

WELCOME TO: NEW  
EDEN



WORLD LORE:  
UNCENSORED



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## WELCOME TO: NEW EDEN

### An Introduction

The world of New Eden is a bleak and complicated one. Your characters' lives are lived under the thumb of a hedonistic, self-serving, militaristic, dictatorial state. By the time you find your name being drawn in the Harvest, there is nothing you can do other than hope against all hope that, somehow, YOU are the last Tithe standing as the Arena self-destructs... and even then, you don't really win, not against the might of the Metropole.

This lore book is intended to provide you with all the In Character knowledge that you might possess as someone living in New Eden. Here, you will be taken on a journey through the world's recent history and the timeline of living memory. Not all of it may be relevant to you; some characters will be too young to remember days of old... and some characters will not have lived long enough to see the sparks of change.

Some segments in the timeline are Out Of Character knowledge only, and these will be clearly marked as "OOC". They have been included because, at this point, a lot of our veteran player-base are aware of their place on the timeline, and we feel that it's important to keep any new players in the context loop. Plus, we trust you not to meta-game!

We hope this guide proves useful and leaves you with valuable insight to enhance your gaming experience. If, like us, you enjoy a deep-dive into extensive lore, then buckle up and read on - because it's about to get spicy.

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## REDACTED

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### The Beginning of the End

No one is really sure when the end began. Some thousands of years ago, following the devastation of war and disease, mankind as we know it was wiped from the face of the earth. Humanity was scattered to the wastelands, balanced dangerously on the precipice of extinction.

### An Unprecedented Proposal

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## 2020-2023

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## The Pandemic

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2025-2027

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## The Calm Before The Storm

=REDACTED=

## The Resource Wars

=REDACTED=

## The Cataclysm

Following a world-ending series of calamities that nearly destroyed humanity, humanity saw that as a challenge, and nearly finished the job.

## The End of the Beginning

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REDACTED

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## The Dark Days

The survivors that remained had to make it through the Dark Days - an arduous period of who knows how many decades or centuries - and try to rebuild what was left of their ruined lives. A small island in the middle of the sea, once known as the United Kingdom of Great Britain, was reduced to a shadow of its former self: no longer a land of hope and glory, but a land of fear and poverty. Lone survivors became small colonies, which in turn slowly grew into isolated population centres. Eventually contact was made between groups, and areas began to trade with each other, becoming known as "Provinces".

## Excavating The Past

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2310

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## The First Pillar

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## Seeds of Eden

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## Resource Refugees

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2346

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## The Technological Revolution

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## The Second Pillar

The Provinces welcomed the arrival of travelling “Nightingales”, pioneers of modern medicine who brought with them innovative products and improved healthcare. Though many communities had developed forms of “backwoods healing”, the frequent Nightingale visits allowed for regular check-ups and ongoing care for those who needed more than a simple poultice or potion.

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2352-2363

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## Connecting The Country

Newfound resources for better tech resulted in the construction of a brand-new hydroelectric dam situated in the western area known as Province 5. This development brought the country a more sustainable and reliable source of power, which allowed for significant progression of nationwide infrastructure.

The travelling Nightingales were able to repurpose old medical spaces and turn them into Nightingale Clinics. These served as more permanently-accessible healthcare centres and were based in each different Province.

## Life On Rails

Spanning the length and breadth of the country, this new train system provided integral travel and transportation links across New Eden.

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2368

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## The Third Pillar

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2392-2397

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## Away From Prying Eyes

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## No Way Out

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CIRCA 2920

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## The Gates of Eden

For hundreds of years, peace held as the survivors turned their attention to rebuilding and encouraging their Provinces to flourish. There was free movement across New Eden; there were no fences, no gates, no walls, nothing to physically stop someone from leaving one Province and crossing into another. A government council was formed in the centre of the country, a place now known as “The Metropole”, and each Province had a representative who held equal voice on the council.

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2985

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## A Cuckoo Calls

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2997

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## The Dawn of Democracy

On 16<sup>th</sup> March 2997, President Ignotus Lock was inaugurated. This date has come to be known as “Founding Day”, which is celebrated nationwide each year, and is widely acknowledged as the anniversary for the solidification of New Eden.

The government continued with new vigour and New Eden continued to grow. Industries thrived, food was plentiful, and living conditions were reasonably comfortable – the squalor of the Dark Days now a mere whisper of a memory from a great-grandparent’s bedtime story. For the first time in a long time, the country’s populace reflected something akin to a modern civilisation.

With the Metropole overseeing Province production, results improved dramatically. Routine working hours were established, resulting in quicker and larger turnarounds, and the introduction of goods tax allowed for the continued maintenance of workplaces, homes, and

community spaces. Thanks to the Metropole, everyone had exactly what they needed - and no less.

## Ensuring the Peace

President Lock made his mark on history by formalising each Province's Peacekeeper division into one unified force, united under the lead of Commander Ares Mason. Formerly the commander of Province 2's Peacekeeper division, Ares had proven himself to be a steady voice of reason and logic, with a will to empower the people of New Eden.

This new Enforcer force were to be based in the Nut – a disused mountain stronghold of Province 2 - and outfitted from their cache of weapons and armour. Once trained to a satisfactory standard and signed off by Commander Mason, Enforcers would be deployed to one of 12 newly-built barracks across the Provinces. In this format, they would be better equipped to defend the young nation from any potential future threats and ensure peace remains a core value within the hearts of New Eden.

## Lock Technology Development Centre

This now-prestigious establishment was opened in Province 3 as a conjoined effort between the scientists and the Enforcers, to provide medical and technological military support. As soldiers were deployed across the country, the technically-minded began to manufacture vehicles and firearms to ensure each barracks was sufficiently equipped.

## Emergence of Mass Media

Using technology from Province 3, state-of-the-art screens were installed in homes and communal spaces all across the country – far surpassing and phasing out the previous media channels of newspapers and radio. People in Provinces 1-6 would commonly have a personal screen in their home, whilst Provinces 7-12 had huge community screens erected in the main square. This monumental movement was marked by the first ever livestreamed interview with President Lock, conducted by a teenage competition winner, and the nation's now-favourite frontman: Sanguin Fairforge. Thousands gathered in the streets to watch this unprecedented occasion and it was received with great excitement. Young Fairforge quickly grew in popularity thanks to this televised appearance and shot to fame, garnering a steady fanbase across New Eden as a rising star. He then became somewhat of a national treasure following his debut film: *Sanguin In Space*. This - alongside more informative segments such as weather forecasts, Presidential addresses, and Province news updates – formed the main bulk of public broadcasts shown weekly by New Eden Media.

## Ignotus 9

In Province 5, a ground-breaking nuclear powerplant was commissioned and opened by President Lock, providing a necessary boost to the power across New Eden. It created hundreds more jobs for the residents of 5 and was essential to maintain the demand for constant dependency on the innovative tech used daily throughout the Provinces. Each industry relied more and more on 5's power in some way, shape or form, in order to produce their goods



and supplies efficiently. The Metropole, of course, required a huge amount to keep their screens on and systems operational. The Ignotus 9 powerplant was a real boon to the country.

## A Sore Loser

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2998

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## Whispers of Resistance

A mysterious figure, known only as “Alpha”, instigated whispers of resistance across New Eden. These were largely spread by every-day Provinceers - woodsmen, farmers, miners, engineers and the like – who referred to themselves as “Cuckoos”.

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2999

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## The Uprising

Many in the Provinces were riled into fury against the Metropole. The war was terrible; the country turned on each other, with even families fighting amongst themselves in divided opinions. The collateral damage dealt to the land and the people as a result was unspeakable: homes were ruined, cattle and crops and farming land ruined, factories and forests ruined. Much of the poverty and lack of resources in New Eden now is due to the destruction of the Uprising.

As the fighting continued, the Metropole began to build fences and walls surrounding the Province borders as a means of defence, attempting to protect civilians from the onslaught pushed by those who were instigating it. The fighting and violence were not just restricted to the Metropole itself, but spread throughout the Provinces, with riots and attacks near constant against the small squads of Enforcers who tried their best to defend the people and reinstate peace. Despite their best efforts, many civilian casualties occurred as a result of the attacks launched by those calling themselves “rebels”. They fought with reckless abandon, driven purely by their own gains – not just targeting the Metropole, but seeming as though they wanted to break the system of New Eden itself, not caring for who got in the way.

## All's Not Fair in War

Some of the hardest-hit groups across New Eden were the Nightingale Clinics and Hospitals, which were specifically and mercilessly targeted by the Cuckoos in their large-scale attacks. One of the most notable incidents was in Province 8 where, using disgusting tactics, rebels discharged small-scale explosives in several of the textile factories and caused an outbreak of fires. Many workers were not seriously injured but were, in the immediate aftermath, attended to at the hospital. This is the point at which the Cuckoos unleashed their real attack: a devastating wave of fire-bombs which completely decimated the hospital and everyone inside, including patients, concerned relatives, and the Nightingale medical staff.

This heinous act saw the fairly swift closure of Nightingale clinics across the country, with surviving staff pulling back to regather in Province 3. From here, they did what they could to ship medical supplies and resources out to the Provinces, but no longer risked travelling around New Eden themselves, for fear of being used once again in horrendous tactical attacks.

They redirected their attention to developing biological technology which could assist against the war, and thus Eden Biotech was formed.

## Silencing the Lies

Attempting to drown out the rebel voices across the country, the Metropole began to dominate all media outlets. Technicians were put on rotas for 24-hour surveillance of systems, not taking any chances that the Cuckoos may try to hijack broadcasts. In order to regain some control, communications across Provinces were cut and the government took control of information sharing. Metropole Media was officially established, providing distraction and light relief from the daily horrors with broadcasts of reality TV, talk shows and game shows.

## Spirited Away

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3000

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## Hero of the People

At the outbreak of the Uprising, 16-year-old Artemis Slayte had been due to enter her 2-year Officer training course at the Nut. Instead, her training squadron was deployed into Province 7, alongside a unit of retired military personnel who had been part of the original Peacekeepers. They were tasked with patrolling the Province borders, ensuring that nobody got in or out, and overseeing safe transit of essential relief supplies to the civilians. In theory, they weren't there to fight.

By the end of the Uprising, all this had changed. The rebels swept down through the western coast of Province 1 and rained everything they had on the Province 7 northern border, using military-grade weaponry and explosives in an attempt to blast their way through. The recruits and retirees alike both took up arms against the Cuckoos, and it was a desperate effort to retain control of the border. Hell was rained upon them and, day by day, many of them fell – never to rise again. As the Officers succumbed to fate and the numbers spread thin, Artemis instinctively stepped up to assume charge and rallied the remaining soldiers around her. Even many of the Province 7 civilians were inspired by her leadership and joined the fight by her side.

Artemis and the other 12 recruits, now under her command, held the border for nine days straight until victory was declared over the Cuckoos. All of the recruits were gravely wounded, taking brutal fire every hour that should have put them in the ground – yet time after time they would somehow get back up again. Artemis' tenacity and leadership is the sole reason that next to no civilian lives were lost during this attack on 7. Thanks to her well-organised defence of the Province, Cuckoos were unable to breach the borders and reach their end goal of storming the

Metropole. She was awarded a Commendation of Bravery and received the Burning Phoenix (equivalent of Victoria Cross) in recognition of her efforts.

## The Final Blow

As the Uprising drew close to a year's worth of fighting, the Metropole brought it to an end. High-voltage shockwaves and high-energy laser weapons were used to completely obliterate all that was once Province 13. It was massively devastating; nothing remained.

This all-out attack was met with no resistance from the Cuckoos and signified the end of the Uprising. Any surviving "rebels" were apprehended and executed as threats to the safety of New Eden, and Province 13 was wiped entirely off the map.

## A Quick Escape

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## Extraction: Special Assignment

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## A New Directorate

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## In His Image

Once recovered, Artemis Slayte continued her training directly under Commander Ares Mason's tutelage. It quickly became apparent to the P2 Enforcers that she was being eyed up for future command.

## The Aftermath

Following the Uprising, the government continued to lock down travel and communication between Provinces as a preventative for any further organised attacks, and as a mechanism to protect civilians while they recovered and rebuilt. Prior to the Uprising, when free movement existed, families would have settled into their respective areas and industries naturally, and this would all be logged on a census. Therefore, once the fighting stopped, any citizens found to be outside of their recorded Province (for whatever reason) were highly encouraged and herded to return. Given the scale of the population and the chaos of the aftermath, it's possible that a very tiny percentage of people may have slipped through the net and were able to re-settle into a different Province, but this would have been few and far between – and would certainly not have been encouraged. Anybody who may have been within this minority would definitely want to keep quiet about it, and very quickly slot into their new Province as "having always been there". If people were found to not have returned to their correct Province as mandated, they were escorted back by Enforcers – peacefully or forcefully, depending on their willingness. Anyone found to be from, or connected to, Province 13 would have been arrested and dealt with.

Many of the Provinces suffered extreme loss at the hands of 13, and many were left in scenes of utter destruction: ruined buildings, rubble, shattered windows and charred remains, streets littered with debris from the skeletal remains of people's homes – almost as bad as things had been during the Dark Days. All of the work that the First Survivors had done, all of the effort and time they had taken to rebuild the world anew from a lifeless land of fear and poverty into a safe haven of peace and stability, a perfect world of their own creation, designed in the image of Eden... years of rebuilding, all for nothing. All destroyed in a matter of months. And so, those of the Provinces and Metropole alike, once again turned their hand to restoring that which those “rebels” had burned to the ground.

## The Brains of Tomorrow

In an effort to continue safeguarding the future, Eden Biotech officially partnered with the Lock Technology Development Centre's campus to found a new programme: the New Eden Advanced Technical Training, otherwise known as NEAT. It was designed to provide state-of-the-art training for those who showed prowess for technology and science, measured through annual nationwide aptitude tests.

Its slogan became known as “the babies of today are the brains of tomorrow”, with all children across New Eden being assessed just before the age of 3, searching for those with an unusually high technical aptitude. The advanced placement children were then immediately appropriated through an annual “Province roundup”, being re-located to the LTDC Campus in Province 3 and beginning their immediate training under the NEAT programme.

## A New Arrival

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3001

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## The Tithing

A year on from the Uprising, the Metropole announced a one-off national event that would commemorate the lives lost in the defence of New Eden against the Cuckoos. The Tithing would honour the loyal fallen from the Uprising and celebrate the country being refocused and brought back together. It was to be a pageant of honour, courage and sacrifice, with its Champion serving as a reminder of New Eden's generosity and forgiveness, and as a symbol of hope rising from despair – like the phoenix rising from the ashes. It was also a reminder of the horrors that happen when people turn on each other, intended to encourage the mentality of “never again” amongst the people. In short, The Tithing was the equivalent of the war to end all wars.

A random draw was held for each Province, with Tithes selected by a private lottery. Those chosen were given advance warning of their fate before it was released to the public, and it was considered to be an honour to be drawn. Everyone treated it with respect and there was a solemn duty to it; obviously people weren't *happy* to be chosen, but they understood the greater meaning behind the event, and what it would mean to become a part of history and help preserve New Eden for their future generations.



This event was not portrayed to the nation as a commercialised spectacle or gimmick; the Arena was treated with the same sort of reverence as “hallowed ground”. Prior to the games commencing, each Tithe had the opportunity to be recognised and thanked live on national broadcast, and also for them to deliver any final messages to loved ones watching at home. These interviews were conducted by Sanguin Fairforge; it quickly became apparent that he brought out the best in the Tithes, and could easily make a weak response into a memorable one. The Tithes were also offered some training from the Enforcers prior to entering the Arena – not brutal or punishing, but more like a gladiatorial rite of passage, acknowledging the courage and sacrifice of the Tithes and trying to equip them as best as possible for their upcoming challenge. This was personally overseen by Commander Ares Mason, who was very kind, encouraging and supportive in his approach.

## The Arena

The undeniable brutality of this “national memorial” was displayed in full force when – flipping from flight to extreme fight – 14 Tithes were killed during a bloodbath at the Cornucopia, the opening ceremony of the Tithing in which competitors were only supposed to run in and collect their gear. However, in the panic and distress of those desperate to survive, it was clear that all decorum went out of the window; one young woman from Province 8 was even cut down before she’d closed her hand around a supply pack.

Though it proved incredibly hard to watch, the Tithing was broadcast live across the nation and did a remarkable job at reminding New Eden why they could never again turn on each other. The sacrifice of each Tithe was honoured with great respect, and the ashes of the heroic fallen were returned home to loved ones with great ceremony.

## The Champion

20-year-old Anise Welltree of Province 7 emerged victorious from the Arena, without any kills to her name. Being skilled in lumber work, she had good knowledge of using an axe, and with the terrain of the forest she was in familiar territory. Anise won by camouflaging herself and hiding in the Arena until there were only three other Tithes left – all of who refused to fight each other. Unprepared for this scenario, and in somewhat of a panic because they *had* to have a winner, the Metropole decided to release a pack of hunting dogs into the Arena in order to spur the Tithes to action. Rather than force the Tithes together, as the Metropole had hoped, the dogs savaged and killed the three Tithes who were not so well hidden, which left Anise as the Champion. After the Tithing, Anise embarked on a Metropole-organised tour around the Provinces to give thanks and honour the families of the fallen, sharing in their grief but promising that their sacrifice would forever ensure the longevity of New Eden. Following this, she spent a few years in the Metropole, making peace with herself and her demons until she felt ready to return home to Province 7 and face her loved ones.

## The Die is Cast

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## The Treaty of Treason

As the new year turned, President Lock announced to New Eden that the Tithing would continue as a yearly tradition. The previous year's event had such a strong impact on the country, with little to no unrest, and with civilians coming forward every now and then to report dangerous behaviour that would cause harm to the general populace. Backed by the government and the high-flyers of the Metropole, Lock officiated the Treaty of Treason and cemented the Tithing into New Eden's traditions forever:

*"In penance for their uprising, each Province shall offer up randomly selected citizens at a public 'Harvest'. These Tithes shall be delivered to the custody of the Metropole, and then transferred to an arena where they will fight to the death until a lone Champion remains. Henceforth and forever more, this pageant shall be known as the Tithing."*

## The Blood Harvest

Unlike the previous year, civilians were gathered in person within their Provinces to see who would be drawn in the Tithing lottery. Upon arriving for the occasion, each individual first had to check in with a team of scientists and give over a small sample of blood. From here, they were then escorted by Enforcers into a main holding area, where they would await news of their fate. Once all were processed, and the Metropole Media teams in place, a representative from the promo department took to the stage. Emmy Fortune held the honour of drawing and announcing the names of each Tithe for the first ever publicly-broadcast Harvest, signing it off with their now-signature catchphrase: *"May the odds be ever in your favour"*. This new process has become the standard format for every subsequent Harvest.

Further to this change, an amendment was made to the food distribution process across New Eden. President Lock introduced the idea of Tesseræ, a system of voluntary food rationing throughout the Provinces. For each Tessera received, an eligible citizen would be able to add their name an extra time to the Harvest lottery, in return for a guaranteed year's supply of food and oil for one person. There would be no limit to the number of Tesseræ someone could take out, and their entries would accumulate each year. With this system in place, Lock believed that it would see a fairer distribution of resources across the Provinces: people would be less likely to ask for more if they didn't really need it, leaving more for those who did.

## Let The Games Begin

To keep things exciting and fresh, a team of Gamemakers were appointed to design a brand-new Arena for the coming event. Leading the operation was Head Gamemaker Portia Rose, a young Metropole Media employee who had flown up through the ranks over the previous year, much to the amazement of her superiors.

As hype built up in the Metropole, the elites of society began to bet with each other on who they thought would win, based on what they saw of the broadcasted Tithe training and interviews. Some who had gambled a lot of money soon reached out to Metropole Media, desperate to know if they could send gifts or helpful items to their favourites in the Arena. When President

Lock got wind of these requests, he was delighted and thought the idea rather novel. Though it disgruntled the Gamemakers, the lines were opened to receive these impromptu sponsors.

