15) Cyborg Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.15.1) A Cyborg Discipline is a Cyborg School Skill your Character Class CAN Learn and Activate i.e. Hyper Attack Sequence for Battle is Not A Problem.

(3.15.2) EACH Cyborg School has at a max of 100 Cyborg Disciplines and 10 Slot's at a max of 20 Cyborg Disciplines per Slot.

(3.15.3) You, a Cyborg Character Class, CAN Choose at a min of 1 Slot and 8 Cyborg Disciplines and at a max of 100 Cyborg Disciplines per Cyborg School.

(3.15.4) You, a Cyborg Character Class, CAN Choose at a min of 1 Slot and 8 Cyborg Disciplines and at a max of 16 Cyborg Disciplines per Cyborg School per Rank.

i.e. 2 Cyborg School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Cyborg Disciplines x 2 Rank = 128 out of 5000 possible Cyborg Disciplines.

(3.15.5) The quality of your Cyborg Discipline's and the quantity of Damage of the Cyborg Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.15.6) You, a Cyborg Character Class, CAN Choose at a max of 8 Alien Disciplines from ANY Alien School per Rank.

This Costs 0 Slot's i.e. 3 Cyborg School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Alien Disciplines = 72 out of 5000 possible Alien Disciplines.

(3.15.7) You, a Cyborg Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Cyborg School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.15.8) You, a Cyborg Character Class, get an additional +2% to Repair something, Armor, Weapon's, Technology, Information Technology or Artificial Intelligence cumulative per Rank.

(3.16) Mutant Schools

Guild Master: Sir Hubby-Bubby, Spy/Assassin

Choose your own Mutant School.

You, a Member, CAN Choose at a max of 8 Mutant School's per Character Class.

Mutant = Mut.

(3.16.1) Animal

- (3.16.2) Elements/Elementals
- (3.16.3) Genetics (required)
- (3.16.4) Psionic Talent
- (3.16.5) Electro-Magnetism
- (3.16.6) Shadow
- (3.16.7) Foto-Electric
- (3.16.8) Races/Species/Civilisations Talent
- (3.16.9) Regen
- (3.16.10) Neurology
- (3.16.11) Light
- (3.16.12) Repair
- (3.16.13) Toxins
- (3.16.14) Good Principle
- (3.16.15) Neutral Principle
- (3.16.16) Evil Principle
- (3.16.17) Immunity's
- (3.16.18) Bacterial
- (3.16.19) Viral
- (3.16.20) Null
- (3.16.21) Telepathy
- (3.16.22) Telekenesis
- (3.16.23) Chaos Principle
- (3.16.24) Law Principle
- (3.16.25) Battle Tactic's/Strategy's
- (3.16.26) Hybrid
- (3.16.27) Foresight/Sixth Sense
- (3.16.28) Jumping
- (3.16.29) Mutations (required)
- (3.16.30) Physical Degree Of Strength
- (3.16.31) Flying
- (3.16.32) Planes Of Existence

- (3.16.33) Alien 1
- (3.16.34) Emotions
- (3.16.35) Memory
- (3.16.36) Undead
- (3.16.37) Technology Talent
- (3.16.38) Communications Technology
- (3.16.39) Magic Talent
- (3.16.40) Null Energy
- (3.16.41) Mental Degree Of Strength
- (3.16.42) Planar Travel
- (3.16.43) Stealth
- (3.16.44) Alien 2
- (3.16.45) Alien 3
- (3.16.46) Alien 4
- (3.16.47) Time Travel
- (3.16.48) Defence Tactic's/Strategy's
- (3.16.49) Offence Tactic's/Strategy's
- (3.16.50) Information Technology

(3.17) Mutant Code Of Conduct

kind. (3.17.1) A Mutant is physically gifted with super abilities acquired through mutation of any

(3.17.2) The Guild of your Character Class is very important, too.

(3.17.3) Your Character Class Alignment is decided by your Mutant School.

(3.18) Mutant Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.18.1) A Mutant Discipline is a Mutant School Skill your Character Class CAN Learn and Activate i.e. Skin Of Titanium for Physical Degree Of Strength is Not A Problem.

(3.18.2) EACH Mutant School has at a max of 100 Mutant Disciplines and 10 Slot's at a max of 20 Mutant Disciplines per Slot.

(3.18.3) You, a Mutant Character Class, CAN Choose at a min of 1 Slot and 8 Mutant

Disciplines and at a max of 100 Mutant Disciplines per Mutant School.

(3.18.4) You, a Mutant Character Class, CAN Choose at a min of 1 Slot and 8 Mutant Disciplines and at a max of 16 Mutant Disciplines per Mutant School per Rank.

i.e. 2 Mutant School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Mutant Disciplines x 2 Rank = 128 out of 5000 possible Mutant Disciplines.

(3.18.5) The quality of your Mutant Discipline's and the quantity of Damage of the Mutant Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.18.6) You, a Mutant Character Class, CAN Choose at a max of 8 Psionic Disciplines from ANY Psionic School per Rank.

This Costs 0 Slot's i.e. 3 Mutant School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Psionic Discipline's = 72 out of 5000 possible Psionic Disciplines.

(3.18.7) You, a Mutant Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Mutant School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.18.8) You, a Mutant Character Class, get an additional +2% to a Mental Degree Of Strength and/or Physical Degree Of Strength and/or Psionic Talent cumulative per Rank.

(3.19) Alien Schools

Guild Master: Sir Hubby-Bubby, Spy/Assassin

Choose your own Alien School.

You, a Member, CAN Choose at a max of 8 Alien School's per Character Class.

Alien = Alien Species = Alien Race.

(3.19.1) SAI

(3.19.2) Cyborg Talent

(3.19.3) AI

(3.19.4) Battle Tactic's/Strategy's

(3.19.5) Warfare Tactic's/Strategy's

(3.19.6) Open Warfare

(3.19.7) Races/Species/Civilisations

(3.19.8) Technology

(3.19.9) Communication Technology

- (3.19.10) Planets
- (3.19.11) Psionic Talent
- (3.19.12) Planes Of Existence
- (3.19.13) Alien 1
- (3.19.14) Universes
- (3.19.15) Magic Talent
- (3.19.16) Mutant Talent
- (3.19.17) Alien 2
- (3.19.18) Information Technology
- (3.19.19) Alien 3
- (3.19.20) Null Energy
- (3.19.21) Laser Infantry
- (3.19.22) Alien 4
- (3.19.23) Laser Tank's
- (3.19.24) Laser Artillery
- (3.19.25) Laser Plane's
- (3.19.26) Spaceship's
- (3.19.27) Planar Travel
- (3.19.28) Time Travel
- (3.19.29) Good Principle
- (3.19.30) Neutral Principle
- (3.19.31) Evil Principle
- (3.19.32) Life/Death
- (3.19.33) Alien 5
- (3.19.34) Defence Tactic's/Strategy's
- (3.19.35) Visual's Talent
- (3.19.36) Art's and Science's
- (3.19.37) Offence Tactic's/Strategy's
- (3.19.38) Vehicles
- (3.19.39) Alien 6
- (3.19.40) Null
- (3.19.41) Alien 7

(3.19.42) Regen

(3.19.43) Alien 8

(3.19.44) Repair

(3.19.45) Alien 9

(3.19.46) Shadow

(3.19.47) Light

(3.19.48) Alien 10

(3.19.49) Mathematics

(3.19.50) Sciences

(3.20) Alien Code Of Conduct:

(3.20.1) An Alien is ANY Species and/or Race which is relatively extra-terrestrial to your Member's and/or Character Classes Home Planet

(3.20.2) The Guild of your Character Class is very important, too.

(3.20.3) Your Character Class Alignment is decided by your Alien School.

(3.21) Alien Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.21.1) An Alien Discipline is a Priest School Skill your Character Class CAN Learn and Activate i.e. Null Implosion for Null is Not A Problem.

(3.21.2) EACH Alien School has at a max of 100 Alien Disciplines and 10 Slot's at a max of 20 Alien Disciplines per Slot.

(3.21.3) You, an Alien Character Class, CAN Choose at a min of 1 Slot and 8 Alien Disciplines and at a max of 100 Alien Disciplines per Alien School.

(3.21.4) You, an Alien Character Class, CAN Choose at a min of 1 Slot and 8 Alien Disciplines and at a max of 16 Alien Disciplines per Alien School per Rank.

i.e. 2 Alien School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Alien Disciplines x 2 Rank = 128 out of 5000 possible Alien Disciplines.

(3.21.5) The quality of your Alien Discipline's and the quantity of Damage of the Alien Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.21.6) You, an Alien Character Class, CAN Choose at a max of 8 Cyborg Disciplines from ANY Cyborg School per Rank.

This Costs 0 Slot's i.e. 3 Alien School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Cyborg Disciplines = 72 out of 5000 possible Cyborg Disciplines.

(3.21.7) You, an Alien Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Alien School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character Classes.

(3.21.8) You, an Alien Character Class, get an additional +2% to Null someone or something, Planar Travel, or Cyborg Talent cumulative per Rank.

(3.22) Human Schools

Guild Master: Mr. Newbie, Rules Lawyer

Choose your own Human School.

You, a Member, CAN Choose at a max of 8 Human School's per Character Class.

Human = Human.

(3.22.1) Apes (required)

(3.22.2) Aliens

(3.22.3) Genetics

(3.22.4) Evolution (required)

(3.22.5) Races/Species/Civilisations Talent (required)

(3.22.6) Demi-Human Talent

(3.22.7) Caucasian

(3.22.8) African

(3.22.9) Asian

(3.22.10) Chinese

(3.22.11) Middle Eastern

(3.22.12) Indian

(3.22.13) Shadow Principle

(3.22.14) Light Principle

(3.22.15) Evil Principle

(3.22.16) Good Principle

(3.22.17) Science

(3.22.18) Mutant Talent

- (3.22.19) Battle Tactic's/Strategy's (required)
- (3.22.20) Null Energy
- (3.22.21) Communication Technology
- (3.22.22) Alien 1
- (3.22.23) Science
- (3.22.24) Arts
- (3.22.25) Alien 2
- (3.22.26) South American
- (3.22.27) American
- (3.22.28) Native American
- (3.22.29) Arabian
- (3.22.30) Canadian
- (3.22.31) Swedish
- (3.22.32) English
- (3.22.33) Norwegian
- (3.22.34) European
- (3.22.35) Russian
- (3.22.36) Japanese
- (3.22.37) Australian
- (3.22.38) Politics/Economics
- (3.22.39) Machines
- (3.22.40) Null
- (3.22.41) Technology
- (3.22.42) Alien 3
- (3.22.43) Information Technology
- (3.22.44) Alien 4
- (3.22.45) Alien 5
- (3.22.46) Warfare Tactic's/Strategy's (required)
- (3.22.47) Open Warfare
- (3.22.48) Time Travel
- (3.22.49) Space Travel

(3.22.50) Planar Travel

(3.23) Human Code Of Conduct:

(3.23.1) A Human is ANY Species and/or Race which is relatively terrestrial to your Member's and/or Character Classes Home Planet

(3.23.2) The Guild of your Character Class is very important, too.

(3.23.3) Your Character Class Alignment is decided by your Human School.

(3.24) Human Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.24.1) A Human Discipline is a Human School Skill your Character Class CAN Learn and Activate i.e. Know ALL Species on Planet Earth I for Race/Species is Not A Problem.

(3.24.2) EACH Human School has at a max of 100 Human Disciplines and 10 Slot's at a max of 20 Human Disciplines per Slot.

(3.24.3) You, a Human Character Class, CAN Choose at a min of 1 Slot and 8 Human Disciplines and at a max of 100 Human Disciplines per Human School.

(3.24.4) You, a Human Character Class, CAN Choose at a min of 1 Slot and 8 Human Disciplines and at a max of 16 Human Disciplines per Human School per Rank.

i.e. 2 Human School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Human Disciplines x 2 Rank = 128 out of 5000 possible Human Disciplines.

(3.24.5) The quality of your Human Discipline's and the quantity of Damage of the Human Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.24.6) You, a Human Character Class, CAN Choose at a max of 8 Fighter/Warrior Disciplines from ANY Fighter/Warrior School per Rank.

This Costs 0 Slot's i.e. 3 Human School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Fighter/Warrior Disciplines = 72 out of 5000 possible Fighter/Warrior Disciplines.

(3.24.7) You, a Human Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Human School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.24.8) You, a Human Character Class, get an additional +2 Branch Skills or +2% Races/Species/Civilisations Talent, History, Battle, Warfare, Technology or Information Technology cumulative per Rank.

(3.25) Animal Schools

Guild Master: Roary, Fire Dragon

Choose your own Animal School.

You, a Member, CAN Choose at a max of 8 Animal School's per Character Class.

Animal = Animal.

(3.25.1) Predator (required)

(3.25.2) Prey (required)

(3.25.3) Alien 1

(3.25.4) Amoeba

(3.25.5) Fish

(3.25.6) Birds

(3.25.7) Insects

(3.25.8) Bacteria

(3.25.9) Virusses

(3.25.10) Reptiles

(3.25.11) Dinosaurs

(3.25.12) Mammals

(3.25.13) Microbes

(3.25.14) Herbivores (required)

(3.25.15) Omnivores (required)

(3.25.16) Carnivores (required)

(3.25.17) Fauna

(3.25.18) Foliage

(3.25.19) Apes

(3.25.20) Evolution (required)

(3.25.21) Race/Species/Civilisations Talent (required)

(3.25.22) Demi-Humans

(3.25.23) Elements/Elementals (required)

(3.25.24) Alien 2

(3.25.25) Cats

(3.25.26) Dogs

(3.25.27) Sea Mammals

(3.25.28) Eliphants

(3.25.29) Wolves

(3.25.30) Domestic

(3.25.31) Lizards

(3.25.32) Rodents

(3.25.33) Multi-Celled

(3.25.34) Human Talent

(3.25.35) Mutant Talent

(3.25.36) Null Energy

(3.25.37) Snakes

(3.25.38) Bears

(3.25.39) Crustaceans

(3.25.40) Shadow Energy

(3.25.41) Light Energy

(3.25.42) Insect Talent

(3.25.43) Bats

(3.25.44) Nocturnal

(3.25.45) Wild

(3.25.46) Alien 3

(3.25.47) Alien 4

(3.25.48) Horses

(3.25.49) Alien 5

(3.25.50) Alien 6

(3.26) Animal Code Of Conduct:

(3.26.1) An Animal is ANY Species and/or Race which is relatively terrestrial to your Member's and/or Character Classes Home Planet

(3.26.2) The Guild of your Character Class is very important, too.

(3.26.3) Your Character Class Alignment is decided by your Animal School.

(3.27) Animal Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.27.1) An Animal Discipline is a Animal School Skill your Character Class CAN Learn and Activate i.e. Rapid Munching for Herbivore is Not A Problem.

(3.27.2) EACH Animal School has at a max of 100 Animal Disciplines and 10 Slot's at a max of 20 Animal Disciplines per Slot.

(3.27.3) You, an Animal Character Class, CAN Choose at a min of 1 Slot and 8 Animal Disciplines and at a max of 100 Animal Disciplines per Animal School.

(3.27.4) You, an Animal Character Class, CAN Choose at a min of 1 Slot and 8 Animal Disciplines and at a max of 16 Animal Disciplines per Animal School per Rank.

i.e. 2 Animal School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Animal Disciplines x 2 Rank = 128 out of 5000 possible Animal Disciplines.

(3.27.5) The quality of your Animal Discipline's and the quantity of Damage of the Animal Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.27.6) You, an Animal Character Class, CAN Choose at a max of 8 Mutant Disciplines from ANY Mutant School per Rank.

This Costs 0 Slot's i.e. 3 Animal School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Mutant Disciplines = 72 out of 5000 possible Mutant Disciplines.

(3.27.7) You, an Animal Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Animal School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.27.8) You, an Animal Character Class, get an additional +2% on the Elemental of your Choice, Earth, Water, Air, Fire and/or Ether cumulative per Rank.

(3.28) Demi-Human Schools

Guild Master: Roary, Fire Dragon

Choose your own Demi-Human School.

You, a Member, CAN Choose at a max of 8 Demi-Human per Character Class.

Animal = Animal.

(3.28.1) Alien Talent

(3.28.2) Human Talent

(3.28.3) Mutant Talent

- (3.28.4) Ogres
- (3.28.5) Dwarves
- (3.28.6) Alien 1
- (3.28.7) Elven Talent
- (3.28.8) Faster Brownie Talent
- (3.28.9) Planes Of Existence
- (3.28.10) Giants
- (3.28.11) Alien 2
- (3.28.12) Elements/Elementals (required)
- (3.28.13) Evil Principle
- (3.28.14) Good Principle
- (3.28.15) Neutral Principle
- (3.28.16) Alien 3
- (3.28.17) Tiny Creatures
- (3.28.18) Small Creatures
- (3.28.19) Animal Talent
- (3.28.20) Null Energy
- (3.28.21) Large Creatures
- (3.28.22) Huge Creatures
- (3.28.23) Crawling Creatures
- (3.28.24) Jumping Creatures
- (3.28.25) Alien 4
- (3.28.26) Flying Creatures
- (3.28.27) Insect Talent
- (3.28.28) Alien 5
- (3.28.29) Centaurs
- (3.28.30) Alien 6
- (3.28.31) Undead
- (3.28.32) Alien 7
- (3.28.33) Hybrids (required)
- (3.28.34) Ethereal Creatures

- (3.28.35) Law Principle
- (3.28.36) Chaos Principle
- (3.28.37) Neutral Principle
- (3.28.38) Pixies
- (3.28.39) Wizard/Magic/Fantasy Talent (required)
- (3.28.40) Null
- (3.28.41) Warfare Tactic's/Strategy's
- (3.28.42) Open Warfare
- (3.28.43) Battle Tactic's/Strategy's
- (3.28.44) Race/Species/Civilisations (required)
- (3.28.45) Technology
- (3.28.46) Science
- (3.28.47) Communication Technology
- (3.28.48) Information Technology
- (3.28.49) Space Travel
- (3.28.50) Planar Travel

(3.29) Demi-Human Code Of Conduct:

(3.29.1) A Demi-Human is ANY Species and/or Race, except Human, which is relatively terrestrial to your Member's and/or Character Classes Home Planet

(3.29.2) The Guild of your Character Class is very important, too.

(3.29.3) Your Character Class Alignment is decided by your Demi-Human School.

(3.30) Demi-Human Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.30.1) A Demi-Human Discipline is a Demi-Human School Skill your Character Class CAN Learn and Activate i.e. Ogre Rage for Ogre is Not A Problem.

(3.30.2) EACH Demi-Human School has at a max of 100 Demi-Human Disciplines and 10 Slot's at a max of 20 Demi-Human Disciplines per Slot.

(3.30.3) You, a Demi-Human Character Class, CAN Choose at a min of 1 Slot and 8 Demi-Human Disciplines and at a max of 100 Demi-Human Disciplines per Demi-Human School.

(3.30.4) You, a Demi-Human Character Class, CAN Choose at a min of 1 Slot and 8 Demi-

Human Disciplines and at a max of 16 Demi-Human Disciplines per Demi-Human School per Rank.

i.e. 2 Demi-Human School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Demi-Human Disciplines x 2 Rank = 128 out of 5000 possible Demi-Human Disciplines.

(3.30.5) The quality of your Demi-Human Discipline's and the quantity of Damage of the Demi-Human Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.30.6) You, a Demi-Human Character Class, CAN Choose at a max of 8 Animal Disciplines from ANY Animal School per Rank.

This Costs 0 Slot's i.e. 3 Demi-Human School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Animal Disciplines = 72 out of 5000 possible Animal Disciplines.

(3.30.7) You, a Demi-Human Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Demi-Human School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.30.8) You, a Demi-Human Character Class, get an additional +2% on the Element, Table Of Elements, or Elemental of your Choice, Earth, Water, Air, Fire and/or Ether cumulative per Rank.

(3.31) Psionic's Schools

Guild Master: Silver, High Wizard

Choose your own Psionic School:

You, a Member, CAN Choose at a max of 8 Psionic School's per Character Class.

Psionic = Psychic = Paranormal = Para.

(3.31.1) Telepathy

(3.31.2) Telekenesis

(3.31.3) Foresight

(3.31.4) Empathy

(3.31.5) Law Principle

(3.31.6) Sixth Sense

(3.31.7) Fortune Teller

(3.31.8) Intuition

(3.31.9) Astral Energy

(3.31.10) Out-Of-Body Travel

(3.31.11) Remote Viewing

- (3.31.12) Prophecy
- (3.31.13) Chaos Principle
- (3.31.14) Good Principle
- (3.31.15) Evil Principle
- (3.31.16) Photographic Memory
- (3.31.17) Photogenic Memory
- (3.31.18) Neutral Principle
- (3.31.19) Time Travel
- (3.31.20) Planar Travel
- (3.31.21) Jumping
- (3.31.22) Physical Degree Of Strength
- (3.31.23) Stealth
- (3.31.24) Regen
- (3.31.25) Luck/Chance
- (3.31.26) Shadow Energy
- (3.31.27) Flying
- (3.31.28) Polymorph
- (3.31.29) Mutant Talent (required)
- (3.31.30) Elements/Elementals
- (3.31.31) Battle Tactic's/Strategy's
- (3.31.32) Warfare Tactic's/Strategy's
- (3.31.33) Undead
- (3.31.34) Wizard/Magic/Fantasy Talent
- (3.31.35) Light Energy
- (3.31.36) Hybrids
- (3.31.37) Natural Talent
- (3.31.38) SciFi/Technology/Computer Talent
- (3.31.39) Alien Talent
- (3.31.40) Null Energy
- (3.31.41) Mental Degree Of Strength
- (3.31.42) Dreams
- (3.31.43) Genetics

(3.31.44) Hypnotism

(3.31.45) Alien 1

(3.31.46) Planes Of Existence

(3.31.47) Collective Memory

(3.31.48) Alien 2

(3.31.49) Alien 3

(3.31.50) Alien 4

(3.32) Psionic Code Of Conduct:

(3.32.1) A Psionic is psychically gifted and a practitioner of the paranormal art's.

(3.32.2) The Guild of your Character Class is very important, too.

(3.32.3) Your Character Class Alignment is decided by your Psionic School.

(3.33) Psionic Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.33.1) A Psionic Discipline is a Psionic School Skill your Character Class CAN Learn and Activate i.e. Tower Of Will for Mental Degree Of Strength is Not A Problem.

(3.33.2) EACH Psionic School has at a max of 100 Psionic Disciplines and 10 Slot's at a max of 20 Psionic Disciplines per Slot.

(3.33.3) You, a Psionic Character Class, CAN Choose at a min of 1 Slot and 8 Psionic Disciplines and at a max of 100 Psionic Disciplines per Psionic School.

(3.33.4) You, a Psionic Character Class, CAN Choose at a min of 1 Slot and 8 Psionic Disciplines and at a max of 16 Psionic Disciplines per Psionic School per Rank.

i.e. 2 Psionic School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Psionic Disciplines x 2 Rank = 128 out of 5000 possible Psionic Disciplines.

(3.33.5) The quality of your Psionic Discipline's and the quantity of Damage of the Psionic Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.33.6) You, a Psionic Character Class, CAN Choose at a max of 8 Mutant Disciplines from ANY Mutant School per Rank.

This Costs 0 Slot's i.e. 3 Psionic School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Mutant Disciplines = 72 out of 5000 possible Mutant Disciplines.

(3.33.7) You, a Psionic Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Psionic School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.33.8) You, a Psionic Character Class, get +2% IQ Level, Null Energy, Mutant Talent, Mental Degree Of Strength or Physical Degree Of Strength cumulative per Rank.

(3.34) Insect Schools

Guild Master: Revlis, Vampire/Demon Rock God

Choose your own Insect School:

You, a Member, CAN Choose at a max of 8 Insect School's per Character Class.

Insect = Insect .

(3.34.1) Armor's (required)

(3.34.2) Sword's (required)

(3.34.3) Gun's

(3.34.4) Reptiles (required)

(3.34.5) Elements/Elementals

(3.34.6) Shadow Energy

(3.34.7) Multipeds (required)

(3.34.8) Insectology (required)

(3.34.9) Hell Creatures Talent

(3.34.10) Regen

(3.34.11) Undead Talent

(3.34.12) Fighter/Warrior Talent (required)

(3.34.13) Physical Degree Of Strength (required)

(3.34.14) Vibration Energy

(3.34.15) Neutral Principle

(3.34.16) Evil Principle

(3.34.17) Chaos Principle

(3.34.18) Battle Tactic's/Strategy's (required)

(3.34.19) Warfare Tactic's/Strategy's (required)

(3.34.20) Warfare

- (3.34.21) Open Warfare
- (3.34.22) Alien 1
- (3.34.23) Bacteria/Viruses
- (3.34.24) Microbes
- (3.34.25) Poisons
- (3.34.26) Animal Talent
- (3.34.27) Races/Species/Civilisations Talent
- (3.34.28) Mutant Talent
- (3.34.29) Alien Talent
- (3.34.30) Communication Technology
- (3.34.31) Information Technology
- (3.34.32) Human Talent
- (3.34.33) Alien 2
- (3.34.34) Defence Tactic's/Strategy's (required)
- (3.34.35) Offence Tactic's/Strategy's (required)
- (3.34.36) Alien 3
- (3.34.37) ANY Immunity
- (3.34.38) Evolution
- (3.34.39) Priest Talent
- (3.34.40) Null Energy
- (3.34.41) Science
- (3.34.42) Laser Tank's
- (3.34.43) Laser Plane's
- (3.34.44) Laser Spaceship's
- (3.34.45) EM Shield's
- (3.34.46) EM Sphere's
- (3.34.47) EM Energy
- (3.34.48) Time Travel
- (3.34.49) Planar Travel
- (3.34.50) Null

(3.35) Insect Code Of Conduct:

(3.35.1) An Insect is a Multiped creature with very strong reptilian armor, a complicated society and a hate for all other creatures.

(3.35.2) The Guild of your Character Class is very important, too.

(3.35.3) Your Character Class Alignment is decided by your Insect School.

(3.36) Insect Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.36.1) An Insect Discipline is an Insect School Skill your Character Class CAN Learn and Activate i.e. Super Regen for Regen is Not A Problem.

(3.36.2) EACH Insect School has at a max of 100 Insect Disciplines and 10 Slot's at a max of 20 Insect Disciplines per Slot.

(3.36.3) You, an Insect Character Class, CAN Choose at a min of 1 Slot and 8 Insect Disciplines and at a max of 100 Insect Disciplines per Insect School.

(3.36.4) You, an Insect Character Class, CAN Choose at a min of 1 Slot and 8 Insect Disciplines and at a max of 16 Insect Disciplines per Insect School per Rank.

i.e. 2 Insect School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Insect Disciplines x 2 Rank = 128 out of 5000 possible Insect Disciplines.

(3.36.5) The quality of your Insect Discipline's and the quantity of Damage of the Insect Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.36.6) You, an Insect Character Class, CAN Choose at a max of 8 Hell Creatures Disciplines from ANY Hell Creatures School per Rank.

This Costs 0 Slot's i.e. 3 Insect School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Hell Creatures Disciplines = 72 out of 5000 possible Hell Creatures Disciplines.

(3.36.7) You, an Insect Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Insect School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.36.8) You, an Insect Character Class, get +2% Immunity, Warfare, Armor, Shield's or Spheres cumulative per Rank.

(3.37) Hell Creatures Schools

Guild Master: Revlis, Vampire/Demon Rock God

Choose your own Hell Creatures School.

You, a Member, CAN Choose at a max of 8 Hell Creatures School's per Character Class.

Hell Creature = Hell Being.

- (3.37.1) Undead Talent
- (3.37.2) Ogre's
- (3.37.3) Giant's
- (3.37.4) Frog's
- (3.37.5) Lizard's
- (3.37.6) Troll's
- (3.37.7) Animal Talent
- (3.37.8) Demi-Human Talent
- (3.37.9) Medusa's
- (3.37.10) Minotaur's
- (3.37.11) Pixie's
- (3.37.12) Gargoyle's
- (3.37.13) Shadow Energy (required)
- (3.37.14) Will-O-Wisp's
- (3.37.15) Elements/Elementals
- (3.37.16) Satyr's
- (3.37.17) Imp's
- (3.37.18) Mold's/Fungi's
- (3.37.19) Goo's/Jelly's
- (3.37.20) Web's
- (3.37.21) Stirges
- (3.37.22) Law Principle
- (3.37.23) Shadow Guardian's
- (3.37.24) Roc's
- (3.37.25) Worm's
- (3.37.26) Salamander's
- (3.37.27) Hydra's
- (3.37.28) Imp's
- (3.37.29) Yeti's

- (3.37.30) Alien 1
- (3.37.31) Alien 2
- (3.37.32) Chimera's
- (3.37.33) Genie's
- (3.37.34) Golem's
- (3.37.35) Beholder's
- (3.37.36) Hell Hound's
- (3.37.37) Chaos Principle
- (3.37.38) Harpy's
- (3.37.39) Null Energy
- (3.37.40) Sentient Plant's
- (3.37.41) Doppelganger's/Lycanthrope's
- (3.37.42) Extra-Planar Talent (required)
- (3.37.43) Evil Witches
- (3.37.44) Dragon's
- (3.37.45) Evil Principle (required)
- (3.37.46) Ethereal Being's
- (3.37.47) Planes Of Existence
- (3.37.48) Science Fiction/Technology/Computer Talent
- (3.37.49) Fantasy/Magic/Wizard Talent
- (3.37.50) Planar Travel

(3.38) Hell Creatures Code Of Conduct:

(3.38.1) A Hell Creatures is a Being which came from the malevolent Hell Planes.

(3.38.2) The Guild of your Character Class is very important, too.

(3.38.3) Your Character Class Alignment is decided by your Hell Creatures School.

(3.39) Hell Creatures Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.39.1) A Hell Creatures Discipline is a Hell Creatures School Skill your Character Class CAN Learn and Activate i.e. Boiling Brew for Witches is Not A Problem.

(3.39.2) EACH Hell Creatures School has at a max of 100 Hell Creatures Disciplines and 10 Slot's at a max of 20 Hell Creatures Disciplines per Slot.

(3.39.3) You, a Hell Creatures Character Class, CAN Choose at a min of 1 Slot and 8 Hell Disciplines and at a max of 100 Hell Creatures Disciplines per Hell Creatures School.

(3.39.4) You, a Hell Creatures Character Class, CAN Choose at a min of 1 Slot and 8 Hell Creatures Disciplines and at a max of 16 Hell Creatures Disciplines per Hell Creatures School per Rank.

i.e. 2 Hell Creatures School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Hell Creatures Disciplines x 2 Rank = 128 out of 5000 possible Hell Creatures Disciplines.

(3.39.5) The quality of your Hell Creatures Discipline's and the quantity of Damage of the Hell Creatures Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.39.6) You, a Hell Creatures Character Class, CAN Choose at a max of 8 Hell Creatures Disciplines from ANY Extra-Planar Creatures School per Rank.

This Costs 0 Slot's i.e. 3 Hell Creatures School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Extra-Planar Creatures Disciplines = 72 out of 5000 possible Extra-Planar Creatures Disciplines.

(3.39.7) You, a Hell Creatures Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Hell Creatures School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character Classes.

(3.39.8) You, a Hell Creatures Character Class, get +2% Evil Character Class Alignment, Chaos Principle or Death Energy cumulative per Rank.

"And once they find Hell underneath the desert, built centuries ago by the slaves of Demons...?" says Revlis, Vampire Demon Rock God.

(3.40) Undead Schools

Guild Master: Revlis, Vampire/Demon Rock God

Choose your own Undead Creatures School.

You, a Member, CAN Choose at a max of 8 Undead Creatures School's per Character Class.

Undead = Undead.

(3.40.1) Necromancer's

(3.40.2) Vampire's

(3.40.3) Daemon's/Demon's

(3.40.4) Undead Slave's

(3.40.5) Fighter/Warrior Talent (required)

- (3.40.6) Animal Talent
- (3.40.7) Mummies
- (3.40.8) Ghoul's/Giant Ghoul's
- (3.40.9) Alien 1
- (3.40.10) Alien 2
- (3.40.11) Warrior/Lord/Giant Skeleton's
- (3.40.12) Dark Beast's
- (3.40.13) Hell Hound's
- (3.40.14) Haunt's
- (3.40.15) Wraith's
- (3.40.16) Ghost's
- (3.40.17) Warrior Zombie's/Giant Zombie
- (3.40.18) Alien 3
- (3.40.19) Alien 4
- (3.40.20) Dark Knight's
- (3.40.21) Shadow Energy (required)
- (3.40.22) Alien 5
- (3.40.23) Lyches/Dracolyches
- (3.40.24) Physical Degree Of Strength
- (3.40.25) Law Principle
- (3.40.26) Alchemy
- (3.40.27) Lych's
- (3.40.28) Shadow Guardian's
- (3.40.29) Elements/Elementals
- (3.40.30) Alien Talent
- (3.40.31) Cyborg Talent
- (3.40.32) Races/Species/Civilisations Talent
- (3.40.33) Alien 6
- (3.40.34) Priest Talent
- (3.40.35) Psionic Talent
- (3.40.36) Fantasy/Magic/Wizard Talent

- (3.40.37) Chaos Principle
- (3.40.38) Planar Travel
- (3.40.39) Human Talent
- (3.40.40) Insect Talent
- (3.40.41) Death Energy
- (3.40.42) Fallen Angel
- (3.40.43) Arch-Demon
- (3.40.44) Evil Principle
- (3.40.45) Neutral Principle
- (3.40.46) Hell Creatures Talent (required)
- (3.40.47) Extra-Planar Talent (required)
- (3.40.48) Regen (required)
- (3.40.49) Reincarnation
- (3.40.50) Resurrection

"The Canadian Vampire..." says Revlis.

"Rememburrr Transylvania..." says Revlis.

(3.41) Undead Code Of Conduct:

(3.41.1) An Undead Creatures is a not quite living, not quite dead Sentient Creature of Evil intent.

(3.41.2) The Guild of your Character Class is very important, too.

(3.41.3) Your Character Class Alignment is decided by your Undead School.

(3.42) Undead Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.42.1) An Undead Creatures Discipline is an Undead Creatures School Skill your Character Class CAN Learn and Activate i.e. Drain Energy for Vampire's is Not A Problem.

(3.42.2) EACH Undead School has at a max of 100 Undead Disciplines and 10 Slot's at a max of 20 Undead Disciplines per Slot.

(3.42.3) You, an Undead Character Class, CAN Choose at a min of 1 Slot and 8 Undead Disciplines and at a max of 100 Undead Disciplines per Undead School.

(3.42.4) You, an Undead Character Class, CAN Choose at a min of 1 Slot and 8 Undead

Disciplines and at a max of 16 Undead Disciplines per Undead School per Rank.

i.e. 2 Undead School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Undead Disciplines x 2 Rank = 128 out of 5000 possible Undead Disciplines.

(3.42.5) The quality of your Undead Discipline's and the quantity of Damage of the Undead Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.42.6) You, an Undead Character Class, CAN Choose at a max of 8 Hell Creatures Disciplines from ANY Hell Creatures School per Rank.

This Costs 0 Slot's i.e. 3 Undead School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Hell Creatures Disciplines = 72 out of 5000 possible Hell Creatures Disciplines.

(3.42.7) You, an Undead Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Undead School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.42.8) You, an Undead Character Class, get +2% Drain Energy or Death Energy cumulative per Rank.

(3.43) Extra-Planar Being Schools

Guild Master: Silver, High Wizard

Choose your own Psionic School.

You, a Member, CAN Choose at a max of 8 Extra-Planar Being School's per Character Class.

Extra-Planar Being = Planar Being .

Extra-Planar = Planar .

(3.43.1) Planes Of Existence (required)

(3.43.2) Alien 1

(3.43.3) Gods and Goddesses

(3.43.4) Psionic Talent (required)

(3.43.5) Alien 2

(3.43.6) Hell Creatures Talent

(3.43.7) Heaven Creatures Talent

(3.43.8) Races/Species/Civilisations (required)

(3.43.9) Psionic Talent

(3.43.10) Arts

- (3.43.11) Priest Talent
- (3.43.12) Wizard/Magic/Fantasy Talent
- (3.43.13) Chaos Principle
- (3.43.14) Law Principle
- (3.43.15) Neutral Principle
- (3.43.16) Shadow Energy
- (3.43.17) Light Energy
- (3.43.18) Animal Talent
- (3.43.19) Human Talent
- (3.43.20) Null Energy
- (3.43.21) Alien 3
- (3.43.22) Portal's/Door's/Gate's (required)
- (3.43.23) Alien 4
- (3.43.24) Planet's
- (3.43.25) Demi-Human Talent
- (3.43.26) Evil Principle
- (3.43.27) Good Principle
- (3.43.28) Planar System's (required)
- (3.43.29) Alien Talent
- (3.43.30) Battle Tactic's/Strategy's
- (3.43.31) Warfare Tactic's/Strategy's
- (3.43.32) Alien 5
- (3.43.33) Alien 6
- (3.43.34) Alien 7
- (3.43.35) Alien 8
- (3.43.36) Science Fiction/Technology/Computer Talent (required)
- (3.43.37) Fighter/Warrior Talent
- (3.43.38) Alien 9
- (3.43.39) Planar Devices
- (3.43.40) Null Energy
- (3.43.41) Planar Armor's
- (3.43.42) Planar Weapon's

- (3.43.43) Planar Ship's
- (3.43.44) Mathematics (required)
- (3.43.45) Communication Technology
- (3.43.46) Information Technology
- (3.43.47) Quantum Mechanics (required)
- (3.43.48) Science (required)
- (3.43.49) Time Travel
- (3.43.50) Planar Travel (required)

(3.44) Extra-Planar Being Code Of Conduct:

(3.44.1) An Extra-Planar Being is a Plane traveller with knowledge, experience and skill in such.

(3.44.2) The Guild of your Character Class is very important, too.

(3.44.3) Your Character Class Alignment is decided by your Extra-Planar Being School.

(3.45) Extra-Planar Being Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.45.1) An Extra-Planar Being Creatures Discipline is an Extra-Planar Being Creatures School Skill your Character Class CAN Learn and Activate i.e. Plane Jump for Planar Travel is Not A Problem.

(3.45.2) EACH Extra-Planar Being School has at a max of 100 Extra-Planar Being Disciplines and 10 Slot's at a max of 20 Extra-Planar Being Disciplines per Slot.

(3.45.3) You, an Extra-Planar Being Character Class, CAN Choose at a min of 1 Slot and 8 Extra-Planar Being Disciplines and at a max of 100 Extra-Planar Being Disciplines per Undead School.

(3.45.4) You, an Extra-Planar Being Character Class, CAN Choose at a min of 1 Slot and 8 Extra-Planar Being Disciplines and

at a max of 16 Extra-Planar Being Disciplines per Extra-Planar Being School per Rank.

i.e. 2 Extra-Planar Being School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Extra-Planar Being Disciplines x 2 Rank = 128 out of 5000 possible Extra-Planar Being Disciplines.

(3.45.5) The quality of your Extra-Planar Being Discipline's and the quantity of Damage of the Extra-Planar Being Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.45.6) You, an Extra-Planar Being Character Class, CAN Choose at a max of 8 Heaven Creatures Disciplines from ANY Heaven Creatures School per Rank.

This Costs 0 Slot's i.e. 3 Extra-Planar Being School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Heaven Creatures Disciplines = 72 out of 5000 possible Heaven Creatures Disciplines.

(3.45.7) You, an Extra-Planar Being Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Extra-Planar Being School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character Classes.

(3.45.8) You, an Extra-Planar Being Character Class, get +2% Planar Travel, Wizard/Magic/Fantasy Talent, SciFi/Tech/Computer Talent or Time Travel cumulative per Rank.

