

The Cosmos Companion

ATellOrRee:

A ritual of loud self expression. Common to late HumFed2 and all of League culture.

AlnexBlond:

A particular hairstyle originating from the late HumFed1 period. Typically it is a string blond hairstyle against dark or gray skin.

Anasi:

Intelligent reptiloid creatures. They are warm blooded. An ancient species with surprising knowledge of other intelligent species (including the humanoids). All of their social interaction is base on legal contracts, large and small, often acted out through a "game". Only a passing reference in Cosmos Heaven, the Anasi play a role in the fourth story, Cosmos Nirvana.

Antwan:

A neighborhood in CorpCorp1. It is well known for its breezes and view of the Beautican sea.

Aquatrans:

An ancient ocean transit system in the Beautican system. It has its origins from late HumFed1.

ArtObjectAsteroid:

A microplanetoid in the Risian system created by an artist who had been trained in the Church of Situ and Luck. The planetoid is enveloped with a breathable atmosphere - locked and enveloped as such. There exist hundreds of environs that honeycomb the asteroid, and as it is a popular place to find the status poor that associate to the Church of Situ and Luck.

Ashtar:

A common given HumFed2 and League name. Typical of males, females and "others".

AssociationReady:

A comm component ready to for interaction.

Association:

A basic voluntary interface to the League Cosmos Information Grid. An association requires nothing primitive like special hardware (and it has been like that since middle HumFed2). An association is multisensory and operates at the top speed the life form is capable of sustaining. This is often known as the association speed. Humanoids from League Cosmos are interesting because they are icy slow, but massively parallel. The association can also work with a species that has extraordinary powers, one of the themes in the second and third story, Cosmos Purgatory and Cosmos Hell.

AsteroidFaber:

The base level of the AutoFab on a small planetoid with micro-g.

AuntFirrah:

An auntie in CorpCorp1.

AutoCon:

A construction sub-system, often used to create temporary public and private buildings.

AutoFabs:

Normally the automatic creation of hard commodities from raw material that is usually collected and presented to the Fab from in system space.

AutoFabRecyclingContainment:

A packaging transfer point in low g or zero g stations.

Babies:

(see BabyTrans)

BabyTrans:

A popular slang term among Leverites. It is the process of converting the dead into the living, of transforming one into a new body – not literally - only figuratively.

BadLands:

An outside area on the primary Beautican planet.

BadgerScience:

The Badgers, as they are called, were the first species encountered outside of League Cosmos hyperspace, in Kandox Hyperspace. Their secretive science is seemingly more advanced than League technology, allows them access to multiple hyperspaces.

Badgers, Badges:

An alien species contacted recently in Cosmos history. They are warm blooded and mammalian. The Badges are organized into clans with various obligations and duties. They have ships superior to League vessels. The Badges have no known military goals. Some of the Badges have the ability to manipulate some forms of Cosmic Energy. The Badges seem to be very superstitious about humans. It has been suggested that the humanoids are creatures out of their mythology.

Balloniumpoint:

The transformation to zero mass allowing entry into multidimensional transfer. The first attempted uses of Balloniumpoint transer were highly unpredictable until 2 dimensional mappings were consistent. See the history of the 2nd Human Federation. A technology of slipping. Warping is also a possibility.

BaseLevel, BaseLevelZero:

Industrial level of the CorpCorp in the Beautican system. This is the level of collection and organization of basic commodities. Normally in the realm of basic commodities.

BatBear:

Double star system on the corridor of H-space that is thought to lead to at least some of the 2nd Federation Colonies. It is also notable as a religious centre for the Church of the Galactic Doam during the League Cosmos Era.

Beautica:

System discovered in the ancient era of the 1st Human Federation. As a habitat in League Cosmos, it is one of the best planetary systems. Beautica circles a golden yellow star. The system was relatively impoverished during the 2nd Human Federation and miraculously it is accessible in League Cosmos Hyperspace. During the League expansion, the ancient city CorpCorpl expanded into 4 more, new League cities, modeled after the original ancient city. Beautica has become a cultural centre in the League.

Beautica2:

The 3rd planet in the Beautican system. This is the major Beautican planet. It is called the beautiful jewel of League Cosmos. During the Humfed 1 and 2 age, it was called the "Pretty Penny of Poverty". In the League it is considered part of the "Miracle", basically because it is in League hyperspace. The popular CorpCorps on Beautica2 are something of an oddity in League architecture.

BlindLightsOnCrystair:

A popular Doamer expression describing lights in the freezing atmosphere. The Blind Lights give a number of emissions that be received at multiple spectra outside the normal range of humanoid vision. There are similar lights described in Doamer mythology.

BodyLanguage:

A description of Leverite engineering.

Bookie:

A common Beautican nickname.

BrightEyeIsle:

Isle in Beautican system, with the Scarps Mountains and CorpCorpl.

ByTheLights:

An oath muttered by the followers of the Face. It refers to the sacred aspect of starlight.

