

## Human Federation 2 Notes

### Topics

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humfed2.histories  
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### Star Systems:

Orpitbag  
Stenlite  
Alnex-6x  
Irif-10  
Fuzzball-1  
Fuzzball-2  
Fuzzball-3  
Fuzzball-4  
Fuzzball-5  
Fuzzball-6  
Jastar  
Wydeon-4  
Wydeon-5  
Wydeon-6  
Brun-3  
Fist-2  
Irif-3  
Spanthonee-1  
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Darkjump  
Crontab  
Gnusof  
Gress  
Maxacolm  
Findbex  
Zenkay  
Xinu-1  
Xinu-2  
Call-are-em  
Darkgold  
MemoryLane#8  
Umself  
Zreasts  
TerribleIt  
Elveenortenticks  
Grap  
Lowawind  
Mathkin-1  
Mathkin-2  
Awksaid

Pearlpow  
SeeDee  
SeePee  
YouYouSeePee  
Bedwards-1  
Bedwards-2  
Bedwards-3  
Portian  
Benden  
Smatter'haech  
Unigraven  
Ates  
Phybunz  
Hunkeratom  
Spess  
Lamphee  
Expanzoks  
Punz  
Noshipz  
Zyzyzyz'x  
Atomknown  
Grutz  
Babymake  
PeexPeez  
Guttznnon  
Transfud  
Sunflot-1  
Sunflot-2  
Sunflot-3  
Duzzin  
Nedrax  
Borvin  
TeeTeeWhy  
Sarpa  
Bogon-1  
Bogon-2  
Bogon-3  
Tenralon  
Sharla  
Kha'Foth  
Kaxern  
Totom  
Pale-Ess  
Corbett-1  
Corbett-2  
Corbett-3  
Ertofax  
Arx-1  
Arx-2  
Shall-Klee  
Meep  
Zornax  
Skueezo  
Porm  
Mattanot  
Telling  
Ornots  
Tenergee  
Lecks

Eff-Right  
Net-Materna  
Starsrtorn  
Pages-1  
Pages-2  
Pages-3  
Pages-4  
Alnex-92  
Nicebug  
EllVee-426  
Solarversa  
Firebuttox  
Smeem  
Snellee  
Kaycee  
Krim  
Martasmall  
Inversex  
Smanthax  
Nathrow  
Atacam  
Grips  
Borlona  
Decla  
Fissionumber  
Basewind  
Reflectamid  
Pamalen  
Dimaltera-1  
Dimaltera-2  
Dimaltera-25x  
Twotents  
Xena  
Redfocus  
Horizagreen  
Purplemetrix  
Tessage  
Aliasumet  
Sweeneye  
Kellseem  
Fyelights  
Cosmallet  
Taperim  
Costarlets  
Koom  
Masswards  
Whitsite  
Sheldom  
Mandom  
Flateskop  
Spern  
Implosia  
Jargonzeno  
Nerthendie  
Bertball  
Zedlee  
Seeus'd  
Reddenedsun  
Mert

Kerberos  
Kernels

Famlees of HumFed2

Famlee traditions were established clearly in the early part of HumFed1. However Famlees were true families at that time. Each family had one or at most two or three Centerdoms.

As the center of gravity of TEUs and IOTs shifted to colonial cultural center under HumFed2, the meaning of the term Famlee changed. Famlees became a loose group of extended familial relationships united by a common set of inter star system IOT central routes.

Famlees typically traveled in a fleet of 3 to 12 star ships, the entirety of the fleet which virtually comprised a small town. In the Famlee fleet, if it was large, there could be more than one actual fleet, associated to more than one trade route. A "small" Famlee didn't mean they were any less important. It depended greatly on "goods" carried and to where (See Trade and Commerce under HumFed2). The group of extended famlees lived their life on any number of the starships. Most piloting was automatic so during voyages of many years only a tiny fraction of the crew was out of cryogenics supervising the machine systems. Only a part of the ships components were microatomic drive, life support, machine systems (unfortunately by HumFed2) weapon systems and cargo. All ships had areas for schools, fabing and growatuos. Some of the larger fleets even had a ships with small natural parks complete with water courses, flora and fauna.

All Famlee marriages operated with 2 sets of partners. One was a life partner which usually was the permanent relationship. Divorces from the life partner were possible but generally frowned because of the depression and stress put on all people closely associated with the people involved. To become a life partner an adolescent must become a Trainee of someone is a life partner (generally active, not divorcee or widowed) of the opposite sex.

The minimum age to marry a young Trainee is 42 years outside of cryogenics. The length of the Trainee marriage ranged from 2 to 6 years. A young adult could be at trainee as old as 19 years and as young as 15 years. To be eligible for marriage a young adult had to have been a Trainee.

Not all young Male and Female Famlee members became Trainees. They were considered permanently single. They did mate up but this was considered a Cohabitation rather than a marriage or Trainee status. Those never going through Trainee marriages were referred to as Nerdz, or those permanently lacking marriageable social skills.

A wife or husband already Life mates (married) could only marry a single Trainee at a time. It was possible (but not likely) to be in more than one trainee marriage.

When the Trainee ceremony started, the young adult would request a husband or wife during the training period. Normally as a formality the wife or husband of the new trainee would both agree. Once agreed it was the Trainees partner to train them in family mores. This included everything from learning how live with anothers foibles

over a long period of time to love making. One behavioral pattern emphasized in a Trainee by the training partner is the proper attentiveness in verbal communications. For cultural reasons or another when the Trainees marriage was complete then they would find a fellow Trainee Life mate and remain monogamous until at least 42 years of realtime age. It was almost always the case that when one Life mate took a Trainee that other one would also take a Trainee. It was also not uncommon to have both Trainees within the Life mate family to then also become Life mates.

These were cultural laws that governed ceremonies under the Famlees were by common behavior. They were not part of a planetary or HumFed2 legal system. Violation of Famlee common law could mean some loss of status, to ejection planet side (worse), or conversion to a Feelz (bad). Having children with or impregnating a Trainee by a Life mate was strictly taboo. Ignoring ones Life mate when times were not designated for training was another.

Time measurements in Famlees were always done in real time increments outside of cryogenics. Many Famlees coordinated their wake times so that groups could be together. All Famlees spent a great deal of time in cryogenic suspension. On a long interstellar trip there were a number of wakeup ceremonies. In some, as a Feelz, joined to a Famlee member, then it was common for the Feelz to engage in cryogenics during the trips. Similar, but more complex ceremonies exist for cross Feelz/Famlee Trainee relationships.

The emergence of new Famlee fleets occurred from time to time during HumFed2. This was due to several reasons. The expansions of the HumFed2 into new colonial areas, the attraction of independents into Famlee culture, and infusion by Feelz and other stable colonials. Also a fleet could become too large and split. In some cases the split would generate a new Famlee based culture. Infrequently a Famlee would merge with an already existing one.

Famlees from the inception of HumFed1 into the League Cosmos Era:

Adrum	Elder-Dimspeed	Niri	Sess
Bundark	Genships	Nrell	Spiron
Concram	Grafe	Planstod	Weakstrom
Differrups	Jonz	Pyder	Zell
Dimspeed	Kroan	Primitoz	
Eelor	Neza	Reztelk	
Eestrom		Rowlak	

Adrum emerged with fleet of 6 starships in 1463 (Diaspora). Their flow was random among HumFed2 colonies.

Bundark emerged with fleet of 8 starships in 1329 from Reteel system (HumFed2 to League) They flowed and traveled regularly from Reteel to Bundark to Bedwards-2 to Firsts to Fist. This Famlee was renowned for development of chemistry and autofabing in n-space travel.

Concram emerged with a fleet of 4 starships in 1302 at the Briffo system. (HumFed2 to League) Did regular flow and travel from Briffo to Tillican to Cameto to Fuzzball-6 to Jastor to Mathkin-2. Landed at TerribleIt in 1999 (see Yamet Feelz). This colonization effort became the subject of a number Famlee stories and tales.

Differups emerged with fleet of 3 starships in 1792 at Fidwah via NewOrn. (intra Diaspora) Travel routes included Tillican to Fuzzball-5 to Zez to Xinu-1 to Totom to Alnex6x to Grutz to Laxern to Lamphee to Sarra to Sunflot-1. Differups Famlee had a significant influence in "shell-2" colonies from 2000HF2 or so. They were known for their rapid colonization techniques and had a strong relationship with associated Feelz. They were also influential in many "shell 3" colonies.

Dimspeed emerged with fleet of 7 starships in 1306 at Briffo system. (HumFed2 to League) Further travels included Cameto to Jaster to Mathkin-2. Further flows during early 2000s through Hunkeratom system and associated systems. The Dimspeed Famlee tended to cluster near the old federation and were not influential in "shell 3" colonies. Were known to be excellent purveyors in HumFed1 culture.

Eelor emerged with fleet of 5 starships at the 1102 Wydeon-3 system. In 1106 at the Irif1 system the Eelor Famlee had a service to commemorate the Church of the Galactic Doam. (HumFed2 to League) The Eelor Famlee extended its influence through shells 1, 2 and 3 of colonization. Notable travel flows were made to Call-are-em to Grap to Babymake to Gress to Unigraven.

Eestrom emerged at Irif1 during HumFed1. By 1603 the Eestrom Famlees were absorbed into the Zell and Dimspeed Famlees. (HumFed1)

Elder-Dimspeeds emerged during HumFed1. 1492 with Primotoz became a major architect of HumFed2 in Erroran system. By 1492 the Elder-Dimspeeds had a fleet of 7 ships and a second fleet of 6 ships operating independently. Primary shell colonization system point was at CoordTwoTwo with subsequent travel flows to SeeDee to Xinu-2 to Zreast. The Elder-Dimspeeds were influential in all HumFed2 colonization shells. They studied and influenced mythological and belief systems.

Genships emerged at Tillican in 1126 with 5 ships (Diaspora). Early HumFed2 travel activity took place primarily in old HumFed1 colonies. By 1652 the Genships Famlee commenced travels to Fuzzball-5 to Tillican to Fidwah to Kaxern to Decla to Lecks. This Famlee was noted for densely packed ships and highly geographically concentrated colonization efforts.

Grafe emerged in 2136 with a fleet of 4 ships (Diaspora). Their flow was random among HumFed2 colonies.

Jonz emerged in HumFed1 at Ellore and merged with Neza Famlees in 2303.

Kroan emerged in 1762 with 10 ships in the Kayson system (Diaspora). Travel flows included Genergia to Pearlpow to Wydeon-5 in shell2. Ornots and Smeem were favorite shell3 travel points.