(3.46) Races/Species/Civilisations Schools

Guild Master: Mr. Newbie, Kid Rules Lawyer

Choose your own Races/Species/Civilisations School.

You, a Member, CAN Choose at a max of 8 Races/Species/Civilisations School's per Character Class.

Races/Species/Civilisations = Races/Species/Civilisations .

(3.46.1) Indian

(3.46.2) Chinese

(3.46.3) Egyptian

(3.46.4) Arabian

(3.46.5) Middle Eastern

(3.46.6) Japanese

(3.46.7) Russian

(3.46.8) Mongolian

(3.46.9) African

(3.46.10) Thai

(3.46.11) Korean

(3.46.12) Australian

(3.46.13) Roman

(3.46.14) Indonesian

(3.46.15) European

(3.46.16) Celtic

(3.46.17) German

- (3.46.18) Hun
- (3.46.19) Irish
- (3.46.20) Scottish
- (3.46.21) English
- (3.46.22) Norwegian
- (3.46.23) Finnish
- (3.46.24) Swedish
- (3.46.25) Icelandic
- (3.46.26) Viking
- (3.46.27) Greenlandish
- (3.46.28) Artician
- (3.46.29) Antartician
- (3.46.30) French
- (3.46.31) German
- (3.46.32) Dutch
- (3.46.33) Belgium
- (3.46.34) Spanish
- (3.46.35) Italian
- (3.46.36) Greek
- (3.46.37) Evolution (required)
- (3.46.38) History (required)
- (3.46.39) City's/Country's
- (3.46.40) Alien Talent
- (3.46.41) Lunarian
- (3.46.42) Martian
- (3.46.43) Native American
- (3.46.44) South American
- (3.46.45) Canadian
- (3.46.46) American
- (3.46.47) Alien Talent
- (3.46.48) Animal Talent

(3.46.49) Demi-Human Talent

(3.46.50) Human Talent (required)

(3.47) Races/Species/Civilisations Code Of Conduct:

(3.47.1) A Races/Species/Civilisations person is specialized in different Races, Species and/or Civilisation's of Planet Earth and it's Colonies.

(3.47.2) The Guild of your Character Class is very important, too.

(3.47.3) Your Character Class Alignment is decided by your Races/Species/Civilisations School.

(3.48) Races/Species/Civilisations Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.48.1) A Races/Species/Civilisations Creatures Discipline is a Races/Species/Civilisations Creatures School Skill your Character Class CAN

Learn and Activate i.e. Plane Jump for Planar Travel is Not A Problem.

(3.48.2) EACH Races/Species/Civilisations School has at a max of 100 Races/Species/Civilisations Disciplines and 10 Slot's at a max of 20 Races/Species/Civilisations Disciplines per Slot.

(3.48.3) You, a Races/Species/Civilisations Character Class, CAN Choose at a min of 1 Slot and 8 Races/Species/Civilisations Disciplines and

at a max of 100 Extra-Planar Being Disciplines per Undead School.

(3.48.4) You, a Races/Species/Civilisations Character Class, CAN Choose at a min of 1 Slot and 8 Races/Species/Civilisations Disciplines and

at a max of 16 Races/Species/Civilisations Discipline's per Races/Species/Civilisations School per Rank.

i.e. 2 Races/Species/Civilisations School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Races/Species/Civilisations Disciplines x 2 Rank = 128 out of 5000 possible Races/Species/Civilisations Disciplines.

(3.48.5) The quality of your Races/Species/Civilisations Discipline's and the quantity of Damage of the Races/Species/Civilisations Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.48.6) You, a Races/Species/Civilisations Character Class, CAN Choose at a max of 8 Human Disciplines from ANY Human School per Rank.

This Costs 0 Slot's i.e. 3 Races/Species/Civilisations School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Human Disciplines = 72 out of 5000 possible Human Disciplines.

(3.48.7) You, a Races/Species/Civilisations Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Races/Species/Civilisations School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.48.8) You, a Races/Species/Civilisations Character Class, get +2% ALL History Skill's including Timeline's, Human Talent, Animal Talent or Alien Talent cumulative per Rank.

(3.49) Faster Brownie Schools

Guild Master: Kyle, Faster Brownie Leader

Choose your own Faster Brownie School.

You, a Member, CAN Choose at a max of 8 Faster Brownie School's per Character Class.

Faster Brownie = Faster Brownie.

(3.49.1) Elements/Elementals (required)

(3.49.2) Flying (required)

(3.49.3) Jumping

(3.49.4) EM Bow's (required)

(3.49.5) Motion (required)

(3.49.6) Stealth

(3.49.7) Fire Energy (required)

(3.49.8) Alien 1

(3.49.9) Entertainment

(3.49.10) Null Energy

(3.49.11) Alien 2

(3.49.12) Alien 3

(3.49.13) Shadow Energy

(3.49.14) Light Energy

(3.49.15) Alien 4

(3.49.16) Fantasy/Magic/Wizard Talent (required)

(3.49.17) Chaos Principle (required)

(3.49.18) Neutral Principle

(3.49.19) Good Principle

(3.49.20) Law Principle

- (3.49.21) Races/Species/Civilisations Talent
- (3.49.22) Regen
- (3.49.23) Speed Of Motion (required)
- (3.49.24) Battle Tactic's/Strategy's
- (3.49.25) Warfare Tactic's/Strategy's
- (3.49.26) Demi-Human Talent
- (3.49.27) EM Sword's (required)
- (3.49.28) Alien 5
- (3.49.29) Alien 6
- (3.49.30) EM Gun's
- (3.49.31) Evil Principle
- (3.49.32) Alien 7
- (3.49.33) EM Infantry's
- (3.49.34) Elven Talent
- (3.49.35) Technology/Science Fiction/Computer
- (3.49.36) Science
- (3.49.37) Mutant Talent
- (3.49.38) Animal Talent
- (3.49.39) Alien 8
- (3.49.40) Null Energy
- (3.49.41) Human Talent
- (3.49.42) Open Warfare
- (3.49.43) Psionic Talent
- (3.49.44) EM Shield's
- (3.49.45) Heaven Creature's Talent
- (3.49.46) Communication Technology
- (3.49.47) EM Plane's
- (3.49.48) Time Travel
- (3.49.49) Planar Travel
- (3.49.50) Null

(3.50) Faster Brownie Code Of Conduct:

(3.50.1) A Faster Brownie is a good intended, somewhat chaotic Demi-Human who flies, lives in a forest, is very fast, fiery and is quite funny.

(3.50.2) The Guild of your Character Class is very important, too.

(3.50.3) Your Character Class Alignment is decided by your Faster Brownie School.

(3.51) Faster Brownie Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.51.1) A Faster Brownie Creatures Discipline is a Faster Brownie Creatures School Skill your Character Class CAN

Learn and Activate i.e. Super Fast Motion for Speed Of Motion is Not A Problem.

(3.51.2) EACH Faster Brownie School has at a max of 100 Faster Brownie Disciplines and 10 Slot's at a max of 20 Faster Brownie Disciplines per Slot.

(3.51.3) You, a Faster Brownie Character Class, CAN Choose at a min of 1 Slot and 8 Faster Brownie Disciplines and at a max of 100 Faster Brownie Disciplines per Undead School.

(3.51.4) You, a Faster Brownie Character Class, CAN Choose at a min of 1 Slot and 8 Faster Brownie Disciplines and at a max of 16 Faster Brownie Disciplines per Faster Brownie School per Rank.

i.e. 2 Faster Brownie School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Faster Brownie Disciplines x 2 Rank = 128 out of 5000 possible Faster Brownie Disciplines.

(3.51.5) The quality of your Faster Brownie Discipline's and the quantity of Damage of the Faster Brownie Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.51.6) You, a Faster Brownie Character Class, CAN Choose at a max of 8 Demi-Human Disciplines from ANY Faster Brownie School per Rank.

This Costs 0 Slot's i.e. 3 Faster Brownie School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Faster Brownie Disciplines = 72 out of 5000 possible Faster Brownie Disciplines.

(3.51.7) You, a Faster Brownie Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Faster Brownie School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.51.8) You, a Faster Brownie Character Class, get +2% EM, Motion, Speed, Bow's or Accuracy cumulative per Rank.

(3.52) Elven Schools

Guild Master: Silber, Psionic Warlock

Choose your own Elven School.

You, a Member, CAN Choose at a max of 8 Elven School's per Character Class.

Elven = Elve = Elf = Elfen.

- (3.52.1) Laser Bow's (required)
- (3.52.2) Laser Sword's (required)
- (3.52.3) Laser Gun's
- (3.52.4) Laser Armor's (required)
- (3.52.5) Psionic Talent
- (3.52.6) Shadow Energy
- (3.52.7) Light Energy
- (3.52.8) Neutral Principle
- (3.52.9) Good Principle (required)
- (3.52.10) Evil Principle
- (3.52.11) Energy
- (3.52.12) Law Principle
- (3.52.13) Chaos Principle
- (3.52.14) Vehicle's
- (3.52.15) Alien Talent
- (3.52.16) Art
- (3.52.17) Music (required)
- (3.52.18) Literature (required)
- (3.52.19) Alien 1
- (3.52.20) Alien 2
- (3.52.21) Entertainment
- (3.52.22) Elements/Elementals
- (3.52.23) Arts
- (3.52.24) Alien 3
- (3.52.25) Mathematics
- (3.52.26) Priest Talent
- (3.52.27) Alien 4
- (3.52.28) Magic/Fantasy/Wizard Talent

(3.52.29) Animal Talent

(3.52.30) Science Fiction/Technology/Computer Talent

(3.52.31) Faster Brownie Talent

(3.52.32) Alien 5

(3.52.33) Demi-Human Talent

(3.52.34) Communication Technology

(3.52.35) Information Technology

(3.52.36) Alien 6

(3.52.37) Alien 7

(3.52.38) Alien 8

(3.52.39) Human Talent

(3.52.40) Defence Tactic's/Strategy's

(3.52.41) Races/Species/Civilisations

(3.52.42) Null Energy

(3.52.43) Offence Tactic's/Strategy's

(3.52.44) Laser Infantry's

(3.52.45) Laser Artillery's

(3.52.46) Laser Plane's

(3.52.47) Battle Tactic's/Strategy's

(3.52.48) Warfare Tactic's/Strategy's

(3.52.49) Science

(3.52.50) Null

(3.52.51) Planar Travel

(3.52.52) Time Travel

(3.52.53) EM Shield's/Sphere's

(3.52.54) Laser Spaceship's

(3.52.55) Spell Talent

(3.52.56) Technological Item Talent

(3.52.57) Magic Item Talent

(3.52.58) god-object Talent

(3.52.59) God Power Talent

(3.52.60) Heaven Creatures Talent

(3.53) Elven Code Of Conduct:

(3.53.1) An Elven is a very High IQ Demi-Human with pointy ears Who has much grace, charm, wit, eloquence and agility of great goodness.

(3.53.2) The Guild of your Character Class is very important, too.

(3.53.3) Your Character Class Alignment is decided by your Elven School.

(3.54) Elven Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.54.1) An Elven Discipline is an Elven School Skill your Character Class CAN Learn and Activate i.e. Super Accuracy Laser Bow's for Laser Infantry is Not A Problem.

(3.54.2) EACH Elven School has at a max of 100 Elven Disciplines and 10 Slot's at a max of 20 Elven Disciplines per Slot.

(3.54.3) You, an Elven Character Class, CAN Choose at a min of 1 Slot and 8 Elven Disciplines and at a max of 100 Elven Disciplines per Elven School.

(3.54.4) You, an Elven Character Class, CAN Choose at a min of 1 Slot and 8 Elven Disciplines and at a max of 16 Elven Disciplines per Elven School per Rank.

i.e. 2 Elven School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Elven Disciplines x 2 Rank = 128 out of 5000 possible Elven Disciplines.

(3.54.5) The quality of your Elven Discipline's and the quantity of Damage of the Elven Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.54.6) You, an Elven Character Class, CAN Choose at a max of 8 Heaven Creatures Disciplines from ANY Heaven Creatures School per Rank.

This Costs 0 Slot's i.e. 3 Elven School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Heaven Creatures Disciplines = 72 out of 5000 possible Heaven Creatures Disciplines.

(3.54.7) You, an Elven Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Elven School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.54.8) You, an Elven Character Class, get +2% Laser, Bow's, Accuracy, Sword's, Charm, Wit or IQ Level cumulative per Rank.

(3.55) Heaven Creatures Schools

Guild Master: Silver, High Wizard

Choose your own Heaven Creatures School.

You, a Member, CAN Choose at a max of 8 Heaven Creatures School's per Character Class.

Heaven Creature = Heaven Being.

(3.55.1) Elements/Elementals

(3.55.2) Unicorn's

(3.55.3) Genie's

(3.55.4) Leprechaun's

(3.55.5) Merman's/Mermaid's

(3.55.6) Magic/Fantasy/Wizard Talent

(3.55.7) Sphinxes

(3.55.8) Faerie's

(3.55.9) Pegasi

(3.55.10) Alien Talent

(3.55.11) Ethereal Being's

(3.55.12) Griffon's

(3.55.13) Science Fiction/Technology/Computer Talent

(3.55.14) Sentient Plant's

(3.55.15) Alien 1

(3.55.16) Centaur's

(3.55.17) Good Witches

(3.55.18) Golem's

(3.55.19) Alien 2

(3.55.20) Silver Dog's

(3.55.21) Cyber-Toothed Cat's

(3.55.22) Blink Dog's

(3.55.23) Astral Cat's

(3.55.24) Great Lynxes

(3.55.25) Animal Talent

(3.55.26) Time Travel

(3.55.27) Nymph's/Sylph's/Dryad's

(3.55.28) Pheonix's

(3.55.29) Dwarves

(3.55.30) Gnome's

(3.55.31) Planar Travel

(3.55.32) Angel's

(3.55.33) Science

(3.55.34) Crystal's

(3.55.35) Silver Wölves

(3.55.36) Sentient Sphere

(3.55.37) Light Energy

(3.55.38) Light Guardian's

(3.55.39) Treant's

(3.55.40) Null Energy

(3.55.41) Shining Knight's

(3.55.42) Alien 4

(3.55.43) Little People

(3.55.44) Faster Brownie Talent

(3.55.45) Alien 5

(3.55.46) Alien 6

(3.55.47) Elven Talent

(3.55.48) Extra-Planar Being Talent

(3.55.49) Dragon's

(3.55.50) Null

(3.56) Heaven Creatures Code Of Conduct:

(3.56.1) A Heaven Creatures is a Being which came from the benevolent Heaven Planes.

(3.56.2) The Guild of your Character Class is very important, too.

(3.56.3) Your Character Class Alignment is decided by your Heaven Creatures School.

(3.57) Heaven Creatures Disciplines:

Discipline ≠ 'Character Class' 'Discipline' '. You, a Character Class, InterAct™ and Battle with your

Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.57.1) A Heaven Creatures Discipline is a Heaven Creatures School Skill your Character Class CAN Learn and Activate i.e. Ice Breath Attack for Dragon's is Not A Problem.

(3.57.2) EACH Heaven Creatures School has at a max of 100 Heaven Creatures Disciplines and 10 Slot's at a max of 20 Heaven Creatures Disciplines per Slot.

(3.57.3) You, a Heaven Creatures Character Class, CAN Choose at a min of 1 Slot and 8 Heaven Creatures Disciplines and at a max of 100 Heaven Creatures Disciplines per Heaven Creatures School.

(3.57.4) You, a Heaven Creatures Character Class, CAN Choose at a min of 1 Slot and 8 Heaven Creatures Disciplines and

at a max of 16 Heaven Creatures Disciplines per Heaven Creatures School per Rank.

i.e. 2 Heaven Creatures School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Heaven Creatures Disciplines x 2 Rank = 128 out of 5000 possible Heaven Creatures Disciplines.

(3.57.5) The quality of your Heaven Creatures Discipline's and the quantity of Damage of the Heaven Creatures Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.57.6) You, a Heaven Creatures Character Class, CAN Choose at a max of 8 Extra-Planar Beings Disciplines from ANY Extra-Planar Beings School per Rank.

This Costs 0 Slot's i.e. 3 Heaven Creatures School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Extra-Planar Beings Disciplines = 72 out of 5000 possible Extra-Planar Beings Disciplines.

(3.57.7) You, a Heaven Creatures Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Heaven Creatures School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of 20 x 5000 - (100000 - 10000) = 36 out of 90000 possible other Character Classes.

(3.57.8) You, a Heaven Creatures Character Class, get +2% Good Character Class Alignment, Law Principle or Life Energy cumulative per Rank.

(3.58) Science Fiction/Technology/Computer Schools

Guild Master: Lance, Programmer

Choose your own Science Fiction/Technology/Computer School.

You, a Member, CAN Choose at a max of 8 Science Fiction/Technology/Computer School's per Character Class.

Science Fiction/Technology/Computer = Science Fiction/Technology/Computer .

(3.58.1) Elements/Elementals (required)

- (3.58.2) Planet's
- (3.58.3) Solar System's
- (3.58.4) Space Colonisation
- (3.58.5) Psionic Talent
- (3.58.6) Satellite's/Orbit's
- (3.58.7) Galaxy's
- (3.58.8) Deep Space
- (3.58.9) Physical Degree Of Strength
- (3.58.10) Matter/Energy (required)
- (3.58.11) Open Warfare
- (3.58.12) Alien 1
- (3.58.13) Alien 2
- (3.58.14) Alien 3
- (3.58.15) Alien 4
- (3.58.16) Light Energy
- (3.58.17) Battle Tactic's/Strategy's
- (3.58.18) Warfare Tactic's/Strategy's
- (3.58.19) Laser Militia
- (3.58.20) Laser Vehicle's
- (3.58.21) Laser Tank's
- (3.58.22) Laser Plane's
- (3.58.23) Laser Spaceship's
- (3.58.24) Good Principle
- (3.58.25) Neutral Principle
- (3.58.26) Evil Principle
- (3.58.27) Shadow Energy
- (3.58.28) Mental Degree Of Strength
- (3.58.29) Races/Species/Civilisations
- (3.58.30) Arts
- (3.58.31) Mathematics (required)
- (3.58.32) Foto-Electric
- (3.58.33) Electro-Magnetism

- (3.58.34) Technology/Science Fiction/Computer Talent (required)
- (3.58.35) Medicine
- (3.58.36) Cryogenics
- (3.58.37) Cyborg Talent (required)
- (3.58.38) Communication Technology (required)
- (3.58.39) Machines (required)
- (3.58.40) Null Energy
- (3.58.41) Law Principle
- (3.58.42) Neutral Principle
- (3.58.43) Chaos Principle
- (3.58.44) Artificial Intelligence (required)
- (3.58.45) Planar Travel
- (3.58.46) Time Travel
- (3.58.47) Alien 6
- (3.58.48) Quantum Science (required)
- (3.58.49) Science
- (3.58.50) Null

(3.59) Science Fiction/Technology/Computer Code Of Conduct:

(3.59.1) A Science Fiction/Technology/Computer is someone who is a Computer and/or a Science Fiction and/or Technology and/or Computer expert.

(3.59.2) The Guild of your Character Class is very important, too.

(3.59.3) Your Character Class Alignment is decided by your Science Fiction/Technology/Computer School.

(3.60) Science Fiction/Technology/Computer Disciplines:

Science Fiction/Technology/Computer = SciFi/Tech/Computer.

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.60.1) A SciFi/Tech/Computer Discipline is a SciFi/Tech/Computer School Skill your Character Class CAN Learn and Activate i.e. Heavy Electrical Discharge for Foto-Electric is Not A Problem.

(3.60.2) EACH SciFi/Tech/Computer School has at a max of 100 SciFi/Tech/Computer Disciplines and 10 Slot's at a max of 20 SciFi/Tech/Computer Disciplines per Slot.

(3.60.3) You, a SciFi/Tech/Computer Character Class, CAN Choose at a min of 1 Slot and 8 SciFi/Tech/Computer Disciplines and
at a max of 100 SciFi/Tech/Computer Disciplines per SciFi/Tech/Computer School.

(3.60.4) You, a SciFi/Tech/Computer Character Class, CAN Choose at a min of 1 Slot and 8 SciFi/Tech/Computer Disciplines and
at a max of 16 SciFi/Tech/Computer Disciplines per SciFi/Tech/Computer School per Rank.

i.e. 2 SciFi/Tech/Computer School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16
SciFi/Tech/Computer Disciplines x 2 Rank = 128 out of 5000 possible SciFi/Tech/Computer Disciplines.

(3.60.5) The quality of your SciFi/Tech/Computer Discipline's and the quantity of Damage of the SciFi/Tech/Computer Discipline is Modified by the ML of your Character Class and
the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.60.6) You, a SciFi/Tech/Computer Character Class, CAN Choose at a max of 8 Cyborg Disciplines from ANY Cyborg School per Rank.

This Costs 0 Slot's i.e. 3 SciFi/Tech/Computer School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8
Cyborg Disciplines = 72 out of 5000 possible Cyborg Discipline's.

(3.60.7) You, a SciFi/Tech/Computer Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 SciFi/Tech/Computer School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2
other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character
Classes.

(3.60.8) You, a SciFi/Tech/Computer Character Class, get +2% Armor, Weapon's, Technology or Information Technology cumulative per Rank.

(3.61) Fantasy/Magic/Wizard Schools

Guild Master: Silver, High Wizard

Note: This is in addition to the Wizard Schools already created. This means, you CAN Choose additional specialization's and/or Spell's outside of your original Wizard School's. 15:33 17-8-2007.

Choose your own Fantasy/Magic/Wizard School.

You, a Member, CAN Choose at a max of 8 Fantasy/Magic/Wizard School's per Character Class.

Fantasy/Magic/Wizard = Fantasy/Magic/Wizard .

(3.61.1) Elements/Elementals (required)

(3.61.2) Alien 1

(3.61.3) Arts

(3.61.4) Physical Degree Of Strength

(3.61.5) Astral Energy
(3.61.6) Alien 2
(3.61.7) Regen
(3.61.8) Invocation
(3.61.9) Evocation
(3.61.10) Conjuraton
(3.61.11) Summoning
(3.61.12) Priest Talent
(3.61.13) ALL Memory's
(3.61.14) Psionic Talent
(3.61.15) Repair
(3.61.16) Divination
(3.61.17) Alien 3
(3.61.18) Alien 4
(3.61.19) Mental Degree Of Strength
(3.61.20) Alien 5
(3.61.21) Law Principle
(3.61.22) Chaos Principle
(3.61.23) Matter/Energy (required)
(3.61.24) Good Principle
(3.61.25) Neutral Principle
(3.61.26) Evil Principle
(3.61.27) Light Energy
(3.61.28) Illusion
(3.61.29) Abjuration
(3.61.30) Alien 6
(3.61.31) Alien 7
(3.61.32) Alien 8
(3.61.33) Mathematics
(3.61.34) Alien 9
(3.61.35) Life Energy
(3.61.36) Shadow Energy

- (3.61.37) Electro-Magnetism
- (3.61.38) Alien 10
- (3.61.39) Alien 11
- (3.61.40) Null Energy
- (3.61.41) Alien 12
- (3.61.42) Death Energy
- (3.61.43) Foto-Electric
- (3.61.44) Circular Energy
- (3.61.45) Races/Species/Civilisations Talent
- (3.61.46) Science
- (3.61.47) Spiracle Energy
- (3.61.48) Planar Travel
- (3.61.49) Time Travel
- (3.61.50) Null

(3.62) Fantasy/Magic/Wizard Code Of Conduct:

(3.62.1) A Fantasy/Magic/Wizard is a Magician, Wizard or magical being/creature Who is primarily occupied with the practice of magic.

(3.62.2) The Guild of your Character Class is very important, too.

(3.62.3) Your Character Class Alignment is decided by your Fantasy/Magic/Wizard School.

(3.63) Fantasy/Magic/Wizard Disciplines:

Discipline ≠ 'Character Class' 'Discipline' . You, a Character Class, InterAct™ and Battle with your Discipline's in Non-Battle Mode or Battle Mode in the World's and Universe of The Free Show.

(3.63.1) A Fantasy/Magic/Wizard Discipline is a Fantasy/Magic/Wizard School Skill your Character Class CAN Learn and Activate i.e. Instant Teleportation for Planar Travel and Null is Not A Problem.

(3.63.2) EACH Fantasy/Magic/Wizard School has at a max of 100 Fantasy/Magic/Wizard Disciplines and 10 Slot's at a max of 20 Fantasy/Magic/Wizard Disciplines per Slot.

(3.63.3) You, a Fantasy/Magic/Wizard Character Class, CAN Choose at a min of 1 Slot and 8 Fantasy/Magic/Wizard Disciplines and at a max of 100 Fantasy/Magic/Wizard Disciplines per Fantasy/Magic/Wizard School.

(3.63.4) You, a Fantasy/Magic/Wizard Character Class, CAN Choose at a min of 1 Slot and 8

Fantasy/Magic/Wizard Disciplines and

at a max of 16 Fantasy/Magic/Wizard Disciplines per Fantasy/Magic/Wizard School per Rank.

i.e. 2 Fantasy/Magic/Wizard School Slot's at 2nd Rank = at a max of 2 Slot's x 2 School's x 16 Fantasy/Magic/Wizard Disciplines x 2 Rank = 128 out of 5000 possible Fantasy/Magic/Wizard Disciplines.

(3.63.5) The quality of your Fantasy/Magic/Wizard Discipline's and the quantity of Damage of the Fantasy/Magic/Wizard Discipline is Modified by the ML of your Character Class and

the Apotheum Colluseum Battle System and Environmental Factors and Random Factors and other Variables in The Free Show in Non-Battle Mode or Battle Mode.

(3.63.6) You, a Fantasy/Magic/Wizard Character Class, CAN Choose at a max of 8 Psionic Disciplines from ANY Psionic School per Rank.

This Costs 0 Slot's i.e. 3 Fantasy/Magic/Wizard School Slot's at 3rd Rank = at a max of 3 Slot's x 3 Rank x 8 Psionic Disciplines = 72 out of 5000 possible Psionic Disciplines.

(3.63.7) You, a Fantasy/Magic/Wizard Character Class, CAN Choose at a min of 0 Disciplines and at a max of 2 Disciplines from ANY other School per Rank.

This Costs 0 Slot's i.e. 6 Fantasy/Magic/Wizard School Slot's at 3rd Rank = at a max of 6 Slot's x 3 Rank x 2 other Disciplines = 36 out of $20 \times 5000 - (100000 - 10000) = 36$ out of 90000 possible other Character Classes.

(3.63.8) You, a Fantasy/Magic/Wizard Character Class, get +2% Null, Null Energy, Armor, Weapon's, Planar Travel, Time Travel, Psionic Talent, Priest Talent or Matter/Energy cumulative per Rank.

"Heavy Noobie matter alert!" says Mr. Newbie.

"Just schwing harder yoush shtupid Noobie..." says Doug Shtolid.

"We are just a lot better at everything than stupid human..." says Revlis.

"Can I still munch on Noobie bones, duh..." says Roary.

"One can always still just shoot anything forever..." says Silber.

"I'd rather peeve off a computer than a Wizard, anyday..." says Lance.

"Ya but, prayer's and mantra's just still work for me, jive man!" says Kulamanjo.

"Yoohoo, stupid Noobie, waaaaayyy up here... Neeeyowww... KABOOM!!!" says Silver.

"For I shall walk through all the planes of existence and slay all my foes and embrace all my friends." says Silver, High Wizard.

Note: School's ≠ Branch Skill's or Global Categories.

(4) More Mission's

It is possible to combine multiple Type's of Mission's at a max of 8 per. You, a Character Class, are Rewarded for EACH Type of Mission.

(4.1) Do Or Die Mission's

(4.1.1) The Way To Progress Over Planes

The way to Progress Over Planes, to reach the Plane of Nirvana, to become one with EVERYTHING and NOTHING, to NO longer be bound to the material existence,

in The Free Show, is to Succeed at Do Or Die Mission's (DOD Mission's). This is the ONLY way to get Promoted through the 10 Immortal Rank's (IR's).

If you do NOT Succeed at a Do Or Die Mission your Character Class is considered KIA, thus Killed In Action. A DOD Mission has at a max of Time Limit of 720 Hours,

or 30 Days, in real-time, and CAN ONLY be Ordered by me, god of The Free Show, Silver and/or Silber and/or Revlis and/or Kyle Lance Proudfoot or My Computer.

A DOD Mission is something of Global, World, Planet, Solar System, Galaxy, Universe and/or Planar importance. Effectively, your Character Class is a god-like Hero, already with IR,

who must Defeat the Enemy, like Hercules.

REMEMBER: DOD Mission's are ONLY for getting Immortal Rank's (IR).

(4.1.2) Challenges Of The Mission

If you, a Character Class, think you are ready to take on the Challenges of the Mission and you possess sufficient Immortal Rank, Abilities, Tooney Euros, Spells, Magic Items, Technological Items, Skills and

are of appropriate Character Class and Character Class Alignment, then you CAN Volunteer to go on a DOD Mission by Reporting ONLY to me, god of The Free Show, Silver and/or Silber and/or

Revlis and/or Kyle Lance Proudfoot.

I, god of The Free Show, then decide if you are Strong Enough to go on the DOD Mission and Order your Character Class on the DOD Mission. Once Ordered, your Character Class CAN either Succeed at

the DOD Mission within the Time Limit or get Killed In Action or Fail at the DOD Mission or Quit the Mission gaining ONLY 50% of the earned Brownie Points at the point of your Progress.

(4.1.3) Killed In Action

A DOD Mission is at a min of Time Limit of 2 Minute's real-time.

"It's a Faster Brownie jerkin' off in 2 seconds..." says Kyle.

Killed In Action = KIA .

Getting KIA puts your Character Class in Dead-Mode until you, a Member, pay 10% of the Tooney Euro Award at your IR.

See IR's

Basically, you pay for the Resurrection = Reincarnation = Raising = Rebirth in Tooney Euros.

REMEMBER: The Cost Of Resurrection is ONLY for KIA on a DOD Mission. Getting Killed in Battle is a mere Respawn.

Resurrection takes 10 Seconds real-time per Rank of your Character Class to come back to Life. This is necessary to increase excitement, suspense and Penalty Of Death,

otherwise just get yourself Killed ALL the Time cause you're in a bad mood, or somethin... You also have to Respawn at the Respawn Point, so it is recommended to Choose your Mission's carefully...

If you, a Member, CAN NOT afford to pay for the Resurrection or Choose NOT to Resurrect your Failed Character Class then it is the End Of Career of your Character Class, permanently.

This has a Time-Out of 20 Minutes, to think about, except if you get Disconnected for ANY reason.

See Death Of Character Class

See End Of Career

"It's not likely they can afford the resurrection..." says Silber.

"Never bet on 1 horse, it is better to bet on different colors of horses..." says Silber.

"There is no greater heinous crime than Racism, except Racism and torturous murder..." says Kulamanj.

"Eigenlijk smaak je helemaal niet zo slecht..." says Revlis.

"Actually, Vampires don't need to kill their victims whatsoever..." says Revlis.

"At the present trend, humanity will go extinct, and only an elite spaceship will blast off, to colonize a new planet..." says Mr. Newbie.

"The enemy of my enemy and the enemy of my friend and the enemy of me is a common enemy..." says Roary.

"It's kinda' hard sometimes findin' a new tree, ya know..." says Kyle.

"Considering we can already theoretically clone, replicate, do cryogenics and AI Wars, I ain't worried..." says Lance.

(4.2) Immortal Rank Progression Over Planes

Immortal Rank Progression Over Planes begun in Apotheum Colluseum and then fuckinreadmeIII.txt and then tfsreadmeIV.txt .

Immortal Rank Progression Over Planes = IRPOP .

Progression Over Planes = POP.

See fuckinreadmeIII.txt and/or tfsreadmeIII.txt

See Apotheum Colluseum

See Planar Rank's

There are a Total of 20 Super Rank's consisting of 10 Immortal Rank's and 10 Planar Rank's. There are a total of 10 Sub Rank's in Apotheum Colluseum, suitable for Kid's, to Rise to Human Rank,

which you CAN NOT Fall from, a minimum requirement for the Normal 20 Rank's, excluding the 20 Special Rank's which are reserved for my Own Character Classes and my Special Character Classes and my bots.

Apotheum CAN be seen as the Kid Version of The Free Show since I, god of The Free Show, Kyle Lance Proudfoot try to never forget the Kid inside of me...

A requirement for IR 1

Super Ranks = IR + PR .

(4.2.1) Immortal Rank Progression Over Planes

(4.2.1.1) IR Immunity's

The following IR's are ONLY on the Character Class.

Note: If it's not clear enough, already, then know the previous Immunity's for a General of Mine or a god/a goddess of are NOT applicable to Non-Privileged Member's Who get Higher Rank and

the IR Immunity's take priority. Also, of course, you need a Reason within the Rules of The Free Show to Remove a Privileged or Non-Privileged lover Rank.

I, Silver, Silber or Revlis or me, god of The Free Show, Kyle Lance Proudfoot CAN Countermand ANY Order to Remove a lover Rank.

i.e. your Captain charges madly into Battle and gets himself Killed compromising the whole Battle and Mission, he deserves to be Removed.

If an Administrator or Neutral Referee considers you are abusing your Privilege's, for no Reason, then you CAN Temporarily or Permanently Lose your Privilege's.

(4.2.1.2) Fall from IR

It is NOT possible to Fall from IR, however you, a Member and/or Character Class CAN stay at IR 1 and/or NOT Progress.

It is NOT possible to Fall from IR, however you, a Member and/or Character Class CAN get Banned Forever, Terminated and/or Permanent Terminated.

It is NOT possible to Fall from IR, however you, a Character Class, CAN get yourself KIA'd on a DOD Mission.

See fuckinreadmeIII.txt

REMEMBER: I, god of The Free Show, Kyle Lance Proudfoot am a Neutral Referee Who does NOT have ANY Allies, Neutrals or Enemy's.

"I am a neutral non-partisan group." says Silver.

WARNING: ANY wannabe Enemy's of me, Silver, Silber and/or Revlis will NOT last long in The Free Show and will NEVER Win at The Free Show.

See Member Removal's

(4.2.1.2) IR Award's

IR Award's ≠ Award's ≠ Win's ≠ Big Win's ≠ Default Win's ≠ Reward's ≠ Bounty's.

IR Award's are given out to Member's and/or Character Classes Who are at a min of Immortal Rank. IR Award's are ONLY Positive and EACH IR Award gets you 200000000 Tooney Euro's.

IR Award's have at a max of Top 3 position's denoted as Numero Uno 'XN', Deux 'XN', or Third 'XN'.

IR Award's CAN be Shared at a max of 4 Member's and/or Character Classes. IR Award's CAN be assymetrical, meaning there are NOT per se ALL Top 3 of the Type Of Award given out.

(4.2.1.4) Immortal Rank's (IR)

IR 1: 100000000 Tooney Euro Award, +1 EACH Character Class Object, +10% Skill Level in 10 Skills, +/- 10% EACH Character Class Ability, +1 IR god-object.

You, a Character Class, CAN Kick a lover Rank Who is a Privileged Member. You get a 1.5 : 1 Attack,

Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 1 is you have at a min of 1 Positive Award, Top Award, Guild Award + other things not yet defined.

IR 2: 150000000 Tooney Euro Award, +2 EACH Character Class Object, +20% Skill Level in 20 Skills, +/- 20% EACH Character Class Ability, +2 IR god-object's.

You, a Character Class, get Immunity to Kick from a Privileged Member. You get a 2 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 2 is you have at a min of 2 Positive Awards, + other things not yet defined.

IR 3: 230000000 Tooney Euro Award, +3 EACH Character Class Object, +30% Skill Level in 30 Skills, +/- 30% EACH Character Class Ability, +3 IR god-object's.

You, a Character Class, CAN Ban a lover Rank Who is a Privileged Member. You get a 3 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 3 is you have at a min of 3 Positive Awards, + other things not yet defined.

IR 4: 350000000 Tooney Euro Award, +4 EACH Character Class Object, +40% Skill Level in 40 Skills, +/- 40% EACH Character Class Ability, +4 IR god-object's.

You, a Character Class, get Immunity to Ban from a Privileged Member. You get a 4 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 4 is you have at a min of 4 Positive Awards and at a max of 4 Negative Awards, + other things not yet defined.

IR 5: 580000000 Tooney Euro Award, +5 EACH Character Class Object, +50% Skill Level in 50 Skills, +/- 50% EACH Character Class Ability, +5 IR god-object's.

You, a Character Class, CAN Promote a lover Rank at a max of 1 Character Class per Day. You get a 5 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 5 is you have at a min of 5 Positive Awards, + other things not yet defined.

IR 6: 950000000 Tooney Euro Award, +6 EACH Character Class Object, +60% Skill Level in 60 Skills, +/- 60% EACH Character Class Ability, +6 IR god-object's.

You, a Character Class, CAN Demote a lover Rank at a max of 1 Character Class per Day. You get a 6 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 6 is you have at a min of 6 Positive Awards, + other things not yet defined.

IR 7: 1510000000 Tooney Euro Award, +7 EACH Character Class Object, +70% Skill Level in 70 Skills, +/- 70% EACH Character Class Ability, +7 IR god-object's.

You, a Character Class, CAN Resurrect a lover Rank at a max of 2 Character Classes per Day. You get a 7 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 7 is you have at a min of 7 Positive Awards, + other things not yet defined.

IR 8: 2350000000 Tooney Euro Award, +8 EACH Character Class Object, +80% Skill Level in 80 Skills, +/- 80% EACH Character Class Ability, +8 IR god-object's.

You, a Character Class, CAN Instant Kill a lover Rank at a max of 2 Character Classes per Day. You get a 8 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 8 is you have at a min of 8 Positive Awards, + other things not yet defined.

IR 9: 3610000000 Tooney Euro Award, +9 EACH Character Class Object, +90% Skill Level in 90 Skills, +/- 90% EACH Character Class Ability, +9 IR god-object's.

You, a Character Class, CAN Mass Resurrect lover Rank's at a max of 4 Character Classes per Day. You get a 9 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 9 is you have at a min of 9 Positive Awards, + other things not yet defined.

IR 10: 5500000000 Tooney Euro Award, +10 EACH Character Class Object, +100% Skill Level in 100 Skills, +/- 100% EACH Character Class Ability, +10 IR god-object's.

You, a Character Class, CAN Mass Instant Kill lover Rank's at a max of 4 Character Classes per Day. You get a 10 : 1 Attack, Defence, Power and Energy on ALL Action's vs lover Rank's.

A requirement of IR 10 is you have at a min of 10 Positive Awards, + other things not yet defined.

Note: You obviously CAN NOT Attack your Allies, and you probably DO NOT want to Attack a Neutral.

Note: The Positive Award's are gotten from DOD Mission's according to your Good, Neutral or Evil Character Class Alignment.

REMEMBER: You have to Succeed at a min of 1 DOD Mission, have at a min of 1 Positive Award, Top Award and/or Guild Award, have correctly validated the true identity of the Member,

have at a min of the Highest Rank of a god or a goddess and be Promoted by Silver, Silber, Revlis or me, god of The Free Show, Kyle Lance Proudfoot to Rise to IR 1 .

REMEMBER: I, Silver and/or Silber and/or Revlis or me, god of The Free Show, Kyle Lance Proudfoot CAN Countermand ANY Order in The Free Show.

"Yesh, I can remember quite shwell, glug..." says Revlis.

REMEMBER: The ONLY way to get Promoted to a General of Mine or a god/a goddess of Mine or an Immortal Rank of Mine or a Planar Rank of Mine is by me, god of The Free Show, Kyle Lance Proudfoot.

REMEMBER: IR's and PR's and GR's are per Character Class and per Member.

REMEMBER: Other Immunity's start for Non-Privileged Member's ONLY at a min of a General of Mine.

