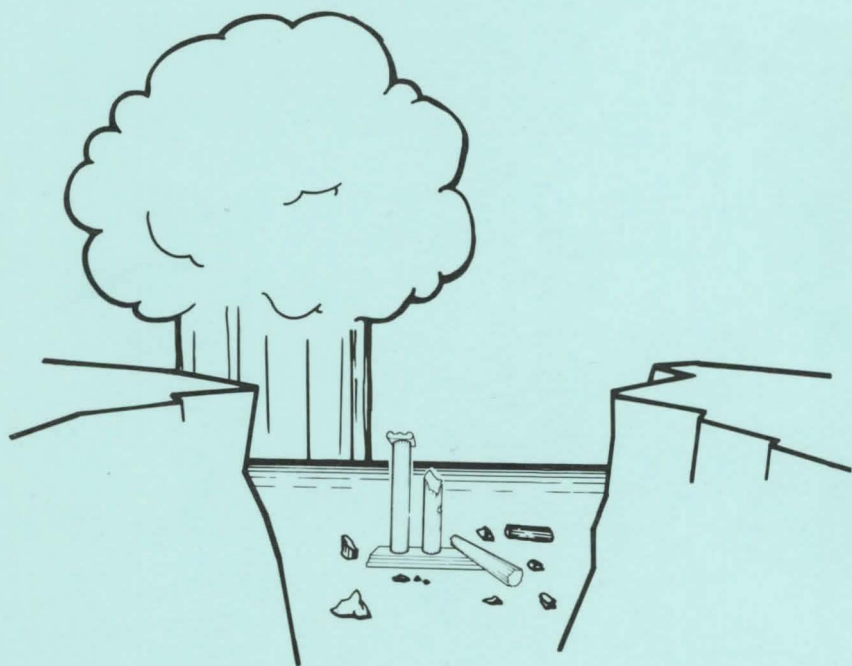


# THE BIRTH OF A FREE EMPIRE

## Official Imperial Textbook

By Winston Smith

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By Winston Smith

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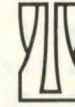
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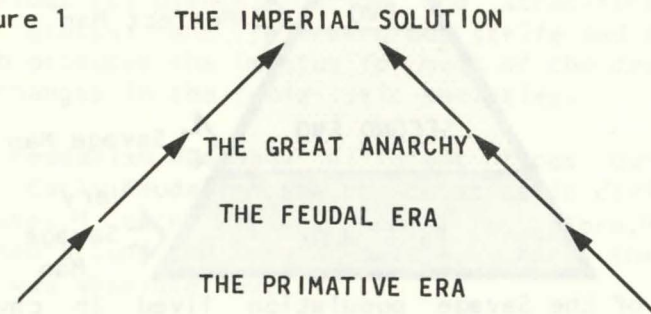
PART I: Overview - The Four Periods of The Race

History, like life, is not infinite. Every individual, city, civilization, planet, star system, galaxy, and even universe known to our EMPIRE will eventually die. It is only the relatively immense differences in life span that cause them to seem divided into the categories of mortal and immortal.

We are Perfect Men, however, and must come to terms with our own mortality. The future of the galaxies we may someday inhabit need not concern us. Only study of the history and future of The Race will bring fulfillment to our lives, and thus we define history as the sequence of events and changes that have impacted upon the developing of The Race into its present, superior Imperial state (otherwise known as Perfect Man).

Historians divide the history of The Race into four main periods, or eras: The Primitive Era; The Feudal Era; The Great Anarchy; and The Imperial Solution (see figure 1).

figure 1



1. The Primitive Era (before 7000 B.E.)

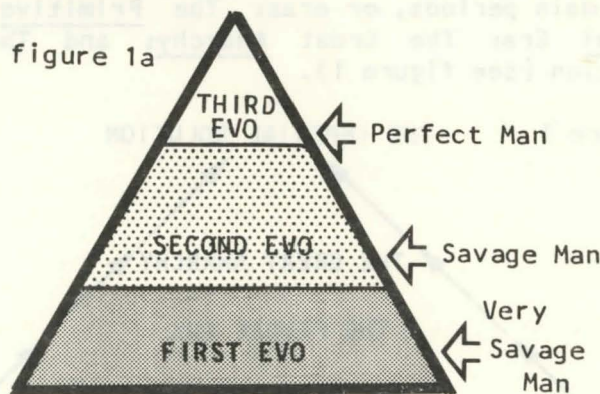
The origins of The Race lie with the lower animals of the Home World. Scientists determined long ago that all creatures of that planet had similar

origins, but developed differently — a process called "evolution" (EVO). Thus the first EVO of The Race was Very Savage Man (see figure 1a).

