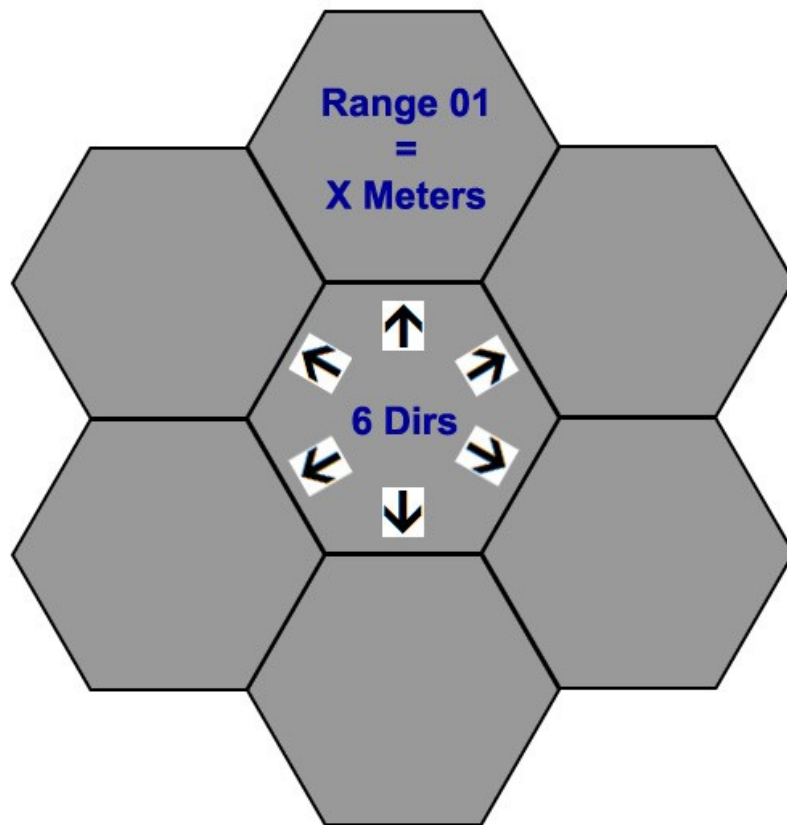


Range Diagram's

The present system being used for 2D and 3D Battles is primarily the hexagon and hexacubicle for i.e. Space Battles.

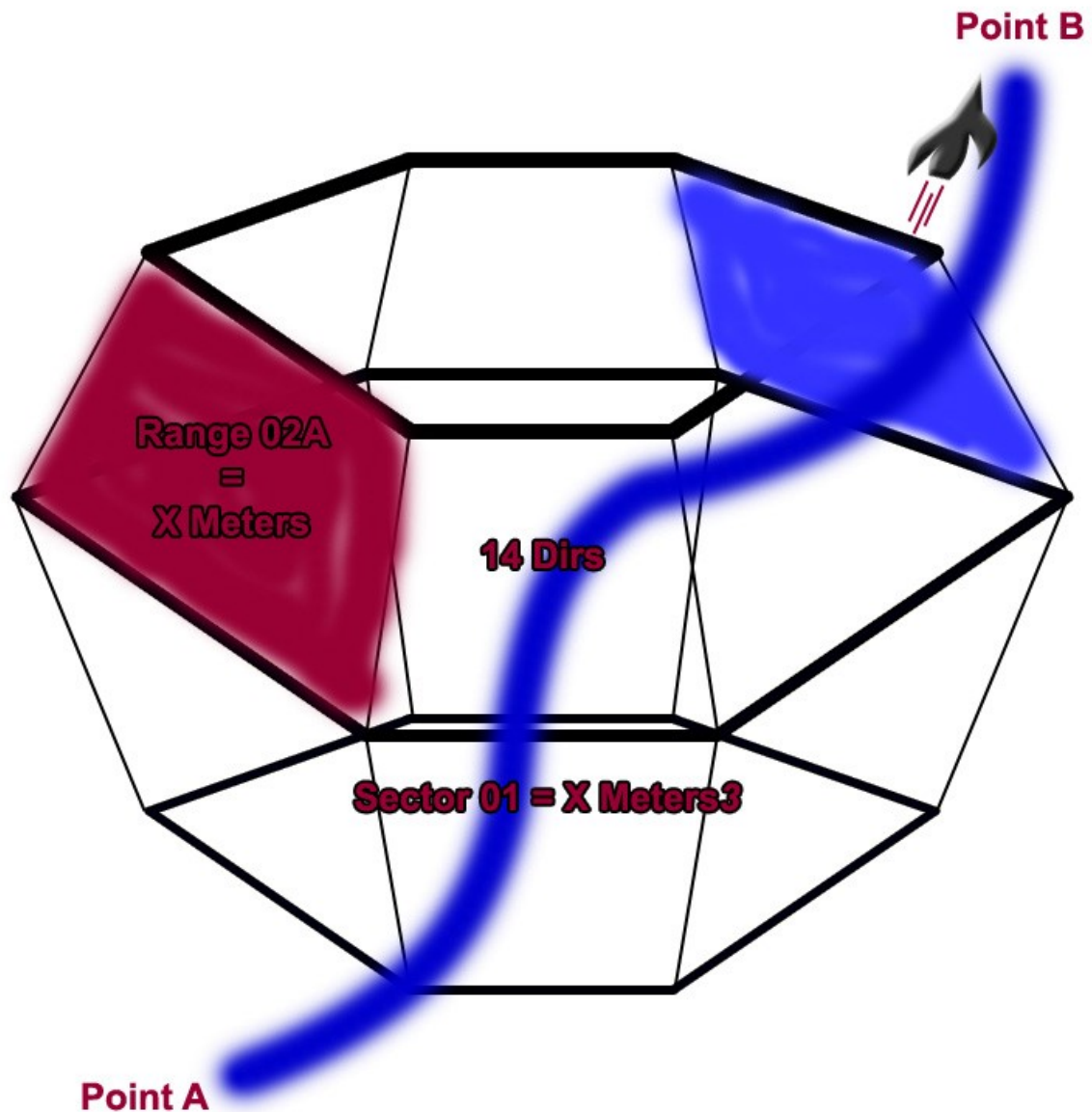
6 directions is the cardinal principle but 12 is preferable.

