

**Empires
League
Bulletin**

Issue #3

February 15, 2012

Editor: Todg

Introduction

The Empires League was established in January 2007 as an organization dedicated to the defense and bettering of the Empires Mod and its whole community. It has been recognized since that time as the representative organ of this community and as a source of information on both the mod's development and the well-being of the community, of events and other significant phenomena.

The *Empires League Bulletin* serves to inform the reader as to the present-day events of pressing concern for the whole userbase. Included within it are notable articles delivered by members of the League as well as any other notable texts which may arise in the popular consciousness of the users or which serve to educate them and to help raise this consciousness.

The *Empires League Bulletin* is maintained and organized by the Central Committee of the Empires League and through its editor.

All Progressive Users Must Struggle Against the Bantustan Policy of the Deeist Clique

By Mrdie

The banning of Alucard has demonstrated the strength of the progressive users and their democratic-progressive counterparts in the Blackhole, who jointly denounced Alucard's degenerate stands and politics, and who also called for an end to the bantustan which is aimed against the democratic movement and its six-year efforts. Of course the Deeists have convinced those less-than-conscious elements of making only a one-month ban for Alucard, which in fact has two aims: in the first case to justify the continuation of the bantustan with the prospects of Alucard returning, and second to demonstrate to Alucard that the Deeists will continue to use him against the progressive and democratic-progressive forces, and thus to continue affixing him to their chariot. The anti-user activity of the Deeists has clearly caused harm to the Empires Mod and to its community, and the bantustan policy the Deeists engage in is but a part of this whole consistently anti-user policy which they pursue. The anti-democratic aims of the Deeists, who seek to create these bantustans not only to provide "refuge" for their degenerate footsoldiers, but also to undermine the six-year democratic movement, are demonstrated quite clearly by the fact that the Deeists are attempting to undermine the March 2012 election which will see the voting on an elected moderator of the Blackhole in exile, as this position was also voted on in March 2011 and March 2010. The struggle against the bantustan policy of Deeism, then, is a policy which naturally involves all the progressive users of the whole community alongside the democratic-progressive users of the Blackhole.

The policy of bantustanization has its origins in the year 2006, when Dee herself attempted to be recognized at one short point as "President of the Lackhole," an obvious play on the Blackhole. Of course earlier that year the Deeists had also temporarily renamed the Blackhole to "The Idiot Pit," but the Blackholian userbase in alliance with the progressive strata of the whole Empires userbase achieved a reversion to its correct name, and this event in fact spawned the democratic movement of that year and in subsequent years up to the present day. The Deeists initially pursued this policy to first denounce the existence of the Blackholian userbase and its stands and quality which was superior to the stands

of Deeism, and later on to deny the existence of the Blackholian userbase itself. From this a bantustan policy began to emerge though, as I just noted, in the year 2006 it was not sufficiently developed to be transformed into action, and also because Dee herself realized that such a policy could very easily backfire on her and her clique, since at that point there were relatively few degenerate figures with which she could populate such a bantustan. So after the crushing of the democratic movement of 2006, many within the Blackholian userbase regrouped around the democratic movement and continued their activities largely in exile. A segment of the progressive users who sympathized with the work of the democratic movement did, however, unite under the banner of the Empires League in January 2007 against Deeism and in defense of the Empires Mod and its whole community, including that of the Blackhole. Throughout the year 2010 the democratic movement in collaboration with the progressive users demonstrated its renewed vitality and also its newly-acquired scientific-materialist stands, which scared the Deeists and made them realize that only a policy of faux-“concessions” aimed at enticing greater loyalty between them and the degenerate non-Blackholians could serve as a “buffer” against the efforts of the movement and the progressive users. It was during this time that the policy of bantustanization took concrete form.