Neza emerged in 1150 at Briffo with a fleet of 10 ships. A separate Neza fleet emerged at Kayson with 6 ships in 1562 (HumFed2 through League). Travels took them to Farmit to Fearaway to Gard to Cameto to Irif-4 to Awksaid to DarkGold to Fist-2 to Expanzoks to Spanathonee-2 to Duzzin to TeeTeeWhy to Dimaltera-2 to Eff-Right to Reddenedsun to Zerna to Net-Materna. The Neza fleets were thick with

commodity information and were masters at long term negotiations.

Niri emerged in 1521 with a fleet of 6 ships in the Urbanicum system (Diaspora). They traveled to Starsend-1 to Grap to Babymake to Gnusof to Smatter'haech to Jargonzeno to Pages-1. Niri fleets were known for their special handling of xeno life forms discovered during colonization processes. They had considerable collective expertise in long term real-time bio monitoring.

Nrell emerged during HumFed1 at Brun-2 with a fleet of 3 ships (HumFed1 through League). Flow and travel took them to Firsts to Fist to Onafix to Irif-1 to Reteel to CoordTwoTwo to SeeDee to Elevenortenticks to Irif-10 to Xex to Ure to Porm to MartaSmall.

Planstods emerged during HumFed1 at Irif1 and traded regularly with Firsts. 1126 in Irif1 they were the co-initiator of the Church of the Galactic Doam along with the Eelor Famlee. Like the Nrell flow and travel took them to Firsts to Fist to Onafix to Irif1. They maintained contact with the now ancient home worlds and tended to be thought of as cultural leaders in the major systems. They were the seeds of religion and myth making in all their numerous contacts. Clearly one of the most renowned of the HumFed2 Famlees.

Pyder emerged in 2072 with 6 ships from the Fidwah system (Diaspora). Travelling took place in the Whim'd and Irif-4 trade lines. This included Memorylane#8 to Fuzzball-5 to Lamphee in shell-2. Seeus'd to Atacam to Flateskop in shell-3.

Primitoz emerged during HumFed1. At Erroran with the Elder Dimspeed Famlees a prime organizer of HumFed2 in 1492. By 1492 Primitoz Famlees had two distinct fleets. Like the Planstods they were a prime influence in all HumFed-2 major systems. They had a strong Feelz bonding relationship.

Relztelk emerged 1526 with 7 ships (Diaspora) from the Kayson system. Travel and flow patterns included Fearaway to Spanthonee-3 to Wydeon-6 to YouYouCeePee to Hunkeratom to Smeem to Fyelights to Meep. Famlee specialized in rare hard commodities transport.

Rowlak emerged 1526 at Erroran. In 2001 they merged with Primatoz.

Sess emerged 1783 with 4 ships from CoordTwoTwo system (Diaspora). Traveling was done to Zreasts to Mathkin-1 to Xinu-2 to Benden to Fuzzball-1 to PeexPeez to Mert to Taperim. They specialized in Chaotic and random systems for trade.

Spiron emerged during HumFed1 and Brun2. By 1492 had a fleet of 10 ships (HumFed1 through League). Travelling was first focused on the route from Brun-2 to Fist. Later Kayson and Fearaway were added. Their travelling tended to concentrate on early HumFed2 and historical HumFed1 colonies. They specialized in information multiplexing.

Weakstrom emerged early in HumFed1 at Irif1. In 1520 the Weakstrom had 2 fleets operating independent of each other. Younger Weakstrom was instrumental in the colonization of CoordTwoTwo in 1679 (HumFed1 through League). From CoordTwoTwo travel continued to Zreasts to Ates to Findebex to Fuzzball-2 to Taperim. The Weakstrom Famlee had a complete Codex and maintained close contact with Spiron

Famlees during the second half of HumFed2.

Zell emerged with 5 ships in 1202 (Diaspora). Their flow was random among HumFed2 colonies.

In the First Federation the term "Feelz: came into being to describe large planetary dwellers that terraformed (in many cases). By the end of HumFed1 a Feelz system was expected to have a star systems based complex of autofabs and growautos.

One of the earliest complete Feelz systems was at Irif1 in late HumFed1 (approx 1100). By 1400 it came to be known as the Deamer Feelz system. Feelz colonial systems developed in a symbiotic relationship with Famlee starships with status, information and commodity trade. In the case of the Deamer Feelz, they were a constant destination of the Planstod Famlee fleet.

By 1492 in the Erorran system where the HumFed2 was being established another strong Feelz eco-system had emerged. They were called the Tearon Feelz group and had most of their social intercourse with the Primitoz fleet.

The Feelz contact in the star system was important because Famlees spent most of their time in cryogenics. The Feelz were a common cultural point of status, information and hard commodity exchange. The Feelz were nearly always flatlanders. Their economy, architectural style and governmental systems all reflect this. And this is what distinguished them from other planet colonials. They have no star faring activities outside their own star system.

Each Feelz was a discipline and cultural methodology of living in a star system based ecology. They were, of course, similar but each was unique. The propagation of Feelz happened in two ways. One was through actual travel in cryogenics and spend years in n-space. The other was the importation of the Feelz methodology into a new colonial system as a guiding body of knowledge.

#### Feelz in Human Federation2

Bolgon	Jine	Padwor	Sost
Deamer	Meez	Slazel	Yamet
Conmatico	Melbort	Sorel	Tearron
Gane			

Bolgons: Known as a contributor to Famlee Feelz advanced technology from 1836 to 2502. Influence in Wydeon-7 and all connecting trade routes. After 2502 they concentrated on sending their methodology into the edge of the Diaspora.

Deamers: Talented coordinators of information continuity. Reputation spans from 1621 to League Cosmos era.

Conmaticos: Also known for information continuity from 1720 to League Cosmos era. Strong influence into Fidwah and Kayson system. Also known for dynamic colonizing techniques.

Ganes: The eclectic colonizers. Also their methodology included emphasis on sports and games. Not strongly associated to major systems but well known in the outer shells of the Diaspora.



Jines: Advanced technology from 1502 to 2420. Influential in Wydeon-7 system and connecting travel routes to associated systems.

Meez: Noted for work in technical FTL physics from 1930 onwards. Strong influence in the Kayson system.

Melborts: Master artists of the colonial star systems from 1820 to League Cosmos era. Strong influence in Gard, Wydeon-6 or Youyouceep systems.

Padwors: Theoretical work in gravatics 2010 onwards. Strong influence in Irif-4 system.

Slazels: Advanced planetary micro social dynamics. 1834 to League Cosmos era. Strong influence in Kayson system.

Sorels: Noted for theoretical work in FTL physics from 1946 onwards. Influential in Reteel system.

Sost: Known for status metrics; exceptional growauto systems. Known for colonization of Genergia system.

Y amet: Known for solar system architecture and building style. Influential in Reteel system.

Tearron: Known for subtle randomization; also they were students of early Mentonian culture

## Humfed2 Histories

This is how Humfed2 was established. It had become apparent by 1200 or so that the cultural dominance of the Home worlds was a thing of the past. Second and the third generation colonies were not bound by the Script nor seriously concerned any more with any of the Home worlds.

The Council of Erroran in 1404 included a number of predominately social scientists. They established the basis for the foundation of the Second Human Federation. Colonization was declared wide open. The old Script remained a formality in those systems where it still had meaning. If there was a blatant use of force in the colonization process, a police force could be requested from neighboring systems. There were numerous cultural centers in HumFed-2. Examples are Beautica, Onafix, Wydeon-3 due to the topology of HumFed1 Centerdom cycles.

The control of the second HumFed was strictly a cultural process, with the Federations Representatives arriving and leaving both in the new and the old systems. It would take literally a couple of hundred years for a new colony at one edge of the Federation to get news about a new colony at the opposite edge.

By 2000 HF2 there were meetings on a regular basis in local clusters on the status of the Federation. The local councils would establish electronic currency, publish the relative value of commodities, monitor and register the growth of TEUs and the transfer, ebb and flow of IOTs. They were temporary organizations. Any "government" that emerged disbanded maybe to emerge again later in a

different form. League conferences in the future operated almost identically in very different social circumstances.

## Trade and Commerce

With a few exceptions, every colonial system had sufficient commodities to create growautos and autofabs. In those cases where an element was in severe (small) quantities, those elements became a tradable commodity. Typically a number of sources were identified in the nearest star systems. Also, because there was a great psychological impetus for expansion, on outer colonies the lack of elements would be known by the survey vessels for nearby systems. The systems would simply continue colonization in the element rich direction of an outward system.

The vast majority of commerce and shipping was people in transit under cryogenics, large amounts of information and finished produce. The finished produce was often in the form of local system artifacts.

The decline of Socioism and the rise of "Popular Social Dynamicism".

By 1600 the deliberate indirect social engineering was no longer a viable methodology in the HumFed 2 outer colonies. There were now clusters of social-dynamicists all over HumFed2. Every child was brought up knowing the inefficiencies of collective bureaucracy and concentration of status manipulation. All this learning was maximized with individual motivation and enterprise. The ability to rationalize, criticize and unify through secular mythological symbols became a subconscious process in individuals who went through learning systems influenced by HumFed2 social science. The Socioists became something of a curious anachronism.

At HumFed2 end, the Socioist remnants can be witnessed in some of the local planetary political movements; namely the Economic Oligarchists and the Sovereign Coopertavists. Economic Oligarchists operated within the frame work of a democratic oligarchy that manipulated social feedback systems through neo-socioist methodology that emphasized symbols attached to daily activity. Sovereign Coopertavists operated with a non-permanent elected body. They used local coops to carry out a particular phase temporary to their (Socioist, sic) program. Economic Oligarchy is most common on Ground1 and Ground2 and some early HF1 colonial systems. Sovereign Cooperativists are common on Ground-3 and a few more of the early HF1 colonial systems.

## HumFed Two Government Types

Famlees and Feelz are organized along the lines of extended bio relationships. They were capable social dynamicists, but some what static in their use of this methodology. Both Famlees and Feelz helped propagate popular social dynamicism to every corner of the HumFed2. Relative status (i.e., political power) within most Famlees was a combination of status from age and achievement of publically known success. Democracy in a Famlees ranged from informal consensus to formal counting of votes.

Feelz were in-system bound. In some cases they were the

in-system government, others they were just a corporate body within it. The actual governmental form tended to be eclectic. During HumFed2, Feelz systems tended to be out system colonies. In the case pure Feelz systems they were organized into small syndicates. In the case of another primary in-system government, the Feelz reflected the operation of that government.

In the Starsend system by 1350 local social dynamicists started to experiment by trying to replace remnant government functions by machine based technology and intelligence. This ultimately generated three political philosophies: Technocracy, Static Machinists and Electronic Democrats.