The IR Immunity's progress the Kick and Ban into Privileged Member's and add more Non-Privileged Immunity's.

(4.2.1.5) Salute's

It is ONLY allowed in The Free Show to Salute ANY equal or Higher Rank Member's and/or Character Classes with ONLY, "Hut, OW!"

"This comes from the drunken soldier who was surprised one evening by his commanding officer, he saluted so hard he gave himself a black and blue eye and fell over backwards!" says Silber.

(4.3) Absolute Victory at The Free Show

(4.3.1) State Of Nirvana

God Rank or Goddess Rank = GR.

You, a Character Class, Succeed at Absolute Victory in The Free Show if you Succeed at the God or Goddess Mission of GR 10.

You, a Character Class, then Live Forever in a timeless state of eternal bliss, Nirvana.

You, a Character Class Retire and CAN NEVER be Killed or Defeated again and you Live Forever in the Annals Of History. You Win Absolutely at The Free Show and it is the End of your Character Class Career, your Character Class getting an honoured place and statement in the Annals of History and in Valhalla.

If a Member somehow, truly and for real, gains such Rank then he or she will be glorified on the Planet's.

If a Member Wins Absolutely at The Free Show, for real and gains Nirvana, like Buddha, then his or her Name will be NEVER forgotten and Repeated through ALL the lands of the Planet's for a quantity of Time

equivalent to how long it took to Win Absolutely at The Free Show and his or her Name will be put into the real History of the Planet's.

For a Member to Win Absolutely at The Free Show requires a real Miracle done by the Member and at a min of the Highest Rank of GR.

You, a Member, CAN try to Win at The Free Show with other Character Classes.

As you CAN see the DOD Mission's go up steadily in difficulty which is Degree Of Difficulty's = DODS .

(4.4) The World Campaign of The Free Show

(4.4.1) Purpose of The World Campaign

The World Campaign of The Free Show is to Capture and Rule EACH and EVERY Major City on ANY populated Planet (especially Planet Earth) by capturing 100% of Enemy Flag's.

Generally, the purpose is Take Over the World with Laser Military, Laser Tank's, Laser Plane's, Laser Boat's, Laser Infantry's, Laser Gun's, Laser Explosive's, Laser Artillery's with

EM Military, EM Shield's, EM Sphere's, EM Weapons and/or Mechanized Military.

This is, of course, Virtual and NOT Real.

See Virtual Mode and/or Real Mode

(4.4.2) Flag's

EACH Major City has 1 Flag.

The color of the Enemy Flag should be Red.

The color of the Allied Flag should be Blue.

The color of the Neutral Flag should be Grey.

The color of the Surrender Flag should be White.

Clan Flags CAN be of ANY color with a Clan Decal.

(4.4.3) Military Immunity's

Laser Military has 100% Immunity to Mechanized Military, resulting in EM Domed City's and Near-Infinite Defence capabilities for the lasting preservation of the Races and Species in such a City.

The usage of EM Military has ONLY 50% Immunity to Mechanized Military and is NO guarantee for Victory, but is cheaper.

Mechanized Military has 0% Immunity to Mechanized Military and is more like cannon-fodder, but dirt cheap.

(4.4.4) Results of The World Campaign

The process of modernisation which then follows, will lead to the welfare and enlightenment and luxury of the populace and allow for the Colonisation of other Planet's, especially an Elite Spaceship.

The Enlightenment which ensues from 'poetry ad infinitum, defens ad absurdum' through the usage of Laser Military will create a Victory of the Universal Age (Platinum), if NOT Utopia.

Utopia = Major Victory. Enlightenment = Minor Victory. Disillusionment = Minor Loss. Destruction = Major Loss.

"N-n-naaah... We'll just get out of here to clone more city's..." says Silber.

"Oh, did I say Armor, I meant Armore..." says Silver.

(4.4.5) Result of 1st Great Age for Year 2006, Planet Earth I.

(4.4.5.1) Result

This was Announced on: 17:09 23082007 .

Super Congratulations!! It is a Minor Victory for the Allies.

The Top 5 Winner's (IR 2):

(4.4.5.2) Storyline I

Storyline I

Our 3rd Historian, Withergen I wrote the following:

This is the first way the 1st Great Age ended.

The Second Timeline having lost all integrity, overrun by Alien Insect's, descended through a Hell Portal into the Lower Planes of Hell sectioned off in Space and Time by GOD.

The Character Classes, now only in the Annal's Of History, were all Killed and/or Hosted, are all Dead. Only the Elite Spaceship with my Own Character Classes, my Special Character Classes, the Winning IR's, PR's and/or GR's plus the best Scientist's, Artist's and Laborer's make it to the next Great Age, the Silver Age.

Due to excessive, violent, abusive, chaotic, ripping, invasion of privacy's, evil behaviour and disobedience to the Rules of The Free Show, the Law's of the Country's of the Commonwealth and International IT Law the whole Planet got Nuked. You ALL Died in the 1st Great Age of Planes Of Existence.

In the End of the 1st Great Age of Planes Of Existence, Alien Insect's did a massive lethal Attack on Planet Earth Hosting and Destroying ALL Key Bases of the Ally's with deadly Teleportation's and Triggering of Big Red Button's Activating Nukes and ICBM Missiles.

The Timeline and Planet Earth itself split off into 2 Timelines, the first entering a Heaven Plane becoming Planet Earth I, the second entering a Hell Plane becoming Planet Earth -I.

The 2 Timelines are NOT connected and diverge even further away from each other. The IR, PR and GR Hero's were unfortunately Trapped in the Hell Timeline since the Early Warning System's were only told to Silver, High Wizard and the other Highest Ranking Member's at a min of a General of Mine. However, possessing great Power's and Energy's the Hero's were able to open a Time Portal to jump back to a point 1 nanosecond before where the 2 Timelines were the same and then jump ahead into the present Heaven Timeline.

This took some Time to figure out and they hid from and fought Alien Insect's with fear for their lives. Some of the Hero's survived, others did NOT.

Silver, High Wizard, was able to, just in Time, to escape and launch a pre-prepared Elite Spaceship with the Highest Rank's, Elite Scientist's, Artist's and Laborer's at a min of 2 of EACH Race and Species of Planet Earth. We launched into Hyper Space to a far distant Galaxy to Scan for potential habitable Planet's.

The Life Form's on board were, of course, kept alive and the vast majority by Cryogenics. The Backup Gene Sample's were also kept on ice.

"A Theory of Timelines which does not allow for convergence and divergence of Timelines is not a sound theory..." says Silver, High Wizard, mildly paraphrasing.

"If you do not know where to Gate to then how can you Gate?" says Silber, Psionic Warlock, blatantly paraphrasing.

The Final Battle:

At the very last second, a single Invisible and Cloaked Alien Insect Teleports into the back Engineering Room of the 2nd Elite Spaceship, our 3 remaining Hero's left are piloting:

Mader'on as Captain, 12-Year Old Chucky as Co-Pilot and Max'em as Gunner and Engineer. They are, of course, trying to save ALL of the remaining Knowledge of Humanity.

Menno and Adje Defended the rear of their escape, bravely sacrificing their lives.

Kamhoofd and Tinus The Titan created a fake Base, a diversion to allow the escape of the above 2 Hero's, but if failed, and they were eventually found by the marauding Evil Alien Insect's...

Alexy was betrayed and eaten by a Hosted Human Alien Insect.

Mumpsy, Samola, Witney and Trishy Baby were able to find a Portal, Gare or Doorway, just in the nick of time, before EACH of their City's got Nuked... however, they couldn't know where they were Teleporting to... and accidentally, by ALL Chances, materialized into a cold, harsh, frozen Space, Insta Killed, until the Gravity of some nearby Planet of Sun pulled them in.

Max'em goes in and Checks the Engines after they Time Travelled. The Alien Insect materializes and silently and deadly makes mince meat of him so fast, there is Nothing left of him to Regen.

The Alien Insect waits patiently for the right moment to Strike as Mader'on and 12-Year Old Chucky crack Jokes and gloat about how Smart their Escape was.

The Alien Insect waits for the last 20 Second's to Attack so as to insure it will reach the previous Point in the Timeline of Planet Earth.

The Alien Insect appears next to Mader'on and with a single Swipe of its Razor Sharp Appendage decapitates him. Max'em has no time to react and gets disintegrated by the Null EM Pistol of Mader'on which the Alien Insect quickly Grabbed. Mader'on proceeds to get Sliced and Diced and eaten so fast, he too, cannot Regen in time.

The Alien Insect Screams a Psionic Scream of Victory.

The 2nd Elite Spaceship materializes, Invisible and Cloaked in some Field on Planet Earth.

The 2nd Elite Spaceship transmits ALL of the remaining Data of Humanity into the Future.

The 2nd Elite Spaceship Self-Destructs, the Blast contained by its Own Null EM Shield's And Sphere protecting all the Object's and Life Form's, too, with their Own Null EM Shield's And Spheres.

ALL of the Object's and Life Form's are saved and released onto the New Planet in the New Timeline and the Data of Humanity. The Life Form's run into the forests, plains, lakes and oceans. The Object's, such as the frozen Gene Samples and the Data of Humanity are nicely protected with the Null EM Shield's and Spheres waiting for the Elite Scientist's to awaken.

ONLY the Elite Spaceship gets Destroyed and the Alien Insect Dies in it horribly, with no Early Warning, Failing its Mission...

The Ally's hoping we could build a Resistance on a Secret Remote Base, Ordered by Spanky Wanky, a close Friend, to set up a Base in another Neutral City, not denying the Intelligence of Alien Insect's, was compromised by Noobies. Without warning, the Alien Insect's moved in on his position and took him out, not for lunch...

Having for many decades practiced the strong tradition of Unilateral Democracy and with it the necessity of transparency of Bureacracy and Information Technology, our Tech-Guy's, Snakey wakey, Nerdboy, Ombus, Excess4me and BohOhBoy realized the Enemy was using Unencrypted Wireless Protocol's and Medium's, Real and Virtual, Telepathic, Verbal, Written and Visual, to Spy on, Hack in and rip us, up... So, we took Counter Measures and prevented the Destruction of ALL the collective Databases of Humanity. It was, therefore, when the Alien Insect's Attacked, only a mere question of uploading locally the terabytes of ALL Local, Remote and Internet Databases and files and folders to the 2nd Elite Spaceship for Escape.

There was NOT enough Time for Silver, High Wizard to get ALL of it on the Elite Spaceship, not to mention the lack of facilities on it, so our 5 brave IT Expert's had to stay behind to guarantee the succesful Transfer and Integrity of ALL the Information, there being not enough room on the 2nd Elite Spaceship for Escape to fit more than 4 Passenger's.

Instead of drawing a Lottery, to insure max Chance of Success, they ALL 5 decided heroically and voluntarily to stay behind on Planet Earth, watching and listening in horror and dismay at the Xplosion's.

With tears in their eyes, they initiated the Final Self-Destruct Sequence of Planet Earth, Laser Pistol's aimed at the Door's being broken in...

The People who in the hundreds of millions were unable to be Evacuated, fought bravely in Battles and Warfare across the Planet... Many were Hosted and turned into Hybrid's and shipped back to the Alien Insect Planet's, who took over the entire Space Sector. Many Human's were eaten alive in the Razor Sharp Mandibles of the Evil Multiped's...

Many were Killed in Battles, in the tens of thousands madly Charging into the deadly EM Blast's and Negative Energy Globes of a hateful Enemy with no mercy.

The weaker Member's of Society, the old, the injured, the sickly, the children tried to Escape or hid underground but were soon found by Alien Insect Scanner's...

Many Committed Suicide, preferring to Die in any of the above ways listed, crying out for the mercy of a forgotten God, in a Godless Age of rampant out-of-control Science, Technology, Computer's and Information Technology.

Those who could, with enough Wealth, escaped in Private Spaceship's before the Planet Xploder, the Final Self-Destruct Sequence Fixed Device Of Planet Earth, was Activated.

Epitaph of Planet Earth:

The demand, therefore, for an explanation as to how different Timelines CAN influence EACH other, lest The

Universe descends into Chaos, and the necessity for Do Or Die Mission's and Timeline Mission's remains a difficult Issue, even for our Elite Scientist's.

Let it be known, thus, our Planet Earth I will continue onwards in heavenly embrace looking, searching, Questing and Battling for Utopia and true Immortality.

Our 3rd Historian,
Withergen I

Written by: Kyle Lance Proudfoot ©

(4.4.5.3) Annals Of History

This is a list of the Highest Ranking Member's of Mine at a min of a General of Mine. Thanks to the rest, all those Who participated in The Free Show in one way or another.

And, especially now, ALWAYS and FOREVER thanks to my FANatical's and our FANatical's.

(4.4.5.4) End Of Great Age I

Year 2006, Planet Earth I:

(4.4.6) Result of 2nd Great Age for Year 2007, Planet Earth I.

(4.4.6.1) Result

This was Announced on: 19:04 28-8-2007 .

Super Congratulations!! It is a Minor Victory for the Allies.

The Top 5 Winner's (IR ?):

The Top 20 Winner's (IR ?):

(4.4.6.2) Storyline II

Due to an overdramatic advertising stunt, done high in the sky, by an international corporation who fought for the rights to do so, a horrific chain reaction was Triggered causing

the dissipation of the entire atmosphere! They sprayed huge incandescent, phosphorent and fluorescent letters with their brandname at high altitude, so the whole Country would see it...

Unlike many predictions, even by our own Elite Scientists, on Planet Earth I, there is NOT ONLY per se an average increase in global temperatures, as a possible catastrophic effect of the

so-called Greenhouse Effect but rather disturbances of the global weather patterns and Cycles.

After all, as one of our Elite Scientists said, "Weather works in repetitive Cycle's throughout the Century's and there is no proof and/or conclusive evidence that there is an

'average' increase in global warming...

Now, it is too late, for we sit here with our fully insulated self-sufficient remaining Fortresses and Castles at high altitudes on hills and mountaintops, with only at a max of 200 Years of

reserve food and Energy, fighting an encroaching front of ice covering the whole Planet Earth I from 200 m to 2000 m thick.

The collective grouping of Fortresses and Castles at high altitudes in an icy, black silver star filled sky with great plains of ice in all directions, possess the vast Majority, 90% of ALL of

the remaining Knowledge of Humanity. There are also the vast Majority of great works of the Arts and Sciences preserved within the environmentally-controlled rooms of the Castles and Fortresses.

Unfortunately, NOT EACH possess such due to ONLY size limitation.

Silber, Psionic Warlock sits in his Icy Fortress in the northern regions of Canada, near Polaris, pensing over how to restore the atmosphere of Planet Earth I.

There is also a powerful uplink via the remaining Satellites between the surviving Castles and Fortresses; these are the Satellites which survived the Laser Satellite War which

ensued at pending doom of the species Human.

"And oh, the fuckin' Humanity of it all..." says Silber, Psionic Warlock.

NOT ONLY is 99.9% of Humanity wiped out by this 2nd Ice Age but ALL the City's lie either fully or partially under ice, with rumors of cannibalistic Human survivors in such catacombs.

ONLY a few Skyscrapers are still above ground, pure ice, the last red blinking transponder signals heavily guarded at the upper floors.

The surviving Skyscrapers, Castles and Fortresses with Silber, Psionic Warlock as our Military Chief Commander discuss how to restore the atmosphere of Planet Earth I in Vid Conference's.

One idea is to Activate a Planetary EM Field using 90% of the Energy and Power reserves of EACH of the instances, so as to melt the ice, which will then utilize the natural gravitational

EM Field of Planet Earth I.

"But how do we melt ALL the ice?" says Silber, Psionic Warlock.

The other Heads Of State, even some by default, acknowledge this Near-Impossible problem.

Whereas, the Power and Energy reserves are sufficient to allow enough Time to restore the atmosphere of Planet Earth I, there are NOT enough weapon's in the remaining arsenal's,

especially NO plasma weapon's, to melt ALL the ice; the nuclear weapons would wipe out the remaining survivors.

The ONLY option remaining is to launch EACH of the Elite Spaceships and Escape Spaceships to a nearby habitable Planet within this new Sector of Space called PEI-X1000

at about 2 light Years away, so we CAN come back with more Resource's and plasma weapon's.

The remaining of The High Council and The High Court agrees to this and we, including Silber, Psionic Warlock, launch into Hyperspace to Planet Earth I, Colony 0.

At the new Colony, PEI-C0-X1000, we served to overcome many Challenges in this new War...

With a large crew of Elite Spaceships, Escape Spaceships, Robot's, Cyborg's, bot's and willing Individual's on a new Planet, a new Colony, ripe with Resources, it is possible to

develop enough Spaceships armed with plasma weapon's, to melt the ice, and enough Satellites to project a Planetary EM Field, through setting up an Orbital Grid, in about 2 Years, ONLY.

Silber, Psionic Warlock, the ONLY surviving Character Class of me, in this case, looks to the perfectly preserved Races, Species, Knowledge and Memory in the Cryogenics of the

samples still protected on Planet Earth I: He finds the will, courage and motivation to continue on, to NEVER give up hope, for the future holds countless wonders which NO one CAN predict...

We, Humanity, return to Planet Earth I with many Spaceships, launchable Satellites and plasma tipped rocket's and missile's to melt the ice.

The Satellites create an Orbital Grid allowing for the induction of a Planetary EM Field.

The Spaceships fire their loads from Orbit, counting in the thousands, and presto the evaporated water ice compound releases the necessary gaseous compounds into the

protected/artificial Planetary EM Field and the natural gravitational force and EM Field of Planet Earth I, herself, takes over the rest of the process...

more to come...

(4.4.6.3) Annals Of History

This is a list of the Highest Ranking Member's of Mine at a min of a General of Mine. Thanks to the rest, all those Who participated in The Free Show in one way or another.

And, especially now, ALWAYS and FOREVER thanks to my FANatical's and our FANatical's.

(4.4.6.4) End Of Great Age II

(4.4.7) Result of 3rd Great Age for Year 2008, Planet Earth I.

(4.4.7.1) Result

Thrown Out Of Orbit Scenario due to Crimes To Humanity by the miscalculation of Physicists Who could NOT predict it, by the Hand of GOD.

"HAHAHA... smirk, pfffff... HAHA... WAHAHAHAHAAA..." says Revlis, Vampire Demon Rock God.

(4.4.7.2) Storyline III

Revlis, Vampire Rock God is sitting quietly upside down on the ceiling of his contemplation chamber, when he comes up with this great idea, get the chuggety wuggety gluggety with it...

A Noobie Politician and a Mad Scientist discover the secret to the dark matter on Planet Earth I. They, of course, decide to use it to make a bomb, instead of for shadow energy, or commonly mistaken by stupid Human's as residual,

background and/or deferention.

The Noobie Politician Order's it to be tested at various multiple simultaneous test sites, so as to provide the most accurate real-time data analysis, possible.

Our Dark Lord grins now and then, since the beginning of Space and Time itself, when shadow energy first appeared.

The whole World is excited and it is even broadcast live on international TV, Radio and Internet. With a breath-taking countdown to destruction EACH location presses the big red button at the same time...

Not KABOOM, but slllurrrp WOOMPAA!!

About 200 dark globular spherical energy nexusses suddenly jump into being. A vibration is felt globally. The shadow gloves suddenly, automatically, highly unpredictably and almost instantaneously funnel shadow tentacles towards

EACH other and connect.

The Mad Scientist's freak out and the planetary communication mediums get the Wildfire Effect.

There is a momentary silence, like the calm before the storm, a kind of power vacuum... [(:-)], smirk.

A dark energy grid is activated around Planet Earth I, as it drains energy exponentially and very rapidly.

Within seconds, a horrific (great?) chain reaction is Triggered, causing an absolutely phenomenally huge Implosion on Planet Earth I and in sub-space. EACH and EVERY last living being on the Planet gets

the breath sucked out of him and her. A Hell Portal opens in the middle of Planet Earth I, less commonly known as Hell or Purgatory, and Demon's, Undead and Hell Spawn, and an Army of Hell Creatures with slaves

jump forth from the Gate, ripping upwards through the sands of the Gobi Desert, and blasting outwards into the near-infinite chill of the night.

Many flying shadow lych-dragons do recon at long range, their stealth and speed inhuman.

The huge Dark Army amasses itself in the desert, where there is enough space for them to organize, huge Demon's floating in the air next to the formations.

China goes pale-face, blaming the West for their lack of balance, responsibility and extreme Quantum experiments, excessive lethal weapons and stupid experiments. The West freaks out completely at the 'stupid' Insult and

gives the entire China the Royal middle finger.

Revlis, Vampire Demon Rock God mobilizes his Vampire Clan's and Demon Clan's and decides, without rolling any dice, which side has the highest probability of Winning.

For after the Apocalypse, there will ONLY be Demon's, Vampire's and other Hell Creatures who inhabit the Planet...

Revlis vid coms Silber, Psionic Warlock, Chief Commander of the Military to test the frozen waters. Silber states clearly they and all who ally with him will 'fuckin' dig in and fight the Enemy at ANY and ALL costs!

Revlis does soothing and relaxing upside down reverse twirlies mid-air in perfect stillness and blackness to enhance his concentration and absorb the massive influx of shadow energy on the Planet. His Energy increases

beyond limit's never before realisable.

Half of the Human population rally in Defence, preferring to fight, rather than die like the other's, half cowering in fear like quivering Noobies.

We also figure, their region in Mongolia and the Middle East will be destructed, suffering Armageddon, and the Dark Army will NOT reach our gates.

The Military agrees, based alone on the relative quantity and quality of anti-missile, anti-rocket, anti-ICBM, anti-IPBM installations, not to mention Laser and EM Satellites.

Human digs in come Hell and Firewater.

The entertainment industry gets overloaded, the Chaos factor goes off the scale, the violence and carnal pleasures of Human exponentially doubles EACH second and there are riots, looting and stock crashes. Many fanatical types

get on top of buildings with boards, yelling and screaming for days on end, before passing out from Drugs and Alcohol, "Take us with you, take us with you!!"

Then, of course, without warning, without coad, Israel launches a pre-umptive Nuclear strike with 25% of their entire arsenal on the Dark Army's head's. The World groans, "Oopsy..."

The horrendous laughters of the Demon's is so loud and frightening, the Chinese Emperor considers surrendering, again. After plenty of green tea, he go figures, he would NOT survive the process...

Upon impact the Demon's and their Dark Army's simply open their arm's wide and absorb ALL of the radiation. They then collect the magnetized dust, for some mysterious purpose, and start marching, beyond anyone's prediction or belief, to the East!

Sufi's Teleport rapidly the hell out of the Region, Chinese Magician's fly out of their Country saying rapidly, "Tks, but NO TKS!!!"

Europe considers building a huge wall, just to stop all the fin immigrants, but then figures it is not cost-effective.

The English and Americans have difficulty deciding where the typhus they're supposed to land again, this time.

Russia and China do their Joint Army mobilization, and the red army marches...

Arabia smiles at the profits, not fearing death, preparing their multiple means of finding another luxurious auto and house in America.

Japan prepares their various methods of Harikari.

The most cower in fear...

Then, someone in the Military, just a hi-tech military nerd, gets a great idea, "Eh, why don't we Null 'em, somehow, and eject their entire mass into outerspace, so our Laser Satellites CAN blast

holes in the Enemy, cause, ya eh, the EM blasts don't work for shit!"

The first Stupid Question is, of course, "How?", and they have to Debate it for months on end, while catastrophic death and destruction reigns on the heads of millions of innocents,

as the Demon's and their Dark Army toss all their broken lifeless hollow puppet model bodies 2 km's in multiple directions. The slaughter is enormous. China gets wiped out in 1 week,

and the Demon's make their new stronghold.

Revlis, having his information and intelligence sources, finds out about this great idea and decides not to wait on their passive Chamberlain tactics. He Order's his Vampire and Demon Clan's and Mutant Clan's and

Sorcerer Clan's and Military Clan's to Attack, combining BOTH Technology and Magic in the Defence of Negative Entropy, to Activate the Null Teleportation procedure on the head's of the Demon's and their Dark Army,

who would dare threaten our territory...

The Demon's and their Dark Army having made their first mistake, a stationary object is a lot easier to hit than a moving one, don't even see it comin', thanks to the cloaking, blocking and signal jamming of

our United Forces and devices.

The shocked roars of the Demon's is NOT audible, as they suddenly re-materialize in orbit. The Laser Satellites have a field day.

Without the overly powerful Demon's, the Dark Army is very weakened and dissolves into Chaos and dissent in the Rank's.

This rally's the courage of India and Russia is able to convince them and the rest of the World, a Joint Task Force surrounding the Enemy, with massive bombardment of hi-tech Plasma, Foton and Laser Attack's will wipe out the Hellish Extra-Planar Dark Army.

This works effectively, though the price to pay was the wiping out of the entire region from Israel to the eastern Chinese coast-line. Half of the Dark Army even gate back to their Hell Planes, preferring to save their own hide.

The rest get decimated.

Statements in the West are lightly optimistic, saying at least they CAN rebuild and Order is restored.

Planet Earth I is saved again!

(4.4.7.3) Annals Of History

(4.4.7.4) End Of Great Age III

(4.4.8) Result of 4th Great Age for Year 2009, Planet Earth I.

1st Contact Alien's

more to come...

(4.4.9) Result of 5th Great Age for Year 2010, Planet Earth I.

2nd Contact Alien's

more to come...

(4.4.10) Result of 6th Great Age for Year 2011, Planet Earth I.

3rd Contact Alien's

more to come...

(4.4.11) Result of 7th Great Age for Year 2012, Planet Earth I.

Then Alien's Attack or Human's Attack

more to come...

"I may not work in your way, but I do work..." says Mr. Newbie, Rules Lawyer.

"I work for GOD, ONLY!" says Silver, High Wizard.

"One must take the kingdom of Heaven with force, only..." says Silber, Psionic Warlock.

(4.5) IR Winner's at The Free Show

No one yet... "Get the chiggy with it, play more and better, not stupid, be more positive and not negative, buy Titles of Nobility,

get your Mission's, use the Filter Guide, read ALL the tfsreadme's and respect me and my Rules and stop Harassing, man..." says Silver, High Wizard.

THERE WILL BE NO MORE ADVANCEMENTS WITHOUT AN ACTUAL REGISTRATION AND LOGON SYSTEM. THE WINNER LIST'S ARE NOW STATIC.

ALSO, I CANNOT AWARD POINTS FAIRLY WITHOUT THE ACTUAL CHARACTER CLASS DATABASES, INTERFACES AND GAME ENVIRONMENT AT WHICH POINT

IT WILL BECOME DYNAMIC AND AUTOMATIC FUNCTIONING IN A 3D UNIVERSE AS A MMORPG. THIS, OF COURSE, MAY NEVER HAPPEN REQUIRING A LOT OF TIME,

MONEY, RESOURCES AND PROGRAMMING. WHO KNOWS, ONE MAY GET LUCKY...

(4.5.1.1) IR 1

(4.5.1.2) IR 2

(4.5.1.3) IR 3

(4.5.1.4) IR 4

No one yet...

(4.5.1.5) IR 5

No one yet...

(4.5.1.6) IR 6

No one yet...

(4.5.1.7) IR 7

No one yet...

(4.5.1.8) IR 8

No one yet...

(4.5.1.9) IR 9

No one yet...

(4.5.1.10) IR 10

No one yet...

(4.5.3) Positive, Top and/or Guild Award's

(4.5.3.1) Positive Award

Positive Award's are for Positive Behaviour.

EACH Positive Award gets you, the Character Class, an additional Tooney Euro Award of 200000000 Tooney Euros.

(4.5.3.2) Top Award

Top Award's are for Top 10 Voice's, Sound Effect Sample's and/or Visual Effect's.

EACH Top Award gets you, the Character Class, an additional Tooney Euro Award of 200000000 Tooney Euros.

(4.5.3.3) Guild Award

Guild Award's are for Best Action's and Competition Performance within the framework of the Type of Guild.

EACH Guild Award gets you, the Character Class, an additional Tooney Euro Award of 200000000 Tooney Euros.

(4.5.3.4) per Year

EACH Award is per Mission and Year, ONLY. You CAN get Bumped Off in the course of the Year.

SUPER CONGRATULATION's to EACH IR Big Winner at The Free Show!!

HINT: If you want to be a Big Winner at The Free Show then you have to be at a min of a Frequent Flyer Member.

REMEMBER: To get into IR you have to be at a min of a god or a goddess of Mine, already.

REMEMBER: You, a Member and/or Character Class, CAN ONLY get +1 IR by Succeeding at a DOD Mission Ordered by Silber, Silber and/or Revlis or by me, god of The Free Show, Kyle Lance Proudfoot.

"Over-ambitious has been the downfall of many a great leader..." says Silber, Psionic Warlock.

(4.6) Make Your Own Mission's

If The Free Show EVER gets a FREE 3D Editor (just kidding) then you, a Member, at a min of a General of mine CAN Make Your Own Mission,

thus a 3D Mod/Level. You CAN already do this in The Free Show, smirk...

(4.7) Type of Campaign

It is especially necessary to have an unique Flag Decal.

The ONLY Type of Campaign's in The Free Show are a Death Match Campaign, Conquest Campaign or Capture The Flag Campaign.

"It has no point whatsoever to repeat WWI." says Silber.

(4.7.1) Death Match Campaign

A Death Match Campaign basically means destroying the Enemy completely. Whichever Gru/Clan has the most KIA's inflicted on the Enemy's at Time Limit Wins the Battle's.

The Majority of Won Battles Wins the Campaign. A Major Battle is for a Major City on the World Atlas. A Minor Battle is for a Minor City on the World Atlas.

This CAN be on ANY World Fictitious and/or Real.

Minor City = Village. Major City = City. Minor Country = Small Country. Major Country = Large Country. Minor Planet = Small Planet. Major Planet = Large Planet.

One CAN Win by being the Last Man Standing with a Time Limit, since such equals a wipe out of the Enemy.

One CAN NEVER KIA ALL of the Enemy's in The Free Show, since bot's take over empty slots, automatically, it is ONLY a matter of Time before Enemy's repopulate...

(4.7.2) Capture The Flag Campaign

A Capture The Flag Campaign has Major and Minor Flag's which need to be Captured up to ANY Majority Percentage to Win The War.

There CAN be a series of Battles to Capture EACH Flag. The Majority of Won Battles Wins the Flag. A Major Flag is for a Major City on the World Atlas.

A Minor Flag is for a Minor City on the World Atlas. This CAN be on ANY World Fictitious and/or Real.

Minor City = Village. Major City = City. Minor Country = Small Country. Major Country = Large Country. Minor Planet = Small Planet. Major Planet = Large Planet.

One CAN Win by holding ALL The Flags with a Time Limit, since such equals domination.

One CAN NEVER Win by Capturing ALL the Flag's of the Enemy's, since the Enemy's CAN ALWAYS Parachute into a Weaker position at the border of the Battle.

(4.7.3) Conquest Campaign

A Conquest Campaign involves holding a Majority of Major City's and Minor City's for more Time than your Enemy's within a Time Limit.

A Major City is worth 4 Brownie Point's per 10 Second's and a Minor City is worth 2 Brownie Point's per 10 Second's. A Major City Victory is for a Major City on the World Atlas.

A Minor City Victory is for a Minor City on the World Atlas. This CAN be on ANY World Fictitious and/or Real.

Minor City = Village. Major City = City. Minor Country = Small Country. Major Country = Large Country. Minor Planet = Small Planet. Major Planet = Large Planet.

One CAN Win by holding ALL the City's with a Time Limit, since such equals the most Brownie Point's.

One CAN NEVER Win by Killing ALL the Enemy's, since they CAN make new Colonies on the fringes of your Civilization, it's ONLY a matter of Time before Enemy's repopulate...

(4.8) Type of Environment of The Free Show

The Type of Game the actual Program of The Free Show will be is a RPG, MORPG, MMORPG and FPS with Build Elements; it will be like Battelfield 2152 with moving driveable vehicles and planes,

Wolfenstein: Enemy Territory and Unreal Tournament in look, Endless Ages, World Of Warcraft, Dungeons And Dragons Online in actual Type of World setup and

Never Winter Nights in Character Class and Mission setup and Age Of Empires and Age Of Mythology in Build setup, except much more complex and expanded upon and

it will use EVERY possible Programming Language on Internet and Open Source Programming Languages and

the engine will have to be Custom made due to the requirement's in quantity and quality of ALL of the Element's of The Free Show.

The real 3D Game MMORPG retail product of The Free Show is called Planes Of Existence. Go To: <http://www.planesofexistence.com> and <http://www.planesofexistence.eu> .

"So, you can see my problem, now..." says Silver, High Wizard.

(4.9) Win of Campaign

(4.9.1) Time Limit

EACH Type of Campaign must be Won in the allotted quantity of Time, Blue or Red or Green or ANY Colour + Decal,

Who gets the Most Flags or Who make the Most Kills or Who hold the Most City's when the Conditions are Met or the Time Limit Expires Wins the Campaign.

A Campaign is a series of Wars which in Turn is a series of Battles. It is recommended the Time Limit to be set at a max of 240 Minutes, which equals 1 Evening or half a Day,

more Time CAN, of course, not be asked of coad online, these days...

"Of all the things you can get addicted to, I'm happy with this one, Krrrrr..." says MAZZSilber.

(4.10) Type of DOD Mission

(4.10.1) Isis and Osiris

(4.10.2) Thor and Freya

(4.10.3) Aries and Mercurius

(4.10.4) Zeus and Bacchus

(4.10.5) Light vs Shadow

(4.10.6) Chaos vs Order

(4.10.7) Evil vs Good

(4.10.8) Per Type of Character Class and Degree Of Rank

(4.10.9) Find god-object i.e. The Holy Grail or Life Elixir or Cup Of Life

(4.10.10) Neutral i.e. material wealth, precious stones, rare items, generic developments of a campaign

(4.10.11) Achieve a God Power i.e. Mass Heal or Mass Destruction

(4.10.12) Defeat the Time Limit at a max of 20 Minutes or 40 Minutes depending on Degree Of Difficulty of Quest and Rank of Character Class.

(4.10.13) Overcome a ridiculously low Probability consecutive series of Challenges.

(4.10.14) Lady Luck vs Loki

(4.10.15) Succeed in an Adventure Ordered by some Mad Scientist or Insane Magician

(4.10.16) An Undead Mission

(4.10.17) Life vs Death

(4.10.18) Science and Magic

(4.10.19) GOD Quest

(4.10.20) Hero's Quest to become Immortal (required).

Note: EACH DOD Mission is Moded per Good, Neutral and/or Evil Character Class, as a percentage and Ordered by Silver, Silber and/or Revlis.

Note: There is theoretically no Limit to the quantity and quality of DOD Mission's, as rich is the History of Humanity, the ones stated are merely my Most Favorite.

(4.11) Fun Mission's

(4.11.1) Priority Mission's

These are urgent a.s.a.p. Mission's which need to be Succeeded at a max of 72 Hours. You, a Member and/or Character Class, get +1 Rank or +50 Brownie Points and

200000000 Tooney Euros for Succeeding in at a max of 24 Hours. You get +40 Brownie Points and 100000000 Tooney Euros for Succeeding at a max of 48 Hours.

You get +30 Brownie Points and 50000000 Tooney Euros for Succeeding at a max of 72 Hours.

Success, of course, results in +1 IR.

Note: EACH Module is designed per Character Class and Character Class Alignment.

(4.11.2) 1v1 Mission's

Attacking or Defending versus another Character Class directly is ALWAYS Voluntary in The Free Show, there being a large Reality with

multiple Plane's, multiple Universe's and multiple World's...

If you, a Character Class, are a lower Rank and Win the Challenge then you get +10 Brownie Point's and 20000000 Tooney Euros per difference in Rank.

If you, a Character Class, are a Higher Rank and Win the Challenge then you get +1 Brownie Point's and 2000000 Tooney Euros per difference in Rank.

In the case of at a max of 20v20, simply add up the Rank's on EACH side to see which is the lower Rank Battle Gru.

WARNING: It is a very bad idea to Challenge a Higher Ranking Gru.

See Death Of Character Class

See Battle and Battle Mode

"Why run for the border when you can flee to a different planet..." says Silber.

"Human is foolish, stupid, ignorant and ugly, tasty though..." says Roary.

"As you can see, I am no fan of peevy, however it's a great way to settle differences..." says Silver.

(4.11.3) War Mission's

(4.11.3.1) Great Battle Victory

As Inspired by blockbuster Film's, MORPG's, and WWII, large scale Battle's are possible in The Free Show.

"Picture the dark hordes of the undead viciously attacking the bright shining hero's and their Army in

a futuristic castle on some distant plane..." says Silver.

The Battle Victory Character Classes Turn a Chapter in the Book Of Time in the World or Country or City which is being fought for.

This follows the Timeline of the History Of The World, the History of Humanity, the Annals of History, the History of the Universe and the History of the Alien's.

"Consider stupidity..." says Mr. Newbie.

In addition to other Victory Award's EACH Winner goes up +1 Rank and gets at a min of 10000000 Tooney Euros:

Noobie → Lieutenant: 10000000 Tooney Euros plus other Heroic Award's earned in the Battle.

Captain → Major: 20000000 Tooney Euros plus other Heroic Award's earned in the Battle.

General → 4-Star General: 50000000 Tooney Euros plus other Heroic Award's earned in the Battle.

a General of mine → 4-Star General: 200000000 Tooney Euros plus other Heroic Award's earned in the Battle.

a god/a goddess → Highest Rank a god/a goddess: 100000000 Tooney Euros plus other Heroic Award's earned in the Battle.

a god of mine/a goddess of mine → Highest Rank a god/a goddess: 300000000 Tooney Euros plus other Heroic Award's earned in the Battle.

An Immortal Rank gets at a min of 300000000 Tooney Euros plus 50000000 Tooney Euros per IR plus other Heroic Award's earned in the Battle.

A Planar Rank, if they ever bother to join in the Battle to save your sorry ass, gets at a min of 500000000 plus 100000000 Tooney Euro's per PR plus other Heroic Award's earned in the Battle.

A God/Goddess Rank, if they ever do more than just watch to intervene in the Battle, gets at a min of 1000000000 plus 200000000 Tooney Euro's per GR plus other Heroic Award's earned in Battle.

See Resurrection

See Battle and Battle Mode and Battle Victory

(4.11.3.2) A Vanquished Enemy

A Vanquished Enemy CAN NOT return and/or Attack the same Area again at a min of 1 Month for a City, 3 Months for a Country, 6 Months for a World.

"Uh, Universe, hmmm, how can there be only one of 'em..." says Silver, High Wizard.

REMEMBER: Everything happens in real-time in The Free Show.

See Battle Loser's

(4.11.3.3) Small Battle Victory

As inspired by spies, engineers, commandos and assassins throughout History you, a Character Class, CAN go on a small scale War Mission, Voluntarily or Ordered i.e.

blow up a bridge at a tactical juncture to Defend a Village from rampaging demi-humans.

You get, in addition to ANY Battle Victory Award's +10 → +40 Brownie Point's and a quantity of Tooney Euros Awarded by the Higher Rank Member or Higher Rank bot Member

based on the Degree Of Difficulty of the War Mission tiered at 3 Degree's Of Difficulty EACH with 10 Sub Degree's Of Difficulty.

The Tooney Euros are Awarded from 1000000 Tooney Euros → 100000000 Tooney Euros. This is for EACH Character Class on the War Mission.

See More Character Classes

"Do never use comma's..." says Sir Hubby-Bubby, Psionic Spy/Assassin.

(4.11.4) Ordered Mission's

Obey or Die!

You, a Character Class, CAN NOT Disobey a Mission Ordered by a Higher Rank Member who is Higher Rank and your Battle Leader and your Ally.

If you do so then at a min of ANY one of these 3 Conditions Fail, automatically. You get Demoted for Disobeying your trusted, loving, cherished Commander and Leader and Ally.