The beginning of the Primitive Era saw Very Savage Man living in jungles much like any other animal. Without tools, language, or powerful physical features, daily survival was a supreme struggle.

Very Savage Man entered this era with a single advantage, one that would destine The Race to dominate the universe -- A potentially superior brain.

Slowly, over countless generations, The Race evolved into its second EVO — Savage Man. (As we know, The Race would remain suspended in the second EVO until the Great Anarchy.) Savage Man learned to use tools. He discovered and learned to harness fire. He learned how to increase his strength by channeling action through groups.



Some of the Savage population lived in caves, others learned to build simple tents. In general, the life of Savage Man was dominated by the hunting of animals and the gathering of food.

Ultimately, survival would require success against more than the environment. Savage Man would

learn to fight his fellows, and the peace of the Primitive era would be gone forever.

2. The Feudal Era (7000-49 B.E.)

As Savage Man came to dominate parts of his world, both his chief rivals and his chief resources became other human beings. The resulting turbulence created in the population a tremendous need for organization. The period of increasing organization is known to historians as the Feudal Era.

In many respects, this period in history may be described as "The Rise of Savage Man," as during it Savage Man learned to conquer his planet. Unfortunately, within the great advancements made during the Feudal Era, Savage Man created the seeds for his civilization's doom.

Three basic characteristics identify the Feudal Era (see figure 2a). They are (1) the increasing size of Savage social groups -- a pattern of movement from nuclear family to band, from band to clan, from clan to tribe; (2) diversification and stratification of such groups; and (3) intergroup strife and friction, which produced the impetus for much of the development and changes in the feudalistic societies.

Feudalism had many different faces during its era. Early feudalism saw the countryside divided into "estates," each with a prevailing "lord." Society focused around the lord's castle, where the lord's word was absolute law.

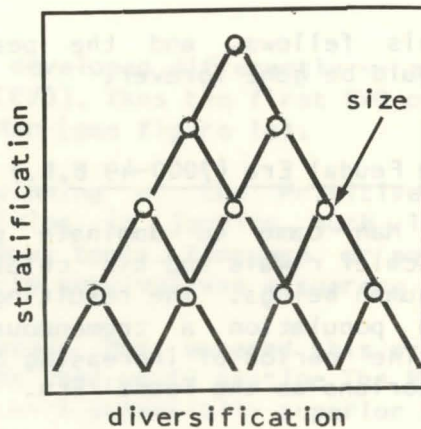


figure 2a

Towards the end of the era, Feudalism appeared much differently. The Savages were organized into much larger units, of two types: 1) political nation/states, geographically defined groups of Savages sharing common government and laws; and 2) multinational corporations, economically defined organizations of workers whose networks and territories often covered much of the globe. Upon occasion, these two types of institutions competed, and after bloody confrontations, the predominating group would absorb its rival.

Throughout this period, however, one aspect of Savage existence would not change. Savage Man remained structured in fragmented societies, and was his own greatest adversary.

### 3. The Great Anarchy (49 B.E.-1 B.E.)

Approximately seven thousand years of Feudalism would eventually lead to a catastrophic situation which decimated the Home Planet, and nearly lead to the Race's total annihilation. The complete and total breakdown of the Feudalistic Home Planet was caused by the historical occurrence known as The Great Anarchy. PART THREE will deal with this period in depth.

Essentially, The Great Anarchy saw the technological breakthroughs made during the Feudalistic period destroy the very organizations and institutions that had made them possible. The highly developed and urbanized Home World woke up to find many of its resident Savages living in societies no safer than the jungles of the Primitive Era. Through an accelerating process of institutional breakdown, the Modern Savages found themselves living in an increasingly disorganized, dangerous, and uncertain world.