The Static Machine form of the government essentially was the experiment at StarsEnd1 in its purist form. All remnants of governmental substructure are automated and made static. They also emphasized that each citizen know the fundamentals of social dynamics. This form of government became successful in systems with a high density of technology.

Electronic Democracy came later in HumFed2. In 2106 in the Beautican System, a full machine based democracy replaced an increasingly amorphous vanilla social dynamicism that had before replaced Socioist philosophies. "Voting" in this system drives the dynamic machine. Voting is both deliberate and subconscious. It is derived from a number of sensory inputs into the Medcom. This system was somewhat modified and became one of the dominant political forces in League Cosmos.

All forms of machine intelligence based governments were extremely difficult to tamper with. There are some examples of partial corruption (by another machine intelligence), but in all cases the machine government recovered.

## Governmental and Political Philosophies in the Late HumFed2

### Theocracy

Given the ascendance of two major non-secular religions in the late HumFed2, the reintegration of religious and secular political philosophy manifested itself. The resultant political philosophy was a mythological ritual orientation well saturated by the particular churches belief system. The Church of the Galactic Doam certainly practiced social sciences and social dynamicist methodology. The Church of Him was strongly oriented towards education and predictably put even more energy in to social and psychological methodologies.

### Social Dynamic Democracy

As a unified political philosophy Social Dynamic Democracy is unique to the HumFed2. In the First star system at Unicos some Socioists came to realize that there was an unimplemented recursive element in their social-psychological event triggering mechanisms. Even by the end of HumFed1 the enormous decrease in the cost of production of basic wealth, there were only a few hard commodities whose supply could be increased at minuscule cost. As colonization efforts took place under (late) HumFed1, the Socioists became masters of cultural programming. They knew that the "nation state" from home world histories were objects of a defunct set of conditional and

preconditional circumstances. They (the Socioists) were successful in greatly reducing the reality of bureaucratic collectivist structures. The enovative among their group realized that that they themselves had become an elite (albeit a small one), that they were a pedagogy over a long period of social "real-time".

It was their goal that the populace itself to generate their own long term dynamicist program. What they did was to cause each young child growing up in the colonial system to become a microcosm where conscious and subconscious behaviors were understood to part of a gigantic multicasual relationship. It could be said by 1500 or so that the Socioists had initiated their indirected recursive program. The highly stochastic contours of past socioist behavior began to emerge in youth. Make no mistake. This was not utopia. There was warfare, crime et. al. Police units were organized and disbanded with regular fluidity.

The social dynamicists of HumFed2 had an enormous advantage when doing their analysis of society. They knew a great deal about what behaviors were learned and which ones were genetic and to what degree. One of their great principals was "people will act out of self interest whether they have real or illusionary goals". A great number of (new) HumFed2 colonies and cultural centers simply did not have a bureaucratic structure and never generated one naturally. In a status and leisure oriented society, nearly all activity was recreational.

#### Legal Systems in the Cultural Centers

As Socioism n-furcated into social dynamicism and other new social forms, what became of law? Federation law was extremely simple. Local in system laws were far more important and powerful. Constant legal systems tended to be subconscious common law informally enforced universally through the laws effective domain. Formal legal systems were strongly associated to group behavior and were constantly being reviewed and renewed (marriage in HumFed2 is a good example; it was generally viewed as a periodic contract subject to review). The Famlees were the masters at cataloging the Comprehensive Codex for Humfed2, dividing it into common constants and dynamic contracts. The Feelz likewise proved to be effective collectors of imported in-system legal systems. Every good long range space farer had a copy of the Codex that could be found in any of the Cultural Centers. There were two representative systems in the Federation, Ambassadors and Police. There were three ranks of ambassadors and police; apprentice, staff and master. Legally these officers had no power except what star in-system governments allowed them. A star system could reject them at any time but rarely did so because it would be a great loss of status (wealth).

#### HumFed2 Representatives

Ambassadors came from local cultures of a star system. A new apprentice ambassador was usually a gifted social scientist capable in communication and interaction with other people. They also had to commit to traveling to other star systems a great percentage of their life. Of course up to 90% of their real time was spent in cryogenics. An apprentice has 0-5 years experience, a staffer 6 to 15 years experience and a master with 15 years or more. Time here is measured out of cryo. Police had the same experience intervals.

The police background profile was similar to ambassadors. The main difference was their training with weapons and police science instead of diplomatic skills. Ambassadors coordinated exchange between various star systems. The HumFed2 police could assist in a local conflict on invitation only. Both groups of officers were most concerned with basic questions of life and death. Secondary concerns centered around the training of apprentices. To leave or retire from the service all one had to do was stop traveling. There was no theoretical limit to the number of federation officers, but few actually volunteered due to the life style involved thus limiting their number.

#### The Home worlds during the HumFed2 Era

By the middle of HumFed1, both technically and socially, the home world systems fell far behind the colonial centers. By the beginning of HumFed2, it was the old HumFed1 colonial planets that became the new cultural centers of the Federation. By 2000 HF2 the population on all Home worlds (with the exception of Menton) had declined by 50%. Vast areas of the habitable planets and planetoids in the four home world systems were turned into "history parks". Some of the nation state governments remained like an appendix, a living model of governmental uselessness. And this is what the home world did attract; cultural and behavioral historians from all over the Federation to do research and muse.

But it was true that even if the new Cultural Centers led the Federation, the home worlds had the old history and the unknown origin of human kind. It was a place that had old stones and myths that could not be found in the Federation.

The denizen populace of Ground 1,2 and 3 remained a permuted form of Socioist governmental philosophy. There were inroads made by social dynamicists democrats. A few even thought that all home worlds should become a static state machine system. This result was a lot of ideological debate among those that were interested. It was hard to implement. Subconscious symbolism had a high and heavy center of gravity in the home world systems. Of course Menton was quite different. They continued to be the cradle of a number of strange cultural movements.

By 1700 HF2 nearly all of the Menton system was in a state of amorphous social dynamicism. There were a number of cults that became popular on Menton. One of the better known was the Creative Erosion of Deterministic Frames or the "Seadefts". The practised artistic anti-dynamicism and was popular among the Fringe Culture of large Demo Funcs (urban segmentation systems unique to home world and HumFed1 colonial systems). By HumFed2 the Fringe culture had permuted into the art of situation.

Art of situation could be thought of as semi-spontaneous drama that didn't always please the audience. The "Seadefts" were not particularly common on Famlee ran star ships. But on other star system based merchant ships, Seadeft spread to all corners of HumFed2 in a couple hundred years. By HumFed2s "end" some of Seadeft adherents had formed the Church of Situation and Luck which assigned spiritual meaning to symbolic juxtapositioning. The Church of Situ and Luck is normally considered part of League Cosmos history.

## Permutation of Species Characteristics

Genetic determination and programming enabled people to have offspring in just about any combinatorial size of the original four human subspecies. On the four Home worlds and on many of the HumFed2 out colonies (but not the HumFed1 originating colonies) tended to revert to more or less almost pure home world types.

As a quick review: Ground1; red, gold or platinum blond hair; dark black skin with a strong night vision compared to other human subspecies; Ground2; a full range of possible hair colors, but higher probability of black or dark brown hair. Light brown to deep brown skin. The body build is short, stout and muscular. Ground3; light to dark grey hair (grey as in "grey cat" not older person), fair to semi dark skin, copious body hair. Females normally have a tuft of beard on their chin. Menton; hair ranges in color from dark reddish brown to flaming red, skin color ranges from very fair to "olive" colored, the large round faces have large oval eyes, females have small "manes" running the neck and the back.

The ethics of genetic programming in HumFed2 varied from system to system. In some systems parents would have children with stronger muscles, rounder buttocks, more appealing sex organs and so on. But often deliberate genetic programming was frowned upon (especially if it tended to ruin the competition in athletic sports). Genetic engineering and programming tended to remove the bad. Overall body constitution and intelligence was enhanced in all Human Federation inhabited systems (see discussion on technology).

Yet varying from system to system some attitudes towards non-destructive genetic implementation, were tolerated and in some cases (depending on the purposes), were condoned. A super athlete could be sired and if they departed from the originating system, it was difficult to trace. There were explicit attempts at longevity (and these were almost always socially acceptable, if successful). More common applications of genetics were unusual coloration of the hair or eyes to give the child a special distinction.

## Entertainment and Leisure

Through early HumFed2 entertainz or multi-media entertainment "movie-books" dominated the audio visual medium. These movie novels depicted every theme in the known cosmos at that time both fiction and non-fiction. The pure length of time for system-to-system communication tended to be reflected in HumFed2 movie novels. Also as the use of the early networks and later in HumFed2 the nascent Medcom system, stories tended to be circulated, written and enhanced by a large number of people. A similar process effected graphic, perceptual and tactil art.

One result of multiperson creation in system folk entertainment was that each system tended to develop unique local art and entertainment forms. These were in turn recognized (years later) in other systems and were in continued demand. It produced a unique system of feedback that was lost with the advent of FTL star drive.

Another very important part of HumFed2 leisure was sports and gaming.

There were traditional games like "Territory" from Ground1. In this game two teams struggled over a grid like area to occupy another's territory. There were also low-g and zero-g specific games. All these games had local in-system and house rules. Net driven war gaming, fantasy gaming and story gaming among small and large groups (5-500 players) emerged early in HumFed1 and continued to grow in popularity with more powerful, integrated and intelligent networks during HumFed2.

## Architecture

HumFed2 architecture in cities closely resembled much of late HumFed1 cities. In hospitable climate planetoids were organized along demographic functional lines. Building materials were stronger, easier to autofab and more varied in style. Architecture in these cities were segregated into various interesting artistic biotats. One may be colorful and metallic and another rift with coordinated vegetation. Sometimes vertical integration was emphasized and other times the emphasis was on horizontal integration.

Architecture on planetoids and space rocks tended to be highly individualized collections of tubes and spheres. Critics would artistically refer to these spacer constructs as eclectic and peculiar. The mixed effects of low and artificial gravity were often exploited to maximize for special effects.

Architecture on planetoids with semi hostile to hostile meteorology tended to be a juxtaposition and mixture of these two architectural styles.

## Major HumFed2 Planetary Systems

### Diaspora Systems:

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#### Urbanicum system description

Urbanicum coordinates in "n-space" (2.1, -22.4, 10.3). This established Wydeon-3 as its closest n-space neighbor. Urbanicum is a known system in League Cosmos, but is not part of the League. It has two suns, M1 and M8. In the primary system there are two planets, each with a number of moons. Urbanicum primary, developed into a highly successful HumFed2 civilization centered around the second moon of the first planet. Likewise Nova Urbanicum developed around the second moon of the first planet in the secondary. Each system had a small gas giant as the first planet. Thus Urbanicum was known as the "twin red sun" system.