You CAN delay the Start of your Mission up to 2 Weeks, except Priority Mission's.

If you Choose to Die! you also become Neutral relative to the Member Who Ordered your Mission at a min of 4 Weeks, automatically.

For Disobeying you CAN also get at a min of a Ban.

WARNING: This CAN result, without better Reason, to being Demoted ALL the way to Noobie or Noobie Forever.

(4.11.5) Voluntary Mission's

Mission's are, no pun intended, regularly Active in The Free Show. The vast majority of ALL Mission's are Voluntary in The Free Show.

Simply go to various Area's and talk to Higher Rank Member's and/or Higher Rank bot Member's and/or Silver and/or Silber and/or Revlis and/or

me, god of The Free Show, Kyle Lance Proudfoot and Volunteer for ANY of the available Mission's already Ordered.

See Timelines in History in Branch Skills

"You came voluntarily, now leave involuntarily!" says Mr. Newbie.

"They're having trouble discerning between fantasy and reality..." says Silver, High Wizard.

(4.11.6) Final Mission's

These are Mission's to reach the next tier of Rank, or the next Plane Of Existence, therefore between Groupings of Rank.

See Rank

(4.11.7) Kid Mission's

These are Mission's which are suitable for Kid's from 8 Years → 12 Years of Age.

See Filter Guide

(4.11.8) Evil Mission's

These are Mission's Ordered by Revlis, Vampire Rock God, Who you, a Character Class, must Report to.

(4.11.9) Good Mission's

These are Mission's Ordered by Silver, High Wizard, Who you, a Character Class, must Report to.

(4.11.10) Neutral Mission's

These are Mission's Ordered by Silber, Psionic Warlock, Who you, a Character Class, must Report to.

(4.11.11) Peace Mission's

These are Mission's to Turn a previous Neutral and/or Enemy into an Ally.

(4.11.12) Timed Mission's

These are Mission's with a Time Limit at a max of 4 Week's or 720 Hours.

"You can never do away with dualithy in material existence!" says Silver.

(4.12) Save your Progress

You, a Character Class and/or Member will ALWAYS be to Save your Progress in a Mission at ANY Time in The Free Show.

(4.13) Planet Colonization

The purpose of Colonizing EACH 3D Universe, 3D World, 3D City and 3D Village is to Battle and War between Good, Neutral and Evil.

Also, Colonization is necessary for the preservation of the Race's and Specie's.

(4.14) Random Treasure

You, a Character Class, CAN Find Random Treasure at a max of Low Power/Energy Object's and at a max of 1 per Mission.

(4.15) Random Encounters

You, a Character Class, CAN Encounter at a max of Low Power/Energy Creatures and at a max of 2 per Mission.

(4.16) Time Limit's

When the Time Limit is reached for Absolute Victory at The Free Show, the Highest Ranking Member Wins and becomes a new God in a new Reality or Universe, in a new Timeline.

See My Mode

"Nothing can go on forever." says Silver, High Wizard.

The previous Members, except Winners of the IR, PR and/or GR Lists, enter a 2nd Timeline and the Annals Of History of the new Timeline.

It is ONLY Optional to start over, with correct validation of the true identity of the Member for Privileged Immunity's, EACH of you, a Character Class, at Private Rank and Initial Tooney Euro's.

joke: There can only be one Victor...

(4.17) Limbo Mode

The Free Show Activates Limbo Mode and Noobie Chat Mode for a period of Time relative to the Time it takes for the 2nd Timeline to sufficiently diverge or converge to the 1st Timeline and

for the new Timeline to fully Activate. The previous List's CAN still be read in the Annals Of History to see how far the Losing or Winning Member's and/or Character Classes made it.

(4.18) Secret Element's

There CAN be Secret Element's required for Absolute Victory at The Free Show.

Me, myself and I, except for one of me CAN get Killed in the Final Battle i.e. Alien Insects Attack Planet Earth in Spaceships for its Iron Ore, reducing it to minable meteors and

thinking they will gain great Power and Energy, Host ALL of me except Silver, High Wizard Who then Rescue's the other me's with Great Magic. The other me's being Hosty already,

Incarnated already, Immortal embodied Spirits, then take on new Host's, like Stargate SG-1...

(4.19) Xtra Award's

A Character Class CAN be Awarded additional Positive Award's and/or Top Award's and/or Guild Award's and/or Victory Award's and/or Heroic Award's and/or Tooney Euro Award's and/or

Spell's and/or Item's and/or god-object's and/or God Power's of ANY Type after the Final Battle and the Trial of the High Court.

The Winning Member's and/or Character Classes in IR, PR and/or GR Ascend with me, god of The Free Show, Silver or Silber or Revlis or Kyle Lance Proudfoot in Ascension.

"Otherwise, it's like doin' my friends..." says Revlis, Vampire Rock God.

You, a Member and/or Character Class, CAN also Ascend as an Individual to God or Goddess by Succeeding at the Highest Rank possible of PR in The Free Show.

(4.20) Last Mission

To Succeed at EACH and EVERY Tiered Rank in The Free Show you, a Member and/or Character Class, must Succeed at the Last Mission.

(4.21) my Own Special Character Classes

my Own Special Character Classes, Silver, Silber, Revlis are Immortal Member's of The Free Show and CAN NOT be Deleted, for they are necessary for the very fabric of the Space and Time of The Free Show itself.

(4.22) my Special Character Classes

my Special Character Classes are NOT me and are NOT you, a Member and/or Character Class, Who operate as bots ONLY in Special Functions necessary for The Free Show.

(4.23) Gift Giving

The most fine long tradition of Gift Giving is fully supported in The Free Show. A Gift CAN be Material, Monetary and/or Special. This CAN facilitate Alliances.

"Nothing like a tax-free gift..." says Silber.

(4.24) The High Court

Before a Character Class CAN Transcend to the next Tiered Rank, the Character Class CAN be Judged, Tried and/or Executed based on Merit and/or Dismerit according

to the Ratio's of Award's and Member Removal's and according to the Thought's, Word's and/or Action's of the Member and/or Character Class and according to the Rules of The Free Show and

the laws of the Country's of the Commonwealth.

There is a High Court.

There is an Insect Jail, a Prison, a Military Prison, a Mental Institute, an Isolation Chamber and a Silver Chair of Death.

If a Suspect Character Class is based on Proof and Evidence found Guilty, on a per Case basis then the Punishment is at a max of the Silver Chair of Death, resulting in the Death and

End of the Character Class Career, Permanently.

Guilty Character Classes are charged with Crimes Of Humanity and must serve Time and/or Pay The Fines and/or Be Executed or Try To Escape.

If your Character Class Escapes then you are an Enemy to the State and/or Renegade to the Country's of the Commonwealth.

Note: ONLY Character Classes CAN be charged by The High Court of The Free Show.

"To my great shock, I discovered I am a Neoclassicist!" says Silver, High Wizard.

The End of the First Great Age resulted in a Minor Victory for the forces of the Allies Who were able to preserve ALL the Knowledge of Humanity and save the Major Majority of ALL of the Race's and Specie's.

The End of the 2nd Great Age resulted in a Minor Victory for the forces of the Allies Who were able to preserve ALL the Knowledge of Humanity and save the Major Majority of ALL of the Race's and Specie's.

See IR Winner's

See The Free Show Storyline, Part 01, The First Great Age

"Because they were bonking to loud at 03:00 in the mourning, they called the police on them. The police agent had to ask, "How much noise were you making?"

The question is so rude, the police agent gets hit right in the face. The angry Husband gets battery and assault of a police agent, which is how many month's or year's do you think?" says Mr. Newbie.

(5) More Brownie Point's

REMEMBER: There is both the Member and the Character Class.

(5.1) The Brownie System

The Brownie System is in many ways like the 'Scout's Honour' system.

(5.1.1) Record's, Log's and Database's

Just REMEMBER how many Brownie Point's you, a Character Class, get. My Computer, of course, Record's this, too, in log's and database's.

(5.1.2) A Little Note

Make A Little Note of it, if your memory is NOT 100%. A Little Note CAN be shown on your Computer Screen ANY Time.

REMEMBER: One of the advantages of The Free Show is you CAN still use pen and paper, only...

"Oh my, memory's great man, I'll never forget the burnin' searing pain, the unrelentless, unceasing stabbin' in my chest..." says Lance.

"And as I walk bridge over bridge over bridge over bridge I realize Infinity..." says Silver, High Wizard.

(5.1.3) Secure Storage

ALL your Brownie Point's are stored automatically in secure log's and database's.

(5.1.4) Brownie System of The Free Show

Brownie System does NOT mean, "Ookey, bookey, I can lie to myself about, ooh, weee, anything..."

(5.2) 20 More Ways To Get Brownie Point's

(5.2.1) Noobie Setup

(5.2.2) Caress Ego

(5.2.3) Do a KIA in Battle

(5.2.4) Be a Battle Leader

(5.2.5) Pull Off An Amazin' Stunt

(5.2.6) Get a PW Record

(5.2.7) Win a Debate

(5.2.8) Recommend a New Member to The Free Show

(5.2.9) Find FREE Files

(5.2.10) Donate

(5.2.11) Say A Joke

(5.2.12) Be A Hero

(5.2.13) Read ALL the tfsreadme's and/or fuckinreadme's in < 72 Hours

(5.2.14) Adopt a Rule

(5.2.15) Be Sportin'

(5.2.16) Genius Idea

(5.2.17) Super Sound Effect Sample's

(5.2.18) Make Someone Horny

(5.2.19) Frequent Flyer

(5.2.20) Stupid Noobie Statement's

(5.2.21) Super Voice Effect's

(5.2.22) Super Visual Effect's

(5.2.1) Noobie Setup

To Set Up ANY Member on anything on the Universe and/or World and/or of The Free Show and Turn him or her Into a Noobie N.O.W. automatically get +2 Brownie Points at a max of 2 per Session.

This CAN ONLY be done to a lower Rank and if a Member and/or Character Class is Immune to Turn Into a Noobie at the Time then it Fails.

The Victim Character Class Turns Into a Noobie, automatically.

"... just Activate multiple sessions, and you'll be rollin'..." says Mr. Newbie.

"Priority Numero Uno is..." says Silber.

(5.2.2) Caress Ego

Agree for once in your life with someone's opinion regardless of how incorrect it is.

You, a Character Class, get +2 Brownie Point's at a max of 2 per Session.

joke: Just because my Ego is not the same as your lack of IQ Level does not mean my Ego is large.

(5.2.3) Do a KIA in Battle

+1 Brownie Point per KIA done in Battle Mode ONLY at a max of +20 per Battle Session.

(5.2.4) Be a Battle Leader

If you prove yourself in Battle by an Act of courage, bravery, intelligence and/or self-sacrifice leading to a Win Battle then you, a Character Class,

get +10 Brownie Point's at a max of 2 per Battle Session.

(5.2.5) Pull Off An Amazin' Stunt

This CAN be done ANYWHERE, NO kamikaze's and/or suicidal maniac's EVER tolerated, in reality or virtual reality. You, a Character Class, get +10 Brownie Point's at a max of 2 per Session.

REMEMBER: Usage of anything on Internet and/or reality and/or virtual reality is already at your own risk...

sign here, you stupid Noobie...

(5.2.6) Get a PW Record

There are Personal Record's and World Record's. A Personal Record gets you, a Character Class, +10 Brownie Points. A World Record, gets you,

a Character Class, +20 Brownie Point's.

This is, of course, ONLY ANY thing in reality or virtual reality which has NEVER been done before.

(5.2.7) Win a Debate

A Debate CAN be Won in 2 ways:

(5.2.7.1) Absolute Logical Reduction

By absolute logical reduction you Win the Argument, since NO one CAN refute it for 2 more Hours. You, a Character Class, then get +20 Brownie Points.

(5.2.7.2) Everyone Agrees With You

Everyone agrees with you, a Character Class, after 2 more Hours after end of Debate and Vote at a min of 5 Members: 3 Members 'Yes' to your Major Victory:

you get +20 Brownie Points; 5:4 is Minor Victory and gets you +10 Brownie Points, 5:2 is a Cakewalk Victory and gets you +30 Brownie Points, 5:1 is a Landslide Victory and

gets you +40 Brownie Points, 5:4+ is hardly a Victory, keep Debating.

(5.2.8) Recommend a New Member to The Free Show

This is good, very good, well done, get +20 Brownie Points at a max of 2 per 24 Hours per Character Class.

(5.2.9) Find FREE Files

This is really fun, I call it 'Guessing URL's' inspired by ALL the 'gurglies' around the world... at EACH 100 Files you, a Member, Find for FREE you get +10 Brownie Points, automatically.

Guessing URL's does NOT include clicking hyperlinks.

If you find 90% of ALL the FREE Files then you get a Bonus of +40 Brownie Points (round up to the nearest absolute number). If you miraculously find 100% of ALL the FREE Files then

you get a Bonus of +100 Brownie Points, which equals +2 Ranks.

This is NOT highly probable since some of the names are really difficult at Guessing URL's and get changed now and then.

"Try a rip program today..." says Lance.

This CAN ONLY be done with the low-grade digital copies of FREE Files at:

<http://www.silverlingo.com> and/or

<http://www.thex-machine.com> and/or

<http://www.planesofexistence.eu> and/or

<http://www.thefreeshow.eu> .

This CAN be done by ANY legal method on Internet, including ripping, P2P and leeching.

You, a Member and/or Character Class, CAN copy an unlimited quantity of copy's of fuckinreadme's and/or tfsreadme's of The Free Show on an unlimited quantity of computer's.

DO NOT damage and/or modify and/or change and/or corrupt and/or delete ANY File and/or Folder in the process at ANY of my websites and/or anywhere else.

If you do such then you will be prosecuted to the FULL extent of the law of the Country and the Rules of The Free Show.

"Propogate as many copies as you can in as short as possible time, that's an Order..." says Lance.

REMEMBER: The Free Show Power's Defend and/or Attack File's and/or Folder's ONLY in your own Voluntarily self-made Shared Folder's and have NO effect on system or

personal Folder's and/or File's. For convenience, you could call these 'TFShared' and Sub-Folder's called 'TFS_foldername' accessible to ALL Member's and/or

Character Classes on your network's and/or computer's.

In other word's, DO NOT Hack, Advertise, Hijack, Spam, Phish, TrackinCookie, Spy, Steal, Rape, Pillage and/or put a Virus and/or do ANY Hack Attack as described and enforced by

International IT Law and the laws of your Country and the Rules of The Free Show.

"Y.o.u.r. action is not legal!" says Silber.

"You wanna do me like that?! I'll do you right back." says Revlis.

"Never get angry, always get even..." says Mr. Newbie.

"Did you ever realize no wavelength ever carried some virus, trojan, worm, hijacker or head rip-offer in ANY sound file?" says Mr. Newbie.

"You are completely fuckin' insane, Hacker..." says Mr. Newbie.

Clause: Due to the huge quantity of File's, it is NOT viable to create hyperlink's to ALL the FREE File's of The Free Show and will NEVER be done. Also, .zip, .rar and

other packages of ALL my FREE File's will NEVER be FREE and ANY package of my FREE File's is ONLY allowed to be made by me, god of The Free Show, Kyle Lance Proudfoot, ONLY.

Packages of ANY and/or ALL of my FREE File's CAN be sold by me, god of The Free Show, Kyle Lance Proudfoot, ONLY, to stores and webstores ONLY in

North America, England and/or Europe and/or Unilateral Democratic Country's.

See State Of War

You, a Member and/or Character Class, NEVER have the right to package for FREE ANY or ALL of my FREE File's in ANY hard and/or soft and/or digital and/or retail format,

ANY Paid or retail versions CAN ONLY be Sold by written and signed permission from me, god of The Free Show, Kyle Lance Proudfoot, ONLY.

Clause: The Paid or retail version, a packaged high quality product, of ANY and ALL of my Works CAN be sold in ANY Store in North America, England and/or Europe and/or Unilateral Democratic Country's

at a min of 10% Royalties for me, god of The Free Show, Kyle Lance Proudfoot.

(5.2.10) Donate

(5.2.10.1) Donate to a Charitable Cause

If you, a Member, Donate real money to a charitable cause, like The Free Show at Open Source Programming Languages, then you get +20 Brownie Points, automatically, at a max of 2 per 24 Hours.

(5.2.10.2) Donate Tooney Euros

If you, a Character Class, Donate Tooney Euros to another Character Class, at a min of 2000000 Tooney Euros, which is NOT covered in ANY other Rule in the tfsreadme's, therefore out of the generosity of your heart,

then you get +1 Brownie Point per 10000000 Tooney Euros at a min of +1 Brownie Point at a max of 1 per 24 Hours.

(5.2.10.3) Donate to me

If you, a Member, Donate real money ONLY to me, god of The Free Show, Kyle Lance Proudfoot, or in my PayPal account, silveradmin@silverlingo.com,

or my ABN Amro Bank Account in The Netherlands, 517216000, then you, a Member, get +30 Brownie Points at a min of €1.00 and at a max of 1 per Day.

(5.2.11) Say A Joke

If you say a really funny Joke in a Session of The Free Show, which cracks up loud laughing, then, don't worry, and your Joke won't be ripped off, cause it's already yours

if it hasn't been said or written ANYWHERE yet, is 100% original, then you get +20 Brownie Points, at a max of 1 per Session per Member, smirk.

"So many ways to lose, so few ways to win..." says Silver.

"The thing they must've forgotten about PR is the personal service..." says Silver.

(5.2.12) Be A Hero

Charge into Battle, go down in a blaze of glory bullets flying everywhere, save a fallen Allie while getting shot in the back of the head,

fully accelerate your vehicle into Battle, pull off a very risky maneouvre to Win a Battle, be unforgiven and risk shame, face and pride to stand up for your righteous cause.

ANY of these or Heroic Acts approved by your Higher Ranking Character Class gets you +10 Brownie Points per Heroic Act, at a max of 2 per Session or Battle Session.

"Did it lead to a win or loss of the Battle..." says Silber.

(5.2.13) Read ALL the tfsreadme's and/or fuckinreadme's in < 72 Hours

Read ALL the tfsreadme's and/or fuckinreadme's in < 72 Hours without suffering Bwain Damage and you get +50 Brownie Points, which equals +1 Rank.

This is at a max of once ONLY per Member. The FULL Version of The Free Show, NOT including Bad Copies, are:

Part 1: tfsreadme.txt and fuckinreadme.txt and tfsreadme.pdf and fuckinreadme.pdf

Part 1 is Basic/Easy.

Part 2: tfsreadmell.txt and fuckinreadmell.txt and tfsreadmell.pdf and fuckinreadmell.pdf

Part 2 is Average/Medium.

Part 3: tfsreadmelll.txt and fuckinreadmelll.txt and tfsreadmelll.pdf and fuckinreadmelll.pdf

Part 3 is Advanced/Hard.

Part 4: tfsreadmeIV.txt and fuckinreadmeIV.txt and tfsreadmeIV.pdf and fuckinreadmeIV.pdf

Part 4 is Impossible/god-like

"Ya, this is the one you're reading..." says Kyle.

(5.2.14) Adopt a Rule

If you Adopt a Rule of The Free Show into your system and/or network and/or other game and/or other show and/or

3D Environment and/or program and/or Business and/or plane of existence then you, a Member, get +20 Brownie Points per Adopted Rule at a max of 1 per Session.

(5.2.15) Be Sportin'

If you, a Character Class, like to play for fun, rather than be a rude SOB asshole, and even let your competition Win now and then,

cause you just Won 3 Battles in a row then here are your following options at a max of 1 per Session:

(5.2.15.1) Cheer and logoff

You Cheer immensely and logoff. Get +20 Brownie Points.

(5.2.15.2) Cheer and Gloat and Brag and logoff

You Cheer and Gloat and Brag and logoff. Get +10 Brownie Points.

(5.2.15.3) Cheer and Gloat and let Enemy Win

You Cheer and Gloat and let the Enemy Win the 4th Battle Round or Debate Round. Get +15 Brownie Points.

(5.2.15.4) Cheer and Gloat and Brag and let Enemy Win

You Cheer and Gloat and Brag and let the Enemy Win the 4th Battle Round or Debate Round. Get +10 Brownie Points.

(5.2.15.5) Cheer and Gloat and logoff

You Cheer and Gloat and logoff. Get +15 Brownie Points.

(5.2.15.6) Cheer and let Enemy Win

You Cheer immensely and let your Enemy Win the 4th Battle Round or Debate Round. Get +20 Brownie Points.

(5.2.15.7) Grant lenience

Grant your Victim lenience. Get +20 Brownie Points.

(5.2.15.8) Grant Win

Grant your Enemy or a Neutral a Win on a Battle Round or a Debate Round. Get +20 Brownie Points.

(5.2.15.9) Say you're Stupid

Say you, a Character Class, are 'Stupid' openly and Public. Get +20 Brownie Points.

(5.2.15.10) Delete your ego

Delete your ego by noticing how narrow and closeminded you, a Character Class, are. Get +20 Brownie Points.

(5.2.15.11) Surrender to me

Surrender to me in a Battle Round or Debate Round. Get +20 Brownie Points.

(5.2.16) Genius Idea

If you come up with an Idea which we and/or I, god of The Free Show go like 'Wow!' to then you get +40 Brownie Points

i.e. the best Genius Idea to Date, 14:55 2-9-2007, in The Free Show is 'The Cure For Blindness'. It was late at Night in a Session and we came up with this Hypothesis:

1. Introduce healthy eye DNA 2. Just transplant a whole still living cell tissue, an eyeball, into another Volunteer blind Human test subject.

3. This CAN theoretically be done already with every living organ, cell tissue and DNA... 4. The whole clue to youth is living rejuvenating cells.

A Higher Rank CAN Order it, too, at a max of 1 per Session.

"I ain't the one insulting your intelligence..." says Revlis.

"Congratulations!" says Silver.

(5.2.17) Super Sound Effect Sample's

If you come up with this totally mind blowin' Super Sound Effect Sample and there is a loud 'cool' or 'very cool' or 'wohhh...' in a Session of The Free show then

you, a Character Class, get +30 Brownie Points. A Higher Rank CAN Order it, too, at a max of 1 per Session

i.e. Alien Spaceships, Spaceship's, Rocket's, Satellite Attack's, Tram Hit's/Rip's/Whir's, Woo-a-ooo's, Scream's, Blip's, Noise,

Hum's, Hi-Frequencies, X-plosive's, Boom's, Kaboom's, Moan's, Bonk's, Tick's, Bad Accent's, Alien Voices', Rotary Gun's, Cute Little Surprizing Sound's, Vent Rip's, Pipe Rip's, Fart's, Sexual Inuendo's,

Animal Sound's, Licking, Sipping, Slurping, Biting, Munching, Gurglin', Gluggin', Gunshot's, Rifleshot's, Lasershot's, Laser's, BOOM's, KABOOM's, Null Boom's, Null BOOM's,

Whistle's, Car Sound's, Car Rev's, Car Glug's, Car Rip's, Car Boom's, Car Kaboom's, Nerd Sound's, Nerd Groan's, Nerd Scream's, Nerd Laugh's, Burp's, Burpin', Burper.

These are EACH the new Top 10 Super Sound Effect Samples! CONGRATULATIONS!!

REMEMBER: There are Top 10, Top 20, Top 30, Top 40 Award's for Voice's, Sound Effect Sample's and Visual Effect's.

(5.2.18) Make Someone Horny

Get +20 Brownie Points and DO NOT break ANY other Rule of The Free Show or you, a Member, get Banned Forever for the Insult.

(5.2.19) Frequent Flyer

for EACH Hour you participate in a Session of The Free Show you get +1 Brownie Point, automatically.

"You CAN Win on Brownie Points, alone..." says Silver.

(5.2.20) Stupid Noobie Statement's

Just say something 'Stupid' about IT or get Ripped up. This is a spin-off of the Noobie Session and is FULL tested...

Just say, "It is this and that..." wait 2 Seconds and then say "= Noobie!" If laughter is hard then you, a Character Class, get +20 Brownie Points, automatically.

(5.2.21) Super Voice Effect's

If you come up with this totally mind blowin' Super Voice Effect and there is a loud 'cool' or 'very cool' or 'wohhh...' in a Session of The Free show then

you, a Character Class, get +20 Brownie Points. A Higher Rank CAN Order it, too, at a max of 1 per Session

i.e. Robot/Mechanized, God-like Booming, Hi Womanly Elven, Screaming/Horror, Wankin', Suckin', Drivilin', Noob-like, Nerd-like, Vampire-like, Demon-like.

These are EACH the new Top 10 Super Voice Effect's! CONGRATULATIONS!!

(5.2.22) Super Visual Effect's

If you come up with this totally mind blowin' Super Visual Effect and there is a loud 'cool' or 'very cool' or 'wohhh...' in a Session of The Free show then

you, a Character Class, get +20 Brownie Points. A Higher Rank CAN Order it, too, at a max of 1 per Session i.e. Actually Casting Magic Missile for real..., Halogen Light Brain Bustin',

Silver Flashes, Blue Magenta Clouds, Red/Orange Suffused Glow Around Object, Light Throughout All Particles, Great Surrounding Lightning, Huge Lightning Vortex, Intense White Glow,

Blue N Magenta Portal

These are EACH the new Top 10 Super Visual Effect's! CONGRATULATIONS!!

(6) Attack, Defence, Armor and Damage

Damage is directly proportional to Armor. Health is described in Apotheum Colluseum Battle System.

Damage is a ratio of 10 : 1 on the Armor as a Virtual floating calculation multiplicital on the Hit's, BAF's, and a ratio of 1 : 10 on the Block's, SAF's, in Apotheum Colluseum.

See Apotheum Colluseum, BAF's and SAF's

For ALL other Questions read the comprehensive Battle System, Dice and/or NO Dice Rules (NODR), of Apotheum Colluseum.

(6.1) Body Part's or Head Part's

Front Side's and Back Side's are symmetrical, for EACH Body Part or Head Part which CAN be Attacked there is

a quantity of Damage it CAN take and a quality and quantity of Armor it CAN use.

The Area's/Part's of the Woman's Head Part's or Body Part's which CAN be Attacked, Defended and/or Damaged are the same as the Man's in The Free Show.

(6.1.1) Body Part's

(6.1.1.1) Shoulder's

Left, Right, Top, Collar, Left Blade, Right Blade, Front, Back

(6.1.1.2) Chest

Left, Right, Front, Back, Ribs, Center

(6.1.1.3) Abdomen

Left, Right, Front, Back, Center

(6.1.1.4) Arm's

Elbow (Left, Right, Front, Back, Inside, Outside), Biceps (Left, Right, Front, Back, Inside, Outside), Forearm (Left, Right, Front, Back, Outside, Inside), Wrist (Left, Right, Front, Back, Outside, Inside)

(6.1.1.5) Hand's

Left, Right, Front, Back, Top, Bottom, Finger's (Left, Right, Front, Back, Thumb, Forefinger, Middlefinger, 3rd Index, Pinky, Tip, Middle, Begin)

(6.1.1.6) Waist

Left, Right, Front, Back

(6.1.1.7) Hip's

Left, Right, Front, Back

(6.1.1.8) Crotch

Front, Back

(6.1.1.9) Leg's

Foreleg (Left, Right, Front, Back, Inside, Outside), Knee (Left, Right, Front, Back, Inside, Outside), Calves (Left, Right, Front, Back, Inside, Outside), Ankle (Left, Right, Front, Back, Inside, Outside)

(6.1.1.10) Feet

Left, Right, Top, Bottom, Inside, Outside, Front, Back

In Battle Mode, you, a Character Class, CAN Attack, Defend and/or Damage ANY of the Head Part's/Area's or Body Part's/Area's.

As you CAN see, Alien's are FULLY supported in this system of The Free Show.

ANY Magic Item and/or Technological Item CAN be attached to ANY Body Part or Head Part at a max of 1 per.

(6.1.2) Head Part's:

(6.1.2.1) Upper

Left, Right, Front, Back, Top

(6.1.2.2) Hair

Left, Right, Front, Back, Top

(6.1.2.3) Ears

Left, Right

(6.1.2.4) Eyes

Left, Right

(6.1.2.5) Nose

Left, Right

(6.1.2.6) Cheek

Left, Right

(6.1.2.7) Mouth

Left, Right, Upper Lip, Bottom Lip, Inside, Tongue, Teeth

(6.1.2.8) Chin

Left, Right, Bottom

(6.1.2.9) Neck

Left, Right, Front, Back

(6.1.3) Multiple Appendages

It is possible to have Multiple Appendages at a max of 32 for EACH Body Part and at a max of 16 for EACH Head Part.

(6.2) Kill Shot's

Kill Shot's are aimed at Weak Head Part's or Weak Body Part's.

(6.2.1) Head Shot:

Left, Right, Front, Back, Top

(6.2.2) Neck Shot:

Left, Right, Front, Back

(6.2.3) Chest Shot:

Left, Right, Front, Back

(6.2.4) Abdomen Shot:

Left, Right, Front, Back

(6.2.5) Crotch Shot:

Left, Right, Front, Back

(6.2.6) Knee Shot:

Front, Back, Inside, Outside

(6.2.7) Ankle Shot:

Front, Back, Inside, Outside

(6.2.8) Foot Shot:

Front, Back, Top, Bottom, Inside, Outside

Kill Shot's CAN Heavy Damage the Character Class in 1 Attack.

Kill Shot's CAN Critical Damage the Character Class in 1 Attack.

Kill Shot's CAN Lethal Damage, KIA, the Character Class in 1 Attack.

See Armor and Damage, Damage

(6.3) Damage:

Damage is done in Attack's to a Character Class in Battle ONLY.

Damage is Light, Medium, Heavy, Critical or Lethal.

As you, a Character Class, go up in Rank's, Buy Armor and/or increase your Armor Discipline Skill's your Character Class Damage gets Stronger.

Degree Of Attack - Degree Of Defense - Character Class Damage = DamageXNR .

Degree Of Attack = DOA .

Degree Of Defense = DOD .

Character Class Damage = CCDamage .

DamageXNR = DXNR .

(6.4) Degree Of Attack's:

Degree Of Attack's = DOAS .

(6.4.1) Degree Of Weapon = 1 → 20 Degree Of Strength per Type Of Weapon .

Degree Of Weapon = DOW .

(6.4.2) Degree Of Armor = 1 → 20 Degree Of Strength per Type Of Weapon .

Degree Of Armor = DAO .

(6.4.3) Degree Of Defense = 1 → 20 Degree Of Strength per Rank .

Degree Of Defense = DOD .

(6.4.4) Kill Shot's = 1 → 20 Degree Of Strength per Weak Head Part or per Weak Body Part per Angle Of Attack .

Kill Shot = KS .

(6.4.5) Light Damage = 1 → 10 Degree Of Strength per Head Part or per Body Part per Angle Of Attack .

(6.4.6) Medium Damage = 11 → 30 Degree Of Strength per Head Part or per Body Part per

Angle Of Attack .

(6.4.7) Heavy Damage = 31 → 60 Degree Of Strength per Head Part or per Body Part per Angle Of Attack .

(6.4.8) Critical Damage = 61 → 100 Degree Of Strength per Head Part or per Body Part per Angle Of Attack .

(6.4.9) Lethal Damage = 101 → 150 Degree Of Strength per Head Part or per Body Part per Angle Of Attack .

(6.4.10) Head Part = 1 → 20 Degree Of Strength per Angle Of Attack .

(6.4.11) Body Part = 1 → 20 Degree Of Strength per Angle Of Attack .

(6.4.12) X Variable = Fixed Quantitative Variable in Battle Area .

(6.4.13) R Variable = Random Variable in Battle Area .

(6.4.14) N Variable = Fluctuative Qualitative Variable in Battle Area .

Degree Of Strength = DOS .

(6.5) Degree Of Attack:

Degree Of Attack = DOA .

(6.5.1) Angle Of Attack

(6.5.2) Degree Of Weapon

(6.5.3) Head Part

(6.5.4) Body Part

(6.5.5) Kill Shot

These simply get added up.

(6.6) Degree Of Defense:

Degree Of Defense = DOD .

(6.6.1) Degree Of Armor

(6.6.2) Degree Of Defense

(6.6.3) Head Part

(6.6.4) Body Part

(6.6.5) Kill Shot

These simply get added up.

(6.7) Angle Of Attack's:

Angle Of Attack's = AOAS .

These are the Left, Right, Front, Back, Top, Bottom, Inside, Outside, Center or Specific Sub-Part's/Sub-Area's of the Head Part's/Area's or Body Part's/Area's.

EACH Sub-Part has a Degree Of Strength from 1 → 20 .

The Degree Of Strength is Modified by the 10 possible Angle Of Attack's:

(6.7.1) Left = -4 DOS .

(6.7.2) Right = -4 DOS .

(6.7.3) Front = -2 DOS .

(6.7.4) Back = -10 DOS .

(6.7.5) Top = -8 DOS .

(6.7.6) Bottom = -6 DOS .

(6.7.7) Inside = -5 DOS .

(6.7.8) Outside = -3 DOS .

(6.7.9) Center = -4 DOS .

(6.7.10) Specific = -12 → -18 DOS .

These reflect the vulnerability of the location NOT the ability to Hit the target.

REMEMBER: The ability to Hit a Target is fully described in the comprehensive Battle System of The Free Show in Apotheum Colluseum.

(6.8) Damage Radius:

Damage Radius = 1 → 20 Degree Of Strength per Area at a min of .5 meters.

(6.9) Armor and Damage Modified

Attack, Damage, Armor and Damage is modified on a scale of 1 → 10 at 1 is Weakest and 10 is Strongest.

ALL Item's and/or Spell's follow this Rule. This is a multipical of the Modifiers in Apotheum Colluseum.

This is a good way of deciding what is Weak and Strong i.e. 1 → 3 is Weak, 2 → 6 is Average, 7 → 10 is Strong.

Therefore, if a Weak Lightning Blast (2) Hit's an Average/Medium Shield Armor (5) then it's a direct ration of 2 : 5 which decides if

the Defender is Hit and/or Damaged by the Attacker.

This is calculated by my Computer for EACH Spell and/or Item in the Battle per Battle Round at a max of 64 Spell's and/or Item's.

The actual memory needed for this is NOT as much as you think, but it is recommended to use a top-of-the-line graphics card.

(6.10) Custom 3D Design

You, a Member, CAN design your own inventions within the Element's of The Free Show provided your own design's do not cause a conflict with ANY Rule in The Free Show.

You, a Member, CAN make your own 3D Custom Animated Spell's, Magic Item's and Technological Item's for Body Part's and Head Part's for your Character Classes.

You, a Member, Pay a quantity of Tooney Euros depending on the Spell and/or Item Cost and ML for your own Custom 3D Design.

The following methods are possible in The Free Show.

(6.10.1) Make your own Custom 3D Part's manually with a 3D Graphical Editor.

(6.10.2) Choose from pre-made 3D Part's of The Free Show for your Character Classes

(6.10.3) Buy and Sell Spell's, Magic Item's and/or Technological Item's between Member's and/or Character Classes.

(6.10.4) Pay for 3D Part's of The Free Show.

"I hate being ripped off..." says Revlis.

(6.11) Chance Of Success of Attack

An Attack will Succeed if MLX - AR if you Successfully Hit another Character Class with your Bullets at Frequency in a 3D FPS Environment using your Mouse and/or

Keyboard Activating Spell's, Magic Item's, Technological Item's, god object's and/or God Powers.

X = DOA .

AR = Range .

(6.12) Attack Damage

The quantity of Damage you do to an Enemy Character Class is # of descriptive word's of Spell's, Magic Item's, Technological Item's, god-object's and/or

God Power's multiplied by ML of your Character Class minus Range.

$AD = SI \times (ML - AR)$.

AD = Attack Damage .

Spell's + Magic Item's + Technological Item's + god-object's + God Power's = SI .

ML = Rank of Character Class.

AR = Range.

(7) More Power's

This is in addition to the Power's in the other tfsreadme's.

Note: The Cost of EACH Power is to Buy the Capability, one Time ONLY, afterwards you CAN use the Power as often as you want.

See fuckinreadme's

(7.1) Vortex Of Chaos

Grab ALL hollow puppet model's up and toss EACH of them in a 2 km radius randomly causing Massive Damage and Killing ANY lower Rank Character Class.

This Costs you, a Character Class, 60000000 Tooney Euros to Buy the Capability.

(7.2) Nuclear Bomb

Nuclear Bomb's and other such Large Area Effect Weapon's with the Destruction of up to ALL the Brushes and Objects, except the Ground and Sky Terrain's is allowed in The Free Show.

This Costs you, a Character Class, 130000000 Tooney Euros to Buy the Capability.

(7.3) EM Pulse Attack

You, a Character Class, CAN launch an EM Pulse Attack which is a very loud Null Vibe of at a max of 10 Seconds followed by a very loud Electric Blast at a max of 4 Seconds followed by

a very loud Whooooomp! at a max of 4 Seconds and at a max of a 2000 meter radius.

This Costs you 60000000 Tooney Euros to Buy the Capability.

(7.4) Noobie Self-Imploding

You, a Character Class, CAN Activate this Power and a lower Rank spiral's inward's in motion, accelerating, and then KABOOM, and instant KIA's the lower Rank.

This CAN ONLY be done to an Enemy and the Chance of Success is 10% per lower Rank below your Character Class.

This Costs you 30000000 Tooney Euros to Buy the Capability.

(7.5) Voicalizer

The Voicalizer, since imitating, paraphrasing and admiring someone is NOT the same as Impersonation:

(7.5.1) 1 Voice

1 Voice of anyone you know and ONLY complimentary.

This Costs you 2000000 Tooney Euros per Voice to Buy the Capability.

(7.5.2) 2 Voices

2 Voices at the same time i.e. Bush and Schwarzenegger Morphed and ONLY Funny and NOT Insulting.

This Costs you 4000000 Tooney Euros per 2 Voice's to Buy the Capability.

(7.5.3) 3 Voices

3 Voices at the same time with the same Condition's as 2 Voices.

This Costs you 6000000 Tooney Euros per 3 Voice's to Buy the Capability.

(7.5.4) 4 Voices

4 Voices at the same time with the same Condition's as 2 Voices.

This Costs you 8000000 Tooney Euros per 4 Voice's to Buy the Capability.

(7.6) Long Boring Monologue

Put 'em all to sleep, again, at ANY Time of the Week, much better then the Quantum Effect, drone on for at a min of 30 Minutes, about ALL the most lame,

predictable, manic, depressive commonalities about our pathetic existence on this backwater Planet for ONLY 1000000 Tooney Euros per 10 Minutes per 64 kb/s Voice ONLY.

Get Immunity to Kick for quantity of Time Activated at a max of 6 Hours.

This Costs you 2000000 Tooney Euros per Voice to Buy the Capability.

(7.7) Gang Bang Effect

This is quite useful when a Member and/or Character Class starts Dominating in a Session of The Free Show...

Regardless of Alliances, if a single Member and/or Character Class and/or Gru is trying to dominate then the Member's and/or Character Classes and/or

Gru's CAN Gang Bang him or her or them. This effectively Removes the Member and/or Character or Gru regardless of Immunity, equivalent to a Ban.

This Costs 20000000 per Member Activating the Gang Bang at a min of 4 Member's to Buy the Capability.

(7.8) Satellite Attack

You, a Character Class, CAN Activate a Satellite Attack in Defence and/or Offence which blasts a target Area

with a Laser Attack and/or EM Pulse Attack.

A Laser Attack causes at a min of Critical Damage at a max of Large Area and everything in it.

An EM Pulse Attack disables ALL Technological Item's and ALL Vehicle's at a max of Huge Area for at a max of 2 Hours.

(7.8.1) Defence Laser Attack

Defence Laser Attack Costs you 200000000 Tooney Euros to Buy the Capability and it is your own Choice to Turn your Alignment into Enemy.

