

SPORTS & ENTERTAINMENT

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OVERVIEW

The Sports & Entertainment document will discuss various sporting events and other sources of entertainment present within the Destiny Omega/Gelitech story world.

BEJWELED BEAUTY CONTEST

Event, Open, Transformation Peril, Petrification

Arguably the most popular art competition in the whole of the Fey'li Empire, the Interstellar Bejeweled Beauty Contest combines elements of photography and sculpture in the most astonishing of ways. Hundreds of beauties are transformed into magnificent gemstone statues via the potent powers of the **digital gorgon**, then assembled on display for the general public to vote upon. The creators of the winners reap the rewards, while the winners themselves get to spend the rest of eternity as a work of art.

The Bejeweled Beauty Contest is structured as a series of individual conventions, the results of which are then sent off to semi-final and final rounds in the prefectural and Imperial capitals, respectively. Each convention is divided into three main categories: professional, amateur, and selfie. These are then further subdivided into single, group, abstract, erotic, fantasy, and full-xeno categories.

Anyone can register to enter a contest convention as a jeweler, regardless of experience. Professionals are those who have conducted 5 or more for-profit jewelings over the previous 12 months, or who have an income of ¢5,000 or more from for-profit jewelery activities. The remainder are amateurs, save those guests who choose to make use of the venue's free automatic digital gorgon platforms. The following chart shows each category's registration requirements, fees, the source of the jeweler's digital gorgon(s), and the source of their models.

	Pre-Reg	Fee	D-Gorgon	Models
Pro	30 Days	¢1,000 /250	Self Supplied	Self Supplied
Amateur	12 Days	¢250 /100	Self Supplied or Rental	Self Supplied or Con. Guests By Draft
Selfie	N/A	N/A	Free	Self Only

* Entrance Fee/Additional Fee For Each Individual Contest Entry/Additional Model In A Group Work.

Each contest convention is an event which takes place over the course of four days. The convention begins with the assembly of a number of guests who have volunteered to arrive early and face the

possibility that they might be selected as models by the amateur jewelers. These jewelers pick draft slots from a jar before being allowed to mingle with the nude volunteers for a half hour before the drafting begins.

Once models are drafted by the amateurs, the convention proper begins. Up until noon on the first day, the convention venue is open only to guests willing to pay a ¢500 entrance fee. They are then treated to the spectacle of real jewelers creating their contest entries while facing the ever present temptation represented by the auto-gorgons. All contest entries from the jewelers must be completed by noon.

All statues created by the auto-gorgons during the whole of the first day will be entered into the contest. Users may pose nude singly or in small groups of two or three. Users may also select from the other subcategories, the end results of which will be randomly selected from among the many thousands of amateur 3D models submitted to and approved by the contest authorities each year.

Once the jewelers have completed their entries, they will switch to plying their trade to guests for the remainder of the convention. Guests jeweled during this time may pay a standard ¢500 fee, split between jeweler and convention, for a temporary jewelery experience. Those who opt to become permanent works of art for free become the property of the jeweler who transformed them. Statues created from convention guests and sold to other convention guests do not count toward the profit thresholds for the next year's contest. Nor do profits from the temporary jewelery experience fees.

After the end of the first day, statues created by the auto-gorgons become the property of the convention. These are auctioned off at the end of each day with the money helping to fund the contest prize pool. Those who purchase these statues may choose to have their transformation reversed, or take them home as permanent works of art.

From the second day onward, all guests who attend the convention are allowed to vote on the collected contest entries. Each guest is permitted one vote per category & subcategory. During the last four hours of the convention, the votes are tallied and the winners chosen. The prizes are as follows:

	Overall**	Subcategory
Pro	€30,000/15,000/7,500*	€5,000/2,500/1,250*
Amateur	€12,000/6,000/3,000*	€2,000/1,000/500*
Selfie***	€2,000/1,000/500*	€1,000/500/250*

*1st Place/2nd Place/3rd Place
 ** By total votes per artist divided by number of art pieces entered.
 *** Selfie prizes are entered into the model's principle bank account.

The winners of each convention category & subcategory will be packed up for shipment to the prefectural capital and the semi-final convention. The losers have their jewelings reversed, though there is a roughly 15% chance that any individual's jewelry has become permanent by the end of the fourth day. Those who can't be restored will be auctioned off along with the last day's auto-gorgon jewelings.

The semi-final conventions are similar in structure to the regular Bejeweled Beauty Contest conventions, though they lack the initial artwork creation portion. Jewelers may choose to attend in person or allow their works to represent them. In addition to attending convention winners, any jeweler who pays a €5,000 entrance fee may set up shop in the convention so long as a slot is available to accommodate them. During semi-finals, it is common for famous entertainers or other personalities to be hired to make a show of themselves being jeweled. The prizes are as follows:

	Overall**	Subcategory
Pro	€100,000/50,000/25,000*	€25,000/12,500/6,250*
Amateur	€60,000/30,000/15,000*	€16,000/8,000/4,000*
Selfie***	€20,000/10,000/5,000*	€6,000/3,000/1,500*

*1st Place/2nd Place/3rd Place
 ** By total votes per artist divided by number of art pieces entered.
 *** Selfie prizes are entered into the model's principle bank account.