1226 First wave colonists arrive in Urbanicum system from StarsEnd-1.

1400 Deamer Feelz becomes in-system culture for the primary, Meez Feelz the in-system culture for the secondary. Each has regular FamLee contacts with Wydeon-3. Later these contacts are narrowed to four FAMLEES.

1658 Urbanicum and Wydeon-3 become cultural dominion in HumFed2.

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#### Coordtwo System description

Coordtwo coordinates in "n-space" (46, -6, -52). Nearest system is Beautica. Colonization of Coordtwo was organized directly by the Beautica in-system space solinization alliance. A quota was set against growth in the system (particularly the primary planet of Beautica) due to its exceptional conditions for living. By this time the traditional valve of NewSotia and NewOrn had become a cultural dominion unto themselves, both with civilizations far in advance of the original HumFed1 homeworlds.

Coordtwo has six suns in the system all orbiting each other slowly at a healthy fraction of a parsec. (averaging about .5e13 distance from each other in kilometers). The first star is M7 is with no suns. The second a beautiful G3 has no planets. They are "C22" alpha and beta. The third is the primary star, a G0 It has 4 planets, each with a abundant number of moons and three small gas giants. The fourth sun is the center of the system and has gravitational control over the other five. It is a magnificent blue subgiant that shed some light on the entire system. It is simply called the "q" star. The fifth is M9 with four planets, all gas giants with moons (many easily habitable). This star is called the Secondary system. The sixth and last star is a G3 with four planets. One is a gas giant. This system was massively important to HumFed2. So important that regular non-FTL travel was maintained under League Cosmos. The system itself was a true microcosm of HumFed2.

1679 Coordtwo colonized from Beautica

1704 Weakstrom Famlee arrives at Coordtwo from Beautica.

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#### Cameto System Description

Cameto system coordinates in "n-space" (-47, 6, -97) Single star system with a M1 main sequence star. It has nine planets and twenty three moons. It is a very rich and well balanced system with a very ample supply of water. The primary planet is the first one. It is cool (260 degrees Kelvin) with 80% of the surface covered with water. Portions of the planet getting radiation from the reddened sun are comfortable. The atmosphere is breathable. The life chain includes up to warm blooded semi intelligent fish. There are three gas giants in the system, on with a cold moon (180K average temperature with frozen oceans with internal warming and primitive cold ocean life. Outer planets have frozen reducing atmospheres.

1596 First colonization from the Briffo system.

By 1700 an extensive system of autofabs and growautos are constructed on the "Sice" or cold water sea/ice planet and on planets with frozen reducing atmospheres. The first planet was only colonized in certain designated areas.

In 1900 the populace of the system was highly decentralized with only small groups living in the "small town" domos that dotted the outer planets and planetoids.

This system was instrumental in shell 2 and shell 3 HumFed2 colonization.

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## Genergia System description

Genergia system coordinates in "n-space" (85, 20, 40)

Double star system with a M1 main sequence primary and M1 main sequence secondary. There is a single large gas giant around the primary with 15 moons and a ice planet and two gas giants around the secondary. There are no local life forms on any of the moons or planets.

2666 First colonization from the Kayson system.

Yet another third shell cultural center. In 2721 the entire system is a Sost Feelz government. The entire system by 2792 was a growauto with hundreds of plant and plant types developed specifically to the red and orange starlight conditions.

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## Irif-4 System description

Irif-4 system coordinates in "n-space" (-76, -20, -10)

A double star system with a G5 primary and a G3 secondary main sequence star. The primary has 3 planets. The first is a mercurial cooker, the second is a cool temperate system (277 average temp Kelvin) with ample oceans and the highest locally evolved lifeforms as warm blooded reptiles. There are two moons around the second planet in the primary system. Each has traces of water in the extremely thin atmosphere. The third planet is a cold ocean planet (244 degrees kelvin as average temp) with two very large polar caps. Ample radiation from the G5 primary keeps the whole planet from freezing. Locally evolved lifeforms range up to crustaceoid water/land wandering. There is one iceball moon around the third planet in the primary system.

The secondary system has two planets a large mercurial semi molten ball with a single large moon and a huge cythonian with five moons.

2696 First colonization from the Whim'd system.

Clearly colonized as part of the third shell. The system was strongly influenced by the Padwor Feelz. The Padwor Feelz became the governmental form on the cold ocean planet by 2789. Originally the Padwors were able to bring a number of Glar (See Ground-3 ancient history) into the Irif-4 system and explore the cold ocean planet. This was great fun for the Glar who had been (genetically) adapted to the cold water environ. They were curious and easily adapted to their new home.

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## Whim'd System description

Whim'd system coordinates in "n-space" (-68, 5, 5)

Double star system with a K4 main sequence primary and a K2 main sequence secondary. The primary has a single mercurial planet with two moons. The secondary has two planets, the first a temperate (286 kelvin average temperature) world with smaller radius but high

density. It has water and breathable atmosphere and complex life forms. There is a single moon orbiting the first planet. The second planet is a cold water planet with no lifeforms and a single moon.

2505 First colonization from Ellore system.

Colonization took place only on selected planets and planetoids in this system. The Whim'd system was an ambitious colonization depot for third shell colonies. The system was also well known for a two star system energy wave detection array of transceivers. The temperate planet around the secondary was lush with life. This planet was not settled but explorers entered the for time periods of limited duration. This life bearing planet was called Prima.

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### Spanthonee-3 System description

Spanthonee-3 system coordinates in "n-space" (29, 42, 78)

A double star system with a red dwarf primary and a main sequence M7 secondary system. The primary has three cryogenic planets with a number of iceball moons. The secondary has a huge gas giant (74,978 kлом radius) with a 13 moons, some of them small gas giants. The average temperature of a moon with atmosphere is 167 degrees Kelvin.

2589 colonized from Fearaway system.

Colonized as a status center for galactic physics and cosmic observation. The style in this highly cryogenic (cold) system was the building of many medium sized "cities", each unique unto itself. Spanthonee-3 became a literary center for a number of outcolonies

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### Fidwah System description

Fidwah system coordinates in "n-space" (-24, -50, 6)

A double star system with a G3 primary and a K4 secondary main sequence stars. Around the primary are three planets and four moons. The most hospitable planet is the second in the primary system. It is very dense with ample oxygen and water. The highest evolved lifeform are warm blooded reptiles. It is moderate with a mean temperature of 284 degrees Kelvin. There third planet is much larger and has a moderate green house effect. It is covered entirely by oceans and has a dense inhospitable atmosphere. There are some rough and tough lifeforms on the second planet. The moons around the third planet also have water and atmosphere. The mean temperature is about 259 degrees in moons. They have large ice polar caps.

The secondary system has a single planet with two moons. It is an ice planet with lifeforms and water. The mean temperature is 240 degrees kelvin.

1421 colonization from Ellore system.

System was colonized entirely by Conmatico Feelz and thus was the governmental type for that system. Conmatico methodology took the

form of many small mobile living units with associated mobile autofabs and growautos. The units were expansive but never concentrated so the native in-system environment was left almost untouched. Fidwah was indirectly influential in shell 3 colonies.

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#### Wydeon-7 System description

Wydeon-7 system coordinates in "n-space" (25, -67, 10)

A double star system with a G0 primary and G3 secondary main sequence stars. The primary has three planets. The first is mercurial, the second a very large cythonian cooker (called a "hot gas giant" by some planetologists) and the third a large but not dense oxygen/nitrogen based life bearing comfortable planet (284 degrees Kelvin mean temperature). Highest locally evolved lifeform is warm blooded mammalian with a tendency towards giantism due to the low density and richness of the environment. There are two baked small moons around the first planet and three around the second with hot co2 based thin atmospheres. The third has three moons. The first two moons have thin water holding atmospheres with locally evolved microbiotic lifeforms. The third moon is a planetoid in its own right with oceans oxygen and with a high lifeform of exoskelatoid reptiloid animals.

The secondary system has a single mercurial planet and two baked moons.

1421 colonization from Starsend1 system.

Colonies in the Wydeon-7 system on "Seven Main" or the large planet with a breathable atmosphere are restricted to dense cities. A similar situation existed on "Seven Minor" or the third moon off the third planet. Building types on these two worlds are called "archology spires". On planetoids with no life forms colonization was expansive.

1602 Jine Famlee makes presense in system.

1750 Bolgon Feelz makes presense in system.

2600 Wydeon-7 is one of the major cultural centers in the diaspora. It connects scores of systems.

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#### Gard System description

Gard system coordinates in "n-space" (102, 16, 62)

A double star system with M5 primary and F5 secondary main sequence stars. The primary system has three planets. The first is a large planet "hot" under the cool rays of the reddened sun (mean temperature of 329 degrees) and with an atmosphere of almost pure nitrogen, argon and neon. This planet has ten moons, some with significant quantities of water and "hot red" plant life forms.

The second planet in the primary system is a gas giant with 13 cryogenic moons, some with ample and dense reducing atmospheres. The third planet is also a smaller gas giant with 13 cryogenic moons. There are no lifeforms in the outer two planetary systems. The

secondary has a single mercurial planet with 13 baked moons.

2481 colonized from Kayson system.

2631 Development of rythmless expression in musical and artistic forms local to Gard system.

2692 Melbort Feelz make presense known , via shell 1 colonies Wydeon-6 and Youyouseepee. Colonization is expansive given the cryogenic moons. A famous melting pot city on one for the cryogenic moons is known as the "Blue Tubes".

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Future League systems:

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Fearaway System description

Fearaway coordinates in "n-space" (55, -4, 40)

Two sun system, the primary with a G3 star and 3 planets. They are all cythonian or mercurial hot planets. There is a single small moon around the third planetoid. The secondary with a yellow-orange dwarf with a single cryogenic planet with a single cryogenic moon. The primary system has an abundance of carbon and heavy metals. The secondary has an abundance of water.

2366 Initial colonization of Fearaway system arrives from Kayson system.

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Farmit System description

Farmit system coordinates in "n-space" (98, -2, 20).

The farmit system has two stars. The first is an F2 pale yellow main sequence sun the second M7 main sequence red. There are two planets orbiting the primary. The first a mecurial cooker and the second a cythonian monster that will corrode non-reinforced metals. This planet and its six hot moons became a constant source of sulfur based chemicals.