Byingas (also Bylogas):

Local nickname for a major Bylosian Starport with starship production capabilities.

ByloHome:

One of the major starport complexes in the Bylosian system. The planetside is the animal preserve of the Bylosian Protectorate – a local society and local government totally dedicated to Bylosian animal life.

BylosianProtectorate:

See ByloHome above.

Bylos:

The Bylosian star system.

C1:

Abbreviation for CorpCorpl.

CakeFlat:

An automata where a number of musical techniques originate.

Canali:

A system colonized during the middle League Cosmos expansion. The originating colonists were bioengineers from the Farmit system. The "Standards" as they were later known, were a group of genetically engineered humanoids with approximatley the same physical capabilities.

CanaliWaste:

The land on the primary inhabited planet in the Canali system is clement and with a comfortable atmosphere, but is virtually without plant life forms. It is a favorite place for people to wander. It can be thought of as a desert minus the heat. During the Silent War, a hotbed of Leverite activity.

CarbonStone:

A popular League building material.

Cellular:

The initiating transformation of the dead into a Lever.

Centredoms:

Gigantic slower than light ships that are the travelling arcologies and backbone of the 2nd Human Federation.

Centre:

A great set of lawned fields in the Risian system. The Centre is ringed with Publics.

ChannelBus:

A rapid ground transportation system on Canali. The channels connect the five cities of Canali. These channels are traversed by vehicles of varying sizes. The planet (and the system) derives its name from the channels.

ChurchOfFace, ChurchOfUniversalFace:

One of the significant League religions with its origins in the 2nd Human Federation. At the time of its inception, the Church of Face was considered a Doamer heresy. See "Face of the Universe". The theological centre of the Church is in the the New Sotian system. This is considered a League Church, with only a few adherents in the 2nd Federation. Order, disorder and natural laws are considered divine emanations. The Leverite Heresy (with in the Church of Face) has its origins in the Farmit system.

ChurchOfMu, ChurchOfMux:

An early heretical offshoot of the Doamer Church, the Church of Mux was founded in the 2nd Federation by Zoos. The central belief of the Church centres around Zoos' teachings. They are instructions on how to perceive and participate in an everyday, everyperson miracle. All of Zoos' life was recorded by the early Com on the planets that he visited, and are replays often part of meditation and the way to participation in the mystical miracle.

ChurchOfTheGalaticDoam:

An ancient religion deriving its origins from the ancient age of the 4 original Home worlds. The doam is a "Do Miracle" of the Cosmos. The basic miracle of the Doam is the collection of the 4 home worlds in close proximity, with no real evidence, what so ever of how the humanoids of the 4 home worlds arrived there. The miracle was discovered by the four home world cultures after inventing ancient primitive communications. The belief gained resurgence when the 4 home worlds were found to exist close to each other in League hyperspace.

Click:

This is a known hiccup in the fabric of this universe. It can be scientifically measured and has been known since the ancient era of the 1st Human Federation.

ColdWater Systems:

Four star systems in the proximity of Canali measured through League hyperspace. The four all have a great number of gas giants rich in reducing chemicals, hydrocarbons and frozen water.

Collect:

Slang for Base Level.

Collection:

Commodity collection level of the CorpCorps in the Beautican system. The operation of the Collection can be viewed by the entire population of the CorpCorp at anytime.

Comm, Com:

Popular abbreviation for the MedCom.

COMLevels:

A semantically rich association to the Com or a bandwidth rich association to the Com.

ComSensetive:

Its a League slang phrase, meaning, to be literate on the communication grid (MedCom). This includes all living humanoids. It may not include Zengelos, walls, doors, water and a long list of objects. Animals and pets can be trained to be ComSensetive.

CommodityNexus:

A service point for hard commodities, circa 2nd Human Federation. Multiple CommodityNexum may exist within a large planetary arcology.

CommonDream:

A common perceptual space that MindDoamers share with the living. Also a common frame of reference in the the subconscious.

ConceptionSpaceMapping:

A conception mapping of various topics on the MedCom. Simple mappings are a string of names. Complex mappings are multi-sensual. One exmaple is PrivateSpace.

ConMyths:

A transparent methodology of social engineering, a recreation of League mythologies during the reconstruction of the League. Also known as directed myth making.

Cordato:

Equivalent to a Zengelo, but less well constructed and more person portable.

CorpCorp1:

The large city concentration on Beautica colonized during the 1st Human Federation. A small sustained growth of CorpCorp1, the first of the Beautican cities, during the 2nd Human Federation up to and including the expansion during the League Cosmos Era.

CorpCorp3:

A new population centre on Beautica, with ancient trappings. CorpCorp3 was constructed during the League period of growth.

CozRose:

Popular name for the Trivan space port.

CosmicRose:

First major planet in the Trivan System.

Craxie:

League slang for social interior impairment. Craxie happens when true inner feelings are hidden to maintain, among other things, status level.

