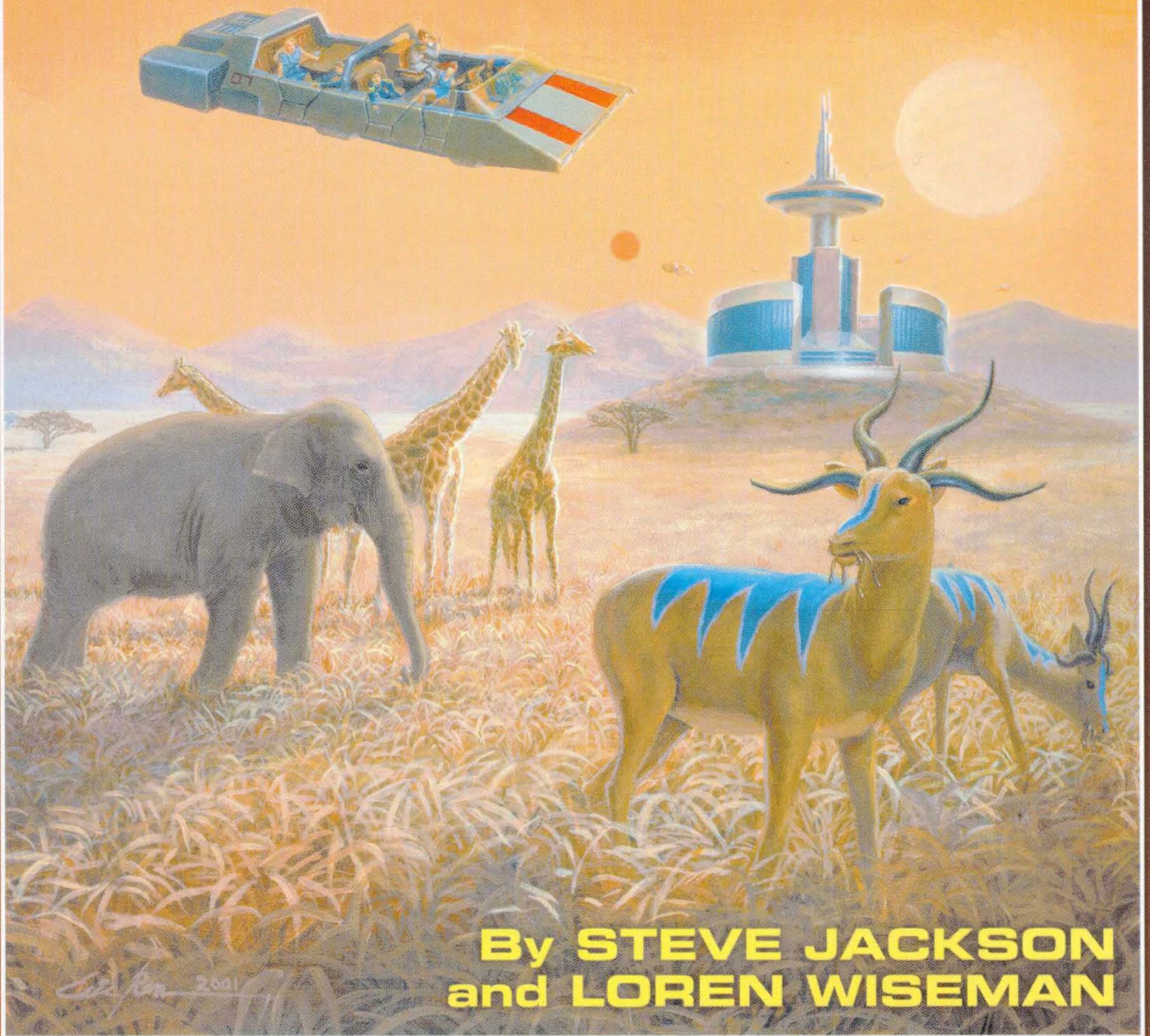


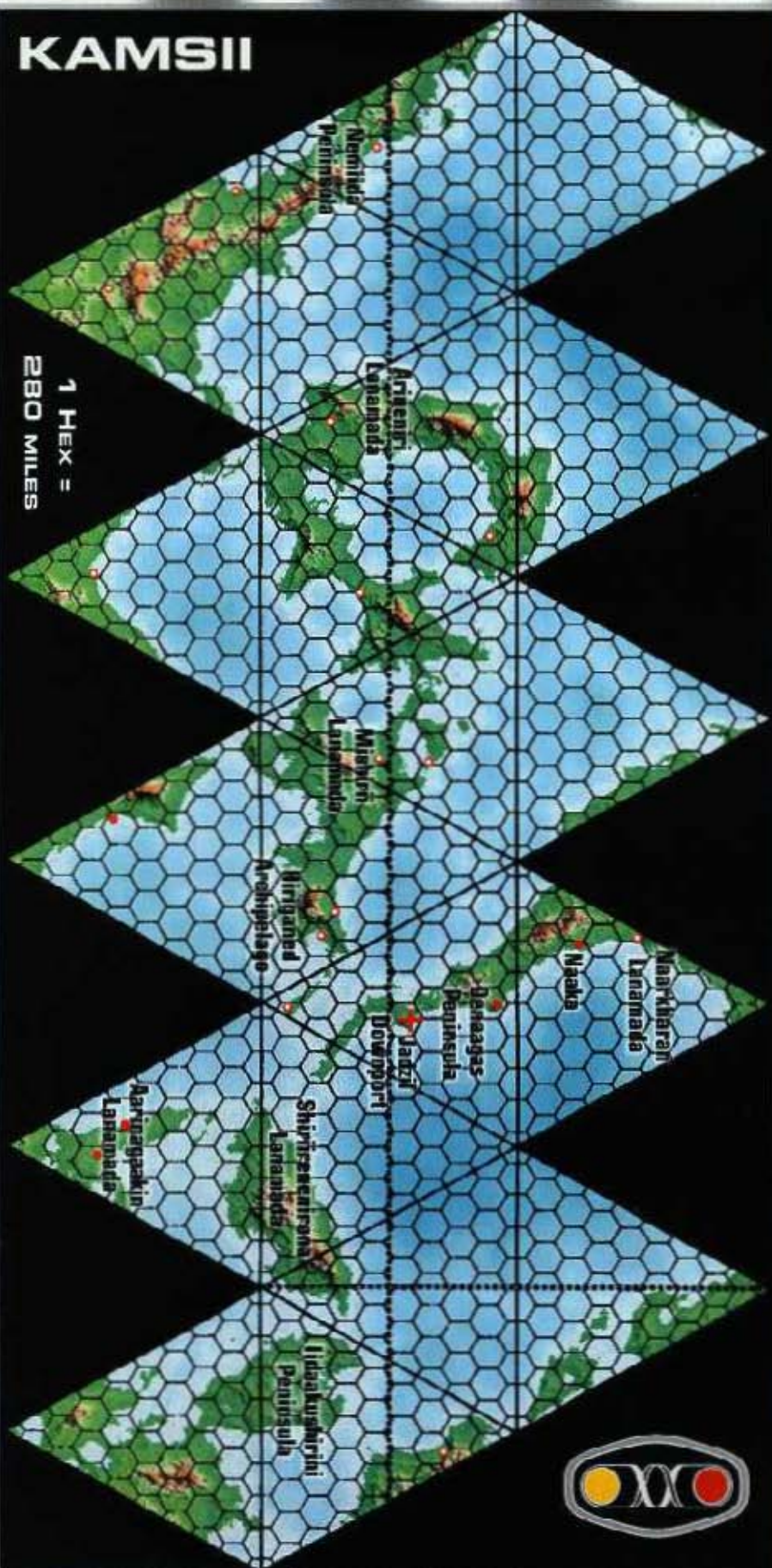
GURPS® *Traveller*® Planetary Survey 1

KAMSII THE PLEASURE PLANET



STEVE JACKSON GAMES

KAMSII



1 HEX =
280 MILES

+ STARPORT

● MAJOR ARCOLOGIES

● AUTHENTICIST "THEME CITIES"



GURPS[™] Traveller[®]

Planetary Survey 1

KAMSII

THE PLEASURE PLANET

By Steve Jackson and Loren Wiseman

*Based on the award-winning
Traveller science fiction universe
by Marc Miller*

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STEVE JACKSON GAMES

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Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, GT to *GURPS Traveller, Second Edition*, T:AI to *Traveller: Alien Races 1*, T:All to *Traveller: Alien Races 2*, T:BC to *Traveller: Behind the Claw*, T:FT to *Traveller: Far Trader*, T:SM to *Traveller: Star Mercs*, and VE to *Vehicles, Second Edition*.

For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrev.html.

Introduction

Kamsii is a departure from what most *Traveller* GMs are used to seeing. It's not a frontier or a gritty cyberpunk setting. It's deep in the civilized Core Sector . . . a whole planet devoted to providing good, clean, safe fun for the entire family. Nevertheless, there's more to Kamsii than appears on the surface.

The setting offers considerable potential for adventure, especially for non-military campaigns. Kamsii is a vacation world, a pleasure planet, with a population devoted to the entertainment and safety of their guests. Everything is designed to be entertaining, educational, and/or just plain fun, and no expense is spared to make every guest's visit to Kamsii the time of his life.

However, it's also a hyper-controlled society, with a high technology in the hands of a dedicated population that is the product of generations of selection and training. Adventurers who run afoul of Kamsii's rulers, or merely its people, may be surprised at just how effectively a "nice" world can protect itself.

Welcome to Kamsii! Have a great time . . .

How to Use This Book

The *Planetary Survey* books are not rules; they're background, nearly system-free. They are designed as a series of adventure settings . . . not just worlds the PCs can visit, but also "offstage" places with their own history that can be used to drive adventures elsewhere (see *Kamsii Comes to You*, p. 30, for using Kamsii in a non-Core campaign). You can use this book:

■ As is. Kamsii/Core is an official part of the *GURPS Traveller* continuity, located in a logical place and tied in to the history of the Imperium. Take it and run.

■ Elsewhere. If you like the setting but don't want to take the party to Core, you can just uproot the world and put it elsewhere . . . or, if you want to hew more closely to the continuity, you can assume that the company has already set up its first "New Kamsii," and it's located exactly where you want it.

■ In pieces. You're free to ignore all the details of location and history and treat the book as a generic guide to creating your own "pleasure planet." See *Alternate Kamsiis* on p. 26 for suggestions on tailoring the world to your own game system or campaign.

About the Authors

Steve Jackson had already been playing *Traveller* for years when he founded SJ Games in 1980. He was thrilled to get Marc Miller's permission to do *GURPS Traveller*, and is even more thrilled to finally (co)write a *Traveller* book himself!

His other work includes the basic *GURPS* system, *Ogre*, *Illuminati*, *Hacker*, *Evil Stevie's Pirate Game*, and, with Chad Irby, *Car Wars*. He likes just about every type of game he's ever played, but is especially into miniatures right now (and is enjoying the process of setting up the SJ Games miniatures division).

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced, then came to SJ Games, where he is *Traveller* line editor and expert-in-residence.

IISS DATA – KAMSII/CORE

Kamsii is a binary star system in the Core Sector, located at 3021. Kamsii is the main world of the system, and has the only significant settlement, as well as a Class V starport. Kamsii orbits the system's primary star, Baagakashira, which is also orbited by the star's companion, Akemaagar.

All worlds of the system are privately held by the haut-Jones/Hansen Family Trust, and administered by KamsiiCo. The Akemaagar subsystem contains nothing of commercial value, and is uninhabited except for a few small scientific and monitoring stations maintained by KamsiiCo, and an Imperial Customs Service base. Local system defense is handled by KamsiiCo vessels, in cooperation with Imperial Customs. Except for vessels on Imperial business, gas giant refueling is prohibited without express permission of KamsiiCo. Private title to the system predates the Third Imperium, and seems to date from the Rule of Man era, but was reconfirmed by both the Sylean Federation and Emperor Cleon I.

The world is entirely given over to entertainment facilities and managed wilderness areas, both administered by KamsiiCo. The vast majority of the inhabitants (of Kamsii and the system as a whole) are KamsiiCo employees, dependents of employees, or tourists. Various Imperial agencies maintain offices on Jadzil Highport (including recruiting stations for the Imperial Navy and Scout Service), but few other Imperial installations exist. Aside from the amusement parks, most of the world's surface is undeveloped or underdeveloped, although the company maintains highly sophisticated arcologies for employees, and maintains an extensive network of communications and surveillance satellites.

Several areas have been subjected to massive ecological transformations to create artificial ecosystems, and several non-Human communities have been established under corporate control as tourist attractions, including small settlements of Hivers and Droyne.

Starport: Jadzil Starport on Kamsii has both orbital and surface components, both of which are held by the Imperium and administered by the local port director. The extrality line is marked by a double-perimeter fence fitted with passive and active sensor systems (both thermal and low-light imaging systems) and patrolled by security teams. The only legal exit from the starport is through a

corporate area named Welcome (see p. 22), leading to the extensive local transportation network. Exiting the extrality district requires registration with local authorities and is subject to an entrance fee.

Jadzil Starport is primarily set up to handle passengers, the vast majority of whom are tourists bound for the various attractions on Kamsii. Very few vessels pass through en route to other systems; Kamsii is the final destination of the bulk of the incoming traffic. For this reason, and because many of the starship crews are KamsiiCo employees and entitled to accommodation on planet, Jadzil Starport contains an unusually small number of transient accommodations for a Class V starport. Kamsii is not on the local Xboat network, and is serviced as a side spur by standard IISS couriers rather than Xboats.

Size: Diameter 4,208 miles, density 5.6.

Gravity: 0.87.

Atmosphere: Thin oxygen/nitrogen, otherwise nothing extraordinary.

Hydrographic Percentage: 70% surface water, some tied up in small polar caps and a few small glaciers located on the polar continents.