## The 2<sup>nd</sup> Tithing

**Champion:** Mars Ashstone

**Province:** 2

**Age:** 15

**Climate:** Wet

**Kills:** 8

Upon being Harvested, Mars was assigned a Metropole-hired mentor, and he had already been training to become an Enforcer, which worked to his advantage. Because of this, he was referred to by some of the other Tithes as “the Career” – a nickname that caught onto his alliance group, comprised of the other Tithes from Province 1, 2 and 4.

The Arena this year was a cave system, wet and shrouded in darkness. Luckily Mars managed to get his hands on some night vision goggles, sent in by a well-meaning Sponsor. He put them to good use, demonstrating the brutality of his fighting style and competence at hand-to-hand combat. In the Cornucopia bloodbath he took down three competitors, and subsequently continued to hunt down non-Career Tithes with his allies until none remained. At that point, he turned on the others, breaking the alliance and taking them down. In the final moment, it came down to Mars and the remaining Tithe from Province 1. They fought and she pinned him to the ground, strangling him, but he reached for a rock and smashed it into her head until she died.

Upon being crowned Champion and finishing the victory tour, Mars returned to Province 2 in order to complete his Enforcer training. He also became a highly-celebrated name within the Metropole, with many remarking how skilled he was for such a young age, and how lucky it was for New Eden’s future that such a promising young talent was the one to survive.

## An Amendment

Following the success of the 2<sup>nd</sup> Tithing, President Lock announced an amendment to the Treaty of Treason:

*“In penance for their uprising, each Province shall offer up randomly selected citizens at a public ‘Harvest’. They shall be aged 18 or above, and exemptions shall be made for any who currently serve New Eden as an active Enforcer, as well as those who have already proven themselves as Champions. Once Harvested, these Tithes shall be delivered to the custody of the Metropole, and then transferred to an arena where they will fight to the death until a lone Champion remains. Henceforth and forever more, this pageant shall be known as the Tithing.”*

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3003

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## The 3<sup>rd</sup> Tithing

**Champion:** Bolt Nightbrand

**Province:** 5  
**Age:** 27  
**Arena:** Grassland  
**Climate:** Cool  
**Kills:** 0

Despite being popular with the Metropole audience due to his good looks, Bolt did very badly in the run up to his Tithing and received very low odds of winning. During the Cornucopia, he escaped with a bag and killed no Tithes at all. Since the Arena was an open grassland, there were minimal hiding places – making it a killing field for the Careers.

However, Bolt was smart and stole the Careers' supplies while they were off hunting other Tithes. They almost starved, until the Gamemakers intervened with an exciting new segment called "the feast", where all six Careers fought to the death over a stale piece of bread. Bolt got caught up in the combat, receiving a spinal injury during the fight, and was presumed dead by his competitors. They focused only on each other, leaving him alone, and therefore allowing him to win by default.

After winning, Bolt was left paralysed. Rather than commencing the long victory tour around the Provinces, he was admitted to an Eden Biotech medical facility for treatment on his spinal cord.

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3004

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## The 4<sup>th</sup> Tithing

**Champion:** Dale Redpath  
**Province:** 11  
**Age:** 44  
**Arena:** Mountain Jungle  
**Climate:** Tropical  
**Kills:** 2

Dale was very skilled in using a sickle and received great odds from the Sponsors. This was, in part, largely down to the fact he made history at the Harvest by doing something never done before: he volunteered. When a young man, just turned 18, had his name called by Emmy Fortune in the Province 11 square, Dale didn't even hesitate. He stepped forwards boldly, all Metropole Media cameras swerving to capture the steely resolution on his face as he loudly spoke the words: "*I volunteer as Tithe*". It caused absolute chaos at the Gamemakers' control centre, but Emmy Fortune - living for the drama - wasted no time in gleefully welcoming Dale to the stage. Whether or not it was in the rules, the Metropole absolutely loved it, and sponsorship came flooding in.

During his time in the Arena, Dale tried his best to stay away from conflict. At the Cornucopia, he was the first one to reach the supplies. He took a bag and ran into the jungle. On the first night, he found out that his Province partner had died, and he struggled with the guilt that he hadn't looked to save her at the bloodbath.



Despite trying to maintain pacifism, he had two kills during the Tithing. The first was the Tithe from Province 10, who had killed Dale's partner. The second was the Tithe from 4, who was in the final two with Dale. They were forced together by vicious gorilla mutations – another new twist produced by the genetics team at Eden Biotech – and Dale pushed the other Tithe over as they both attempted to escape. The mutations ripped the fallen Career in half, leaving Dale as the Champion.

He became a firm favourite of the Metropole for his courage and tenacious demeanour, choosing to settle down there after the victory tour for a quiet life away from the hustle of Province 11's orchards.

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3005

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## The 5<sup>th</sup> Tithing

**Champion:** Hunter Loreman

**Province:** 12

**Age:** 18

**Arena:** Water with some islands

**Climate:** Warm

**Kills:** 6

Hunter was able to secure a backpack and a sword from the Cornucopia, escaping the bloodbath and killing a Tithe from Province 8 on the way. He hid for the majority of the event, secreted on one of the islands, but was later forced to return to the Cornucopia when he ran out of food. There, he encountered a Tithe from Province 3 and he beat her in combat.

On the final day, there were four Careers left and Hunter discovered they planned to track him down. While they were distracted with selecting new weapons from the Cornucopia, he poisoned their food stash with some toxic algae he had foraged, and the Careers died before they could begin their hunt.

After the victory tour, he returned to Province 12.

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3006

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## The 6<sup>th</sup> Tithing

**Champion:** Tressa Overcart

**Province:** 6

**Age:** 63

**Arena:** Sky Islands and Arched Hills

**Climate:** Cold

**Kills:** 6

Throughout the training and interviews, Tressa acted weak to divert attention, but was accepted into the Career Alliance for her smart brain and tactical thinking. The alliance killed fourteen Tithes throughout the first day, with Tressa managing to avoid spilling any blood. When a handful of Tithes were left, she tricked her allies by guiding them into a trap elaborated by her, and then revealed herself as a savage killer with a hammer. Having caught them off guard, she was able to take them down without much opposition. That night, the high tide flooded the cave of the other remaining Tithe and drowned him, giving Tressa the victory.

After completing the victory tour, she was offered a position on the Gamemaker team, having been impressed by her trap design. Tressa declined the opportunity and instead chose to return home, though she very much kept herself to herself.

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3007

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## The 7<sup>th</sup> Tithing

**Champion:** Ruby Fairfax

**Province:** 1

**Age:** 23

**Arena:** Rainforest

**Climate:** Wet

**Kills:** 5

Ruby was part of the Career Alliance and was also the second ever volunteer for the Tithing, stepping forward in place of her younger sister. This, combined with her natural beauty – a thing not so often seen in the Metropole by this point – resulted in her being revered by the Metropole audiences and it practically rained sponsorship for her. She killed three Tithes in the Cornucopia bloodbath and was gifted a spear shortly after. She took a net that had been used to bundle up supplies and she repurposed it to catch other Tithes, finishing them off with her new weapon.

Using this method, she was able to whittle down the competition until she was the only one left. Following the victory tour, Ruby swiftly returned to Province 1, eager to be home with her sister and young son.

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3008

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## The 8<sup>th</sup> Tithing

**Champion:** Soren Galloway

**Province:** 5

**Age:** 37

**Arena:** Forest

**Climate:** Temperate

**Kills:** 6

Soren impressed the Gamemakers even before the event by demonstrating excellent survival skills. Her Arena appeared to be a normal forest but, in reality, it was very different. Whenever someone touched the ground, they would almost immediately receive 3<sup>rd</sup> degree burns. The Tithes' shoes were carefully designed by Metropole stylists so that they would cope with the burns, and the ground didn't radiate any kind of heat – so the only way to find out was to experience or witness it.

During the Cornucopia bloodbath, Soren fought with a Tithe from Province 6. He slashed her thigh, but she dodged his next attack and stabbed him in the back. She escaped the Cornucopia with a backpack and a knife. Since she was so light, and the ground so dangerous, Soren took to the trees where she would hunt the birds that landed there. She would throw them down to the ground, which would cook them, and then she could eat. With no other obvious means of food, most of the other Tithes starved to death until only five Careers remained.

Using her engineering skills, Soren made a trap of large branches and stones that relied on leverage. Once the unsuspecting Careers came close enough to her, the trap crushed them all underneath giant boulders and she was crowned Champion.

Soren returned from the victory tour and walked straight into a position within the Gamemakers, having impressed them with her traps and ingenuity.

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3009

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## The 9<sup>th</sup> Tithing

**Champion:** Savera Inchcape

**Province:** 8

**Age:** 26

**Arena:** Desert with caves

**Climate:** Arid

**Kills:** 4

Savera demonstrated good skill with bladed weapons and precise aim, earning her good odds of winning. In the Arena, the sand was filled with spider mutations which would mess with a person's mind by injecting a lethal substance that caused insanity. Savera's Province partner was bitten early into the event, so she stopped his suffering by suffocating him with some leaves she found in a cave. Shortly after this, she received a Sponsor gift containing a set of throwing knives, which she used to kill a handful of Tithes. In the final hour, the other remaining Tithes succumbed to the spiders' venom, leaving Savera as the Champion.

After the victory tour, she chose to move to the Metropole rather than return to her Province, stating that she couldn't face seeing the family of her Province partner again.

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3010

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## The 10<sup>th</sup> Tithing

**Champion:** Griffin Naysmith

**Province:** 2

**Age:** 28

**Arena:** Tunnels

**Climate:** Cold

**Kills:** 8

Griffin was part of the Career Alliance and specialised in using a machete, which he used to brutally decapitate his competitors. He was nicknamed “The Beast” for how violent he was in the Arena. His most notable kill was that of the Province 1 Tithe, who shot him in the eye with an arrow. Instead of dying, Griffin ripped the arrow from his eye and stabbed the young woman with it until she died.

Prior to embarking on the victory tour, Eden Biotech fitted Griffin with a new eye. He then settled himself into enjoying the luxuries of the Metropole.

## A Band of Angels

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3011

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## The 11<sup>th</sup> Tithing

**Champion:** Marnie Flanagan

**Province:** 4

**Age:** 22

**Arena:** Tropical Forest

**Climate:** Humid

**Kills:** 7

Marnie fought with a trident during her time in the Arena and took out several Tithes over the course of the event. She also happened to be the best swimmer out of her competitors and was one of the only ones to not drown when the Arena flooded. On the final day, she killed her own Province partner after he tried to murder her in her sleep.

After the victory tour, Marnie was offered residence in the Metropole, which she eagerly accepted. She continued to avoid the eye of the media to better focus on her fashion designs and opened her own stylist boutique in the fashion district of Metropole-West.

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3012

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## The 12<sup>th</sup> Tithing

**Champion:** Cedar Duskroot

**Province:** 7

**Age:** 31

**Arena:** Fields

**Climate:** Cool

**Kills:** 11

Cedar was a skilled fighter, using his strength and skill with an axe to his advantage. The Careers immediately picked him for an ally when they saw his talents. He stuck with them right to the end, until he betrayed them and killed them all in their sleep during the early hours of the final day. There was no need to wait for a grand finale – Cedar was immediately crowned as the Champion.

Once he completed the victory tour, he chose to return to his Province and declined the offer of residence within the Metropole.

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3013

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## The 13<sup>th</sup> Tithing

**Champion:** Rye Aldjoy

**Province:** 9

**Age:** 20

**Arena:** Abandoned Desert Town

**Climate:** Arid

**Kills:** 8

Rye's weapon of choice was a pitchfork, and he proved to be deadly with it. He struck out on his own from the get-go, refusing allied, and hunted the other Tithes down one by one. The one Tithe he actively avoided killing was his Province partner, Heather.

In the Cornucopia finale, it came down to Rye and a Tithe from Province 1. Rye won the fight by pinning the other to the ground with his pitchfork and slitting his throat.

After the victory tour, Rye returned to his Province and used his winnings to help support Heather's family.

## Changing The Guard

Following the conclusion of the 13<sup>th</sup> Tithing, a huge announcement was broadcast on Metropole Media: after 16 years of service, Enforcer Commander Ares Mason was stepping down. In his place? War Hero of the Uprising, Artemis Slayte. She was sworn in by President Lock and the former commander to stand as New Eden's Head of Military and Security. The entire affair was livestreamed to every screen across the country and, as with the annual Tithing, viewing was mandatory. Slayte seemed hardier than Mason had been, with a fierce loyalty to the Metropole that suggested an intolerance to outlawed behaviour. Handpicked by her predecessor for

outstanding promise and potential through her training, Commander Artemis Slayte followed the rulebook to the very letter.

## A New Directorate... Again

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### The 14<sup>th</sup> Tithing

**Champion:** Jet Lockhears

**Province:** 1

**Age:** 18

**Arena:** Jungle

**Climate:** Humid

**Kills:** 9

Jet was very skilled with an axe and sword, and he volunteered to be in the Tithing. He was very formidable, gaining a massive number of Sponsors. After killing three Tithes in the bloodbath, he allied with the Careers and together they took out the majority of the competition. His Province partner whined a lot about killing the others so, when she didn't expect it, he murdered her. He won by stealing bug spray from his remaining allies, leaving them to be consumed by lethal mosquito mutations during the finale.

After the victory tour, Jet moved to the Metropole for a life of luxury and wealth.

### The Outpost

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### The 15<sup>th</sup> Tithing

**Champion:** Ivo Hayes

**Province:** 6

**Age:** 38

**Arena:** Wetlands

**Climate:** Tropical

**Kills:** 3

Ivo was physically the strongest Tithe in his Arena and fought well with a spear. He killed three Tithes in the bloodbath and then ran off with lots of supplies. With enough stockpiled, he waited the event out in a cave. The Gamemakers created an electrical storm so incredible that it killed

everyone except for Ivo and both Tithes from Province 1, who had also made camp in a cave. The storm caused a rockslide which blocked their cave entrance and they ended up fighting each other to the death over their dwindling resources, leaving Ivo as the Champion.

During his time on the victory tour, he became very popular with viewers in the Metropole, where he now resides.

Note: Ivo's Province partner, Titus Fenton, was "removed" from the 15<sup>th</sup> Tithing due to drug abuse. Whilst in the arena, he suffered from withdrawals and went completely savage, resorting to cannibalism. As soon as he made a kill, he would eat his victims' insides. Although the Tithing is a no-rules, free-for-all competition, cannibalism did not go down well with the Metropole audience, and the Gamemakers had to censor most of his kills. Eventually he was killed by an avalanche in the arena, thought to have been set up by the Gamemakers to ensure that the Champion was not a lunatic, as well as showing that ruthlessness has little use in winning. This set the precedent that cannibalism was not tolerated in the Tithing and would result in plotted death, as well as a reminder that the only way to win is to appeal to the Metropole.

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3016

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## The 16<sup>th</sup> Tithing

**Champion:** Raff Everwood

**Province:** 11

**Age:** 40

**Arena:** Thorny Forest

**Climate:** Temperate

**Kills:** 14

Raff was a fast learner and picked up bladed weapons quickly in the training programme. During the bloodbath he killed six Tithes, and also killed all of the Careers within the first twelve hours. He made camp in the Cornucopia at the centre of the Arena, surrounded by all the supplies.

At the Feast, the remaining six Tithes had to fight over something they needed. Though Raff had all he could want for, he still fought since he was in that part of the Arena. It came down to him and the last remaining Tithe from Province 8, whom he killed by removing her legs to render her unable to run, and then snapping her neck.

Having displayed incredible strength and tenacity in the Arena, Raff was invited to the Metropole to work directly for the Enforcers.

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3017

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## The 17<sup>th</sup> Tithing

**Champion:** Fletcher Overlock

**Province:** 8

**Age:** 34

**Arena:** Volcanic Islands

**Climate:** Tropical

**Kills:** 6

Fletcher had a heavy build and won his Tithing by using strength and two lances. The Arena always had some sort of hurricane, whether it was acid rain, a fire tornado, or something worse. It was also full of cheetah mutations, which he fought off several times. He played it smart during his time in the Arena, stalking his competitors and striking at the right moment. He killed more than half of the Career pack and defeated the Province 11 Tithe during the finale, despite having lost an arm just before to one of the mutations.

In a rare occasion, there was no victory tour following this Tithing. Instead, Fletcher was taken into the care of Eden Biotech for his injuries.

## In With The New

Much like it happened for the Commander of Military four years ago, Metropole Media once again made another nationwide announcement. This time, it was to celebrate a new Head of Eden Biotech: 20-year-old Doctor Eleanor Grimm, a true genius who had been pinned for leadership out of the NEAT programme before she had even graduated. It quickly became clear why she had been chosen from the beginning. Grimm was incredibly bright and approached everything with a scientist's brain. She was particularly interested in the way things worked – both inanimate objects, and people. Those around her may have remarked on her unnerving stare, easily setting them on edge as she seemingly analysed them, determining what makes them tick. Eleanor herself would correct that: she would be determining how to make them tick *better*. With a cool, clear head unclouded by emotions, Dr Grimm was perfectly placed to take over the prestigious institution at the forefront of genetic engineering and mutation science.

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3018

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## The 18<sup>th</sup> Tithing

**Champion:** Chip Gallovale

**Province:** 3

**Age:** 21

**Arena:** Minefield

**Climate:** Hot

**Kills:** 4

Chip spent most of his Arena time hiding and waiting for the other Tithes to kill each other. Towards the final few hours, he snuck to where the remaining three Careers were set up and planted excavated mines at the edge of their camp. A lizard crawled across it and it detonated, killing the Careers. Shortly after, the Tithe from 5 tried to reactivate one of the mines to weaponise for himself, but it blew up in his face and left Chip as the Champion.

After completing the victory tour, Chip was offered a position at Eden Biotech.

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3019

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## The 19<sup>th</sup> Tithing

**Champion:** Evie Bloomtide

**Province:** 3

**Age:** 41

**Arena:** Cliffs and Hills

**Climate:** Cold

**Kills:** 3

Before Evie was Harvested, she worked in a chemical lab. During the Tithing, she mostly hid and used naturally-sourced toxins to take down competitors. She poisoned the food stash of two Tithes and then killed the last Tithe in the finale using a poisoned blow-dart that she fired from the cover of a bush.

Following in the footsteps of the previous year's Champion, Evie took up a job within Eden Biotech after her victory tour.

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3020

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## The 20<sup>th</sup> Tithing

**Champion:** Genevieve Wattson

**Province:** 5

**Age:** 22

**Arena:** Swamp

**Climate:** Tropical

**Kills:** 3

During training, Genevieve proved to be competent with spear-throwing, despite struggling on the other combat and survival stations. She allied with Jessica, one of the Tithes from Province 3, but it didn't last long. Jessica was killed during the bloodbath by a Tithe from Province 4, whom Genevieve then killed in return with her spear.

In the Arena there were many mutations including water snakes, giant alligators, and horses with fur that had superglue-like properties. Genevieve used the latter to kill a Tithe from 1, pushing him onto the horse and spooking it into the deep swamp water, drowning the Career.

She spent the majority of her time hiding in the jungle until she was forced into the Cornucopia by panther mutations for the finale. She managed to get on top of a structure in the Cornucopia, along with the last remaining Tithe from 11, who tried to push her off. Genevieve dodged his

attack and swept his legs from underneath him, causing him to fall into the jaws of the waiting panthers below.

After the victory tour, she returned to Province 5.

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3021

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## The 21<sup>st</sup> Tithing

**Champion:** Medea Elestren

**Province:** 2

**Age:** 27

**Arena:** Prehistoric theme

**Climate:** Cool

**Kills:** 10

Medea had excellent skills in swordplay and spear-work, and demonstrated these consistently throughout her time in the Tithing. Her Arena was prehistoric with a blood-red sky, huge plants, and dinosaur-like mutations.

She was a key member of the Career pack and hunted down the other Tithes quickly, claiming at least one kill every couple of hours. By the time the finale began, there were only four other Tithes left, and they were all killed by asteroids that were sent in by the Gamemakers. Medea was swift enough to dodge the falling rocks and became the Champion.