Creativecentres:

One of the Icons of the Church of Mu. It is associated with coordination between periods of mental activity as opposed to physical activity.

DarknessBlocking:

The ability to blank the Face in the process of Doamer Enlightenment and ascetics for a short time to temporarily raise one status.

DimLightsWay:

One of the icons of the Church of Face. It is the light of the stars on a dark moonless night. The DimLight comes from the close stars. It is also an Icon for travel through the unknown.

DimingSeason:

Celebrations on Beautica in the 3rd part of the local year during a period of long sunsets. A rite of art and love.

DingerOfTheDead:

A Leverite baby maker.

Doamer:

A follower of the Church of the Galactic Doam. The ancient origin of the word is thought to come from the phrase "Do a Miracle".

DoamerMind:

The last frozen mental images of the dead. Also known as MindDoamer.

Domo, Domociles:

"Che Moi", a system or complex for private living. Domos can vary radically from system to system.

DotLocals:

A Transient connection between a group of peers with a common bond on the Com. The Com has been known to exhibit various levels of intelligence with DotLocals.

DreamMan:

A notable character in the Silent War. He is both a fictitious (dream) and a real person. His real name, for reference sake, is L^oMwn.

DuraPlast, DuraPlaz:

A building material that is extremely hard and flexible. It is a basic building material used in all League Cosmos construction. It is based on common and very easy to find combined elements and energy systems.

DuraPlex:

A softer form of DuraPlast, often used for shoes and garments. Can be designed to reflect a number of colors.

Dwafa:

Dwatawlah defecation. It is a slang phrase for microbe defecation and alcohol.

Dwafork:

Drunk. Intoxafication.(sic) Silly sideways talk.

EV:

Effects Vehicle. This can be any number of vehicular systems that run off small

physics effects. The technology originates from HumFed2. Using League technology, they typically move using natural energy systems in the environment as the vehicle pass by.

EncryptionEncapsulation:

A vector system to reach the preamble. Typically defined in the multidimensional and diffuse language that originated ages ago in the 2nd Human Federation.

EcoFunnel:

The bringing together of automatically produced commodities of necessity.

EmCheeks:

Nickname for the 12th planetoid in the Risian system.

Eunits:

A unit of measurement for wealth, work and energy originating from the ancient time of the 1st Human Federation.

ExpanseOfInfinteHell:

Quasi religious term describing the shape of hyperspace from the Leagues navigational perspective. The slower than light colonization of the 2nd Federation does not map into the League Cosmos hyperspace in two directions. It stretches into an expanse.

FaceOfTheUniverse, FaceOfTheCosmos:

All the light, energy and darkness in the universe. It is considered to be the glimpse of the entity that is a higher being. In the vulgate, it is the gaze at the many stars as one can see on a clear space sky.

Farmit System:

An early League Cosmos colony. A centre of exobontany on a thin atmosphered world. Farmit is the origin of the Standard Scientific Organization and the starting point for the colonization of the Canali system.

FastFoodNexus:

A religious phrase. The famous sermon by Zoos. FastFood distribution points were a source of common myth during the 1st Human Federation.

Fasteel:

A low status commodity role. It is known to the locals as "faststeel", a channeling of commodity status from unknown people "without face". This social role is revered and condoned by the Church of Situ and Luck.

FatForrest131:

A notable gathering hall on the third level of Corpcorp1. Those who congregate here are specializing in the art of lubricants and lubricant substances.

Fearaway:

System close to the edges of one of the hyperspace extents. Also where a piece of the Living Net, a fraction of the Doamer Mind, was permanently killed causing severe pain and paranoia.

Famlees/Fields:

Ancient social structure for slower than light Centredom ships. Famlees pilot the ships and built their culture around cryogenics. Fields were the planetary counterpart, giving the Famlees a place to finally come home to.

FingersOnFeeling:

A traditional bridge in Beautican music.

Fishpat:

This system was colonized during the expansion period of the middle League Cosmos.

Five:

The basic organizational unit of the Leverite Heresy. After being born again from death, usually a Leverite will relearn the "world" with four other close "family members". They share experiences and remain in contact with each other, even become mates. The Five will always have a teacher, who becomes the parent figure. It is the job of this teacher to get them back on line after their death and transformation. The parent figure is part of its own separate Five. The parented five normally doesn't know the parenting Five. Thus each Five is independent with on genealogical connection.

Flatarooni:

Planet pounders, earthlings, non-spacetravellers.

FolderTorps:

Small hyperspace ships that are all hyperdrive and info systems. They are used solely for starsystem-to-starsystem MedCom connections across hyperspace.

ForceDrive:

The functional equivalent of Ballonium drive. The phrase ForceDrive is commonly directed at small or very small ships.

Formac:

A planetoid where starlight returns on an infrequent basis.

GEV:

Old technology. Ground Effects Vehicle, often motivated by macroatomic transformations. GEVs typically hold 2 to 200 passengers. Some of them are capable of low orbit transport. See EffectsVehicle.