There is also a single planet orbiting the secondary with 6 moons, some of substantial size (2078 radius) and trace atmospheres. The single planet arbiting the secondary became something a of a legend in HumFed2. The atmosphere is basically breathable with a trace of sulfur combined with hydrogen (depending on latitudes). Certain parts of the planet have a "natural" acid rain, lending to some of the more picturesque scenary that could be seen on a HumFed2 known planetoid. Other parts of the planet were extremely rich in every organic chemical known. There were a number of very complex plant life forms. The highest local life forms were transinsectoid with partial exoskelatons. they were often referred to as "insectosarus" because of of some of the partial reptiloid features.

Because of the unique conditions on the main planet of the system, Farmit became a center of biological research.

Farmit was also known as a curiosity among the socio dynamicists of the HumFed2. Farmit was organized as a collectivist bureaucracy (horribly inefficient and obscurely unjust to them), but to others something of a historical curiosity. There was a

"nation-state" archaic form of government causing strange fluctuations in teus and commodity flow. In spite of this many parts of the planet were declared massive protecturates outside the control of the Convent collectivist enterprise company.

2406 First in colonization effort from Fearaway.

2598 Convent archaic government established.

2657 Programmed online bio-genetic mutation developed.

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#### Kayson System description

Kayson system coordinates in "n-space" (66, 15, 27)

Single star system, G3 main sequence star with seven planets and a significant asteroid belt. Scattered among the seven planets are 18 moons. The fourth planet from the star is an ice planet with a signifcant oxygen atmosphere and with a life chain with coldwater amphibians as the highest lifeform). It was the first major colonial target. The second target of colonization which was important to Nezas Famlee and Conmatico Feelz operations is an asteroid belt between the fourth and fifth planets. The fourth and fifth planets are medium sized gas giants.

1652 First in colonization from Fist by Neza Famlee.

1802 One of the strongest Feelz systems in HumFed2 with specific planetary Feelz governments starting with the Conmaticos (during HumFed1 history) then the Slazel Feelz in 1968 and them the Meez. Kayson has a Famlee center for culture as they built their trade and flow routes into the HumFed2 shells.

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#### Reteel System description

Double star system with a G3 main sequence star as the primary and a white giant as the secondary. The primary has two planets and eight moons. The inner planet is a cythonian hot house with three large moons with trace co2 atmosphere. There are no native lifeforms. The second planet is massive with oceans of water covering most of the planet. Highly developed cellular plant and animal life live in the oceans. Non mammaloid or reptiloid nor intelligent. The second moon around the second planet has a moderate temperature (average 292 kelvin), plenty of water, ample land masses and breathable atmosphere. Highest element in locally evolved life chain is exoskeleton mammaloid.

2301 Reteel colonized from Brun-2

2490 The University of Bioentropy is established. The emphasis on system development was centered entirely on combinatorial affects of arts and sciences. Astrophysical poetry; biopermutations of music and social dynamicist allegories.

2602 Outer estates associated with Sorels and Yemets Feelz.

Religions in the HumFed Two:

The first generic influence on HumFed Two religion came from post conscious awareness of Cryogenic sleep. The initial proponents of post conscious awareness were at a later time what was called the Galactic Doam. This was also called the "Church of the Galactic Doamer" by 1899 (the formal establishment of the church).

The first "Doamers" were a Famlee subculture. They taught that humans could not trace their origins because they were a direct effect of an infinite cosmos. This was in some ways a throw back to "Wewephufur" mysticism. They also believe that humans were ejected at other (unknown) locations in the cosmos. The first "Doamer" or emergent period started about 1100.

There are a number of important books that became part of church philosophy. The Meeshra has a number of procedures of how an individual, through deep concentration combined with a discipline of daily scheduled work, can directly influence not only their immediate environment, but through selective but well placed activity of all human existence. The Mishra existed as a body by 1600 or so.

The text of the Infinite Minds

These writings are also known as simply the "infinite mind" (due to influence from early Famlee organization). It is not a static body of writing, but one that is divided into two parts. The Classic Testament, which originated from 1250 to about 1492 for Planstod and Eelor devotees plus various planetary based contributors.

The Classic Testament has the basic writing on the infinite origin of the Cosmos complete with harmonic and musical representations of Galactic background noise (residue from the Big Bang) and musical feedback loops based on genetic encoding.

The Future Testament is dynamic and has been growing since first collected at Onafix in 1506. It is the current and dynamic part of the Infinite Mind. It is considered to be a "slow preach" or running documentary of current Doamer beliefs into the League Era (by then this part of the text is called locally in the League "the Book of the Infinite Age"; in the future Diaspora worlds it is called the Book of the Infinite Worlds).

The Ritual of What Is

This public festival began to emerge in the 1400s. In this ritualization, the Doamer religion could be described as the capture of the Infinite Mind in machine media at the believers time of death. It was accompanied by a celebration and a sanctification of the machine memory.

By 1800 it is common to have a deceased Doamers nervous system to be entered into machine n-dimensional memory. Last thought patterns were in many cases, recallable to machine memory and thus could be statically replayed. It was considered a limited form of life after death.

Travellers

One of the themes of the Doamer behavior pattern is the concept of Traveling. Each planetoid, each genetic structure, each

macro and micro manifestation of atomics, each small dimension, all dimensions of spectral observation and datum is activity sought out. Traveling is a large part of the Future Testament of the Church by 1700.

The Meeshra, Whatis and Infinite Minds were collected in 1889 in Ground-3, Beautica, Onafix and Irif-1 to become the Eastalan Doamer church. From gaining initial converts mostly on outer colonies, by 2400 the Doamer church existed on nearly every major settlement and on many starships. In HumFed2 it had the largest plurality of religious adherents.

#### The Church of Him

This church was also known as the Church of Face, the Face of the Cosmos, The Face of Him. By 2300 the Galactic Doam had a significant following in the New Sotia system, but from its inception Doamer doctrines came to be modified by mythologies that originated from Sotian Culture on Ground-2.

In 2843 Fahos Unda was a crew member of one of the first faster than light scheduled paths to the New Sotia system. The jumps were made about a third of a parsec until the entire New Sotia or Beautica was reached. Fahos was greatly influenced by the psycho physical side effects of the FTL drive. In 2861 Fahos returned to the primary inhabitable New Sotian planet.

Musch of the early enlightenment path outlined by Fahos was used on an old pre-space flight religion from Ground-2 called the Unseen Hand. The codex of this path to enlightenment, the HimNull is established by 2865 and becomes the definition of Orthodoxy in the Himist religion.

This is one of the few cases of a militaristic and militant culture during the Second Federation. It was the first instance of two cultural mixes that became juxtaposed against each other. The first originated from the New Sotian system and led by the so-called psycho-anarchists. The second was also in the New Sotian system, the fundamentalist God Face Himists (see Psycho-Anarchist war under HumFed2 warfare).

During this conflict the Facian/Himist church splintered into several heretical groups (help from the social dynamicists, not withstanding). A first heresy came from the Mentalists and could thought of as the Himist/Facian reformation in many ways. It tended to be status impoverished/ intellectual alliance.

The mentalist heresy (to be a majority in the church of Him by 2900), one of the basic orthodox teachings from the HimNull is that a cataclysm will be at hand when the Face of God (the brightest visible stars seen from the New Sotian primary) undergoes changes when lights are emitted. This apocalyptic myth states that human kind will enter into a rapid state of entropy that will divide them into three major camps.

Fundamentalist Himists teach that the cataclysm will take place when there are basic changes in the light emissions from visible stars directly seen in the NewSotia system. This is a word-by-word interpretation of the HimNull. The mentalists took a

symbolic and spiritual interpretation of the changes (but nonetheless also literal).

The mentalist division of the apocalypse into three contours was published in 1987 as the "Three Camps of the HimNull". The three camps: Those that are looked upon, those that look and those that flee with uncontrolled emotion. The subjects of the apocalypse, those that are greatly effected, but are not directly part of it at the time are the "Looked Upon". Those that are part of the apocalypse, but not effected are those "That Look". Those that are both are the "Uncontrolled".

From the inception of the Church of Him, a number of oathes emerge: "On the final look", "by the eyes of Fahos", "by the final light" are a few. The week counting of the Church is ten days with meditation and ritual offering on days 1, 2, 5 and 9.

Intoxication is viewed by the Church to be anti-life and anti-creative. Sexual intercourse is considered a creative force if genuine and done out of emotional love and not hedonism.

#### A Small Codex

By the end of HumFed2 there existed approximately 197 colonized and cataloged star systems (not counting the four original home worlds). Of the 197 15 would be accessible from League Cosmos Hyperspace (after 3000 LC era). During HumFed1 from 0 HF1 era to 1492 HF2 era a new system was colonized about every 114 years. From 1492 HF2 era to 2800 HF2 era a new system was on the average colonized every seven years.

Major Diaspora systems along with a hand full of Future hyperspace league systems made the Hub and Nexus of HumFed2. Starship crews and captains had a massive machine intelligence database that they kept and constantly updated (not unlike the "CODEX" of Famlee fame). They referred to four "shells" of colonization. Shell "zero" systems were generally considered colonized before 1492 (though in reality many shell "one" systems were). Shell "one" systems were considered to be colonized between 1492 and 1928. Shell "two" systems were colonized between 1928 and 2364. And finally shell "three" systems were colonized between 2364 and 2800.

A note on chart legends: (., ., .) always defines the coordinates in normal (3 dimensional time) space. [., .] always defines the flat projections of hyperspace coordinates (if known!). The abbreviations behind minor diaspora "n-space" coordinates are associated hubs where they \*typically\* got information and traded with over the \*centuries\*.