The final convention at the Imperial Capital on Fey'lin is virtually identical to a semi-final convention, with the added bonus of members of the royal family trying out the powers of the digital gorgon... sometimes with quite permanent

and very auctionable results. The prizes are as follows:

	Overall**	Subcategory
Pro	€1 million/500,000/250,000*	€100,000/50,000/25,000*
Amateur	€1 million/500,000/250,000*	€100,000/50,000/25,000*
Selfie***	€250,000/125,000/62,500*	€25,000/12,500/6,250*

*1st Place/2nd Place/3rd Place
 ** By total votes per artist divided by number of art pieces entered.
 *** Selfie prizes are entered into the model's principle bank account.

Bejeweled Beauty Contest conventions are held between the months of Snowsong and Meltwater on every Fey'li Imperial homeworld, major colonial worlds, and even quite a number of mid-sized colonies. Semi-finals are held during the month of Greenleaf in the prefectural capitals. Finals are held during Brightsun at the Imperial Capital on Fey'lin.

EXPLORE

Game, Digital, Comm, Exploration

Out of all the millions of comm games available in the Fey'li Empire, not a single one comes even remotely close to the incredible popularity of Explore. Explore is simple. Explore is expansive. Explore gets you out into the real world to go places and see things that you never would have otherwise. And best of all, the rewards for playing Explore often deliver tangible, real world benefits.

The premise behind Explore is as basic as it can possibly be. Players travel to real world locations that have been equipped with Explore kiosks and when they get there, the location will be marked as visited in the game. Most kiosks won't register if the player is in the vehicle, with some category based exceptions noted below. In order to ensure player safety in high traffic or constricted locations, the distance between the player and the kiosk varies dynamically with the number of people within the designated safety zone around the kiosk.

Kiosks come in various categories which are presented to players as a rainbow of colors.

Blue kiosks are placed in locations which are fundamentally safe to visit for everyone. They are also typically accessible to the public at all hours, every day with the only possible exceptions being Imperial Holidays. Examples include train stations, public parks, and outdoor monuments.

Green kiosks require more effort to access but are otherwise as fundamentally safe as blue kiosks. Hours may be restricted, or physical access may require some degree of effort as direct vehicle access is unavailable. Examples include museums, libraries, universities, and locations along easy hiking trails.

Yellow kiosks require significant physical effort to access. Hours may be limited by local conditions such as volunteer staffing and weather. The prime examples include moderate difficulty hiking trails, and locations involving extensive guided walking tours.

Orange locations are considered dangerous. They require a high degree of physical effort, existing skill, expert supervision, and/or specialist equipment to access. The primary examples are high difficulty hiking trails, wild aquatic environments, and locations requiring mountaineering expertise to access.

Red locations are considered dangerous and are intended for certified experts only. They will not appear for players who do not have the appropriate registered certifications unless those players are in the company of a player who has those certifications. These locations include wild mountain environments, aquatic environments with known hazards, and locations requiring rope assisted climbing.

White category locations are 'passing by' locations which can't be visited safely except in a moving vehicle such as a train. These often involve scenic views and are placed in order to encourage longer distance travel to explore new places well beyond the typical range of the average person.

Black is the newest Explore location category and it covers publicly accessible locations with xenoexperience hazards. Plain black contains easily avoidable hazards. Black with a yellow stripe in the middle contains hazards which require a bit of common sense and minor diligence to avoid. Black with an orange stripe contains hazards which require a high degree of deliberate caution to avoid. Black with an orange stripe contains hazards which require active avoidance. Black with a red stripe contains hazards which are very difficult or impossible to avoid without special training and/or equipment. In addition, where the basic environment is not equivalent to blue or green category location, an additional yellow, orange, or red marker will be placed next to the black.

Orange locations only appear for adults or for groups including at least two adults. Red locations only appear for adults or groups containing at least two qualifying adults and with a minimum age of 16. Black locations only appear for adult Fey'li Imperial Citizens and

adult Authorized Visitors and should anyone else enter a black location it will trigger an audible alert. Approaching a black/stripe location will trigger an alert. As marked Black locations in Explore are all legally required to actively prohibit non-legal individuals from entering, should such an entry to a black/stripe location will trigger a full-on alarm and an automatic summon for the appropriate authorities. Certain locations of significance to local cultures may have certain exemptions to the normal rules, eliminating various protections, but these are explained during the associated alert.

Certain locations may have minigames or linked educational content associated with them. Museums and zoos typically have tour guides, maps, and expansive exhibit data available along with quizzes and other games. Sports complexes may have games related to the sports played there. Wilderness locations might have spot & record games for plants and wildlife.

As players visit more and more locations, the kiosks marked on their personal map flip to a visited symbol and various statistics are recorded. Subsequent visits can also add to various scores, though they will only register once per day. Locations visited commonly enough to qualify as places of work, residence, or routes in between will register but not count toward rewards.

All collected data is private unless deliberately shared with Explore Friends. Shared data is limited to whether or not locations have been visited in the current game calendar year, current game calendar year reward level, and total lifetime reward level. Fully anonymous data, amounting to nothing more than simple visit tallies at each kiosk, is sent into a government database to help inform and direct tourism and transportation efficiency related work. In exchange for helping to provide this data, both the government and private sponsors offers various incentives to Explore players.