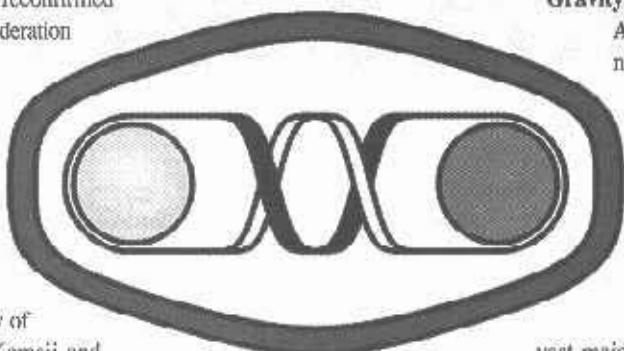
Population: 61 million, the vast majority of whom are employees

of KamsiiCo or their dependents. Approximately 30 million tourists are also present at any given time, and are not included in these totals. See p. 15.

Government: Bureaucracy, administered by KamsiiCo under license from haut-Jones/Hansen Family Trust.

Control Rating: CR 6 (total control) – unrestricted invasion of privacy. With the exception of Imperial government employees in pursuit of their duties, any person found outside the extrality line without a corporate issued identification/tracking device (see p. 13) is subject to immediate arrest. Private possession of weapons is prohibited, private transport is severely restricted (unlicensed vehicles are subject to confiscation, but there is no local source of vehicles; all are imported by KamsiiCo and modified on-planet). Export of certain devices or technologies is illegal, and "Schedule 6," the complete list of these devices and technologies, is not a public document.

Tech Level: TL10. Industrial capacity is highly specialized and devoted to the manufacture of devices incorporating a number of proprietary technologies.



– END TRANSMISSION –

SYSTEM DATA

Primary: Baagakashira (K1 V)

Name (orbit)	Diameter	Gravity	Hydrographic %		Climate	Population	Notes
			Atmosphere				
Kamii (0.604 AU)	4,208	0.87	Thin O/N	70	Earth-Normal	6 million	No natural satellites
Baagakashira II (0.904 AU)	32,603	0.79	NA	NA	Uninhabitable	—	Gas giant
Baagakashira IIa	40	0.003	None	68 (ice)	Uninhabitable	—	
Baagakashira IIb	3,900	0.25	Thin	8 (ice)	Uninhabitable	—	
Baagakashira IIc	4,200	0.27	Very Thin	72 (ice)	Uninhabitable	—	
Baagakashira IId	5	0.0005	None	74 (ice)	Uninhabitable	—	
Baagakashira IIe	4,100	0.54	Thin	67 (ice)	Uninhabitable	—	Scientific station
Baagakashira IIIf	30	0.0031	None	17 (ice)	Uninhabitable	—	
Baagakashira IIg	20	0.0021	None	100 (ice)	Uninhabitable	—	
Baagakashira IIh	13	0.0010	None	70 (ice)	Uninhabitable	—	
Baagakashira IIi	2	0.0002	None	100 (ice)	Uninhabitable	—	
Baagakashira IIj	40	0.0041	None	66 (ice)	Uninhabitable	—	
Baagakashira III (1.504 AU)	30,820	1.1	NA	NA	Uninhabitable	—	No major satellites
Baagakashira Belt (2.704 AU)	NA	NA	NA	NA	NA	200	Scientific station



Secondary: Akemaagar (M7 V)

Separation: 11.2-16.8 AU, Orbital Eccentricity: 0.2

Name (orbit)	Diameter	Gravity	Hydrographic %		Climate	Population	Notes
			Atmosphere				
Akemaagar Belt (0.096 AU)	NA	NA	NA	NA	NA	180	Scientific station
Akemaagar I (0.396 AU)	30,762	1.16	NA	NA	Uninhabitable	—	Gas giant
Akemaagar Ia	30	0.0031	None	68 (ice)	Uninhabitable	—	
Akemaagar Ib	40	0.0041	None	26 (ice)	Uninhabitable	—	
Akemaagar Ic	70	0.0072	None	46 (ice)	Uninhabitable	—	
Akemaagar Id	3,700	0.23	Very Thin	27 (ice)	Uninhabitable	—	
Akemaagar Ie	12	0.0008	None	100 (ice)	Uninhabitable	—	
Akemaagar If	4,100	0.27	None	93 (ice)	Uninhabitable	—	Scientific station
Akemaagar Ig	49	0.0041	None	37 (ice)	Uninhabitable	—	
Akemaagar Ih	14	0.0008	None	69 (ice)	Uninhabitable	—	
Akemaagar Ii	3,700	0.24	Very Thin	NA	Uninhabitable	—	
Akemaagar Ij	20	0.0016	None	47 (ice)	Uninhabitable	—	Retrograde orbit
Akemaagar II (1.296 AU)	88,724	2.34	NA	NA	Uninhabitable	—	Gas giant
Akemaagar IIa	55	0.0041	None	22 (ice)	Uninhabitable	—	
Akemaagar IIb	3,600	0.24	Very Thin	48 (ice)	Uninhabitable	—	
Akemaagar IIc	19	0.0008	None	57 (ice)	Uninhabitable	—	
Akemaagar IId	63	0.0049	None	10 (ice)	Uninhabitable	—	
Akemaagar IIe	4,000	0.26	Very Thin	NA	Uninhabitable	—	Imp. Customs base
Akemaagar IIIf	46	0.0033	None	12 (ice)	Uninhabitable	—	
Akemaagar IIg	4,100	0.27	None	32 (ice)	Uninhabitable	—	
Akemaagar IIh	21	0.0016	None	19 (ice)	Uninhabitable	—	
Akemaagar Iii	65	0.0049	None	85 (ice)	Uninhabitable	—	
Akemaagar IIj	4,000	0.25	None	56 (ice)	Uninhabitable	—	
Akemaagar IIk	23	0.0016	None	65 (ice)	Uninhabitable	—	
Akemaagar IIl	46	0.0033	None	18 (ice)	Uninhabitable	—	
Akemaagar III (2.496 AU)	75,005	1.16	NA	NA	Uninhabitable	—	Gas giant
Akemaagar IIIa	23	0.0016	None	84 (ice)	Uninhabitable	—	
Akemaagar IIIb	14	0.0008	None	100 (ice)	Uninhabitable	—	
Akemaagar IIIc	72	0.0058	None	6 (ice)	Uninhabitable	—	Retrograde orbit
Akemaagar IIId	56	0.0036	None	85 (ice)	Uninhabitable	—	
Akemaagar IIIe	49	0.0029	None	100 (ice)	Uninhabitable	—	Retrograde orbit

History

The history of Kamsii is the history of the Hansen (later, haut-Jones/Hansen) family, a Solomani clan who fell from nobility to become hotel-keepers, and rose to become noble hotel-keepers with more wealth and influence than some Dukes.

The Hansen family dates its origins to the so-called "Naval Nobles" who took over key posts in the bureaucracy of the Ziru Sirka (the Grand Empire of the Stars) when the Terrans defeated the Vilani in -2219 and occupied their Imperium. Verification of the details of Hansen history prior to the Long Night is difficult, but what records have survived bear out most of the family tradition.

THE RULE OF MAN

Roderico Hansen was an aide to Admiral Hiroshi Estigarribia, supreme commander of the Terran Navy during the last stages of the Interstellar Wars, when the Admiral appointed himself Regent of the Vilani Imperium and Protector of Terra in -2204. Hansen was one of the outnumbered Terrans who governed the conquered territories, and ultimately received the title Duke of Ushra as a reward for his loyal service.

The family prospered greatly during the Rule of Man (-2204 to -1776), and used its title and position to amass a huge private fortune. In -2045, the Hansens acquired the entire Kamsii system from the original holder, a Vilani noble in reduced circumstances. The Vilani had used the world as a family resort, and, aside from several palace complexes, had left the world in its natural state. The Hansens also used the world as a private getaway (it was a considerable distance from their ducal fief), and chose not to develop Kamsii other than to rebuild the Vilani palace along Solomani lines. Over the years, the family was sparing in adding constructions, preferring to preserve the world in as pristine a state as possible.

THE LONG NIGHT

During the Long Night (-1776 to 0), Kamsii was cut off from the rest of the universe for some time, and inhabited only by the permanent on-world staff and a few members of the family. Several branches of the family prospered elsewhere in the former Second Imperium, and when the Sylean Federation came into being, the reunited Hansens were to play a major role.

THIRD IMPERIUM

When Cleon Zhunastu founded the Third Imperium, the Hansens were among his supporters. The family had, by that time, become fanatical Solomani supremacists, and opposed Vilani influence at the Imperial court at every turn.

During the first few centuries of the Third Imperium, the Hansen family added to the palace complexes on Kamsii, and began the small-scale modification of a few areas to match Terran ecologies. In many cases, this meant creation of idealized versions of a given ecosystem, something which the family was to change in later years.

By the time of the Civil War (604 to 622), the head of the family, Duke Renyard Hansen of Ushra, had become a highly vocal member of the Solomani sympathizers at the Imperial court. Duke Renyard was one of Admiral (later Empress) Arbellatra's supporters during the Civil War. A relative latecomer to her faction, he was not rewarded as highly as he felt he deserved (Renyard thought he, not Soegtz, should have been made Archduke of Antares). This dissatisfaction was to combine with chauvinism to bring about the family's fall from grace.





TREASON

Renyard's son Giacomo inherited his father's titles and his sense of outrage – but not his good judgment. When Arbellatra's successor Zhakirov married Antlama Shiishuginsa (a member of the Vilani noble family who founded the megacorporation Zirunkariish), Duke Giacomo was angered, and began to plot Zhakirov's assassination. The plot was soon uncovered, the conspirators tried for treason, and Solumani domination of the Imperial court was severely curtailed. Duke Giacomo was stripped of his titles and the associated fiefs (he was replaced as Duke of Ushra by Imelda Simahr), and executed in 680 along with four other conspirators, including his eldest child, Portio. No other members of the family were involved – indeed, Zhakirov proclaimed the remainder of the Hansens innocent of any culpability and promised that no Imperial hand would be turned against them – but they fled the court in fear, shame, and near-bankruptcy.

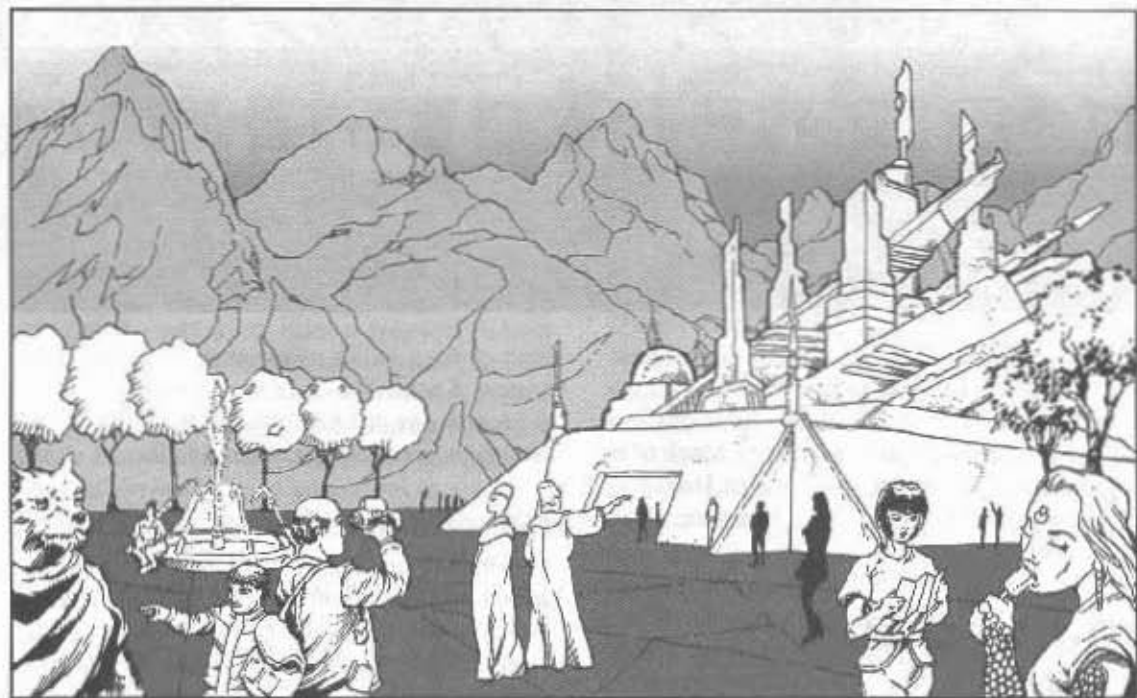
THE HAUT-JONES FAMILY

Giacomo's daughter Porfiria, the oldest surviving child, had married Iaella haut-Jones, a minor baron from Adaskaglu in the Dagudashaag Sector. As Giacomo's heir, she inherited the controlling interest in the Hansen Family Trust, the holding company that controlled Kamsii. As it was not part of one of Giacomo's noble fiefdoms, Kamsii was not stripped away with his titles, and Emperor Zhakirov had specifically confirmed that it would be retained in the family.

Many members of the Hansen family changed their names to avoid the stigma associated with Giacomo's crimes. Most chose haut-Jones, both for solidarity with Porfiria and to gain what little social clout accompanied the barony. A few divested themselves of their holdings in the trust, although by the trust's regulations, they could only sell to other family members. This concentrated control in a few hands, and it was renamed the haut-Jones/Hansen Family Trust.

REDEMPTION

Porfiria and her cousins found themselves with a mounting debt, a lifestyle they could no longer support, and a single garden planet as their sole major asset. Their political alliances had died with Giacomo, and employment in government almost



anywhere in the Imperium was pretty much out of the question. A planet, of course, is a huge asset, but Kamsii was amazingly low in extractable resources. Since the Vilani days, every generation of owners had commissioned a new survey, just in case . . . and the result was always the same. All the expected elements were present, but none of them was pure or plentiful enough to be worth mining for export. The family was very close to selling the planet to an agricultural combine, to be plowed under and turned into a giant farm to feed Core sector.