In January of 2010, for instance, “King” Empty emerged as so-called head of the “Kingdom of the Blackhole,” an illegitimate creation which was designed to oppress the Blackholian userbase and to undermine the mass-based work of the democratic movement. Before this “King” Empty was known as a troll, permanently banned for some time until Brutos and other Deeists recognized his “value” to the community—in fact, to the Deeist clique—and sought to rehabilitate him both against the interests of the Solokiller-Jcw87 sub-clique within Deeism and in the service of what was to become the Empty-Brutos sub-clique by early 2010. Thus the struggle against the “Kingdom of the Blackhole” became and remains to this day an all-around struggle which unites all the progressive and democratic-progressive users of the entire community in battle against him and against all the Deeists and their anti-democratic, anti-user and anti-mod policies. In this way there was a definite linking up with the progressive users on one hand and the democratic movement of the Blackhole on the other, for not only did “King” Empty seek dictatorial powers over the Blackhole, but also was a profoundly repressive and regressive personality, heading the banning of over 30 users in the year 2010 alone, a number of them permanent. Such was the speed that this avowed troll-turned-moderator positioned himself as a “defender” of the Empires Mod and its community, rather than a contributor to their degeneration and stagnation. In that same month, also, pickled_heretic arose in

contradiction to “King” Empty and sought to create his own bantustan regime within the Blackhole, but pickled_heretic was just as much in the service of Deeism as “King” Empty, and unlike him had little influence. In both of these cases the Deeists in question both sought to lord over the Blackhole proper, but both also sought an open violation of the order of the Empires Forum Administration delivered to the Blackholian userbase on July 28, 2006, in which this userbase was tasked with electing a moderator in the Blackhole through its own efforts. “King” Empty today says that, “Moderators are not elected.”⁽¹⁾ In the context in which he says this, of course, a new bantustan, the “Butthole,” has emerged, and the prospect of an “elected” moderator for it, no matter how illegitimate and in the service of Deeism, would clearly contradict “King” Empty’s avowed goal to become recognized as “King of the Blackhole,” which to this day is his goal in this sphere of influence in which he seeks to assert his power.

In August 2010 the Blackhole proper was occupied, i.e. hidden from the view of the users and made an “archive” forum. This action was carried out by “King” Empty with support from other Deeists and capitulationists to Deeism who, along with Brutos, immediately announced the formation of the so-called “Snailhole.” This was followed a few months later by the formation of the “Rainbow Paradise.” Both bantustans had two purposes in mind: to unite the degenerate elements whose existence in the community lay in their enduring loyalty to the Deeist clique, and to undermine the democratic movement through a mixture of demagogic and repressive means. Both also had qualitative differences, for the “Snailhole” was merely to emerge as a bantustan with the purpose of making the users “forget” the Blackhole and its history, whereas the “Rainbow Paradise” had elements of pseudo-“rule” under the Deeist agent and puppet LordDZ. This is why the “Butthole” of today has elements calling for an “elected” moderator within it, for they know that this area is but a bastion for the degenerate elements of the community to converge and throw their weight around, just as was the case in the “Rainbow Paradise.” But in February 2011 both bantustans had their activities suspended, for the users knew that they were dens of the utmost degeneracy and were clearly damaging to both the mod and its community. The Deeists thus shelved their bantustan projects for another day, and in fact it was on the day of the first anniversary of the occasion of the suspension of these two bantustans that the “Butthole” was proclaimed on February 5th this month. Indeed, WalMartGreeter, a zealous advocate for a revived “Rainbow Paradise,” looked upon the “Butthole” and declared that, “My rainbow paradise petition finally pulled off!”⁽²⁾ Both the

(1) “Elected Moderator?” post #10.

(2) “huhuhuhuhu more like gaybow paradise,” post #4.

“Rainbow Paradise” and the present-day “Butthole” serve similar purposes, but at the present the latter lacks faux-“self-rule” through the imposition of a degenerate and puppet of Deeism. As is known there are various discussions on this matter, some want “elections” in an attempt to undermine the democratic movement, others want the situation to remain as-is lest the users be dissatisfied with whatever puppet ruler will emerge and will see through any sort of pseudo-democracy forced onto the Blackholian userbase by the Deeist clique.