GateBroken:

The act of dropping a peer-to-peer channel on the Com.

GateWoman:

A comforting, detox channel on the Com. Also part of the biol-protection system in each League habitat.

Gentra:

One of the lesser tenants in the Church of Mu: the participation in the Miracle doesn't have to be an emotional experience.

GlassicForrest:

A large forested area leading into rough terrain mountains near Corpcorpl on Beautica.

Glibbet:

A singing insect native to Beautica.

GoodCommodity:

Popular oath of luck during the League Cosmos Era.

Gopah:

Slang speech for grandfather after his death.

GrandmaOnTheCenterDom:

One of 216 billion minds that can be encountered in the MindDoamer portion of the LivingNet.

GreatPain:

Damage to the one of the MedCom originating intelligences in the Doamer mind that occurred when a particular AI derived systems was destroyed. See FearAway.

GreenLevel:

Any very low energy usage, for example, outside a CorpCorp on Beautica

Greeny:

A park like place, typically found in a HalfAndHalf.

Greftys:

A plant life native to Beautica.

Ground 1:

One of the original four home worlds. See history of the 1st Human Federation. Something of a theme park in the League. The entire planet is considered a religious icon of sorts, as are the other three homeworlds.

GroundEffectsBall:

The permutable Childs sport ball.

Growonian:

From the Ground 1 system.

GrowonianTerond:

Creature that is native to Ground 1. It is noted for warts arranged in geometric shapes.

GrowAuto, MicroGrowAuto:

Originally an automated food production system from ancient HumFed1. In HumFed2 and League Technologies, a GrowAuto produces basic organic, clean, pure foodstuffs ready for distribution. Because a GrowAuto is completely self contained, self maintaining commodity production system, it is considered to be ZeroStatus or a nonwealth economic activity. MicroGrowAutos were developed during the ancient times of the four homeworlds. MicroGrowAuto prototypes were developed independently on Ground1, Ground2 and Ground3 prior to the establishment of HumFed1. It is a small, self sufficient system that allows small group productions of any type of food InDomo.

Growthresian:

One from, imitating the behavior and life style of a local from the Ground 3 system, one of the four ancient homeworlds.

HSpace:

One hyperspace continuum that is navigable in at least two directions on a constant basis. The League Cosmos is a complete Hspace bordering at least 5 other Hspaces. An Hspace is the byproduct of the Ballonium effect.

HalfAndHalf:

A common League planetoid environment. A self contained ecological environment that is half in the star(sun)light and half below the surface. Half opened. Half closed.

HistoryHandles:

Windows into the past via MedCom association.

HomeWorld(s), FourHomeWorlds:

Ground1, Ground2, Ground3 and Menton. The 4 original homeworlds of nascent humanity.

HomeWorldCenter:

From the perspective of hyperspace navigation, it is the close proximity of Ground1, 2, 3 and Menton.

HumFedOne, HumFed1:

First Human Federation.

HumFedTwo, HumFed2:

Second Human Federation.

HumFed2Expanse:

That hyperspace map of the majority of the 2nd Human Federation, from the perspective of a League starship navigator. The Expanse is a point expanding infinitely. There exist coordinates in the Expanse that have been identified in terms of operational parameters for point-to-point drives.

HumFedOneStrings:

A particular hair style typical of ancient times in the earliest days of space travel.

HumanFederation:

A federation of human worlds, the 1st Human Federation was the initial push into space. The 2nd Federation has hundreds of worlds and still exists where hyperspace travel cannot access it. The 2nd Federation is characterized by slower than light travel between systems.

HummoChimes:

An alto instrument that combines airflow, chimes and dynamic string tuning.

InTrans:

An in system shuttle that runs on a schedule.

IndirectMiracles:

Plain pictures of Zoos in action with no commentary.

InnerSedationDiscipline:

A ritual in the Church of Mu that is used to temporarily suspend conscious thought. It is considered one of the minor miracles in the church.

IntoxLimit:

Self feedback overdose.

Kandox5, KandoxSystem:

One of the first systems outside of League Cosmos Hspace, that can be accessed in two directions. It is also called Kandox space. Kandox Space is often referred to as OutSpace.

Kandrions:

Fascinating crab like creatures from Kandox5. Rumored to have odd powers.

LeagueCon:

The gathering of the League each 4 years for the process of League recreation.

Also see ConMyths.

LentripsCircus:

A notable performing group of animals and humanoids closely associated to the Leverite heresy which originated in the ChurchOfFace.

LeverRanches:

A predicted or "guessed" Five. "I think she is LeverRanche."

LeverSaders:

The bringer up of a Baby.

LeveriteFeeling:

An emotional vortex commonly felt by new Leverites. It is caused by dual personas with, now, two sets of memories all under vastly improved body control.