Then Porfiria hit on the idea of turning the family palaces into luxury retreats. The idea was an instant success, especially among the mercantile rich who enjoyed the chance to hobnob with nobility, even disgraced nobility. The family retainers re-invented themselves as service, technical, and security staff, laying the groundwork for the high-tech, high-control society of Kamsii today.

The next generation of haut-Joneses took the "luxury getaway" concept a step further. For every wealthy vacationer, there were a hundred near-rich and a thousand members of the middle class. Gradually, Kamsii added attractions and accommodations for the less wealthy, while maintaining the cachet of a playground for the rich. The great natural beauty of Kamsii drew many tourists from the worlds within Jump-1 (Kagash 3121, Ekugush 2922, and Gurishi 3022). Package tours featuring increasingly complex amusements demanded continual reinvestment of resources, but Kamsii con-

tinued to show a profit. The third generation formed KamsiiCo to administer the world and the expanding business of tourism. The fourth generation invested in passenger starships, both as a profit center and to ensure control of the world's lifeline.

Careful reinvestment and growth, and a fanatical attention to the wants and needs of their guests, brought KamsiiCo wild success, and the family business soon became the traditional standard of the hospitality industry in the Third Imperium.

A WORLD OF FUN!

Today, KamsiiCo is a large corporation, although not up to megacorporate status. It owns the Kamsii system and employs over 99% of its population in one way or another. It owns and operates a huge fleet of passenger-carrying starships devoted to the sole task of carrying millions of visitors to and from the Kamsii system each year. KamsiiCo finances numerous charities, has endowed chairs of hospitality services at every major university in the central Imperium, and has brought joy to billions over the years. The family has also studiously avoided any politics other than rock-solid loyalty to the person of the Emperor, and has refused every offer of rank and title except the haut-Jones barony and a few knighthoods.

Although many criticize the overall philosophy of KamsiiCo, few can dispute that the venture has been a considerable financial success.

Kamsii Today

Kamsii is a small world of immense natural beauty, preserved from the extensive development that characterizes the other worlds of Core sector by its status as private property. Much of it has been little touched by the hand of Humanity (at least according to Kamsii – there are some who disagree).

LANDFORMS

Kamsii's surface is as varied as Terra's. Everything from glaciers and icecaps in the north to deserts, lush tropical jungles, grassy savannas and plains, mountains, and valleys . . . all can be found on Kamsii.

NAARKHARAN LANAMADA

Kamsii's northern polar continent extends a peninsula well to the south across the equator, and therefore has the largest variety of landforms and climates seen on any of the continents, ranging from arctic at the pole to tropical at the southern end of the Denaagas Peninsula. The northernmost portions of the continent have been heavily modified to resemble Terran ecologies, mostly by the introduction of plant and animal life from the polar and near-polar regions of Terra. Ecological purists point out that the area has mixed several Terran ecosystems, blending Canadian, Siberian, Patagonian, Scandinavian, and Antarctic lifeforms together. KamsiiCo has created faux Eskimo settlements in the far north, several "Viking" villages along the eastern coast near the Naaka Arcologies, and numerous nature parks recreating the cooler areas of northern Europe and Asia.

Denaagas Peninsula (Denaagas Danakguraka)

The Denaagas Peninsula extends from the Naaka arcologies in the north to well south of the equator, and is home to Jadzil Downport and

most of KamsiiCo's administrative centers. The original Kamsii Palace (now open to the public as a tourist site and luxury hotel) is located in the mountains overlooking Laanishugii Bay.

ARINENIRI LANAMADA

Arineniri Lanamada is a large, almost ring-shaped continent located astride the equator, with mostly tropical and temperate climates. The western section of Arineniri is the most intensively built-up section of Kamsii, containing the vast majority of the rides, tourist hotels, and other "lowbrow" attractions of the world. The ecology is a mixture of native Kamsiiian, Terran, and Vilani, with small enclaves of other ecosystems, all of them heavily managed and artificially maintained. Two of the most popular Authenticist cities are located in the western part of Arineniri: Baghdad (a recreation of an Arabian Nights fantasy-land on the edge of a small desert), and Manhattan (a hodgepodge of late-20th century urban and suburban areas, inspired by old films and television shows).

The eastern portions of Arineniri are mostly taken up by three large nature preserves. The biggest features what KamsiiCo has allowed to remain of the native lifeforms (including Hansen's bear, the Kamsii gazelle, and the chatterbuck). The second largest contains the last surviving remnants of the native Sylean Gnudabik lowland ecology and one of the few Sylean Authenticist communities outside of that world, Zhunastupol.

MISHIRII LANAMADA

Located just to the east of Arineniri, Mishirii Lanamada is the location of many of the Authenticist cities and some of the more sophisticated rides (the Imperium-famous Supernova is located in the Mishirii's Natassia Valley, for example). The eastern end of the island is a tropical climate with a mixed ecosystem blending the best of Vland's lowlands with Terra's southeast Asian and southwest Pacific ecology.

Kamsii's Hiver enclave is on a large island to the north of Mishirii's Banyan Bay. Much of the island is the native Kamsiian ecology, with a few specially imported small predators for control of the Hiver larvae.

Hiriganed Archipelago (Hiriganed Khaalab-mada)

The Hiriganed Khaalab-mada (archipelago) has been converted into a tropical island paradise, and is the location of several of Kamsii's most popular Authenticist settlements, including Tahiti (an idealized version of Terra's Polynesia before European contact), and Pago Pago (specializing in live-action pulp adventures in a tropical setting). One of the islands is still a private retreat for the haut-Jones/Hansen family, and it is here that special guests stay during their visits.

SHIRIRENENIRENA LANAMADA

Shiriirenenirena Lanamada is totally taken up with Kamsii's "Africa," although many of the animals (such as the Bengal tiger) are from other Terran ecosystems. The continent's western plains are a simulation of the African savanna (albeit with herds of bison in addition to those of African species like gazelle, kudu, and zebra). The eastern reaches of the continent recreate a combination of African and Amazon jungle, with faux villages of primitive natives and jungle trading posts.

AARINAGAAKIN LANAMADA

Aarinagaakin Lanamada, the southern polar continent, contains most of the employee arcologies and two huge northward-reaching peninsulas, Nemiida and Iidaakushirini.

Nemiida Peninsula (Nemiida Danakguraka)

The Nemiida Peninsula contains two large nature preserves and numerous Authenticist communities.

The northernmost preserve recreates the uplands and mountain ranges of Vland, and contains several Vilani Authenticist communities (the largest number anywhere outside of the Domain of Vland).

The southernmost recreates a Terran forest from central Europe, and contains numerous ancient and medieval fantasy communities. This is where would-be dragonslayers come to meet their (robotic) destinies.

Iidaakushirini Peninsula (Iidaakushirini Danakguraka)

This large, almost-island peninsula is earmarked for future development. Kamsii's planners are currently thinking two generations ahead.



METROPOLITAN AREAS

There is only one major metropolitan area on Kamsii (not counting the employee arcology communities), Jadzil Downport/Welcome.

JADZIL DOWNPORT

Jadzil Downport is the only portion of Kamsii that is not owned by the haut-Jones/Hansen Family Trust. The land for the starport was donated to the Imperium under the condition that the Imperium may not sell the land to anyone other than the trust, and the land reverts to the family if the starport ever ceases operation. Most of the downport is dedicated to receiving and processing the passenger shuttles that are constantly moving tourists to and from the highport, where the giant passenger liners dock.

The extrality line is surrounded by a high-security double fence designed to be as unobtrusive as possible, yet incorporate every form of high-tech surveillance device available. The only official exit from Jadzil Downport is through the main gate to the startown, called Welcome by KamsiiCo.

Welcome is the nexus for the world's extensive network of public transportation lines, and contains the seat of KamsiiCo administrative offices, numerous hotels of every price level, and many employee arcologies. It is among the most memorable experiences of a tourist's visit, and one of the most popular mementos is a photograph of the Guest emerging from the subsurface tunnel from the starport through the Great Welcome Gate into the city. Departures are through a different (but no less impressive) gate, known as the Goodspeed Arch.

The Kamsii Arcologies

All housing on Kamsii, even the executive mansions, is owned by KamsiiCo and leased to the residents. There is no private land ownership, so the Corporation controls housing quality, and even the cheapest arcology apartments are quite decent.

Most of the population of Kamsii lives in dozens of small arcologies ("small" is a relative term, of course - each one holds two or three million inhabitants). Upper management has the option of residing in individual housing, some quite luxurious, in gated neighborhoods near Jadzil Downport, but that's the exception.

Each arcology is a self-contained unit, a city in and of itself, with schools, entertainment



complexes, public gardens, shops, and everything needed for a rich, busy life. Each one differs slightly, but they all follow the same general pattern: a large tower in the middle of a wide area of carefully landscaped parkland. Each tower contains several hundred levels, but each level is designed to promote a sense of community; each is a mixture of residential, commercial, and mercantile sections, and each forms a "small town" on its own (even though each level may contain thousands of inhabitants). Every arcology contains a mixture of income levels and interests, and retirement levels are scattered among the others to prevent the elderly from feeling cut off.

Security in the arcologies is very rigid. Each inhabitant is monitored all day, every day, by the arcology's security staff. KamsiiCards permit sensors to track where every living thing is (even pets have a tracking chip installed), and IR and motion sensors detect anyone without a card. Anyone not in their proper place will be investigated, and action taken to correct the situation. Children never get lost for long, criminals are rare and easily apprehended, and clandestine liaisons are nearly impossible.

No one can enter an arcology or other housing area without presenting a KamsiiCard to show that they live there. Residents may bring guests, of course – either other employees or tourists. But the arcologies are not tourist attractions. The planners deliberately avoid adding any really *unique* features. The best parks, the good restaurants, all but the plainest dance clubs . . . all those are in the public area of the planet. Employees are free to visit, of course; in fact, they are encouraged to make use of every facility they can afford, and the employee discount is significant! The end result of this is simple: anyone visiting a Kamsii arcology will soon conclude that it is clean, wholesome, and boring, and they'll go back to the public entertainment areas.

GOVERNMENT

Government on Kamsii is a corporate bureaucracy responsible to the board of Directors of KamsiiCo. KamsiiCo operates the world on a long-term license from the owners of the haut-Jones/Hansen Family Trust (which overlaps almost completely with the stockholders of KamsiiCo). Every aspect of the planetary government – law and order, sewage disposal, trash collection, utilities, police and fire services – is handled by Kamsii employees. All public broadcast channels are company-controlled, and all news is carefully filtered and edited.

ECONOMICS

All transactions are electronic. An employee's housing and utility bills are automatic deductions from his paycheck; someone who does not care to work for the Company cannot live on Kamsii unless he can qualify as a Permanent Guest. Public transport is free to Company employees and dependents; transport to Guest attractions is discounted or free, if space is available.

CRIME AND PUNISHMENT

A Guest who presents some small difficulty for Kamsii's staff or security forces will be invited to accompany them back to their station to cool down, talk it over, or whatever it takes. From there, the path differs. A noisy but harmless drunk will be sedated and taken back to his hotel room; a surly teenager will be warned, probably by a group of guards just enough older that he will respect them. A noble who has a problem (or is a problem) will be visited by a haut-Jones or a top employee, to make every-

thing right. And a real criminal, or someone who seems to be a criminal, will go to prison.

Officially, Kamsii has only one type of punishment for criminals: solitary confinement. Kamsii's confinement is extremely humane, but most people who have experienced it are very eager to avoid returning . . . not that they are likely to get the chance.

Anyone who seems to warrant prison will be sent there immediately; the trial will occur later, and the prisoner will not be physically present. Prisoners are stunned, searched very thoroughly, and given a single jumpsuit to wear.

A cell in one of Kamsii's prisons (there are 13, scattered about the world) is a single comfortable room about 12 feet square. The only furniture is a bed with one end raised as a pillow. There are no sheets; in fact, there no separate objects, or even moving parts, anywhere in the room. The only exceptions are the nutritious meals, delivered regularly through a small opening in one wall. The prisoner must sit on the bed before the food will appear. There is no packaging or silverware; a typical meal is just one large sandwich or a single, sausage-like object. Kamsii law permits patient food to be medicated for the patient's own safety. Patients are not entitled to privacy, entertainment material other than the 3-V, or a choice of menus.



They are also not permitted outside contact . . . unless the prison supervisor chooses to allow them, and he'd better be given a good reason. (If the prisoner was part of a party, they will be notified that he's left. Painful situations, such as a mother jailed while visiting her children, require special decisions on the part of the supervisor.)

With voice commands, the prisoner can get hot or cold water from the sink/drinking fountain, change the room temperature and darkness, and cycle between four channels of KamsiiCo entertainment on the 3-V wall opposite the bed.

Cells are monitored at all times by a computer, and randomly by a human. Anything the prisoner says will be noted and recorded. If the prisoner calls for help, or needs it, guards will be there quickly to open the door. Faked emergencies lead to added prison time, of course.

Incident Management - A Hypothetical Scenario

Kamsii uses its control and technology to make Kamsii a safe place . . . and, more, to make Kamsii *seem* safe. That means that if an accident happens, it has to be minimized, unmade, erased from history. Let's say, for instance, that there's an air/raft collision. These really are very rare on Kamsii, because vehicles are checked regularly, have collision avoidance software, and so on. Top company employees have private vehicles, of course, but licensing requirements are stringent and well-enforced.

But accidents do happen. And unfortunately, this one happens with lots of witnesses . . . two big rafts bump on takeoff, one drops ten feet to solid concrete, and a couple of hundred people in the boarding plaza see it all.