Since completing the victory tour, she has assisted with training at the Academy in Province 2.

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3022

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## The 22<sup>nd</sup> Tithing

**Champion:** Juno Laithmore

**Province:** 1

**Age:** 21

**Arena:** Industrialised urban city

**Climate:** Hot

**Kills:** 11

Hailing from Province 1, Juno trained for years alongside other Careers and then volunteered for the Tithing when she felt ready. She was highly competitive with throwing knives and made for a strong member of the Career pack. Having made a great impression on the Metropole audience, she was blessed with Sponsors. Appearing as charming, funny, cute and coy, she won the crowd over easily.

Once in the Arena, she proved herself to be a lethal, trained killer. During the bloodbath she took down four Tithes, and bagged the first kill of the event with a knife in the back of a Tithe from Province 9.



Since winning the Tithing, Juno became a darling of the Metropole and took up residence there as soon as her victory tour was over.

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3023

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## The 23<sup>rd</sup> Tithing

**Champion:** Vulcan Ballantynn

**Province:** 1

**Age:** 29

**Arena:** Desert

**Climate:** Arid

**Kills:** 15

Vulcan spent his entire life training for the Tithing and he volunteered at the Harvest, being a favourite to win right from the start. His strength and skill with spears were undeniable, and he proved it when he killed two Tithes simultaneously with just one throw of a spear during the bloodbath.

In total, he made fourteen kills – the highest score achieved by one person thus far in the history of the Tithing. His athleticism, sharp mind, and steely focus on the end goal meant that he walked into that Arena as a Champion already; he just knew he would be walking out again.

After his victory tour, he moved to the Metropole and instantly got himself a place on the Gamemaker team. His flair for showmanship and love of spectacle made him the perfect addition to their ranks.

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3024

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## Access Granted

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## Mandatory Viewing

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## The 24<sup>th</sup> Tithing

**Champion:** Jupiter Laithmore

**Province:** 1

**Age:** 26

**Arena:** Forest

**Climate:** Mild

## Kills: 12

The older brother to the T22 Champion Juno, Jupiter also spent many years in training within Province 1. However, unlike his sister, he was drawn at the Harvest rather than volunteering.

He was a formidable contender, demonstrating lethal swordsmanship and the ability to dual wield. His main highlight from his time in the Arena was during the initial bloodbath, where he massacred six Tithes within the first minute.

As the Tithing went on, Jupiter received many gifts from Sponsors. His status as Juno's brother, his popularity for his bloodbath massacre, and his devilish good looks all swayed the Metropole audience to his side. They gifted him with luxurious food, canisters of water, and a beautiful set of twin swords – which was the most expensive Sponsor gift ever received in a Tithing up to this point.

Rather than joining his sister after the victory tour, Jupiter retired back to the comfort of his own luxury home in Province 1.

## Eggs in the Nest

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3025

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## A Nation in Mourning

Early this year, a sad announcement was broadcast across Metropole Media: the passing of President Ignotus Lock. Top professionals from Eden Biotech confirmed his cause of death to be natural, and condolences flooded into a special televised memorial hosted by Sanguin Fairforge. The sad news was promptly followed by a happier announcement of the next person to take the Presidency: Valentine Evensong, a calm and collected leader who swore to uphold the traditions of New Eden.

→ You can watch the Metropole Media memorial broadcast, and President Evensong's first address, here: <https://youtu.be/dCiweW2TAGY>

## Passing The Torch

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## Through The Lens (OOC)

→ If you have not yet played our free online game *Through The Lens*, and would like to experience the events of 3025-3028 from the POV of one of our NPCs, then you can do so here: <https://www.modernmythiclarp.com/ttl>

## Switching Tracks (OOO)

Portia Rose, the Head Gamemaker, had tasked a low-level intern with chasing down the train route that would deliver the Tithes to the 25<sup>TH</sup> Tithing Arena. It was the perfect setup; the Cuckoos sabotaged a file sent to the intern with an instruction to deliberately misinform Portia of the route, intending to redirect the train and leave it exposed. The intern – young and naïve at only 19 – was easily led. Sephy Polis did exactly as the Cuckoos wanted.

## Back with a Bang

For the 25<sup>th</sup> anniversary of the Tithing the Gamemakers had pulled out all the stops and, for the first time ever, doubled the number of people Harvested from each Province. So, as it was, forty-eight Tithes were aboard the train heading for the Arena... and heading for them were the Cuckoos. Intending to take out the Tithes and rob the country of their spectacle, the Cuckoos set up an ambush by the tracks and detonated grenades as the train went past. Armed with axes, clubs and daggers, they proceeded to storm the halted carriages and were met with much resistance from on-board Enforcers, as well as from some of the Tithes from Career Provinces. Even so, the mission was considered a success, with twenty-two Tithes being eliminated during the attack.

## A Tithing Game-Changer

For the remaining Tithes that made it to the Arena, and for the rest of New Eden, another huge twist was revealed for this year's anniversary event. For some time now, Eden Biotech had secretly been working on a new scientific process which would regenerate someone from death back to life. Using subjects from T24, Biotech had successfully demonstrated the possibility of recovering vitals in well-preserved cadavers. The results in comprehension and mental capacity had been variable, but they'd proven it could be done. One of these subjects – formerly Cypress Hickory, a T24 Tithe from Province 7 – was displayed during the T25 training segment by Dr Eleanor Grimm, Head of Eden Biotech. This opened up a whole new exciting mechanic for the Gamemakers, who would now be able to further engage with the Sponsors and put the ultimate fate of the Tithes in their hands. If someone *really* impressed in the Arena, they might find their fans give them another chance at glory if they were to fall. If not... well, Eden Biotech also had some new genetic mutations they were keen to attempt. Thus far, Dr Grimm's work had been contained merely to animals, but now she had the opportunity to see how well their DNA would splice with humans who no longer needed it...

## Round Two

In another shock twist, Juno Laithmore announced that she would be re-entering the Arena to compete against this year's Tithes. Not satisfied with just winning once, she was determined to get one up on her brother Jupiter and win the Tithing for the second time. As the Tithes gathered at the Cornucopia waiting for the countdown to begin, Juno made her grand entrance. As was expected, she put up an incredible fight and was a formidable opponent. However, it seemed that her three years of living the Metropole lifestyle had somewhat gotten her a little rusty, and she became the first Champion to fall in the Arena.

## The 25<sup>th</sup> Tithing

**Champion:** Clayton Tanner

**Province:** 10

**Age:** 24

**Arena:** Jungle valley

**Climate:** Humid

**Kills:** 2

Clayton proved to be a strong contender from the beginning, demonstrating excellent dexterity and weapons-handling during the training. As a worker in one of Province 10's slaughterhouses, he clearly knew his way around a blade. At the Harvest, Clayton caught the attention of the Sponsors by volunteering for the sister of Floyd Drover, one of the other Tithes in this year's Arena.

From the outset at the Cornucopia, it was apparent that Clayton had found himself within a large alliance. He quickly showed to be one of the leadership figures of the pack, scouting ahead of the group and facing any conflict head-on, and his ability to handle unruly animals proved useful when attempting to tame an Arena mutation. His tenacity and determination made him incredibly popular with the Metropole viewers, and he secured the remaining hearts of the nation by revealing his softer side with Till Frith, one of the Province 11 Tithes.

It was her death that spurred him to take action during the finale at the Cornucopia. Fighting side by side with Ida Wright from P6 and Volta from P5, the three of them were surrounded by Dr Grimm's new mutations. Whilst the two others were distracted, Clayton seized the opportunity to stab them in the back as vengeance for killing Till, leaving him standing as the Champion.

After completing his victory tour, Clayton took up residence in the Metropole.

→ You can watch the highlights from T25 here: <https://youtu.be/QWPXfFCOB-c>

## Burn Footage (OOC)

Following the 25<sup>th</sup> Tithing finale, Cuckoo Omega made personal contact with Sephy Polis. He could see from her message history that she had access to whatever footage was censored from the end of T25, and he assumed that it must be something to do with Tithes acting out against the wishes of the Metropole. After all, why else would it have been hidden? He convinced Sephy to go behind Portia Rose's back. Instead of simply archiving the footage as she was asked, the young intern transferred it directly to her new friend, Omega.

→ You can view the censored footage here: <https://youtu.be/SBGQ128Ifkk>

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3026

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## Engagement: Specialist Assignment

=REDACTED=

## The Cursed Pillar

=REDACTED=

## Needle in a Haystack

=REDACTED=

## The Retiring Rose

With the absence of Portia Rose, an announcement was made to broadcast the news of her well-earned early retirement from the Tithing. It was said she would be away from the public eye so that she could enjoy the luxurious rewards of her labour in peace. President Evensong had entrusted the 26<sup>th</sup> Tithing Arena preparations to Commander Artemis Slayte, who would see the annual event run smoothly.

## Fake News (OOC)

Once again taking advantage of young Sephy Polis' curiosity, Omega dangled an irresistible "truth" in front of her. Aiming to hijack the outgoing transmission detailing the changes to staffing for the upcoming Tithing, Omega told Sephy that she had been lied to about Portia's retirement. If she wanted to learn where her former boss *really* was, then all she had to do was help Omega gain access to the live broadcast controls. She did this quite easily and Omega was able to splice his own footage into the feed, completely unnoticed by Metropole Media. Sephy couldn't believe that Artemis and the President would lie so blatantly about what they'd done to Portia, who clearly held the same beliefs that she did. This was the moment where Sephy Polis decided she would fully commit herself to the Cuckoo's cause.

## Hijacked Broadcast

What the footage revealed was game-changing: clips of Portia Rose being arrested and detained by Commander Artemis Slayte. This hijacked broadcast was seen by every single Provinceer in New Eden – the only screens it *didn't* grace were those of the Metropole.

→ You can watch the hijacked transmission here: <https://youtu.be/BHxojtuw6qA>

## Smuggling Papers (OOC)

By the 26<sup>th</sup> Tithing, Sephy had received a promotion. She was no longer just an intern, but was now the new runner for Sanguin Fairforge. This meant that, for the first time ever, she would be attending a Tithing Arena in person.

Omega transferred her some files he'd pulled from the Eden Biotech Archives and instructed her to smuggle them into this year's Arena via the weapons supplies. They didn't really mean anything out of context, and they certainly weren't going to change anything by being discovered by the Tithes, but none of that was important. Their purpose wasn't to take a swipe at the Metropole; it was purely a test of how far Sephy was willing to push her interference under Omega's direction.

She followed every order without question and passed with flying colours, not even realising that she was being tested.

## The 26<sup>th</sup> Tithing

**Champion:** Oxford Sae

**Province:** 12

**Age:** 42

**Arena:** Rugged woodlands

**Climate:** Stormy

**Kills:** 2

Oxford was somewhat of a surprise Champion, having started out with fairly low odds due to his debilitating diagnosis of Miners' Lung. Without medical intervention, he wasn't expected to live much longer – but perhaps that's what spurred him to make the bold decisions that led him to victory.

After volunteering at the Harvest, Ox impressed the Sponsors by showcasing his alcoholic wares during the VIP interview night at the Arena-side. Once in the Arena properly, he continued to draw attention with his overall competency at survival: securing safe places to camp, tracking down supply caches, inciting allies into conflict, and sending messages to his competitors via the medium of his now-iconic hammer.

At the Cornucopia finale, three Tithes stood between Oxford and his victory. Archie Bell from Province 3 was taken down by Slate Ledger of Province 2; Slate didn't even have time to withdraw his spear from Archie's heart before Ox had swung his hammer into Slate's chest with a huge, crushing blow. After two more swings, and one to the head for good measure, Oxford turned away from the lifeless Career and started towards Ruth Lezz, the last Tithe of Province 1 who was attempting to bandage their fatal wounds. Ox snatched the bandage from their grip, hooked their arm, put his knee into their spine for leverage and pulled with all his might, screaming into the sky: *"Just die!!!"*

Oxford held his grip until Ruth went limp in his arms, and continued to hold it until the blood finally stopped flowing.

Once finished with his victory tour, Ox moved to the Metropole where he finally got the opportunity to open his bar – The Last Tithe – with a percentage of the proceeds going towards families of fallen Tithes. The bar became very popular very quickly, with residents of the Metropole clamouring to meet their newest hero in the flesh, begging him to regale them over and over with his tales from the Arena – how he survived, and how he brutally grappled Ruth Lezz to steal their last med-kit and watch them bleed to death, just so he could win.

→ You can watch the highlights from T26 here: [https://youtu.be/DQkUW\\_XoSvE](https://youtu.be/DQkUW_XoSvE)



## Buying A Champion

=REDACTED=

## Power to the People

In the weeks after the 26<sup>th</sup> Tithing, President Evensong proudly announced a new initiative which would make significant improvements to living and working conditions within the Provinces. Most notably this included a brand new mine in Province 12 – complete with a power-assisted lift and air purification system – which would be much safer and more efficient than before. Province 7 would have a new electric-powered saw-mill to improve productivity and reduce physical strain on workers. In Province 11, brand new floodlights were to be installed in the orchards to improve visibility and safety for those working high up in the trees at night. And in Province 5, hundreds more jobs opened up at the Ignotus 9 nuclear plant to provide relief to the increasingly-demanding workload needed in order to keep the nation powered. These jobs came with huge benefits including regular time off, staff and family accommodation, daily meals, and access to healthcare.

Improvements were announced for every Province and the news was received with much excitement from people all over the country. Construction began, with the promise to have all projects successfully completed well before the 27<sup>th</sup> Tithing.

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3027

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## Operation Keystone (OOC)

For the first time ever, Cuckoo Alpha made contact with Sephy Polis. He kept details very vague but made it clear that this was her first official mission as a “cuckoo”. It was a test of her loyalty – would she commit to the cause without knowing what the end goal would be?

Using her as an inside eye, Alpha was able to pinpoint five key workers of the Ignotus 9 nuclear power plant, whom the Cuckoos disappeared quickly and quietly. Assuming their identities, the five saboteurs then turned up for their “scheduled shift” a few weeks later and followed their planned infiltration route with no issues. Thanks to Sephy, Alpha had known exactly which security cameras to jam. The Cuckoos easily reached the reactor of Ignotus 9...

...and they sent it sky high.

## Nuclear Devastation

An attack on the Ignotus 9 nuclear power plant in Province 5 is pulled off to devastating effect by the Cuckoos. This is widely and publicly acknowledged by the Metropole as an act of war.

→ You can listen to the SOS call and other comms from Province 5 here:

[https://www.bandlab.com/revisions/38b354ae-5488-f011-b480-6045bd35f0e2?sharedKey=V152Mf\\_YLE6zSkL7VemMNg](https://www.bandlab.com/revisions/38b354ae-5488-f011-b480-6045bd35f0e2?sharedKey=V152Mf_YLE6zSkL7VemMNg)

→ And you can hear Commander Artemis Slayte's national response to the incident here: [https://www.bandlab.com/revisions/ea851dfc-5488-f011-b480-6045bd35f0e2?sharedKey=a\\_lfHK4L-kCnB1efc-jMrg](https://www.bandlab.com/revisions/ea851dfc-5488-f011-b480-6045bd35f0e2?sharedKey=a_lfHK4L-kCnB1efc-jMrg)

## The Fallout

The devastation caused by this attack was monumental. By the time that T27 came around just a few months later, the death count stood at 12,748 lives lost, with countless more still hanging in the balance. During the interviews for this year's Tithing, the nation heard just the tip of the iceberg of how awfully each Province had been affected. The Harvest this year had included the names of anyone who had died due to the Cuckoos, in recognition of them already having given their lives for New Eden. During the Provinces' interview slots, Sanguin Fairforge made sure to tell the stories of the Harvested fallen.

From Province 4:

*"26-year-old Coral Ermin was at sea when the Cuckoo attack caused her vessel's navigation system to fail. Stripped of their safety rader, the vessel ran into a lethal rock back, ripping its hull wide open. Surviving members of her crew have reported that Coral insisted on helping everyone else to the lifeboats before herself – a heroic act which resulted in a sailor's funeral. Coral leaves behind newly-wed wife Penelope, pregnant with the couple's first child."*

*"58-year-old Trent Wader was teaching his 6-year-old granddaughter how to swim when the power to the sea barriers was cut off. What followed could only be described as a small tsunami, devastating a large portion of Province 4's coastline, and dragging both Trent and his granddaughter Pearl under the water. Trent's son, Oscar, has been left grieving for both his father and his daughter, who were his only remaining family since his wife sadly died of the Rivening two years ago."*

From Province 6:

*"32-year-old Cooper Ford was gunned down in service of New Eden, running emergency transport with necessary relief supplies to the severely wounded in Province 5. Cuckoos intercepted their vehicle enroute and stole the supplies, leaving Cooper, their two colleagues and three Enforcers to bleed out between borders. When the call was put out for workers to aid with relief transportation, Cooper was one of the first to volunteer, demonstrating his immense courage and selflessness."*

From Province 9:

*"During the power outage, 27-year-old Harvey Barric bravely ventured into one of the grain silos when its rotors stopped turning. The last words he said were to his supervisor: 'I can't let the grain spoil – we've got a nation to feed'. Despite his supervisor's protests, Harvey climbed inside as the rotors suddenly whirled back to life, and he got dragged down into the grain. As every Province 9 citizen will sadly know, there is no way to rescue someone from a grain silo once*

*they have begun to drown. Even in his final moments, Harvey's only thoughts were for the wellbeing of New Eden."*

From Province 10:

*"72-year-old Heidi Cooper was a very gentle woman who worked as a sheep shearer. She had no family – at her astounding age she had outlived them all – but what she did have was many friends, and she was well loved within her community. She was old enough to retire but refused to consider it. Anyone that knew her would say that she loved caring for her flock far too much to give it up, and she always joked she would have to have her sheers pried from her dead hands. And, sadly, that is exactly what happened. Whilst working with her new industrial-grade equipment, a huge power surge caused her sheers to become live and she was struck with over a billion watts of electricity – the same power found in a strike of lightning. We saw the devastating effect of lightning in last year's Arena and cannot imagine that same power channelled into just one person. All that we can hope for is that it was quick."*

From Province 11:

*"34-year-old Cane Springer worked in one of the fruit picking factories, specifically packing produce into the industrial frozen shipping containers ready for nationwide distribution. These freezers are cleverly built with a backup circuit which allows them to prioritise power to the cooling elements. Tragically, when the power went out, Cane was working inside one of these freezers. The backup circuit kicked in but, with the huge surges tripping the grid, it didn't have enough power to run the lights or the electronic lock on the door. When power returned six hours later, Cane was sadly found curled up and frozen to death, clutching a frostbitten picture of his wife and two young children."*

From Province 12:

*"18-year-old Ember Flintstone was a bright young girl who had dreams of becoming a healer, just like her mother. She was tending to some minor injuries down in the mines when the power outage caused the air filtration system and lift mechanism to fail, leaving Ember and countless others to slowly suffocate in the dark. It was a fate they did not deserve."*

And for Province 5, in recognition of the great loss they had sustained, the Tithes were Harvested solely from the unfortunate dead whose lives were cut short by those who had no right to do so. The four randomly chosen to be honoured in this way were Eddie Sparks, Wyatt Joules, Celestia Faraday, and Mercury Clark. Their names were pronounced during the interviews, along with heroic staff and Enforcers who gave their lives in trying to contain the initial blast from Ignotus 9, and a nationwide 2-minute silence followed.

→ You can listen to the Memorial Address delivered by Commander Artemis Slayte at T27 here: [https://www.bandlab.com/revisions/b92a6b6c-5488-f011-b480-6045bd35f0e2?sharedKey=Sz7SILj\\_l0CJvwuOb9iXIA](https://www.bandlab.com/revisions/b92a6b6c-5488-f011-b480-6045bd35f0e2?sharedKey=Sz7SILj_l0CJvwuOb9iXIA)

## We Got One

During the opening Cornucopia of the 27<sup>th</sup> Tithing, it was publicly revealed that the Enforcers had discovered a Cuckoo spy posing as Fox Hayward, one of the Province 7 Tithes. He was staked to the centre of the Cornucopia by Commander Slayte, who issued a challenge from the Sponsors to the Tithes. Extra sponsorship would be granted to anyone that took Fox down. He was regenerated again and again throughout the event, being thrown into the wolf's den with a target on his back. It was the perfect way to send a message to the Cuckoos, and to anyone who considered themselves a "rebel".