They are

Ga -> Gard	Ur -> Urbanicum	C22 -> CoordTwoTwo	Wi -> Wihm'd	
W7 -> Wydeon-7	Fi -> Fidwah	Ir4 -> Irif-4	Ge -> Genergia	
Ca -> Cameto	Sp -> Spanthonee-3		Re -> Reteel	
Fe -> Fearaway	Ka -> Kayson	Fa -> Farmit	W3 -> Wydeon-3	
Ti -> Tillican				

HumFed2 Future League Systems



(first set of coordinates are in normal space - X,Y,X; the second in hyperspace  
- U,V)

Fearaway (55, -4, 40) [u10009, v9990]  
Farmit (98, -2, 20)  
Kayson (66, 15, 27)

#### Humfed1 Future League Systems

Ground1 (1.2, 3.0, 5.6) [u10009, v9990]  
Ground2 (5.1, 8.6, 11.2) [u10008, v9989]  
Ground3 (11.2, -3.1, 8.2) [u10006, v9988]  
Menton (-6.3, 5.8, -6.2)  
Beautica (21.3, -6.0, -19.6)  
Ellore (-10.6, 15.0, 7.9)  
OnAFix (6.0, 1.2, 27.9) [u10011, v10000]  
Fist (21.3, 0.5, 11.2)  
Firsts (7.3, 7.8, 10.2) [u10009, v9989]  
Starsend (6.5, -31.1, 0.1)  
Brun-2 (11.6, 7.7, -14.5) [u10009, v10001]  
Tillican (-6.4, -9.2, 11.3)  
Briffo (-3.4, -8.9, -14.2) [u10004, v9976]  
Erroran (1.3, -25.7, -2.3) [u10000, v9983]  
Irif1 (6.7, 20.4, 4.5) [u10008, v9985]  
NewOrn (-23.2, -17.9, -28.6) [u10020, v9993]  
NewSotia (-5.8, -15.6, -7.7) [u10023, v9993]

#### Major Diaspora Systems

Gard (102, 16, 62)  
Urbanicum (2.1, -22.4, 10.3)  
CoordTwoTwo (46, -6, -52)  
Wydeon-3 (1.6, -14.8, 5.6)  
Fidwah (-24, -50, 6)  
Wihm'd (-68, 5, 5)  
Wydeon-7 (25, -67, 10)  
Irif-4 (-76, -20, -10)  
Genergia (85, 20, 40)  
Cameto (-42, 6, -97)  
Spanthonee-3 (29, 42, 78)  
Reteel (15, 50, -105)

#### Minor Diaspora Systems (First Shell)

Awksaid	(-56.624386, -28.146421, -40.735401)	Ir-4
Bedwards-1	(-41.828579, 28.431747, 31.992300)	Wi
Bedwards-2	(60.276085, 4.649614, -28.095922)	Ge
Brun-3	(0.474323, 3.047272, 49.302891)	Ge Sp Ga Ka
Call-are-em	(29.470978, -32.439323, 29.119776)	W3 W7 Ur Fe Fa
Darkgold	(-78.203522, -1.944523, -40.450123)	Ir4
Elevenortenticks	(17.984905, 30.167038, -18.662876)	Re
Fist-2	(-41.846573, -31.887356, -47.578060)	Ir4
Fuzzball-4	(-9.666645, -1.495754, -40.889660)	Ir4
Fuzzball-5	(-39.727917, -48.014626, 43.706249)	Ti Fi
Fuzzball-6	(-8.428350, 11.867765, -29.059608)	Ca
Grap	(29.417177, -2.550083, 30.497522)	W3 W7 Ur Fe Fa
Irif-3	(-62.893387, -1.831881, -42.694134)	Ir4
Jastar	(-39.530602, 37.333984, -43.621861)	Ca
Lowawind	(-29.976009, -16.597284, -0.503302)	Ir4

Mathkin-1	(1.842598, -0.079121, -31.268723)	C22
Mathkin-2	(-45.423412, 29.596802, -32.085598)	Ca
MemoryLane#8	(-43.764954, 41.090145, 44.932022)	Wi
Pearlpow	(89.877800, 45.855236, 1.958120)	Ge Sp Ga Ka
SeeDee	(28.914694, -15.193426, -48.119080)	C22
SeePee	(-40.226448, -46.640274, -35.921574)	Ir4
TerribleIt	(-29.220356, 17.829910, -34.545628)	Ca
Umself	(-35.529221, -20.268984, -53.978939)	Ir4
Wydeon-4	(51.518024, 39.825573, 28.308313)	Ge Sp Ga Ka
Wydeon-5	(-20.183849, 10.393585, 41.283070)	Wi
Wydeon-6	(10.451109, 9.036451, 28.180769)	Ge Sp Ga Ka
Xinu-2	(7.226486, -0.813646, -33.789185)	C22
YouYouSeePee	(5.495815, 34.302212, 1.794558)	Ge Sp Ga Ka
Zreasts	(5.609725, -31.772108, -13.564138)	C22
Minor Diaspora Systems (Second Shell)		
Alnex-6x	(-111.417732, -0.543739, 57.420155)	Ti Fi
Ates	(77.620667, -9.360126, 6.344448)	C22
Atomknown	(-114.566856, -1.366055, 75.035881)	Wi
Babymake	(2.205097, -30.935726, 82.398216)	W3 W7 Ur Fe
Bedwards-3	(132.093826, 0.085663, 57.111263)	Ge Sp Ca
Benden	(30.674320, -6.184090, -62.811234)	C22
Bogon-1	(127.346046, 8.080822, -42.671036)	Re
Bogon-3	(-26.511593, 22.419003, -68.957458)	Ca
Borvin	(-59.085804, 75.212730, -53.293724)	Ca
Corbett-1	(-74.095871, -66.633743, -64.188316)	Ir4
Crontab	(-60.437630, 102.850403, 36.436317)	Wi
Darkjump	(-63.268238, 56.739666, -51.635201)	Ca
Duzzin	(-133.325974, -13.141750, -65.192581)	Ir4
Expanzoks	(-13.178291, 15.492462, -56.455490)	Ca
Findbex	(73.832390, -60.944618, -65.112190)	C22
Fuzzball-1	(0.082561, -1.238110, -68.171074)	C22
Fuzzball-2	(35.671051, -30.493732, -56.678699)	C22
Fuzzball-3	(51.379063, 50.143669, -72.545746)	Re
Gnusofo	(18.381321, -8.677040, 69.222412)	W3 W7 Ur Fe
Gress	(43.800564, -54.944675, 64.226418)	W3 W7 Ur Fe
Grutz	(-92.764389, -15.032772, 47.580322)	Ti Fi
Guttznnon	(-78.619705, 59.425671, -40.023277)	Ca
Hunkeratom	(-2.633301, 65.082939, -0.685812)	Ca
Irif-10	(19.826870, 69.469849, -17.333202)	Re
Kaxern	(-53.054169, -24.070501, 31.371059)	Ti Fi
Kha'Foth	(-102.468109, 52.509769, -24.362698)	Ca
Lamphee	(-76.629608, -30.958454, 52.220879)	Ti Fi
Maxacolm	(10.445393, -2.557022, 63.392574)	W3 W7 Ur Fe
Nedrax	(31.140228, 50.035648, -24.970894)	Re
Noshipz	(21.602013, -13.274548, 54.247101)	W3 W7 Ur Fe
Orpitbag	(35.885036, 30.191402, -3.019848)	Re
Pale-Ess	(-116.675346, -10.189323, -79.256676)	Ir4
PeexPeez	(54.978432, -54.094627, -67.307243)	C22
Phybunz	(-77.209564, 46.448204, 78.816971)	Wi
Portian	(-115.200111, -3.442291, -52.360752)	Ir4
Punz	(101.812943, 22.480419, -54.662342)	Re
Sarpa	(-116.110001, -10.102051, 79.010323)	Fi Ti
Sharla	(-74.853127, -58.749256, -60.631187)	Ir4
Smatter'haech	(3.327820, -35.948391, 73.056381)	W3 W7 Ur Fe
Spanthonee-1	(-8.469231, 20.130272, 63.860497)	Wi
Spanthonee-2	(-121.033409, -65.999489, -11.489200)	Ir4
Spess	(-55.610241, -47.842072, -76.631920)	Ir4
Stenlite	(118.543327, 4.626877, -56.324856)	Re
Sunflot-1	(-35.158749, -77.064262, 50.197689)	Fi Ti

Sunflot-2	(-115.030899, -0.046448, -69.221329)	Ca
Sunflot-3	(-57.437172, 55.507965, 70.129547)	W3 W7 Ur Fe
TeeTeeWhy	(54.916752, 0.980568, 25.465782)	Ge Sp Ga
Tenralon	(-79.801552, -55.213333, -66.366798)	Ir4
Totom	(-66.985390, -10.343336, 39.223049)	Fi Ti
Transfud	(-65.156441, 56.532677, -50.486481)	Ca
Unigraven	(23.979530, -36.747879, 61.895382)	W3 W7 Ur Fe
Xex	(10.261871, 6.375189, -69.581909)	Re
Xinu-1	(-5.719120, -4.400536, 68.576012)	Fi Ti
Zenkay	(-95.437775, -29.313629, -62.105026)	Ir4
Zez	(-7.056561, -5.591942, 67.319099)	Fi Ti
Zyzyzyz'x	(-55.376034, 64.537338, 60.530071)	Wi
Minor Diaspora Systems (Third Shell)		
Aliasumet	(167.272476, 94.525925, 13.971275)	Ge Sp Ga
Alnex-92	(97.940895, -57.371494, 85.958359)	W3 W7 Ur Fe
Arx-1	(82.735962, -108.989708, -115.486153)	C22
Arx-2	(-114.824265, -58.245651, -138.227402)	Ir4
Atacam	(-119.866875, -40.060917, 34.208313)	Fi Ti
Basewind	(23.102776, -14.184166, 150.798721)	W3 W7 Ur Fe
Bertball	(-30.656601, -24.181458, -107.637817)	Ir4
Bogon-2	(-273.382874, -18.741577, -142.461533)	Ir4
Borlona	(-162.118500, -18.420029, 149.180664)	Fi Ti
Corbett-2	(-27.798706, -19.858437, -96.745514)	Ir4
Corbett-3	(85.454285, 154.993378, 86.600166)	Ge Sp Ga
Cosmallet	(141.324051, 34.648567, -136.534698)	Re
Costarlets	(-6.764923, 17.480988, -138.274490)	Ca
Decla	(-131.971161, -68.993683, 82.671486)	Fi Ti
Dimaltera-1	(-26.198986, 127.901306, 27.213757)	Wi
Dimaltera-2	(-107.953568, 84.021309, -102.014542)	Ca
Dimaltera-25x	(-71.357803, 124.469109, 4.408470)	Wi
Eff-Right	(-132.533234, -63.718956, -140.067184)	Ir4
EllVee-426	(-11.370407, 33.980377, 130.019089)	Ir4
Ertofax	(-101.629707, -144.357758, -128.624954)	Ti Fi
Firebuttox	(-211.569748, -10.507209, -118.095055)	Ir4
Fissionumber	(-252.275284, -88.223747, -25.616091)	Ir4
Flateskop	(-192.100494, -59.047497, 147.277527)	Ti Fi
Fyelights	(58.068527, 10.251561, 89.583916)	Ge Sp Ga
Grips	(-132.224075, -60.154453, -110.750168)	Ir4
Horizagreeen	(-3.959473, 6.159943, -94.334328)	Ca
Implosia	(-107.782654, -135.774017, 137.206329)	Fi Ti
Inversex	(-214.077286, -1.888374, 109.158493)	Fi Ti
Jargonzeno	(72.428177, -17.075668, 137.659409)	W3 W7 Ur Fe
Kaycee	(-203.709885, -46.484947, -144.088867)	Ir4
Kellseem	(-125.123314, -67.141541, 58.869564)	Fi Ti
Kerberos	(188.021072, -80.588837, 25.302389)	W3 W7 Ur Fe
Kernels	(-7.226681, -86.123550, -48.096497)	Ir4
Koom	(-132.197937, -31.768188, 48.376373)	Fi Ti
Krim	(-173.674271, -41.910561, -93.369545)	Ir4
Lecks	(-36.595680, -130.991653, 30.520142)	Fi Ti
Mandom	(27.408844, -20.568970, -124.815231)	C22
Martasmall	(185.930832, 25.206604, -103.127487)	Re
Masswards	(94.544411, -87.146210, 115.776741)	W3 W7 Ur Fe
Mattanot	(-125.418236, 107.685738, 120.876396)	Wi
Meep	(177.790115, 104.960114, 142.664597)	Ge Sp Ga
Mert	(107.324059, -82.085625, -146.327621)	C22
Nathrow	(34.979904, -29.555939, 82.115562)	W3 W7 Ur Fe
Nerthendie	(-183.679657, 137.402054, -53.500366)	Ca
Net-Materna	(-0.732651, 3.256882, -87.251938)	Ca
Nicebug	(234.692337, -146.172791, 4.960951)	W3 W7 Ur Fe