Within seconds, an "incident code" is transmitted. One of the air/raft pilots hit his panic button. So did a hostess on the other air/raft. So did a maintenance worker on the ground. And if none of them had been there, the scanners in the boarding plaza, and the master computers in the big air/rafts themselves, would have registered a problem condition. But here, the human element was faster than the machines.

Instantly, trouble teams are dispatched; the first air/rafts are there within a few minutes, and the personnel are fully briefed on the way. Some land right in the plaza and go to work; others land nearby and walk to the site to mingle with the witnesses.

Before the first team arrives, the local concession stand has started giving away free goodies to the passengers and spectators. Except for the injured, the attitude is already moving from "shock" to "holiday." The crew of the two air/rafts have all had basic first aid courses and are helping the injured. Fortunately, nobody was *really* hurt except that one little girl . . .

From the medical air/raft emerge a half-dozen brisk, competent, white-uniformed employees. Five of them go to work with the injured, getting them quickly into their ambulance raft and away. The sixth is a fatherly fellow who looks just like the 3-V image of a doctor. But his professional skills are very specialized. He circulates among the uninjured, but shaken, passengers. He's serious, but cheerful and reassuring. Everything will be all right!

A vacationer with a camera tries to take pictures of the accident and the victims. A woman in a bright-colored dress steps in front of him. "Sorry, sir!" says the attractive young woman,

with a smile. "Patient shield laws! Mustn't photograph them without their permission while they're incapacitated!" The vacationer is baffled, doesn't want to make a scene, and ends up handing over his camera to have the last two shots erased. A half-dozen other security staff disperse to look for other problems. That went very well. They didn't even have to steal his camera, let alone stun him.

A technical team in a heavy lift vehicle has arrived to take away the air/raft that can't move under its own power. The other one has only cosmetic damage, but it leaves as well. Guests will not be asked to ride in a dented air/raft.

Quickly, two replacement passenger air/rafts arrive. They have already picked up their crew . . . not regular hostesses, but incident managers. The uninjured passengers board the shiny new rafts. They are in a very good mood. "The Kamsii Company is very sorry that your trip started with a bump," was the announcement before they reboarded. "This trip, and all your refreshments, are free, and we'll be visiting the Star Inn on the way back. Maybe you'll see the Countess of Lenashuuk - she's visiting this week. Just give your card to a host or hostess and we'll take care of it."

With the passengers safely in the air and out of the way, other agents are circulating among the witnesses in the plaza. Cheerfully and sincerely, they apologize . . . "Here, give me your card. We'll put a special credit on it to make up for this . . . How about a trip to Glitterbeach? No, it's on the Company!"

As for those who were actually injured . . . they're on their way to a fine hospital; their whole vacation will be free, with perks that will make it the finest trip they ever have; and the releases they happily signed will keep them from ever becoming a legal problem. But they're not likely to sue. Far from being angry about the accident, they feel as though they had won the lottery.

And that's how Kamsii does damage control. It's quick, it's massive, and it leaves most witnesses, and even victims, feeling that they've been lucky! Such a small inconvenience, really, and look what they got out of it! And the subliminal message is "Accidents must be very rare, because they couldn't afford to do this all the time."

And, of course, in the process of stamping all those KamsiiCards, the Company found out exactly who was in the accident, and who else saw it. Knowledge is power.

When the sentence is up, the prisoner's property is returned – without, of course, any illegal items. He is escorted to the starport; if Kamsii had to jail someone, they never want him back. As a final touch, the prisoner is charged for his jail time at resort rates.

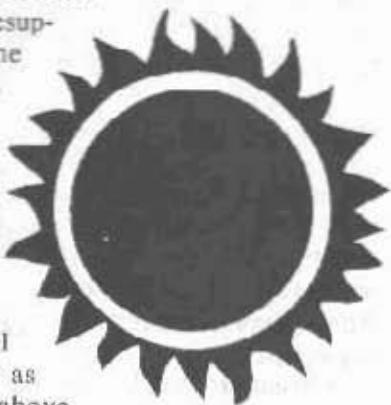
All that presupposes that the criminal is a visitor. If a KamsiiCo employee or dependent commits a crime, he is arrested and tried. Short jail sentences are as described above.

More serious problems are handled in three ways:

Habitual criminals, or those who clearly will never get along on Kamsii, are exiled. The "Placement Department" finds a world that is willing to take them, or so lawless that it doesn't matter; gives them some credit if liquidation of their property isn't enough to give them a chance; and puts them on a ship. They can never return.

A few criminals, of course, are too dangerous to dump on the rest of the Imperium. The incurably criminally insane are imprisoned for life. Fortunately, there are not many.

Arresting officers occasionally feel that a heinous criminal does not deserve a life of comfort, or might somehow endanger Kamsii anyway. Such prisoners tend to have fatal accidents while resisting arrest or attempting to escape from custody. This *really* is not something ordered by superiors; it's a consequence of the Kamsii mentality. In many cases, the officer fully expects to be arrested himself and exiled; he is "doing what's necessary" to protect the Company or the Guests, as a good employee . . . much as a samurai might disobey his lord's orders when necessary in order to serve him better. The samurai disobeys with pride, knowing his life will be the price. By contrast, the Kamsii cop who "does what's necessary" will undergo an intense psychological scrutiny. He may be reassigned; he may undergo counseling; he may have done (in Kamsii terms) the right thing for the right reason, and be marked as a potential Troubleshooter.



The KamsiiCard

None of the attractions on Kamsii accept cash, or even a standard credit plaque. Everyone who comes to Kamsii gets their own KamsiiCard. It's an ID card, a debit/credit card, a short-range communicator, an electronic hotel room key, a biofunctions monitor, a GPS locator, and much more.

Don't want to carry a card? No problem! Simply pick one of many attractive and tasteful accessories – pins, bracelets, pendants, rings, necklaces, watches, even stuffed animals for the kids – and the chip can be incorporated into that. Most people choose the card because it has a certain popular-culture cachet the other versions lack. But some costumes have no place to hide a card!

Without some version of the KamsiiCard, you can't get a meal, ride a vehicle, or even get into a public toilet. It can't be counterfeited; it won't work for anybody but the owner; if it's not in close proximity to a warm body, it will run some checks on its environment, and if it decides it's been lost, it will set off sensors.

As an instrument of total social control, it's enough to make a tyrant weep in jealousy. But it's an *amusement park pass*, and nobody worries about it.

An employee can scan the card and learn more about its holder than a net-snoop could learn all day on most planets. But just the color of the card says a lot about the holder . . . blue indicates staff, white is security staff, white with a gold star is top management, gold is nobility, red is the KiddieCard, and so on.

Although the card's communication functions are short-ranged, every Kamsii vehicle and facility includes "repeaters," so every card is tied in to the global network. Theoretically, any employee can reach any other employee instantly.

And at the end of the trip, your card is deactivated and returned to you. It's a great souvenir. The designs change periodically . . . your memento is collectible and can only increase in value over the years.

Kamsii and the Authentics

The Authentic Movement (see *GT: Rim of Fire*, p. 60), started not far from Kamsii. Authenticists choose a historical culture from their own ancestry to study and, to some degree, to recreate. For most, it's a hobby. For some, an obsession.



Because of its obvious appeal to Solomani fanatics, Authenticism was originally viewed with much caution by Imperial authorities. By about 1050, it became obvious that, on the whole, the movement encouraged better citizenship. Authenticists tended to become more tolerant of different cultures (especially those recreated by their Authenticist friends) and more interested in history than current politics.

Evroli haut-Jones, who was a Continental Manager at the time, had been an enthusiastic Authenticist for years. However, he had the ingrained family attitude of not only being, but *appearing* to be, enthusiastically loyal to the Imperium in all ways. Therefore, he had kept his hobby very private. When Emperor Paulo's advisors decided that the movement should be supported rather than discouraged, Evroli realized that not only could he



enjoy his hobby on a planet-wide scale . . . he could do a lot of good for Kamsii.

Authenticism is now an important factor in the planet's social fabric; 83% of the population are more or less active Authenticists, and 19% are ranked as "extremely active" in the Guest Services Index. This adds a great deal of both realism and energy to Kamsii's historical-recreation attractions. Indeed, some rabid Authenticists are happy to spend months or years at a time living in alarmingly accurate simulations of medieval, Civil War, or 20th-century conditions, all day and every day.



Authenticist employees are not just permitted, but encouraged, to wear their historical garb in all public areas of the planet, provided safety precautions are followed. The result, of course, is that Kamsii's attractions are filled with interesting costumes that don't cost the Company a cent! Better yet, Guests can purchase and wear a great variety of costumes at Kamsii's shops, which adds even more color to the parks and clubs, and brings in a nice profit. And Kamsii's status as an Authenticist "hot spot" provides yet another reason for vacationers to visit.

WORKING FOR KAMSII CO

A planet-wide economy has lots of jobs to offer. There are three main types of work on Kamsii: Management (the operation of the company), Guest Services (that is, meeting the public), and Planet Services (everybody else you need to make a world of over 60 million people operate smoothly). Note, though, that a lot of general jobs fall under Guest Services. The maids in the hotels and the people who empty the trash cans in the nature parks, for instance, are Guest Services because they meet the public. That means they have to be pleasant-looking (whether or not they're actually attractive), well-groomed, and agreeable. It also means they get better pay than the average maid or trash-collector, of course.

Smaller company divisions include Research and Development (which specifically concentrates on biological and "cyborging" R&D), Entertainment Services (they make the 3-Vs and cartoons and come up with new attractions), the various cruise lines that operate the huge passen-

ger liners that carry visitors to and from the system, and the usual public relations, marketing, and advertising divisions.

Management and Planet Services tend to be career jobs, but many Guest Services employees intend to stay for only a few years . . . make a little money, see the whole planet, and meet people. On a world that's one big party, a lot of pairing-off takes place! And, for the romantic or the mercenary, there's always the dream of meeting that special young noble on vacation . . . Needless to say, when something like this actually happens, the Kamsii public relations department makes a huge human-interest story out of it - good publicity.

The other side of a Kamsii job, especially in Guest Services, is the constant monitoring. Kamsii's computers keep constant track of every aspect of every employee's performance. Between the ubiquitous monitor cameras and the KamsiiCard everyone carries, they don't miss much. They know who's been naughty, and they know who's been nice. They know who has the

"Kamsii attitude" and should be encouraged and promoted . . . and they know who feels cynical about the job and the planet and the Guests. People who are cynical don't get promoted.

Every employee has a Guest Service Index, or GSI, in the computer. A political regime would call it a "loyalty index." The computer keeps track of every employee's performance and attitude, and promotes accordingly. And attitude is every bit as important as performance . . . for some jobs, more important. People who really believe in Kamsii don't mind the monitoring, and don't mind being nice to every single Guest.

TRANSPORTATION

There is almost no private transport on Kamsii. KamsiiCo says the reason is safety; every vehicle has to be integrated into the global traffic control net to reduce accidental collisions to the absolute minimum. Very senior employees and members of the haut-Jones family have personal air/rafts, but it's understood that these are an earned privilege, provided to people who might need to get somewhere quickly. When possible, they use public transport like everyone else. If public transport (even high-security employee-only transport) doesn't go somewhere, then Kamsii doesn't want anyone going there!

Nobles can rent "private" air/rafts, of course, but Kamsii really, really tries to provide a pilot or steward with every one. The young or privacy-obsessed noble who insists on being his own pilot certainly may do so, but he pays for the privilege.

POPULATION AND VISITORS

Kamsii reported a population of 61,048,234, almost all Human, in the last Imperial census . . . and so complete is Kamsii's knowledge about its population that that figure is probably not off by more than a dozen.

Of course, that counts only the permanent residents, not the millions of tourists (who the Imperium counts at their homes). At any given time, there are about 30 million Guests on planet. The average stay is about 3 weeks, which works out to some 500 million visitors per year. From 50 to 100 huge passenger liners visit Kamsii every day; an average of 1,000 Guests per *minute* pass through Welcome Gate.

Janzil Highport could be enlarged, of course, but the downport is very near its capacity in terms

of traffic control. KamsiiCo is negotiating with the Imperium over the location and design of a second public downport, and plans to break ground for it in 18 years, with the first Guests arriving there five years later.

FAMILY LIFE

Kamsii employees get married and raise families, just like everyone else. Social life tends to be very much centered around Company functions and attractions, of course. There are special employee-only and employee-dependent-only events. In particular, right after a new attraction is finished or an old one is refurbished, the employees get a chance to visit before the general public. This also serves as a final beta-test.

GROWING UP AND LEAVING . . . OR STAYING

The corporation's school system is excellent and fully computerized. It is, of course, geared toward the needs of the company, but not every child is raised to be an employee! Quite the contrary.

Psychological testing starts at an early age.

The peace-loving, orderly conformists – the "good Kamsii types" – are encouraged along career tracks with the company; the smart ones get management training, the dumb ones get waste-management training, but everyone is taken care of. Company jobs can start as young as age 10, as part-time "junior hosts" for the children's attractions.

Nonconformists and rebels, on the other hand, are not encouraged. No real effort is made to "counsel" or retrain those who don't fit in . . . "You can't make somebody like Kamsii" is something of a mantra. The Company attitude is that their destiny lies elsewhere, and they should leave. And, of course, they do, eventually . . . past age 20, children of employees must become employees themselves, or leave. This gives the starport a huge pool of potential workers . . . young people who like the planet but hate the company, and compete bitterly for any job that might be available within the extralixity zone. The rest leave, looking for less controlled worlds – and of course they find them. Oddly, some come back after a few years. Raised in the aggressively wholesome and organized Kamsii atmosphere, they find there isn't any place just a *little* bit looser. The Company's psychologists are quite good at detecting a true change of heart, and prodigal sons and daughters are welcomed back as a relatively safe and filtered source of offworld experience.