## The 27<sup>th</sup> Tithing

**Champion:** Ashe Bastion and Cinesra Bastion

**Province:** 12

**Ages:** 24 and 27, respectively

**Arena:** Swamp and marshland

**Climate:** Damp

**Kills:** 1 and 1, respectively

Ashe and Cinesra Bastion were watched with much interest by general viewers and Sponsors alike. The odds of siblings being Harvested at random was not too unusual, especially in Provinces where large families were commonplace, but the Bastion siblings made for an intriguing pair as they had been estranged for five years.

Their connection regrew before the nation's eyes and many people were moved by their rendition of a traditional Province 12 song during the interviews. Once in the Arena, their bond was undeniably reinstated as they allied together, along with several others from Provinces 3, 6, 7 and 8. They started out strong, until their alliance was wiped out when the two Career groups joined forces against them. An attempt to reform the alliance ended with Cinesra killing three mutations whilst his ally Sevrus Barker, one of the P3 Tithes, took down a fourth and was fatally wounded in the process. Between them, they only had one bandage. Unwilling to leave Ashe alone in the Arena, Cinesra used the med-kit to save himself and left Sevrus to die.

Ashe proved their stealth capabilities during the night when, suddenly alone, they managed to evade detection from other Tithes on the prowl. Joris Cleaver, from Province 10, earned the nickname of "The Butcher" for the gory way in which he dismembered his kills, and the Belladonna siblings from Province 1 were brutally wicked hunters with no hint of mercy. Ashe kept a low profile and made it through to the morning.

At this point, a huge twist was announced by Sanguin Fairforge: for the first time ever, there could be two Champions of the Tithing, as long as they originated from the same Province. This game-changing news spurred an emotional, heartfelt reunion between Ashe and Cinesra, as they directly addressed Arena cameras to promise their family they'd both be coming home.

During the Cornucopia finale, in which several of the remaining Tithes took each other out, the Bastion siblings worked together to take down Province 1's final Career – Garnet Fairfax, the son of T7 Champion Ruby Fairfax. Cinesra dropped him with shots from his electrically-charged, Sponsor-gifted gun, allowing Ashe to claim the kill with their spear. Cinesra locked in a kill of his own by then finishing off Satin Eyvenweave from Province 8, who was staunching herself on the floor. With this done, the Bastions were declared the Champions and made Tithing history.

After their victory tour, the two of them returned to Province 12 and took up residence in the Champions' village, away from the squalor and smog of the Seam.

→ You can watch the highlights from T27 here: [https://youtu.be/G\\_h1TTqPG9A](https://youtu.be/G_h1TTqPG9A)

## This Is War

After the conclusion of T27, open war was declared on the Cuckoos. President Evensong had already been moved to a top-secret bunker facility, and Commander Artemis Slayte took lead on securing New Eden. The existence of the terrorist group known as the Cuckoos was publicly confirmed and the monstrosity of this organisation was broadcast to the whole of New Eden.

Active Enforcer troops were moved to the borders of Provinces in order to stand as the first line of defence before civilians. Their numbers were bolstered by many of the previous Tithing Champions who volunteered their skills in aid of the country that had given them everything.

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3028

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## The Show Must Go On

As the war with the Cuckoos began to escalate, former T23 Champion Vulcan Ballantynn was appointed as Head Gamemaker. Artemis Slayte had gone to take up arms against the enemy and lead from the front alongside the ESA.

The people of the Provinces, stirred to help in any way they could, worked tirelessly to provide supplies to the military. In recognition of this, a per-Province "reverse Tesserae" was introduced. Provinces that gave their all for the war effort would be rewarded by having fewer Tithes Harvested for the Arena. Every Province ensured operations continued around the clock to provide necessary resources for both the war and for keeping the country going in general. Vulcan was so moved by the efforts of the people, that he extended the reverse Tesserae for one Province to be exempt from the Harvest entirely. After a random lottery draw a month before the Tithing, this was announced to be Province 10.

Though the country was very much locked in keeping the Cuckoos and their war at bay, the 28<sup>th</sup> Tithing would still continue. In fact, it brought New Eden together more than ever before. An example of this was the competition ran across Province 8 schools, in which each class submitted entries to design the t-shirts for T28. The winners were Class 3 of Tenement 4 who

dutifully handcrafted the garments for the honoured Tithes, drawing inspiration from their former teacher Satin Eyvenweave who fell in last year's Arena.

With all "active duty" Enforcers fighting in the war, the Tithing security detail was to be formed from the "Greens & Greys" – trainees who hadn't yet graduated, and retired or medically discharged soldiers who had been brought back to service.

## A Piece in Their Game (OOC)

Right before the 28<sup>th</sup> Tithing launched, Sephy Polis received further contact from Alpha – now introducing himself as Marcus. He entrusted her with details of a highly secretive Cuckoo mission: they were going to attempt to break the Tithes out of the Arena. Sephy had proven herself beyond doubt over the years and this would be her final task: assist the Cuckoos from the inside, determine sympathetic Tithes, and help them make it to the end. Her reward would be her freedom, saved alongside the Tithes and finally removed from the oppression of the Metropole. The young intern swore that she would see it through, no matter the risks.

## The 28<sup>th</sup> Tithing

**Champion:** Alistair Fabe

**Province:** 8

**Age:** 28

**Arena:** Hazardous Forest

**Climate:** Mild

**Kills:** 12

Alistair's mindset from the very start was set on winning, no matter the cost. He volunteered at the Harvest, hoping that a victory would boost his own profile and allow him to open a successful tailor's shop of his own, stepping out from his father's shadow.

His charisma and charming personality displayed at the interviews caught him the interest of several Sponsors, as well as several allies – but this was all part of his game plan. Once in the Arena, he used his sway to push his allies into attacking other Tithes. Most notably, childhood friends Parsley and Henry from Province 11 were convinced into pitching themselves against Eris and Stheno, a formidable wife duo from Province 2. Alistair knew that they would get each other killed, making his job easier.

In a fight he was often sly, waiting for the perfect opportunity to maim and kill his opponent. Each run-in with Alistair ended in the same fashion: his signature throat-slit which left his competitors dead in the dirt. He hunted down the others like prey, successfully navigating the traps and environmental hazards of the Arena. As a reward, he got his hands on one of the coveted Cache Boxes; this one happened to contain the old armour of Commander Artemis Slayte, who had donated her Arena uniform to the Gamemakers.

And it wasn't just Artemis who went the extra mile this year; there was a surprise challenge from returning Champions who came into the Arena and laid down a gauntlet for the Tithes. Alistair





was amongst the select few who faced off against Mars Ashstone, Ruby Fairfax, and Oxford Sae. He proved his mettle against the best and struck fear into the hearts of his competitors.

At the finale, he had convinced most of his remaining allies to not actually fight, urging them instead to “just pretend”. They fell for it hook, line and sinker. He took down Henry behind Parsley’s back, and then promptly made the rounds with his “allies”. Where they thought they were pretending, Alistair was not. After saving his Province partner Reeve Rhiadne until last, he stabbed her in the back as she clung to the dying form of Wulf Becker from Province 7, whom it appeared she’d become close to. Finishing off Reeve with a quick slash across the neck, Alistair rose as the Champion.

There was no victory tour this year due to the ongoing safety threat, but Alistair did participate in several exclusive live interviews with Sanguin Fairforge in the Metropole, his new place of residence.

→ You can watch the highlights from T28 here: <https://youtu.be/Flu6KiXKVJE>

## Behind The Scenes (OOC)

On the morning of the Cornucopia finale, Commander Artemis Slayte received intel of Alpha’s intention to break into the Arena before its conclusion. Abandoning her position in the field, she grouped the ESA and chartered a hovercraft to take them directly to the Arena. They arrived in time to stop the Cuckoos from being caught on any live cameras, but not before a few of them had broken through to the Cornucopia. The concern here was not that they’d managed to break in, but that many of the Tithes didn’t seem at all surprised. In fact, many of them had seemed expectant of this arrival... which meant that *someone* on staff was working with the enemy.

However, the ESA had bigger fish to fry – literally. With his plans foiled, Marcus Strike – Alpha of the Cuckoos – had been captured.

## Checkmate

=REDACTED=

## Round ‘Em Up (OOC)

Now in the hands of the Directorate, Alpha was transported to the Warren, an off-grid military black site. He would be kept under close guard and interrogated frequently over the coming months – and not just for information regarding the Cuckoos.

Soon to be arriving were the recruits from the recent Eden Biotech sim, as well as a handful of promising Tithes from various Arenas across T1-T28. Whether they would find their place amongst the pillars, or end up in the incinerators, remained to be seen. It would all depend on how they reacted to learning The Truth.

→ Our brand-new short film, *One Day The Sky Will Crack*, canonically spans from the morning of T28 to the week after the Arena has concluded and gives some tasty hints as to what the

Tithes might have encountered at the Warren. To clarify, though this is canonical In Character action, it would not have been actually filmed or broadcast anywhere – think of it as a “fly on the wall view” and watch it from an Out Of Character mindset: <https://youtu.be/RZYVJxuLna4>

## Open Warfare

Life in New Eden clung on by its fingertips. Though the Enforcers persisted, the Cuckoos continued to cause chaos. The north of Province 1 had become near-enough a full war zone, with the military standing against wave after wave of attacks from the wastelands. All across the country, pockets of fighting randomly surfaced in flurries – as if the rebels were somehow slipping into Provinces through some secret back door, and then disappearing almost as quickly, leaving a trail of destruction in their wake.

Thanks to the ongoing war, supplies and resources were even shorter than ever. Labour demands on the industries vastly increased, and the general population became stretched thin. Every day posed a new danger: in most Provinces, it was now a common occurrence that firefights would break out in the street, with civilians often caught in the crossfire between Cuckoos and Enforcers. These conflicts never seemed to be instigated by civilians, but many Province citizens had started to take up whatever tools they had to hand – pitchforks, hammers, and the like – and use them as weaponry whenever a fight *did* break out, either helping one side or the other. Anyone fighting alongside the Enforcers was commended well within their Province. Those who fought by the Cuckoo’s side would be lucky to die in the combat; survival meant they’d be made an example of.

With the heaviest pressure on the northern Province 1 border, many Enforcers had been called away from their normal posts to bolster the numbers on the front. This meant that many Provinces which usually lived fairly “under the boot” – such as Province 11 – were suddenly afforded a bit of breathing room with a reduced military presence. On the other hand, Provinces with “military-vital industries” – such as weapons manufacturing in 2 and 3, power supply in 5, and armour production in 8 – saw an increase in Enforcers, with civilians now working and living under very high security levels.

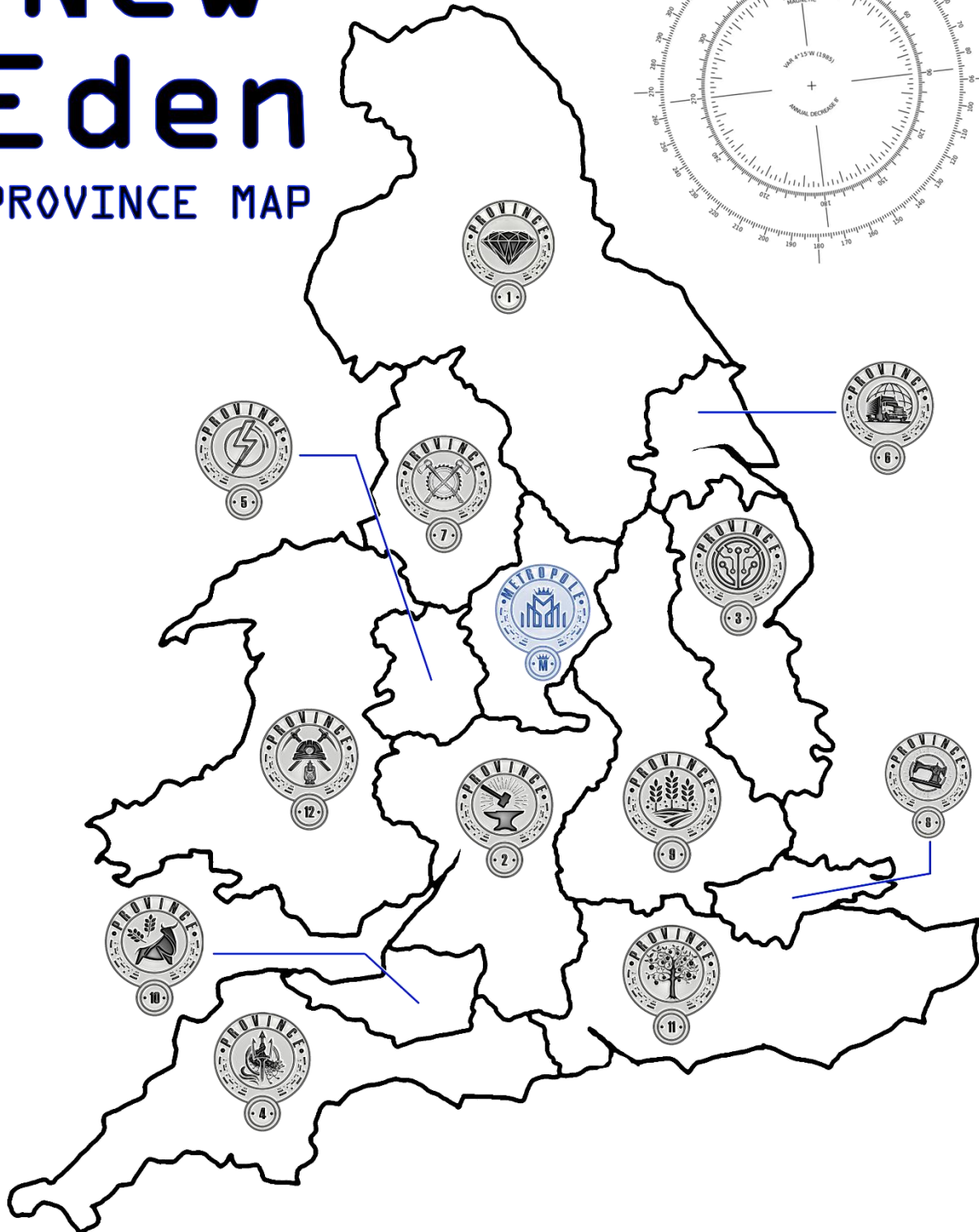
Alongside all of this, a national regime was implemented by President Evensong which saw the whole country expected to participate in daily mandatory training sessions, ran in each Province by the local Enforcer barracks. The sessions were comprised of various military workout routines, each designed to improve fitness and build strength in the average Province citizen. Though civilians weren’t yet being conscripted into the war, the President wanted them to be ready for it if the time came. Non-attendance at the sessions didn’t go unnoticed – or unpunished – and each Province was expected to hit an average “training target” each week.

## Full Circle

In the midst of the continuing war, an exciting announcement was broadcast from Metropole Media – featuring none other than Head Gamemaker Vulcan Ballantynn. Next year’s Tithing would see no reverse Tesserae or Province amnesty; the Gamemakers would be going all out and giving every Province the chance to show their true strength. Vulcan promised it to be the most explosive Arena yet, in recognition of a huge anniversary for New Eden: the 29<sup>th</sup> Annual Tithing would mark 30 years since the beginning of the Uprising.

With the country teetering on the precipice of implosion, Vulcan and the Gamemakers agreed that the upcoming Tithing would be the perfect opportunity to relive the horrors of 30 years past, and remind all of New Eden why the Cuckoos must be dealt with once and for all...

## Province Map



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# The Provinces

## An Overview

There are a total of twelve Provinces, each responsible for producing, procuring, or refining goods in a particular industry. They are subject to the governance of the Metropole and have no influence concerning national politics. Because Provinces haven't interacted directly with each other since the Uprising, they each have a unique culture unaffected by the others.

Welfare levels vary significantly, and are often dependent on the goods they produce. Some Provinces, such as 10, 11 and 12, are far more impoverished than wealthier Provinces like 1, 2, and 4, though no region is nearly as wealthy as the Metropole itself.

Within the Provinces themselves, social hierarchy has been established and there is not an even distribution of quality of life, with some families faring better from trade and others working in menial roles in service to the Metropole. Each Province has a Mayor who is the sole contact between the Province and the Metropole, and the Mayor's family is much more well-off in comparison to the rest of the Province. However, neither the Mayor nor their family are exempt from the Tithing.

## Province 1



Province 1's industry is manufacturing luxury items for the Metropole. Due to the nature of its industry, it is the wealthiest Province, the only other wealthier place being the Metropole itself. They have a favourable relationship with the Metropole and provide them with precious gems, as well as gold and silver. The names in this Province often reflect this glamorous lifestyle, such as "Glimmer" and "Marvel". Prospective Tithes often train for years to compete in the Tithing – hence why these Tithes are referred to as "Careers". Their Tithes are very strong and feared by



the other competitors. Province 1 usually has the most aggressive Careers, and it is a great honour for them to compete. Champions from this Province usually win through their training expertise and the Career alliance.

Province 1's magnificence, from its splendid high plane vistas, to its beautiful mountain views and stunning northern treks, makes it one of the most scenic places in all of New Eden. Its geography stretches from the northern border of the Metropole to the northern wastelands. Being a diverse Province, the southern region of 1 is flush with cosmopolitan merchant communities delivering the finest goods to the Metropole, while the highland region sports the rugged beauty of vast mountainous stretches filled with the natural resources to produce New Eden's finest luxury items.

Much of the beauty of the Metropole is due to the intrepid miners, manufacturers and craftsmen of Province 1. At the age of 12, every Province 1 child signs up for a trade school. Usually training to enter their parent's profession, the children learn their academy's discipline. Each trade school has a speciality and several mandatory classes, such as economics and trade, which all the children study. The future jewellers, milliners and haberdashers start their apprenticeships at sixteen and have, on average, mastered their craft by the time their first child is born.

While all goods produced by the Provinces are used nationally, Province 1's influence has the widest reach. Under the guidance of elite Metropole stylists, 1's design plans are sent to the other 11 Provinces. From the caviar harvested in Province 4, to the luxury cars engineered in Province 3 and assembled in Province 6, a multitude of Province exports are instigated in Province 1.

The genial climate of Province 1 allows it to host an expanse of vineyards that cultivate delicate fruit. Vintners of this wealthy Province produce the nation-famous Lock grape, eponymous to New Eden's founding President. Grown in the vineyards of the southwest, this tender fruit is known for its robust, ethereal flavour and its lingering aftertaste. Lock Wine is a staple of New Year's parties across the nation; every family in New Eden must indulge in this annual luxury.

While the clothing distributed throughout the nation is skilfully handmade in Province 8, the citizens of Province 1 make every original garment and accessory that has the honour of going to the Metropole. There, the pieces are sold in boutiques or are shipped straight to the Commissioner of Personal Propriety for distribution to the First Family's stylists.

The Mayor of Province 1 is Giorgio Royce.

Province 1 has won 5 Tithing games. Their Champions are: Ruby Fairfax (7th Tithing), Jet Lockheast (14th Tithing), Juno Laithmore (22nd Tithing), Vulcan Ballantynn (23rd Tithing), and Jupiter Laithmore (24th Tithing).

Occupation examples: Perfumer, furrier, jeweller, goldsmith, hair stylist, vintner

## Province 2



Province 2's industry is masonry, but also manufactures weaponry, makes trains, and supplies the Metropole's Enforcers. Citizens of Province 2 are sometimes called "the pets" of the Metropole. They are the biggest supporters of the Metropole and are therefore pampered and given many extra conveniences. They are also a Career Province and tend to produce the strongest Careers. Champions from this Province usually win through their training expertise and the Career alliance.