The government offered incentives are:

- ¢10 into the player's main Imperial Bank account for every 100 unique locations visited.

- ¢1 into the player's main Imperial Bank account for every 100 locations visited.

- ¢1 into the player's main Imperial Bank account for visits to public cultural institutions lasting one hour or more.

- ¢1 to ¢5 into the player's main Imperial Bank account for completion of various educational content associated with locations. Lower values generally involve games & quizzes, while higher amounts often involve location specific video lectures which can be viewed at any time after a location's first visit. These lectures also count as local history educational credits.

- 1 Personal Holiday Day into the player's Common Union Time Bank for every 1000 unique locations visited, up to 2000 unique locations. Usable as vacation or sick time. Unused Explore bonus days are paid out at the standard rate of ¢250 per day at the end of the game year, on the Census holiday.

Privately sponsored incentives vary widely and are provided only if the Explore player specifically opts in to receiving them. Sponsors are prohibited from recording any data other than the frequency of incentive provision and also fulfillment should the incentives be something in the nature of coupons or other discounts.

Player level is based on unique location visits during a game calendar year (Census-Census). The lifetime level continues to accrue points while the yearly level resets, along with the reset of all locations to a not-yet-visited state. This only affects the current year's unique location visit stats. All other stats are retained.

Anyone can play Explore. It is free and unresitrcited.

GELITECH AQUA-CHALLENGE

Event, Open, Game, Transformation Peril, Biogel

The Gelitech Aqua-Challenge is a sponsored event that takes place in the Mashiva Gelitech Gelarium's mermaid habitat. Up to eight players can put on a biogel breath mask and enter the aquatic environment in an effort to grab balls and bring them back to the goal inside the Gelarium. Each ball has a prize value, and the harder it is to safely get the ball, the higher the value. Leave the pool and take home the sum of your prizes. Get too greedy, and you'll be the pool's newest permanent resident... or perhaps something a bit gooier!

Anyone can sponsor the Gelitech Aqua-Challenge by adding a sum of credits to the funds pool. Whenever the pool reaches 10,000 credits, that sum is set aside, and a call for players is put out. Once there are at least 4 players, up to a maximum of 8, a match will be scheduled for the next day, at either 0900 in the morning, or at 2100 in the evening. Players can register for a match right up to the start time.

Immediately prior to each Gelitech Aqua-Challenge match, the players will don biogel breathing masks. These have no function other than to reliably adhere to the wearer's face, and to provide unlimited fresh air for the duration of wear. While the players are getting accustomed to the masks, the prize balls will float out to their designated positions throughout the Gelarium's aquatic environments. These balls come in varying denominations, and are placed so that the higher the value, the greater the risk for the player trying to retrieve it.

- Blue: 25¢, No Risk, 0 points.
- Green: 50¢, Trivial Risk, 1 point.
- Yellow: 100¢, Low Risk, 2 points.
- Orange: 175¢, Moderate Risk, 3 points.
- Red: 250¢, High Risk, 4 points.
- Pink: 500¢, Extreme Risk, 5 points.

The primary risks that players face are twofold. First, touching any of the glistening black biogel 'kelp' will result in the player's immediate transformation into a biogel mermaid. Once transformed, the player becomes a Gelitech mermaid model, to live and work at the Gelarium for at least three months.

The second risk is far more serious. Several voracious biogel monsters lurk in the aquatic environs. These will ignore biogel mermaids, but will try to swallow any non-mermaid they come into contact with. During a typical match, these will consist only of stationary tube worms and anemones. However, 'special sponsors' can pay 5,000¢ to add a mobile monster to a match. These mobile monsters are restricted to the big tunnel surrounding the Gelarium perimeter.

Anyone caught by a monster is swallowed and 'digested' via transformation into liquid biogel. This liquid biogel contains the still quite conscious mind of the player, and will be collected at a later date to be turned into décor items, or perhaps even a biogel suit for someone else to wear.

In addition to being able to add mobile monsters to matches, 'special sponsors' can pay 5,000¢ to have two mermaids assigned as 'helpers' for the monsters. These mermaids can attempt to physically coerce players into a monster's maw, albeit only in a playful, relatively gentle fashion.

Of course, there has to be reward to match the risk, and players can rack up a considerable sum of credits in prize money over the course of a match. They do this by bringing a prize ball into the Gelarium's interior pool and tossing the ball into the top of the 'castle' that pokes out of the water within. If a player loses their grip on a ball before getting it to the castle, it will hover in place for 5 seconds before starting to drift back toward its starting position.

The value of each ball tossed in will be added to the player's game account, and the point value will be added to their personal score.

A player can end their run in the game at any time by getting out of the water in either the interior pool, or the fountain pool outside, between the Gelarium and Anwae Arena. The total sum in their game account will be transferred into their registered bank account. In addition, the surviving player with the highest score at the end of the match will get a 500¢ bonus prize.

In order to encourage repeat participation, annual and lifetime scores are tallied, and special championship matches are held once a year, with the top annual and lifetime players eligible to sign up. 16 slots are reserved for the highest scorers of the year, and 8 are reserved for highest lifetime scorers. Four rounds are played. The first is 3 matches of 8 players each. The 12 highest scoring players then move on to the second round, which consists of 3 matches of 4 players each. The 6 highest scoring players then move on to the third round, which consists of 3 matches of 2 players each. The 2 highest scoring players from the third round compete against one another in the final round.