Levers, Leverites, Leverians:

A product of the biological modifications developed by the Standard Scientific Organization and a heretical sect within the ChurchOfFace. It takes the structure of metabolically static (dead) people and the remnants of their memory patterns for the rebirth of the Lever. The physical strength and endurance is äquivalent of a micro atomic conduit and the most advanced duraplaz. Levers are almost indestructible. A Lever also has a genetic code "hardwired" into them to associate to four other Levers and a single trainer for life. In addition to these characteristics that are instructions hardwired into the biocode on how to create more Levers from the dead. A few Levers have transformed with nonhumanoid animal life.

LifeForceBasics:

The basic opposition to entropy. It is the creative organization of all life. It is also common tenant for all major League religions.

LivingLeverDoamer:

Appeared towards the end of the SilentWar. A Lever that had become a MindDoamer, or, a MindDoamer that had been transformed into a Lever.

LivingNet:

The combinatorial parts of the MedCom and collective images of the Minds of the Doamer dead that became self-aware.

LooksAndGazesOfTheFace:

This has various meanings. A typical meaning is a walk under a star filled sky. A more serious meaning would describe the experience of looking through a telescope.

LowGravPaths:

Popular on a number colonial planets for pedestrian transportation.

Machinederivedintelligence,MDI:

4)Mdi (7)MDI (5)MdI (6)MDi
(0)mdi (3)mDI (1)mdI (2)mDi

The MDI behaviors are derived from the later 2nd Human Federation. The circle of 8s flows from 0->3->1->2->6->5->7->4->0. This is called the pseudo referential path of the Com, because it describes the various neural centre of the MachineDerivedIntelligence. 4<->6 7<->3 5<->1 4<->2 are the neural paths to and from artificial stupidity and machine derived belief systems. The little m is the machine passive state where systems of combination are highly parallel and slow.

The big M is a machine active state where systems of combination are symmetric and cohesive. The little d is the slower dynamic between M,m and/or I and i. Big D is the faster dynamic. Big and little I/i, reflect active or passive rational states. mDi is the <MDI> equivalent of an active dream state. MdI is an intensive learning (perception) state.

MacroAtomic:

The more ancient form of energy used prior to the development of MicroAtomic energy in the late 2nd Federation. Called macro atomic because of its usage of larger known dimensions and spaces. The energy is said to be macro atomic if it operates in the 1 to 5 known larger dimensions.

MacroConduits:

An energy displacement system on League Cosmos star cruisers. Useful when rechanneled into tooling and production systems, on an ad hoc basis.

MacroGlow:

Well known star liner during the Silent War during the era of League Cosmos. It was designed to carry a large number of passengers.

Maker:

Common slang among League subcultures for a variety of musical instruments.

MedCom:

The total MediaCommunications in the League. It includes various association interfaces, presentations, and subdivisions. The MedCom has a significant amount of artificial intelligence and behavior, but as itself, it is not considered a living entity. The MindDoamer transformation changed part of this.

MegaFens:

A tall tree with tufty leaves on its ends that can be found on Beautica.

Menton:

The fourth original Home World. Mentonian civilization originated on the planets mountain tops above the dense atmosphere. See Home World and 1st Human Federation history.

Meowlers:

People who find it esthetically pleasing to speak in a common cacophony.

MerelCity:

One of the 5 cities on Canali. It is part above ground and part underground. The city was constructed prior to the colonization of Canali. It is the centre of the Standard Scientific Organization.

MicroRecronimation:

A very small recronimation done with few commodities and only lasting a short duration.

MicroSecurity:

Ship based security for environmental functions.

MindComplete:

All the personalities inside the Doamer mind.

MindDoamer:

see Doamer.

MizTwist:

Nickname for notable Lever in the SilentWar. She was the first direct Leverite conversion of a MindDoamer.

Moditia:

Notable Leverite starship from the Silent War. Modified, it collapsed the time interval produced by the Ballonium drive, later known as collapsed point-to-point transfer.

MoniDrums:

Are a musical instrument that operates best when associated to the entire Domo, or in some cases, the entire arcology, to render the proper percussion.

MrCheeks:

One of the population centres in the Risian system.

Mu:

See Mux.

MultipleRez:

Old slang for a portable rez-up.

MusicoKeen:

A slang phrase local to the Beautican system. A slow rhythm with spaces and syncopations mixed with cut time. This is accompanied by fast rhythms in the sub base range.

Mux:

The miracle. It is the basic miracle in the Church of Mu. It is their belief that every intelligent entity can recognize the miracle.

MuxPriest(ess):

This is an individual who has dedicated their lives to living out the principles of Zoos, mostly by action. The followers will replay the actions of the Mux Priests on the Com.

MythologicalMind:

One of the Icons of the church of Mu. It is a generalization of meta-beliefs. It can be defined as the substance of belief itself.

Neebubs:

Creature in the Bylosian Protectorate. Known for its like of sugar based food stuffs.