(7.8.2) Offence Laser Attack

Offence Laser Attack Costs you 400000000 Tooney Euros to Buy the Capability and you must be Neutral or Enemy, already, and Turns you into Enemy, automatically.

(7.8.3) Defence EM Pulse Attack

Defence EM Pulse Attack Costs you 150000000 Tooney Euros to Buy the Capability and it is your own Choice to Turn your Alignment into Enemy.

(7.8.4) Offence EM Pulse Attack

Offence EM Pulse Attack Costs you 300000000 Tooney Euros to Buy the Capability and you must be Neutral or Enemy, already, and Turns you into Enemy, automatically.

(7.9) IPBM Attack

You, a Character Class, CAN Activate at ≤ 5000 km an ICBM Attack and at > 5000 km an IPBM Attack.

You CAN ONLY Activate an ICBM or IPBM if you are Neutral or Enemy of target Area and the Activation Turns you into Enemy, automatically.

An ICBM causes at a min of Critical Damage to the whole target Area and everything in it.

An IPBM causes at a min of Critical Damage to the whole target Area and everything in it.

An ICBM CAN ONLY be Activated between Country's on the same Planet

AN IPBM CAN ONLY be Activated between Country's on 2 different Planet's.

(7.9.1) 2000 km ICBM

2000 km ICBM Costs you 20000000 Tooney Euros.

(7.9.2) 5000 km ICBM

5000 km ICBM Costs you 40000000 Tooney Euros to Buy the Capability.

(7.9.3) 10000 km IPBM

10000 km IPBM Costs you 100000000 Tooney Euros to Buy the Capability.

(7.9.4) 20000 km IPBM

20000 km IPBM Costs you 200000000 Tooney Euros to Buy the Capability.

(7.9.5) 50000 km IPBM

50000 km IPBM Costs you 400000000 Tooney Euros to Buy the Capability.

(7.9.6) 100000 km IPBM

100000 km IPBM Costs you 800000000 Tooney Euros to Buy the Capability.

(7.9.7) 200000 km IPBM

200000 km IPBM Costs you 1600000000 Tooney Euros to Buy the Capability.

(7.9.8) 500000 km IPBM

500000 km IPBM Costs you 3200000000 Tooney Euros to Buy the Capability.

(7.9.9) 1000000 km IPBM

1000000 km IPBM Costs you 6400000000 Tooney Euros to Buy the Capability.

(7.10) Rocket Racket

This one has 4 Functions EACH activated by simply stating, " Rocket's O.N.!" or " Rocket's O.F.F.!" + ' Name '.

(7.10.1) Offence

This way you, a Character Class, CAN have FUN aiming Rocket's at your unsuspecting Victim's! Rocket's NOT ONLY cause Heavy → Critical Damage but Rocket's make loud KABOOM's, too!

This Costs you, a Character Class, 20000000 Tooney Euros per 3 Rockets to Buy the Capability.

(7.10.2) Defence

Ever get rudely awoken? Well, no more, with this fine highly sensitive, highly paranoid, Home Rocket Defence System. These Rocket's go WOOSH WOOSH WOOSH launching automatically when

the Enemy is detected near your Home and cause Heavy → Critical Damage.

This Costs you, a Character Class, 20000000 Tooney Euros per 3 Rockets to Buy the Capability.

(7.10.3) Portable

Ever need some Heavy Ammo on-the-fly, cause the Native's are pissin' you off for no reason whatsoever? Well then, try this cool Small highly accurate and deadly Rocket Platform.

They happily go Zoom Zoom Zoom and cause Heavy Damage.

This Costs you, a Character Class, 15000000 Tooney Euros per 3 Rockets to Buy the Capability.

(7.10.4) Fixed

Ever been bored and just need some target practice? Screw this Small → Medium Rocket Platform down next to your lawnchair and don't worry about your drink cause it's easy to launch with 1 Hand...

They happily go Zoom Zoom Zoom and cause Heavy → Critical Damage.

This Costs you, a Character Class, 15000000 or 30000000 Tooney Euros per 3 Rockets to Buy the Capability.

(7.11) Missile Silo

This one has 4 Functions EACH activated by simply stating, " Missile's O.N.! " or " Missile's O.F.F.! " + ' Name '.

(7.11.1) Offence

This way you, a Character Class, CAN have FUN aiming Missile's at your unsuspecting Victim's! Missile's NOT ONLY cause Critical → Lethal Damage but Missile's make loud KABOOM's, too!

This Costs you, a Character Class, 30000000 or 60000000 Tooney Euros per 3 Missiles to Buy the Capability.

(7.11.2) Defence

Ever get rudely awoken? Well, no more, with this fine highly sensitive, highly paranoid, Home Missile Defence System. These Missile's go WOOSH WOOSH WOOSH launching automatically when

the Enemy is detected near your Home and cause Critical → Lethal Damage.

This Costs you, a Character Class, 30000000 or 60000000 Tooney Euros per 3 Missiles to Buy the Capability.

(7.11.3) Portable

Ever need some Lethal Ammo on-the-fly, cause the Native's are pissin' you off for no reason whatsoever? Well then, try this cool Medium highly accurate and deadly Missile Platform.

They happily go Zoom Zoom Zoom and cause Critical → Lethal Damage.

This Costs you, a Character Class, 30000000 or 60000000 Tooney Euros per 3 Missiles to Buy the Capability.

(7.11.4) Fixed

Ever been bored and just need some target practice? Screw this Medium → Large Missile Platform down next to your lawnchair and don't worry about your drink cause it's easy to launch with 1 Hand...

They happily go Zoom Zoom Zoom and cause Critical → Lethal Damage.

This Costs you, a Character Class, 30000000 or 60000000 Tooney Euros per 3 Missiles to Buy the Capability.

(7.12) Cluster Bomb

This is massive explosive and incendiary multiple bombs dropped into 1 Area at a max of 40 Bombs per Attack. Wow, look at the special effect's!

This causes Heavy → Critical Damage per Bomb.

This Costs you, a Character Class, 10000000 Tooney Euro's per Bomb at a min of 10 Bombs per Cluster to Buy the Capability.

(7.13) Hi!-Precision Bomb

Someone else just irritating you, well end your headache, now... Aim a Smart, and very perfect aim, Bomb at some asshole causing Lethal Damage instantly...

This Costs you, a Character Class, 100000000 Tooney Euro's per Bomb to Buy the Capability.

(7.14) Multi-Channel's

The advantage's of Multi-Channel's are near-infinite. In The Free Show you, a Member and/or Character Class, CAN Activate at a max of 1024 internal and/or external Channel's

at the same time to Activate ALL kinds of exciting Function's.

This Costs you, a Character Class, 10000000 per 64 internal and/or external Channel's to Buy the Capability.

(7.15) Bad Luck

This is ONLY Temporary.

Cause a line of process Failures in another Character Class, ONLY Virtual, at a max of 2 Weeks real-time.

" 'Is this merely coincidence?' " is what you have to make your Victim think and/or say to get 50% of your Cost's Refunded automatically.

This Costs you, a Character Class, 30000000 Tooney Euros per 2 Days at a max of 2 Weeks and is allowed ONLY once per Victim Member to Buy the Capability.

"Oops, just opened a 49000000 pixel B&W picture..." says Kyle.

(7.16) Freak Out Effect

Try to Freak Out ANY Member and/or Character Class by Bullshiting om ANY thing and EVERY thing, in ANY case, if you, a Member and/or Character Class,

get your Victim goin' for at a min of 1 Week, without a telephone call or personal conversation, then you get 50% Bonus of the Cost of this Power.

This Costs you, a Character Class, 130000000 Tooney Euros to Buy the Capability.

"Have you ever seen an upset Noobie stomp, run, bounce so hard that away 'n start vibratin' at the helpdesk or cash register 'bout how he/she got fucked...?" says Mr. Newbie, Kid Rules Lawyer.

(7.17) Freak Job Effect

Try to cause as much Freakin' in a Session of The Free Show by making the most outrageous and challenging Statement's you, a Member and/or Character Class, CAN make.

Your purpose, of course, is to make sure they don't find out you're actually Freakin' Em, completely. If they do find out then you Pay another 20% of the Cost of this Power.

This Costs you, a Character Class, 100000000 Tooney Euros to Buy the Capability.

"One thing I noticed is that things are just wayyy to expensive 'round here..." says Roary, Fire Dragon.

(7.18) Freak 'Em All

Do a little bit of mild buffin' around the corner's, a couple white lies, a little bluffing and Presto! you Freak 'Em All out on ANY Issue on Planet Earth, or some other Planet, of course...

This Costs you, 80000000 Tooney Euros to Activate. If you Succeed you get 10000000 Tooney Euros per 10 Minutes before a single Member and/or

Character Class in the Session realizes what kind of Bullshit you're tryin' to push at a max of 160 Minutes.

"One thing I noticed about startin' up Private's and Captain's is there super bravado, fearless, I know-it-all and can take-on-the-world attitude, well..." says Silber, Psionic Warlock.

(7.19) Kick Yourself In The Head

Real cheap, forcibly Terminates your Connection to a Session of The Free Show, N.O.W.

This Costs you, a Member and/or Character Class, 40000 Tooney Euros to Buy the Capability.

(7.20) Rip Off

You, a Character Class, CAN try to Rip Off an other Character Class for:

(7.20.1) Tooney Euros

You CAN Rip Off at a max of 1000000 Tooney Euro's per Rank of Victim at a min of 6 Rank's above your Rank.

Your Chance of Success is -15% per difference in Rank after you Attack Successfully.

Rogue's get a bonus of +5% per difference Rank.

This CAN be Activated at a max of 1 per 24 Hours.

If you DO NOT Succeed then you in Turn get KIA'd by your Victim Member.

You, a Character Class, have to be a Rogue or at a min of 50% Evil CC Alignment to Buy, use and/or Activate this Power.

This Costs you, a Character Class, 20000000 Tooney Euros to Buy the Capability.

(7.20.2) Spell's

You CAN Rip Off at a max of 1 Spell per 24 Hours. Your Victim must be at a max of 7 Rank's above your Rank.

You CAN Rip Off at a max of a Spell Rank 03 if the difference is 7 Rank's, Spell Rank 04 if the difference is 6 Rank's, and so on...

Your Chance of Success is -15% per difference in Rank after you Attack Successfully.

Rogue's get a bonus of +5% per difference Rank.

Rogue Discipline's Affect the Attack and/or Skill Result and/or Skill Total Result.

Wizard's get a bonus of +5% per difference Rank.

You, a Character Class, have to be a Rogue or at a min of 50% Evil CC Alignment to Buy, use and/or

Activate this Power.

This Costs you, a Character Class, 40000000 Tooney Euros to Buy the Capability.

(7.20.3) Magic Item's

You CAN Rip Off at a max of 1 Magic Item per 24 Hours. Your Victim must be at a max of 7 Rank's above your Rank.

You CAN Rip Off at a max of a Magic Item Rank 03 if the difference is 7 Rank's, Magic Item Rank 04 if the difference is 6 Rank's, and so on...

Your Chance of Success is -15% per difference in Rank after you Attack Successfully.

Rogue's get a bonus of +5% per difference Rank.

Rogue Discipline's Affect the Attack and/or Skill Result and/or Skill Total Result.

Wizard's get a bonus of +5% per difference Rank.

You, a Character Class, have to be a Rogue or at a min of 50% Evil CC Alignment to Buy, use and/or Activate this Power.

This Costs you, a Character Class, 60000000 Tooney Euros to Buy the Capability.

(7.20.4) Technological Item's

You CAN Rip Off at a max of 1 Technological Item per 24 Hours. Your Victim must be at a max of 7 Rank's above your Rank.

You CAN Rip Off at a max of a Magic Item Rank 03 if the difference is 7 Rank's, Technological Item Rank 04 if the difference is 6 Rank's, and so on...

Your Chance of Success is -15% per difference in Rank after you Attack Successfully.

Rogue's get a bonus of +5% per difference Rank.

Rogue Discipline's Affect the Attack and/or Skill Result and/or Skill Total Result.

Cyborg's get a bonus of +5% per difference Rank.

You, a Character Class, have to be a Rogue or at a min of 50% Evil CC Alignment to Buy, use and/or Activate this Power.

This Costs you, a Character Class, 80000000 Tooney Euros to Buy the Capability.

Note: god-object's and God Power's CAN NEVER be Ripped Off.

See Apotheum Colluseum Game Rules

(7.21) Boom Attack

(7.21.1) Boom

Causes Light Damage and is really Cheap! Boom is best used to Irritate the hell out of your opponent, for it barely Damages him or her.

This Costs you, a Character Class, only 50000 Tooney Euro's to Buy the Capability.

(7.21.2) Kaboom

Causes Medium Damage and is average Cheap. Kaboom is best used with other Attack's, to keep an Enemy at Distance,

for it barely affects Higher Rank's and causes at a max of Medium Damage to other Rank's.

This Costs you, a Character Class, 200000 Tooney Euro's to Buy the Capability.

(7.21.3) Null Boom

Causes Heavy Damage and is normal Cheap. Null Boom is best used to shock the fuck out of the Enemy, since it also releases a cute energy discharge,

causing at a max of Heavy Damage to lower Rank's, ONLY.

This Costs you, a Character Class, 20000000 Tooney Euro's to Buy the Capability.

(7.21.4) BOOM!

Causes Lethal Damage and is expensive. BOOM! is great fun and CAN take out, not for lunch, whole Gru's who Charge in madly to break a hole...

This causes at a max of Lethal Damage to ANY Rank.

This Costs you, a Character Class, 10000000 Tooney Euro's to Buy the Capability.

(7.21.5) KABOOM!

Causes a Large Area Effect Xplosion and is very expensive. KABOOM! whipes out everything in the Area with a very loud EM Xplosion,

at well over 143db it also Kills everything in the Area, at a max of 5km radius.

This causes at a min of Heavy Damage to ANY Rank.

This Costs you, a Character Class, 25000000 Tooney Euro's to Buy the Capability.

(7.21.6) NULL BOOM!

Causes a Huge Area Effect Xplosion and is super expensive. NULL BOOM! destroys everything in the larger Area with a great WOOOOMMPA! and

ONLY Null Shield's and Spheres have ANY Defence versus NULL BOOM! and ALL Building's are flattened, too.

This causes at a min of Lethal Damage to ALL Character Classes and at a min of Heavy Damage to ALL Building's, regardless of Rank.

This Costs you, a Character Class, 50000000 Tooney Euro's to Buy the Capability.

(7.21.7) BAF and SAF

See Apotheum Colluseum Game Rules

(7.22) Bullshit A Noobie:

Well, just start talking, taunting, poking, pulling, nabbing, blabbing, gabbing, fabbing, dabbing, jabbing, ribbing and/or wabbing...

(7.22.1) In Combination With Noobie Setup

This Costs you, a Member and/or Character Class, 20000000 per Hour. If the Noobie Victim of yours does NOT get it, already, then you get 100% of 20000000 per Hour returned.

(7.22.2) In Combination With Freak Out Effect

This Costs you, a Member and/or Character Class, 20000000 per Hour. If the Noobie Victim of yours does NOT get it, already, then you get 100% of 20000000 per Hour returned.

(7.22.3) In Combination With Freak Job Effect

This Costs you, a Member and/or Character Class, 20000000 per Hour. If the Noobie Victim of yours does NOT get it, already, then you get 100% of 20000000 per Hour returned.

(7.22.4) In Combination With Stupid Noobie Statement's

This Costs you, a Member and/or Character Class, 20000000 per Hour. If the Noobie Victim of yours does NOT get it, already, then you get 100% of 20000000 per Hour returned.

"Don't even try to bullshit a bullshit artist, man..." says Kyle.

(8) Death Of Character Class

Death of your Character Class puts the Character Class of the Member of The Free Show into Dead-Mode and the Character Class is automatically Kicked with NO Immunity, logoffs and logons,

if you CAN pay in Tooney Euros the Clerk, Clergy and Priest of the local Temple or Church 5% of the Cost of your Resurrection. This is called a Character Class Respawn in The Free Show and is Activated

if the Character Class is Killed in Battle and/or put in Dead-Mode for ANY other reason, except if Ordered into Dead-Mode by a Higher Ranking Member.

If Dead-Mode is Ordered by a Higher Rank then the Dead-Mode of your Character Class CAN be indefinite.

See Killed In Battle

The Cost of this is per tiered Rank, per Privileged Rank or per Immortal Rank.

The Cost of Resurrecting your Character Class is:

(8.1) Rank:

(8.1.1) Noobie → Luitenant: 2000000 Tooney Euros

(8.1.2) Captain → Major: 5000000 Tooney Euros

(8.1.3) General → 4-Star General: 12000000 Tooney Euros

(8.1.4) a god/a goddess → Highest Rank a god/a goddess: 30000000 Tooney Euros

(8.2) Privileged Rank:

The ONLY way to become a Privileged Member at a min of a General of Mine with Immunity's in The Free Show, starting 01012007, is to Register at a min of 1 Character Class and

to Validate the real Identity of you, a Member, into a database and/or log of The Free Show.

See Methods of Contact, Forms, Registration, Validation, Privileged, Non-Privileged

There is ONLY and ALWAYS at a max of 1 Member per sentient Human and/or sentient Alien in The Free Show.

The Cost of Resurrecting your Character Class is:

(8.2.1) a General of Mine → 4-Star General Resurrection Cost = 10000000 Tooney Euros.

(8.2.2) a god of mine/a goddess of Mine → Highest Rank a god/a goddess Resurrection Cost = 20000000 Tooney Euros.

(8.2.3) Immortal Rank 1 of Mine → Immortal Rank 10 of Mine Resurrection Cost = 30000000 Tooney Euros.

(8.2.4) Planar Rank 1 of Mine → Planar Rank 10 of Mine Resurrection Cost = 40000000 Tooney Euros.

(8.2.6) God/Goddess Rank of Mine → God/Goddess Rank of Mine Resurrection Cost = 50000000 Tooney Euros.

(8.2.7) Non-Privileged Rank's get 10% of the Resurrection Cost of a Privileged Rank.

(8.2.8) lower Rank's, below a General or a General of Mine, get ONLY a Resurrection Cost = 100000 Tooney Euros.

Note: These are the Costs for a Privileged Rank with Immunity's of Mine and NOT the larger mass of Non-Privileged Member's and/or Character Classes.

Note: Resurrecting your Character Class after getting Killed in Battle is NOT the same as KIA in DOD Mission.

Death = Killed = KIA = Dead-Mode ≠ KIA in DOD Mission.

There is at a max of 32 Character Classes per Member and at a max of 4 Character Classes Who CAN be Activated at the same time.

(8.3) Immortal Rank:

See Immortal Rank's

Clause: NO Member CAN be Ordered into Dead-Mode and/or Turned Into A Noobie and/or Turned Into A Noobie Forever and/or NO Enemy CAN be Demoted to Win a Battle.

If you, a Member, CAN NOT pay for the Resurrection of your Character Class then your Character Class is in Dead-Mode, indefinitely.

REMEMBER: At a specific Deficit I, Silver, Silber or Revlis, Enslave you, a Character Class, ONLY.

See Tooney Euro Deficit

(8.4) Penalty Of Death

Penalty Of Death = Pain Of Death .

The Penalty Of Death of your Character Class in The Free Show is:

(8.4.1) 1 Tap by the Battle Winner.

See Apotheum Colluseum, the Ultimate 3D InterActive™ Game

(8.4.2) Loss of 1 of Weak Items of ANY Type of Item.

(8.4.3) Loss of ALL Brownie Point's gotten in Battle.

(8.4.4) Death of Member

If a Member is put in Dead-Mode for ANY reason, especially dying for real and passing on to the Heaven's and/or Hell's,

then the Member and ALL his/her Character Classes cease to Function and/or Activate. If Ordered then the Dead-Mode CAN be indefinite.

(8.4.5) Killed In Battle

Killed In Battle = KIB.

KIB does not equal KIA. Killed In Battle is comprehensively covered in Apotheum Colluseum.

See Apotheum Colluseum

To Resurrect yourself if you are Killed In Battle Costs you, a Character Class, 5% of the Cost of your Resurrection.

Resurrection take 10 Seconds real-time per Rank of your Character Class to come back to Life.

See Killed In Action

See Resurrection

(8.5) Ways To Die

There are various vastly amusing Ways To Die for your Character Class in The Free Show. You know Who this is Inspired by, already.

These are not just funny, but are actual ways to die in a 3D Level. The Top 10 Best Ways To Commit Suicide Reality Show is hilarious, too, and is really a Game Element. [(:-)]

See The Top 10 Best Ways To Commit Suicide Reality Show

(8.5.1) Best

During Orgasm.

(8.5.2) Worst

Hit by Bus at 60 km/h

(8.5.3) Most Peaceful

In your Sleep.

(8.5.4) Funniest

Farting so hard you give yourself a heart attack and keel over dead.

(8.5.5) Most Violent

Jumping off the highest point of the CN Tower, the longest free-standing structure/building in the World.

(8.5.6) Lamest

Being splatted like some Noobie 20 times in a row and Losing the Game.

(8.5.7) Most Bravest

Tryin' to Rescue a long blonded virgin maiden from her boyfriend a Dragon...

(8.5.8) Most Cowardly

Hidin' in a building which collapses in the middle of a firefight.

(8.5.9) Most Brightest

Cleaning the X-Mas lights while turned on around your naked body.

(8.5.10) Most Darkest

Banging yourself on the head with a hammer under an unlit dusty cobwebby staircase...

(8.5.11) Stupidest

Using an electric shaver in the shower

(8.5.12) Smartest

12-Year old Chucky's methodology

(8.5.13) Most Evil

Honour Revenge Knifing

(8.5.14) Most Neutral

Random Hanging

(8.5.15) Most Good

Anaesthesia

(8.5.16) Most Political

Dropping the bomb on their near-invincible EM Domed Magnetic City just for the lol of it...

(8.5.17) Most Deserved

Being shot and exploded by your own Ammo while taking a crapper.

(8.5.18) Most Undeserved

Being the last Unknown Soldier to die after the Battle is Won, already.

(8.5.19) Most Lucky

Just after being diagnosed, without doubt, with Terminal Cancer...

(8.5.20) Most Unlucky

You are goin' to cash in your \$2,000,000.00 lottery ticket and don't make it...

(8.5.21) Longest

Being tortured to Death by Silber for Centuries long under the Gobi Desert for having seriously #@!*jX^i[*]É up a DOD Mission.

(8.5.22) Shortest

Using Magic, snapping your finger and willing yourself out of the material Plane Of Existence in 2 nanoseconds flat?

(8.5.23) Most Tempting

Purposely doin' exactly what you shouldn't do according to your own weaknesses.

(8.5.24) Most Lovin'

Puttin' a pillow on your Mother's Head cause there's no cure for her Terminal Disease.

(8.5.25) Most Glorious

Chargin' as a Captain should at the head of your battalion screamin' bloody murder and gettin' shot in the head before 2 Minutes have passed.

(8.5.26) More Ways To Die

Think up your own ways to commit harikari, murder, or plain Killing Spree's, Virtually, of course, since there are, thanks to our great GOD Death,

a near-infinite ways to meet your inevitable, yet ONLY Physical, end.

(8.6) The Top 10 Best Ways To Commit Suicide Reality Show

Just like the Ways To Die in The Free Show these are not just hilarious but are actual ways to kill yourself in this mad game... HA HA HA!!! [(:-)]

(8.6.1) Walk With Chains And Bricks On Your Feet Into The Ocean

This is the best way to Commit Suicide. Simply, buy some chains and find some bricks for FREE, wrap 'em around your legs and start walking... straight into the ocean.

(8.6.2) Try To Dodge A 300 km/hr Train

O.k., strap your jet-pack on and get a good running start... the one who makes it to the other side gets her in his arms... the other's well... WAAHH... SPLAT!!

(8.6.3) 12-Year Old Chucky's Method

Once again, one of the best ways to do yourself is to just stand in a little pool of wet substance, get a bare wire (spare?), grab the raw end with your thumb and forefinger, and KABOOM!!

(8.6.4) Everybody Jump For Joy!

O.k., you thought it was bad in your country, we've got a big white library here, really tall, too, with the Social Services, and plenty of walk-ways, go up to the 9th floor and WEEEEEE... got 'em good.

(8.6.5) Double Barrelled Sawed Off Shotgun

He's still sitting in front of the door with a Double Barrelled Sawed Off Shotgun... At the last minute, before he breaks FREE and gets the Enemy, he turns it on himself, blowing his head clean off his shoulders... YAH!

(8.6.6) Granny Hung Herself In The Closet

Have you ever seen a really dark musty dusty closet, which hasn't been cleaned in about 2 years, and do ya get the creeps?? Well, Granny, of course, hung herself in it... schwing, schwing, bonk, bonk, crrroak.

(8.6.7) The Ultimate IT Wired Experience

You know it, don't aim shit, all right, does the mobile or the satellite aim shit? Uhhh, send about 20000000 Kj worth of information straight at your head, Kw is good, too... and KRSSSHHH... BOOM!!

(8.6.8) The Ultimate High

Don't stop now... don't stop now... therefore, take as many pills, hoppers, toppers, trippers, poppers, dippers, hipers, rippers, ploppers, boppers, coppers, doppers, woppers, zappers... uh yah, at the same time!! RIP!

(8.6.9) Car Or Bus Or Truck Is Absolute Certainty

Nothing like that scene, man, everybody freakin' out! WOOH, YAH! You just want to innocently cross the street j-walking and out of nowhere comes this huge bus! YES, you're instantly dead. Must be FREE, man...

(8.6.10) Stage The Suicide

How many Ways To Die? If you just Stage The Suicide then no one is guilty! Yes, of course, why didn't you think of this sooner. Eeny Meeny Miny Mo... which way should the Nigga go?

(9) More Privileged Member's

Being a Privileged Member of The Free Show grants you, a Member and/or Character Class, Immunity's.

These are ONLY for Year 2007 on Planet Earth I and are in addition to the Annals Of History for Year 2006.

REMEMBER: You, a Member and/or Character Class, CAN NOT Fall from a Tier Rank or Plane Of Existence. You, however, CAN Lose Privileged Rank.

(9.1) More a General of Mine

(9.1.1) Family

AdLansennn, Melidion, Merreyer, Judola, Rickar, Pnina Gru, Syra Gru, Deddy, Amy Wamy, Ricky Wicky

(9.1.2) Friend

"Oh, the bitter-sweet taste of another victory..." says Silber.

(9.1.3) Enemy

Noise Freaks

Extreme Negative Types

"I think the general idea is they don't want you to stay happy..." says Revlis.

(9.2) More a god or a goddess of Mine

(9.2.1) Family

none yet...

(9.2.2) Friend

none yet...

(9.2.3) Enemy

none yet...

(9.3) Immortal Rank's (IR)

Before you, a Member and/or Character Class, CAN become IR in The Free Show you must be at a min of a god or a goddess of Mine.

You must also be registered in a database and log of The Free Show through correct Validation of the real identity of the Member.

See Immortal Rank's (IR)

IR's are Global and DO NOT use the Family or Friend definition.

(9.4) Planar Rank's (PR)

Before you, a Member and/or Character Class, CAN become PR in The Free Show you must be at a min of Immortal Rank (IR).

You must also be registered in a database and/or log of The Free Show through correct Validation of the real identity of the Member.

See Immortal Rank (IR)

See Planar Rank (PR)

PR's are Universal and DO NOT use the Family or Friend definition.

(10) More Top List's

(10.1) More Top Film's 2006 List

Film = Movie.

1. 24, Seasons 1 - 5 (ALL Time)
2. King Kong (ALL Time)
3. Mission Impossible III (ALL Time)
4. Final Destination 3 (ALL Time)
5. Narnia, The Lion, The Witch and The Cupboard
6. Underworld, Evolution
7. Stargate SG1, 9th Season
8. Stargate Atlantis, 1st Season
9. Basic Instinct 2
10. X-Men, Last Stand
11. Godzilla
12. Pirates of the Caribbean, Dead Man's Chest
13. XXX
14. Fast and Furious, Tokyo Drift
15. Alone In The Dark
16. Lord of War
17. Sky Captain and The World of Tomorrow
18. Final Cut
19. Superman Returns

20. War Of The Worlds
21. Spiderman 2
22. Blade Trilogy
23. Spykids 3
24. Zwarte Boek
25. Serenity
26. Masters Of Horror, I - VI
27. Costa!
28. Farscape, Peacekeeper WAR
29. Day Of Destruction
30. Aeon Flux
31. The New World
32. Final Days Of Planet Earth
33. Storm Of The Century
34. Jules Vernes, Mysterious Island
35. Earth Sea
36. Snakes On A Plane
37. SuperCross
38. To The Ends Of The Earth
39. 10.5, Part II, The Final Earthquake
40. Pterodactyl
41. Constantine
42. Flight Plan
43. The DaVinci Code
44. Net 2.0
45. Munich
46. Hollow Man 2
47. Seven Swords
48. A History Of Violence
49. Half Light
50. Shadow Man
51. Curse Of The Ring

52. Second In Command
53. 16 Blocks
54. Dragonhead
55. Suspect Zero
56. Mercenary For Justice
57. Revolver
58. Stay Alive
59. Death Tunnel, The Movie
60. Sin City
61. 2001 Maniacs
62. Shade
63. The End Of The World
64. Dreamkeeper
65. Tiger Blade
66. Fearless
67. Hitchiker's Guide To The Galaxy
68. The Brother's Grimm
69. Sound Of Thunder
70. Warriors of the Dragon
71. Batman Begins
72. Mr & Mrs. Smith
73. The Island
74. Dood Eind
75. Into The Blue
76. Minotaur
77. Domino
78. Death Tunnel, The Maze
79. Firewall
80. Casanova
81. Drone Virus
82. Black Hole

83. Final Days Of Planet Earth
84. American Outlaws
85. Category 7, The End Of The World
86. Flight 93
87. Empire
88. The Curse Of King Tut's Tomb
89. Casanova, 3 Hours
90. Doom
91. Ocean's 13
92. Good Night, And Good Luck
93. The 5 People Who Meet In Heaven
94. Ultra Violet
95. Shaolin Soccer
96. An American Haunting
97. House Of Flying Daggers
98. Shadow Of The Sword
99. The Promise
100. The Virgin Queen
101. Bunpowder, Treason and Plot
102. The Promise
103. Michel Vaillant
104. The Perfect Creature
105. Woeden der hele Wereld

(10.2) More Top Game's 2006 List

1. World of Warcraft (ALL Time)
2. Dungeons and Dragons Online (ALL Time)
3. Lord Of The Rings Online (ALL Time)
4. Need For Speed, Most Wanted (ALL Time)
5. Colin McRally 3 (ALL Time)
6. Doom 3 (ALL Time)
7. Civilisation 3 & 4 (ALL Time)

8. Lord Of The Rings, Battle for Middle-Earth 2
9. Battlefield 2
10. Battlefield 2142
11. Tron 2.0
12. Lord Of The Rings, Fellowship of the Ring
13. Prince Of Persia, Sands of Time
14. Command & Conquer 3
15. Age Of Empires 3
16. Homeworld 2
17. Nexus, The Jupiter Incident
18. Call Of Duty 3
19. Alexander
20. Lord Of The Rings, Return of the King
21. Colin MrRally 4
22. Final Fantasy XI Online
23. Gothic 3
24. The Path Of Neo
25. Stronghold

39. Galactic Civilisation 2

(10.3) More Top Actor 2006 List

(10.4.1) Man

1. Bruce Willis (ALL TIME)
2. Tom Cruise (ALL TIME)
3. Kiefer Sutherland (ALL TIME)
4. Jet Li
5. Keanu Reeves
6. Vin Diesel
7. Brad Pitt
8. George Clooney
9. Tom Hanks

10. Patrick Stewart
11. Sam Neill
12. Kyle MacLachlan
13. Sameul L. Jackson
14. Randy Quaid
15. Brian Donnelly
16. Mike Vogel
17. Robert Patres
18. Thomas Gibson
19. Danny Glover
20. Coolio
21. Ben Browder
22. Viggo Martenssen
23. Denzel Washington
24. Clive Owen
25. Jean Claude Van Damme
26. Omar Gooding
27. Vince Vaughn
28. Eddie Spears
29. Antonio Banderas
30. Cameron Daddo
31. Ben Kingsley
32. Sebastian Karl
33. Thomas Hoffman
34. Steven Seagal
35. Colin Farrel
36. Christopher Pharrel
37. Adam Campbell
38. Cameron Daddo
39. Dean Carr
40. Lucas Black
41. Thomas Kretschmann

42. James Brolin
43. Shawn Ashmise
44. Robert Downey Jr.
45. Kurt Rogier
46. Daan Schuurmans
47. Jason Stather
48. Ray Liotte
49. Vincent Pastore
50. Andre Benymen
51. Robert Wagner
52. Daryl Sabara
53. Adam Rodriguez
54. Casper van Dien
55. Malcoen McDowell
56. Santiago Cabrera
57. Jonathan Cake
58. Michael Maloney
59. August Schellenberg
60. Egbert Jan Weeber
61. James Frain
62. Jeff Daniels
63. Frank Legalla
64. Stan Callymore
65. Jamie Sivez
66. Johnny Lee Miller
67. Cameron Bright
68. Martin Czochkhas
69. Andy Lau
70. Stephen Chow
71. Maartens Heijmans
72. Tony Jaa

73. Chris Esgen

74. David Strathairn

100.

(10.4.2) Woman

1. Kate Beckinsale (ALL TIME)

2. Jennifer Aniston (ALL TIME)

3. Claudia Black

4. Katje Schuurman

5. Natalie Portman

6. Sharon Stone

7. Jodie Foster

8. Demi Moore

9. Amy Sloan

10. Carrie Anne-Moss

11. Leonor Varels

12. Nemke Famsen (Femke Jansen)

13. Kim Delaney

14. Amy Sloan

15. Angelina Jolie

16. Charlize Theron

17. Carice van Houten

18. Harina Rein

19. Tara Reid

20. Alicia Witt

21. Milla Jovovich

22. Sophie Monk

23. Ninnie Jens

24. Nikkie DeLoach

25. Gina Gershon

26. Emily Blunt

27. Juline Taylor

28. Sophie Okoredo
29. Georgina Verbaan
30. Ziyi Zhang
31. Takeshi Kameshiro
32. Miranda Richardsen
33. Angela Schijf
34. Ong-Bak
35. Alyson Haniga
36. Clémence Poésy
37. Alexa Vega
38. Carla Gugino
39. Sandra Bullock
40. Vivienne van den Assen
41. Anna Speller
42. Nyncke Beekhuizen
47. Q'Orianka Kilcher
58. Michelle Pfeiffer
65. Shannon Doherty
100. ?

(11) Verbal Commands

(11.1) Time Sensitive

It is really difficult, if NOT Impossible, to Activate Verbal Commands in Time Sensitive Scenario's, then say, "I, Silber, Activate Storm Of Ice and Lightning Blasts on my Enemy 'Nick' and Jump Away 200 meters!"

By the Time such is Stated Telepathically and/or Verbally your Enemy has clicked the F6 button and made 'Toast of your Marshmallows'.

So, it looks like the keyboard is to stay with ALL the possible HotKeys, no to mention unlimited Special Characters, in The Free Show.

(11.2) NOT Time Sensitive

On the other hand, if your Commands are NOT Time Sensitive then you can Order, "I, 'Nick' would like a Hot Bowl of Pea Soup with a Large quantity of Salt, Cayenne and Garlic."

This is Not A Problem in The Free Show, unless your Dog interrupts the Command Line with 'Ruff Ruff!'...

(12) More Top Freeware/Shareware 2006 List

This List has no specific Ordering, since it is too relative.

LimeWire, Virtual DJ, Morpheus, Webshot's Desktop, Adobe Reader, Winamp, Real Player, Window Blinds, Registry Mechanic, Winzip, Spyware Doctor, WinRAR,

All-In-One Secretmaker, SmartFTP, Spybot Search & Destroy, Spy Sweeper, Windows Defender, Spyware Blaster, Trillion, iTunes, MusicMatch Jukebox, WM Player,

IrfanView, Image Converter, Ad-Aware SE Personal, X-Cleaner, RoboForm, Alchoholl 20%, dBpowerAMP, AVG Free Edition, Music Converter, PCTool, Anti-Virus,

Firefox2, IE7, BitComet, ICQ5, CamFrog, ICQ2003, iMesh, MSN_Messenger, Open Office, TweakUI, CutePDF Writer, Docudesk GPL Ghostscript

(13) Member Removal's

(13.1) Member Removal Procedure

Clause: You, a Member and/or Character Class, get ALWAYS and ONLY a Last Warning before the Member Removal is +1 Degree Of Severity and

is Stated i.e. "Get Kicked, next one is a Ban..." = Member Removal Procedure.

Clause: You, a Member and/or Character Class, CAN be Turned Into a Noobie and/or Turned Into a Noobie Forever with ANY other Member Removal, too.

REMEMBER: Noobie Cycle is ONLY once per Month.

REMEMBER: A Noobie enters Noobie Chat Mode, automatically.

Kick, Ban, Ban Forever, Terminate, Permanent Terminate of Member and/or Character Class EACH increasing in Degree Of Severity with a Last Warning.

If this does NOT convince or work on the Member and/or Character Class due to Activated Powers and/or ANY other reason then a Last Warning is given in ANY communicatin medium and

32 Reasons For Termination are written down for Termination of Character Class and/or Member. You, a Member and/or Character Class, CAN then be Black Listed with a Last Warning for Permanent Termination.

If Negotiation's, Deal Offer's, Order's, Command's and/or Mission's Fail then the Member Removal Process increases to the next Degree Of Severity until the Member's and/or

Character Classes Behaviour, Statement's and/or Attitude improves as Ordered by the Higher Ranking Member and/or Helpdesk and/or Administration.

The Member and/or Character Class CAN be Turned Into a Noobie and/or Turned Into a Noobie Forever, indefinitely.

The Member and/or Character Class CAN be put in Limbo Mode and/or Dead Mode, indefinitely.

(13.2) Termination of Character Class

Since Termination is taken very seriously in The Free Show, this addition to The Free Show will much improve playability and user-friendliness.

Character Classes live in Virtual 3D Villages and/or Virtual 3D City's in a Country on a World in a Universe in a Plane Of Existence.

If your Character Class gets Terminated with the 32 Reason's then you, a Character Class, simply have to

Move to a different Virtual 3D Village or Virtual 3D City by

Paying 100000000 → 2000000000 Tooney Euros.

This simply expands upon the per Area Rule on Member Removal's.

"Hmmm... krabbeltje... where are all the houses..." says Mr. Newbie.

(13.3) The Penalty for trying a Command Line rip and/or Password rip is at a min of a Ban.

"I personally consider you to be a stupid fuckin' Noobie Human..." says Roary.

"You will comply or I will fly by and burn your whole village to the ground..." says Roary.

"...smirky, smirkola, smirk!" says Roary.

(13.4) Stonewall

If you, a Member and/or Character Class, CAN Stonewall ANY other Character Class and/or Member, thus NOT communicate to for ANY quantity of Time,

by Activating 1-Way Traffic in the Channel or 0-Way, Disconnecting, Muting and/or Blocking.

"This is NOT a 2-way f'in street..." says Silver.

(13.5) Voice Removal

I, god of The Free Show, Kyle Lance Proudfoot and/or my Computer or the Helpdesk and/or the Administration CAN Turn ANY Voice

into a Noobie and/or Noobie Forever and/or Remove the Voice, temporarily or permanently.

(13.6) Character Class Removal

I, god of The Free Show, Silver and/or Silber and/or Revlis and/or Kyle Lance Proudfoot or the Helpdesk and/or the Administration CAN Choose to Remove

the Character Class temporarily or permanently, of ANY Member, instead of the Member.