Anyone can participate in Aqua-Challenge matches, though sign-up for any given match is on a first-come, first-serve basis. The only way to guarantee oneself a slot is to sponsor a match with a sum of at least 2,000¢. This will open up an option to sign up before the match is announced.

HIVE WEEK

Event, Public, Transformation Peril, Rowa

Hive Week is a week long event during which local rowa hives in participating communities are permitted to publicly engage in certain recruitment activities normally restricted or prohibited altogether. The most famous of these activities are the public hunts, which take place in various designated locations such as public parks or forests. The rowa are also given more liberties when invited into private homes and establishments. Xenoexperience law regarding who they can claim in a hunt applies regardless of any Hive Week exceptions.

Most rowa sent out to obtain new recruits during Hive Week are worker-drones, formerly female recruits turned into petite, sexless, and rather mindless seeming humanoid-insectoids. At times, they might be escorted by formerly male, quadrapedal soldiers. All hunting groups have bio-robotic 'bug juice' dispensing units of one sort or another. These can vary in form quite considerably, though the two most common are hovering spheres, and wiggling grubs. All dispense their transformative 'bug juice' via long, retractable, prehensile tentacles.

When it comes to the public hunting of new hive recruits, the most important thing to remember is that nudity equals permanent consent. Nudity in this case being defined as the baring of one's primary sexual features. Doing so within a designated hunting ground, in the presence of any type of bug-juice dispenser, is a permanent declaration of consent to whatever the rowa might choose to do with one's body. This almost always means the immediate application of bug-juice to the appropriate orifice(s) and rapid transformation into one of the various lesser rowaform species.

The exact limits of a particular city's legal hunting grounds are set a month prior to any given Hive Week. Certain public park areas are consistently designated from event to event, fulfilling requirements to provide areas for the rowa to carry out their 'tradition'. Many hunting grounds are set by request of the property owner

in order to drum up a bit of extra hive week business from tourists looking at a chance to watch others getting themselves transformed. Best known of these is the Mashiva Mariners' University, which designates various areas as hunting grounds every Hieve Week. Ostensibly, this is to be inclusive to the mashirowa hive, whose members don't otherwise get any benefit out of the Imperial education. The rumored reality is that administrators find close contact with the rowa (and other sources of transformational xenoexperience) to be an excellent way to weed out students who's naivety or impulsiveness might cause disaster should they proceed into their chosen spacefaring profession.

Inviting rowa into one's home is also fraught with peril during Hive Week. Any appropriate resident becomes fair game in this case, nude or otherwise. While the rowa will never become aggressive, they will be quite physical in their attempts to denude and transform their quarry, and only the most definite of refusals will dissuade them.

Every Hive Week that takes place in a major city typically ends with an open-invitation transformation orgy in the late hours of the final evening. This typically takes place in a sporting arena of one sort or another, and is generally geared more toward snaring curious tourists rather than locals. Anyone who enters the floor is considered to have consented to immediate transformation, to the delight of the rowa, and the amusement (and temptation) of the curious audience.

There are typically two hive weeks per year, occurring during the first weeks of the most temperate months of spring and fall, depending on the specific locality. In Mashiva, the home of the original Hive Week, these are the first weeks of Rainsong and Second Harvest. The culminating orgies take place in the Chi'var Arena, to the East of the spaceport, where there is easy access to the Mashirowa Hive below.

INFLATOFEST

Event, Open, Transformation Peril, Biogel

Without a doubt one of Gelitech's most popular public events, the Gelitech Inflatofest is fully focused on the promotion and enjoyment of all things both biogel and inflatable. The festival takes place throughout the final week of Fadingsun and concludes on the holiday of Woodstore. The festival is sited at the Ley'an Beach Park, on the Mashiva Reservoir, on the northeast side of Runai.

Everything about the Gelitech Inflatofest is made of inflatable biogel, with the occasional firmer support to keep all the squeaky, flexible biogel structures from getting too far out of shape. The scent of natural latex rubber is pervasive, though not so intense as to intrude upon the odors and flavors of the event's truly interstellar festival cuisine. Dozens of vendors of biogel beach toys and other curiosities join the many food booths. Most of the merchandise is completely inert and mundane as the average beach ball. Mundane as the indestructible, self-regenerating beach ball, that is.

Were it not for the decidedly adult nature of elements of, and activities taking place during, the Inflatofest, a casual observer might be inclined to mistake it for a perfectly normal beach festival. Anyone actually entering the festival grounds and passing through the outer layer of fairly tame vendors, however, will be almost immediately confronted with countless displays of highly mature merchandise and activity. Living inflatable biogel dolls called inflatogummies abound. Many are on on display. Most are for sale. Those that have been sold are sometimes found having their anatomical qualities examined and even used, in public, without any real restrictions.

Shocking as this may be for some observers, such public displays of extreme affection are fairly normal in certain major cultures of the Fey'li Empire, and generally allowed in specific adults-only locations, and during specific adults-only events such as the Inflatofest. Of course, as with many Gelitech events, the Inflatofest takes all this to a whole new level. A large area of the

festival grounds are designated as a free-for-all zone, where individuals going bare are considered fair game for other guests who've acquired cans of instant inflato-gummy spray. Inflatogummies created in this fashion belong to their creator.