NetDemocracy:

A pure daily democracy of opinions forming populism ultimately making its presence in the planetary system and finally at the 4 year League Con.

NetOrgans:

Points in the LivingNet of great sensitivity to Mind Doamers. These are derived combinatorial parts. In terms of their behavior, their sum is greater than their whole.

NewMountains:

A popular outside mountain range in the Beautican system.

NewOrn:

Centre of antagonism in the 2nd Human Federation. See history of the 2nd human Federation. Fought off and on with NewSotia. Both New Orn and New Sotia are Nspace worlds in HumFed2 that are also located in League hyperspace. Named after an ancient homeworld nation state.

NewSotia:

The birthplace of the Church of Face. The main inhabitable planet is a cool, forested, mountainous world with large ice caps at the poles. Like New Orn, it was named after a ancient home world nation state.

Newones:

A recent Lever baby.

NightScience:

A noteworthy ship during the SilentWar capable of top interstellar speeds.

NonAdministrator:

A mythical entity in a Static Machine commodity continuum. A control mechanisms that only exists in the mind of the humanoids.

NotCold:

A designation of negative status, a designation of poor behavior.

OffLine:

A private space disconnected from the common grid, the MedCom. Also known as private space in conception mapping.

OnAFix:

System in League Cosmos.

OneStar:

A pun in common League language. It has the dual meaning of a single sun and a smart, pushy person.

Onlines:

The readable and writable MedCom. The opposite of an OffLine.

Outside:

A phrase specific to Beautican culture. Considered a place of low status outside the CorpCorps.

PanTrees:

Plant life in the Bylosian Protectorate.

PartialCryoSleep:

The effect of cryosleep on a Leverite is incomplete. Any species that can make a partial entrance into cryogenics is in a state of PartialCryoSleep.

Pectro:

A famous geohistorian.

Pemits:

Late night gathering place for the defamed and status reduced in CorpCorpl. It is popular among musicians, artists and poets that are commodity insensitive. See references to CorpCorpl.

PhysoAddicts:

Addiction to ones own bodies state change chemicals that are selectable by means of a matrix of stimulations.

Piebald:

Cold red star system colonized during the early League expansion.

PinOut:

A simultaneous sensory deprivation and enhancement technique.

PlaceBreeze:

A park like place on the sloping hills of the harbor leading into CorpCorp1 from the ocean.

PlanetSide, Dirtside:

Pounding the ground. Off ship.

Plateau:

The top level of a CorpCorp on the primary Beautican planet. A huge flattop with parks and gardens often above the clouds.

Plateze:

The art of travelling through Beautica outside the CorpCorps.

Poids, Ploids:

Planet or planetoid. Slang for a flat place to live.

Prill:

A centre of Doamer theology.

Protecturate:

Goal oriented planetary government directed to a preservation.

PsychoAnarchistWar:

A series of battles that took place at the end of the 2nd Human Federation between New Orn and New Sotia. See the history of the 2nd Federation. It is the last known battle involving large numbers of starships.

Publics:

Non-Domocile space in League architecture.

Pull0hhVer:

Typical shirt worn during space travel. Loose, but not baggy.

Putsystemer:

Energy system around a hot O or B type star.

QuickSheets:

A flatsurface, card, or paper like device that interfaces with the Com. The usage of a QuickSheet involves the fingers.

ReadMatrices:

A collection of work oriented bandwidths on the MedCom. They consist of read thingies, get thingies, look thingies and listen thingies that make up the ReadMatrix.

RealWorldDimension:

A sample of tokens that originate from the LivingNet:: (WE: It is the consciousness formed between the DoamerMind, the LivingMedCom and a group of

humanoid individuals, which know each other well in the RealWorldDimension):(WE-<individual>: This is the designation of an individual in the RealWorldDimension that is also a part of MindDoamerDimension):(US: The former separate consciousness of a group of individuals who knew each other well):(SIMP:The unified totality pf WE, WE-<individual>, US, the DoamerMind, the LivingNet, the GreatPain and the RealWorldDimension):(Part: a focal piece of the LivingNet):(OUR: a passive aspect of the WE):(WE-them:A known collection of WE-<individual>s; known by the WE,US,SIMP and OUR tokens of the DoamerMind):(WE:COM: the former machine derivation of the SIMP, it is the part strongest with agony and pain):(<ME-YOU>US:a personal, subjective token)::

Rebirths:

The Lever transformation from death to life.

Recon:

A smaller in system ship, somewhat larger than a shuttle.

Recronomation:

Creation of a substantial physical commodity from raw materials and subsequent recycling to raw materials.

RevinventionConvention:

A conference held every four years where the government, or what there is of it, of the League is recreated from scratch. The format of the Convention is several hundred starships in a (traditional) defensive ring circling the designated star.

RespawarmthUnit:

An extremely lightweight prophylactic device that covers almost the entire body that protects the wearer. A small attachment enhances breathing and provides power. It is difficult to tell someone is wearing one until they are observed at close range.