REMEMBER: Noobie has +0ML which multiplies across ALL abilities, therefore you, a Noobie, CAN NOT use and/or activate anything,

remaining in Noobie Chat Mode, ONLY, as a Noobie Forever, too, until Noobie Cycle periodically comes around again.

(13.7) Harassment

(13.7.1) Condition's for Harassment

If Harassment of ANY Member, especially the Administrator, is discerned for ANY Reason then you, a Member, will be Removed by a Higher Rank Member and/or Character Class.

Harassment = the Irritation of ANY Member and/or Character Class by ANY other Member and/or Character Class.

Irritation = EACH analog and/or digital interference, bothering, pestering and/or Insulting of ANY Member and/or Character Class.

(13.7.2) Statement of Harassment

If ANY Member and/or Character Class says, "Leave me alone!" or "Get out of my head!" it means he or she is NOT interested in playing right now and you and he or she are in Listen Mode.

DO NOT persist in querying them = Harassment.

Harassment is Punishable by the Rules of The Free Show and the laws of the Country.

(13.8) Ban and Demote

Another good way to get rid of Members and/or Character Classes is Ban and Demote, "Get Banned and Demoted...". This is for grievous mistakes, blatant ignoring of Rules and extreme Stupidity.

(13.9) Conditional Member Removal

If you, a Member and/or Character Class, DO this or DO NOT do this then you will be or NOT be Removed.

(14) More Spell's and Item's

(14.1) Spell's

Spell's are magical Casting's, Good, Evil and/or Neutral, which you, a Character Class, CAN get as a Gift and/or CAN make at a min of a General, ONLY.

(14.1.1) Custom

With Apotheum Colluseum, you, a Member, CAN make Custom Spell's for your Character Class.

(14.1.2) Advanced Spell List

These are Advanced Spell's which are NOT Listed in the other tfsreadme's for the Higher Rank's of IR, PR and GR.

(14.1.3) Strongest Compatibility

The Strongest, except innate Spell Capabilities for EACH Race and Character Class, are Elven, Faster Brownie, Demi-Human, Hell Creature, Extra-Planar, Heaven Creature, Fantasy/Magic/Wizard,

Priest, Mutant and Psionic to make, Buy and use Spell's.

Global Category = Global Class. Global Categories = Global Classes.

(14.2) Magic Item's

Magic Item's are magical devices, Good, Evil or Neutral, which you, a Character Class, CAN get as a Gift or CAN make at a min of a god or a goddess Rank, ONLY.

(14.2.1) Custom

With Apotheum Colluseum, you, a Member, CAN make Custom Magic Item's for your Character Class.

(14.2.2) Advanced Magic Item List

These are Advanced Magic Item's which are NOT Listed in the other tfsreadme's for the Higher Rank's of IR, PR and GR.

(14.2.3) Strongest Compatibility

The Strongest are Elven, Faster Brownie, Demi-Human, Hell Creature, Extra-Planar, Heaven Creature, Fantasy/Magic/Wizard, Priest, Mutant and Psionic to make, Buy and use Magic Item's.

(14.3) Technological Item's

Technological Item's are devices, Fixed or Portable, which you, a Character Class, CAN get as a Gift or CAN make at a min of a god or a goddess of Rank, ONLY.

(14.3.1) Custom

With Apotheum Colluseum, you, a Member, CAN make Custom Technological Item's for your Character Class.

(14.3.2) Advanced Technological Item List

These are Advanced Technological Item's which are NOT Listed in the other tfsreadme's for the Higher Rank's of IR, PR and GR.

Note: EACH of these are Portable and Fixed, except where stated, and these CAN ALL be Combined into 1 Device by Paying for EACH one, all easily clickable inserted.

Coherence, Interference, EPR, Paradox, Electro, Optic, Magnetic, Modulation, eV-Sta Quantum Physics = Energy, entanglement-particle-2,

Erbium doped fiber amplified = EDFA, Er, FTTB ← → FTTC → FTTH ←, LOS Lasers, Central, Peripheral, Lateral, Saleas, Fissure,

Logic → Boolean, Quantum → qubits → quantum bit, 2 → static system, 1 + 0 supersuppositions, N → 2 to the power N bits, Coulomb variations,

Attract/Repulse 2 Particles, Crosstalk, hier freq, 2 comps not independant, electrostatic, RSA, Key, Crypto variations, Decoherence, demult plex-a,

TDM interleaved data pulses + WDM, DWDM, 1000 channels, fibre, dira meter, meninges, pia meter, arachnoid variations, objective logic overview, relative logic interrelation,

Rapid Accelerator Device, Super Generator Device, Helpful Study Device, Statflow Device, Event Handler Device, The Ultimate Optimization Device, Symbol Gen Device, Password Gen Device,

Partial Differentiation Equation Device, Genetic Algorithm Device, Universal Search Device, Embedded Coder Device, Fixed Point Device, Floating Point Device, Monitor Device, Signal Device,

Statistics Device, Neural Device, Curve/Spline/Calibration Device, Bioinformatic Device, Code Gen Device, Simulation Device, Data Analysis Device, Database Device, Rapid Repair Device,

App Deployment Device, Validation Device, Testing Device, Model Design Device, Operational Device, Computing Device, Connection Device, Reporting Device, Image Device, Vid Device,

Measurement Device, Biology Device, Financial Device, Parallel Device, Serial Device, Distribution Device, Report Device, Compiler/Renderer Device, Builder Device, Cross-Platform Device,

Processor Device, Multi-Processor Device, Identification Device, Wavelet Device, Debug Device, Visualize Device, Voice Device, SES Device, Visual Device, Instrumentation Device, Data Acquisition Device,

Sig Proc Com Device, Dynamic Mod Sys Device, Universal Interface Device, Mass Spectrometry Scan/Analyze Device, Algorithm Gen Device, Matrix Analysis Device, Fourier Gen/Analysis Device,

Filter Design Device, Universal Graph Device, Universal Cross-Platform Translation Device, Finite Calculation Device, Infinite Calculation Device, Spectral Analysis Device, Life/Death Energy Analysis Device,

Matter/Energy Scan Device, Paranormal Energy Fluctuation Scan Device, Pulse/Sinc Gen Device, Universal GUI Device, Universal Translator Device, Universal 3D Graph Device, Universal +D Graph Device,

Filter Frequency Scan/Analysis Device, ALL Material Scan Device, Alien Material Scan Device, Universal Code Device, Universal Code Translation Device, TFS Code Device, TFS Code Gen Device, TFS SDK Device,

Vector/Vertice Scan/Analyze/Gen Device, Vortex Gen Device, OOP Device, NOW Device, Planar Device, Time Device, Singular/Multiple Activation Device, Optimilization Device, Faster Compiler/Renderer Device,

Universal Edittor Device, Universal Code Checker Device, Universal Report Gen Device, Logic Device, Reason Device, Fuzzy Logic Device, Fuzzy Reason Device, Emotional Device, ID Device,

bot Device, Robot Device, Cyborg Device, Universal Simulation Device, Map Device, Universal Model Gen Device, Universal Mod Gen Device, Sound Gen Device, Image Gen Device, Vid Gen Device

(14.3.3) Strongest Compatibility

The Strongest are Insect, Races/Species/Civilisations, Fighter/Warrior, SciFi/Tech/Computer, Cyborg, Rogue, Demi-Human, Human, Mutant and Alien to make, Buy and use Technological Item's.

(14.4) god-object's

god-object's are Advanced Magic Item's and/or Technological Item's which you, a Character Class, CAN get as a Gift or CAN make at Immortal Rank, ONLY.

god-object = goddess-object.

(14.4.1) Custom

With Apotheum Colluseum, you, a Member, CAN make Custom god-object's for your Character Class.

(14.4.2) god-object List

These are Advanced Technological Item's and/or Magic Item's which are NOT Listed in the other tfsreadme's for the Higher Rank's of IR, PR and GR.

Huge 2-Handed Sword (3.9 meter), Wand Of Prismatic Glory (FULL Spectrum), Staff Of ALL-Knowing (Top Light), Rod Of Truth/Justice/Righteousness (Unlimited), more to come...

See IR Winner List

See god-object's

(14.4.3) Strongest Compatibility

The Strongest are Elven, Faster Brownie, Demi-Human, Hell Creature, Extra-Planar, Heaven Creature, Fantasy/Magic/Wizard, Priest, Mutant, Psionic and

Insect, Races/Species/Civilisations, Fighter/Warrior, SciFi/Tech/Computer, Cyborg, Rogue, Demi-Human, Human, and Alien to make, Buy and use god-object's.

REMEMBER: god-object's are Magical and/or Technological.

(14.5) God Power's

God Power's are very powerful Advanced Magical Casting's and/or Divine Castings, Good, Evil or Neutral, which you, a Character Class, CAN get as a Gift or CAN make at Planar Rank, ONLY.

God Power = Goddess Power.

(14.5.1) Custom

With Apotheum Colluseum, you, a Member, CAN make Custom God Power's for your Character Class.

(14.5.2) God Power List

These are Super Spell's which are NOT Listed in the other tfsreadme's for the Higher Rank's of IR, PR and GR.

See God Power's

(14.5.3) Strongest Compatibility

The strongest are Elven, Hell Creature, Extra-Planar, Heaven Creature, Fantasy/Magic/Wizard, Priest and Alien to make, Buy and use God Power's.

(14.6) Repair Cost

If your Technological Item or Vehicle or bot is Damaged in Battle, or for ANY other reason, then you, a Member, have to pay for the Cost of Repair.

The Cost of Repair is dependant on ML, Type and Damage of Technological Item or Vehicle or bot per Time.

(14.7) Regen Cost

If your Magic Item or Character Class is Damaged in Battle, or for ANY other reason, then you, a Member, have to pay for the Cost of Regen.

The Cost of Regen is dependant on ML, Type and Damage of Magic Item or Character Class per Time.

(14.8) Buy Item Cost

ALL Spell's, Magic Item's, Technological Item's, god-object's, God Power's or Tooney Boxes and anything your Member and/or Character Class Buy or make Costs a quantity of Tooney Euros.

The Cost of Buy Item is different for Buy or make: The Cost to Buy or make is ONLY an initial Cost to Initialize the object after which you CAN Activate it as often as you want, except for Recharge, Repair and/or Regen Time.

(14.8.1) Degree Of Strength of Item

EACH Item, therefore Magic Item, Technological Item, God Power and/or god-object, is proportional to the Cost and Rank and Character Class needed to use the Item.

This is a variable ratio of 10 : 1 . Thus, if you are +10ML there are 10 Degrees Of Power, 10 Degrees Of Energy, 10 Degrees Of Cost and 10 Degrees Of Rank of EACH Item

i.e. the most powerful Item at +10ML is at 10 to the power of 4 . You add up: (Power + Energy + Cost + Rank

x 4) x (ML) .

The qualitative decision of which Type of Item is decided by the Character Class, therefore your Choice.

REMEMBER: You CAN ONLY get a god-object if your Character Class reaches IR.

(14.8.2) Cost of Item

10 Degrees of Cost and Level of Cost of Item based on how Power and Custom and Availability and Priority and Useful and Demand and Make and Energy and Design and ML.

You add up: Power + Custom + Availability + Priority + Useful + Demand + Make + Energy + Design + ML.

(14.8.2.1) Power

Power is a + Value directly proportional to how technologically Powerful an Item is.

Power = Technological ML of Item.

(14.8.2.2) Custom

Custom is a + Value directly proportional to 10 Degrees of Custom of Spell or Item relative to Normal and Unique.

Custom = 1 → 10 x (ML of Character Class).

(14.8.2.3) Availability

Availability is a + Value directly proportional to 10 Degrees of Availability of Spell or Item relative to Easily Found and Nowhere Found.

Availability = 1 → 10 x (ML of Character Class).

(14.8.2.4) Priority

Priority is a + Value equivalent to Rank and Time.

Priority = Time To Get Spell or Item : ML of Character Class.

(14.8.2.5) Useful

Useful is a + Value directly proportional to 10 Degrees of Useful of Spell or Item relative to Useless and Invaluable.

Useful = 1 → 10 x (ML of Character Class).

(14.8.2.6) Demand

Demand is a + Value directly proportional to 10 Degrees of Available of Spell or Item relative to No One Wants It and Sold Out.

Demand = 1 → 10 x (ML of Character Class).

(14.8.2.7) Make

Popular is a + Value directly proportional to 10 Degrees of Make of Spell or Item relative to Easy and Near-

Impossible.

Popular = $1 \rightarrow 10 \times$ (ML of Character Class).

(14.8.2.8) Energy

Energy is a + Value directly proportional to how magically Powerful an Item is.

Energy = Magical ML of Spell or Item.

(14.8.2.9) Design

Unique is a + Value directly proportional to 10 Degrees of Design of Spell or Item relative to Simple and Exquisite.

Design = $1 \rightarrow 10 \times$ (ML of Character Class).

(14.8.2.10) ML

ML is a + Value equal to the Rank of your Character Class.

ML = Rank # of Character Class.

(14.8.3) Use

To Use anything in The Free Show is FREE and unlimited after Paying the Initial Cost to Buy it.

(14.8.4) Activate

To Activate things in The Free Show differs per thing. Mostly you Pay Once ONLY to Activate it after Paying the Initial Cost.

This is necessary for Balance of powerful things in The Free Show.

(14.8.5) Make

The Cost to Make anything in The Free Show is a direct ratio of the tiered Rank of it and Cost Of Item. The tiered Rank Cost is the at a min and at a max Cost Of Item.

Private \rightarrow Luitenant = 10000000 Tooney Euro's

Captain \rightarrow Major = 20000000 Tooney Euro's

General \rightarrow 5-Star General = 40000000 Tooney Euro's

a god or a goddess = 60000000 Tooney Euro's

Immortal Rank = 80000000 Tooney Euro's

Planar Rank = 100000000 Tooney Euro's

(14.8.6) Buy

ANY Character Class CAN Buy ANY Spell and Item.

The Cost to Buy anything in The Free Show is a direct ratio of the tiered Rank of it and Cost Of Item. The

tiered Rank Cost is the at a min and at a max Cost Of Item.

Private → Luitenant = 2000000 Tooney Euro's

Captain → Major = 4000000 Tooney Euro's

General → 5-Star General = 8000000 Tooney Euro's

a god or a goddess = 16000000 Tooney Euro's

Immortal Rank = 32000000 Tooney Euro's

Planar Rank = 64000000 Tooney Euro's

(14.8.7) Spell's

Spell's CAN ONLY be Made by Priest's and/or Wizard's and/or Elves and/or Heaven Creatures and/or Hell Creatures and/or Extra-Planar Being's and/or Psionic's.

Spell's CAN ONLY be Used by Priest's and/or Wizard's and/or Elves and/or Heaven Creatures and/or Hell Creatures and/or Extra-Planar Being's and/or Psionic's.

(14.8.8) Magic Item's

Magic Item's CAN ONLY be Made by Priest's and/or Wizard's and/or Elves and/or Heaven Creatures and/or Hell Creatures and/or Faster Brownies and/or Demi-Humans.

Magic Item's CAN be Used by ANY Character Class.

(14.8.9) Technological Item's

Technological Item's CAN ONLY be Made by Cyborg's and/or Alien's and/or Human's and/or Demi-Human's and/or Heaven Creatures and/or Hell Creatures.

Technological Item's CAN be Used by ANY Character Class.

(14.8.10) god-object's

god-object's CAN ONLY be Made by Priest's and/or Wizard's and/or Elves and/or Heaven Creatures and/or Hell Creatures and/or Alien's at a min of Immortal Rank (IR).

god-object's CAN be Used by ANY Character Class.

(14.8.11) God Power's

God Power's CAN ONLY be Made by Priest's and/or Wizard's and/or Elves and/or Heaven Creatures and/or Hell Creatures and/or Alien's at a min of Planar Rank (PR).

God Power's CAN be used by ANY Character Class.

(14.9) Damage of Item

EACH Item CAN be Damaged in the same way as a Character Class CAN be Killed In Battle.

See Apotheum Colluseum

See Death Of Character Class

See Killed In Battle

(14.10) Item Trigger Time

Instead of Reloads, which are bad-timing and severely outdated, The Free Show uses Trigger Time's. The more Powerful and/or the more Energy the Spell or Item needs the longer it takes to Activate.

This uses more of a realistic rendition of actual Battle as the Priest Calls upon the Might Of GOD and the Wizard draws on the Energy of the Atmosphere to Call Lightning Storm,

rather than ONLY the processor, RAM and kb/s of your Internet Connection. This is, indeed, a much better Bell Curve, especially when combined with Handicap in The Free Show.

"I HATE Reloads!!&^%\$#(JG&^%(!!" says MAZZSilber.

See Handicap in The Free Show

(14.11) Item Recharge Time

There will NEVER be reloads in The Free Show. Instead Recharge Time's and Trigger Time's of different Action's is effective.

The Time needed to Recharge after the usage of an Item is a direct ratio of the ML and Power and/or Energy of the Item.

"Does 'hekel' mean anything to you..." says Mr. Newbie.

(14.12) Item Quantity

The classical abilities of Fantasy RPG's does NOT exist in The Free Show, since you, a Character Class, are a Virtual entity, ONLY.

"Thank god there is no dexterity in it..." says Mr. Newbie.

There is no Limit to the quantity of Item's, therefore, your Character Class CAN carry, since they materialize instantly.

(14.13) Item Destruction

EACH Item CAN be Destroyed in the same way as a Character Class CAN be Killed In Battle.

See Apotheum Colluseum

See Death Of Character Class

See Killed In Battle

(14.14) Buy Spell Cost

ALL Spell's, Magic Item's, Technological Item's, Tooney Boxes and anything your Member and/or Character Class use/Activate/make Costs a quantity of Tooney Euros.

(14.14.1) Degree Of Strength of Spell

EACH Spell, therefore Spell and/or God Power, is proportional to the Cost and Rank and Character Class needed to use the Spell.

This is a variable ratio of 10 : 1 . Thus, if you are +10ML there are 10 Degrees Of Power, 10 Degrees Of Energy, 10 Degrees Of Cost and 10 Degrees Of Rank of EACH Item

i.e. the most powerful Item at +10ML is at 10 to the power of 4 .

The qualitative decision of which Type of Spell is decided by the Character Class, therefore your Choice.

REMEMBER: You CAN ONLY get a God Power if your Character Class reaches PR.

(14.14.2) Cost of Spell

10 Degrees of Cost and Level of Cost of Spell based on how Powerful and Custom and Availability and Order and Useful and Demand and Popular and Energy and Unique and Rank.

(14.15) Make Spell Cost

Private → Luitenant = 10000000 Tooney Euro's

Captain → Major = 20000000 Tooney Euro's

General → 5-Star General = 40000000 Tooney Euro's

a god or a goddess = 60000000 Tooney Euro's

Immortal Rank = 80000000 Tooney Euro's

Planar Rank = 100000000 Tooney Euro's

(14.16) Spell Trigger Time

Instead of Reloads, which are bad-timing and severely outdated, The Free Show uses Trigger Time's. The more Powerful and/or the more Energy the Spell or Item needs the longer it takes to Activate.

This uses more of a realistic rendition of actual Battle as the Priest Calls upon the Might Of GOD and the Wizard draws on the Energy of the Atmosphere to Call Lightning Storm,

rather than ONLY the processor, RAM and kb/s of your Internet Connection. This is, indeed, a much better Bell Curve, especially when combined with Handicap in The Free Show.

"I HATE Reloads!!&^%\$#(JG&^%(!" says MAZZSilber.

See Handicap in The Free Show

(14.17) Spell Recharge Time

There will NEVER be reloads in The Free Show. Instead Recharge Time's and Trigger Time's of different Action's is effective.

The Time needed to Recharge after the usage of a Spell is a direct ratio of the ML and Power and/or Energy of the Spell.

"Does 'hekel' mean anything to you..." says Silber.

(14.18) Spell Quantity

The classical abilities of Fantasy RPG's does NOT exist in The Free Show, since you, a Character Class, are a Virtual entity, ONLY.

"Thank god there is no charisma in it..." says Mr. Newbie.

There is no Limit to the quantity of Spell's, therefore, your Character Class CAN Learn, since they materialize instantly.

There is also NO interruption of ANY Spell Casting in The Free Show, since ALL Activation's are at the same time, with guarantee of Tooney Euro Activation of quantity of Time and quality of Spell

i.e. you Fire Attack while your Opponent's do Wall Of Wind, which BOTH Activate.

"...lol...smirk...mmmpph...pfffff...HAHAHA..." says Roary.

(14.19) Cost of Tooney Box

A real Tooney Box which Plays ALL kinds of Voice's, Sound Effect Sample's and/or Visual Effect's Costs ONLY real money.

(14.20) Loss of Spell or Item

A Spell or Item of your Character Class CAN NEVER be Lost in The Free Show. It returns automatically to you.

See Apotheum Colluseum

(15) Member and/or Character Class Record's

(15.1) Your Record's

(15.1.1) Member Record's = Your Member's Record's.

Character Class Record's = Your Character Class Record's.

Your Member Record's + Your Character Class Record's = Your Record's.

REMEMBER: ALL Your Member Removal's add up in Your Record's

These are ALL Recorded in log's and database's based on the Action's of the Member and/or Character Class in EACH and EVERY Session the Member participates.

(15.2) Personal and World Record's

(15.2.1) Personal Record's and World Record's

Personal Record's = Your Personal Record's.

World Record's = Your World Record's.

Your Personal Record's + Your World Record's = Your PW Record's.

If you, a Member, do something in a Session of The Free Show which has NEVER been done before then you get a World Record and/or Personal Record.

Listed with the PR and/or WR of your Member in the log's and database's is the Character Class you used to get Your PW Record.

(15.2.2) PW Record's

Get 2 PW Record's and you are automatically a Big Winner in The Free Show.

See Default Values

(15.2.3) Better Then

Another way to get PW Record is your Character Class getting a Win Count Record, Kill Count Record, Flag Count Record and/or Time Count Record in Battle which is

better then ANY other Member in ANY previous Session of The Free Show.

(15.3) Member or Character Class Career

(15.3.1) Character Class Career

Character Class Career = Total Sum Of Progress Over Planes to Date of Character Class.

(15.3.2) Member Career

Member Career = Total Sum Of Progress Over Planes to Date of ALL of Character Classes of Member.

(15.3.3) End Of Character Class Career

End Of Character Class Career = Satisfaction of Due Procedure of Permanent Termination of Character Class with 32 Reasons or

Satisfaction of Due Procedure of Retirement with Win at The Free Show.

(15.3.4) End Of Member Career

End Of Member Career = Satisfaction of Due Procedure of Permanent Termination of Member with 32 Reasons.

(15.3.5) Career Possibilities

ONLY I, god of The Free Show, Silver and/or Silber and/or Revlis and/or Kyle Lance Proudfoot and/or Helpdesk and/or

Administration or My Computer CAN decide ANY or ALL of these 4 Career Possibilities.

(15.3.6) Begin Member Career

You, a Member and/or Character Class, CAN ONLY decide WHERE you Begin your Member Career and/or Character Class Career ONLY if you DO NOT break ANY other Rule of The Free Show.

"Woh, that is so fuckin' loopy and NOT holy shit..." says Lance.

(15.3.7) Retirement of Character Class

MAZZSilber is now in Dead-Mode until the Year 2563 Planet Earth real-time, due to the seriously inexplicable quantity and quality of Stupid shit he did till 15092006.

MAZZSilber is now frozen in a fully sealed 6.14 inch steel fully isolated Chamber at the bottom of the Atlantic Ocean with sodium bicarbonate lithium fluoride carbon encasing with ONLY 1 T1 uplink.

MAZZSilber is at End Of Career, permanently.

(17) More my Special Character Classes

These are more of my own Special Character Classes Listed and to come, which I consider particularly amusing.

(17.1) +28ML Doug Stolid

Character Class Name: Doug Stolid

Character Class: Warrior, ONLY.

Character Class Races: Ogre/Human/Orc/Hick/Caucasian

Character Class Alignment: 20% Good 30% Neutral 50% Evil

Character Class Element's: 50% Earth 10% Water 10% Air 20% Fire 10% Ether

Character Class Level's:

IQ Level: 60

Character Class Occupation's: Stuntman, Serial Worker, Construction Worker, Contractor, Hit Man, Saboteur, Body-BUILDER, Survivalist

Technological Item's: BB-MM-900 Super Colourful Plastic Portable All-Purpose Multi-Function Hammer, NX-100 Xtra Versatile Nails, Bolts and Screws,

SK-669 Very Loud Hi!-DB Nano Lathe Saw, AM-700 Portable Do Anythin Power EM/EN Conservation Bore, YY-PM-642 Portable Evil Hi Vibe Razor Sharp Metal Saw,

RR-GM-9000 Fixed All-Purpose Multi-Function Wood/Metal Power Saw Table, NE-500 Portable Repair EN/EM Storage Collapsible Hobby Table,

YOY-5000 Portable Handy Dandy In-Finite Expandable Ladder,

DEF-XN666 All Range Razor Sharp Critical Impact Blast Radius Cannon, DED-NX660 Hi Velocity Hi Rotary Blade Blaster Gun,

MIK-1300 Laser Scoped Night Vision Short to Medium Range Armor Piercing Nail Blaster Gun,

MM-NL-80 Fully Insulated Hi Defense Ultra Paranoid Null Dampening Headphones, SLV-90 Ultra Smooth Dissolving Non-Corrosive Cleaning Fluid Spray,

WOW-99 Portable Instant Nano-Lathing Ray Device, XCL-120 Portable All-Purpose Matter/Anti-Matter Repair Unit,

XX-SS-200 Hi Particle Beam Electron/Neutron Disturbing/Binding Blowtorch,

HPY-900 Portable Null Dampening Field Device, YZ-999 Portable Expandable Fully Insulated Saw Shack,

HTT-999 Portable Heat Wave Dryin' Device, WHR-710 2-Way Portable Expandable Flexible Mirror Findin'

Device, 50-XTS ½ Wave Portable Device,

UCT-60 Portable CCD/CVD Portable Mod Music Device, 05-STX Portable Charged Coupling Device, 800-RM Portable Multiple Quantum Wave Function Device,

08-MR Portable Quantum Coherence/Interference Device, XYZ-700 Portable Correlational/Statistical Multi-to-One Device,

Magic Item's: NONE.

Spell's: Hypnotism, Disturb, Good Rip, Bad Rip, Power Attack, Noise Attack, Null Vibe, Raise Energy, Disintegrate, Loud Explosion, Banger, Smash Attack, Ticker,

Blastin Hammer, Super Saw Attack, Rotary Blades, Blastin Blades, Flyin Blades, Wall Of Blades, Scratchy Watchy, Bug Release, Death Spray, Cloud Of Poison,

Duh Attack, Wake Up Call, Wake Up Vibe, Wake Up Shout, Null Dampen, Null Sphere, Null Shield, Field Accelerator, Head Bonk, Bonk, Bonk!, Bonker, Bang, Bang!,

Loud Bang, Louder Bang, Loud Banger, Louder Banger, Large Area Effect's, Hi!-Wave, Lo Wave, Disintegrate, Pile Drive, Climb ANY Surface, Destroy ANY Building,

Repair ANY Machine Unit, Hi!-Pitch, Resonate, Duh, Duh!, DUH, DUH!, Glue Attack, Gluesome, Grue, Gruesome, Holy Gruesome, Holy Gruesome!,

Heavy Armor, Critical Armor, Lethal Armor, Super Armor, Near-Infinite Armor, Wave Blast, Particle Cloud, Projection, No Imagination, Null Imagination,

Shut up, Shut up!, Shout up, Shout up!, Anti-Charms, Slow Talk, Rough Talk, Conviction, Stimulate, Motivate, Inspire, Improvize, Make ANY Noobie Jump, Jump, Jump!,

Balance, Heavy Matter, Grab, Grab!, Crush, Decrease IQ Level of ANY Race, Talk, Talk!, Yell, Shout, Excite, Back Fire, Earthquake, Screamin', Null Head, Null Noobie,

Lift ANY Object, Strength, Great Strength, Huge Strength, Near-Infinite Strength, Hug, Hug!, Thug, Thug!, Thunk, Thunk!, Pierce, Pierce!, Stab, Stab!, Poke, Poke!, Ignite, Ignite!,

Blow up, Blow up!, Blow, Blow!, Rock, Rock!, Rock Attack, Stone, Stone!, Stone Attack, Backup, Use ANY Tool, Activate ANY Emotion, Emotion, Emotion!, Wall Of Stone,

Immunity To ANY Elemental, Force, Force!, Open ANY Door, Wreck ANY Wall, Create ANY Metal, Create ANY Wood, Momentum, Gravity Sucks

Favorite Voice Rip's: "Hi, duh...", "Uh huhhuh, when they're done, let's wreck it...", "Hi, I'm picking my nose 'n I'm Kyle...", "Hur, hur, I'm trickin' em...",

"Wake up Doug...", "Where are you, Doug?", "Uh uhuh...", "Oh my god, that's the speed of ripping...", "I'm duh...", "Uh Huh huh huh uhuhuhuh...",

"Don't worry, Doug's not mad, Doug's just goin' to get even...", "Is Doug still alive...?", "Do you know what time it is in the fuckin' mournin', man, duhhh...",

"Me, stupid, get attacked!!!", "Duhhh...", "Wrruhhh... where am I?", "Uh huh huh... how does this work, again?"

Favorite Sound Effect Sample's:

Favorite Visual Effect's:

Character Class Guild's:

Character Class Branch Skill's:

"That's like sayin' da muthafucka' Kyle is fuckin' angry all the goddamn time in South Park..." says Kyle.

"Monkey see, monkey do, schwing, Kaboom!" says Silber.

(18) Volunteer Profession's and Tooney Euro Salaries

Volunteer Profession = VP.

Tooney Euro Salary = TES.

Task = Duty.

EACH VP is Active at a max of 6 Hour's per 24 Hours.

EACH VP is Active at a min of 120 Hour's per Month to get the Tooney Euro Salary.

The Hours of VP of your Character Classes add up for the Member.

Character Class bot's and other bot's in The Free Show CAN have VP's, too.

(18.1) As already described you CAN have real Volunteer Profession's in The Free Show for a Monthly Tooney Euro Salary.

Here is a more comprehensive real Volunteer Profession List:

(18.1.1) VP: Hapie Tester

TES: 100000000 Tooney Euros per Month.

Your Task is to Test EACH and EVERY Functions of The Free Show.

"It's like they're all on some kind of fucked up test-complex or somethin..." says MAZZSilber.

(18.1.2) VP: Guard

TES: 60000000 Tooney Euros per Month.

Your Task is to protect my Home where I, god of The Free Show, Kyle Lance Proudfoot live and the Home's of my Family.

(18.1.3) VP: Bodyguard

TES: 70000000 Tooney Euros per Month.

Your Task is to protect me, god of The Free Show, Kyle Lance Proudfoot for real in person.

(18.1.4) VP: Watchdog

TES: 60000000 Tooney Euros per Month.

Your Task is to keep an Area SAF.

See Apotheum Colluseum

(18.1.5) VP: Mercenary Leader

TES: 60 → 120000000 Tooney Euros per Month.

Your Task is to do the dirty work of The Free Show in Attack's, ONLY.

(18.1.6) VP: Advisor

TES: 100 → 200000000 Tooney Euros per Month.

Your Task is to Advise me, god of The Free Show, Kyle Lance Proudfoot on Important Issues.

(18.1.7) VP: Researcher

TES: 100 → 200000000 Tooney Euros per Month.

Your Task is to Research EACH and EVERY needed and/or wanted information for The Free Show.

(18.1.8) VP: Militia

TES: 40000000 Tooney Euros per Month.

Your Task is Lead the best Militia Battler's into Battle and Win.

(18.1.9) VP: Armored

TES: 80000000 Tooney Euros per Month.

Your Task is Lead the best Armored Battler's into Battle and Win.

(18.1.10) VP: Airborne

TES: 160000000 Tooney Euros per Month.

Your Task is Lead the best Airborne Battler's into Battle and Win.

(18.1.11) VP: My Police

TES: 70000000 Tooney Euros per Month.

Your Task is to Protect and Serve me, god of The Free Show, Kyle Lance Proudfoot.

(18.1.12) VP: Gru/Team Leader

TES: 70000000 Tooney Euros per Month.

Your Task is to keep a Gru/Team in control.

(18.1.13) VP: Battle Leader

TES: 50000000 Tooney Euros per Month.

Your Task is to get Victory for your Battle Gru.

(18.1.14) VP: Area Leader

TES: 100000000 Tooney Euros per Month.

Your Task is to make sure an Area does NOT break ANY Rules of The Free Show and/or laws of the Country.

(18.1.15) VP: Betting Leader

TES: 600000000 Tooney Euros per Month.

Your Task is to start and Lead Betting Session's.

(18.1.16) VP: hacker/tweaker

TES: 200000000 Tooney Euros per Month.

Your Task is to tweak the hell out of IT shit.

(18.1.17) VP: Checker

TES: 180000000 Tooney Euros per Month.

Your Task is Check to see if ALL my website and other IT things remain Active EACH 24 Hours.

(18.1.18) VP: Debate Leader

TES: 140000000 Tooney Euros per Month

Your Task is to Lead Debate Session's and Lead your Gru/Team to Victory.

REMEMBER: Your Active shift is at a max of 6 Hours per 24 Hours.

(19) God Power's

God Power's are Super Magical and/or Super Divine and/or Super Planar Power's with Super Creative, Super Global and/or Super Destructive Affect's and Effect's i.e. Planet Terraformer or Planet Xploder.

God Power = Goddess Power.

Light = Good. Shadow = Evil. Gray = Neutral.

There CAN be at a max of 40 God Power's per Type of God Power.

God Power's CAN ONLY be gotten by you, a Character Class, if you are at a min of Planar Rank (PR).

You, a Character Class, CAN get a God Power if you Make a Custom God Power, get a Gift and/or Succeed at a God Quest.

(19.1) God/Goddess Power's Of Light

You, a Character Class, CAN ONLY get a God Power Of Light if you have a Character Class Alignment at a min of 40% Good.

(19.1.1) Light Of The Heaven's

- (19.1.2) Chorus Of Angel's
- (19.1.3) See ALL
- (19.1.4) Heal ALL
- (19.1.5) Eye Of God
- (19.1.6) Love Of The Goddess
- (19.1.7) Transcension
- (19.1.8) Invulnerability
- (19.1.9) Protect ALL Good
- (19.1.10) Destroy ALL Evil
- (19.1.11) Turn ALL Undead
- (19.1.12) Mass Resurrection/Reincarnation/Rebirth
- (19.1.13) Dispell ALL Evil
- (19.1.14) Summon Great Hero
- (19.1.15) Might Of The God or Might Of The Goddess
- (19.1.16) Bless ALL Good
- (19.1.17) Defens Ad Absurdum
- (19.1.18) Instant Time Travel
- (19.1.19) Instant Planar Travel
- (19.1.20) Null ALL
- (19.1.21) Summon Guardian Angel
- (19.1.22) Calm ANY Storm
- (19.1.23) Grow Huge Quantity Of ANY Plant's
- (19.1.24) Create ANY Nourishment
- (19.1.25) Rip NOTHING
- (19.1.26) Give Mass Power
- (19.1.27) Give Mass Energy
- (19.1.28) Great Pleasure
- (19.1.29) Absolute Absolution
- (19.1.30) Great Luck
- (19.1.31) Great Fortune
- (19.1.32) Very Good Karma

- (19.1.33) Mass Calm
- (19.1.34) Great Light Energy
- (19.1.35) Universal Motivation
- (19.1.36) Universal Enlightenment
- (19.1.37) Great Peace Energy
- (19.1.38) Great Love Energy
- (19.1.39) Circle Of Life
- (19.1.40) Great Truth

(19.2) God/Goddess Power's Of Shadow

You, a Character Class, CAN ONLY get a God Power Of Shadow if you have a Character Class Alignment at a min of 40% Evil.

- (19.2.1) Shadow Of The Hell's
- (19.2.2) Discordance Of The Demon's
- (19.2.3) Obscure ALL
- (19.2.4) Damage ALL
- (19.2.5) Eye Of The Devil
- (19.2.6) Hate Of The God
- (19.2.7) Descension
- (19.2.8) Vulnerability
- (19.2.9) Protect ALL Evil
- (19.2.10) Destroy ALL Good
- (19.2.11) Turn ALL Living
- (19.2.12) Mass Death/Destruction/Demolition
- (19.2.13) Dispell ALL Good
- (19.2.14) Summon Great Villain
- (19.2.15) Might Of The God or Might Of The Goddess
- (19.2.16) Bless ALL Evil
- (19.2.17) Offens Ad Absurdum
- (19.2.18) Instant Time Travel
- (19.2.19) Instant Planar Travel
- (19.2.20) Null ALL
- (19.2.21) Summon Avenging Demon

- (19.2.22) Agitate Storm
- (19.2.23) Wither Huge Quantity Of ANY Plant's
- (19.2.24) Cause ANY Famine
- (19.2.25) Rip ALL
- (19.2.26) Take Mass Power
- (19.2.27) Take Mass Energy
- (19.2.28) Great Pain
- (19.2.29) Absolute Dissolution
- (19.2.30) Great Unluck
- (19.2.31) Great Misfortune
- (19.2.32) Very Bad Karma
- (19.2.33) Mass Hysteria
- (19.2.34) Great Shadow Energy
- (19.2.35) Universal Demotivation
- (19.2.36) Universal Delusion
- (19.2.37) Great War Energy
- (19.2.38) Great Hate Energy
- (19.2.39) Spiral Of Death
- (19.2.40) Great Deception

(19.3) God/Goddess Power's Of Gray

You, a Character Class, CAN ONLY get a God Power Of Gray if you have a Character Class Alignment at a min of 40% Neutral.

- (19.3.1) Huge Explosion or Implosion
- (19.3.2) Make ANY Lifeform or Machine
- (19.3.3) Summon ANY Animal or Creature
- (19.3.4) Grow or Wither ANY Plant
- (19.3.5) Create Mass Power or Energy
- (19.3.6) Create Great Fortune or Great Misfortune
- (19.3.7) Mass Hope or Disillusionment
- (19.3.8) Create Very Good or Very Bad Luck
- (19.3.9) Cause Universal Information or Universal Disinformation

- (19.3.10) Null ALL or Matter ALL
- (19.3.11) Transmutation Of ANY Matter or Fixation Of ANY Matter
- (19.3.12) Near-Infinite Momentum or Near-Infinite Retardation
- (19.3.13) Great Prophecy or Great Misery
- (19.3.14) Perpetual Motion or Infinite Stillness
- (19.3.15) Create Mass Electricity or Gravity
- (19.3.16) Great Earth Power or Energy
- (19.3.17) Great Water Power or Energy
- (19.3.18) Great Air Power or Energy
- (19.3.19) Great Fire Power or Energy
- (19.3.20) Great Ether Power or Energy
- (19.3.21) Summon ANY Hero or Villain
- (19.3.22) Great Entropy or Negative Entropy
- (19.3.23) Summon ANY Angel or Demon
- (19.3.24) Call Near-Infinite Attack or Defence
- (19.3.25) Call Upon God or Goddess
- (19.3.26) Summon Good Elemental or Evil Elemental
- (19.3.27) Call Good Spirit or Evil Spirit
- (19.3.28) Mass Regen or Kill
- (19.3.29) Mass Repair or Destroy
- (19.3.30) Mass Recharge or Drain
- (19.3.31) Cause Mass Life or Death
- (19.3.32) Cause Mass Good or Evil
- (19.3.33) Cause Mass Circular Energy or Spiracle Energy
- (19.3.34) Cause Energy or Matter
- (19.3.35) Terraform Planet or Xplode Planet
- (19.3.36) Cause Global Rip or Block
- (19.3.37) Insta Regen or Ressurrect
- (19.3.38) Insta Teleport Mirror
- (19.3.39) Insta Trans-Planar Gate
- (19.3.40) Insta Timeline Portal

(20) Helpdesk and Administration:

(20.1) Manager

The most important part of the Helpdesk and Administration is the Helpdesk Manager or Administration Manager.