The main highlight of the Inflatofest is the weeks-long waterball tournament. During the tournament, locals form two-person teams to see who's going to compete against the visiting mitanni teams during the final tournament on Woodstore. Each day's final victors get to play the mitanni. The rest get to be turned into inflatogummies by the team who beat them.

The final day's waterball tournament is an unusual event. Each mitanni team first plays their matched local team. For the second round, each surviving mitanni team plays a surviving local team, or a team of volunteers from the audience. Subsequent rounds follow this pattern until all of the mitanni teams are defeated, or there are no audience members left who want to volunteer. If there are more than one of the original local teams left, they play each other until there is only one victor remaining.

All of the inflatogummies created during the week are sold by the festival inflatogummy vendor. Those created during the final tournament belong to the team that beat them, if that team survives in the case of the mitanni teams, or the victor in the case a local team comes out on top. All of the rest are sold in an end-of-festival auction.

The Inflatofest is not without other biogel perils, of course. Various inflatable biogel items on sale are far from mundane. Some are outright insidious in their functioning. Popular such items are sleeping bags that turn sleepers into liquid crystal biogel if they linger too long inside, inflatable adult toys containing instant-inflatogummy which will be released when certain conditions occur, and the enticing Gelitech Inflatowear. The latter transforms only the body areas covered into inflatogummy form, with black biogel internal transitions

where the inflator meets the flesh. Mobility is often restricted by these items, though never to the point of rendering the 'wearers' too immobile to walk or otherwise function.

‘NIP & GORGONZOLA TASTING

Event, Social, Transformation Peril, Petrification

Few social events are as inevitably petrifying as a good old new-fashioned ‘nip and gorgonzola tasting! Featuring ample quantities of the strongest fey’li ‘nip and very tasty cheese that definitely isn’t gorgonzola, it’s an event that sure to please all involved. Seriously. No one has ever complained after participating in a ‘nip and gorgonzola tasting. Not that they could if they wanted to. But that’s beside the point, really. It’s fun! You really should try it!

A ‘nip and gorgonzola tasting is an informal social event, usually among a group of friends of acquaintances. Some larger tastings are open to any member of the general public who might enjoy socializing with a group of current and soon-to-be pieces of statuary. Getting tipsy on ‘nip is optional, though generally encouraged. Tasting the gorgon’s milk cheese is mandatory.

Gorgon’s milk cheese is often referred to as ‘real gorgonzola’. This misnomer reference to a Mashiva Mariners’ University dorm kitchen incident during which a somewhat less than bright student thought that she needed to use gorgon’s milk in order to make homemade gorgonzola cheese. The following cheese tasting resulted in a trio of amusingly puzzled marble statues, not to mention the very confused gorgon who now owned them, body and soul.

Anyone who consumes even the smallest taste of gorgon’s milk, or any product containing it, will slowly transform into a statue of finely polished marble. This generally begins with a stiffening of any body parts required to freeze the subject in their current pose, or the first stable pose they take. The conversion of flesh to stone then follows, usually progressing from the feet upwards. Depending on how much gorgon’s milk product is consumed, the transformation can take anywhere between five minutes for a small nibble, to thirty seconds for a full mouthful.

The more intrinsically powerful the transformed subject’s soul, the rarer the type of marble they become. The rarer the type of marble, the more

energy the can provide to their gorgon owner over the course of one day’s time. The most common form of marble is white with soft gray streaks. Uncommon is a white marble with a web of distinct, dark gray inclusions. Rare is white with dark green inclusions. Very rare is a marble with dark gray with distinct white inclusions. Extremely rare is black with distinct white inclusions, or green with white inclusions. Extraordinary is black with golden inclusions. Legendary is green with golden inclusions.

Further parameters of the marble, and the gorgon’s ability to utilize the energy of the statue’s soul are described in the **Gorgon** entry in the **Sapient Species Guide**.

While ‘nip and gorgonzola tastings are rare events to encounter ‘in the wild’, the recently formed *Society for the Promotion of Gorgon Relations* will help facilitate the acquisition of gorgon’s milk cheese for anyone seeking to host their own event. This service is generally free for small private tastings, though donations are expected for larger private and public events.

Depending on one’s location, one might be able to purchase gorgon’s milk cheese from a specialty sapient’s dairy products boutique. A quarter kilogram cheese wheel typically sells for ₺700. A very rare and deliciously creamy cheesecake of half kilogram size can fetch upwards of ₺2,000.

ROWA VALE

Tourist Attraction, Transformation Peril, Rowa

Plans to convert the sparsely populated Shumi Valley into a new 'naturally operating' Rowa Hive as a tourist attraction were first put forth in the year 4612. It would take nearly a year to obtain the consent of the valley's existing residents, and actual work, what little was needed, would begin in late 4613. The whole project would be directed by Professor K'noor, a mitanni biologist with a very deeply rooted fetish for all things rowa.

Rather than simply give the valley to the Mashirova hive, Professor K'noor instead worked to set up a no-conditions, no-limits 'reenactment' of a rowa invasion. To this end, work was done to provide traditional farm community housing and rice paddies to upwards of three thousand voluntary participants. Major exits to the valley were blocked to prevent any inadvertent spillover, should the hive get a bit too excited during their invasion and subsequent activities.