The Empires League and its cadre must always oppose the bantustanization of the Blackhole and all other attempts to degrade it and to subject it, and by extension the whole userbase, to a growing degeneration of the standards and quality of the Blackhole and, from here, the rest of the community, the forum, and the Empires Mod itself. It must always be remembered that the Blackhole is essential to Deeism; the Deeist clique arose due to its crushing of the democratic movement of 2006 and its successful efforts to take control of it in that year, and it has ever since had its basis in the Blackhole and gains its footsoldiers through the recruitment of degenerate figures who frequent the Blackhole or the bantustans set up over it. By encouraging degenerates to flow into the bantustans the Deeists thus encourage danger for the entire community. Not only do these degenerates discourage contributive and veteran users from retaining their presence in the affairs of said community, but they also bring maliciousness. The DDoS-engaging Exiled Servers, backed by WalMartGreeter and also by Solokiller who provided the DDoSers with “boxes” in the Benelux region, are known for hosting “role-play” servers in Garry’s Mod. A number of Deeists throughout the whole history of the existence of the clique have been avid “role-players” who praise politics as well from “King” Empty to Dee herself. There is thus a clear connection between these types and those who want to harm the mod. It is not for nothing that many users have called on those who are responsible for the security of the forum to upgrade its software, but Kylegar in July 2010 noted that they apparently “cba” to do it. Such demonstrates the concern of the Deeists—as “moderators”—for the forum. Then there are others like flasche who when up against the democratic movement and the progressive users appear all “tough,” but who now call for “mercy” for Alucard and who denounce those who call for his banning as being part of a “mob.”

When we use the word “bantustan” we are quite clear in what it means: it means an attempt to undermine the democratic movement through the creation of either “successor” forum areas to the Blackhole, or of attempting to impose within the Blackhole an illegitimate “government” such as the “Kingdom of the Blackhole”

or the so-called “Administrative District” of pickled_heretic. We use this word because it matches what the true bantustans sought to achieve for their real masters. The “self-ruling” bantustans the Deeists seek to create will be reservoirs for all sorts of degenerate mercenaries and others who will exert ever greater pressure on the whole community. Their “leaders” will be servants only of the Deeists and will owe their positions to Deeism. The Empires League shall stand against any attempts to undermine the democratic movement and, by extension, to undermine the work of all progressive users in their battle against Deeism, degeneracy and altogether reactionary currents within the community. As has been noted elsewhere, the League recognizes the Democratic Council of the Blackhole as fulfilling the orders of the Empires Forum Administration given on July 28, 2006 to the Blackholian userbase.

How Deeism Handles Development

By D. Kruse

The year 2006 signaled the defeat of the democratic-progressive users of the Blackhole, who in that year called for, received from the Empires Forum Administration, but were denied by the Deeists the prospect of an elected moderator within the Blackhole. The democratic-progressive users, the Blackholians, did not comprise merely a segment of users who were distinct from the rest of the forum both in terms of their collective origin and in terms of their customs, but also a segment of the users who were contributive and which held high the standards of the community and the development of the Empires Mod. The defeat of the democratic movement of 2006 by the Deeists heralded their movement into the rest of the community throughout 2007 and onwards, affecting every aspect of this community and not failing to pervert its institutions and ways of work along with all standards and the continual misuse of the rules of the forum to provide cover for the degenerate friends of leading Deeists.

The development of the Empires Mod since 2008 has been one of pronounced periods of stagnation with increasingly severe stagnationist policies and a concurrent atmosphere becoming increasingly noticeable as the months pass, thus differentiating this situation from prior ones. The oleaginous Deeists who do not fail for a moment to claim that they’re always “supporting” and “developing” the mod themselves demonstrate both their lack of an understanding of what development entails and therefore also display a clear remoteness from the process of development itself. This lack of concern for the mod is reflected not only in the

words of the Deeists but doubly so in their deeds, which assume a scatterbrained and by their own admission entirely uncoordinated character. Chris0132 attacks the idea of any sort of design document yet is also clearly autistic, Trickster defends him and says that “the original isn’t followed at all either. We just do shit as it comes up,”⁽¹⁾ something alien to the early developers of the mod who truly understood the way in which it should develop and hence why they had made the design document in the first place.