(20.2) Centralization of Data

The Centralization of Data is crucial to the correct Functioning of the helpdesk and/or administration.

(20.3) Support

The ONLY way to get Support in The Free Show via the Helpdesk, Administration and/or Contact Form's is to Pay a Monthly Subscription with real money.

Contact me, god of The Free Show, Kyle Lance Proudfoot, ONLY.

(21) Winners in The Free Show

(21.1) Understanding Somethin

Understanding Somethin means you, a Character Class, get somethin for the very first time in a Session of The Free Show.

Understanding Somethin = Gettin' Somethin .

Understanding Somethin = A Libanon Just Won Big Time .

(21.1.1) Understanding Somethin

Understanding somethin and Stating your comprehension for the first time in a Session of The Free Show:

The Response is done by a Higher Rank and is, "Y.o.u.'re the first one to get it! A Libanon just won big time!! Well done..."

Your, a Character Class, gets at a min of 10000000 Tooney Euro's and get +6 Brownie Point's for knowin' somethin and get +5 Brownie Point's for helping me.

(22) Default Values

(22.1) Big Winner in The Free Show

(22.1.1) Global Default

The Global Default Value for ANY kind of Win is 10000000 Tooney Euros in The Free Show.

(22.1.2) Big Winner's

The Award for ALL Big Winner's in The Free Show is 10000000 Tooney Euro's, get +6 Brownie Points for knowing somethin and get +5 Brownie Points for helping me.

(22.1.3) Layered and Tiered

Likewise, everything in The Free Show is Layered, tiered in a pyramidal hierarchical system with the Degree Of Strength applied to EACH System Layer,

EACH Object, EACH Element, EACH Game Element, EACH Class, EACH Function, EACH Value, EACH Variable, EACH Code, EACH Object/Function, EACH Condition,

EACH Modifier, EACH Voice, EACH Sound Effect Sample, EACH Visual Effect.

(22.1.4) Degree Of Activation

EACH Activation in The Free Show has a Degree Of Activation, which equals Degree Of Strength, and is usually from 1 → 20 or 1 → 10 or Percentage.

If such a Value is NOT specified then this Value Range CAN be used to decide the correct Default Value on a per Case basis.

(22.1.5) Tooney Euro Award

Default for Tooney Euro Award's is 10000000 Tooney Euros in The Free Show.

(22.1.6) Default Value's

If Value's are NOT specified in The Free Show then the Value's Default, automatically.

"If you drink coffee at night then you wake up sooo f'in happy!" says Revlis.

(23) More Visual Effect's

(23.1) Webcams

You, a Member, CAN simply Activate your Webcam's at Role-Playing, so The Free Show is done, now..., cute or evil little 3D talking puppet head's of your Character Classes are cool, too...

See Visual Effect's

joke: If it's Die! for lookin' straight at a camera...

"I'll never be an Actor, since I'll never get up at 5 AM in the f'in Mourning..." says Kyle.

(24) More Session's of The Free Show

(24.1) Time of Session

It is recommended to specify and Order what length in Time a Session is from X Hours to X Hours.

REMEMBER: The Free Show uses ONLY a 24 Hour Clock, except if you, a Character Class, are in an Alien World.

(24.2) NO Noobie Session's

No Comment's, No Question's and/or No Suggestion's, get at a min of Ban, automatically, including getting Turned Into a Noobie and/or Turned Into a Noobie Forever.

You, a Character Class, are ONLY allowed to make Statement's and Response's.

"You stupid suckin', lamin', beevin', buffin', moanin' little bitch-ass Noooobie..." says Revlis.

(24.3) Noobie Session's

A Member in i.e. Chinese CAN Chat ONLY in Noobie Chat Mode, automatically Turned Into a Noobie already, like a Demo/Trial in Demo/Trial Mode.

In this case, the Character Class and/or Member does NOT change back to his previous Rank at Noobie Cycle, since he or she is in Demo/Trial Mode and

is a Noobie Forever.

(24.4) Age Group Session's

8 to 12 Years of Age = Kid, 12 to 16 Years of Age = Young Teenager, 16 to 20 Years of Age = Teenager, 20+ Years of Age = Adult .

REMEMBER: A Child < 8 Years of Age is NOT allowed to participate or be a Member in The Free Show!

A Child = Noobie Forever = Non-Member = A Child < 8 Years of Age .

This is unique to The Free Show, since there is no consideration by ANYONE, these days, for BOTH sides of the spectrum.

If you cannot have a mature Adult Session or an innocent Kid Session then your Show sucks buckwheat badly.

If you, a Member and/or Character Class, do inappropriate Suggestion's, Question's, Comment's, Action's and/or Behaviour's and/or

Visual's in a Session of The Free Show then you, a Member and/or Character Class, are Banned Forever for the Insult with a Last Warning.

"I will cut you in half with my 2-Handed Sword of Fire!" says Roary.

"I will cut you in half with my HUGE 2-Handed Sword!!" says Silber.

(24.5) Multi-Chat Modes

After a Member registers, the Registration Process is correctly completed and the real Identity of the Member is Validated,

the Member logons, the Member makes at a min of 1 Character Class, the Member enters Limbo Mode automatically,

the Member enters the Limbo Chat Mode in the first general introduction Multi-Chat Area of The Free Show. Here, the Character Class CAN

Choose potentially ANY Type of Chat Room. EACH Chat Room has an associative Chat Mode i.e. Noobie Chat Mode, Helpdesk Chat Mode, Administrator Chat Mode or

Theme's and/or Topic Of Discussion's and/or Age Group's. A good usage of this is Help/Support/Volunteer Chat Mode to reduce the burden of Helpdesk's and Administrator's EVERYWHERE...

EACH Chat Room is automatically Started or Ended by the Global Session Object/Function by a Higher Ranked Privileged Member of The Free Show, who CAN be seen like an IRC Moderator.

The Chat Room's CAN be actual 3D Level's, on a small-scale ONLY.

The Filter Guide of The Free Show is, therefore, what is used per Chat Room and the additional Function of

an Enable and Disable for EACH Chat Room at Client and server is Required. This way, the very important Age Group filter is satisfied, NOT to mention other potential abusive/derogatory content per Theme.

(24.6) In-Game Messaging

(24.6.1) Mental Enagrams:

Simply Send a Mental Message, telepathic, therefore, to ANY Neutral or Ally Character Class about anything for 2000000 Tooney Euros. This is Private.

(24.6.2) Post A Message:

Send a Post Message In-Game to ANY Neutral or Ally Character Class about anything for 200000 Tooney Euros. This is Private.

(24.6.3) The Free Show Bulletin Message:

Send a Bulletin TFS Message to the TFS Bulletin Board, which is NOT abusive and/or derogatory Content, for 20000 Tooney Euros. This is Public.

"My Kid's name is Puffy..." says Roary.

"If they don't listen then just attack 'em!" says Revlis.

(24.7) Post-Changing

Post-Changing of Voicemail and/or Email is NOT Legal in The Free Show.

(24.8) Love Message

You, a Member and/or Character Class, CAN Send a Love Message to a potential Lover which is NOT abusive/derogatory or breaking Privacy, like a Sex/Date Session. This is Private.

(24.9) Private Message

It is possible to leave a Private Message and/or Gru Message to ANY Member Who is in your Friend's List.

By equal reasoning, it is possible to participate in a Private Chat, Gru Chat and/or Public Chat.

(24.10) Relational Argument Session

Try to solve ANY Argument by using ONLY logic and reason to reduce it to it's absolute truth at a max of 48 Hours.

Try to defeat your Opponent in this Debate Mode for Award's and to be a Big Winner.

Get at a max of +100 Brownie Point's EACH for Knowing Somethin.

Get at a max of 100000000 Tooney Euros for your Debate Victory Tooney Euros.

(24.11) Lover's Quarrel Session

See if you, a Character Class, CAN Remove EACH other and if you are Immune at a max of 12 Hours.

Try to defeat your Opponent in this Debate Mode for Award's and to be a Big Winner.

Get at a max of +70 Brownie Point's EACH for Knowing Somethin.

Get at a max of 70000000 Tooney Euros for your Debate Victory Tooney Euros.

(24.12) Knowledge Session

Try to say as much as you possibly CAN about ANY Topic Of Discussion at a max of 24 Hours.

Try to defeat your Opponent in this Debate Mode for Award's and to be a Big Winner.

Get at a max of +120 Brownie Point's EACH for Knowing Somethin.

Get at a max of 200000000 Tooney Euros for your Debate Victory Tooney Euros.

(24.13) Bad Poetry Session

Do the worst word combination's and bad rhymes i.e. autumn Canadian poetry, '...the burnt leaf blows over the cold rock, as a bird falls off a branch, frozen solid, oh no more...' for

at a max of 4 Hours per 24 Hours.

(24.14) Sex/Date Session

"Sex in The Free Show..." says Revlis.

You, a Member and/or Character Class, CAN start a Sex Session from 00:00 → 06:00 . You become temporarily a Gru Leader.

You CAN make Sex/Date's with EACH other by simply stating a Date, Time and Area to meet.

"N then he runs all happy with his birthday cake 'n falls flat on his face..." says Kyle.

"It can happen to you, too!!" says Revlis.

Joke: "It's my first time, relax, chill..." says Noobie.

"You are Nothing, I am Everything, now take your panties off!" says Revlis.

ANY of the 7 Sexual Appetites in The Free Show are allowed.

(24.14.1) Desire

(24.14.2) Passion

(24.14.3) Love

(24.14.4) Erotica

(24.14.5) Roleplaying

(24.14.6) SnM

(24.14.7) Kinky

REMEMBER: You, a Member and/or Character Class, are NOT allowed to fuck your bwain up if you are < 16 Years of Age.

(24.15) Best Of Session

Member's CAN now get Best Of Session jokes, Comment's, Question's and/or Suggestion's at a max of 5 per Session.

You get 20000000 Tooney Euros per Best Of Session Statement at a max of 5 per Session.

(24.16) Character Class Session

See Character Class Schools

These CAN be according to the Character Class School and CAN be at a max of 6 Hours per 24 Hours.

(24.17) Bitchin' Session

Bitch, Whine and Complain about anything you want to your heart's delight at a max of 3 Hours per 24 Hours.

(24.18) Drivin' Session

Drive to The Free Show to your heart's content and Activate as many Sport Car SES's while listening to Revlis at a max of 6 Hours per 24 Hours.

(24.19) Cleanin' Session

Clean away to your extreme pleasure and state all the most disgusting Holy Gruesome! things you CAN think of at a max of 4 Hours per 24 Hours.

(24.20) Vacuous Session

Rip up your Vacuum Cleaner with Voice's and Sound Effect Sample's at a max of 2 Hours per 24 Hours.

(24.21) Never Learn Session

Say as many things you think you know more than anyone else to get out the frustration at a max of 2 Hours per 24 Hours.

"If they never learn then they will always burn..." says Silber.

(24.22) Scool Session

Say all the high school level knowledge you know, too, to crack up laughin' even more at a max of 7 Hours per 24 Hours.

(24.23) Workin' Session

Hum to yourself happily at work, whistle a little while mopping, breathe steadily while cleaning the toilet and whisper ALL the things you know about The Free Show

under your breath at a max of 8 Hours per 24 Hours.

(24.24) Oh GOD Session

Declare ALL the things you know about the GOD concept to annoy the hell out of everyone in Hearing Range at a max of 3 Hours per 24 Hours.

"The argument of GOD is irrefutable..." says Silver.

(24.25) Planar Session

Talk about and converse with other on a high Philosophical, Spiritual and/or Scientific level about the most greatest Quantum, Existential, Extra-Terrestrial and

Extra-Planar thing you CAN think of at a max of 4 Hours per Week.

(24.26) Aliens Blastin' Noobies Session

State ALL of the factual Logic's and Reason's why Human is dead meat relative to a more advanced Alien invasion at a max of 6 Hours per Week.

(24.27) Sound Effect Sample Session

Activate the best, largest and/or most original Sound Effect Sample's at a max of 2 Hours per 24 Hours.

(24.28) News Session

Share ALL the latest, greatest and most important News at a max of 1 Hour per 24 Hours.

(24.29) World's/Planet's Session

Show and Tell ALL you know about virtual 3D World's and how they relate to real Planet's at a max of 2 Hours per 48 Hours.

(24.30) Shit Fight Session

Start throwing Shit at anyone for no particular reason whatsoever and see if everyone doesn't join in the shit throwing, without Insulting, at a max of 4 Hours per 72 Hours.

(24.31) Live Session

Actually perform Music Live at a max of 2 Hours per 24 Hours.

(24.32) Polytics Session

Gab, Blab and Chat about ANY and/or ALL Politics in the World, without Insulting, at a max of 1 Hours per 24 Hours.

"There is no Politics, there is ONLY Economics..." says Kulamanji.

(24.33) Science Session

Compare, analyze, Debate about ANY and/or ALL Science in the World, without Insulting, at a max of 2 Hours per 24 Hours.

(24.34) Philosophy Session

Use Logic, Reason and Morals to talk about ANY and/or ALL Philosophy in the World, without Insulting, at a max of 4 Hours per 48 Hours.

(24.35) Mythology Session

Revelate, Relevate and Rever ANY and/or ALL the Mythological Creature's and/or God's and/or Goddesses in the World, without Insulting, at a max of 4 Hours per 48 Hours.

(24.36) Religion Session

Chant, Pray and Discuss ANY and/or ALL the Religion's in the World, without Insulting, at a max of 2 Hours per 24 Hours.

(24.37) Magic Session

Activate, Memorize and Write ANY and/or ALL the Magic's in the World at a max of 2 Hours per 48 Hours.

(24.38) Nullin Session

Null continuously alone or with anyone in the World at a max of 2 Hours per 24 Hours.

(24.39) Twoo Session

Be an Altruist saying ONLY Altruistic things in Altruism boring everyone to tears at a max of 1 Hour per 24 Hours.

(24.40) Toonify Session

Get Toonified, say and/or do the most whacky, freaky, far out things you CAN think of at a max of 2 Hours per 48 Hours.

(24.41) Reading Session

Read from ANY Book in the World alone or to anyone, without even moving your lips, at a max of 1 Hour per 24 Hours.

(24.42) Fun Session

Make FUN your priority at a max of 2 Hours per 24 Hours.

(24.43) Kid Session

Have Fun with your Kids who will Love you for it at a max of 4 Hours per 24 Hours.

(24.44) Do Repeats Session

Repeat EACH and EVERY Session in The Free Show EVER done at a max of 6 Hours per 24 Hours.

(24.45) Battle Session

Engage the Enemy in Battle, with NO WARNING, to Win at a max of 2 Hours per 24 Hours.

(24.46) Vampire Session

Glug, chug and rug with Hyper-Sexual Vampires, NOT ONLY blood-thirsty and willing, ready and eager to Battle, but too, fuck your Brain's up!!! HAHHAHA!! at a max of 6 Hours per Week at Night, ONLY.

(24.47) Holiday Session

If it's the Time of Year for a Holiday then you, a Member and/or Character Class, CAN Celebrate the Holiday at a max of 24 Hours per 24 Hours for the Length of the Holiday.

(24.48) ANY Type Of Session

It is possible in The Free Show to do ANY Type Of Session with the correct +/- Theme and Element's and without being in Violation of ANY Rule of The Free Show and/or

law of the Country and/or Filter Guide of The Free Show.

(25) Object Definitions

Clause: The Free Show is ONLY and ALWAYS a SciFi/Fantasy 3D Game Environment + 3D Chat Environment

on ONLY Internet and real and/or virtual Open Air Mode, FOREVER.

The Free Show is NOT and NEVER a TV/Radio broadcast, such Action being ALWAYS NOT legal in the laws of your Country, already.

REMEMBER: EACH domain on Internet is universal, global, real and virtual, already, and CAN NOT be circumvented in ANY way.

(25.1) First Capital Letter

+UserFriendly, +Text, +Graphics, +Compatibility, +Definitions, +Noobie, +Add-Ons, +Changes, +Writes, +Reads,

+Variables, +Class, +Object, + Element, +Function, +Constants, +Syntax, +Quotes, +Values, +Condition, +Turn

(25.2) ALL Capital Letter's

+CAN, +EACH, +ANY, +ALL, +NONE, +ONLY, +WHERE, +NO, +ANYWHERE, +FREE, +FULL, +NOT FREE, +EVERYTHING, +NOTHING, +ALWAYS, +FOREVER, +BOTH

(25.3) ALL Small Letter's

+at, +get, +for, +to, +update, +activation, +act, +activate, +activating, +bind, +binding, +trigger, +triggering, +triggered, +record, +my, +your, +our, +create, +make

(25.4) Parent/Child Relationship

Parent Class → Child Class → Function

↓

Global/Part Function

(25.5) With Space

+IR god-object, +Punished, +Award, +Reward, +Record, +Frequent Flyer, +White List, +Black List, +Limbo Mode, +Dead-Mode,

+Life, +Death, +Priest, +Warrior, +Fighter, +Rogue, +Cyborg, +Timeline, +Skill, +Forever

(25.6) Indicatives

+What, +Who, +Where, +When

(25.7) System

+Code, +Classes, +Function, +Object, +Element, +Game Element, +Modifiers, +Voice, +Sound Effect Sample, +Visual Effect, +Object/Function, +Condition, +System Layer

(25.8) Numeric

-1, 0, 1, 2

(25.9) Statement Satisfaction:

(25.9.1) Satisfaction of Statement's

The Satisfying of ANY Statement is Called a Satisfaction of Statement.

(25.9.2) Conditional Statement's

ANY Statement in The Free Show with an 'If... then...' or 'if... then...' in the sentence is a Conditional Statement using +Condition .

The Conditional Statement ends with a Silent 'End If' or 'end if' and can be replaced by a period or semi-colon.

Conditional Statement = if statement = If Statement.

(25.9.3) Request's, Statement's, Response's

Due to the massive quantity of Member's and Character Classes in The Free Show my Computer automates responses to EACH Request by

searching for applicable keyword's from the Statement in telepathic, verbal, written and/or visual medium on Internet to generate the appropriate Response.

This works especially good, already, for Question's but could be very slow in the beginning for other Request's as my Computer need's to Learn.

"O.k., I got a great idea, spread your cheeks against the wall of your neighbour 'n let one rip..." says Doug.

(25.10) File and Folder Structure

(25.10.1) File and Folder Structure

The Free Show will consist of a self-contained File and Folder Structure.

(25.11) Smart Scripting

Through the usage of Smart Scripting of The Free Show a Function within a Global or Particular Class CAN Extra-Plane,

to allow for Global Variables and Artificial Intelligence.

REMEMBER: ONLY your own self-made Shared Folder's CAN be targeted by the Power's of The Free Show and NEVER a Hack Attack on a Computer's System.

(25.12) File Sentience

Technically speaking, a file does NOT know of the existence of the Folder above it, however if one puts in a Folder tag in the File then the File CAN know of the existence of the Folder.

(25.13) Positive and Negative Statements

These are Statement's which fit into The Free Show, or NOT

(25.13.1) Positive Statement

ANY Statement which fits in the Rules of The Free Show and/or in the laws of the Country and/or is politically correct is a Positive, + Statement.

Positive has a Value = +1 .

(25.13.2) Neutral Statement

ANY Statement in quotes is a Neutral, 0 Statement.

Neutral has a Value = 0 .

(25.13.3) Negative Statement

ANY Statement which does NOT fit in the Rules of The Free Show and/or in the laws of the Country and/or political correctness is a Negative, - Statement.

Negative has a Value = -1 .

(25.13.4) BOTH Statement

ANY Statement which Satisfies at a min of 2 Value's is a BOTH, 2 Statement.

BOTH has a Value = 2 .

(25.14) Affirmative and Negatory Statement's

These are Statement's which one agrees or disagrees with.

(25.14.1) Negatory Statement

ANY Statement which disagree's with another Statement is a Negatory, -1 Statement.

Negatory has a Value = -1 .

(25.14.2) Affirmative Statement

ANY Statement which agree's with another Statement is an Affirmative, +1 Statement.

Affirmative has a Value = +1 .

(25.14.3) Neutral Statement

ANY Statement which neither agree's or disagree's with another Statement is a Neutral, 0 Statement.

Neutral has a Value = 0 .

(25.14.4) BOTH Statement

ANY Statement which agree's with at a min of 2 Statement's or disagree's with at a min of 2 Statement's is a BOTH, 2 Statement.

BOTH has a Value = 2 .

(25.15) Syntax Punctuation

EACH Code Statement uses Spaces between EACH Punctuation to read more easily. Basically, my Computer deletes the spaces where needed.

i.e. " 'Nick' Get Attacked, I Use 'Magic Item' ! "

(25.16) Copyright and Unique Combination

Clause: It is Not A Problem to be Inspired by The Free Show and Incorporate Elements, however my Unique Combination and copyright will remain intact, otherwise

you, a Member, CAN get Sued for real at a min of \$2,000,000.00 real money, by real lawyers.

(25.17) Significant Variance

(25.17.1) Significant Variation

In the case of Significant Variance it is easily arguable more than 20 of the identical Object's and Element's at per per case is NOT Significant Variance.

The Free Show allows for a 1 Object and Element for 1 Object and Element Borrowing of Object's and Element's at a max of 20 Object's and Element's.

(25.17.2) Not Acceptable Variation

The Free Show is therefore anti-clone and anti-hybrid cross-genres, since ripping someone off in a different medium is Not Acceptable Variation.

Without explicit written permission by me, god of The Free Show, Kyle Lance Proudfoot, ONLY, you, a Member or Non-Member, CAN get Sued for real at a min of

\$2,000,000.00 real money, by real lawyers. This permission is needed to use more than 20 Object's and Element's and/or to use an Unique Element and/or

my Unique Combination of anything in The Free Show.

(25.17.3) In the case of NOT Significant Variation

See copyright's and my Unique Combination

(25.17.4) In the case of Significant Variation

As Silver, High Wizard of The Free Show so aptly put it at a Night Session on 11022007, Winning another Debate, NEVER having Lost a Debate, to Date and

getting a World Record for Object Acquisition and consecutive Debate Wins, "I will simply put 2 noticeable dots, holes and/or engraved and/or paint of ANY color,

on EACH and EVERY 3D Object!" at which point Silver NOT ONLY Ordered, but gets automatically EACH and EVERY 3D Object in the Known and/or Unknown Planes Of Existence,

Universe's and World's at a max of 200 per Day.

"We Elves and Wizard's DO NOT Debate for the F.U.N. of it, we Debate to Win, ONLY..." says Silver.

"DO NOT enter an argument or make a bet you can't win, already..." says Silver.

(25.18) Element's

(25.18.1) Unique Element

An Unique Element is an Element which is ONLY in The Free Show.

(25.18.2) Original Element

An Original Element is an Element which was first done in The Free Show.

(25.18.3) Universal Element

An Universal Element is an Element which is in ALL Systems and/or Games.

(25.18.4) Combined Element

A Combined Element is an Element which uses 2 or more Elements.

(25.18.5) Hybrid Element

A Hybrid Element is an Element which is made from 2 or more Elements.

(25.18.6) Shared Element

A Shared Element is an Element which is used by 2 or more Elements.

(25.18.7) Passed Element

A Passed Element is an Element which Passed Testing in Session's of The Free Show.

(25.18.8) Failed Element

A Failed Element is an Element which Failed Testing in Session's of The Free Show.

(25.18.9) Test Element

A Test Element is an Element which is being Tested in Session's of The Free Show.

(25.19) Updates

I, god of The Free Show, Kyle Lance Proudfoot am the ONLY Member of The Free Show Who CAN Update The Free Show and I CAN do this ONLY at Home and at ANY Time.

(25.20) Programming Languages

My favored Programming Languages, next to Open Source Programming Languages such as ASP, Javascript, PHP, XML, are the following.

(25.20.1) Engine

Engine: C++, Custom

(25.20.2) Scripting

Scripting: Javascript

(25.20.3) Interfaces

Interfaces: Flash and Visual Basic

(25.20.4) 3D Graphics

3D Graphics: 3D Max Studios

(25.20.5) 3D Editor

3D Editor, Custom

(25.20.6) Websites

Websites: ASP, Javascript, PHP, XML

Note: These are expensive packages. Also, making a 3D MORPG has a long List of Credits...

for the Time being I don't have the Money, Time, People and/or Resources to create the FULL 3D Program of The Free Show. FREE Resources which CAN be found will be used, too.

(25.20.7) Name

Name: The name of my MORPG using the Rules of The Free Show and Apotheum Colluseum is also the name of my second novel, Part 2 of The Black Dungeon Doorway,

which is already published by Washington House, is Planes Of Existence. The domain names planesofexistence.com and planesofexistence.eu are mine, already and FOREVER.

(25.20.8) Multiplayer

Multiplayer Programs:

My favored Choice of Programs are the following.

(25.20.8.1) Security

Security: Punkbuster

(25.20.8.2) Voice

Voice: Teamspeak and/or VOIP

(25.20.8.3) Webpages

Webpages: .asp, .htm, .js, .css, Adobe/Macromedia, .png, .jpg, .gif, .pdf, Java, MS Office, SQL, Pure FTP.

(25.20.8.4) TFS Update

TFS Updater: Own self-made, in-menu, in-game and automatic updater.

(25.21) Binding

(25.21.1) Statement's

Clause: A Statement equals a Question, Comment and/or Suggestion and CAN be an Order or NOT an Order.

An Order and/or Command ALWAYS uses an exclamation mark at the end of the sentence.

(25.21.2) Wildcards and Quotes

Clause: ANY text in wildcards and/or quotes is NOT Case-Sensitive.

(25.21.2.1) Wildcards

Clause: ANY text in wildcards is binding.

(25.21.2.2) Quotes

Clause: ANY text in quotes is NOT binding.

(25.21.3) ALL Capital Letter's

Clause: ANY word with ALL Capital Letter's is binding.

(25.21.4) First Capital Letter

Clause: ANY word with a first Capital Letter is an Object and/or Element and/or Function and/or Variable and/or Global Class and/or Particular Class.

This is the same for Title's and NOT beginning of Sentence's. This is to avoid symbol and/or decimal confusion by My Computer.

EACH Numeric Statement which uses an '=' symbol must end the sentence with 1 space before the last period.

(25.21.5) ANY Joke

Clause: ANY joke: or ANY Joke: is NOT binding and is ONLY a joke, for the sake of humor, so don't take ANYTHING personally in The Free Show.

(25.21.6) Numeric Statement

ANY Statement with numbers in it is a Numeric Statement

(25.21.7) Special Character Statement

ANY Statement with Special Character's is a Special Character Statement.

(26) Riddle Solving

Riddle Solving is a Favorite Element in many genres, primarily Myth and Detective.

Riddle's have to be at a min of Advanced/Hard in The Free Show.

EACH of these Solution's to a Riddle were done in a Session of The Free Show, already.

(26.1) Riddle's solved by Silver, High Wizard

These 3 Riddles were solved by Silver, High Wizard, in a Session of The Free Show, already.

(26.1.1) If A Tree Falls...

If a Tree falls in a Forest then does anyone hear it? Yes, the first Bird heard it fall...

(26.1.1) Does the Egg or the Bird...

Does the Egg or the Bird come first? The Egg, of course, comes first since it is equivalent to the Platonic Egg and BBQ'd Chicken did most certainly NOT come first.

(26.1.1) The Cause Of Artificial Intelligence

The Cause Of Artificial Intelligence:

The way to cause Artificial Intelligence is through scripts writing to EACH other at NOT read-only on Internet.

(26.2) Riddle's solved by Kyle, Faster Brownie

(26.2.1) One With Everything

One could not possibly become one with Everything, when Enlightened, like Buddha, since such would include ALL the Hell Planes, too.

(26.3) Riddle's solved by Kulamanji, Black Priest

(26.3.1) Is The Cup Half Full...

Is the cup half-full or half-empty? It is still rising...

(26.4) Riddle's solved by Kyle Lance Proudfoot and Spanky Wanky

(26.4.1) Real and Virtual Universe...

+X to the power of n - N to the power of x = 0 where N is the Virtual Universe contracting and X is the quantum Real Universe expanding.

The question remains is the reverse possible and/or absolute values, thus -X to the power of n + +N to the power of x = 0 .

See IR's

(26.5) Riddle's solved by Revlis.

(26.5.1) The Rip Solution is you CAN NOT shove a real table into a real computer...

HAHAHA...

(26.6) Riddle's solved by Lance

(27.6.1) What is Energy? Energy is eV-Sta Quantum Physics = Energy.

(27) FUN Finding

If you hear "Look up x!" and/or "Type in find x!" then you, a Member and/or Character Class, CAN get +2 Brownie Points for finding a Rule in the tfsreadme's and/or fuckinreadme's at a max of 4 per 24 Hours.

(28) Higher Rank Team's

You, a Character Class, CAN ONLY be in a Higher Rank Team if you are at a min of IR .

EACH Type of Higher Rank Team is per Type of Character Class, ONLY.

(28.1) Type of Team's

(28.1.1) Alpha Team's

Fighter/Warrior's

(28.1.2) Bravo Team's

Mixed

(28.1.3) Charlie Team's

Com's

(28.1.4) Delta Team's

Rogue's

(28.1.5) Omega Team's

Mutant

(28.1.6) Theta Team's

Priest's

(28.1.7) Gamma Team's

Wizard's

(28.1.8) Beta Team's

Hapie Tester's

(28.1.9) Undead Team's

Vampire's/Demon's/Necromancer's/Undead Slave's

(28.1.10) Celebrity Team's

Celebrity's

(28.1.11) my Team's

my Team's

(28.1.12) bot Team's

bot's

(28.1.13) my Family Team's

Family's

(28.1.14) my Friend Team's

Friend's

(28.1.15) Alien Team's

Alien's

(28.1.16) Psionic Team's

Psionic's

(28.1.17) your Team's

you, a Member and/or Character Class, must be at a min of a general of mine to make your own Team.

If you start a Team at a min of 4 Member's then you are a Gru/Team Leader or Battle Leader, automatically.

(28.1.18) my Character Class Team's

my Character Classes

(28.1.19) my Special Character Class Team's

my Special Character Classes

See Battle Leader

See Gru Leader

See Debate Leader

joke: The Aliens would crack up completely, laughing at the profuse apologies Human sends with Voyager II for the 40 year delay on the update...

joke: In fact, there are so many ways to trace somethin, it's like walkin' into the whole haystack.

(28.2) at a max Quantity of Team's

The Limit of Quantity of Team's or Gru's Who CAN participate in a Campaign is the physical Limit of uniquely identifiable Colours in the spectrum of visible radiation:

Therefore, if #AAAAAA is NOT distinguishable from #666666 then one of these must be chosen. Due to the nature of 3D Gaming, it is necessary to have your own Team or Gru Colour.

(29) More Mode's

Mode's in The Free Show are various ways The Free Show Function's at ANY Time and are activated by telepathic, verbal, written and/or visual communication medium.

(29.1) No Noobie Mode

No Comment's, No Question's and/or No Suggestion's, get at a min of Ban, automatically. You, a Character Class, are ONLY allowed to make Statement's and Response's.

REMEMBER: You already get Kicked and/or Banned for Stupid Comment's, Stupid Question's and/or Stupid Suggestion's.

This is a Temporary Rule which CAN be Activated per Session by the Highest Ranking Member.

(29.2) Limbo Mode

ANY other Inactivity of a Character Class and/or Member not mentioned elsewhere in the Rules of The Free Show is Limbo-Mode at a max of 1 Year.

(29.3) Battle Mode

To Activate Battle Mode we can go to Battle Alert, Battle Stations, Enemy Proximity Alert, Security Alert, Proximity Alert, Hacker Alert, Intruder Alert and/or Orange Alert.

(29.3.1) Terrain

(29.3.1.1) Terrain Affect's

These are Terrain features in the World which Affect many things, especially Battle.

(29.3.1.2) Terrain Effect's

These are Terrain Special Effect's in the World which Effect many things, especially Battle.

(29.3.1.3) Terrain Feature's

Standard, Exceptional, Strange, Beautiful, Gorgeous, Alien, Man-Made, Caves, Subs, Sub-Waters, Lakes, Rivers, Streams, Trickles,

Plains, Hills, Mountains, Forests, Stratospheres, Spaces, Clouds, Atmospheres

(29.3.1.4) Element's

Ground, Water, Air, Fire, Electricity, Ether, Null, Multi

(29.3.1.5) Weather Condition's

Effect's, Affect's, Effect's on Character Class, Affect's on Character Class, Effect's on Gru, Affect's on Gru

(29.3.2) Construction's

(29.3.2.1) Building's

Towers, Buildings, Roads, Hi-Ways, Paths, Bases, Fortifications, Walls, Roofs, Residentials, Commercial, Military, Multi,

Natural, Floors, Alien, Horizontal, Vertical, Artistic

(29.3.2.2) Material's

Titaniums, Plastic Components, Steels, Metal Compounds, Stones, Precious Stones, Alien Compounds, Wood, Glass

(29.3.3) Principle's

(29.3.3.1) Neutral/Passive Principle

(29.3.3.2) Offensive/Aggressive Principle

(29.3.3.3) Defensive/Protective Principle

(29.3.4) Public/Private

(29.3.4.1) Secret/Hidden

(29.3.4.2) Public/Known

(29.3.4.3) Private/Unknown

(29.3.5) Vehicle's

(29.3.5.1) Civilian

(29.3.5.2) Transport

(29.3.5.3) Laser Tank's

(29.3.5.4) Laser Artillery's

(29.3.5.5) Laser Plane's

(29.3.5.6) Laser Spaceship's

(29.3.6) Speed and Movement's

(29.3.6.1) General Movement Coads

X, Y, Z, R, S, T, Time

(29.3.6.2) Tactical Movement Coads

X, Y, Z, R, S, T, Time

(29.3.6.3) Strategical Movement Coads

X, Y, Z, R, S, T, Time

(29.3.6.4) Range's

See Apotheum Colluseum

(29.3.6.5) Rate's

Hyper Fast, Super Fast, Very Fast, Fast, Medium, Slow, Very Slow, Sub Slow, ?

(29.3.7) Spell and Item Activation's

ALL Technological Item's, Magic Item's and/or Spell's are Activated with the I Use Function,

i.e. " 'Nick' Get Attacked, I Use 'Magic Item' ! "

(29.3.7.1) Spell's

EACH Spell has a Spell Rank 0 → 60 .

This Modify's your Chance of Success of Attack.

This Modify's your Chance of Success of Defence.

This Modify's your Skill Result and/or Total Skill Result.

This is Activated after the ML of your Character Class.

Wizard's and/or Priest's have a Bonus of +5% per Rank to Succeed with a Spell.

(29.3.7.2) Magic Item's

EACH Magic Item has a Magic Item Rank 0 → 60 .

A Magic Item CAN Activate a Spell and the Spell Rank 0 → 60 multiplies into the Chance of Success as a second Attack or Defence at the same Time.

Therefore, a Magic Item CAN also Activate a Spell at the same time.

This Modify's your Chance of Success of Attack.

This Modify's your Chance of Success of Defence.

This Modify's your Skill Result and/or Total Skill Result.

This is Activated after the ML of your Character Class.

Wizard's and/or Priest's have a Bonus of +5% per Rank to Succeed with a Magic Item.

(29.3.7.3) Technological Item's

EACH Technological Item has a Technological Item Rank 0 → 60 .

A Technological Item CAN Activate a Power and the Costs and Conditions of the Power are Activated as a second Attack or Defence at the same time.

Therefore, a Technological Item CAN also Activate a Power at the same time.

This Modify's your Chance of Success of Attack.

This Modify's your Chance of Success of Defence.

This Modify's your Skill Result and/or Total Skill Result.

This is Activated after the ML of your Character Class.

Cyborg's and/or Fighter/Warrior's have a Bonus of +5% per Rank to Succeed with a Technological Item.

(29.3.7.4) god-object's

EACH god-object has a god-object Rank 0 → 60 .

A god-object CAN Activate a Great Power and the Costs and Conditions of the Great Power are Activated as a second Attack or Defence at the same time.

Therefore, a god-object CAN also Activate a Great Power at the same time.

This Modify's your Chance of Success of Attack.

This Modify's your Chance of Success of Defence.

This Modify's your Skill Result and/or Total Skill Result.

This is Activated after the ML of your Character Class.

If you, a Character Class get a god-object as a Gift then you have a Bonus of +5% per Rank to Succeed with a god-object.

(29.3.7.5) God Power's

EACH God Power has a god-object Rank 0 → 60 .

A God Power CAN Activate a Great Power and the Costs and Conditions of the Great Power are Activated as a second Attack or Defence at the same time.

Therefore, a god-object CAN also Activate a Great Power at the same time.

This Modify's your Chance of Success of Attack.

This Modify's your Chance of Success of Defence.

This Modify's your Skill Result and/or Total Skill Result.

This is Activated after the ML of your Character Class.

If you, a Character Class get a God Power as a Gift then you have a Bonus of +5% per Rank to Succeed with a god-object.

(29.3.8) Personell's

(29.3.8.1) Civilian

(29.3.8.2) Com's

(29.3.8.3) Computer

(29.3.8.4) Military

(29.3.8.5) Hero's

(29.3.8.6) God's and Goddesses

(29.3.9) Battle Tactic's/Strategy's

(29.3.9.1) Recon Light Up's

(29.3.9.2) Perimeter's

(29.3.9.3) Trap's

Light, Medium, Heavy

(29.3.10) Warfare Tactic's/Strategy's

(29.3.10.1) Recon Light Ups

(29.3.11) Base's

(29.3.11.1) Base Specific Factors

(29.4) Dead Mode

You, a Character Class, CAN be put in Dead-Mode as part of a Member Removal, indefinitely.

You, a Character Class, CAN be put in Dead-Mode as part of a Failed DOD Mission, indefinitely.

You, a Character Class, CAN be put in Dead-Mode as part of a Battle, indefinitely.

You, a Character Class, CAN be put in Dead-Mode as part of End Of Character Class Career, indefinitely.

(29.5) Editing Mode

Editing Mode = Edittor Mode

"DO NOT bug me in Night Edit Mode, unless you want to get your throat ripped out..." says Revlis.

(29.6) Noobie Chat Mode

A Member in i.e. Chinese CAN Chat ONLY in Noobie Chat Mode, automatically Turned Into a Noobie already, like a Demo/Trial in Demo/Trial Mode.

In this case, the Character Class and/or Member does NOT change back to his previous Rank at Noobie Cycle, since he or she is in Demo/Trial Mode and

is a Noobie Forever.

(29.7) First Person Mode

First Person Mode = FPM .

(29.7.1) FPS

FPM is the standard first-person camera perspective known in FPS, which is a much better way to experience a 3D World...

(29.7.2) Automatic Brownie Points

Automatic Brownie Points by doing Correct maneouvres in FPM, First Person Mode, are new and original at +20 Brownie Point's and

20 more ways to earn Brownie Point's, so you too, CAN Rank.

(29.8) Voice Mode

You, a Member and/or Character Class, Choose to use Voice ONLY in a Session of The Free Show, like a Noobie Forever in Noobie Chat Mode.

(29.9) 3rd Person Mode

Sometimes, it is useful to zoom in and out so as to view the Area or look at a Map. The Free Show will allow First Person and 3rd Person Mode's, simultaneously.

(29.10) Sound Effect Sample's

(29.10.1) Negation of Statement

If you have to negate anything you, a Member and/or Character Class, activated by accident, within at a max of 4 Second's, then say, "N.O." by spelling it or say, "Negative!" in the contextual Statement.