In early 4614, the new voluntary residents would move into the Shumi Valley. Professor K'noor ensured that every one was informed enough to be regarded as giving voluntary unlimited consent, but not well enough to really prepare themselves for what was actually intended to happen. A long, three year delay in the invasion would then take place. This was largely caused by a lack of sufficient rowaforms of the appropriate type within the existing population of the Mashirova Hive. These types were largely known, and those that were known were invariably unpopular with the usual volunteer entrants into the ranks of the hive. It would take several Hive Weeks worth of no-conditions catches in Mashiva's parks to make up the deficits.

The invasion of the Shumi Valley would take place on the holiday of Woodstore, in the year 4617. The residents were taken completely unawares, and unprepared for the sheer terror of the event. There were no pleasantries. No niceties. Only insectoid beasts, hunting the residents down, one by one, or by groups. Capturing them. Infusing them with their 'bug

juice'. Transforming them into yet more bugs to populate the newly established hive.

Professor K'noor would personally participate in the invasion. The result would be her transformation into a barrel-bottom tier rowa 'scorpion' in reward for all her efforts to bring the event to fruition. It is presumed that she would have immediately joined all of the other hunter type rowaforms, seeking out and helping to transform anyone who escaped the initial wave. This would have helped ensure that, by the end of the day, the only remaining denizens of the valley would be the rowa.

Overall control of newly renamed Rowa Vale would fall to the non-profit Rowa Vale Adventure organization, based in Mashiva's Resort District. The R.V.A. is responsible for maintaining the Vale's farms and housing. The Mashirova Hive, in turn, agrees to ignore appropriately uniformed R.V.A. workers so long as they stay within the bounds of their assigned work zones, on the agreed upon schedule. This schedule generally allows work on the first two business days of every week, and a four day work period once a quarter. R.V.A. workers who stray, are out of uniform, or who remain outside of the work schedule become fair game for the hive.

Tourists may gain access to the Vale using the free shuttle flights offered by the R.V.A. Clothing and other possessions are prohibited. Landing is offered at a large number of different points where small villages are located. These have stocks of food and sanitary facilities. None of the buildings are secured against the rowa, though one is generally safe for the first few days after their arrival. The rowa do keep track of comings via shuttle, and goings via foot, and if someone overstays their time in a village, the rowa will do whatever they need to take them, often ignoring newer arrivals when they do so.

The only ways out of the Vale are the control points at the two ends of the valley, and a few old trails that heap up to narrow passes into neighboring valleys. Thus far, no visitor

arriving during normal operations has managed to escape the rowa. The potential does exist, and as far as anyone can tell, the rowa aren't doing anything in particular to preclude it.

Every Hive Week, the Rowa Vale hosts the Bug-Butt Peril Challenge. Before this begins, the rowa completely retreat from the surface of the Vale. Participants are then shuttled into the designated village landing points near the northern end of the valley. After a night's rest, they are required to leave their current village just before dawn and head to another. The rowa go on the hunt just after dawn, though in a much more limited fashion than a full invasion. If a participant gets to a new village without being caught and transformed, they can stay there until the next day.

The objective of the Challenge is for participants to make their way, village by village, until they reach the southern control point. Everyone who makes it gets a considerable monetary prize, with bigger prizes going to the first and the last to make it out. Anyone left behind at the end of Hive Week is treated just like any other visitor to the Vale, and usually caught in short order.

Only two classes of visitor to the Rowa Vale are not subject to being hunted by the rowa. The first are those who've gotten themselves a Biogel Games Team Glitter biogel body mod. These individuals are generally those who've decided to join one of the three Rowa Prefecture Biogel Games teams, and are waiting for their team to play at Anwae Arena in order to join them.

The second 'immune' class of visitors are those who've donned qualifying HiveWear parts. These parts include any bottoms which subsume the groin/pelvic area. Word has it that the R.V.A. intends for all of its active valley workers to be suited in appropriate HiveWear at some point in the near future, likely by the end of 4621, though for the time being uniforms are far more conventional.

The R.V.A. is always recruiting new valley workers. Pay rates start out at a substantial ¢500 per two day work week and ¢1,200 for the quarterly four day week. Workers willing to don

bare minimum HiveWear and work a full week in the valley start at ¢1,500 per week. Top, bottom, and feet add a ¢100 per week bonus. Hands add an additional ¢50. Those willing to don a HiveWear mask as well can earn ¢200 more. Those willing to do so and work as an out-of-valley-hive-business helper leave R.V.A. service and become a permanent part of the Hive.

SHRIVELBALL

Sport, Arena, Transformation Peril

Not wanting to be outdone by 'mere lesser species' when it comes to transformation peril games, Mashiva's resident von'kir mistress of shriveling has invented a game so unsettling to watch that absolutely everyone is talking about it! One wouldn't think a von'kir would know how to game the ratings like that, but it's currently right up there with the Biogel Games, Cheetarella, and Dr. Whom, all competing for top spot on this winter's Imperial Media Popularity List. Talk about instant success!