Some Imperial historians go as far as to call The Great Anarchy, "Nothing short of pure mass madness." Others put the blame squarely on Feudalistic military technology, which was to put the tools of the Home World's destruction in the hands of increasingly petty and less responsible leaders.

Compared to the earlier periods we have discussed, The Great Anarchy was short (see diagram 1 and explanation). But its effects were as noticeable and severe as any period in history.

Unlike the forces of thousands of years and billions of lifetimes that led up to The Great Anarchy, the period ended as a result of but a single Perfect Man, Gortus Lazur, our Imperial Leader (see official portrait). His greatness, courage, and supreme wisdom are also discussed in detail in PART THREE.

### 4. The Imperial Solution (A.E.)

No event in the history of The Race carries the significance of the birth of our EMPIRE. The EMPIRE's birth marked an end to both Feudalism and Anarchy. It marked the death of Savage Man. It heralded the birth of Perfect Man (the third and final EVO).

No longer would The Race remain fragmented, Savage set against Savage. No longer would his technology threaten The Race's very existence.

Our Leader had the wisdom to truly identify the chief crises facing the species.



OFFICIAL PORTRAIT OF THE APEX

Turning his brilliance to the dangers of overly-lethal technology, Lazur invented today's Science of Peace. Realizing the failures of Feudalism, Lazur created the EMPIRE, a focal point for the joint development of all Perfect Men.

Since the advent of the EMPIRE, great strides have been made. The Race is leaving its history of mistakes behind on Earth as Perfect Man ventures into space in search of new planets, resources, knowledge, and power. A sampling of the great strides The Race has made under the watchful eye of the EMPIRE are discussed in PART FIVE (or see diagram 1).

### PART TWO: Science and Technology

In order to survive, grow, and prosper, The Race has always needed tools. Savage Man's development of technology is perhaps the driving force which freed him from his lot in the Primitive Era, and still today helps our EMPIRE achieve increasing levels of greatness.

The Agrarian Revolution: The Feudalistic period was one marked by sweeping technological changes. The first of these, the development of domesticated agriculture, catapulted Savage Man from the Primitive into the Feudal Era. Farming required the organization of Savages into various working groups. It also tied them to a fixed piece of land (a "Lawn").

The Industrial Revolution: The development of machine power was to change the face of Feudalism forever. No longer did Savages need to spend their lives in the Lawns. Hence, feudal boundaries shifted slowly away from geographical to economic. Under a system known in its time as "The Ism of Capital," the corporate, an essentially economic entity, replaced the Lawn as the center of Savage activity. Even lawning itself was industrialized under the auspices of corporates.