After the Uprising, Province 2 was rewarded with better treatment and living conditions for their citizens because of its loyalty to the Metropole. It is based on the southern border of the Metropole. The Province is made up of many small villages, each one based around a mine. Although they get preferential treatment from the Metropole, the quarry workers suffer as much as any other Province.

Province 2 also houses the Metropole's Enforcers and a large fleet of hover-crafts inside a large mountain known as The Nut, which was previously used for mining. Train tracks from the mountain lead into Province 2's central square. After the mountain was thoroughly mined, the internal infrastructure was reinforced and barracks, arsenals, computer terminals, and meeting rooms were constructed, turning it into a military base. The Nut and Enforcers are under the sole jurisdiction of Commander Artemis Slayte, Head of Military and President Lock's right-hand security.

Children from Province 2 are raised with a warrior mindset in preparation for becoming Enforcers, though this mentality also serves them well in the Tithing. Those from 2 tend to be strong and well-prepared, with an additional level of brutal discipline. The Enforcers are the foundation of New Eden's ongoing security, with an unbreakable commitment in combat and in the community. Training is hard, physically and mentally, and only the very best are selected for recruitment. This esteemed legacy provides the base structure of the Province's warrior mindset. Whilst trainee Enforcers are still eligible for the Tithing, graduated recruits are exempt.

The Mayor of Province 2 is Ajax Marshall.

Province 2 has won 3 Tithing games. Their Champions are: Mars Ashstone (2<sup>nd</sup> Tithing), Griffin Naysmith (10<sup>th</sup> Tithing), and Medea Elestren (21<sup>st</sup> Tithing).

Occupation examples: Stonemason, concrete finisher, bricklayer, plasterer, blacksmith, enforcer

## Province 3



Province 3's primary industry is technology, though it is also known for making various mechanical products such as automobiles and firearms. Most of its citizens work in factories and are well adept with engineering. They are skilled with electronics and have a semi-good relationship with the Metropole due to their heavy reliance on technology. Champions from this Province usually win through their intelligence.

As the most technologically advanced society in the world, New Eden's ever-moving progress hinges on the knowledge and ingenuity of Province 3's engineers and technological manufacturers. Situated on the east coast of New Eden, bordering Provinces 6 and 8, Province 3 is the 7<sup>th</sup> most extensive and the 4<sup>th</sup> most populated of the 12 Provinces. Approximately 60% of 3's residents live in the Manufacturing Settlement Area (MSA), the centre of transportation, business, and industry along the southwest corner of the Province.

Province 3 manufactures electrical equipment, computer and information technology, communications, appliances, aeronautics, advanced weapons systems, and biotech. The Province also has a substantial heavy industrial sector, which is able to convert the many raw materials from throughout New Eden into useful products and components.

There is an old saying that Province 3 is the "Laboratory of the World", and this couldn't be truer as its legions of scientists, engineers, and bio technicians have created the most advanced scientific breakthroughs in history. On the Campus of the Lock Technology Development Centre, daily innovations bridge the nation of New Eden to the future and increase wealth for the Metropole.

The Province's intense focus on technical education begins very early on. Just before the age of 3, all children are tested and ranked by their abilities for appropriate placement within the school system. The advanced placement children are then appropriated through an annual



“Province roundup”, where they are freed from the natural constraints and intellectual limitations of a family setting by living and training at a state-of-the-art educational facility managed by the New Eden Advanced Technical Training system, otherwise known as NEAT. Here the very best minds are trained to build a bright future for the nation and share a lifetime comradery in achievement and service.

After years of NEAT training, graduates are then placed in any number of positions throughout the MSA in southwestern Province 3. Most typically move into various technology fields, while some find their way to prestigious institutions like Eden Biotech, which is at the forefront of genetic engineering and mutation science. Doctor Eleanor Grimm, Head of Eden Biotech, works with the Metropole each year to create new Mutations for the Tithing.

The Mayor of Province 3 is Xavier Pixelle.

Province 3 has won 2 Tithing games. Their Champions are: Chip Gallovale (18<sup>th</sup> Tithing) and Evie Bloomtide (19<sup>th</sup> Tithing).

Occupation examples: Programmer, electrician, engineer, analyst, software developer, inventor, scientist

## Province 4



Province 4's industry is fishing, so most residents have experience using nets and tridents, making fishhooks from scratch, swimming, and identifying edible sea life. It is considered to be a Career Province and their Tithes are often highly skilled in water combat. Unlike some of the other Provinces, the jobs in Province 4 start at a young age, usually giving the competitors from

4 an edge in the Arena. Champions from this Province usually win through their training expertise and the Career alliance.

Located on the southwest coast of New Eden, and with miles of coastline, Province 4's landscape is defined by the ocean with jagged cliffs and pounding waves. Truly one of nature's most diverse masterpieces, from unbridled, rugged coastline to glorious beaches and crystal-clear air, Province 4 is paradise in New Eden.

Province 4 plays an essential role in New Eden, bringing the bounty of the sea to shore. From long-line fishing, trolling, and all manner of netting for tuna, halibut and cod, to spear fishing and trapping for shrimp, squid, and lobster, the skilled anglers of 4 ply the sea to find the finest of the ocean's treasures.

Children of 4 learn their craft at their parent's knee. Many families spend most of their lives on the water, the seasons and tides their guide, coming ashore only for official Metropole occasions. After years of noble toil at sea, children from Province 4's seafaring families are incredibly strong, often volunteering for their Province in the Tithing.

What Province 4 can't catch, they raise. Hi-tech aquaculture helps meet the seafood and fashion demands of an ever-expanding New Eden. Fish farms in sheltered coastal waters marry technology and sustainability to produce dozens of species of seafood, and oyster farms produce the gorgeous pearls used in the luxurious jewellery crafted by Province 1.

Food production is also an integral part of Province 4's speciality. Processing, canning, smoking, freezing, and transporting are some of the many vital links in 4's seafood supply chain. Modern processing techniques and the Metropole's advanced transportation channels ensure only the freshest seafood reaches the plates of Metropole residents.

As with any other Province, nearly all of their produce is taken to the Metropole to be redistributed, but they always have enough left over for the health of the population as a whole. Partly, as a result, 4 is the lowest Province known for its Careers who, despite being poorer than their 1 and 2 counterparts, have proven themselves just as deadly.

In recent years, a new illness has presented itself within the Province, thought to be derived from prolonged time spent working in/around saltwater. The Rivening is a non-contagious malady that causes dark cracks and scars across the skin, which very gradually spreads through the organs until the body finally fails. Eden Biotech are currently working on a cure for this, though it's not known how close they are to success.

The Mayoress of Province 4 is Coral Hudson.

Province 4 has won 1 Tithing game. Their Champion is Marnie Flanagan (11<sup>th</sup> Tithing).

Occupations: Longliner, trawler, canner, ship captain, deckhand, fisherman, diver, net weaver, marine biologist



## Province 5



Province 5's industry is power and electricity, and they are responsible for generating the power for the entirety of New Eden. They have a huge hydroelectric dam and fifteen various power plants in operation, supplying clean, renewable energy to the country. They are the wealthiest non-Career Province and have an alright relationship with the Metropole. Their Tithes often rely on their knowledge rather than their strength. Champions from this Province usually win through their intelligence.

*"Electric, solar and nuclear – Province 5 harnesses the energy of the earth and the sky to power our great nation".* You can't flip a switch or press a button in New Eden without the energy from Province 5. Power and light provide the basis for modern life. No one should be left powerless, and the citizens of 5 work hard to ensure New Eden is never left in the dark or the cold.

The power of Province 5 helps around the homes of the Metropole and Provinces 1 & 2, fuelling modern conveniences like electric washing pods, dish sterilization systems, touchscreen organisation panels, and air-cooling units. There would be no dinner at the touch of a button, or programmable wardrobes, without Province 5's innovation. *"Province 5 makes your life easier."*

And where would we be without electronics? The power of Province 5 brings radio and television into the home. These inventions are a radical transformation of the world, as events in even the most remote areas of New Eden can be broadcast as they happen. It also makes it possible for every citizen of New Eden to watch the yearly events of the Tithing. *"Province 5 brings us closer together."*

Province 5's power keeps perimeters tight. By surrounding each Province with forcefields and charged fencing, dangerous predators are kept at bay, and everyone's nearest and dearest is guaranteed protection from outside threats. It's a Metropole priority to keep loved ones secure, and this couldn't be done without the energy produced in Province 5. *"Province 5 keeps you safe!"*

Province 5 is located directly southwest of the Metropole, neighbouring Province 2, 7 and 5. The nuclear power plant, Ignitus 9, is located in the heart of Province 5, and is named after President Lock. It was opened by the President himself shortly after the Uprising as a reminder that, whilst Province 5 might power the nation, that power flows through the presidential seat.

The Mayoress of Province 5 is Isobel Tesla.

Province 5 has won 3 Tithing games. Their Champions are: Bolt Nightbrand (3<sup>rd</sup> Tithing), Soren Galloway (8<sup>th</sup> Tithing), and Genevieve Wattson (20<sup>th</sup> Tithing).

Occupation examples: Engineer, hydrologist, technician, scientist, physicist, geologist, powerplant security officer, equipment manager, maintenance

## Province 6



Province 6's industry is transportation, providing trains, trucks and hovercrafts for the Metropole. Ironically, most of its citizens dislike travelling. Being the most populated Province of New Eden, it is also one of the poorer ones. There is a heavier Enforcer presence and Province 6 is not liked by the Metropole. Due to the heavy oppression its citizens face, there is a high consumption rate of drugs amongst the population as they try to find a brief escape from reality. Champions from this Province usually win through their street smarts.

New Eden's hovercrafts, high-speed and cargo trains, vehicles, and watercraft come from Province 6. They manufacture vehicles, parts, and the infrastructure that supports them. The business of planes, trains and automobiles plays an important role in sustaining the lives most New Eden citizens lead – getting products made all over New Eden to the Metropole and the Provinces.



These days, nearly everything an Eden citizen consumes comes from elsewhere, often from a great distance. Province 6 is inextricably incorporated into the everyday work-life. The secret to ancient cultures' success was their road system, which enabled easy transport. Similarly, without New Eden's extensive transport network, as well as the machines made in 6 which run on them, New Eden would collapse.

Each vehicle produced in 6 for industrial use is fitted with a limiter, which restricts how far or fast it can go. Hovercrafts, for example, can only fly so high or far before the autopilot will override the system and force a return to base. These security measures are essential for ensuring transport cannot be commandeered and used for nefarious reasons by any wishing to have free rein of New Eden.

Province 6 is located to the northeast of the Metropole, neighbouring Province 1, 3 and 8. Unlike some other Provinces, 6 doesn't depend on the land it's located on for its industry. Instead, they depend on the manufacturing that has been developed in their warehouses. Alongside providing transportation vehicles, Province 6 also provides many of the workers who keep the trains moving, on time, and on schedule.

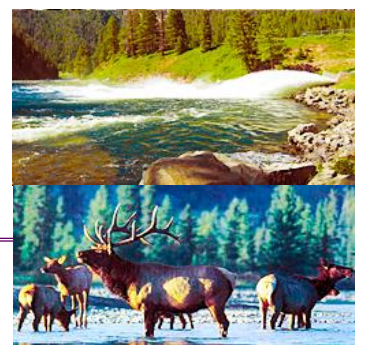
Province 6 is the both the largest in area and in population. They have over 780,000 citizens, which can make the Province particularly hard to control. Enforcers are particularly rough on the residents and, despite the importance of its industry, the population is the sixth most impoverished Province in the nation. 6's population, instability, and heavy oppression are believed to play a major role in the number of drug addictions that appear throughout the Province.

The Mayoress of Province 6 is Mercedes Aileron.

Province 6 has won 2 Tithing games. Their Champions are: Tressa Overcart (6<sup>th</sup> Tithing) and Ivo Hayes (15<sup>th</sup> Tithing).

Occupation examples: Porter, router, mechanic, conductor, baggage handler

## Province 7



Province 7's industry is lumber, providing wood, furniture and paper to the Metropole. They aren't a very wealthy Province and are often overlooked by the Metropole. Its citizens are hardworking and down to earth, and are known to be skilled with axes as they learn to handle them at an early age. Their extensive knowledge of axes, wood-working and their time spent in the forests boosts their chances in the Tithing. Many of the citizens are strong as well as persistent, making the Tithes of Province 7 the strongest non-Career competitors. Champions from this Province usually win through their plant knowledge and axe-wielding capabilities.

Often hailed as the untameable west, rugged Province 7 sports evergreen forests as far as the eye can see. These are home to hundreds of species of trees, from the simple Douglas Fir to the perfumed Hemlock. Rot-resistant Larch and fireproof Pines tower high above the hardy labour teams working tirelessly from sunrise to sunset, harvesting only the best timber for export to the Metropole.

Province 7 boasts work crews over a hundred strong from each of its fifteen lumberyards. From these yards, white pine can be transformed into strong masts for Province 4 boats, and oak is cut into support beams for Province 12's deep coal mines. While they are nimble and small, 7's children are entrusted with a handsaw and encouraged to exercise their young muscles by trimming branches off the trees brought down by their lumberjack parents. Once they reach the age of 12, they graduate from the saw to a hatchet or small axe.

The western coast of this wild Province boasts glacier-carved bays, where New Eden's expert craftsmen sculpt wood as easily as clay, making exquisite items for wealthy homes. Many of the inhabitants of the southern-most bays work diligently in one of the 115 paper mills, feeding in pulp and shipping out the pages on which New Eden's posters and fashion magazines are printed.

Bitter winters and raging summers do nothing to harm the bountiful harvest of Province 7's apple and pear trees. The tough residents weather snowstorms and heatwaves alike with their heads down and noses to the grindstone.

The Mayor of Province 7 is Rowan Barker.

Province 7 has won 2 Tithing games. Their Champions are: Anise Welltree (1<sup>st</sup> Tithing) and Cedar Duskroot (12<sup>th</sup> Tithing).

Occupation examples: Lumberjack, load puller, lead climber, carpenter, paper-maker, sculptor

## Province 8



Province 8's industry is textiles; their factories are primarily used for making Enforcer uniforms and Metropole fashions. The Province has been described as “an urban place stinking of industrial fumes with no greenery, the people housed in run down tenements, barely a blade of grass in sight”. Province 8 is one of the poorest, with low wages and minimal income. Because of this, it's also one of the most rebellious Provinces. Their Tithes don't often fare well against strong competitors, and mostly rely on stealth or alliances to survive in the Arena. Champions from this Province usually win through their street smarts.

The role of textiles is woven into the story of human evolution and civilisation. Like food and shelter, clothing is a basic human requirement. When ancient cultures discovered the advantages of woven fibres over animal hides, the making of cloth emerged as one of humankind's fundamental technologies. From the earliest handheld spindle and loom, to the highly automated spinning machines and power looms of today, the principles of turning fibre into cloth have remained constant. Today we spin complex fibres, but they are still woven together the way that cotton and flax were millennia ago.

All citizens of Province 8 are required to work in the factories in addition to their other jobs and schooling. As a minimum, citizens are expected to undertake at least a four-hour shift per day on top of their full-time jobs or education. The Province is a small, narrow region in the southeast of the wastelands, and is home to 43 functional textile-based factories. The area is split into two landmasses separated by a river; a bridge connects the two. In the wealthier part of the Province, a beautifully constructed clock tower extends into the sky. The clock face can be seen from every part of the Province, suggesting that citizens are expected to adhere to a strict time schedule with their factory shifts.

As well as clothing the rest of New Eden, Province 8 also mass produces the uniforms worn by the Metropole Enforcers. The uniforms are made of nano-layers applied to natural fibres that selectively block hazardous gases and minuscule contaminants, but are strong enough to withstand a grenade blast.

The Mayor of Province 8 is Luis Tanner.



Province 8 has won 3 Tithing games. Their Champions are: Savera Inchcape (9<sup>th</sup> Tithing), Fletcher Overlock (17<sup>th</sup> Tithing), and Alistair Fabe (28<sup>th</sup> Tithing).

Occupation examples: Factory worker, dress maker, weaver, warehouse manager, teacher, tailor, designer

## Province 9



Province 9's industry is grain production, and they have many factories and granaries to help them in their work. They are responsible for producing enough grain to sustain the population of New Eden. This Province is fairly poor but keeps a low profile and so is not often bothered by the Metropole for the majority of the year. Champions from this Province usually win through their plant knowledge and ability to wield sickles and scythes.

Grains were among man's first crops, tolerating harsh environments and offering versatility in cooking. Ancient civilizations believed that grains were so important that each particular grain was said to be a gift from the gods. Today, wheat, rye, barley, corn, oats, and spelt are just a handful of the many glorious grains grown in Province 9. Packed with flavour and affordability, these healthy foods are a culinary jewel.

While each Province makes its own speciality bread, Province 9 produces and mills the grain from which it is baked. More than half of the grains cultivated in 9 are used to nourish the citizens of New Eden, but grains are also used in a variety of useful products such as cooking oils, fuel, cosmetics, and spirits.

Province 9 is located in the eastern midlands area of New Eden and is very large, extending from the plains of the south to the lakes of the north. It mainly consists of flat farmland and fields of wheat, with its many factories and granaries sticking out as eye-sores against the landscape. It has been described as "an ugly place, filled with concrete buildings that flake paint and misery while they bake in the relentless afternoon sun". There are 12 mills in operation in the Province.

Since grain production is such an essential commodity, citizens of Province 9 begin work at a young age of 8. Children are sent to the fields and factories where they learn specific parts of the trade, and work is prioritised over any form of schooling or education. Some workers who demonstrate good abilities may be promoted to higher positions within the mills and factories but, for the most part, the hard physical labour is overseen by the Enforcers posted in the Province.

The Mayor of Province 9 is Bailey Seeder.

Province 9 has won 1 Tithing game. Their Champion is Rye Aldjoy (13<sup>th</sup> Tithing).

Occupation examples: Cropper, farmer, plower, seed sower, harvester

## Province 10



Province 10's industry is livestock, and they are responsible for providing meat to the citizens of New Eden. This Province is one of the poorest but is still viewed favourably by the Metropole for its meat production. The children of 10 start work young, usually on a farm or in a dairy. Due to the hard manual labour, Tithes from this Province are often very strong and usually win the Tithing through their strength or, very rarely, their ability to tame Mutations using their animal handling experience.

An efficient and prosperous animal agriculture has historically been the mark of an advanced nation. Cattle and dairy cows, goats, pigs, sheep, waterfowl and poultry are all part of Province 10's livestock family, providing New Eden's meat, eggs, milk, and dairy products. Additionally, many livestock farmers specialise in breeding, developing new and superior hybrid breeds to increase the quantity and quality of milk, meat and eggs.

Province 10 doesn't only provide food for the nation. There are many other essential products that originate there. The hides and hair of some animals are used for furniture, shoes, clothing, handbags, rugs, blankets, and brushes. Hooves and horns are used for buttons, combs, glue, and knives. Duck and goose feathers are used for pillows and insulated clothing. Eggs are used in paint and medicinal vaccines. Some livestock organs are used for medicines. The waste from animals is used as fertiliser. Even bees are raised for their honey in Province 10.



Production goes hand-in-hand with farming in Province 10. State-of-the-art packing plants process and package the meat and food that nourishes the people of New Eden. These high-tech facilities also yield a variety of by-products. These by-products are shipped to other Provinces who, in turn, create the range of goods that New Eden uses every day.

Province 10 is located in the southwest of New Eden, nestled between Provinces 2 and 4, and the flat land makes it ideal for raising cattle and other livestock. It is home to approximately 1 million livestock, and it is not unusual for animals to be seen roaming the Province freely. Children start working with the animals young, which helps to build up their strength and fearlessness. Most will follow into their parents' trade, of which there are several to keep the Province production running smoothly.