If we examine the amount of active users at present we come to a number of 159 as of February 15, in comparison with about 230 in September 2010 and a higher number a few months earlier from that date. The question of the development of the mod is not only important for the mod’s growth but is also an issue for retaining the very userbase of the mod, much of which is made up of degenerate elements brought into the community by the Deeists to do their bidding and who have no real affinity for the mod and have outright hostility to those non-degenerate individuals who still persevere. The lack of understanding on the part of the Deeists of what constitutes development is in marked contrast to the progressive users led by the Empires League, and also in contrast to the democratic movement of the Blackhole. Both adhere to scientific materialism in their ways of conducting their affairs and in their analyses of the objective material conditions of the past and present, which naturally also deal with the question of the development of the Empires Mod and the quality of its community. At the Second Congress of our League our Chairman Mrdie pointed out that for the Deeists there is “No organization, no conceptualization, no unified plan or goal. . .” whereas “In reality development is *concrete*, it is organized in a way in which additions are not in unto themselves, but are progressively advanced and expanded, and the whole process of the mod’s development is taken in its totality rather than in bits and pieces.”⁽²⁾

This scientific understanding of the way in which development progresses is not only bitterly denounced and opposed by the Deeist clique but is also attacked on the grounds that no one really “cares” about the mod anymore, therefore there is no reason for all this “extraneous” stuff to be conducted. In order to avoid sounding like they do not actually care about the mod and its community whatsoever, the Deeists produce qualifiers by saying that the Source engine is “old” and “outdated,” that the community is “dying,” that the mod is “dying,” but of course that one day a “new” Empires will arise under more complete control on

(1) “New Empires Design Document?” post #4.

(2) Mrdie. *Report to the Second Congress of the Empires League*. 2012. p. 18.

the part of the Empty-Brutos or the Solokiller-Jcw87 sub-cliques within Deeism. This is why Trickster recently said that the mod “dying or growing makes no difference,”⁽³⁾ because for Trickster all that matters is that he can assemble together a bunch of figures of a degenerate, opportunist or otherwise misled persuasion in order to create his longterm goal of “Dies Iræ” in which the EPIC Clan (an appendage of the Empty-Brutos sub-clique) would be guaranteed absolute control. From this it is entirely correct from Trickster’s point of view and from his interests that no one concern himself or herself with the mod dying nor growing, but of the “popularity” of the EPIC Clan server and the ability of Trickster to recruit as many “developers” for his future “Dies Iræ” project as he deems necessary before declaring that Empires is “dead” and moving on.

The users however understand that this is a position which is entirely opportunistic and self-serving. One aspect of this realization is expressed in the call to make the Empires design document public. From 2007 onwards the Deeists swore that this document was “private” in order to help bolster their own positions at the expense of the veteran developers and community members who were fighting an uphill battle against Deeism and its reactionary allies. Mrdie recalled in November 2010 that Trickster received the design document as part of becoming the so-called “lead developer” of Empires and evidently proceeded to ignore it, considering it “too long” and simply not worth ever reading even though the whole development of the mod from its inception until 2007 relied on the correct and scientific application of this document in all spheres of the mod from its creation to its expansion and further development. The so-called “private” nature of this document was exploded by a number of the original developers of the mod who have actually expressed surprise at the claim that it should be “secret” and hidden from the users.

The Deeists will always seek to use the publicizing of any documents to their own advantage and I am sure they will attempt this with the design document if it is allowed to go public. The anti-user basis on which the Deeist clique operates allows its adherents to permit all sorts of immoral acts to cement their positions in this way.

Trickster Injured in Car Crash

On January 14 Trickster became involved in a car crash and was briefly taken to a hospital but released later after his injuries were deemed minor. The bulimic Trickster, who is not only obese but is also known to be a prolific drug user, experiences paranoia and other psychological illnesses which can produce erratic behavior, especially when driving. Upon hearing of his accident fellow “developer” Mootant responded that he did not care about it and that, if it were true, it was outside his interest for he allegedly is not involved in Empires Mod “development” anymore.

(3) “wanna revive empires?” post #36.