On the face of it, Shrivelball is a very simple game. It is played on a standard footsieball field with bins on each end rather than goals. The objective of the game is to have less balls in one's own possession than the opponent has in theirs. Balls in a team's possession include balls in the bin, balls being carried by the team's players, and dropped balls which were last carried by one of the team's players. The balls change color based on possession status to ensure that there is no confusion as to which team owns which ball.

Each team begins with 24 balls and 24 players. Only 12 players from each team can be on the field at any one time. Players all start the game at the very end of their side of the field, behind their ball bin. They must remain on the line until the starting whistle blows. Play then begins, and will continue until 1 hour has passed, or when one of the other end conditions is met.

The principle way for a team to be rid of balls in their possession is to take them and place them into the opposing team's bin. They can do this by carrying the balls all the way from one end of the field to the other, or by throwing them into the bin from a distance. Deliberately kicking balls in Shrivelball is not allowed, though accidental kicks or other non-hand manipulation of a ball and its trajectory is permitted. Tackling is prohibited, as is deliberate shoving, tripping, or other aggressive physical contact.

Every ten seconds or so, a bubble of shriveling energy is projected into the field area from one

side, floating across the field until it reaches the other. Anyone passing through the field in whole or in part has the parts of their bodies which pass through the field permanently shriveled into emaciated, leathery gray mockeries of what they previously were. They may face physical debilities as a result, though this is just part of the game. If their head is transformed, they will be rendered barely intelligent, and the field will surround them in order to complete their transformation rather than floating onward. Completely transformed players are removed from the field and can be replaced at any time by players held in reserve.

Along the half and quarter lines, vertical plane transformation fields will pop up for 5 minutes at a time. This happens at 15 minutes, 30 minutes, 45 minutes, and then finally at 55 minutes. These will move back and forth across the field of play, forcing players to maneuver in unnatural ways in order to avoid transformation.

Rather than time-outs, each team gets one 'you're out' per quarter. These are special balls that can be thrown at an opposing player to cause their complete envelopment in a transformation field. Care is necessary, as a missed throw may result in the opposing team getting hold of the ball and using it themselves.

Any team member can offer themselves up for shriveling by standing in a circle at the very center of the playing field. In return, one of the balls in their team's bin will lose all color and become 'neutral', meaning that it doesn't count during scoring. Again, care is necessary, as it is quite easy to inadvertently enter the circle during play, and it only takes a few seconds worth of lingering to trigger transformation.

As if there weren't enough shriveling peril to be had from the previously noted sources, the von'kir mistress herself gets to pick one member of each team to add to her own personal menagerie of shriveled supplicants. She must pick from active players on the field, though she can pick at any time, with immediately transformative results.

Should the game last a full hour, the team with the fewest balls in their possession wins whatever prize happens to be on offer, split equally among all remaining team members. Should there be a tie, a tie-breaking contest is held. This involves rounds during which one member of each team may volunteer to enter the circle in the middle of the field. The rounds end when there are no more volunteers, or one team has no members left. In the event of a true tie after these rounds, both teams split the prize.

Shrivelball games may also come to an end because one team or the other runs out of active members due to shrivelings during normal play. In this case, the remaining team wins by default.

During Shrivelball games, audience members may volunteer to join one team or the other. One such addition is allowed each quarter, but only if the desired team has lost a member. Volunteers for selection are seated field-side right with their chosen team, and are selected at random from the available pool during the first loss each quarter. They can then be sent in to replace a lost active player immediately, or at any time thereafter when the active team is less than 12.

So far, Shrivelball is a uniquely 'Mashiva' sort of sport, with only the subterranean Stope 223B Field in Old City equipped with the necessary accessories. Games are played once every three weeks, between largely informal teams made up of locals and tourists looking for a chance at the respectable 120,000 credit prize offered for each match. This is paid for by the audience, with tickets priced at 25 credits each. As the field has seating for about fifteen thousand, and is almost always sold out, this ensures quite a tidy profit for the von'kir mistress and her field operators.

UNITY VIX

Video Game, Transformation Peril, Biogel

Unity Vix is a free, VixNet members-only MMORPG with the potential for real world consequences. While most players explore the gelipocalyptic world in peril-free fashion, anyone who plays while in contact with a VixNet connected mass of biogel, or while wearing a biogel suit, is at very real risk of experiencing the game's glistening black perils first hand.

Unity Vix is set in a distant, isolated colony where the colonists must struggle to survive and build their homesteads into something passably resembling the sort of home they'd otherwise be enjoying if they weren't stuck out in the boonies with no way home. Those who accept the perils presented by real world biogel have certain advantages while they do so, largely involving the lack of personal resource consumption associated with things like food, water, and the need to deal with body wastes. They also have the ability to earn or acquire all sorts of biogel systems and accessories. While homesteads are protected zones where rival players aren't able to cause each other any trouble, the wilds are hazardous places where players are free to mess with one another. While they can't attack one another, they can use various nefarious means to lure, trap, or otherwise cause a rival to encounter one of the many perils which fill the world, and make it a particularly hazardous place for real world 'biojellers'.

Numerous monsters and aliens can be found in the Unity Vix wilds, and many can trigger the real world transformation of a biojeller. Be it a body-mod, a total transformation, or even a biogel liquefaction, there is nothing a biojeller can do to prevent it once the triggering event takes place. Aliens such as rowa and von'kir, and monsters such as the jagfly will generally trigger body-mods into forms similar to, but not quite completely their real-world counterparts. Aveyka caravans are likely to have items or traps which cause full transformation into a gummy or object. Creatures which 'eat' the biojeller will cause liquefaction into a goeey.