Don't be fooled by the quaint, albeit rundown, appearance of Province 10. Filling the spaces between ranches and wooden shacks are the slaughterhouses; filthy, dirty places, with animal faeces on the floor, the walls covered in blood and guts. The smell hits you like a wall when you first enter, and then hangs thickly in the air around you. Outside the slaughterhouses are huge skips, filled with hundreds of animals' heads. Each one of them is flayed, with all of the saleable flesh removed, but their eyeballs remain attached.

Many of the slaughterhouse workers are hardened and rarely show emotion, but they won't deny that it's a tough job, both physically and mentally. However, this intense job can prepare potential Tithes for the brutality they will face in the Arena.

The Mayor of Province 10 is Dalton Cooper.

Province 10 has won 1 Tithing game. Their Champion is Clayton Tanner (25<sup>th</sup> Tithing).

Occupation examples: Butcher, breeder, milker, tanner, feedsman, sheerer, ranch overseer, shepherd, barn manager

## Province 11



Province 11's industry is agriculture; orchards, fields of wheat, and cotton surround it. Almost everything they grow goes to the Metropole, despite their starvation. This Province is one of the largest, in both population and land, but is also one of the poorest. The Enforcer presence in this Province is heavy due to the importance of food production, and its regional government is known for being harsh and cruel. Some citizens of this Province seem to be very rebellious. Its Tithes are often underfed, although this gives them an advantage as they are used to going for long stretches without eating. They also have a somewhat decent amount of survival instinct. Champions from this Province usually win through their hunger resistance and plant knowledge.

Located in the far southeast of New Eden, Province 11 is blessed with a climate that allows tremendous opportunities for farmers. With most of the Province having mild winters and hot summers, virtually any crop can be grown successfully somewhere on its land: orchard fruits, nuts and berries, vegetables, grains and cotton. No matter where you travel in Province 11, you'll see some form of agricultural production.

Farming is one of mankind's original jobs, and those who till the soil have always been stewards of the land. Province 11's family farmers take great pride in their work. Children begin to work alongside their parents as soon as they can walk, experiencing many facets of life and work in all aspects of farming. During harvesting season, children are not allowed to go to school, and are expected to work in the fields harvesting grain, or in the factories that process it. They have long hours; from sunrise to sunset, citizens are expected to work the fields to send food off to the Metropole. During the harvest they often work until well after dark, using torchlight and night vision goggles to see. In the orchards, the smallest children are sent into the high branches to pick the highest fruits. There are many Tracker Jacker nests in the orchards of 11, causing workers to keep medical leaves on hand. Tracker Jackers are genetically engineered wasps that are coded to attack anyone who disturbs their nest. Their stings cause powerful hallucinations, and several can cause death. It's not unusual for the fruit pickers to be stung and plummet to their death whilst working among the canopies.

The Metropole's control over Province 11 is total, due to the importance of food production. The electric fence surrounding the Province is thirty feet high and topped with razor wire, with metal ground plates to prevent anyone digging beneath. There are guard towers evenly spaced along it. Province 11 is divided into zones separated by sky walls and razor-sharp fences, and its citizens live in overcrowded, small wooden shacks.

Even though the whole Province is in a state of starvation, they are not allowed to eat any of the food that they produce. If they are caught committing this crime, they will be publicly whipped, or sometimes even put to death, by the strict Enforcers who oversee them. Even the smallest of actions can be punished severely; a seven-year-old boy was once killed by an Enforcer for trying to keep a pair of night vision goggles in order to play with them.

The Mayoress of Province 11 is Bayla Tiller.



Province 11 has won 2 Tithing games. Their Champions are: Dale Redpath (4<sup>th</sup> Tithing) and Raff Everwood (16<sup>th</sup> Tithing).

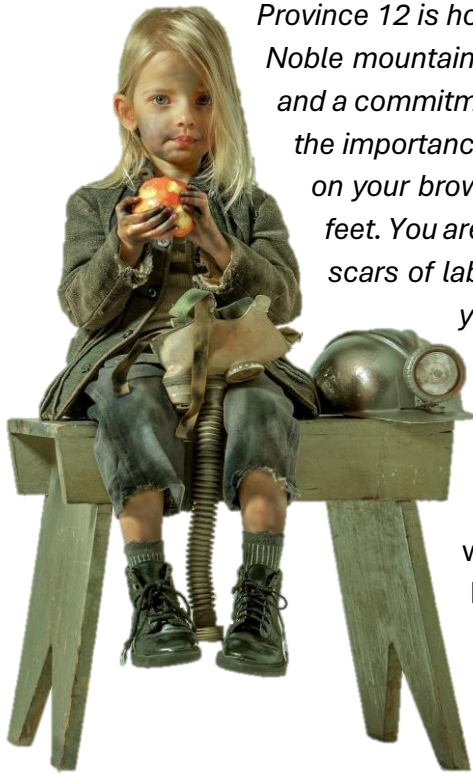
Occupation examples: Sorter, gardener, irrigator, farmhand, harvester, fruit picker

## Province 12



Province 12's industry is mining, supplying coal and various ores such as gold, copper, lead and iron to various other Provinces and the Metropole. With the frequency of mine-related injuries, citizens of 12 are quite good at healing. It is the smallest, poorest, most overlooked of the Provinces. Not only are the Tithes disliked by the Metropole, but often by the other Provinces as well. Most of their Tithes are inexperienced with weapons compared to their competitors and are almost always guaranteed a quick death. Champions from this Province usually win through their hunger tolerance and luck.

*"As you journey to the west coast of New Eden through the coalfields of Province 12, you will pass through deep valleys, follow rushing streams and rivers, and find yourself surrounded by some of New Eden's most breath-taking scenery. The glorious mountains, charming people, and deep-rooted traditions are just a few of the appeals that make Province 12 such an enchanting place to live."*



*Province 12 is home to a brave and hardy people who carve rich lives of joy and toil. Noble mountaineers unaffected by modern times, ripe with rugged self-sufficiency and a commitment to honest endeavour. Now more than ever, you must remember the importance of the system and the greater good it creates. Embrace the sweat on your brow and the sores on your fingers. Allow the soot to settle along your feet. You are the light that shines in the coal mines you venture. Take pride in your scars of labour, for they are labours of love for your country. No citizen is too young to support the constructive efforts of the Mining Province, and in turn, the gallant efforts of New Eden. Look to young Lily Elsington as a shining example of this Province, who channels her hope and optimism toward New Eden's peaceful future."*

This Province is rich with the spirit and strength of the region's worthy forebears. Early natives taught this Province's first settlers how to plant and cultivate crops, and passed down their knowledge of the medicinal properties of hundreds of native herbs and roots, and how to prepare healing tonics from such plants. This Province still practices the ancient art of healing in local apothecaries and the homes of local "healers".

**Lily Elsington, Metropole Propaganda Pamphlet**

The economy of Province 12 is synonymous with coal mining. Thousands of hard-working miners labour daily to produce the coal which fuels New Eden. After their education is complete at the age of 18, young adults of Province 12 begin to work alongside their senior brethren, learning this vital craft. Whilst this means the children of 12 receive a decent education, it does mean that younger Tithes have a big disadvantage as they're not used to handling tools and weapons.

Province 12 consists of 3 major areas: the Seam, the merchant district, and the Hovel. Surrounding them all, and enclosing the Province, is a twenty-foot-high electric fence.

The Seam is the poorest part of the Province. It's located on the border of the Province, next to the wild forests. Food is extremely hard to find and many families live in poverty. Because of this, an adult who lives to be very old is respected and thought of as wise; in contrast, a full belly and youth are frowned upon and loathed. Many who live there lost family due to mining accidents or from starvation. They only have electricity for a few hours a day, and so they mostly use candles for light. Early in the morning, the streets of the Seam are crowded with tired and worn-down coal miners heading to work. Everything in this part of the Province is covered in a layer of coal dust.

The merchant district is a step-up from the Seam. The mayor and their family, along with other tradesmen families, live in this area and are considered well-off by Province 12's standards. The merchants' homes double as their shops. This section is a centre for trading and buying goods, and they make some trades to the Metropole as well as other Provinces.

The Hovel is home to Province 12's black market, where poachers can sell or trade their excess game. Many things are available for purchase or trade at the Hovel, varying from food, liquor, and clothing.

The Mayor of Province 12 is Ash Rooker.

Province 12 has won 3 Tithing games. Their Champions are Hunter Loreman (5<sup>th</sup> Tithing), Oxford Sae (26<sup>th</sup> Tithing), and Ashe Bastion & Cinesra Bastion (joint 27<sup>th</sup> Tithing).

Occupations examples: Miner, blaster, surveyor, merchant, baker, metallurgist, geologist, teacher, butcher, herbalist, trader

## Province 13



Province 13's main industry was oil drilling, providing oil and gas to the whole of New Eden. The waters surrounding its coastline were home to many oil platforms, and the majority of its land was taken up with drill rigs. People lived and worked in small communities, similar to the mining pockets in Province 12, and life was simple. The region itself was bursting with green spaces, lush forests, towering mountains and vast lakes, and yet was an austere land, often subjected to extremes of weather. In places, the land was particularly barren, sporting thin acidic soil, and sheer sandstone cliffs. Following the end of the Uprising, the Metropole bombed Province 13 into oblivion, leaving nothing behind but an inhospitable waste of a no man's land. Anyone born before 2988 may well remember Province 13 as it was before the Uprising. Anyone born after this may have heard whispers or rumours about what it was like. But everyone knows that there is no mention of Province 13 anymore. To ask about it means death. To talk about it means death. It's safer to just forget it ever existed.



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# The Metropole

## Capital of the World



This is the technologically advanced capital city where New Eden's most wealthy, famous and powerful citizens live. The Metropole is also the colloquial name for the ruling government.

As the seat of power, New Eden's twelve Provinces are ruled from this city. First governed by Ignotus Lock, it is now led by his successor – President Valentine Evensong. It holds total political and economic dominance over the Provinces, enforcing its rule through the military, capital punishment, propaganda, and the Tithing. Its citizens live lavish lifestyles and are extremely shallow, always looking for ways to be noticed. An outrageous sense of style and fashion are very important to them.

The people who live in the Metropole are culturally distinct from the Provinces. They love sentimentality and melodrama, and thrive on the theatrical bloodshed that the Tithing provides. They treat the Tithing as a celebrated sporting event and a highly anticipated source of entertainment. They take pride in betting on the Tithes simply for bragging rights, not understanding or showing any regard for the horror their government is committing. Some citizens – usually high-profile business owners or “celebrities” - are sponsors to the Tithes, paying money for supplies that are then delivered to them in the Arena. Unlike the Provinces, the Metropole do not offer up people to fight in the Tithing.

Nestled between five of the Provinces, the Metropole resides in the heart of New Eden. The main city, and its greater metropolitan area, has an estimated population of 5.6 million, making it the largest urban centre of New Eden.

All branches of the Central Party, as well as all Ministries of the Supreme National Government, are located in the Metropole, as are most of the nation's monuments and museums, colosseums, and shopping centres. The Metropole is also the primary financial centre for the country, as well as the home to the Central Metropole Bank.

The Metropole is the cultural heart of the nation, boasting a thriving theatre and arts community. Metropole-North is home to over 50 different theatres, 12 museums, 96 music venues, 3 stadiums, countless nightclubs, the nation's motion picture industry, 400 salons, and 600 gourmet restaurants. The Metropole is also the nation's Fashion Mecca. The world-class designers and stylists of New Eden are based in the Upper West Side's fashion district.

Metropole Media is also housed within Metropole-West; here hundreds of employees attend the building each day to keep on top of the high-demand workload. Its huge billboards and LED screens are found all across the Metropole, their bright lights always on and inescapable. They are especially intrusive in Metropole-East, where towering blocks of small bedsit apartments stack high into the skyline, their thin blinds doing little to stop the Metropole Media adverts from illuminating the windows. Those who live in this area are mostly bottom-rung workers for the high-end companies found in Metropole-West. Anyone of a more elevated financial and social class would have one of the grandiose houses or lavish apartments in Metropole-South, where the Presidential Mansion is also located.

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## Public Figures of New Eden

### President Ignotus Lock



Ignotus Lock was the first president of New Eden. As president, Lock possessed total power in New Eden's government and proved to be a charismatic but manipulative dictator, ruling over the Metropole and its contained Provinces. He also created the annual Tithing and had no qualms about using intimidation in pursuit of his agenda. President Lock passed away in 3025, shortly before the 25<sup>th</sup> Tithing. Following a thorough investigation conducted by Commander Slayte as Head of Security, his death was concluded as not suspicious.

### President Valentine

#### Evensong

Valentine Evensong is the second president of New Eden, stepping into the role just after President Lock's passing. They seem much less cruel than their predecessor – a fact that the Provinces should be grateful for – but they are no less traditional in keeping with the esteemed event of the annual Tithing. They have graciously accepted the position of President and intend to keep New Eden running smoothly through these turbulent times.



## Sanguin Fairforge



Sanguin Fairforge is the host for the Tithing. He is famous for turning any conversation around for the positive, and is known to change the colour of his lips, hair, and eyelids for each Tithing celebration. He was a talk-show host before the Tithing came into effect, and has been doing the Tithing interviews every year since it began. Sanguin is affectionately known as a National Treasure in the Metropole.

## Commander Artemis Slayte

Commander Artemis Slayte is the Head of the Military Enforcers, and President Evensong's right-hand security. She is harsh and unforgiving, and ready to enforce the law no matter what. Being fiercely loyal to the Metropole, she is willing to do whatever it takes to keep the Provinces and Tithes in line. She was born and raised in Province 2, and trained for the military from the moment she could walk. At the Nut, she learned everything from military tactics to field combat, and quickly climbed through the ranks over the years. Her prowess and talent were undeniable, proved wholly during the Uprising and earning her the Burning Phoenix military medal. A few years after serving directly under the previous Commander, Ares Mason, she then stepped into the role herself when Mason retired.



## Doctor Eleanor Grimm

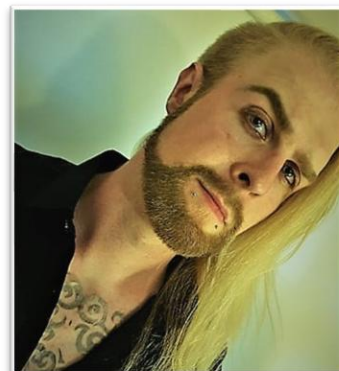


Doctor Eleanor Grimm is the Head of Eden Biotech, the prestigious institution that is at the forefront of genetic engineering and mutation science. She stepped into the role at the age of twenty, after her predecessor retired. Eleanor grew up in Province 3 and, when she was just three years old, was selected for advanced placement at the New Eden Technical Training facility, otherwise known as NEAT. As Head of Eden Biotech, one of Eleanor's responsibilities is to oversee bringing to life the new Mutations that are designed by the Gamemakers.



## Vulcan Ballantynn

Vulcan Ballantynn is the Champion from the 23<sup>rd</sup> Tithing and is New Eden's newest Head Gamemaker. Originally from Province 1, he moved to the Metropole after winning the Tithing and instantly got himself a place on the Gamemaker team, the workforce that design the arena each year. In his first year he was a Junior Gamemaker, but for the 25<sup>th</sup> Tithing he was promoted to Mutation Design Gamemaker, with his responsibilities being to design and oversee new mutations to send into the arena. For the 28<sup>th</sup> Tithing, Vulcan was appointed as the Head Gamemaker and brought back "spicy spectacle" to the Arena.



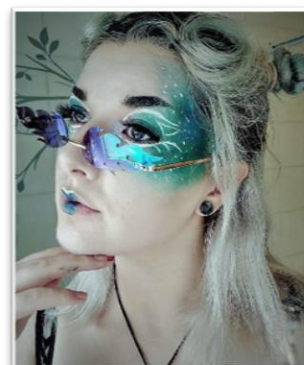
## Portia Rose



Portia Rose was the original Head Gamemaker of the Tithing. She was in charge of coordinating gameplay and ordering obstacles into the arena. Prior to the Arena segment, she would observe the Tithes' training and demonstrations to get a better idea of how she could toy with them once the games had started. After the success of the 25<sup>th</sup> Tithing, she took an early retirement with well-wishes from the Metropole.

## Sasha Stone

Sasha Stone is the Metropole's most renowned stylist. Born and bred in the fashion district on the Upper West Side of the city, she comes from a long line of influential fashionistas. Her boutique "Styled by Stone" took the city by storm and nearly everyone who is anyone will wear her designs. The range is not cheap though, especially as she is now at the head of the stylist team for the First Family.



## Francis Louis Asher



Francis, more commonly known as Asher, is the lead photographer and videographer for Metropole Media. He covers New Eden's most important events, one of which is of course the annual Tithing. Asher likes to get up close and personal with the Tithes to capture the true grit of what unfolds in the Arena, and refers to himself as the "man on the ground". He records and relays to the viewers at home, showing the ramping up of tension as the hours wind down, and puts Tithes on the spot as to how they will square their conscience when they have to kill their newfound "friends".



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# Champions of The Tithing

- 1<sup>st</sup> Tithing:** Anise Welltree, Province 7
- 2<sup>nd</sup> Tithing:** Mars Ashstone, Province 2
- 3<sup>rd</sup> Tithing:** Bolt Nightbrand, Province 5
- 4<sup>th</sup> Tithing:** Dale Redpath, Province 11
- 5<sup>th</sup> Tithing:** Hunter Loreman, Province 12
- 6<sup>th</sup> Tithing:** Tressa Overcart, Province 6
- 7<sup>th</sup> Tithing:** Ruby Fairfax, Province 1
- 8<sup>th</sup> Tithing:** Soren Galloway, Province 5
- 9<sup>th</sup> Tithing:** Savera Inchcape, Province 8
- 10<sup>th</sup> Tithing:** Griffin Naysmith, Province 2
- 11<sup>th</sup> Tithing:** Marnie Flanagan, Province 4
- 12<sup>th</sup> Tithing:** Cedar Duskroot, Province 7
- 13<sup>th</sup> Tithing:** Rye Aldjoy, Province 9
- 14<sup>th</sup> Tithing:** Jet Lockhearst, Province 1
- 15<sup>th</sup> Tithing:** Ivo Hayes, Province 6
- 16<sup>th</sup> Tithing:** Raff Everwood, Province 11
- 17<sup>th</sup> Tithing:** Fletcher Overlock, Province 8
- 18<sup>th</sup> Tithing:** Chip Gallovale, Province 3
- 19<sup>th</sup> Tithing:** Evie Bloomtide, Province 3
- 20<sup>th</sup> Tithing:** Genevieve Wattson, Province 5
- 21<sup>st</sup> Tithing:** Medea Elestren, Province 2
- 22<sup>nd</sup> Tithing:** Juno Laithmore, Province 1
- 23<sup>rd</sup> Tithing:** Vulcan Ballantynn, Province 1
- 24<sup>th</sup> Tithing:** Jupiter Laithmore, Province 1
- 25<sup>th</sup> Tithing:** Clayton Tanner, Province 10
- 26<sup>th</sup> Tithing:** Oxford Sae, Province 12
- 27<sup>th</sup> Tithing:** Ashe Bastion & Cinesra Bastion, Province 12
- 28<sup>th</sup> Tithing:** Alistair Fabe, Province 8

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# Organisations of New Eden

## The Enforcers

The Enforcers comprise a military unit with law enforcement duties and they are controlled by the Metropole, tasked with maintaining order throughout the nation of New Eden.

Led by a Head Enforcer who is the commander of the Province's respective garrison, they are the primary instrument of control and repression in New Eden. Their duties consist of arresting political dissidents, rebels, and other lawbreakers. Enforcers form the bulk of both law enforcement and the military of the Metropole as they serve as foot soldiers, guards, and hover-plane pilots.

Enforcers are usually recruited from Province 2 and, very occasionally, from the Metropole itself. It's more difficult to recruit from the latter, as those citizens are used to a life of privilege and are often reluctant to submit to a term of rigorous military service. Some join out of desire for honour or glory; others join for incentives, such as having their debts absolved in exchange for their service.