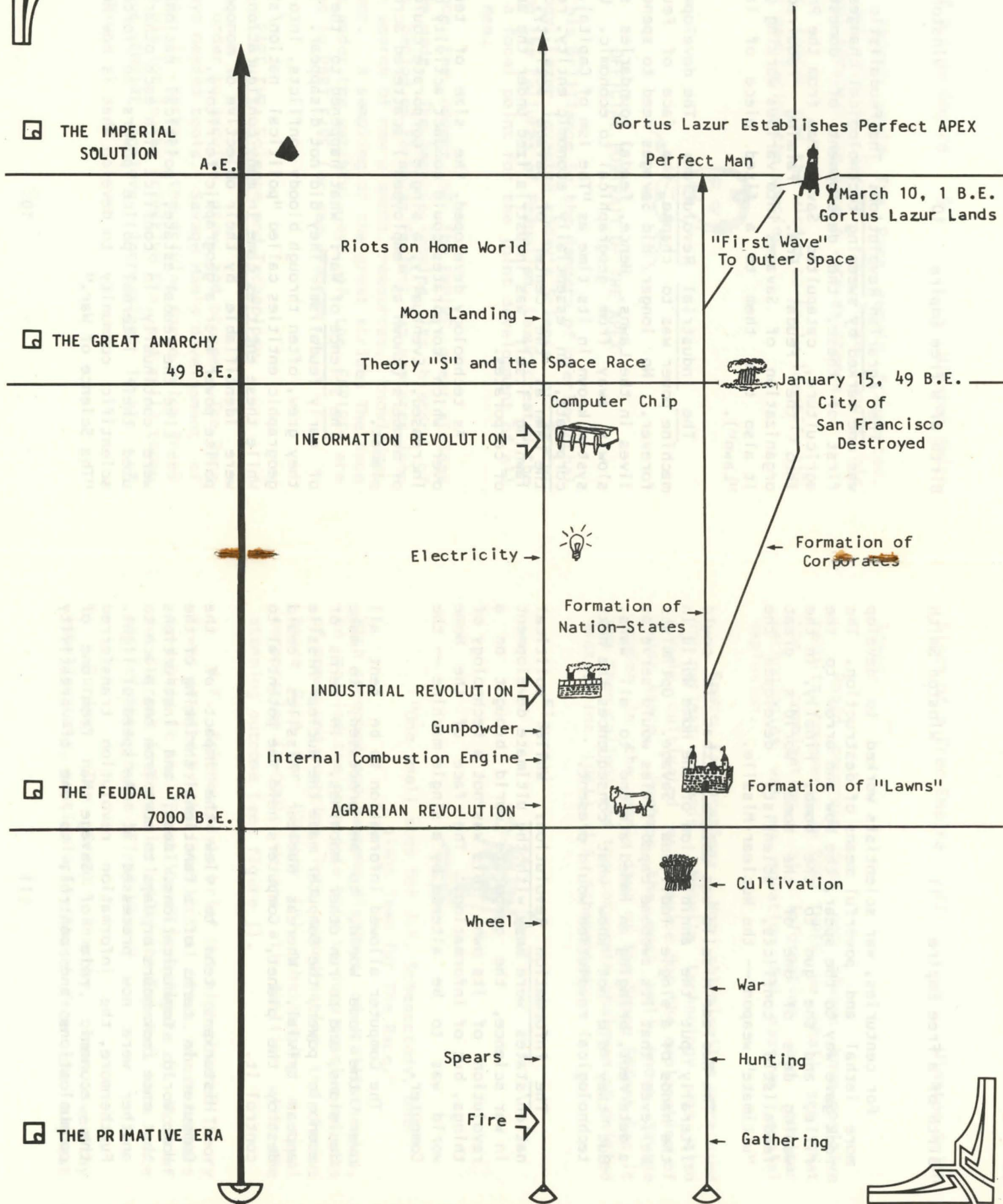
As technology developed, the size of territory over which corporates could conduct activity greatly increased. Eventually, a single corporate could boast of members (known as "employees") scattered across the planet.

The Science of War: What happened to the Lawns of early feudalism? They did not disappear. Instead they grew, often through bloody conflicts, into larger geographic entities called "political nation/states." While these entities came in many configurations, they were identifiable by their objective of monopolizing police power over a geographic territory.

Like the feudal estate, political nation/states were continually in conflict with each other. They used their internal police powers to force the scientific community to develop what is now known as "The Science of War."

# OUR HISTORY

diagram 1





For centuries, war scientists worked to develop more lethal and powerful means of destruction. The rock gave way to the spear, the bow and arrow to the rifle, and the gun to the bomb. Finally, in the waning days of one of the Home World's great feudalistic conflicts, scientists developed the "ultimate" weapon -- the Nuclear Missile.

The Nuclear Missile was unique in that it could literally put the annihilation of the Home World in the hands of a single individual Savage. Optimists believed that its awesome capabilities would serve as a deterrent, bringing an immediate end to all wars. But they did not know what consequences the next technological revolution would present.

The Information Revolution: While political nation/states were busy with the ultimate development in war science, the corporate world brought on a revolution of its own. This was not a technology of things, but of information. The face of the Home world was to be altered by a single machine -- the Computer.

The Computer allowed information to be sent all over the Home World, to be processed, to make decisions, and to run other machines. In terms of economic power, the Computer made the Nuclear Missile appear trivial. Whereas Nuclear Missiles could destroy the planet, Computers held the potential to control it.