Often, of course, it's the sons and daughters of top management who turn out to be "square pegs." No exceptions are made for them; their parents wouldn't have their top jobs if they didn't have a long, genuine history of Company loyalty. Sneaking a relative into a job he's unfit for would be nearly unthinkable. However, it's accepted that top management will use their influence to take good care of their wayward offspring . . . offworld. A Kamsii Continental Director, for instance, is in a good position to do some amazing favors, even for an Imperial noble . . . and the return favor often takes the form of "looking after the kid."

PERMANENT GUESTS

Many people choose to retire on Kamsii. The planet encourages these "permanent guests." Their background is checked thoroughly, of course, and nobody who looks like a troublemaker is permitted to move in. Those who are accepted are good citizens, and when the kids come to visit, everyone spends money.

Especially welcome are retired academics and naturalists who can serve as part-time consultants to the museums, gardens, and zoos . . . and computer experts who might lend an occasional bit of expertise to the planetary Net. This means that, though Kamsii has a small population, one's chances of finding a recognized expert in any given subject are surprisingly good.

ECOLOGY

Kamsii's original ecosystem has been heavily modified. First, it was changed to bring familiar plants and animals to a private estate, in the same way 20th-century homeowners brought turfgrass to the Arizona desert. Later, modifications were undertaken to create artificial ecosystems for the tourist trade, and to erase anything that was uncooperative. The latter is viewed by many scientists with near horror. One zoologist has been quoted as saying "KamsiiCo is interested only in the show. Kamsii is not a wildlife preserve, or even a zoo. It is a circus of the worst sort, where fake horns are glued to white horses to make them into unicorns . . . every true naturalist views Kamsii with revulsion and dis-

gust." KamsiiCo, for its part, claims that all biologists interfere with their subjects to a greater or lesser degree, and that they are merely "managing" nature and making it more widely available.

THE OCEANS

There are no large sea predators. KamsiiCo eradicated them all, quite systematically, 150 years ago. They bred deep underwater, so the young couldn't be captured and chipped. They were ugly and dangerous, and they might hurt a Guest (the ultimate crime to KamsiiCo). A tailored virus destroyed some of them; intensive hunting got the others. Not all of the animals were hunted to extinction — some were captured and exported to aqua-parks on other worlds, so some species survive. The ocean ecology shifted, of course, but was stabilized with careful co-management, and now represents a mixture of Terran, Vilani, and native Kamsii sea life.

Hansen's Bear

ST: 27-33	Move/Dodge: 10/7	Size: 3
DX: 12	PD/DR: 1/2	Wt: 1,200-1,600 lbs.
IQ: 5	Damage: 2d-2cr#	
HT: 14/24-30	Reach: C, 1	

A large carnivorous quadruped, Hansen's bear is the biggest extant land predator native to Kamsii. It lived in the forested areas on Kamsii (there were five subspecies spread over several continents; two are now extinct), and captured smaller prey by waiting in ambush and stunning it after a short rush. It is naturally active both day and night, and has keen night vision well into the infrared.

Aggressive and cunning, it was hunted for trophies before Kamsii was opened to the public, and presented a serious hazard to workers while the planet was being developed. However, it is readily controlled by the "chip," and now is a very popular attraction. Under the influence of the chip, the bears are active all day, when the tourists are watching, and sleep at night.

Hansen's bear is superficially ursine in appearance, covered by long, shaggy fur (typically dark brown, sometimes almost black). The skull is broad, the ears stubby and pointed, and the nose broad with a single nostril. The lower jaw has two short, stubby tusks resembling those of a Terran wild boar.

Unlike Terran bears, they cannot balance themselves on their hind legs, but are surprisingly fast for such a large animal. In combat, they can bite, doing 2d-1 cutting damage at close combat, or claw, doing Claw 2d-2 crushing damage at 1-hex range. They do not have a "bear hug" type attack.



ANIMAL CONTROL

A common problem in animal parks over the years has been how to protect the guests from the larger, more dangerous wild animals, while at the same time allowing tourists to view and interact with them. KamsiiCo's R&D Division has developed a technological solution, which has been nicknamed "the chip." KamsiiCo jealously guards the technical details, but it is a subcutaneous electronic device which is installed shortly after the animal's birth by field veterinarians. It combines a GPS locator with health monitors and incorporates several remotely controlled behavioral modification technologies developed by KamsiiCo over the years. In addition to tracking each animal's location, the chip permits controllers to "adjust" its behavior according to circumstances. When a dangerous predator nears a tourist group, a team may be sent in to "escort" them elsewhere, or the behavioral modification programming is remotely activated to make them non-hostile (or cartoonishly friendly) or just go into hibernation.

ATTRACTIONS

KamsiiCo says there's more to do on Kamsii than can be accomplished in three lifetimes. The world's attractions are calculated to appeal to the widest variety of tastes . . . and bank accounts.

THE NATURE PARKS

With a whole world to choose from, the haut-Joneses and their minions have created a variety of amazing nature attractions. These fall into three types:

Flyovers

These are areas that are kept as natural and pristine as possible. They are viewed only by air/raft; no guest ever touches the ground. Many of these are areas where reasonable visitors, if they thought it through, would not *want* to set foot. Burning deserts and colorful badlands, recreated African veldt (with lions) and Amazon jungle (with snakes), frozen polar wastes with crashing icebergs . . . and *most* of it is completely real. Kamsii's not above a hit of enhancement,

whether it's a fireworks show over the Arctic night, or a robot python to dangle from the tree on the days the real ones don't show up.

The tours are pretty much the same at all income levels, except that the cheaper the tour, the more people you're sharing the vehicle with. A middle-class party will consist of a dozen huge air/rafts, each with a hundred passengers, and some will be watching from personal viewscreens most of the time rather than windows. A noble excursion, on the other hand, will consist of a few sightseers in a single luxurious floating barge, and they won't see another craft in the sky until they get back to their hotel.

Limited Use

A limited-use area is one where people can visit on the ground, but only in specified ways. Most of these are "natural" hiking, backpacking and boating areas, where vacationers are strictly limited in what they can bring in and take out. Each such site is quite limited in the number of visitors that it can handle per year, and every so often, sites must be allowed to "rest" for a year or a decade to let vegetation and wildlife recover. Naturally, visits to such sites are fairly expensive.

Another type of limited-use site is the "ground tour." Most of these are mundane but beautiful . . . for instance, a two-day riverboat ride through temperate country, with stops at various recreations of historical sites.

Some of the ground tours are amazing. The Supernova, for instance, is a roller coaster built in, around and over the Natassia Valley, a rift that makes Old Terra's Grand Canyon look like a drainage ditch. In a 20-minute ride, the Supernova cars alternately travel slowly, a few feet from the canyon walls, with beautiful rocks and fossils on one side and a mile-deep drop on the other . . . plunge most of that mile-deep drop in half a minute . . . and swoop up again, actually leaving the tracks for six seconds to leap the canyon. Some say the Supernova is a hideous desecration of a beautiful natural attraction, but nobody who has ever ridden it – or watched from an air/raft as the silver bullet cars plunge into the mist – will ever forget it.

Mother Nature Strikes Back

Despite KamsiiCo's best efforts, sometimes nature refuses to step to the mark and read its lines properly. Although the Company has had considerable success in regulating large, dangerous predators, it has been less successful in controlling smaller creatures who are not so much dangerous as annoying - several local pests persist despite efforts to eradicate them. A particularly persistent variety of louse was introduced at some time during the Long Night, and has only recently been eradicated - they think. Administrators have nightmares about what would happen if a pregnant female of any member of genus *Rattus* were to survive quarantine. And rumors persist that one of the "Nature Preserves" is protecting a natural vector of some hideous plague.

Open Use

Open-use areas are free to all visitors, or have only a nominal fee. Giant, busy "nature trails" as wide as highways, with snack bars and comfort stations every few hundred yards . . . as natural as a computer, as quiet as a starport, but still clean and pleasant. For some city dwellers, this is all the "nature" they can stand. Most of these areas are in the most temperate of climates, so guests won't overexert themselves or suffer heatstroke or chill. Those that are at all "challenging" are carefully monitored.

Of course, open-use areas degrade very quickly. They're not as natural as they look; the grass and bushes are genetically modified to grow quickly and stand a lot of wear. When a site starts to look battered (which may take only a couple of months) it's closed and cleaned up. If Kamsii has to transplant new hundred-year-old trees from half a world away because the old ones are scarred and dying from 10,000 climbing children . . . fine, it will plant new trees. It has a planet full of them.

Hunting

There is almost no hunting on Kamsii. In general, KamsiiCo feels that "blood sports" are not appropriate to the family atmosphere. (Fishing, on the other hand, is permitted in many areas, and attracts many sportsmen.)

However, it occasionally happens that the "African" herds need culling, or a Hansen's

bear becomes especially aggressive toward the others of its kind. At that point, some noble and wealthy Guest will be invited to help the haut-Jones family deal with the problem. Not a safari, you understand. Ecological control. But it would be a shame to let that wonderful pelt go to waste . . .

By gentleman's agreement, these hunts aren't publicized among the masses, but they are quite a prestige item in noble circles, and win the rulers of Kamsii even more goodwill.

KAMSII ATTRACTIONS FROM A TO Z

Amateur athletics: There are constant planet-wide championship ladders and tournaments in every individual and doubles sport known to the Imperium, and many of the most popular team sports. Guests are encouraged to enter, and prizes are generous.

Babysitting: Want to have fun without the kids? The Camp Kamsii program will keep them so busy they won't miss you, for a day or a month. The counselors are skilled, the activities are safe and exciting, and the prices are high. Some parents send their kids to Kamsii and take their own vacations at home.

Bars and taverns: They're everywhere, with your choice of intoxicants - but only the "soft" ones that are legal on most planets. Kamsii wants guests to think of it as a fun place, not a den of forbidden pleasures. Even in the most discreet, expensive resorts, the only really "hard" recreational chemicals are the ones the nobles bring themselves.

Beauty and talent contests: For girls, for boys, for children, for seniors, for Vargr, for left-handed redheads . . . most of these are set up as club entertainment; some are on worldwide tri-vee.

Chess: The Kamsii chess ladder is an attraction for grandmasters from across Charted Space, a chance to meet top competition in a completely informal setting.

Clubs: For dancing, for seeing and being seen, for meeting and dating.

Computer games: Kamsii's entertainment net is second to none. Play games on the air/raft or monorail that takes you from sight to sight . . . in your hotel at night . . . even in your hotel all day while your friends are out getting fresh air. Some do.

Dance lessons: Any step, from any planet.

Dress up: Feel a need to be someone else for a week or a year? Authenticists of every world and period are welcome on Kamsii. Just want to sample a different lifestyle for a while? That can be arranged too.

Eating: Kamsii has restaurants for every taste and budget . . . algaeburgers to filet mignon.

Fishing: In streams, rivers, lakes, and inland seas stocked with game fish from a dozen worlds.

Gardens: Botanical parks with specimens from across the Imperium.

Health clinics: Spas, weight loss, even cosmetic surgery. Many people come back from Kamsii looking a lot better than when they left – and not just from the fun and relaxation.

Historical recreations: Everything from Vland to Terra, from the Neolithic to the present. Discover fire. Discover America. Ride with Attila the Hun or Eneri the Conqueror, sail with Nelson or Norris, travel with Amundsen to the Antarctic or with Cleon II to Thutmos IV. Party with Cleopatra or debate philosophy with Socrates. Or vice versa.

Hiver Land: Walk through this fascinating, educational re-creation of a Hiver community, populated by real, friendly Hivers who will talk to you! Learn firsthand about this alien species! (There's a Droyne Land, too, but it's hard to get tickets right now. See p. 25).

Ice and snow: For skiing, skating, snowballs, and scenery.

Jobs: Kamsii is always looking for attractive, personable, cooperative young people to work as hosts and hostesses . . . and computer talent of any age and appearance, as long as it follows orders . . . and performance talent of every kind you can imagine – as long as it isn't tacky or sleazy.

Kid stuff: There are many special attractions only for children.

Live roleplaying: Some scenarios are played out in whole buildings and take days, with costumes and props. There are also puzzle and negotiation games that guests can play as they're enjoying the other attractions.

Martial arts: One reason for Kamsii's high level of peace is that everyone who works with Guests is trained in "soft" martial arts like judo and aikido. This is one of the Imperium's best places for training at any level, with more Masters per capita than any planet in the Imperium.

Museums: The museums on Kamsii tend more toward spectacle than education or research, but they have some remarkable exhibits, especially in history and natural science. The Kamsii collections include such ancient treasures as the Gutenberg Bible and *X-Men #1*, not to mention the Hope Diamond (an ancient Terran artifact) and the Giivaash parchments. Visitors can

marvel at a robotic re-enactment of the First Coronation, or walk through the largest Karesky Bone ever discovered.

Nature walks: On islands that Kamsii scraped to bare rock and painstakingly rebuilt with ecosystems from Earth, Vland, Core, and other worlds.

Open mike: Kamsii has lots of opportunities for the guests to get into the show, with singing, comedy, or displays of talent.

Pet shows and contests: If you brought Fluffy with you, there's something for him to do too. (Note, though, that not every species of pet is welcome on Kamsii – nothing dangerous, nothing that might escape and be a pest, and nothing unfamiliar to the Company's biologists – and every pet brought onto the world must carry a locator implant.)

Quiet: But it's expensive. And in fact, many people come to Kamsii, whether they know it or not, to see . . . other people! Only at the noble get-aways is there tranquility, and many of the nobles prefer instead to mingle with the noisy masses . . . it's safer and more fun here than at home.

Retirement: You can spend the rest of your life here! See p. 16.

Typical Kamsii Souvenirs

Hiver Hat: Soft floppy plastic, with a cartoon Hiver head standing up in front and "feet" and "tail" hanging down. Cr10.

Lift Belt: With the Kamsii logo. Cr750.

3-V Cartoon holocube featuring the adorable Kamsii characters. Cr15 for three hours of healthy family hi-jinks.