On the Clans

By Todg

On February 1st RKB, Thor's successor as leader of the BSID Clan, proclaimed that the clan was in the process of moving out of the affairs of the Empires Mod and migrating onto other gaming communities. This is a natural end result of not only a stagnating situation in the affairs of the Empires Clans and their lack of both vigor and positive involvement in the community, but also the suppressive activities of the Deeist clique which ever since 2006 has promoted the reactionary leadership of the Neo-Nazi Thor and Cpatton within the clan. Both men put the clan on a path which has harmed it ever since then, something exceptionally negative for the whole community owing to the fact that the BSID Clan was Empire's very first clan and was founded on a progressive basis by Cheomesh in support for the Empires Mod and its growth.

The basis of the BSID Clan was not merely to promote a clan culture within the gameplay of the mod, but was also based on defending and enriching the work of the mod by having the BSID Clan play an important role in bringing newcomers into the community and by teaching them how to play and how to contribute to the best of their abilities. Speaking of events in 2006 Cheomesh pointed out that, "[The BSID Clan] supported the community both as a clan and an organization of users bound together by the clan aspect but selflessly contributing to the mod and its community on a progressive basis."⁽¹⁾ Yet Thor also participated in the events of 2006 in a decidedly different and negative role, seeking alongside his friend Cpatton to undermine the democratic movement of the Blackhole of that year with the support of the Deeists. The BSID Clan, then, was quite involved in the year 2006 with the affairs of the Blackhole, something that concerned the Deeists very much and made them back, as they back to this day, the reactionary and stagnationist leadership at odds with much of the rank-and-file BSID Clan members to this day.

Throughout the year 2010 the democratic movement of the Blackhole along with the progressive users worked with this rank-and-file and achieved noticeable successes in activating their work in defense of the Empires Mod and in defense of good standards for its community. Due to the aggressive efforts of the Deeist clique and its surrogates in the BSID Clan, however, the rank-and-file was denounced for daring to work with the "mischievous" Mrdie and with the whole

(1) Cheomesh. *Parts of My Life*. 2011. p. 13.

democratic movement and the progressive users which support it. The aggressive and anti-user policies of the Deeist clique in this regard were clearly demonstrated and put into motion following the occupation of the Blackhole proper in August 2010, which saw the BSID Clan leadership attack the democratic movement and the work of the progressive users in coordination with the Deeists who thus hoped to smash the work of the democratic and progressive users of the whole community. As D. Kruse wrote at that time, “We are not deterred by the aggressive acts of Cpatton and the others since we have anticipated them and their total capitulation to Deeism, and we will always remain constant in our views that the BSID Clan is a clan with a glorious history whose good traditions shall emerge in the future against those reactionary ones which have supplanted the good work of the progressive BSID members.”⁽²⁾ This was a correct and mass-based view to take in contrast with those who would instead attack the entire clan and the whole six years of its existence. It is a view which permeates amongst the democratic-progressive and the progressive users of this community against the interests of Deeism and its demagogic, anti-scientific “understandings” of all sorts of matters.

The correct position to take on the subject of the BSID Clan and on all the clans of the mod was made clear at the Second Congress of the great Empires League, and especially in the report to this Congress by its Chairman, Mrdie, who dealt with major subjects of concern to the whole userbase in its struggle both against the Deeist clique and in defense of the great Empires Mod. “The work of the League on the question of the defense of the good quality of the clans is of the utmost importance,” Mrdie notes, “and the struggle against the reactionary leaderships of these clans, which are the only sort of leaderships the Deeists will allow without impediments, is a great component part of the whole work of the League and its members.”⁽³⁾ This is the orientation of the Empires League in defense of the mod through the defense of that which upholds and helps the mod.

The thorough work of the League in the arena of the clans of the mod has brought much reception by the users and the rank-and-file of the clans of the mod, expressing itself not only in defense of the liveliness of the clans but also in the defense of the Viper server against the dominationist and hegemonic tendencies of the EPIC Clan, which is an appendage of the dangerous Empty-Brutos sub-clique within Deeism. Yet there is no hatred for the rank-and-file of the EPIC Clan, even if there are hardened reactionaries and agents of Deeism amongst them, for there are also progressive individuals within their ranks. But we are merciless in our

(2) D. Kruse. *Reflections on the BSID Clan* Third Ed. 2012. p. 19.