Historians tend to view the impact of the Computer in terms of a functional shrinking of the Home World. Communications, ideas, and instructions that once took hours or days to move from one place to another were now processed at the speed of light. Furthermore, the information revolution transferred the economic role of Savage Man from one of communications and control, to one of creativity

ideas.

Rapid progress does not always have positive results, however. In PART THREE, we shall see that the combination of information and nuclear technologies was an equation for massive social explosion.

Space Exploration: Not all missiles were used for nuclear warheads. Missile technology was also slowly cultivated as a device for the exploration of outer space. Perhaps the most well known Savage leader in the early days of the Space Effort (as it was then called) was the corporate chairman of Unified Status, Inc. (USI), J.F. Schenectady.

Figure j



"One small step for J.F. Schenectady, one giant leap for The Race."

With speeches and awesome displays of callisthenics, he rallied the corporate body to pump massive amounts of money and overtime into coordinating the famous Space Race (or "Theory S"), challenging a rival corporation (M-COW). We are all familiar with the stunning outcome (see figure j).

J.F. Schenectady's brief but high-powered Theory S was adapted by the intellectual class, whose members re-dubbed it the "First Wave" (see figure c). Most of our current leaders, including the Emperor, were once participants in the "First Wave."

During The Great Anarchy, many wealthy intellectuals, particularly those from the highest

ranks of corporations, left the madness of the Home World in search of serenity in space. The quest was eventually successful, for these remarkable individuals developed the Perfect Man, and from outer space they eventually brought back The Science of Peace.

Today, space exploration and colonization is open to many of the Home World's citizens as a part of the EMPIRE's drive to leave the war-scarred planet behind.

The Science Of Peace: Developed by our Great Leader, Peace Sciences were a response to the nuclear terror which almost destroyed The Race during The Great Anarchy. Peace Science is of such vital importance to the EMPIRE, that even the sketchiest details of how it works are unavailable to the citizenry. What is certain, however, is that peace technology has rendered nuclear technology inert. No longer do any citizens live under the threat of instant evaporation at the whim of a missile, or a slow, agonizing demise after exposure to radioactive fallout.

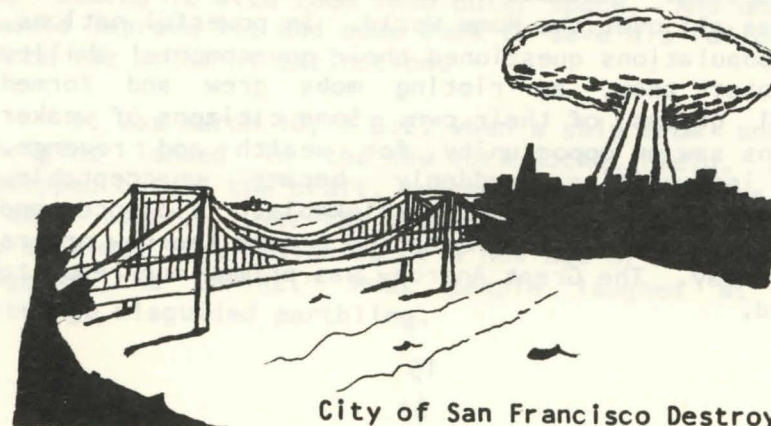
Today, weapons beyond guns and bullets are simply unavailable, except for official Imperial use. (For example, ATV's used on other-world planets are equipped with powerful laser guns in order to clear unwanted obstructions.) And we, as its citizens, are blessed with Peace and Freedom.

### PART THREE: From ANARCHY to EMPIRE

Since Primitive times, the law of the jungle was the law of history. And for countless thousands of years, Savage Man had prophesied of "Armageddon" — the end of The Race. The events that would end the Feudal period would bring Savage Man dangerously close to the prophecy.

The information age brought a new twist to Feudalism. While Savage Man had lived in unequal states of wealth and power for thousands of years, he had never been very aware of how his neighbors lived. Information changed this. The "have-nots" learned what they were missing, and they learned to hate the "haves." Information also gave them knowledge — the knowledge to duplicate the nuclear weapons which they felt excluded them from a world of wealth.