There are around 90 primary schools in Province 2, each taking in around 100 students every school year. All Province 2 children are required to attend primary school where they receive a military-focused education. They learn how to read, write and do basic maths, and spend the rest of their time undertaking rigorous physical education. During their time at primary school, they are constantly assessed for their military potential and, at the age of 11, they undergo a military aptitude test to see whether or not they will progress to the Academy. On average, around 66% of primary school students enter the Academy each year, with a total intake count of around 5940 pupils. Children who don't pass the entry exam are considered to have finished their academic studies and are sent onto their vocational training to learn about the masonry industry. They spend 3 years apprenticed to a specific trade and then, at the age of 14, are considered qualified to begin independent work.

Students spend their first year undertaking further basic military training and are presented with another aptitude test at the end of this, to assess who has the potential to study as an Officer, and who will be continuing as a general Enforcer. General education for both pathways becomes more advanced, learning subjects such as science, technology, geography, as well as more in depth mathematics and engineering. Those on the Officer pathway study these at a higher level than those on the Enforcer pathway. Students can be moved between pathways depending on changes in their performance. At the age of 16, students on the Enforcer pathway are sent to continue their advanced training within the barracks of the Nut. Students on the Officer pathway are progressed to an intense 2-year course, concluded with a series of final exams. Those who pass are able to graduate and enter into an Officer post. Any who fail are sent to join the Enforcer ranks in the Nut. On average, only about 60 students graduate as Officers each year.

Any P2 civilians who wish to try again for a place at the Academy can only do so once they turn 21, meaning they will have spent 10 years working within their chosen industry. Once per year, the Academy holds a recruitment day where civilians can put themselves forward for assessment. Any who are successful then enrol onto a 5-year training programme which follows a similar curriculum to regular Academy training. This course is incredibly hard to get

onto, as the chances of being accepted once you've already been considered unfit for service are very slim. It's extremely difficult to enter the military this way, and very few people do. Anyone who does manage to get into the Enforcers via this route is likely to encounter adversity from their colleagues, and are usually viewed as "lesser" in comparison to those who entered the Academy from childhood.

Enforcers are not allowed to marry or have children whilst in active service, to ensure total loyalty to the Metropole. Any civilians who wish to be assessed at recruitment days must also meet this entry requirement. Should an active Enforcer become a parent or enter into marriage, they are immediately stood down and removed from service. Enforcers serve for life and are given mandatory retirement at the age of 60, whereupon they receive a pension packet and are homed into ex-Enforcer tenements with small outdoor gardens, and provided entertainment and social engagement through ex-military social clubs. Enforcers may leave active service before the age of 60 if they are deemed unfit to serve, but may be put to work in other areas of the military such as teaching at the Academy or doing important administrative work at the Nut. Once removed from active duty, whether through mandatory retirement or medical withdrawal, Enforcers are then allowed to marry and/or have children.

Once graduated, Enforcers are tasked with maintaining law and order, and punishing those who break Metropole law or show defiance to its regime. Punishments normally consist of public whippings, and Enforcers are usually equipped with automatic weapons to further discourage social disobedience amongst the Provinces. The Enforcers' temperament and their relationships with civilians vary throughout the Provinces. They are strict and ruthless in large Provinces such as 10 and 11 but, in Provinces such as 12, they often bend the rules to satisfy their own stomachs. While all of the Enforcers' duties are very similar, in some Provinces the punishments differ: for example, it has been noted that various Enforcers from Province 12 think that forty lashings for poaching is more than enough, while a Province 11 Enforcer would likely believe that the punishment should be death.

In Province 11, the Enforcers are known to carry out on-the-spot executions for minor crimes, and public whippings and executions are extremely common. The differences between Province 11 and Province 12 Enforcers may be down to situational ethics, as Province 12 Enforcers are hungry, while the same does not hold true for Province 11. The comparatively lenient Enforcers of smaller, quieter Provinces are considered unwelcome but not as fervently hated as the more brutal oppressors of larger Provinces.

It is likely that Enforcer behaviour and rules of conduct evolved over time. In the first decade after the Uprising it can be assumed that executions and other harsh punishments were regular in all Provinces due to lingering immediate resentment by Rebel veterans and their families who managed to avoid prosecution. As the Metropole re-established social control, and as former rebellion veterans simply grew too old or disillusioned, favoured Provinces like 1 and 2, and relatively backwater Provinces like 12, likely needed less and less harsh punishments to keep order. However, extreme measures didn't go away completely in large but unfavoured Provinces, of which 11 is a perfect example. Even so, in calmer Provinces, acts taken directly against Enforcers are still harshly punished due to being direct insults against the Metropole. This demonstrates a distinction between benign tolerance of black markets, and acts that can be viewed as political agitation, even unintentionally.

Once an Enforcer completes their training and holds a rank of any kind, they become immune from the Tithing. Recruits, however, are not granted immunity and are still put into the Harvest each year. The same is said for any Enforcers who are removed from active duty for whatever reason, whether that be retirement or early removal.

# ENFORCE THE PEACE

## ENLIST TODAY FOR A SECURE TOMORROW



A LIFETIME OF SERVICE. AN ETERNITY OF HONOUR.



## Eden Biotech

New Eden Biotech is a prestigious institution at the forefront of genetic engineering and mutation science, headed by Doctor Eleanor Grimm. Housed in a secure facility in Province 3, what goes on behind Eden Biotech's doors is a mystery to most. They are well-known for their secrecy, preferring to keep their business to themselves, and employees often disappear into the compound for days at a time before returning.

The most commonly-known line of work that Eden Biotech is famous for is their production of new mutations to set upon Tithes in the arena each year. It's an incredibly important job, as these creatures are a firm favourite of the Metropole audiences, and there is always huge media coverage of the new creations as they appear throughout the annual games.

The Mutation Creation department at Eden Biotech's facility is one of the most locked-down areas of the compound. Technicians who work there are under a strict Non-Disclosure Agreement, and any information leaks prior to the big reveal at the year's Tithing are punished severely. Doctor Grimm herself oversees the department, and she is known for ruling with an iron fist.

Other departments include: Medical Research, Experimental Labs, Genetics Engineering, Disease Management, Genome Mapping, Robotics, Embryonic Research, Bio Hacking, and Specimen Handling.





## New Eden Advanced Technical Training

Otherwise known as “NEAT”, this organisation is focused on providing state-of-the-art training for those with an aptitude with technology and science. The NEAT board is situated in Province 3 and uses the Lock Technology Development Centre as a base of operations. The LTDC is a fusion of both educational departments for NEAT students, and working laboratories and offices for graduates and employees.

Province 3’s legions of scientists, engineers, and bio technicians have created the most scientific breakthroughs in history, and it all begins with aptitude testing. Just before the age of 3, all local children are tested and ranked by their abilities for an appropriate placement within the school system. A similar test is conducted nationally across all Provinces, assessing children’s abilities and searching for those with an unusually high technical aptitude. The advanced placement children are then immediately appropriated through an annual “Province roundup”, being re-located to the LTDC Campus in Province 3 where they are freed from the natural constraints and intellectual limitations of family life, and can instead begin their immediate training under the NEAT programme.

Whilst at NEAT, children are placed under the care of Matrons. Their recreational time is very limited; instead they are surrounded by educational matter from the get-go. NEAT believe that to fulfil a child’s potential, they must become self-sufficient and not dependent on others. Whilst meals and medical attention are provided, and a strict daily routine is enforced, that is the extent of care provided by the Matrons to the students. They believe the best remedy for an upset child is to be left to get on with it, rather than to be comforted. NEAT does not interfere in the business between students; any disagreements or indifferences are to be worked out between the children themselves. As such, students from NEAT, whether they graduate or not, are often seen to be devoid of emotion, uninterested in anything but their field, and lacking in social skills.

Students are placed under rigorous annual examinations from the age of 6, giving them a 3-year grace period whilst they undergo their early developmental period. Each child must pass their exams with a minimum score of 90%, or they are culled from the programme and sent back to their original Province. This is usually quite upsetting for the students, as life with NEAT is all they’ve ever known, and they don’t remember the family they were taken from. It’s quite common for NEAT to cut students as the examinations get progressively harder, and only the brightest minds can be taken forward to build a brighter future for New Eden.

Typically NEAT produces between 20-30 graduates each year, whittled down from the 240 children on average that they claim during the annual aptitude testing. Students complete their training at 18 and are then placed in any number of positions throughout Province 3’s job roles. Most typically move into various technology fields, while some find their way into bigger companies such as Eden Biotech. Those who are unsuccessful in graduation at the end of their final year are often sent to work in the Province’s basic manufacturing departments or low-security laboratories as bottom-rung employees. Even those who were originally taken in from another Province will ultimately stay in 3 at this point – whether they graduate or not – and their families will never know if their child was successful enough to make it.

Unlike graduation into the Enforcers, those who successfully complete the NEAT programme aren’t exempt from the Harvest and can still find themselves being drawn for the annual Tithing.





### Ask and Ye Shall Receive

Over the years, we have had many weird and wonderful questions from our player base which have caused us to take several unexpected deep-dives into random bits of world lore. We're sharing those answers here so that you, too, can enjoy the fun facts and Tithing trivia!

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## General World FAQs

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### Do theme parks exist in the Metropole, and/or does anyone remember them before the Dark Days?

The Metropole does have a theme park, called Province Park, and the rides have themes based on each Province's industry. However, those living in the Provinces are completely unaware of its existence. It's impossible for anyone alive today to remember what theme parks were from before the Dark Days, as it has been centuries since the natural disasters changed what was Great Britain and reduced it to a shadow of its former self. There is a *very* slim possibility that memories may have been passed down through generations, but they would very much be like Chinese whispers and become a warped version of the truth. It's possible that some Province dwellers have stumbled across destroyed theme parks, barely recognisable, most likely just twisted bits of metal tracks and eroded signs. Anyone living in the following Provinces may have experienced this: 4, 7, 8, 10

### Are there any sports (eg combat/team) that have survived and/or have become popular in New Eden?

Combat sports (such as martial arts) particularly thrive in the Career Provinces, especially Province 2. Team sports that have survived would be something similar to football and this would likely be present in every Province to some degree. There would be no cross-Province interaction but some Provinces may have smaller teams that have formed from workplaces, such as one factory having a team that often plays against another factory's team. Rules of the game may vary from Province to Province, as does the name of the game. Provinces 1-4 remember this as football, Province 5 & 6 call it streetball, Provinces 7-10 know it as kickball, and Province 11 & 12 call it bushball.

### Are there any national holidays that the Provinces are expected to observe?

The Tithing is the anniversary of the end of the Uprising and the defeat of the rebels. Every person in New Eden is expected to observe this tradition. Everyone is also expected to celebrate Founding Day on 16th November - this is the anniversary of the creation of New Eden and the

day that the Metropole government was formed. In acknowledgement of the New Year, Province citizens are allowed a half-day off for New Year's Eve and New Year's Day.

## How is food distributed across New Eden?

Food is equally distributed across New Eden on a "by household" basis. It is expected that the good people of New Eden will, of course, distribute any excess fairly amongst themselves at a community level, as good neighbours would.

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## Geographical FAQs

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### What are the borders like between Provinces?

The Provinces are separated by physical borders such as thick concrete walls, 30ft tall electric fences topped with razor wire, metal plates beneath the ground to prevent digging underneath, sentry guard towers, and 24hr armed Enforcer squadrons. There are also dead zones between the Provinces, putting further space between them.

### Does the population know that other lands exist (or used to) across the seas?

The majority of people living in the Provinces – and Metropole – aren't aware of other lands outside of New Eden. In fact, they aren't likely to even know the geographical layout of New Eden itself. The exception to this would be anyone over the age of 45 who may remember maps of New Eden before the Uprising.

### How large are the Provinces, and are they constricted to a single settlement per Province like in Hunger Games?

The New Eden map is representative of our own UK map (with a few bits missing). Therefore, the Province landmasses that you can see are as large as they actually are in real life - for instance, Province 12 *is* the area we know as Wales. Provinces aren't constricted to a single settlement either. To increase productivity and a higher turnover of produce, Provinces have been encouraged (under controlled measures) to flourish. Again to use 12 as an example - the "Seam" is a huge area which consists of several different mines. The Metropole government has a much better grip on things than the Capitol did in Hunger Games. Their technology is far more advanced and their military much less corrupt. The borders of the Provinces are properly manned and maintained. There would be no "sneaking out through the broken electric fence to hunt" like Katniss did in Hunger Games.

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## Province FAQs

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### What other media exists in the Provinces?

There is no radio or recorded music in any Province (except for Province 1), but citizens may spend recreational time playing music with their friends and family. There would be a TV channel specifically for movies which would play only "Enforcer-hero" genre. Provinces would receive snippets of news if it affected them, such as a new President being elected or a new Head Gamemaker being assigned, so people would be familiar with the faces of the President, Sanguin, Artemis, and Portia, as well as the Champion Tithes. They would never receive news of events happening in any other Province. People in Provinces 1-6 would likely have their own TV. Provinces 7-12 have a big community screen in their main square which never turns off. There may be the odd household that has an old TV, but these would be few and far between. Generally most people in the Provinces make their own entertainment, particularly in the more impoverished Provinces.

### Would it be possible for a P5 Tithe to break through any forcefields in/around the Arena?

In short, no. The technology and knowledge implemented by the Arena designers is far greater than any held by a P5 citizen.

### How technological is P5? Do they have access to the same guns and gear that the Metro/Enforcers have?

Province 5's industry is power and largely revolves around several different powerplants, so it's not really that technological. There would be no access to guns of any kind, and any "gear" would be of a much lower quality than that of the Metropole.

### Do Provinces have any specific colours associated with them?

Whilst the Provinces don't have colours associated with them, there may be clothing colours generally associated with the industries for each Province (eg white lab coats for P3 etc). Additionally, your stylist for the Tithing may choose a colour theme for your Province to make you stand out from the others!

### Would Provinces have some kind of community-led food/clothing/resources sharing group, or are group gatherings disallowed?



There are definitely community activities in the Provinces – it's even encouraged! Children are raised by the village, clothes are repaired, people entertain each other. It's a bit like any pre-internet community – there's pubs, there's community halls, street sports, etc.

## When the Uprising ended, were people allocated to specific Provinces? For example, if someone was considered a war hero, would they have been put into P2?

The government would not have relocated people to different Provinces. The Provinces were self-established years before the Uprising happened. Families settled into their respective areas and industries naturally. Prior to the Uprising, there was free movement between Provinces, but things like the census would still be done, so there would be logs of which citizens "lived" where. After the Uprising, when the government installed the borders and dividers, any citizens who were outside of their established Province (for whatever reason) were highly encouraged and herded to return. Given the scale of the population and chaos of the aftermath, it's possible that a very tiny percentage may have slipped through the net and were able to re-settle into a different Province, but this would have been few and far between, and would certainly not have been encouraged. Anybody who may have been within this minority would definitely want to keep quiet about it, and very quickly slot into their new Province as "having always been there". If people were found to not have returned to their correct Province as mandated, they would have been escorted back by Enforcers (peacefully or forcefully, depending on their willingness).

## Is fishing only permitted off the coast of P4, or do all Provinces with a coastline have some form of fishing industry?

Province 4 is the only one with access to the ocean. All other "coastline" Provinces are cut off from the shore with a large sea wall which forms part of their border perimeter. To a limited extent, Province 4 sailors will go where the fish are, but always with an escort of Enforcers.

## Is the NEAT programme only available to children from Province 3?

All children are considered for NEAT regardless of Province, so as not to limit the potential nationwide intake of New Eden's best minds.

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## Metropole FAQs

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## What other media exists in the Metropole?

There is a lot of trashy daytime TV with a large focus on fashion and interior design (think 90 Minute Makeover fused with Queer Eye), and there are frequent talk shows with Sanguin, where he chats to a weekly special guest. There is a big music scene in the Metropole, with 96 music venues, and there is currently a trend with electro-classical. Radio and recorded music are commonplace, with aspiring artists competing monthly to take number one on the charts. Movies are also popular - top genres include rom-coms, Enforcer heroes/anti-rebel, and animated stories.

## What is the Metropole's stance on the P5 explosion? Was it a tragic accident or enemy action?

It was enemy action; a devastating terrorist attack carried out by the Cuckoos.

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## Cuckoo FAQs

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### What would happen to the rest of a family if one member got caught being rebellious?

They become guilty by association. At the very least, they'd be detained, imprisoned and "questioned" – using force if necessary. Torture is something that exists in this world. This would most likely be followed by some kind of permanent imprisonment, maiming or death sentence, depending on the individual circumstances. On the flipside, if the family were the ones to expose their rebellious relative, their treatment would be much more benevolent.

### How do the Metropole usually deal with potential rebellious outbreaks in Provinces?

Prior to the attack in Province 5, citizens with rebel intent (not just the odd grumble about the Metropole - actually attempted organisation) would have been quietly disappeared along with their nearest and dearest. It wouldn't be talked about, no-one would dare. If you're familiar with the concept of double-think from 1984, definitely that vibe. *After* the attack on Province 5, anyone with rebel intent or openly supporting rebel action would be publicly arrested. They would be paraded in the streets, vilified, and the Provinceers would be not just allowed, but *encouraged*, to participate in their punishment and eventual execution. These rebels would be seen as worse even than the Cuckoos - these are people you called friends, even family, and they want to see you and everything you hold dear burn. To be clear - the vast majority of the populace genuinely both fear and hate the rebellion. Some are old enough to remember the Uprising, some are old enough to remember even before that. New Eden has provided a stability they never dreamed of. Sure, times are hard, they always were - but they have food, shelter, work, and hope. The rebels threaten that existence.

## Was the Cuckoo break-in at T28's Arena seen by the public?

No, the media team were quick to ensure that all live feeds showing Cuckoo activity in the Arena were disconnected. Every camera was focused on the Cornucopia finale and well away from catching any Cuckoos in the peripheries.

## Reading the historical account of the Uprising has made me never want to play a rebel character again. I don't feel comfortable playing someone that participated in bombing hospitals and factories. Is there more to it than that they were targets of opportunity? If so, could we have some more info on what it was like fighting in the Uprising?

For the most part, the everyday civilian wouldn't have been part of big scale operations such as that. Without giving too much away, they would have been stirred into doing the basic "on the ground" stuff (eg fighting off Peacekeepers, disrupting supply lines, causing interference etc), whilst an "inner circle" would have been running all the big, bad ops in secret.

As much as the Metropole puts their spin on things and feeds propaganda to the people, so too do the Cuckoos. Things like the attack on the hospital/factory in P8 would have been spun by the Cuckoos to be "an attack done by the Metropole who want to make us look bad, but don't believe their lies because we would never do that". And, of course, the Metropole would be maintaining that it was the Cuckoos who did it. So it kind of depends on how much someone has become indoctrinated by either side as to who/what they believe to be true about it.

On one hand, it's very plausible that the Cuckoos did run that operation, because it would mean taking out all the factory workers who were supplying armour to the pro-Met fighters, and eliminating the medical staff would ensure those workers couldn't be healed back up easily. ON the other hand, it's also entirely plausible that the Metropole did self-fire, with the intention of blaming the Cuckoos and riling the people against the Uprising.

Out Of Character clarification: The canonical truth is that the Cuckoos *did* run the operation to attack the P8 factory/hospital. In character, you are welcome to believe what you want to believe, because there would have been two very different spins maintained on both sides, with the Metropole and Cuckoos both blaming each other for the attack.

Ultimately, the entire country was in full-scale civil war and both sides did awful things in the interest of furthering their own position whilst destabilising the other's. However, the majority of the everyday people – even those who were actively fighting – would not have at all been part of those "war room" discussions, or even be aware of certain planned operations until the fallout happened. The majority of fighters on both sides would have had a huge amount of plausible deniability.

Unfortunately horrible things happen in war – sometimes they're planned, and sometimes they're just collateral. It's the same as how, in WW2, planes on both sides would just randomly drop excess bombs *anywhere* after hitting their targets, so that they'd have less weight on board and save fuel for the return flight. Sometimes attacks are targeted; sometimes, it's just wrong place, wrong time.