Ornots	(76.130737,193.058792,81.462196)	Ge Sp Ga
Pages-1	(66.384499,-58.745930,118.121948)	W3 W7 Ur Fe
Pages-2	(-22.671604,-144.136566,25.412594)	Fi Ti
Pages-3	(2.528954,-0.628365,149.122055)	W3 W7 Ur Fe
Pages-4	(-33.411118,131.572418,59.939041)	Wi
Pamalen	(-112.240128,-137.600952,-53.051010)	Ir4
Porm	(265.000427,2.826263,-122.887276)	Re
Purplemetrix	(-68.172310,-126.552208,-124.309303)	Ir4
Reddenedsun	(-141.282578,-40.875763,-153.093643)	Ir4
Redfocus	(-110.142174,-134.827698,-112.719246)	Ir4
Reflectamid	(-134.397049,-126.125412,-113.860153)	Ir4
Seeus'd	(-118.797775,-48.535339,76.753716)	Fi Ti
Shall-Klee	(-19.371841,58.061989,-89.545799)	Ca
Sheldom	(-99.148041,-129.804550,-156.469650)	Ir4
Skueezo	(-20.033134,20.272652,141.808182)	Wi
Smanthax	(253.487717,22.103966,81.111214)	Ge Sp Ga
Smeem	(132.243027,143.704910,117.852097)	Ge Sp Ga
Snellee	(-99.005203,156.006866,107.153465)	Wi
Solarversa	(81.713486,130.771774,-121.805984)	Re
Sperrn	(-3.144890,-4.432571,-129.505112)	Ir4
Starsrtorn	(-215.242691,-64.557281,-55.160706)	Ir4
Sweeneye	(-139.360886,108.120171,125.668907)	Wi
Taperim	(60.570015,-7.960297,-119.692810)	C22
Telling	(263.202362,21.167526,87.234406)	Ge Sp Ga
Tenergee	(26.449661,-6.159929,86.306450)	W3 W7 Ur Fe
Tessage	(109.945984,111.818779,148.237015)	Ge Sp Ga
Twotents	(110.373535,119.365959,-131.141663)	(none)
Ure	(20.944897,142.974274,-31.225170)	Re
Whitsite	(-0.181095,-95.275009,31.269993)	Fi Ti
Xena	(128.378052,118.351051,-149.536041)	Re
Yak	(-146.675354,-86.927994,-64.280289)	Ir4
Zedlee	(-113.700974,48.505005,-34.230598)	Ca
Zornax	(-37.308372,129.829773,-23.006283)	Ca

Stories and mysteries of HumFed2

## NISTY VISIT

Ner Macentek and her three children dispatch themselves from the garden level Domo on Home10. The group have returned to a Onafix station Near one of the outer orbiting moons (\*\* fill in). "Oh nisty zikkors mom! Were goona git to see the remnants of body warfare Dedivor. Were gonna visit the Disease Zoo!".

Less than a half an hour later the mom and four youngsters are watching the audio viz on these former debilitating human diseases. There were "nisty" pictures of diseased people emitted by the viz. Parents were reminded to go through the proper reality adjustment for younger children. Then came the real exciting part viz displays of live working diseases on pseudo hosts. "The purpose of the zoo is to preserve all life forms, even those that are dangerous and deadly to humanity so that future generations can study them."

Dedivor was most pleased with the visit. It had given him all kinds of ideas for his new art project on the viz for middle school. He was still shading and reworking the color combinations of infected tissues for his class when mom made him go to bed.

## THE PAPERS

Thak and Doosie had been awake for four months. It was their turn. The Centerdom Attacuttor was cruising peacefully from Wydeon-e to Starsend1. The two were on the Attacuttors bridge doing their jobs as a pilot/engineer team. They had been out of cryo for a little over a month. Thak and Doosie were lovers and they considered being the pilot/engineer team on a Centerdom to be the perfect existence. Forty seven years in cryogenics, three years on duty and with each other 6 6month periods and then a a lot of status commodity when they finished their tour of duty. They spent their waking period doing the ships technical tasks when they weren't playing "kissy face/ squishy bod / baby make" were it was within the rules to do so on this particular Centerdom. This had gone on for 4 wake periods. On the fifth Thak found a piece of paper.

It looked like any other piece of paper when he picked it up. "hmm... writing from a photo emitter." Thak stared at it. Their was a headline item in the form of an ancient home world mechanically printed paper. "Thak witnesses the arrival of human kind on Menton." Some kind of joke. He now looked at the paper again. It now depicted a famous work of art on display at Wydeon-3. "Doosie, someone left a flat space transceiver in the ship." The two of them analyzed it. "An old fashioned paper made out of pulp from plants from a Ground3 ocean. They disintegrated it.

After that Thak and Dooise found several other pieces of paper that repainted themselves. The two were convinced someone was with them until the next turn our of cryogenics. The Attacuttor arrived at Starsend1 some years later without a single paper of evidence.

#### THE PEEKING MAN

Cryogenics was developed early in HumFed1. Since then anyone who did any space faring of significant magnitude spent time in cryogenics. Patterfin Spunder has entered a cryogenic chamber when it was available to him in HumFed1. Each forty years he emerged to collect data on the state of the universe. He would then publish his thoughts and reenter the chamber. Because Patterfin would peek in on humanity from time to time, he became known as the Peeking Man. By HumFed2 he eventually settled in the CoordTwoTwo system.

Sayings of the Peeking man:

1150 - "Humanity is now at sea waiting to find a hard stone in space fog."  
1170 - "Colors, colors, color. We can be so happy."  
2010 - "Two legs are almost universal now."

After the invention of FTL star drive in late HumFed2, he was forgotten by many except as a legend somewhere in the Diaspora. He just picked the wrong system to settle his cryo chamber in. In later times there were legends and sayings and even n-space arrivals to the League claiming to be the Peeking Man.

#### Technology in the Humfed Two

#### Combined Parallel Technical Evolution In Loosely Coupled Star Systems

In all new and non-gravity well dominated (actually for early Humfed2 only) it became apparent that a number of minor and many major

technological break throughs would appear in parallel in a number of star systems due to the vast time distances of normal space system-to-system travel. Social dynamicists called this Combined Parallel Technical Evolution In Loosely Coupled Star Systems or Compateelks.

## Biological systems

Genetic engineering had become ethically acceptable by late humfed one. The overall physical and mental capabilities of various human subspecies increased at a logarithmic rate until the establishment of League Cosmos.

Bioengineering was well developed by Humfed One and continued through Humfed Two. The main difference was the availability of wetware, sustained human bio parts and similar bio components.

Programmed on line bio-genetic mutation was not invented until very late in HumFed Two in the Farmit system, specializing in bio engineering. It was characterized by the programmable entrance of genetic material into a bio system and its on line alteration (usually under "soft" cryogenics). A common usage was to produce incredible tasting vegetables and fruits from Farmit. A less common usage is humans was sex change.

At the end of Humfed2 the average life span of a person was 310 years of accumulated time outside of cryogenics.

## Machine systems and intelligence

By 1492 HumFed one scientists had learned that modifying existing life forms in terms of bio-engineering is far easier than building them from scratch. Early in systems heavily dependent on machine technologies (like Starsend1), it had been understood the necessity of being able to reproduce machine encoding at all levels. This not only included the peeser string spaces (parallel timed serial string spaces) but all the conditions and environment the the peesers could be compiled and discompiled.

Decentralized (found on any typical space rock of a HumFed colony) machine systems that were essentially auto reproducible were common place by 1500. Auto maintenance is a corollary of auto reproduceability. The machine system simply throws away that part of self which is failing, reproduces it and recycles the pathological part.

Strong machine intelligence (also called machine hive bio-systems at the time) at generally replaced the so-called "weak" machine intelligence. These machines were not considered life forms (though some argued that they were really a hive live form, it was neither legally or culturally accepted even by a plurality with significant "social gravity" - as the "dynamz", or social dynamicists, would say). Weak machine intelligence was capable of fooling a human in a "blindfold test". It could referee a game or run a specific grow-auto.

Strong machine intelligence appeared by 1700 in several planetary systems (see combined parallel technical evolution in loosely coupled star systems). Strong machine intelligence ("s'my")

intelligence) is capable of creative and adaptable skills in a complex system of similar problems. It is capable of its own creative powers. Yet it is not general intelligence associated with life forms. This level of machine system is common into the League Cosmos era up until the time true intelligent machine life forms are met or "evolved"

### Faster than Light Drives

A number of systems had colleges of physics that had worked out the theoretical details of faster-than-light travel theory by 1940 Humfed2. Notable were Beautica and some of the Feelz based systems. The actual theoretical work came from studying the Big Bang. The time space continuum was contained in a naked singularity before the expansion. There were a large number of theoretical methodologies developed where an object could be at one part of the bang and then another part of bang given a constant of time. This theoretical approach, later called variable singularity displacement or VSD, became the methodology used for late Humfed2 and early League Cosmos hyperdrives.

There were a number of other theoretical approaches, none of which were perfected at that time. A couple were direct singularity regression, (a direct return to pre-Bang time/space physics) and zero mass conversion (conversion of matter into a form of zero mass). VSD was finally perfected in 2287 at Pennard at College of Trans Space Propulsion. Controlled VSD was established by harmonic feedback of small and large dimensions of unified physics.

The first Balonium drive was attempted in 2299 nearly a half a parsec out from the Pennard system. The attempt resulted in a large explosion that didn't cause any damage except to TPS College material. In 2302 there was another attempt. The ship simply disappeared. It was never found. The same thing happened in 2307 and 2314. Or so they thought. In 2324 signals reached the in system receiver from the primitive FTL ship.