Yet this alone did not end Feudalism. The Great Anarchy began on January 15, 49 B.E., when terrorists from the "security" arm of the National Fundamentals Army, lead by the fanatical singer/song writer Anita Buyrite, set off a nuclear explosion in the downtown district of the feudal city San Francisco. They proclaimed it "A glorious day for true and proper values... and death to the devil." Nearly two million people lost their lives. The Explosion marked the demise of the Feudalistic system (See Figure 3a).



City of San Francisco Destroyed

Citizens all over the world were horrified. The N.F.A. was not a great Feudal power. In a world of four million inhabitants, N.F.A. security had about two dozen members (no one would ever know its exact size).

During the last days of the Feudalism, great nations came to power. Eventually, they were polarized into two alliances, supported by a group of independent political states which survived only by aligning with one superpower or the other.

Each of these giants developed an extensive nuclear arsenal. So did many smaller states, but their technologies were absolutely dwarfed by the superpowers. Ironically, this huge nuclear build-up brought about nearly 50 years of peace. Because war meant certain destruction, it became unthinkable, and the Savages of the Home World settled down for a long but uneasy peace.

The events of January 15 shattered this calm. In some cities mobs formed around the homes of many political dissidents. Some were saved by authorities, but some authorities were unwilling to act.

The destruction of San Francisco might have simply been a single incident, a focal point around which Savage Man could re-evaluate his machines of destruction. Instead, it acted as a fuse, igniting battles all over the Home World. In powerful nations, the populations questioned their governments' ability to protect them, as rioting mobs grew and formed feudal groups of their own. Some citizens of weaker nations saw an opportunity for wealth and revenge. The inequalities suddenly became unacceptable. Tolerance suddenly became unthinkable. Violence and continual social fragmentation became the new orders of the day. The Great Anarchy was primed and ready to unfold.

Imperial archaeologists are still picking through the remains of much of the planet's radioactive regions. They cannot determine precisely how 80% of the earth's civilization self-destructed. Some nations evidently entered nuclear wars. Many cities were decimated by confused and violent masses after disasters caused economic and political chaos.

For over seven decades, people would believe that the devastation had finally ended, yet flare-ups continually resurfaced.

The Apex describes The Great Anarchy as "time running backwards." Five thousand years of civilized development under Feudalism would rapidly give way until cities would lie in ruins, and technology rapidly headed for the Primitive age.

Technology behaved strangely during The Great Anarchy. The tremendous economic toll involved broke down much of the world energy delivery systems, effectively undoing the industrial revolution. Of the tens of thousands of nuclear weapons that had been manufactured, however, many would easily outlast the societies that built them. While devices of progress and peace died, the Science of War remained.

Some men were able to preserve their technology, by taking it with them into outer space. And one man would improve it, and come back to save his fellow man from the brink of extinction.

It was March 10, 1 B.E. when a ship from unknown origins landed in the New York Rocket Field. A man stepped out of the craft, turned, and headed for the radio tower. Over the broadcasting system there, he proclaimed "The beginning of a new age of man ... the age of the EMPIRE." Most people laughed at this strange misguided earthling.

At the time, New York was perilously close to destruction. Somehow, New York had fared well during The Great Anarchy— too well for the taste of much more disorganized and fragmented Philadelphians. A Philadelphia gang entered into an alliance with a nomadic nuclear missile tribe, and issued New York its final ultimatum. Doom seemed inevitable.

Twenty-four hours later, New York would have a new leader -- but he would not come from Philadelphia. He would be Gortus Lazur, The Apex, The Leader, The Founder of the EMPIRE. In a nutshell, nuclear technology failed to work when subjected to the Apex's Science of Peace.

Word of the new leader traveled quickly. All over the world, people cried out for an end to the fragmentation, divisions, and destruction that had reigned for over two generations. The following January 1 was declared the beginning of the EMPIRE (A.E.), as most of the still inhabitable earth had united behind the Emperor. Soon, newly formed imperial forces would liberate the few holdouts. Peace, at last, would come.