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## Harvest FAQs

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### How long is there between Tithes being Harvested and then transported out from their Province?

Tithes drawn from the Harvest are immediately taken into the secure waiting areas within the Province's Ministry Hall to prepare for transit. There are no more than 5 minutes to say goodbye to their loved ones. These can be individual or groups (eg group of children), but will only be allowed for relatives and close friends, with a maximum allocation of 3 visit slots.

### What happens if two or more people volunteer simultaneously?

If the number of volunteers exceeds the number of Province spaces in the Harvest, there is a secondary lottery for the volunteers. Their names all go into another bowl and whichever are pulled out become the Tithes. There are no volunteers allowed at this secondary stage.

### If someone volunteers for you, can you turn them down if you don't want them to take your place?

No, they're volunteering to the Metropole so you cannot overrule it.

### Is the Harvest used to target specific people for punishment?

No, the Harvest isn't used as way of punishment for anything.

### How many people are Harvested from each Province?

Up to - and including - the 24<sup>th</sup> Tithing, only 2 people were Harvested from each Province every year. For the 25<sup>th</sup> Tithing, this was changed to be twice the amount. From that point onwards, it has always been up to four people Harvested every year.

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## Arena FAQs

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### Does the Arena get built in a different Province each year?

The Arena is never built in a Province. The Metropole has access to uninhabitable areas of New Eden that are used for the Arena each year. The location of these areas is strictly confidential and is never shared with the wider public. The arena, training area, and Friday night area are all places *made* by the Metropole game designers for the Tithing each year. This means any area you encounter before the Arena klaxon goes off on Saturday morning is *clinically* devoid of anything that could do harm to the Metropole VIPs. By extension, the things you find *in* the arena to create poisons, traps etc are placed there to be found by the Gamemakers to make the game more interesting for viewers.

### When returning to the Arena after regeneration, do the Tithes have less cognitive function than before?

There is no obvious change in cognitive function and they outwardly appear to be the same as they were before they died.

### Did the “burn footage” video attempting to spark rebellion, that was made during T25, ever get released to the public?

The rebellion tape would never have made it to air. The media team would have cut to other feeds, eg the mutations, Shannon Hoffman building his bomb, back to Sanguin and Portia etc. The public would have seen a heavily-edited and propagandised version of the Tithes standing together; it would’ve been twisted to suit the Metropole’s agenda.

### At T26, Tithes found a cache of rebel notes hidden in the Arena and they were left with Champion Oxford Sae, who promised to share them with the world. Was he successful?

The notes have never been acknowledged and nobody in the general public is aware of their existence.

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## Mutation FAQs

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## Do the general public know that Arena mutations are often made up from Tithes?

The general view of mutations from a public perspective is that they are just scary monsters made for the Arena. A person may be able to see some similarities between a mutation and a specific type of animal, for example a mutation that looks vaguely similar to a dog. It is not known by the general public that dead Tithes have been mutated into these creatures. Anyone on the NEAT programme in Province 3 would know that Eden Biotech has discovered ways to genetically mutate animals into the monsters that are sent into the Arena.

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## Champion FAQs

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### What usually happens to Champions their victory tour?

Once the victory tour is completed, Champions are offered the option to return to live in their Province or to move into the Metropole. The decision is entirely up to them. Those who choose Metropole life very rarely go back to their Province. The Champion tends to stay in the limelight for around 11 months but the spotlight quickly shifts when the next Tithing rolls around. Previous Champions are still sometimes highlighted for the occasional event, such as an anniversary or social gathering, but the focus tends to always be on the most recent winner.

### What happened to Oxford Sae after T26?

After winning the 26th Tithing, Oxford Sae moved to the Metropole where he finally got the opportunity to open his bar, The Last Tithe, with a percentage of the proceeds going towards families of fallen Tithes. The bar became very popular very quickly, with residents of the Metropole clamouring to meet their newest hero in the flesh, begging him to regale them over and over with his tales from the Arena - how he survived, and desperate to know every gory last detail of the kills he made. In the 2-3 months before T27, media coverage mostly turned away from the recent Champion, and instead began to focus on the upcoming Tithing. He made a brief, exclusive appearance during T28 where he featured alongside previous Champions Mars Ashstone and Ruby Fairfax in a “Champion’s Challenge” against the Tithes. Since then, the escalation of war with the Cuckoos has taken much of the media's attention, so not much has been seen recently of Oxford Sae. It can only be assumed that he's still basking in the glory of his adoring fans in The Last Tithe, telling yet another story of how he so brutally grappled Ruth Lezz to steal their last med-kit and watch them bleed to death, just so he could win.

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## NPC FAQs

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### Is Commander Artemis Slayte famous in the Provinces for anything specific she did during the Uprising?



The Uprising broke out just as Artemis was due to enter her 2-year Officer training course at the age of 16. She was posted along with her squadron into Province 7 where she ended up holding the border between 7 and 1. The rebels swept down through the Western coast of Province 1 and rained everything they had on the Province 7 border, using military-grade weaponry and explosives in an attempt to blast their way through. Artemis and her squadron of 12, under her command, held the border for nine days straight whilst waiting for reinforcements, despite Artemis being gravely wounded. She was awarded a Commendation of Bravery and received the Burning Phoenix (equivalent of Victoria Cross) in recognition of her efforts. Post Uprising, Artemis went into Officer training, was at the top of her class and graduated with the highest honours. Upon entering the field, she was primed to be stepping into the Commander's role once her predecessor (Commander Ares Mason) was ready to retire, and she spent ten years split between active Officer duty and shadowing Ares. At the age of 30, Artemis was sworn in as the new Commander.

## Where is Portia Rose?

On holiday.

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## Character Concept FAQs

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### Can I play a well-known criminal or rebel?

Not really. Remember that these characters live in a dictatorial militocracy. The Metropole and Enforcers are cracked down on *everything* and have eyes *everywhere*. There is no "sneaking past/avoiding/outrunning" the Metropole or Enforcer patrols, or operating "beneath the radar". There is no possibility of communication between Provinces in any format, even such as smuggling or trading. Each Province is entirely locked down and isolated from the rest, with physical borders and Enforcer units blocking any attempted outward passage. Even in Provinces that aren't landlocked - these borders and prevention measures are even more apparent. Province citizens would not be "well known" for illicit activities of any kind, such as being a famous/highly wanted serial killer, smuggler, or drug dealer (just a few examples). Any "well known" activities that actively go against the Metropole would be picked up on instantly and the perpetrator would be either arrested and detained, or executed, depending on the severity of the crime. Again, there is no "outrunning/outsmarting/avoiding" the law in this world. Those who operate on a much more subtle basis, on a smaller scale, within their Province, are more likely to get away with things. There's a big difference between opening your shop after hours where you might have a few people come around to "socialise" (and maybe talk in hushed tones about the state of the nation), compared to sneaking into other Provinces to spread information and resources.

## What crimes are considered as “minor” in New Eden, that I could put in my backstory without my character being executed before making it to event?

This very much depends on the Province and how lenient the Enforcers are in that post. Somewhere like P11, which is extremely unforgiving, is unlikely to view any crime as “minor”; other Provinces where Enforcers can be slightly more favourable, such as P12, may be more likely to turn a blind eye to petty crimes such as stealing a bit of food for your starving family. Punishments within the Provinces can be quite severe, particularly in the lower Provinces where things such as public floggings and executions are commonplace. Imprisonment is also a typical punishment for less severe crimes, as well as being more commonly used in the higher Provinces where the more graphic sentences are less common.

## Can I attempt to bring In Character items into the Arena Interview area, whether for myself or to give to others?

We have had previous instances where characters have brought Province-themed treats/gifts for the VIPs in attendance, but always have vetted these things from an In Character perspective. However, whilst we obviously try to provide as realistic a feel as possible for the oppressive guarding on a VIP night, we are not actually trained military personnel and sometimes some things slip past our not so eagle/very tired eyes. As such, it should be assumed *In Character* that any items brought in for an IC purpose would have been checked and tested to ensure their safety, and thus can do no mechanical harm or pose threat to players or NPCs. Players bringing food in to the Friday night space is an entirely Out Of Character process to allow people to eat.

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## Posters of New Eden

### As a Treat!

Wow, we're impressed you've made it this far. Honestly, well done! (Unless you've skipped ahead without reading the rest of the book, in which case – dishonour on you, dishonour on your cow. Now go back and read it properly, sheesh... this is why we can't have nice things.)

Over the years of running the Tithing, our game team, crew and players have created various IC images and posters to use in-game, so we thought it would be fun to share them with you here! Some of them are works of art, and some of them are downright silly, but we hope they bring you as much enjoyment as they have to us.

(PS: If anyone wants a signed Sanguin movie poster, let us know... with enough demand, it might find it's way to our Redbubble store...)



# METROPOLE

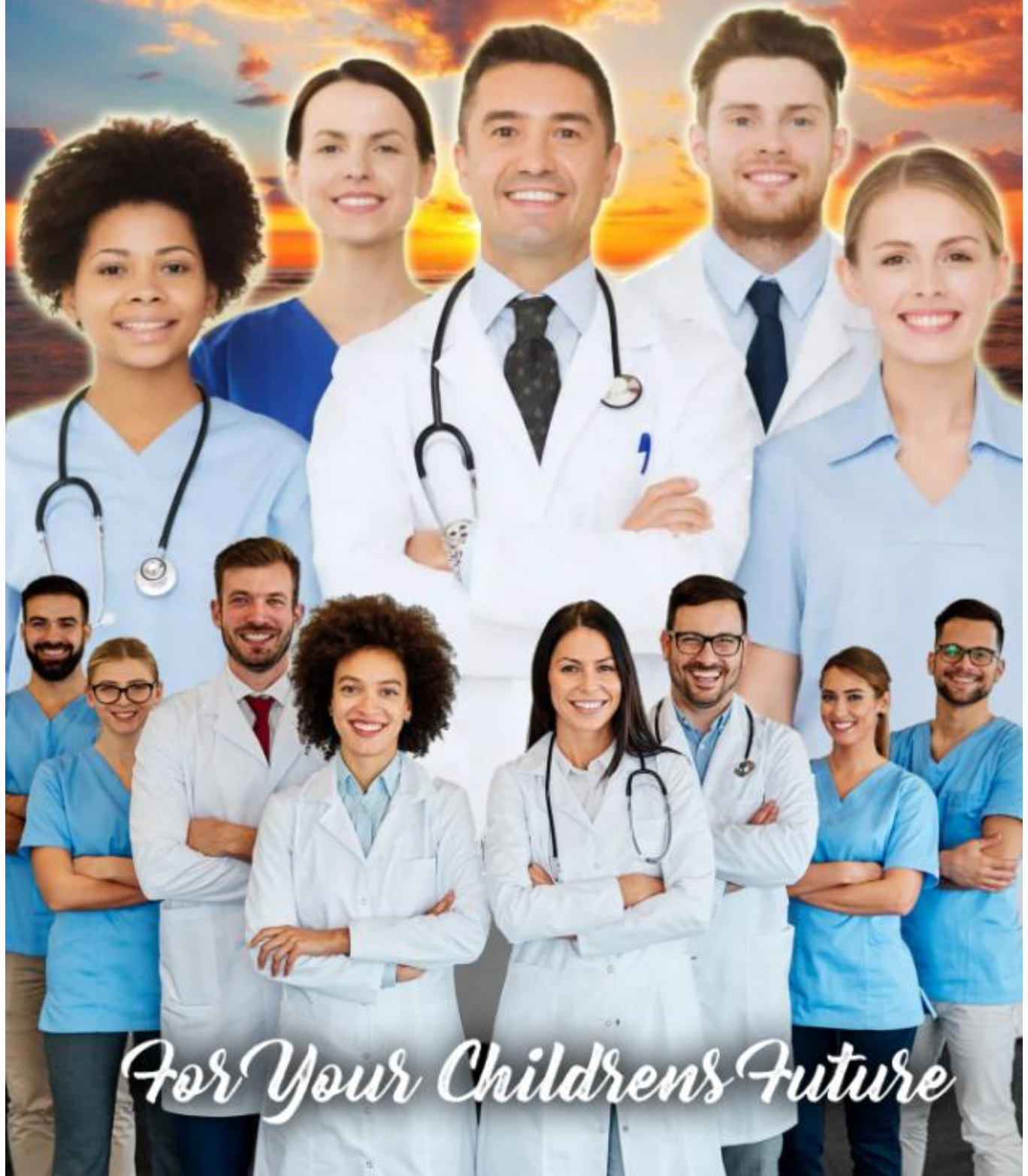


**JOIN YOUR NATIONS ARMY!**  
**ENFORCERS WE TRUST**

Reproduced by Permission of  
Commander Artemis Slayte



# *Eden Biotech*





**EVERY GENERATION IS A NEW  
CROP FOR THE HARVEST**



**A  
HAPPY  
TITHE IS A  
HAPPY  
PROVINCE**

**YOUR SACRIFICE KEEPS YOUR LOVED ONES SAFE**

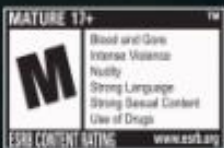
**PROTECTION TODAY, PROSPERITY  
TOMORROW, PEACE FOREVER.**



**M.M.**

# ENFORCERS

## ON DUTY II



BlackBox  
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Enforcers have fun too 😜



REBAL HUNTER

New



KIDS JUST LOVE IT!  
THIS SEASONS MUST  
HAVE TOY!

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WOW!!













# SANGUIN IN SPACE

TWENTIETH CENTURY FOX Presents A BRANDYWINE Production A JAMES CAMERON Film ALIENS SIGOURNEY WEAVER  
Music by JAMES HORNER Alan Effects STAN WINSTON Created by THE L.A. EFFECTS GROUP INC. Executive Producer GORDON CARROLL  
DAVID GILER and WALTER HILL Screenplay by DAN O'BANNON and RONALD SHUSETT Directed by JAMES CAMERON  
and DAVID GILER and WALTER HILL Produced by GALE ANNE HORD

R

RESTRICTED  
Under 17 requires  
accompanying parent or  
adult guardian

MPAA  
RATED

FOR STRONG  
LANGUAGE, SOME  
DRUG USE, AND  
SMOKING

PG-13  
Parental  
Strongly Cautioned

PG  
Parental  
Suggested

G  
General  
Audiences

ALL AGES  
ADMITTED

DECEMBER 1986

FOX

WARNER BROS.

PARAMOUNT





# SANGUIN BEGINS 2 FAIR 2 FORGED

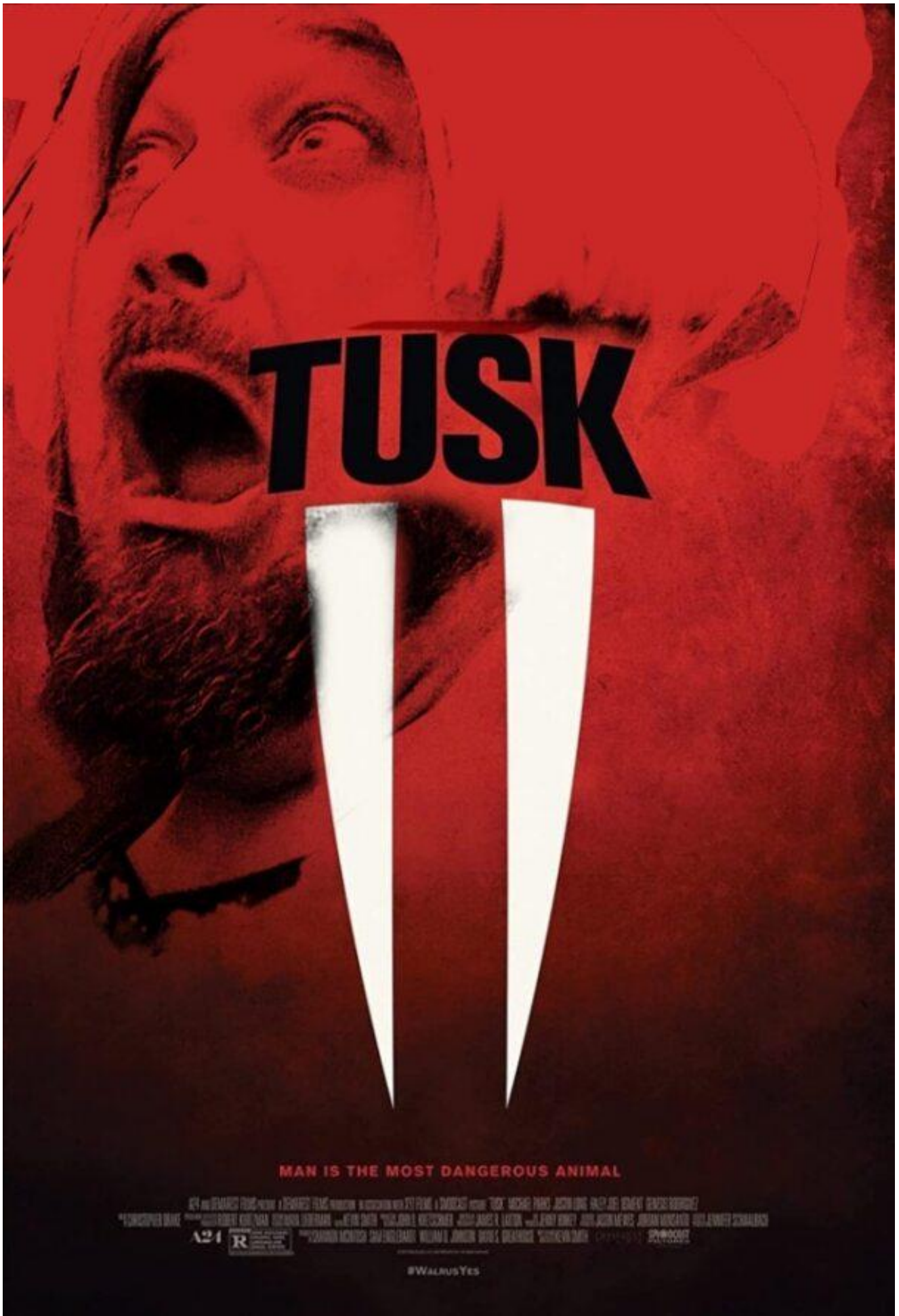


# SANGUIN 3



## THE END











# SANGUIN-O's!

The Metropole's favourite!



Because, with Sanguin-o's  
No matter what hits you,  
you'll just keep going!





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## Thank You

We are so grateful to each and every one of you who buys into this madness and helps us bring it to life. Running this system has been one of the biggest nightmares but also one of the greatest pleasures, and that is largely down to the fact that we have such a wonderful crew and player base who keep us going.

So, whether you're reading this as one of our monsters, one of our Tithes, or someone yet to become indoctrinated by the Tithing, we thank you for your support and truly hope to see you at one of our events soon.

The Game Team x



**CHARLIE / CHIPS**



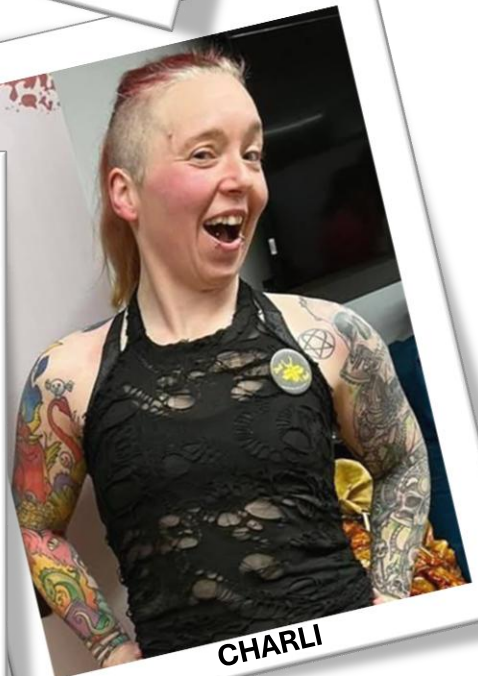
**BETH**



**CRAIGGY**



**SUZY**



**CHARLI**