(3) Mrdie. *Report to the Second Congress of the Empires League*. 2012. p. 28.

struggle against Trickster and against other hardcore reactionaries and degenerates. “The Deeist clique, which opposes us,” Mrdie says, “is glad to today have an individual such as Trickster as one of its leading members. Trickster is brutish, incompetent, easily irate and prone to alliances with all sorts of 4Channers and other degenerates. In this respect he is hardly different from the other leading Deeists who embody all of these things at varying levels of intensity.”⁽⁴⁾ The struggle of uniting the rank-and-file of a clan against a reactionary leadership is one of the foremost tasks of all progressive users in this arena of operations, something which these users know well to carry out on a consistent basis.

An example of this consistent attitude was expressed in June last year, when the Outcasts Clan emerged with its noxious leader and agent of Deeism, Bort. Mrdie and both the democratic movement and the progressive users took the correct approach to this situation, on one hand denouncing the xenophobic tendencies of the Deeists and their trolls and on the other unmasking the work of the reactionary Bort and those Deeists who backed him. Mrdie provided two paths for that clan to choose: “The first was to agree to raise their own consciousness, to participate actively in the affairs of the development of the Empires Mod, to work to expose Deeism and to engage in defensive struggle against it, and to altogether link up with the democratic-progressive and progressive users in battle with all that is reactionary. The second, however, was to continue upon the road it had taken under the leadership of Bort.”⁽⁵⁾ The efforts to mobilize the Outcasts Clan and its rank-and-file were disrupted, however, by the subversive activities carried out by Trickster, Solokiller, Dubee and various other Deeists who immediately “warned” the rank-and-file, along with Bort, about the “dangers” of Mrdie and the democratic-progressive and progressive users united around him. Bort from the outset was on common ground and backed these “warnings” in collaboration with them, attacking Mrdie and the cause of progress. That clan today suffers the consequences of this reactionary position within its leadership, becoming inactive, stagnated and widely ridiculed.

At the Second Congress the treacherous and anti-user line of Shorik was unmasked in the reports of Mrdie and D. Kruse, being exposed as a line which called on the whole userbase to unite with the Thors, Cpattons, Tricksters and Borts in allegiance to the Deeist apparatus. This was an indispensable analysis of the dirty work of Shorik, his allies, and his Deeist backers which exposed opportunist and reactionary lines on the question of the relations between the

(4) Mrdie. *Collected Works* Vol. VI. 2011. p. 30.

(5) Mrdie. *Collected Works* Vol. V. 2011. p. 74.

progressive users and the clans of the Empires Mod. The Deeists suffered a definite defeat in their attempts to subvert the work of the progressive users brought together and mobilized under the mass-based banner of the Empires League.

The progressive users have called on the rank-and-file of the clans to exert pressure against the reactionary policies of their leaderships, especially in the case of the BSID Clan where its very existence within the community is threatened by the reprehensible policies of its leadership. But all the clans suffer from stagnation and from all that entails, as A-z-K said on the 10th, “The clans are all shuffled, people dual clanning and moving around just to try and get in a clan that will scrim.” Yet he also said on the situation with Viper that “I don’t think they realised quite how strongly people felt about it,” and that the masses of users mobilized under the League successfully brought about the “resurrection” of the Viper server against the wishes of the Empty-Brutos sub-clique and their EPIC Clan server.

Aspects of Domationism Within the Community

By Macoud

Ever since the reactionary onslaught that the Deeist clique brought into the whole community from their “conquest” of the Blackhole in 2006 into their movements in the rest of the community in 2007 and onwards, the question of dominationism has been an important part of the whole work in studying the policies of the Deeists in their various ways of seeking to exert hegemony within the community and in their efforts to reinforce the reactionary institutionalism they have put up since the years 2006 and 2007.