2D Range Diagram



This is suitable for real-time strategy 3D Games from the third person perspective. Topography with present wiremeshing can be used to create terrain.

3D Range Diagram



This is suitable for all 3D Games with unlimited vertical and horizontal Range, especially 3D Space Games. Since, due to strange laws of Geometry, this hexicubicle generates 4 sided facets and 6 sided facets you can place unlimited 3D hexicubicles next to each other, just like with the 2D hexagon!

This gives you 14 Dirs for your Space Ship to choose in Battle. Try 12 and see if it generates 28 directions. Is this too many or over-redundant? Or, is it Alien Technology?

Staying with squares and cubes only is the most basic way of making 2D or 3D Range Diagrams.

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Due to various symmetry and assymetry problems in 2D and 3D Geometry (Is it perfect? Is it finite, near-infinite or infinite?) you can also combine different types of polygons. Be careful you don't cause empty spaces...

In Apotheum Colleseum, the 2D and 3D Ranges are also applied to your Senses.

This section generates Strategy and Tactical Maneouvres in Battle Scenario's (BS's). Range and Modifiers are applied.

Dependant on how accute your Senses are you have a Higher Range.

Dependant on how advanced your Skill, Magic, Psionic or Tool is you have a Higher Range.

This is best applied using the decimal system in degrees of 10 meters. In the case of a Space Ship it could be in degrees of 100 meters.

Each Range away (Range 01, Range 02, Range 03...) generates Bonusses (B's) and Penalty's (P's) starting at Point Blank Range which is B5.

Thus Range 01 = B4.

The Senses are **Hearing, Sight, Smell, Taste and Touch**.
The Sense Organ's are **Skin, Mouth, Nose, Eyes and Ears**.

Miniatures and Graph Paper and the 3D Range Diagram are necessary to employ this section. Denote on the graph dimensions of each square. This will be different for **Close UP (CU) Battle, Middle UP (MU) Battles** and **Further UP (FU) Battles**.

Example: A 10 meter x 10 meter x 10 meter room could use one sheet at 100 x 100 x 100 squares or hexagons at 10 centimeter x 10 centimeter x 10 centimeter for each square or hexagon.

Or the opposite: 10 x 10 x 10 squares or hexagons at 100 centimeter x 100 centimeter x 100 centimeter.

Any combination is possible: 30 x 30 x 30 or 33 x 33 x 33 is a good joke about Infinity.

But Keep It Simple Stupid = K.I.S.S.

Try a Circle, Ellipse or Sphere for the fun of it...

Preferably, Apotheum Colluseum is best played on an entire table with terrain, puppets, buildings and at a min of two Battlers, however, in combination with the 3D Range Diagram and The Free Show it is also a full blown FPS'er and Roleplaying Game. Many prefer the first person but the third person will never go away...