Customized version of a Kamsii cartoon, computer-generated, with you or your child starring opposite those famous characters. Cr2,400 for the first 10 minutes; Cr1,000 for each additional ten minutes.

Stuffed Hansen's bear toy: Voice chip programmable for various age levels and 15 languages. Cr20.

Costumes: From every historical period on dozens of worlds, all verified as authentic by expert historians. Or, if you prefer, fantasy costumes for every taste. Cr100 and up.



The Kamsii Kids

Kamsii's cartoon characters are known and loved throughout the Imperium and beyond. There are dozens of Kamsii characters. Among the best known:

The Fuzzy Boomers: Three shaggy brothers with hick clothing and accents. One is Human, one Vargr, one Asian, but they're brothers. They are always clumsy but well-meaning, occasionally shrewd, usually stupid. Disaster follows them, but not bloodshed, and everything usually ends well.

Floating Wiklik: He just wants to be like everybody else and get along. Unfortunately, his feet are always floating a couple of yards above the ground. He is constantly suspected of being psionic, though



the word is never used. He explains, "No, I'm just lighter than air."

Goog and Vij: Two amorphous blue balls. They communicate by knocking things down; the rattling and crunching (and occasional explosions) are computer-morphed into voices.

Grandma: A little old Vargr lady given to fantastic hats. She is actually a super-genius crimefighter, and her hats disguise all kinds of gadgets.

There are no recurring villains (at least not named ones) in the Kamsii cartoon pantheon. Management feels that a continuing villain sends the unconscious mes-

sage that evil can be defeated but never destroyed, which they find unsettling.

Shopping: For many people, it's not a vacation without a little shopping. Or a lot of shopping. Kamsii obliges with a myriad of conveniently located hypermalls.

Sports clinics: Want to work on your hypergolf game? Ping-pong? Gravball? Always wanted to try individual re-entry, but need a bit of coaching? Want to learn to ride a real Earth stock horse? This is the place - and you can't possibly get hurt.

Theaters: For all tastes. From lowbrow burlesque through the season's hot musical comedy, to the most refined ancient Kabuki or Vishulu. Top talent comes to Kamsii. So does bottom talent: if you want to join as an extra, or get together with other amateurs and put on a show with professional direction, Kamsii will be happy to oblige, and your fellow guests will provide an audience.

Thrill rides: All kinds . . . from grav-bumpers for the kids, to re-entry for the nobles with too much money . . . and everything in between. Kamsii boasts 2,487 roller coasters at last count, as well as 1,660 nullgrav jumpers, including the amazing 13-kilometer Spacejumper.

Unlimited credit: Kamsii can find out exactly how much you're worth, and is happy to let you spend every credit of it.

VR sims: Be anybody. Do anything. Well, almost anything. While rumor has it that greasing the right palm will get you a super-adult sim, the fact is that this is something you can't get on Kamsii.

Wagering: Everything from glittering casinos full of one-credit slot machines to discreet rooms in tucked-away mountain resorts where the nobles play for planets and inheritances.

Xmas: Kamsii has commercialized every holiday it could find out about, and it's had centuries for research. Every day is a holiday somewhere on Kamsii (and they haven't had to invent more than a few out of whole cloth).

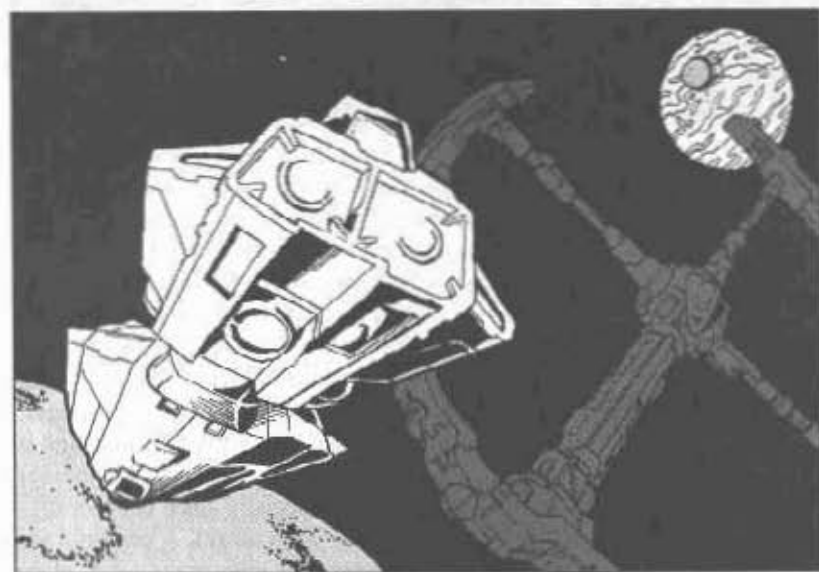
Yeti: As well as see-me-not, tarishii, Crell gobbler, and a dozen other mysterious creatures from across Charted Space. Some are actors in costume, others are robotic or holographic . . . just to spice up the woodland tours a bit.

Zoos: Real live zoos, and holozoos with simulated animals, including prehistoric monsters from Earth and Vland. Most of the zoo creatures do not have chips (see p. 17); there's no need for it.

Extra-Stellar Relations

TRADE

Kamsii's trade patterns are nearly unique. The world has little in the way of import/export trade – unless you count people and credits as trade goods. "Kamsii imports money and exports memories," as one economist puts it. Many have speculated on the size of the fortune to be made if KamsiiCo decided to trade on its proprietary technology, particularly their biotech applications. In the absence of facts about what this technology can actually accomplish, the imagination has run rampant – one wonders if the secret would seem as big if all were revealed.



Kamsii is located on a "mini-main" of J-1 routes connecting the worlds of Kagash (3121), Kiru Uda (2721), Uuggarkirber (2821), Ekugush (2922), Gurishi (3022), and Kankuup Ir (3123). Kamsii is self-sufficient in foodstuffs (even though very little area is devoted to agriculture – Kamsii's farms are small and very highly automated). Kamsii imports luxury goods and raw materials for its limited factory base. Some building materials are also imported; stone is of course locally quarried, and a single massive steel mill and nickel/iron mine meet planetary needs.

Kamsii exports little, paying cash for its imports, but the massive inflow of revenue from tourism more than offsets any imbalance. The animations and other products of the Entertainment Division are an increasing source of income.

KAMSII'S POLITICS

Since the history of Kamsii started with a betrayal, and with Imperial mercy, it should not be surprising that the haut-Jones family, and KamsiiCo, are Imperial loyalists. For the most

part, that simply means that they pay their taxes on time and don't corrupt the local starport officials any more than necessary to do business.

In wartime, though, the talents of Kamsii are placed at the service of the Imperial propaganda machine. During the Third Frontier War, for instance, a cold and forbidding Zhodani exhibit was created. It was very popular. It closed, of course, shortly after the end of the war. The exhibit was re-created briefly during the Fourth and Fifth Frontier Wars, but closed again at the conclusion of hostilities.

However, the propaganda cartoons made during the Fourth Frontier War can still be viewed. Two in particular are considered classics. "Floating Wiklik Joins the Marines" is an absurdist triumph, and the scene of the drill sergeant shouting at Wiklik's feet graces millions of T-shirts across the Imperium, including some in Marine lockers. And "Duke Eneri Boomer," with its increasingly frustrated Zhodani telepaths, gave Humaniti the catch-phrase "I can't read what's not there!"

Because of the family's early association with treasonous Solomani factions, they attracted considerable attention during the Solomani Rim War (990 to 1002), but no evidence of collusion with the Solomani Confederation was ever found. No anti-Solomani propaganda was produced during the conflict, however, indicating that the subject may still be a sore point with the haut-Jones/Hansen family.

Kamsii does not, as far as is known, share all its technology with the Imperium. But neither the haut-Joneses nor Imperial Intelligence have any doubt that Kamsii would come through for the Imperium in an emergency. On the whole, Strophon considers Kamsii an important asset, likely to be overlooked by the foes of the Imperium. There is some concern within Imperial Intelligence that the Hiver presence on Kamsii indicates that the Federation has quit overlooking it, but given the Hivers' well-known inscrutability, we cannot know precisely what they are up to on the world. Perhaps, as comedian Anton Wilson Peale suggests, they are looking for corn dog recipes.

The Gig on Kamsii

"Kamsii? What can I say about Kamsii . . . I mean that literally, I haven't talked to my lawyer recently so I don't know what I'm allowed to say this week. Yeah . . . I did one gig on Kamsii, and they loved it so much they banished me for life. I have this whole routine I do on the place, and it was — is — one of my most popular acts — always packs 'em in. Only trouble is, every time I do it, my lawyers hear from their lawyers about some minor gag, and next thing you know I've got a restraining order tacked to my forehead. And I had better say, I do not mean that they literally tack the order to my forehead, they deliver it in the normal fashion. I do not want to imply that the Kamsii Company would do anything in the least improper or violent. Please don't hit me!

"I wish I could figure out what it was they wanted, but you know, you can't read what's not there."

—Anton Wilson Peale,
TNS Interview, Capital/Core,
0351113

KAMSII AND EXTRALITY

Jadzil Highport and Jadzil Down are both, of course, under Imperial authority. But the relationship between KamsiiCo and the local Port Authority is close and friendly. KamsiiCo has centuries of experience in showing its appreciation without offering anything like a bribe, and many starport workers hope to retire on Kamsii.

Jadzil Down is almost unique among starports in not having a Startown. There never has been a low-control area on the planet, and if KamsiiCo has its way, there never will be. The only way out of the downport is through a single huge, busy rail station. It leads to what most planets would call Passport Control. Kamsii calls it Welcome. Everyone . . . guests, employees, everyone . . . goes through Welcome. Identities are verified, the KamsiiCard is issued or updated, and the newcomer is directed to transport that will get him to his next destination. Welcome is the gateway to a dizzying nexus of subways, monorails, air terminals, and air/raft plazas, connecting to vacation sites all over the planet.

Because it lacks a startown, Jadzil Downport has become an on-world haven for many of the things KamsiiCo forbids — weapons, crime, sleazy entertainments, privacy. KamsiiCo's influence is extensive and far-reaching, so the SPA has reason to eradicate the most egregious violators. Also, KamsiiCo takes a loss on some of its cheaper souvenirs, with the aim of driving producers of cheap knockoffs out of business. And, of course, space inside the Extrality line is at a premium, and few unapproved businesses can afford the rent (especially since cheaper digs can be found only a jump away). A certain trade in unKamsiiCo-approved enterprises takes place in the shadow economy present in every starport, but Jadzil has less of this sort of thing than the Imperial average.

Jadzil Highport is primarily designed to receive and support the huge number of passengers arriving and departing daily. Kamsii receives a significant number of starships "passing through" en route to other destinations, but the number of these is dwarfed by the passenger liners. KamsiiCo fuel shuttles make regular runs to the system's gas giants, and passenger shuttles run constantly from the world's surface to orbit and back again.

Characters

Kamsii is a complete world, but its plumbers and shoe salesmen have pretty much the same skills as their counterparts elsewhere – there is nothing unique about Kamsii that requires special skills to live there. The society, however, is radically different from the Imperial norm.



TEMPLATES

No new templates are required for Kamsii characters – their differences are social and cultural, and are best reflected in the choices made during character creation and in the attitude of the players and GM. Characters from Kamsii are normal Humans generated using the templates found in *GURPS Traveller*, pp. 82-98, with the exceptions of Barbarian (except for those Authenticists *pretending* to be primitive), Belter (there are belts in the system, but no one is mining them), Bounty Hunter, Corsair, and Rogue.

Authenticists: Everyone from Kamsii will be familiar with the Authenticists, and must will be practitioners to a greater or lesser extent. In practical terms, this means they will be oriented towards the study of a single Human (not necessarily Solomani) culture, and will enjoy dressing up. For more details on the Authenticists, see p. 14 and pp. T:RP60-61.

I'M FROM KAMSII

A PC or NPC may have Kamsii as his place of birth. Whether he embraces his background or is rebelling against it, the planetary culture will have left its marks on his skills and personality. They will be stronger in some, weaker in others, and there are a thousand different combinations, but most of these traits will be present in most people raised on Kamsii:

- He's likely to have good social skills of the "civilized" variety. He will gravitate to crowds when he wants to have a good time. He'll respond to a challenge with a smile rather than a punch, and will appeal to authority rather than settling things himself.

- He won't have much if any Streetwise; Kamsii has no "bad neighborhoods" and very little crime. Even Kamsii police do their work via high-tech surveillance rather than walking the mean streets. Kamsii's meanest street is only slightly grumpy.

- He'll think that cash is slightly disreputable and perhaps a bit romantic. He's used electronic credit all his life. The idea of private ownership of land will be alien and exciting.

- He will be comfortable with computers and will consider any place without a planetary infosystem to be primitive.

- He may appreciate a bit of physical privacy once in a while, but he's used to strangers knowing his name and life history, and he sees constant surveillance as a valuable social tool.

- He probably thinks he likes nature, but he will have no idea what a real wilderness is like, and his concept of ecological management starts, "First you kill off the dangerous stuff, and then you decide where to put the scenic overlooks."

- He probably thinks he's sophisticated because he comes from a high-tech, central world with millions of Guests a year. In fact, by galactic standards, he's been raised in a protected, if not actually prudish, environment. When he leaves Kamsii, he will be easily excited or easily shocked . . . or both.

■ The chances are nine out of 10 that he's an Authenticist. If he's not, it's because he's *really* not interested — he was under considerable social encouragement to join them as he grew up.

■ He was exposed to basic "soft" unarmed combat skills at an early age; if he had the slightest interest, he was given the opportunity to study extensively. But unless he worked as a Host or security officer, he has probably never used these techniques except in sport.

■ He has almost certainly never even touched a real gun. On the other hand, he's probably played with some amazingly good simulations of handguns, rifles, tank guns, *Iramda* fighters...