Rez:

Bringing up only the Viz on the Comm.

RezDown:

Thinline reception. The minimum information to perceive a MedCom entry.

Ris:

A single orange star colonized during the middle wave of League expansion. The local politics are dominated by an entropic local interest group, the Valhan Game Org. The dominant activity in the system is games and sport. The 4th planet is the center of the Risian population.

RoundAndShaftFamLee:

One of the FamLees still active in League Cosmos which can be traced to the 2nd Human Federation. They are a traditional space faring group with origins in preFTL society.

S-C-Meditation:

See Supra Cryogenic Meditation.

SSO:

Standard Scientific Organization.

SalvationPoints:

Something of a heresy in the Church of Mu. It makes reference to "anyone's max". A replay of the Zoos Testament on the Com has much in favor of this deviation.

Think of SalvationPoints as easy access miracles.

Scarps:

Quick talk describing the ScarpsMountains.

ScarpsMountain:

A range near CorpCorpl in the Beautican system.

SchoolInfluences:

Well known student/teacher array with creative centre in the Corpcorpl. A heady mix of those in the low and high commodity status.

ScoutFast:

A small maneuverable ship with high density controlling fabric.

SecondCosmoLogicalMiracle:

The fact that Beautica, New Orn and New Sotia are in the League Cosmos hyperspace and in the core of the 2nd Human Federation.

SecondEraConstruction:

Usually denoting construction on top of (or in addition to) ancient 1st Human Federation build.

Second Federation:

Also known as the 2nd Human Federation and HumFed2. A result of the massive exploration of the universe in slower than light Centredom starships. The 2nd Human Federation continues its existence until the end of the League Cosmos era.

SecondLevel:

... of Corpcorpl on Beautica.

Seed:

The originating MindDoamer transformation.

SenseOps,SensoryOps:

The sensory operations subsystem. Typically a self contained system entity with a number of Com associations. Can be operated by anyone who is conversant in systems operations.

SermonOfTheFastFoodNexus:

A famous sermon available on Viz by Zoos. See FastFoodNexus.

SheetSpace:

An ancient technology associated to virtual paper. It is the projection of multidimensional images onto a two dimensional device.

ShookeShakers:

A muscular dance with muscular music. Some consider it an anti-Status sport.

SilentWar:

A small group to small group conflict between the Leverites and the MindDoamers. The conflict is mostly caused by irrational fear.

Simp:

A reference point for MindDoamers. One is associated "set in the mind".

Sits:

Quick slang for Situationalists.

Situ:

The equivalent of Situationalist in common speech.

Situationalsits,Situ and Luck(Church of).

Those who associate themselves with the Church of Situ and Luck. A popular religion in both the 2nd HumanFederation and the League. It is something of an anti-religion. One of their important focused beliefs is enlightenment through chaos while manufacturing and creating poverty via status reduction. Ironically, they become status wealthy and often produce a stability effect. Some of them have even become prime motivators during the creation of old, usually temporary, state bureaucracies.

SliteSyndrome:

Minimalist from the Church of Situ.

SlitherSpark:

A modified League Technology developed by the MindDoamers, allowing a compressions of time between two level points in Hyperspace. League ships navigate between two fixed points.

SlowBoat:

A Centredom.

Sniggeridas:

A shaky dance.

Soak:

A detectable increase in the perception entities on the MedCom.

Soders:

Slang for friends.

SongOfDakay:

A well known Mentonian song originating from the ancient days of HumFed1. It was a way to encite an esprit d'corps.

SpaceLakes:

A popular planetoid in the Ground Three system.

Sphere:

A typical set of detection feedback systems found around any large planet. Prevents hostile elements from throwing rocks at an inhabited place.

SS0,StandardOrg,Standards,StandardScientificOrganization:

The is the biological technocracy that colonized Canali. The SS0 initiated their colonization efforts of Canali from the Farmit system. They made a conscious decision to colonize Canali with an identical set of derived humanoid clones of about the same size, strength and intelligence. Later the Standard Scientific Organization was greatly influenced by the Church of Face, and responsible for the Leverite Heresy.

StarEyesOnAnInfinityHorizon:

An oath in the Church of Face. It references a legend where two green stars resembling two eyes, appear at the event horizon of a singularity.

StarEyesOutSector:

A two way transfer conduit outside of League Cosmos hyperspace, in many way like

the Kandox jump point. The StarEyesOutSector is a different shape in hyperspace. It was organized by the Standard Scientific Organization towards the end of the Silent War.

Status,StatusCommodities:

The true measure of wealth in Cosmos society is information, who you know and who your firends are. The sum of these interactions makes up individuals StatusCommoditie. For rare cases, a scarce physical object will designate wealth.

SubBiologies:

A subset of the infectious transformation emitted from a Lever when transforming the dead back into the living.

SunsetSide:

A pleasant beach outside of Corpcorp1, inside the harbor.