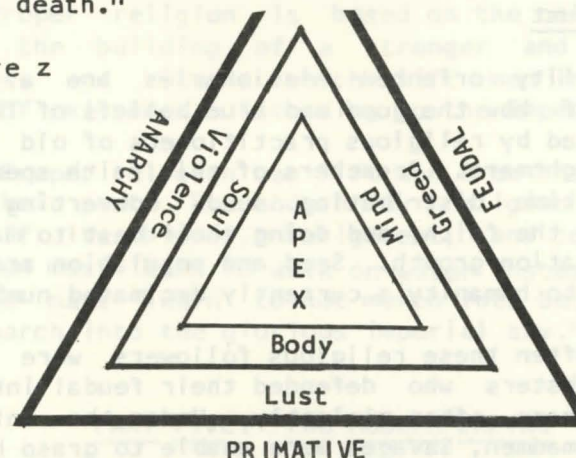
In the words of the Apex,

"Mankind is now free from feudalism and fractionalism, free to be one people, free to live in the peace of the EMPIRE."

PART FOUR: BELIEF SYSTEMS (optional)

This section on belief systems (sometimes called "religions") is one example of the great achievements the EMPIRE has made possible. Today's Imperial Believers have cursed the false idol of old, in favor of the BASIC (see figure z). Earlier religions were based upon the concept of the "Lord of Light" -- one the Apex has labeled as the "lord of nuclear terror, war and death."

figure z



Descriptions of three false religions are offered here in order to demonstrate the crude barbarism which pre-dated the EMPIRE:

1. Greed

One of the most bizarre religions, a "monetary" religion, was actually an attempt by corporate leaders to sanctify economic greed. Some missionaries who practiced this faith would actually bribe unsuspecting individuals to accept their preachings by paying them sums of money.

Such religious fanatics developed a dangerous cleverness. The bribes were very often thinly disguised as gifts. The fanatics would produce reports, documents, and hold press conferences to verify the righteousness of their faith, convincing unsuspecting Savages that they could predict economic conditions, conduct successful alchemy, and sustain themselves on monetary substance.

Only vigilance can keep one from falling prey to a false worship of Greed.

## 2. Lust

Fertility oriented missionaries are a prime example of how the good and true beliefs of The Race were twisted by religious practitioners of old into a feudal nightmare. Preachers of this faith spent most of their time distributing seed, converting young people to the faith, and doing their best to maintain high population growth. Seed and population are often necessary to humanity's currently decimated numbers.

But often these religious followers were thinly veiled mobsters who defended their feudal interests against others, often violently. Under the influence of these madmen, Savages were unable to grasp hold of the true ways of peace and a single EMPIRE.

## 3. Violence

Primitive faith in the so-called Lord of Light, represents Savage Man's darkest capabilities. The societies it infests put their faith behind utter charlatans who use magic and human sacrifice to feed their bloodthirsty god.

Most of these sects have been eliminated on the Home Planet, but they are everywhere in outer space. Their tired and dangerous beliefs must be purged

before the Imperial science of peace can safely spread throughout the galaxy. They stand in the way of the EMPIRE.

## 4. True Beliefs

Not all religious activity is evil, but worship in the Lord of Light is. True followers of the Apex and his EMPIRE must learn to discredit this false god whenever possible.

Proper religion is based on the celebration of life, the building of a stronger and healthier species, and rituals which lift men into a higher level of existence. According to the Emperor,

"Proper religion can lift men from the burdens of their past. But modern day religion must cast off its bloody, beligerent, and corrupt past. Man must learn to walk on water instead of fire; he must learn to not march into battle, but to march into the glorious imperial sky."

## PART FIVE: The Modern EMPIRE

Today's EMPIRE faces the most awesome challenge ever available to mankind ... the forging of an Imperial civilization into the farthest reaches of space.

While the rightfulness of Imperial ways now enjoy a firm hold on the Home Planet, worlds of varying political fragments still exist on nearby planets. Our Emperor has great hopes for the future of humanity:

"Out of the ashes of an earth gone mad, we will establish a supreme EMPIRE — the greatest the galaxy will ever know."

Loyal Imperial colonists leave every week to spread the word and ways of the Apex. They risk their lives for our glory. We are beholden to them.