■ He was healthy when he left Kamsii. He's not used to being sick or being around sick people. As part of his regular schooling, though, he had annual training in basic first aid, and he assumes that everyone around him will also react appropriately in case of accidents.

■ Unless he worked in one of the emergency services, he has probably never experienced serious violence or seen a dead person, let alone witnessed a death. He has never visited a graveyard; Kamsii cremates all corpses very quickly, with no "viewing" period.

■ He's very status-conscious in an understated sort of way. He's used to dividing the world into "Us and the Guests," and holding the two groups to very different standards. He's also used to deferring to Company superiors. He will look for a group that he can respect and be loyal to, whether it's another company, a ship crew, or a criminal gang.

■ He equates success with respect, responsibility, and comfort, but not with a life of leisure. Someone who spends all their time having fun, and never works at all, is... a Guest! And many Guests are very nice people, but they're not "us."



■ He was raised in an atmosphere of respect for the Imperium.

■ He will be very aware of popular culture. He can name every villain Starbuck Hornbeam has ever tracked down, and he will go on for hours about *Tales of the Beowulf*.

■ He will find dirt, messiness, and litter distasteful, but will (unless he's a *real* rebel) pitch in automatically to clean them up, and will feel baffled resentment toward those who don't do their part.

■ He will usually seek to civilize and organize his surroundings, while avoiding conflict with those around him.

AND WHY DID YOU LEAVE?

■ Most children of Kamsii, if they like the planet, stay there. So the average Kamsii expatriate will be someone who didn't fit in for one reason or another: too combative, too questioning, too soli-

tary, or just too individualistic.

■ But he might have been lured away temporarily by an interesting job offer. Many Kamsii natives spend a few years as passenger-service crew on the luxury starliners. It's a clean, safe way to see the galaxy — and you get paid for it! The spacelines value a Kamsii background.

■ A Kamsii native might also be encountered offworld on a mission for the Company: acting as a consultant, buying or selling technology, shopping for a new species for a zoo or a new specimen for a museum. Or he might be taking courses in some advanced specialty not taught on Kamsii, improving his skills to do his job better. Or he might be on vacation... in which case he's likely to be thinking about how nice this place could be if it just had some good Kamsii-style organization.

Adventures on Kamsii

Kamsii has been designed to have many possibilities for adventures – not only those familiar to *Traveller* GMs everywhere, but also a few that are only possible in the unique local society. Weapons are prohibited, universal surveillance is the norm, and private transport is rare and expensive . . . all of which will complicate certain scenarios and shake players out of their routines!

JUST A TOURIST

Note that since almost everyone who visits the world will either be a tourist or an agent acting like a tourist, these plot hooks will fit into almost any adventure.

ENGINE TROUBLE

An air/raft goes down with the party aboard. Where it lands, and how hard, is up to the GM. The KamsiiCo hosts and crew will expect immediate rescue; if rescue doesn't come, it means that either a very strange accident, or deliberate action, has interfered with the air/raft's connection to the planetary net. (This might be a consequence, expected or otherwise, of fiddling by the PCs!)

An additional complication: The air/raft has crashed in one of the less hospitable "flyover only" areas, with no communications and no other vehicles expected in the area for days.

DROYNE LAND

It's hard to get tickets for Droyne Land, but the party was interested, and they persisted, and there they are, touring a whole Droyne community at TL6. One of them says something in Droyne to one of the native "hosts." A little while later, a convenient diversion takes place, and the Droyne-speaker is yanked into a native dwelling for a quick interview. Later, in private with the rest of the party, he tells the story. Basically, the Droyne want to leave Kamsii. Their community has been there for generations, and KamsiiCo takes them for granted . . . the current leaders feel like zoo animals and want to take the whole *oytrip* somewhere else. They have been talking to Kamsii management for five years about leaving, and nothing seems to happen. They need an outside contact. They have money.



ALTERNATE KAMSIIS

If the planet as described here doesn't exactly fit into the campaign, or if the players have heard about it and need a little surprise, here are three different "takes" on the same basic idea of the Theme Park World.

KAMSII LIGHT

Kamsii as described is a nice place, but Kamsii Light is even nicer. Everything here really is as pure and clean as it seems to be. Any nasty stories that the travelers have heard are just that . . . stories. Management is genuinely benevolent, the employees are happy, and KamsiiCo donates huge amounts to charity every year and still shows a profit.

Sure, there's an occasional covered-up accident, but it's not a plot from the top. Some of it comes from over-loyal employees, and some of it is just that even the news media, for the most part, don't want to make Kamsii look bad. And in fact, the world really is one of the safest places in Charted Space, because KamsiiCo works so hard to make it that way.

Careful psychological screening gives Kamsii a police force that truly "hates the sin but loves the sinner." They carry highly effective but nonlethal weapons. Serious offenders are simply exiled from the planet, and the computers at the starport exits recognize anybody who attempts to return. Even the terrorists, for the most part, leave Kamsii alone. "Blow up *what*? No, you jerk. That place is for *kids*."

There are no secret technologies. Kamsii is living proof that the pure in heart, if they have enough money and determination, can stay in control without losing their innocence.

What could a group of adventurers do in a place this nice? They might spend quite a bit of time looking for a dark heart of evil that isn't

there. Or they could be recruited to help protect this kids' paradise.

KAMSII DARK

The stories about Kamsii are all true, and there are worse truths that nobody dares to whisper. The decadent rich come to Kamsii to enjoy pleasures they can't get anywhere else. Not just drugs and debauchery, though those are common, but private arena combats to the death, hunts with sentient prey, illegal body modifications . . .

The "chip" (p. 17) is put to some creative new uses. Noble hunters who don't like risk can stalk game that roars and charges but will never lay a claw on them. And the chip works perfectly well on Humans, too.

Behind the dead eyes and blank smiles of the servitors is . . . nothing. Not any more. Just meat, to serve the whims of the paying guests of Kamsii.

It remains, on the average, a safe and pleasant place for ordinary people to visit. But if you're *too* good-looking, and catch the wrong eye . . . well, people vanish.

The news media know better than to try to publish an exposé of Kamsii. KamsiiCo has *pull*. Many of its noble guests are quite happy to cooperate in squashing any interference with their playground. Others have no choice . . . KamsiiCo has *lots* of tapes in its blackmail vaults. Strephon himself is disgusted with the world, but is forced to tolerate it as a safety valve for the worst elements of the nobility. And the haut-Jones family is politically quite reliable; Kamsii is a hellhole, but it's a hellhole that's completely loyal to the status quo.

Adventurers might come to Kamsii Dark for a number of reasons, none of them creditable. There is always intrigue around and within the haut-Jones family; any one of five cliques might want to hire an agent or assassin. And once again there will be blood on the casino floors, or on the midway.

Continued on next page . . .



ALTERNATE KAMSIIS (CONTINUED)

KAMSII DIRTY GRAY

Not the gray of moral ambiguity. This Kamsii can't afford any morals at all, not even ambiguous ones. This is the gray of age, of decay, of laundry left undone for a very long time.

And it still loses money. The enormous subsidized liners bring in-system hundreds of thousands of vacationers a day - but it never seems to be enough. There's no money for new attractions . . . there's not even enough to maintain the old attractions. Everything gets a little bit older and tider every year. Accidents aren't covered up. They're not even news. It's what you expect from Kamsii.

The animal control system was never developed, but it doesn't matter. Hansen's bear is extinct, along with most of the other native land species. The northern forests have been cut into two million little campgrounds, and



every one of those campgrounds has been trampled flat. The beaches are as white as ever, but the garbage of a billion picnics floats in and out with the tide.

Hate breeds in the crowded, stinking arcologies. The rebels have nothing to lose, but they have nothing to win, either. Crime is everywhere, but few of the tourists have any more money than the natives.

A few of the younger haut-Jones dream of changing things, but their elders are all working themselves to death, lost in depression, or spending their meager allowances on what little third-rate luxury the world still has to offer.

No self-respecting *Traveler* heroes would visit this Kamsii without a good reason. They might be looking for a runaway, tracking down a dope ring, making a smuggling contact . . . but they wouldn't be here for fun.

CONSULTANTS

Kamsii needs a wide variety of outside consultants and experts. It may not entirely trust off-planet hirelings, but it's quite used to dealing with them.

BRING 'EM BACK ALIVE

New attractions require interesting animals, and sometimes these are difficult to come by. You've been hired by Kamsii to go to a Red Zone world and retrieve several breeding pairs of an especially rare animal. Perhaps the species is sacred to a local religion, who won't take kindly to off-world unbelievers kidnapping them.

DROYNE LAND II

"This is very embarrassing. You know our Droyne Land attraction? It's very popular. We could sell four times as many tickets. But we're about to have to close it. The Droyne want to leave. They have offplanet contacts, and they're about to raise a stink. And they're free sophonts. We can't *make* them like it here. No, no, you misunderstand. We don't want you to change their minds. How can you change a Droyne's mind? No, we want you to find us some more Droyne. There are Droyne all over the place. There must be a few *oytripin* who need a new place to live. Find us some Droyne who are Kamsii-type people, okay?"

UNDERCOVER ESCAPADES

Many times, of course, adventurers will be hired to do something KamsiiCo doesn't approve of.

INDUSTRIAL SPY

Kamsii has a great many advanced techniques it doesn't share with the rest of the Imperium, starting with the "chip" (p. 17). But the ultra-controlled nature of the world makes it very hard just to walk in and start asking innocent questions. One way to get the information would be to find a chipped animal, remove the chip, deactivate it somehow without destroying it, and smuggle it offworld. Another way would be to take the whole animal. But how do you steal a *monster* without being noticed?

ECO-TERRORISM

"You know what they do to the animals on that world, don't you? It's revolting. We need to get our team into one of the wilderness areas, find as many big, fierce predators as we can, and free them from those blasted chips. Let 'em try to cover up when a flock of tourists gets eaten by lions . . . What? Well, none of our team has any experience in . . . martial things. We need someone to smuggle our equipment onto the world, keep security off our backs while we operate on the animals, that kind of thing. They have no right to treat living creatures this way - here, look at this photo of the Hansen's bear . . . that kid is shoving sticks up the poor thing's nose, and the chip has it paralyzed . . ."



THE REPORTER

A lot of people can't believe that Kamsii is as clean as it seems to be. Others hate it for its control. Others hate it *because* it's so clean. Any of these might be a reason to send a reporter to Kamsii to dig up some dirt.

A team of reporters and photographers has been assigned to go to Kamsii and follow up a story of a passenger jet crash. Allegedly there were no survivors, but the story was killed by Kamsii Security.

"As Big As My THUMB!"

Kamsii's history has been shaped by its almost total lack of useful mineral deposits. And some people just can't believe that there's *really* nothing there. What's going on in the closed off sections of the world?

The party meets a down-on-his-luck type in a starport bar on another planet. He offers them half the profits if they'll get him to a specified mountain location on Kamsii - right in the middle of a large area where no foot traffic is allowed. He shows them a huge raw emerald and talks about how many more are just lying there. Then he doesn't make the Kamsii rendezvous. They never hear from him again. What do they do? (Possible twist: It's a setup. The actor with the emerald was hired by some old foes, and those same old foes have passed their description to Kamsii as armed, dangerous trespassers.)



Shooting Trouble

The Kamsii Troubleshooters are a very dedicated group . . . dedicated to their world, to the haut-Jones family, to the family-values ideal of Kamsii. Idealists can be very ruthless.

Twelve years ago, an Ine Givar cell came to Kamsii. Imperial Intelligence got a hint of their whereabouts and a partial description and passed it on to Kamsii Security.



Security went through terabytes of stored starport data and found 337 new employees who had entered the planet during the past year and met that description. It immediately started full-time monitoring of their living quarters, their offices, and their personal KamsiiCards.

Over the next month, four of those employees said or did things that focused Security on them, and the Troubleshooters moved in. Each

employee was called in for medical tests ("possible exposure to Chapri mites"), knocked out, and chemically interrogated. The fourth one was an Ine Givar.

When he left the clinic, he was fully wired for sight and sound. Over the next six months, the Troubleshooters identified four other cell members and one starport contact, and treated them the same way. During this time, the cell attempted two bombings; the Troubleshooters arranged for both of them to fail by "accident."

When two months went by with no further contact, the Troubleshooters started picking up the cell members. They were subjected to chemical interrogation, subjected to physical interrogation, killed, and the bodies disposed of. One further contact was disclosed this way, and also dealt with. Only the cell leader was left alive; he was certain that his survival was due to his own precautions.

Four years later, Ine Givar re-contacted the cell leader and sent in three more people. The Troubleshooters gave them the same treatment. One of the newcomers knew quite a bit, and he was handed over to Imperial Intelligence when Kamsii was through with him.

The cell leader is still waiting for more reinforcements, but Ine Givar hasn't been back.

NOBLES

Lots of nobles come here to play, of course, but sometimes there are other reasons. A noble might also visit Kamsii on Imperial business, to request cooperation of some type from the haut-Jones family. It might be family business, or at the behest of a company. Noble visitors always get special treatment, and special attention as well.

CINDERELLA

Your noble patron has fallen madly in love with someone he met on Kamsii - briefly, during a party. He forgot to get her name. Your job is to find her, and deliver his proposal. Complicating factors might include:

- An existing Significant Other.
- She's a KamsiiCo employee and doesn't want to leave.
- Her family hates his family (no fair naming her "Juliet").
- She is a wanted criminal/industrial spy/interstellar terrorist.

RAPTURE OF THE DEEP

For some personalities, Kamsii can be very compelling. The place has a small number of wealthy "lotus eaters" that do nothing but enjoy the world's attractions . . . and spend the family fortune. Your job is to go to Kamsii and fetch a younger relative (who has fallen victim to Kamsii's charms) back home. Persuading him to leave may be a challenge; weapons are prohibited, and it will be difficult to bribe your way out of any tight situations.