### Communications

Intrasystem communications in a colonial centers had developed into a highly intergrated network by 1300 or so. This first version of the in system nets was called the audio-viz, because it main purpose was easy access into integrated audio and visual personal communications.

By the end of HumFed2 the bandwidth of the intrasystem "vizes" had increased exponentially. A very large number of subnets were possible each with the power of a single "viz" of earlier technology. This collection of subnets and its organization was called the "MedCom".

Intersystem communications took years at the speed of light. Because of the distances, these messages had massive amounts of information on all topics.

### Transportation

Intersystem space ships were common and either rented, leased or owned (depending greatly on local custom). It was fairly common for a group, family or individual to set up "shop" on a small

planetoid and form a community.

## Cryogenics

Successful cryogenics had been developed early on in HumFed1 history. Suspenders had existed since safe and cheap cryo system were available. This technology (like the transportation technology) became more efficient and common to every nook and cranny in the HumFed. Basic extensions to the technology was that not only learning became possible while in cryo, but slow subliminal thoughts could actually pass between the participants. A suspender could wake (within a period of weeks) to the actual semi-conscious response.

A form of artificial cryogenic meditation and body transformation was developed in late HumFed2 that simulated physical cryogenics (called S-C Meditation). Both the physical and psychosomatic versions of cryo played an important part in religions that emerged during HumFed2 (Church of the Galactic Doam).

## Gravitics and gravitational physics

At about the same time as the development of the first star drives there emerged large scale applications of gravitational energy. The theoretical aspects of gravitational physics go back to HumFed1. Up until this time gravitic engineering had been only used on small scale practical scales. The first large scale applications were in star ships around 2100.

## Base General Timeline: Second Human Federation

1100	Emergent Doamer period.
1130	Conduits of Pipes emerge, become basis for Hum Fed Two Diaspora.
1226	Urbanicum system colonized.
1250	Classic Doamer testament.
1300	Audi-Viz net common in HumFed1 colonies.
1350	Static machinist experiments in Starsend1 system.
1404	Council of Erroran lays basis for HumFed Two.
1421	Fidwah system colonized.
1421	Wydeon-7 system colonized
1492	Establishment of all colonial space federation or Human Federation.
1500	Complete auto-replicating machine systems common to space "rock" style colonies.
1500	Socioists sew seeds of their own obsolescence with recursive programs.
1506	Future Doamer Testament at Onafix.
1596	Cameto system colonized.
1600	Mishra exists as a tract of knowledge.
1600	Full decline of Socioist social engineering policies.
1652	Kayson system colonized.
1658	Urbanicum-Wydeon-3 nexus becomes economic and cultural HumFed Two sub system.
1670	Onafix nexus becomes economic and cultural sub system.
1679	Coordtwo two system colonized.
1700	Strong machine intelligence appears in a number of systems.
1701	NewOrn-NewSotia nexus becomes economic and cultural sub system.
1850	Famlee-Feelz commodity relationship formally recognized by HumFed2.
1894	Famlee-Feelz model gains a cultural majority withing intersystem association.
1899	Establishment of the Church of the Galactic Doam.
1940	Theoretical details of FTL travel emerge at colleges of physics in



several star systems.

1945 Farmit system colonized.

2000 Regular HumFed2 conventions in local clusters.

2000 Old homeworld system populations shrunk to half of HumFed1 maximum.

2106 Electronic democracy established on Beautica.

2287 VSD perfected in Pennard system.

2299 First unsuccessful attempt at Balonium star drive.

2300 Significant Doamer following in New Sotian star system.

2301 Reteel system colonized.

2324 First successful attempt at FTL travel near Pennard system.

2366 Fearaway system colonized.

2400 Maximum plurality of Galactic Doamer religion.

2406 Farmit system colonized.

2505 Whim'd system colonized.

2589 Spanthonee-3 system colonized.

2666 Genergia system colonized.

2696 Irif4 colonized.

2762 Programmed online biogenetic mutation developed in the Farmit system.

2789 First successful uncrewed ship with FTL jump test in StarsEnd1 system.

2800 "Medcom" common in HumFed2 star systems.

2802 First successful crewed FTL ship tested.

2861 Church of Him established in New Sotia.

2865 Him Null established by Church of Him

2868 First regular FTL run between New Orn and Beautica.

2883 Psycho-anarchist war between New Orn and New Sotia planetary systems.

2885 End of open conflict between New Orn and New Sotia systems.

2889 Founding of League Cosmos at ConDition.

2900 Mentalist heresy gains majority in Church of Him.

#### Vocabulary and jargon from HumFed2

Bioprem: Programmed on line biogenetic mutation; genetic engineering on already living life forms.

Codex: A combined cultural and astrophysical map (data base) of HumFed2

Compateelks: Combined Parallel Technical Evolution In Loosely Coupled Star Systems.

Dynamsz: (1) a social dynamicist. (2) One with Medcom speaking/listening status.

Medcom: Media communications. Totally integrated media communications common by middle to late HumFed2.

Multijector: Multiple projection mode of the medcom.

Nerdz: Famlee members who have never gone through Trainee status.

Peeser: Parallel timed serial string process; a late HumFed1 early HumFed2 machine intelligence technique.

S-C Meditation: Artificially induced cryogenic meditation.

Seadefts: Creative erosion of deterministic frames (see Mentonian

history).

S'my: Strong machine intelligence.

Trainee: A potential life partner under a limited marriage contract with an existing Famlee life partner.

Viz: (or Audio Viz) An early HumFed2 integrated network. Considered a unit of measurement or "channel".

VSD: Variable singularity displacement.

Warfare in HumFed2

There were a number of preFTL conflicts and police actions. Planetary actions were fought mostly with machine systems or humans armored with machine systems. The rare instances of starship and in-system combat were fought with micro atomic energy of the time. In any case pre FTL combat and actual ground combat are noted other HumFed2 history sections.

The major HumFed2 conflict was the Psycho-Anarchist War. Organized hostilities broke out in 2883 HF2 and ceased in 2885 HF2. The war is divided into 4 phases. The first phase consisted of cultural and sporadic physical conflict in the NewSotian system only. The second consisted of preparation of for space battles in both the NewOrn and NewSotian systems. The third is the phase of organized hostilities and the fourth of internal and external demoralization of both warring parties.

Initial hostilities in the NewSotian system After the establishment of Himist orthodoxy by Fahos, it became the government of the primary and 2nd planet of the system and quickly included the 2 moons orbiting the 2nd planet. This was effective by 2878. Melter, the first planet in the system; also with a considerable population even though it had a partial cythonian green housed atmosphere and little water; was also strongly effected by the emerging Himist Orthodoxy.

The fourth planet of the system is a gas giant with 11 moons, many balls of dirt and ice. It was here on the eight moon in HumFed1 that Afar was established as a center of psycho space studies. Up until the time of the Himist Orthodoxy they were effectively a second planetary government. At first the group at Afar was amused by the rapid rise of the Church of Him at the second (main flatlander) planet. As the church gained popularity, some citizens migrated to Afar or left for Beautica or NewOrn.

Many of the space psychologists at Afar viewed the Church of Him as a throwback to pure mythology and superstition somehow brought about by randomness of emerging FTL communications. A few of these deliberately tried to confuse and annoy the Himists using social dynamacist techniques. The Psycho-Anarchists belief structure concerning the Himist orthodoxy was fundamentally unsound. The New Himist religion put a very high premium on the highest of level of intellectuality and immediately resented what they later called "Psychoanarchist attacks".

What happened next was pure coincidence. Humfed2 technology of FTL star drive was very primitive and some of its effects were not

well known yet. One was that a ship could jump a small number of parsecs in one "direction" and hit a warp in hyperspace that would effectively put the starship a great number more of parsecs in that direction. Between 2882.326. and 2882.351. HF2 three new FTL ships constructed at NewSotia prime disappeared with no trace. This came at a time when with every media and behavioral technique was being used by Afar to attack the new Himist in system hegemony. In 2883.006.07.45 the Prime in system planetary system responded with direct force.

Atomic and biological weapons had been virtually neutralized and were useless for centuries. In small conflicts ships had developed energy screens usable in vacuum and atmosphere. Energy weapons now were being used in the form of beams and energy explosions in missiles. These new weapons were a direct product of FTL technology. For offense and defense it was a question of raw E<sub>mc</sub><sup>2</sup> power versus raw E<sub>mc</sub><sup>2</sup> power.

Afar had its energy screens ready and a few ships. Civilians fled to non-military areas, but they were no match with for the NewSotian fleet. A number of psycho-anarchist ships made it away making a series of jumps to NewOrn. All military targets in Afar were either obliterated or they unconditionally surrendered. All of the NewSotian system was now in Himist hands.

The PsychoAnarchist ships that left Afar found their way to New Orn and spread the word about what they believed to be an aggressive religion arming in the New Sotian system. Defenses for space attack from hyperspace were built around the first primary NewOrn world and then on in-system secondaries on an unprecedented scale. On 2884 a counter attack of FTL driven ships entered the NewSotian system. The defenses around the primary planet easily repulsed the attack. This was a major in-system battle that damaged a number of ships on both sides before the fleet returned to NewOrn.

But there was a major in-system battle that damaged and destroyed a number of ships on both sides before the fleet returned to NewOrn. The story was familiarized all over the federation. The battle was indecisive because of superior defense.

During 2883 and 2884 NewSotia attempted several armed incursions into the NewOrn outer systems for "harboring the buildup of criminal destructive fleets" but these were also repulsed after a few ships were destroyed and a great many damaged. Starships had a difficult time tracking each other and when they did encounter rarely did offensive weapons overcome defensive weapons to the degree to warrant a kill (usually a ship might get hit a few times and then jump away). Most ships carried enough autofabing material to repair itself away from the battle and continue. During this period ships jumped typical from a 16th to a 4th of a parsec per jump into hyperspace.

In 2885 the incessant battle between NewOrn and NewSotia finally came to a close with the NewSotian system in complete control by the Himist theocracy and in this sense the NewSotians won. Several important lessons were learned during the PsychoAnarchist war. Ships at this time didn't have pure numbers or fire power to overcome massive planetary in-system screens. Ship-to-ship combat was at best randomized or a hard to predict series of events. Space warfare was only successful when the fleet had surprise on the target.

The himist orthodoxy was splintering repleat with revisionists and reformists. Given the emphasis of the Church on education and social science, they had no problem in neutralizing the PsychoAnarchists in their own system and in the neighboring hyperspace systems of NewOrn and Beautica. But from this time on FTL ships had offensive and defensive weapon systems and stars systems had in-system defenses.