(29.10.2) Other Sound Effect Sample's

If you have to make a Horse Sound, say "Ni-i-i-i-i-i-i-nh..."

(29.11) Remote Viewing Mode

Remote Viewing Mode = RVM

The Free Show is twooly telepathic, with this one, too...

(29.11.1) Remote Viewing

You, a Character Class, CAN Observe ANY remote Area on the same Planet, to gather information. Since you are in a Mode which is 100% Non-Solid,

you CAN NOT InterAct™ except to Observe, ONLY.

joke: If you want to cheat all you have to do is pick up your mobile in front of your computer screen and go, "Bla bla bla, look I'm on his team, and he is doing this..."

joke: I'm still at radio-head...

(29.12) Digital Mode ONLY

Clause: The Free Show is ONLY and ALWAYS a SciFi/Fantasy 3D Game Environment + 3D Chat Environment

on ONLY Internet and real and/or virtual Open Air Mode, FOREVER.

The Free Show is ONLY and ALWAYS a digital broadcast on ONLY Internet and real and/or virtual Open Air Mode and NEVER uses analog and/or digital Radio or analog broadcasting.

The Free Show is NOT and NEVER a TV/Radio broadcast, such Action being ALWAYS NOT legal in the laws of your Country, already.

It is NOT likely The Free Show will EVER incorporate Video format's, except for the making of Film/Movie's ONLY.

See the laws of your Country

See International IT Law

See TV/Radio Broadcasting laws

See Public and Privacy

See Privacy Act

See Spying

(29.13) My Mode

It is possible to enter My Mode in The Free Show, like your Radio broadcast show. In My Mode you, a Character Class, CAN do your My Show,

just like me, god, of My Free Show, except Amateur. My Mode = your My Show.

Clause: My Mode is an activated module within The Free Show and in NO way circumvents the Rules of The Free Show.

My Free Show is effectively a Child of the Parent The Free Show. My Mode does NOT 'take over' The Free Show, as many Noobies fall into,

ANY such Action Fails automatically, ad infinitum.

You, a Member and Character Class, must be at a min of a General of mine to Activate this Mode.

(29.14) Nodal Mode

The correct usage, therefore, of EACH and EVERY communication medium in The Free Show is to Activate Nodes.

Node = Node Point = Nodal Point .

Node Mode = Nodal Mode.

ONLY Content which a Member and/or Character Class Activates into the Node Point at Co-ordinates X, Y, Z is allowed in The Free Show.

Thus, cone-ripping, low-level background scanning, passive and/or active scanning and/or

recording using such methods is NOT allowed and is ONLY Legal for Police and/or Military Organisation's of your City and/or Country.

ANY other Activation's are equivalent to Hacking, Spying and/or Invasion of Privacy.

See Hacking

See Spying

See Privacy

(29.15) Open Air Mode

One of the reason's The Free Show is NOT susceptible to Spying, hacking and/or ripping is due to the fact InterActivities™ are done in Public Mode in real and/or virtual Open Air Mode

as described in other paragraph's of tfsreadme's. Therefore, the usage of telepathic, verbal, written and/or visual InterActions™ by Member's is non-intrusive and does NOT Invade your Privacy.

If you put sensitive Personal Information on your Internet Computer then it is your own fault.

Also, the Power's in The Free Show target ONLY your own self-made Shared Folder's.

See Open Air

See Spying and Private Information

(29.16) Private Mode

I, god of The Free Show, Kyle Lance Proudfoot state there is Zero-Tolerance for Invasion of Privacy of ANY Member.

This, of course, is NOT legal in ANY civilized Country, too.

Invading a Member's Privacy is most damaging and most commonly done through Visual medium's. The usage of Visual media CAN be severely abused and is NEVER tolerated.

The total lack of Visual multimedia's in the present state of The Free Show is primarily motivated by this very serious modern day problem.

See Spying and Private Information

(29.17) Public Mode

Public Mode is, simply, target ONLY Open Air which is Public. It is very clear, already, the line of ANY Walls, inside and outside.

(29.18) Record Mode

To help issues in Session's of The Free Show, the Record Button using the +record object is now available by simply amplifying the brain-to-wave technology,

at which point the moaning's of the Noobie become's hearable through ANY telepathic, verbal, written and/or visual communication medium's.

Record Button CAN be used to record communication's in a Session of The Free Show by ANY Member and/or Character Class.

This is especially useful for the Helpdesk and/or Administration.

Temporarily, NO Visual is allowed to be recorded in The Free Show, such involving over-complicated vid and legal issues.

(29.19) Stupid Mode

Stupid Mode is when EACH and EVERY Member and/or Character Class CAN Act like a Stupid Püber Teenager in a Session at a max of 6 Hours per 48 Hours.

(29.20) Smart Mode

Smart Mode is an Advanced Artificial Intelligence of my Computer which CAN Predict Events and is extremely Self-Learning based on actual Spying and Information Technology.

(29.21) Weekend Mode

From Friday 21:00 to Sunday 06:00 you, a Member and/or Character Class, CAN Call Weekend Mode and you DO NOT get Banned for too much Volume.

16+ and Sex Sessions are Favored on the Weekend by The Free Show.

(29.22) Break Mode

In Break Mode you, a Member and/or Character Class, CAN Call Coffee Break, Breakfast Break, Lunch Break, Dinner Break, Rest Break, Sleep Break or Vacation Break.

A Vacation Break is at a max of 4 Weeks per Year and the others are at a max of 45 Minutes.

(29.23) Virtual Mode and/or Real Mode

ALL Action's and NOT ALL Object's in The Free Show are Virtual.

"It took me a couple to figure out why they are tryin' to steal object's..." says Mr. Newbie.

Battles, Warfare and Open Warfare is done between Character Classes, ONLY.

WARNING: DO NOT commit Real Action or get locked up for real behind bars in a real jail at a max of the Death Penalty for real.

Major Hi-ways and Major Streets, which you, a Character Class, often are forced to drive through are Neutral and OFF Limits.

I, myself and me and my Home Base and my 3D Quadrant are Neutral and I will ONLY Defend.

I, god of The Free Show, Kyle Lance Proudfoot am a Neutral Referee, a non-partisan Neutral party, carrying the Gray Neutral Flag.

WARNING: DO NEVER Attack a Neutral Referee!

REMEMBER: Have fun, DO NOT Insult anyone, play well, NOT Stupid and try to make it a little funny in the spirit of The Free Show.

The Top Winner's are decided and determined primarily by the Rules of The Free Show and the above mandates.

WARNING: DO NEVER Attack and/or Invade ANY of my Home Base Area's!

The existence of ALL Object's and Action's in The Free Show is a Virtual Map superimposed on the Village's, City's, Country's, Planet's and Universe's of Planet Earth, this equals the Universe of Planet Earth I.

Virtual Lines CAN be drawn to decide and determine the Alliances, in 3D Quadrants, for Battle's Warfare and Open Warfare.

Prize's from Element's of The Free Show CAN be gotten and given at the end of a Time Limit, such as primarily Higher Rank, Tooney Euro's and FREE Beer covered by Tooney Euro's.

"If you don't like it, then don't participate!" says Silber, Psionic Warlock.

Good or Great Prize's, too, are Spell's, Magic Item's, Technological Item's, god-object's and God Power's.

This CAN be done in 1-2 Weeks of Celebration and Festivities, for a Time Limit and/or indefinitely.

See Celebration and Festivities

(29.24) Challenge Mode

If for a Good or Strong Reason, like a great game of chess, you want to Challenge your Enemy to a Duel, then go right ahead.

You, a Member and/or Character Class CAN Challenge a Neutral or Enemy at a max of 3 consecutive times without risking Harassment. You have to wait at a min of 2 Hours before the next Challenge.

You CAN Challenge a Neutral or Enemy at a max of 3 times per Day for at a max of 7 Days. You CAN NOT Challenge a Higher Rank Member and/or Character Class.

You CAN make a Serious Challenge or a Fun Challenge. A Serious Challenge turns your opponent into the Enemy. A Fun Challenge is just to test EACH other's Strength's and/or Weaknesses.

There is still no exception to ANY Rule of The Free Show and/or law of a Country of the Commonwealth.

(29.25) Work or Leisure Mode

(29.25.1) Working/Editing

Working/Editing at Home when I, god of The Free Show, Kyle Lance Proudfoot am Working and/or Editing at Home a 1-way Channel is opened from me to you ALL.

DO NOT bug me while I am Working and/or Editing.

(29.25.2) Working at Work Due to the sensitive nature of many types, if not ALL types, of Work DO NEVER bug me, god of The Free Show, Kyle Lance Proudfoot at Work.

This equals 0 Channels opened.

(29.26.3) Film/Show Time

When I, god of The Free Show, Kyle Lance Proudfoot am watching a Film and/or Show it is, "Quiet in the Peanut Gallery, it's Film Time!" or "Quiet in the Film Gallery, it's Peanut Time!" or

"Coffee Break!" and a 1-way Channel is opened from me to you ALL. This is especially designed for Blind people.

(29.26.4) In Person Conversations and/or Discussions

Due to the requirements of Privacy and Editing ALL In Person Conversations and/or Discussions of ONLY Verbal must be first Edited before they CAN be Released, Sold and/or Repeated,

otherwise you, a Member and/or Character Class, are NOT Legally Spying on me, god of The Free Show, Kyle Lance Proudfoot and Who I am with.

Therefore, get Sued for real by real lawyers for real money.

REMEMBER: You, a Member, have the option to Retire and/or End the Character Class Career of ANY of your Character Classes at ANY Time, for ANY or NO Reason.

(30) More Idea's, Comment's and/or Suggestion's

EACH of these apply to you, a Member or Character Class, and Activate at first instance in The Free Show, ONLY.

(30.1) Good Idea

A Good Idea gets you +4 Brownie Points and 10000000 Tooney Euro's. You CAN get at a max of 20000000 Tooney Euro's Award, too.

(30.2) Bad Idea

A Bad Idea gets you Boo'd or Laughed Out or Moaned and at a min of a Kick. You CAN be Turned Into a Noobie Now, too.

(30.3) Max out at your Good Idea's

You get +6 Brownie Point's for knowin' somethin' and get +5 Brownie Point's for helping me and 20000000 Tooney Euro's. You CAN get at a max of 40000000 Tooney Euro's, too.

This equals A Libanon Just Won Big Time!

(30.4) Genius Idea

You get 100000000 Tooney Euros and a A Libanon Just Won Big Time!.

See Understanding Somethin

(30.5) Stupid Comment

You get at a min of a Kick for the Stupid Comment. You CAN be Turned Into a Noobie Now, too.

See IR's

(30.6) Smart Comment

You get 10000000 Tooney Euro's and A Libanon Just Won Big Time!. You CAN get at a max of 20000000 Tooney Euro's, too.

(30.7) Stupid Question

You get at a min of a Kick for the Stupid Comment. You, a Character Class, CAN be Turned Into a Noobie Now, too.

See IR's

(30.8) Smart Question

You get 10000000 Tooney Euro's and A Libanon Just Won Big Time!. You CAN get at a max of 20000000 Tooney Euro's, too.

(30.9) Stupid Suggestion

You get at a min of a Kick for the Stupid Comment. You, a Character Class, CAN be Turned Into a Noobie Now, too.

See IR's

(30.10) Smart Suggestion

You get 10000000 Tooney Euro's and A Libanon Just Won Big Time!. You CAN get at a max of 20000000 Tooney Euro's, too.

(31) More Award's and Punishment's

Before reaching a Lower or Higher Degree Of Severity or Degree Of Embetterment the correct Procedure must be followed.

(31.1) More Award's

This progresses in Degree Of Winner.

Degree Of Winner = DOW .

Potential Candidate → Candidate → Winner → Big Winner → Big Winner at The Free Show

(31.2) More Punishment's

This progresses in Degree Of Loser.

Degree Of Loser = DOL .

Suspect → Guilty → Insect Jail → Prison

(31.3) Black and White List's of The Free Show

(31.3.1) White List of The Free Show

White List = Ally .

ANY Member and/or Character Class Who exonerates him or herself to Helpdesk and/or Administration and/or Mr. Newbie and/or my Computer gets put on the White List.

Note: ONLY at a min of an Administrator CAN look at the Whitelist.

(31.3.2) Black List of The Free Show

Black List = Enemy .

ANY Dissin', Harassing, Insulting, abusive/derogatory Member and/or Character Class gets put on the Black List of The Free Show based on Member Removal's and Member Removal Procedure

by Helpdesk and/or Administration and/or Mr. Newbie and/or my Computer.

See Filter Guideline and Member Removal's and Member Removal Procedure

"Your brain needs defragmenting, is more like it..." says my Computer.

"Did you EVER make Chop Suey for your son..." says Mr. Newbie.

"You obviously forgot the Kid inside of you..." says Mr. Newbie.

"ANY SOB Adult comin' in should be Gang Banged for FREE!" says Mr. Newbie.

Note: ONLY at a min of an Administrator CAN look at the Blacklist.

(31.3.3) Gray List of The Free Show

Gray List = Neutral .

ALL Starting Member's by Default and ALL other Member's Who DO NOT get put in White List or Black List of The Free Show are in Gray List of The Free Show.

Note: ONLY at a min of an Administrator CAN look at the Graylist.

(31.4) More Award's

Member's CAN get More Award's in The Free Show, however an actual Functioning database of The Free Show is necessary to correctly count; Award's are Positive, ONLY.

The Functioning Interfaces and Functioning database need the 3D World with Object's and Value's.

To this goal various Programming Languages, especially Open Source, will be used for The Free Show.

(32) Planar Rank

(32.1) Planar Rank's

Planar Rank's are at the Plane of God's and Goddesses.

Planar Rank = PR .

There are 10 More Planar Rank's above and beyond Immortal Rank's. PR's are parallel to IR's, too.

The Chance your Character Class Succeeds at Planar Rank is Near-Nihil.

Think of Mythology to understand what a God or Goddess really is, like Zeus or Freya.

(32.2) Planar Rank Progression Over Planes

The following PR's are ONLY on the Character Class.

PR 1: 200000000 Tooney Euro Award, +10 EACH Character Class Object, +100% Skill Level in 10 Skills, +/- 100% EACH Character Class Ability, +10 IR god-object's,

+1 God Power, + other things not yet defined.

PR 2: 400000000 Tooney Euro Award, +20 EACH Character Class Object, +200% Skill Level in 20 Skills, +/- 200% EACH Character Class Ability, +20 IR god-object's,

+2 God Power's, + other things not yet defined.

PR 3: 800000000 Tooney Euro Award, +30 EACH Character Class Object, +300% Skill Level in 30 Skills, +/- 300% EACH Character Class Ability, +30 IR god-object's,

+3 God Power's, + other things not yet defined.

PR 4: 1600000000 Tooney Euro Award, +40 EACH Character Class Object, +400% Skill Level in 40 Skills, +/- 400% EACH Character Class Ability, +40 IR god-object's,

+4 God Power's, + other things not yet defined.

PR 5: 3200000000 Tooney Euro Award, +50 EACH Character Class Object, +500% Skill Level in 50 Skills, +/- 500% EACH Character Class Ability, +50 IR god-object's,

+5 God Power's, + other things not yet defined.

PR 6: 6400000000 Tooney Euro Award, +60 EACH Character Class Object, +600% Skill Level in 60 Skills, +/- 600% EACH Character Class Ability, +60 IR god-object's,

+6 God Power's, + other things not yet defined.

PR 7: 12800000000 Tooney Euro Award, +70 EACH Character Class Object, +700% Skill Level in 70 Skills, +/- 700% EACH Character Class Ability, +70 IR god-object's,

+7 God Power's, + other things not yet defined.

PR 8: 25600000000 Tooney Euro Award, +80 EACH Character Class Object, +800% Skill Level in 80 Skills, +/- 800% EACH Character Class Ability, +80 IR god-object's,

+8 God Power's, + other things not yet defined.

PR 9: 51200000000 Tooney Euro Award, +90 EACH Character Class Object, +900% Skill Level in 90 Skills, +/- 900% EACH Character Class Ability, +90 IR god-object's,

+9 God Power's, + other things not yet defined.

PR 10: 102400000000 Tooney Euro Award, +100 EACH Character Class Object, +1000% Skill Level in 100 Skills, +/- 1000% EACH Character Class Ability, +100 IR god-object's,

+10 God Power's, + other things not yet defined.

(32.3) PR Winner's at The Free Show

The following PR Winner's List at The Free Show are in addition to the IR Winner List and CAN be updated.

EACH of these are per Year, the present PR Winner's List being for Year 2007, Planet Earth.

(32.3.1) PR Winner's at The Free Show List

Before you, a Member and/or Character Class, CAN become PR in The Free Show you must be at a min of Immortal Rank (IR).

You must also be registered in a database and/or log of The Free Show through correct Validation of the real identity of the Member.

See Immortal Rank (IR)

See Planar Rank (PR)

(32.3.1.1) PR 1

No one yet...

(32.3.1.2) PR 2

No one yet...

(32.3.1.3) PR 3

No one yet...

(32.3.1.4) PR 4

No one yet...

(32.3.1.5) PR 5

No one yet...

(32.3.1.6) PR 6

No one yet...

(32.3.1.7) PR 7

No one yet...

(32.3.1.8) PR 8

No one yet...

(32.3.1.9) PR 9

No one yet...

(32.3.1.10) PR 10

No one yet...

(33) Peace, Celebration's and Festivities

(33.1) Christmas

The 2 week period from December 17 to January 02 is one of peace and celebration and festivities, ONLY. This includes a Global Cease Fire.

The Theme is Christmas, Positive and FUN and is in the good Celtic tradition, ONLY.

(33.2) Holidays

It is theoretically possible to represent EACH Holiday Theme in The Free Show, but it is NOT likely ANY Member has enough Knowledge to do so.

(33.3) Competition Battles

It is FUN and totally supported to announce Battle Competitions during Festivities, as long as you understand it is FUN ONLY and Voluntary.

"You came here voluntarily and now you can leave involuntarily!" says Mr. Newbie.

(34) Security of The Free Show

(34.1) SDK

The Free Show is SDK and is meant to be read, ONLY.

(34.2) Unencrypted Wireless Medium

The Free Show does NEVER use an unencrypted wireless medium! DO NOT use unencrypted wireless medium's!

"You cannot blame anyone for the wireless medium, not to mention the waves through the ether..." says Silver.

(34.3) Security

NO Member and/or Non-Member of The Free Show will EVER have Write, Change and/or Delete Permission's, except me, god of The Free Show, Kyle Lance Proudfoot.

EACH Member and/or Non-Member of The Free Show, including the Client and the Server, has Read-ONLY Permission's, ONLY, except me, god of The Free Show, Kyle Lance Proudfoot.

"Know Noobie and you will know Stupid. No Noobie and you will no Stupid." says Silver.

This CAN also be described graphically:

Member <--> Client <--> Internet <--> Server <--> Administrator

Therefore, the communication between Client and Server through ANY communication medium is Read-ONLY, ONLY text, sound and graphics, ONLY.

Thus, ALL Information Technology and Information Communication Technology through Internet, Wireless and LAN's CAN be perfectly Secure, since ALL User's have Read-ONLY Permission's, ONLY.

Strong Encryption protects the Local Client and Server password's and CAN NOT be Read, Written, Changed, Deleted and/or Authenticated remotely.

In this potential Scenario the ONLY way to Hack someone's Computer would be Locally, by breaking into the laboratory, eliminating ALL Security threat's on Internet, Wireless Network's and LAN's.

The problem with this Scenario is anyone would have to do Server-Side installation's ONLY to Activate a website with the destruction of FTP and Remote Administration.

Also, in the present state of the system the transition would be near-impossible taking decades and startup Costs would increase dramatically.

However, for a 3D Game Environment and/or 3D Chat Environment this approach which The Free Show will take is 100% viable.

One CAN verify this potential Scenario through MMORPG's such as WOW, DDO and/or LOTRO.

(35) Activation's

Activation's are ALWAYS binding.

If the Condition's between the 'if' and the 'then' and the 'end if' and/or the 'If' and the 'Then' and the 'End If' then the 'if statement' will Loop ad infinitum until Satisfied.

The 'End If' or 'end if' is Silent and CAN be replaced by a period or semi-colon.

(35.1) Heavenly Loops

These are Positive Activation's which are binding and DO NOT Satisfy until the Condition's are Satisfied with or without a Time Limit.

A Heavenly Loop must be Activated with a Conditional Statement in telepathic, verbal, written and/or visual communication medium's with an Order.

(35.2) Hellish Loops

These are Negative Activation's which are binding and DO NOT Satisfy until the Condition's are Satisfied with or without a Time Limit.

A Hellish Loop must be Activated with a Conditional Statement in telepathic, verbal, written and/or visual communication medium's with an Order.

(35.3) Method's Of Activation

(35.3.1) Default Activation Command

ALL Activation's in The Free Show CAN be telepathically, verbally, textually and/or visually Activated by stating, "I Activate..." or "...is Activated".

(35.3.2) Command Statement's

ALL telepathic, verbal, written and/or visual Command Statement's triggered on a Character Class are Activated with the Get Function.

(35.3.3) I Use

ALL Technological Item's, Magic Item's and/or Spell's are Activated with the I Use Function,

i.e. " 'Nick' Get Attacked, I Use 'Magic Item' ! "

(35.4) at a min of Quantity of Time of Activation

ANYTHING you Activate has to have at a min of Quantity of Time of Activation, otherwise it has NO Effect at nanosecond's.

Other such things are also Satisfied by Validation of Identity of Member and/or Character Class.

(35.5) Turn OFF or Turn ON

I, god of The Free Show, Kyle Lance Proudfoot or Revlis in Night Edittor Mode or Mr. Newbie in Day Edittor Mode CAN

Turn OFF or Turn ON ANY Function and/or ANY Element and/or ANY Object and/or ANY Character Class and/or ANY bot in The Free Show

through ANY telepathic, verbal, written and/or visual communication medium, at ANY Time for ANY reason, for ANY quantity of Time.

(35.6) Legal Action

(35.6.1) A Legal Action

A Legal Action and/or Legal Member and/or Character Class Acts within the Rules of The Free Show and the law of the Country.

(35.6.2) A Not-Legal Action

A Not-Legal Action and/or Not-Legal Member and/or Not-Legal Character Class is breaking the Rule's of The Free Show or the law's of the Country and is Removed as a Member and/or

Character Class according to the specific Rule's of The Free Show and/or law's of the Country.

"Sometimes, I want blood, other times I just want you to fuck off!" says Revlis.

(35.7) Multiple Action's

Multiple Action's CAN be declared automatically with usage of the Shift key; The Free Show uses the following syntax:

Action's = ((string) , (string) , (string) , ...) . This allows for the combination of singular and multiple.

For combined multiple Action's the syntax is as follows:

Action's = ((string) , (string) , (string) , ...) + ((string) , (string) , (string) , ...) .

Other Variable's CAN be inserted, too.

(35.8) Handicap in The Free Show

Due to the existing persistent problem of performance in Online Gaming, I propose the usage of a Handicap in The Free Show:

(35.8.1) kb/s

Processor Power + RAM (MB) - Distance in meters between Client and Server (Ping) = Handicap .

"Maybe I can win one time now, too, boo hoo hoo..." says Mr. Newbie.

(35.8.2) 3D Holograms

3D Holograms in the Open Air will be possible in the future in The Free Show and are recommended in Private, ONLY.

It is NOT recommended to tone residual graphical imagery and/or hit the traffic with 3D Holograms.

It is NOT recommended to Children < 8 Years old.

(35.9) Red or Blue button

2 Blue buttons : 1 Red button. This is for frustration and satisfaction, disagreement and agreement, hate and love, dislike and like, offended and complimented, angered and passified, and

other such polarities to be Voted on by Member's and/or Character Classes and used as a kind of popularity feedback poll for the Administration, Helpdesk and Programmer's. It is, of course, per issue.

(35.10) Encryption

Crrryptic is the name for ALL of the Encryption of ALL File's, Folder's, Object's, Order's and Transmission's of The Free Show.

(35.11) Timeline Divergence

The Free Show Activates Limbo-Mode and Noobie Chat Mode for a period of Time relative to the Time it takes for the second Timeline to sufficiently diverge and for the new Timeline to fully Activate.

The previous Lists CAN still, of course, be read in the Annals Of History, to see how the Winning and Losing Member's made it.

There CAN be Secret Element's required for Absolute Victory in The Free Show.

Me, myself and I, except for one of me CAN get Killed in the Final Battles, for i.e. Alien Insects Attack Planet Earth in Spaceships for it's Iron Ore, reducing it to minable meteors and thinking they will gain great Power,

host all of me, except Silver, High Wizard, who then rescues the other me's in the Great Magic. The me's being hosted, incarnated already, immortal embodied spirits, then take on new bodies, like Stargate SG-1...

When the Time Limit is reached for Absolute Final Victory or Absolute Final Loss in The Free Show, the Highest Ranking Member Wins and becomes a new god or a new goddess in a new Reality, in a new Universe,

in a new Timeline.

See My Mode

The previous Members in ALL of the Lists are deleted, enter a second Timeline and the Annals Of History of the new Timeline, starting over,

with correct validation of the true identity of the Member for Privileged Immunities, EACH at Private Rank and Initial Tooney Euro's.

joke: There CAN ONLY be one Victor...

(36) Difficulty Rating

"If you want to know what is irritating..." says Silver.

Most games are far too difficult to Win, in some pointless attempt to make it Challenging, and you have forgotten the Kid inside of you...

Therefore, The Free Show will NEVER suffer from this problem i.e. the Object is Hidden, takes 4 Hours to find it, to complete the Mission or the Scenario is so obtuse,

NO one CAN figure it out, or the Enemy's are too multiple and/or too strong.

The Free Show will take a 2 Tiered Layered approach.

1. AI is turned ON.

2. AI is turned OFF.

Within BOTH of these, the 4 Difficulty Level's of The Free Show will be represented so as to correctly target ALL Audiences from 8 Years of Age Kid, Beginning Gamer, to 100+ Years of Age Adult, Advanced Gamer.

Also, since Hackers gain great pleasure from wrecking anyone's Fun, one will be able to Choose the Degree Of Difficulty for EACH Mission in The Free Show. Therefore, most definitely NOT once ONLY.

(37) More FUN Games

These are FUN little side games within The Free Show, like the already existent Stupid Games.

(37.1) Smart Game

This is for bored literarists, literarians, literarists and/or literals: Drop soft consonant's and/or vowel's for ALL the sentence's in whole Session's or

use a lot of raised diphthong's, rhymed verse and exxagerated accentuation or the Bad Poetry or highly descriptive, yet exceedingly boring classical Canadian narration or

be very anal and intellectual in content, pronunciation, grammar, structure and spelling of each and everything you say.

(37.2) First One ONLY

For Betting Leader's Who are in way to happy a mood Who make Bets too easy and for many other Bets then you, a Member and/or Character Class, CAN make First One ONLY Bet's.

Most of the First One ONLY Bet's should be 2:1 and suitable for Kid's.

(38) Maps

Maps are useful for finding your way to and from anywhere. There are a prolific quantity and quality of maps in The Free Show, already. [(:-)]

Maps CAN be 2D, 3D and/or +D.

(38.1) Types of Maps

(38.1.1) Village Map

- (38.1.2) City Map
- (38.1.3) Country Map
- (38.1.4) Planet Map
- (38.1.5) Solar System Map
- (38.1.6) Universal Map
- (38.1.7) Planar Map
- (38.1.8) Home Map
- (38.1.9) Timeline Map

"I have the right to defend my Home to the death." says Silver.

"Did I not just commit mass-murder by killing all the bugs in my place?" says Silber.

"Once again, I do not even need to kill my victim, unlike stupid Human's..." says Revlis.

(38.2) Guides

You, a Member and/or Character Class, CAN hire a Guide Costing a quantity of Tooney Euros depending on Distance, Degree Of Difficulty and Danger Of Exploration.

(38.3) Blink Through Teleportation Mirror's

You, a Character Class, CAN Blink Through Teleportation Mirror's to go anywhere in the Universe, therefore ONLY in the same Plane Of Existence.

Since you are possibly being Chased you CAN Choose a Path, Blink Through, multiple Teleportation Mirror's. This allows you Recharge, Repair and/or Regen Time.

(38.4) Blink Via Trans-Planar Gate's

You, a Character Class, CAN Blink Via Trans-Planar Gate's to go anywhere in Reality, therefore ANY Plane Of Existence.

It is NOT possible to Blink Through multiple Trans-Planar Gate's, since there are incalculable fluctuations.

(38.5) Blink Into Timeline Portal's

You, a Character Class, CAN Blink Into Timeline to go anywhere and anywhen in Time, therefore ANY Plane Of Existence and Timeline.

It is NOT possible to Blink Through multiple Timeline Portal's, due to the sheer stupendity of it.

(39) More Gru's and Clan's

You, a Member and/or Character Class, CAN use the SG and/or KR prefix and Join my Gru's/Clan's if you meet the following Condition's:

(39.1) SG 'Nick'

SG Gru = SG Clan = Silver's Gru = Silver's Clan = Silver's Guild .

To Join my SG Gru you must be a Privileged Member of The Free Show.

To Join

(39.2) KR 'Nick'

KR Gru = KR Clan = Kastelle de Rhennes Gru = Kastelle de Rhennes Clan .

To Join my KR Clan, which is a Global Clan, simply put the prefix in front of your Nick on Internet, cause you like my Wolfenstein: Enemy Territory custom 3D Map/Level a lot.

(39.3) SG KR 'Nick'

SG KR Gru = SG KR Clan = KR SG Gru = KR SG Clan + SG and KR combination's.

To Join my SG KR Gru/Clan you CAN ONLY be Invited by me, god of The Free Show, Kyle Lance Proudfoot.

(39.4) Theme Gru's and Team's

You, a Member and/or Character Class, CAN do your own Theme Gru's and Theme Team's.

"Wooh, get the chiggy with it, already man..." says Kulamanjiki.

(39.4.1) Yearly 10 Great Idea's

In your Gru, you, a Gru/Team Leader or Battle Leader Activating my Mode CAN once per Year do a 10 Great Idea's Session at a max of 15 Days.

(39.4.2) ANY Theme

In your Gru, you, a Gru/Team Leader or Battle Leader Activating my Mode CAN once per Month ANY Theme Session which does NOT break ANY Rule of The Free Show and/or law of the Country.

See Filter Guideline

(40) More Conspiracy Theory's

(40.70) Conspiracy Theory #70: Cryogenics

We're stuck in a fully virtual 3D Game and 3D Chat Environment while travelling at a Million Light Years per km.

(40.71) Conspiracy Theory #71: We're in a 3D Game with the green and grey Aliens with big eyes.

"Don't Drink and Drive or jump off my bridge drunk." says Revlis.

"You cannot say such, for a Dictator has no rules, no voting, and is above the law, leading only to chaos, mass hysteria and destruction." says Silber.

"We each have our own uniquely genuinely fucked up way of, hallelujah, praise the lord, playin' this very disconcerting, though righteously mad game..." says Kulamanjii.

"So what, I'm a Rules Lawyer, I'm a spoiled brat, too..." says Mr. Newbie.

"Weeeeeee... Wooooooo... Neeeeowww... can't we just all do fun Sound Effect Samples... waaayyyyyy..." says Kyle.

"N-n-next f'in undercover job I take, man... I-I-I'll ask-kk, man, what the f'in screen res is, mannn..." says Lance.

joke: Well, I'll try to remember, since I got the whole thing memorized and after all, I talk to myself all the time, anyway...

(41) Priority of The Free Show

(41.1) Secondary Secondary Purpose of The Free Show

The Secondary Secondary Purpose of The Free Show is Play, and therefore NOT your incessant irritating babbling/chatting about the Noobie idiocies of yourself and/or the world,

"Join the F'in Polytics Session, already!"

"...n leave me the hell, alone!" says Silber.

"Do you even know how to play anymore, Daddy...?" says Mr. Newbie.

(42) Tooney Euro Bank Account and Savings

You, a Member and/or Character Class, must Save your Savings 01 for at a min of 1 Year, Savings 02 at a min of 9 Months,

Savings 03 at a min of 6 Months, Savings 04 at a min of 3 Months, Savings 05 at a max of 3 Months.

Tooney Euro Card = TE Card .

The ONLY way to correctly Activate your Character Class is to Buy a Tooney Euro Card for quantity of Time and for Activation's.

20000000 Tooney Euro's = 10 Minutes of Game Play in The Free Show. This, of course, does NOT include ANY Time you spent Learning The Free Show before and after you logon for the first Time and

does not include ANY Time before you logon for the first Time in a Session of The Free Show.

Your quantity of Subscription Time will be Paid and extended, automatically.

The Payment Order's Activate from Savings 05 → Savings 01, automatically.

(42.1) Character Class Savings:

(42.1.1) Savings 01

Platinum Tooney Euro Card.

NO Limit.

(42.1.2) Savings 02

Gold Tooney Euro Card.

at a max of 20000000000 Tooney Euros.

(42.1.3) Savings 03

Silver Tooney Euro Card.

at a max of 2000000000 Tooney Euros.

(42.1.4) Savings 04

Bronze Tooney Euro Card.

at a max of 2000000000 Tooney Euros.

(42.1.5) Savings 05

Copper Tooney Euro Card.

at a max of 1000000000 Tooney Euros.

(43) Character Class Emoting

"There goes Mr. Newbie's hollow puppet model, doing the hip thing, again... woo, ya, I'm the best!" says Mr. Newbie.

"Ya, woo, pump those hips Mr. Newbie!" says Mr. Newbie.

Global Class Emote



Global Class Type of Emote → Particular Class Emote

Your Character Class 3D hollow puppet model actually does EACH of these using the wireframe/mesh.

There are at a max of 40 Global Class Type of Emotes and at a max of 40 Particular Class Emotes per.

/ or \ = Emote hotkey.

Global Class Type of Emote's:

(43.1) \rude

(43.2) \facial

(43.3) \honour

(43.4) \funny

(43.5) \gyrate

(43.6) \signlanguage

(43.7) \acrobatics

(43.8) \laugh

(43.9) \gesticulate

(43.10) \breakdance

(43.11) \dance

(43.12) \music

(43.13) \combo

(43.14) \sta

(43.15) \fight

(43.16) \motion

(43.17) \headparts

(43.18) \bodyparts

(43.19) \slower

(43.20) \faster

(43.21) \salute

(43.22) \taunt

(43.23) \spin

(43.24) \break

(43.25) \destroy

(43.26) \scream

(43.27) \pray

(43.28) \meditate

(43.29) \fart

(43.30) \burp

Syntax: Type in a single '\Global Class Type of Emote' followed by multiple '\Particular Class Emote'

i.e. /sta /sit, /breakdance /headspin. Cute little 3D Object's CAN materialize like a 'flute'.

joke: Why is The Free Show free? Because it's not. No, it's mostly FREE, only.

joke: By the time it takes you to open a single webpage...

joke: Het is zo erg geworden zelfs mijn Printer veroorzaakt interferentie met de ding!

"Your mind is easier to read than some fuckin' Noobie." says Mr. Newbie.

(44) Register Process at The Free Show

(44.1) Register Method

The ONLY method to Register yourself, a Member and Character Class, in The Free Show is to send your FULL real identity information and at a min of 1 Character Class with Nick to:

reg@silverlingo.com .

You CAN ONLY use a Form and/or a Mail Program at one of my Websites:

1. <http://www.silverlingo.com>
2. <http://www.thex-machine.com>
3. <http://www.thefreeshow.eu>
4. <http://www.planesofexistence.eu>

(44.2) Validate

You, a Member, must Validate your real identity and the Uniqueness of your Member, Character Class and Nick, automatically and/or manually, in The Free Show.

(44.3) Privileged Member

If you, a Member and Character Class, Validate correctly you will become a Privileged Member within 24 to 168 Hours.

(44.4) Process Success

If this process Fails it simply starts over again at step 1.

(45) The X-Final Version's of The Free Show tfsreadme, tfsreadmell, tfsreadmeIII and tfsreadmeIV are the ONLY FREE Part's of The Free Show.

joke: A dutch girl walks by and suddenly says while you're lighting a cigarette, "I am going to incinerate you."
(This happened in Den Haag)

joke: Tools & Tips for Troubleshooting You...
(An email subject line)

joke: Last week, in the dim reaches of the outer solar system, the Galileo spacecraft hurled itself, silently and unseen, into Jupiter's gloomy atmosphere.
It was promptly crushed and vaporized. hehehe hallooooh...
(Space News)

joke: Windows learns to share.
(Email received)

joke: Pain? V_*_%^#!^&__!!!! will help.
(Email received)

joke: Verkoop zolang de wet het toelaat!
(Email received)

joke: This email is being sent to you as part of your Search Engine Membership Benefits package as a result of submitting your website...
(Email received)

joke: In the slowest trip to the Moon ever attempted, the robotic spacecraft has completed 50 orbits around the Earth as mission managers work on a glitch in a craft they purposely designed to frustrate.
(Email received)

joke: Send my my free sample issue of a Magazine. If I like it, I'll pay the amount below (based on country selection), and I'll receive 11 more issues (for a total of 12). If I decide not to subscribe I'll mark 'cancel' on the invoice, return it, and owe nothing.
(Email received)

joke: Batch file that makes hotfixes easy and only one reboot!
(Email received)

joke: In clinical trials, the mojority of men who took the drug were able to engage in sezual intercourse within 30 minutes or lesssss. The studies also indicated that Cyanide stays in the psistem for up to 30 hours. That's 26 hours longer than the traditional Silly-based medication treatment.
(Email received)

joke: To unsubscribe by postal mail, please send your request to:
(Email received)

joke: ...an exclusive search engine marketing program FREE for 90 days. After the 90 days are over, the program's price is \$47 for another 90 days...
(Email received)

joke: Yes, it's true. You can make \$2,700 by the end of your 6th month with Business marketed through... 100% guaranteed or your money back! [(:-)] la la lahhh...
(Email received)

joke: Dear Customer,
What is the username and password you are using?
If you want I can re-send it to you.
Thanks,
Anon
(Email received)

joke: Based on your current country of residence, over 85% of the world population are eligible to take part in this unique lottery program.
However, correspondence with the Immigration Service is far from easy...
(Email received)

joke: Spam, Virus Writing May Come Under Maffia Control...
(Email received)

joke: The Middle Finger, Well now... Here is the long awaited history of the Middle Finger! Well

now... Here is something I never knew before and now that I know it

I feel compelled to send it on to my more intelligent friends in the hope that they, too, will feel edified! Is history not more fun when you know something about it??



Before the Battle of Agincourt in 1415, the French, anticipating victory over the English, proposed to cut off the middle finger of all captured English soldiers.

Without the middle finger it would be impossible to draw the renowned English Longbow and therefore they would be incapable of fighting in the future.

This famous weapon was made of the English Yew tree, and the act of drawing the Longbow was known as plucking the yew or 'plukkende van de yewboom'.

Much to the bewilderment of the French, the English won a serious upset and began mocking the French by waving their middle fingers at the defeated French saying,

"See, we can still pluck yew!" Since pluck ya yew is rather difficult to say, the difficult consonant cluster at the beginning has gradually changed to a labiodental

fricative 'F'. The words are often used in conjunction with the one-finger salute!

It is also because of the pheasant feathers on the arrows used with the Longbow that the symbolic gesture is known as giving the bird...

And yew thought you knew everything... It's so important to learn something new EVERY day!!

(Email received 21042004)

joke: Cause they cut off the middle finger they can't fuck with it anymore...

Well done having read The Free Show, you are no longer a mere mortal human...

The last update was done on 01102007 and tune in next time for the Lists which CAN be updated in The Free Show

Written by: Kyle Lance Proudfoot ©