PARTY LIKE IT'S 1399!

You're the advance men for a noble who wants to arrange a private party in one on the Authenticist villages. He's always wanted to be King Arthur, and you've been sent with a huge expense voucher to make it all happen. Unfortunately, he doesn't have a *clue* about the real Middle Ages, and the Authenticists do . . .

BODYGUARDS

Even on a planet as safe as Kamsii, the wealthy or noble will have bodyguards. You'll have to depend on unarmed martial arts, however. And remember, the world is *full* of people with unarmed combat training, and they all carry radios. This is fine as long as they think you're the good guy . . .

THE COUSINS

You are hired to guard a pair of spoiled young nobles on vacation. The older one is convinced that there must be some real vice somewhere on this planet, and he's going to do whatever it takes to find it. The younger boy wants to go where his idolized older cousin does. And the younger one is the heir to the title, so the older boy can't (and genuinely doesn't want to) just dump him . . .

LAST WISH

You are family retainers for an elderly noble, paying a last visit to the Kamsii resort where he met his late, beloved wife. Over dinner one night, his old heart fails. It's quite sudden and very final.

Now you have a terrible problem. He had discussed it with you, half-jokingly; he didn't think it would really happen. But everyone who dies on Kamsii is cremated as soon as possible. And the Baron intends to be buried in his family crypt, with 12 generations of ancestors. His son,

the new Baron, will be very upset with you if Kamsii reduces his father to ashes. More important to you: *the old Baron wanted to be buried at home*. You have to make that happen. But how? Soon your master's body will be cool enough that his KamsiiCard will report a problem . . .

TROUBLESHOOTERS

A few dozen people in Kamsii Security make up the elite Troubleshooters. These are people who have proven their loyalty to the Company, and to the Guests, over and over again . . . people who are smart and able as well as loyal . . . people who can be trusted to break the rules for the greater good of Kamsii, without going bad.

THE DEFECTOR

A mid-level technician went on vacation off-planet (which is slightly suspicious in itself) . . . and vanished. The problem is, he worked in the wildlife section. He had access to chip technology. There are indications that confidential files were copied in the week before he left. Go off-world, find him, and deal with him; that technology in the wrong hands would be a disaster.

HIVER LAND

Your boss has come to fear that the inhabitants of "Hiver Land" are part of some long-term scheme – possibly a scheme directed against the Imperium, or even all Humanity – and Kamsii is the dupe. But how do you investigate *aliens*?

KAMSII COMES TO YOU

Even if the campaign is set far from Core sector, KamsiiCo can get involved. It's a big company with far-reaching interests . . . and it's one of the drivers of the Imperium's popular culture. Everyone has heard of Kamsii.

PATRON OR EMPLOYER

KamsiiCo, or its far-traveling employees, can provide interesting jobs, on a one-shot or continuing basis. Typical assignments might include:

- Bring back info on some life-form. (Maybe Kamsii wants it for a zoo. Maybe it's infesting an ecology and they need to kill it.)
- Bring back a specimen, or several specimens, or a shipful.
- Locate and collect some artifact.
- Get Tri-D footage of some natural attraction.



■ Get Tri-D footage of a competing amusement facility.

■ Find an expert on subject X.

■ Investigate this person for us, and don't ask why. (Potential employee? Potential competitor or threat? Potential spouse for a member of the ruling clan?)



ANTAGONIST

Take any of the above ideas and turn it around. The employeecs (native-born or hireling) of Kamsii are trying to do one of those things, and you need to stop them.

NEW KAMSII

Charted Space is big. The wealthy can travel as they like, and come to Kamsii from every sec-

tor . . . but the middle-class visitors that provide the world's bread and butter can't afford that. So KamsiiCo is expanding its horizons. It's looking for a whole *world*, well away from Cure, to turn into a second Kamsii. They need confidential consultants – preferably independents with their own ship – to check out some possibilities and possibly even negotiate for them.

Alternative idea: The party is hired by another corporation that wants to research Kamsii, recreate its "formula" for planetwide family entertainment, and set up its own pleasure world. (Of course, if Kamsii gets wind of this, it may want to stop the competition . . . but it might just offer to trade its expertise for a piece of the action.) This could turn into a whole campaign, alternating secret-agent games on Kamsii with frontier exploration and board-room double-dealing.

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WORLDS WITHIN JUMP-6 OF KAMSII

CORE SECTOR

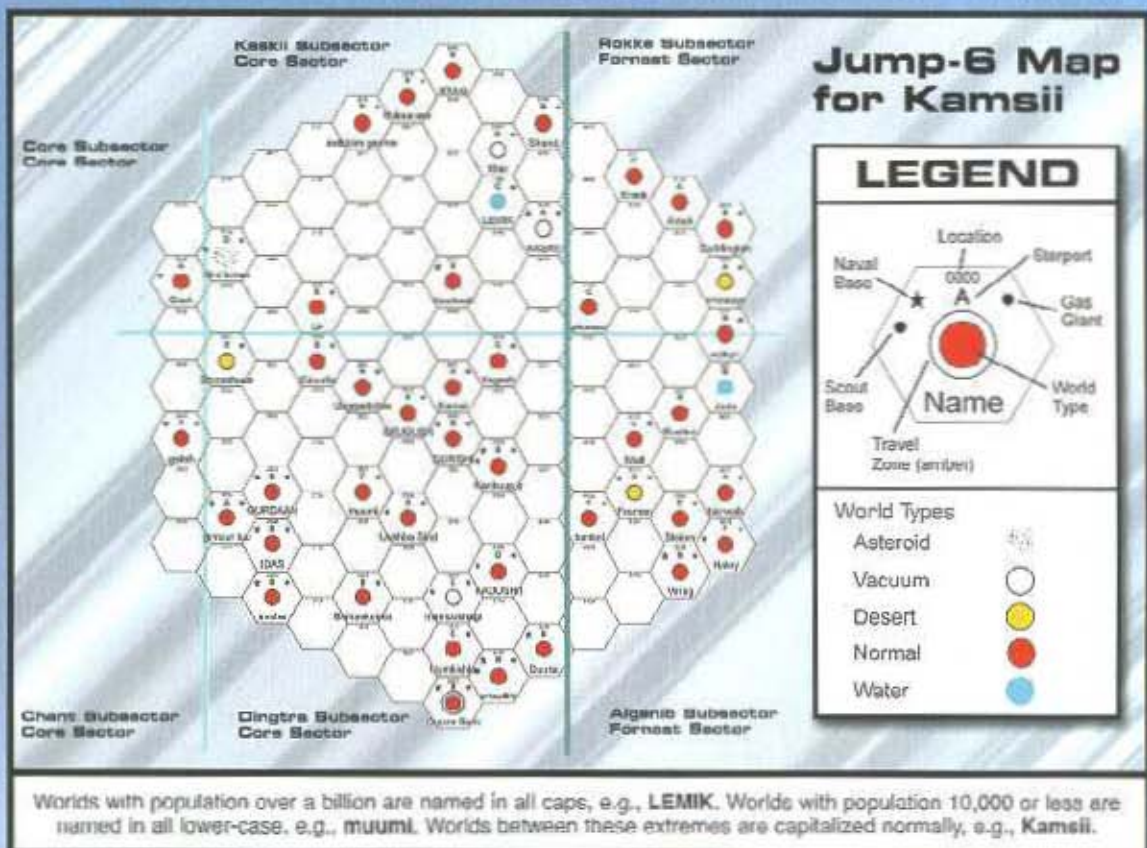
HEX	NAME	STARPORT	GRAVITY		HYDROGRAPHIC %			POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
			DIAMETER	ATMOSPHERE	CLIMATE								
2419	Gash	V-S	5,000	0.55	Thin (T)	39%	Cool	540,000	Multiple	4	9	4.0	
2422	Gcish	V-N	4,300	0.57	Std (T)	30%	Normal	7,600	AthDem	0	11	3.5	
2519	Riivid Irnan	II-S	Belt	N/A	None	0	Frigid	6,800	Oligarch	0	9	2.5	
2521	Shipshuu	I	2,400	0.46	Std	0	V. Hot	27,000	Captive	2	6	2.5	
2524	Gimnur Lau	V-N	5,200	0.66	Std (T)	59%	Warm	9,000	AthDem	1	9	3.5	
2623	Gurdaan	IV-N	4,900	0.68	Trace	0	Frigid	1.4 mill.	Theocracy	6	11	5.5	
2624	Idas	IV-N	4,400	0.74	Dense (T)	20%	Tropical	1.2 bill.	Dictator	6	12	5.5	
2625	Imsha	IV-N	2,400	0.59	V. Thin (T)	21%	Frozen	7,400	Oligarch	4	10	3.0	
2720	Lir	IV	4,300	0.89	V. Thin (T)	60%	V. Cold	79,000	Multiple	6	9	3.5	
2721	Kirunda	IV	4,900	0.85	Thin	9%	V. Cold	97 mill.	Merit	4	8	4.0	
2816	Indhüm Ganme	IV	8,000	1.02	Std	88%	Normal	1,300	AthDem	2	10	3.0	
2871	Uaggarkirher	IV	4,900	0.73	Thin	20%	Cold	380 mill.	Bureau	4	8	4.5	
2823	Muumi	III	5,000	0.86	Thin	34%	Frozen	34	Anarch	0	10	2.0	
2825	Bishaakunka	IV	6,100	0.80	Dense	31%	Warm	140 mill.	Dictator	6	7	4.5	
2916	Khinra Ash	IV	10,000	1.37	Variable	61%	Chilly	7,700	Captive	1	7	2.5	
2922	Ekugush	IV	5,900	0.67	Thin	19%	Normal	9.3 bill.	Captive	5	9	5.5	
2924	Uushha Sind	I-S	5,000	0.64	Std	40%	Normal	49 mill.	Multiple	6	5	3.0	
3015	Anrug	IV	7,200	0.89	Dense	33%	Warm	2,200	Techno	1	8	2.5	
3019	Kinekesk	IV-N	1,900	0.43	V. Thin (T)	22%	Frigid	710,000	Techno	1	12	4.0	
3022	Gurishi	IV	6,700	0.79	Thin	61%	Warm	8.2 bill.	Bureau	6	9	5.5	
3025	Mauluushagi	III-S	2,400	0.57	None	0	Frigid	6,800	Techno	2	10	3.0	
3026	Uumkishla	III	3,100	0.93	Std	32%	Cool	18,000	RepDem	3	8	3.0	
3027	Gurza Dem	IV-N	9,400	1.29	V. Dense	52%	Hot	37 mill.	Captive	6	8	4.0	Amber Zone
3117	Khiir	IV	2,000	0.87	None	0	Frigid	20,000	Techno	4	9	3.5	
3118	Lemik	III	5,100	0.58	Std	99%	Normal	7.6 bill.	Merit	6	10	5.0	
3121	Kagash	III	5,400	0.54	Thin	43%	Cool	520 mill.	Dictator	6	6	4.5	
3123	Kankuup Jr	IV	4,300	0.38	V. Thin (T)	39%	V. Cold	83 mill.	Dictator	5	9	4.5	Amber Zone
3125	Kadushii	II-S	6,100	0.85	Dense (T)	50%	Tropical	7.5 bill.	Multiple	2	9	4.5	
3127	Arkadkhi	IV-NS	7,100	0.86	Std (T)	91%	Tropical	3,100	Oligarch	7	10	3.0	
3216	Shand	IV	8,900	1.03	Std	41%	Normal	98,000	RepDem	2	8	3.0	
3218	Kaskii	V-N	3,000	0.63	None	0	Frigid	5.0 mill.	Bureau	5	12	6.0	
3226	Douka	IV-N	6,000	0.93	Dense	63%	Chilly	620,000	Multiple	4	10	4.0	

FORNAST SECTOR

HEX	NAME	STARPORT	GRAVITY		HYDROGRAPHIC %			POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
			DIAMETER	ATMOSPHERE	CLIMATE								
0120	Picasso	III	6,000	0.75	Dense (T)	23%	Normal	780	Oligarch	2	9	2.5	
0124	Hankel	III	5,800	0.67	Thin	41%	Tropical	540	AthDem	0	9	2.5	
0217	Krank	III	7,800	1.03	Dense (T)	91%	Hot	40,000	Merit	4	10	3.0	
0222	Niall	III	2,700	0.83	Thin (T)	6%	Warm	60 mill.	Bureau	6	9	4.5	
0223	Fremos	V-N	5,100	0.75	V. Thin (T)	0	Hot	79 mill.	Multiple	6	10	5.0	
0318	Amoli	V	5,800	0.83	Dense (T)	44%	Cold	8.4 mill.	Captive	2	10	4.5	
0322	Rustion	IV	7,000	0.96	Thin (T)	51%	Warm	750,000	Captive	3	8	3.5	
0324	Steiner	I	3,400	0.96	Thin (T)	10%	Frozen	880 mill.	Oligarch	1	5	3.0	
0325	Varag	IV-N	8,100	1.07	Corrosive	10%	V. Cold	34,000	Corporate	1	10	3.5	
0418	Coddington	IV	7,100	0.74	Dense (T)	77%	Normal	77,000	Oligarch	1	9	3.5	
0419	Prestuyf	V	6,000	0.70	Corrosive	0	Tropical	3.8 mill.	Multiple	4	10	4.5	
0420	Wylkyn	IV	8,200	0.92	Thin	60%	Normal	1,400	RepDem	0	8	2.5	
0421	Jads	IV	7,400	0.86	Thin	100%	Cool	510,000	Techno	1	9	4.0	
0423	Norwalk	V	9,000	1.19	Dense (T)	68%	Warm	880,000	Techno	2	10	4.0	
0424	Haley	III-S	5,200	0.86	Std (T)	60%	Tropical	29,000	RepDem	2	9	3.0	

* Starport personnel not included.





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