Recommended: It is best to choose 1 denomination for CU Battles, 1 for MU Battles, and

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1 for FU Battles or you will spend too much Time. This then gives you fixed B's, P's and Modifier's.

This is also different for each Battle Scenario and needs to be decided and/or programmed by the AWE.

Example: After getting through the asteroid belt dodging a pirate and asteroids at CU Range finally blowing the pirate up with a rear missile you rejoin a Group of your squadron and enter a MU Ranged Battle with different denominations, B's, P's and Modifiers.

However, the 2D and 3D Range Diagram is universally applied to every possible BS in the Universe.

Remember: The higher the Rank of your GAP = Character Class and the higher each of your Skill's, Magic, Psionic and Tool's are the farther you can Sense.

See Sense Chart II below.

A Sense Range is where a particular Sense can PI an OPP.

FOE and HIT PR's are affected by these giving B's, P's and Modifier's.

Each square, division, space between the GAP and the Target is 1P to PR.

RANGE in actual distance, meters, is dependent on the KP's of your CAP's.

A Type of Creature can give natural B's, P's and Modifier's which would be a Talent.

Talent's function the same way as the EF's. See previous chapter. Talent's are applied to GAP's, Character Classes, NIT's and IF's.

Area's also have inherent EF's. See later chapter.

Sense Chart II

<u>Sense</u>	<u>HIT</u>	<u>FOE</u>	<u>MAX</u>
Touch	100 cm / Skin KP	200 cm / Skin KP	CAP
This represents a form of KP proximal Intuition and ability to touch from a distance, like Telekinesis.			
Taste	200 cm / Mouth KP	300 cm / Mouth KP	CAP
They're so close, I can taste them!			
Smell	300 cm / Nose KP	400 cm / Nose KP	CAP
How soon do you think a Wolf starts salivating? Or a Vampire?			
Sight	400 cm / Eyes KP	500 cm / Eyes KP	CAP
I spy with my little spy another spy eyeing us.			

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Hearing	500 cm / Ears KP	600 cm / Ears KP	CAP
Even the walls have ears to listen in on our lies...			

These represent your paranormal abilities augmented by each KP, obviously you can see a lot further to identify some object

Optional: Most 3D Games presume all Hero's with all strong abilities and very little drawbacks, if you want you can use Strength and Weaknesses, like Comic Books, to add more Roleplaying fun and/or more Balance (B) or Imbalance (IB). Your Character Class might look great with glasses...

Remember: Apotheum Colluseum and The Free Show is primarily a Generic Universal Roleplaying System (GURPS) and a Universal Guideline (UG) using Universal Values (UV) to satisfy each and every possible object and variable in a 3D Universe. Thus, if you want you can per BS change the HIT Hearing to 1 meter / Ears KP and FOE Hearing to 2 meters / Ears KP. This could be a highly attuned virtual acoustic Area or different dimension.

Note: Careful for IB. If your values with the doubling or doppleganger effect get too large then your Partier's will lose interest cause it gets too easy. You're always better off playing a little bit conservative.

So, in effect, as you POP your Electro-Magnetic Field becomes very Active™.

These represent max Sense Ranges. You can HIT within these Sense Ranges with each associated CAP with various P's, B's and Modifiers.

Of course, there are Scenario Modifier's (SM's) or Situation Modifier's which AWE will place in, such as Blockages, Conflict's, Challenges, Obstacles and Enemy's.

Obviously you can see still see 10Km on a clear day over a Plain.

Find a Good Balance (GB) between realism and game play. A lot of 3D Game Developer's, like mandatory damage and highly realistic manual shift dynamics in 3D Rally Racing Games just wrecks the whole thing due to excessive Degree Of Difficulty. See The Free Show.

DO NOT argue excessively with AWE, like about each point, for it will disrupt play. DO NOT Harass the Administrator.

On the other hand, DO NOT excessively Award or Punish your Partier's.

Sense Range (SR) Modifiers (SRM)

This is per Character Class, per BS and per Area. Make a table in a database or in a program to figure out how all the B's, P's and Modifier's work with each other in this adaptive dynamic Universal System (US).

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Apotheum's Strategy and Tactical 3D Game System and 3D Battle System allow for all Scenario's and Battle Scenario's conceivable generating mobile geometrical Active™ relationships within each Mission, Battle and/or War within each Genre, World and/or Universe.

It also allows for other Dimension's, Planes and Universes within the Multiverse Theory.

However, we are still in One Big Reality ad infinitum.

Conspiracy Tip #5: IT'S ALWAYS HAPPENING.