Body mod effects translate directly into the game. Some have little more than a cosmetic effect, while others might well restrict or enhance abilities depending on the circumstances. Some die-hard biojellers have even been known to deliberately seek out certain body-mods in game just for their stat bonuses.

Homesteads abandoned by fully transformed or liquefied biojellers can be looted for various biogel tech which can be salvaged for valuable items and crafting components. A biojeller who loots another biojeller's homestead can make use of the acquired items as they are rather than salvaging them, if they so choose.

The eventual goal of Unity Vix is to either build one's homestead into a resource gathering powerhouse and advance through the local hierarchy, or to accumulate enough wealth to escape back to the heart of civilization.

For biojellers, the eventual goal is to fill the whole world with other biojellers. Biojellers can use their in-game wealth to send vouchers to other players, redeemable for a biogel suit starter kit, and a VixNet CamBox. If the initially targeted player turns it down, or doesn't act on it in three days, it will be sent to another random player who happens to be nearby. If that player refuses, it will go on to another, and so-on, until someone eventually accepts.

Only VixNet members can play Unity Vix, but the real world consequences which might occur to biojellers are not always limited to their own bodies. Anyone else who might be touching the same mass of biogel, or touching a suited biojeller, will suffer the same effect along with the intended target. This can turn into a game in and of itself, and on occasion a declaration of particular affection via willingness to risk it all to share in whatever fate their Unity Vix biojeller might encounter as they play.

WATERBALL

Sport, Beach, Transformation Peril, Biogel

Waterball is a traditional fey'li beach sport that has existed since the dawn of recorded history. It combines the best aspects of volleyball, dodgeball, and water balloons into a fun game that just about anyone can play. There are two major traditional variations of the game, and one new version with a biogel peril twist.

Traditional waterball is a two or four player game, typically played on natural beach sand. Equipment is a standard natural rope and cloth waterball net 1.4 meters high and 3 meters wide, and a supply of 25 natural goli fruit skin bladders, filled with water, and tied like a normal modern water balloon. More or less goli bladders can be used should a longer or shorter game be desired, though there should always be an odd number. By fey'li tradition, waterball is played nude, though in more prudish locations the skimpiest culturally acceptable bathing suit is worn.

Modern waterball is a two or four player game, played on either natural beach sand, or in specially built sand patches. It uses the same sized net, though with modern materials. Rather than goli fruit bladders, modern waterball uses synthetic rubber bladders. These are a bit tougher than goli fruit bladders, but are very consistent in quality. 25 are standard, including for all official matches, though as with traditional waterball, game duration can be varied. Modern waterball can be played nude, though the Interstellar Waterball Association mandates minimum bikini style swimsuit for all official competitive events.

Mitanni waterball is a new variation on the game, introduced by the planetary-local Mitanni Waterball Association and promoted by Gelitech. A special exhibition league has been established, independent of the IWA, and games are typically played by four players, two mitanni, and two challengers. The former are typically fairly skilled waterball players, while the latter are generally locals who volunteer to play against them. The same net is used as in modern waterball, though the 25 synthetic rubber balls vary in toughness to make the game less predictable and more fun to

watch. Mitanni waterball is always played in the nude, or while 'wearing' an inflatable gummy 'swimsuit'. The latter is absolutely mandatory for biogel wearing mitanni style waterball players.

The rules of all variations of waterball are fairly simple. The net is anchored into the sand, and both teams lay out their playing field. Each side is a rectangle extending one meter to each side of the net, and then back way from the net twenty normal walking strides of the tallest player on that team. The boundaries can be marked however the players like, though in official matches the boundaries are typically marked by dragging a narrow hoe through the sand.

Once the boundaries are set, the team with the shortest player gets to go first. Ties are broken with a coin toss or other method of random determination.

Each round of waterball consists of the serving team tossing the waterball underhand over the net. The objective of the receiving team is to try to catch the ball without breaking it. If the ball is caught intact, the catcher will then serve the ball back from the location in which they caught the ball. This goes back and forth until the ball bursts.

If the ball bursts in a receiving team's playing area, be it on an attempted catch, body contact, or on hitting the sand, the serving team gets one point. If the ball bursts in the serving team's playing area, or on contact with the net, the receiving team gets a point.

A waterball match ends when the match supply of waterballs is used up. The winner is the team with the highest score.

In official IWA matches, each win in a match between IWA recognized teams adds a point to their season roster. The top 5% of teams on each homeworld, or among roughly equivalent sets of colonial worlds, compete to represent their planet/colonial in the next year's Grand Tournament.

Mitanni waterball matches are played 'for keeps', and the finale of each is often just as entertaining as the match itself. The two members of the losing team allow their arms to be bound behind their backs, in the net itself. The winners then get to spray them with Gelitech's Instant InflatoGummy. The resulting inflatogummies are then pulled from the net and tossed to the spectators, as much to excite as to dare another pair of players to challenge the winners. Matches typically continue until the mitanni players are all beaten, or the exhibition's supply of 500 balls runs out.