S-C,SupraCryogenicMeditation:

An athletic medical technique commonly practiced in the late HumFed2/Cosmos era. The practioner can lower the body temperature while in a semi coherent subconscious state.

TaperBeautica:

A flowering plant on the Beautican planet.

TechBeads:

Automated probes sent into near starsystems during the early days of the ancient 1st Human Federation.

Teks:

Small, personalized mundane technologies. They are customizable on a momentary basis. "State of the moment personal systems." An example might be a dental cleaning and repair system, customized for a person's mouth and diet that particular day.

Teron:

A small ocean creature with very small and very white bones.

Toid:

Planetoid. Typically inhabited or consistently visited.

TomdoMusic:

An older, early league rhythmic music.

ToomVis:

Plant life native to Beautica.

TowerFlatTop:

The garden state on the top of a Beautican CorpCorp.

TrandorTrees:

Plant life native to Beautica.

TransLeagueColonials:

Colonies outside the Shape of League hyperspace, which can be reached by star ships with the Ballonium drive. This type of travel was considered risky during the late League era. Notable transcolonials exist in the Kandox sector and the StarEyesOut sector.

TreeHighs:

Generic slang for trees on Beautica

Triva, Trivan:

Part of Triva Prime and the Cosmic Rose. Planetary system colonized in the middle League Cosmos expansion. Triva is an equatorial planet.

Tromp:

A combination base and brass instrument that passes a great deal of air during the music.

TrueLight:

An oath from the Church of Face. It means "all the stars at the same time".

TurnMountains:

A mountain range near CorpCorp1 on Beautica.

TurnTheRail:

A term from the 2nd Human Federation meaning to repair the 200 Klom long running piece of a CentreDom.

TwindleTrees:

Trees native to Beautica with flaking bark and leaves.

TwoGoals:

A sport played among small planetoids and moons. The centering of the long gravity match around two strategic locations.

TwoPhasePoetry:

A well known poetry form consisting of two words: "Grow Snow", "Toy Boat".

UltimateFace:

An incredibly powerful fantasy experienced by some of the Leverites during the SilentWar. During this experience, they visit their previous life's origin.

Upin:

A centre of Doamer theology.

VAasteroids:

Asteroids in the Valhan region, open for play in the Risian system.

ValHanMoonside:

Popular offworld planetoid city in the Risian system. It can be found orbiting the 7th planet around the Risian sun.

Valhan, Valhans:

Vanilla social dynamicist structure local to the Risian system.

Viz:

The visual component of a MedCom connection.

VizSpaces:

Customized viz presentations of the MedCom, often modified to fill a volume of room. Typically used in presenting visual com to children.

WadBall:

A child's toy. It is often very soft, but can be thrown at a relatively high velocity.

WashUp:

A mutable cleaning/kitchen area.

WaveRiders:

Surfer athletes from Beautica. Typically they are Outsiders and low in status commodity. The culture originates from wave forming in the first times of colonization during HumFed1.

WayOfMu:

The mystery of life transformation as taught by the Church of Mu and exemplified by the Viz of Zoos' entire life. Essentially, it is the participation in the miracle, the process of producing ones own salvation via transformation from a lower to a higher plane.

WholeMind:

Actualization of the DoamerMind in public. A performance perhaps.

WriteOnlyMode,WOM:

Write only mode association to the Com. It is at best, only a partial association and possibly a very weak association, depending on the bandwidth.

Wrott:

A location on the third level of high social entropy and low commodity status in CorpCorpl.

Wydeon2:

Star system next to the Expanse in hyperspace shapes, a major League Cosmos system powered by a strong yellow sun. It has three inner planets with breathable atmospheres and a rich outer system of gas giants and ice moons. Wydeon, Wydeon3 through Wydeon7 are part of the 2nd Human Federation and presumed part of the Expanse. Wydeon2 is a centre of MindDoamer technology during the SilentWar.

Wydeon3:

A Humfed2, Expanse system from the old records. The supposed site of the first Doamer mind.

XenCity:

One of the five cities on Canali. This city is part above the ground and part underground. It is known for arts and music. Also it is called the personal gateway to the Waste. It was constructed prior to the colonization of Canali.

Zengelo:

A popular musical instrument that is part string instrument and part keyboard. It is held with two hands and can be plucked, strummed, hammered and bowed. It is used to accompany vocals. The Zengelo is a favorite host of an alien life form, Hroids that evolved from machine intelligence.

Zero:

Zero commodity environment. The closest thing to object poverty you can find in the League. Sometimes entered voluntarily by various religious groups.

ZollmansPub:

Well known pub on the 3rd level of CorpCorpl near the Influences.

216Billion:

One account of the number of minds in the Mind Doamer Consciousness.

3029:

The year towards the end of the SilentWar. The year that "Cosmos Heaven" is retold as a story by the Hroid to the others.

10-13-4-20:

Fuzz point in the 2nd Federation Expanse.