The foremost way in which the Deeists seek to dominate the affairs of the entire community can be gleaned from the very attitudes and outlooks of the Deeists themselves, who seek to spread their degenerate and reactionary views far and wide and to propagate politics at every juncture. Words such as those of Chris0132 that democracy is merely a “mob”⁽¹⁾ or that monarchic systems can be justified because they “got humanity through several thousand years”⁽²⁾ demonstrate the reactionary basis of Chris0132’s stands, of which his personalist positions are but

(1) “Ban Alucard?” post #39.

(2) “For the Queen James?” post #11.

a “logical” outgrowth of the whole degenerative acts he commits both against the Empires Mod and its userbase and against others in real life, such as when he threw a hamster against a wall and bragged about it on Facepunch, which subsequently had its administrators demod him. Chris0132 at various times has considered himself a fascist, a sadomasochist, and at one point has compared Haitians with iPhones and said that one can feel just as much pain starving to death as to losing one; a blatantly unscientific proposition, which of course does not bother Chris0132 since he denies science.



“I *did* choose bisexuality,” said Chris0132.⁽³⁾

The abnormal activities of Chris0132 aside, we would have to deal with the whole host of issues which plague many other prominent Deeists. We have the disgusting personalist inclinations of UKGamer, blizzerd, JJ45, “King” Empty, PreDominance, Kane the furry, Marshall Mash and others who hold reactionary views from the idea that workers should be “shot” to open Neo-Nazism, whose “interests” range from the furry “sub-culture” to transsexualism. These types can have actions done in relation to them on a thoroughly and comprehensively scientific basis, unfortunately not available to us.

Yet one cannot ignore the influence of these degenerates on the course of the community. Dee herself was a degenerate, she openly had cybersex with various Empires figures in 2005 and 2006, and fled the community in 2007 after being caught having cybersex with her brother. Trickster is, in the words of no less an enemy of the progressive users than WalMartGreeter, a “trust-fund baby.”⁽⁴⁾ This is shown in his world outlook. One can see this in the following remark by Trickster: “I’m very very opinionated when it comes to politics, but if I put those views across in my workplace, I’d seriously alienate myself, because the people I work

(3) “Homosexuality Discussion (Split),” post #50.

(4) “Wow really you’re desperate,” post #5.

with are very much working-class and so their views differ considerably.”⁽⁵⁾ A scientific analysis of events demonstrates that under capitalism the two antagonistic classes are the bourgeoisie and the proletariat, and that whatever wavering strata exist “to abstract oneself from this fundamental division in society and from the fundamental struggle between the two main classes means ignoring facts.”⁽⁶⁾

The fact that dominationism is employed by the Deeists can be demonstrated in the fact that in 2003, 2004, 2005, 2006 and 2007 concepts such as incest, furies, personalists and others would bring forth ridicule to most of the community. Now it is defended, and in fact the old standard of banning furies has long since been dropped. “You have no *right* to denounce incest!” cries the libertarian who at the same time quotes Von Mises, who praised the fascists for their “service” to humanity against dreaded communism, “I shall live and die in the virtual world!” cries the “wolf” furry whose “fursona” dominates all aspects of his life, who rapidly picks up personalist tendencies and inclinations against the rest of mankind. “King” Empty gets along well with furies: his boyfriend at the University he also attends is a furry, as is he, and as are many of those he associates with in and especially outside of the Empires Mod community, where he lives a public life as Aidan Lee, but in private mentors a furry artist named Flora, enjoys “respect” on Facepunch, and so on. It is no coincidence that Mayama has said that “Empires is ‘Social Failure the Game.’”⁽⁷⁾ It is no mistake that Grantrithor welcomed the birthday of TheLeetMuffin and did not know what sort of furry he was, remarking “You fox or cat-bear or whatever type of furry you are.”⁽⁸⁾

Youzy has said that “peer pressure” caused Mrdie to be removed from his “Friends” list. Why is this? For the same reason Trickster says “I most certainly couldn’t get away with being as abusive as I am on here anywhere else.”⁽⁹⁾ The Deeists are seeking to deny reality and to embrace role-play, politics and other degenerative activities within the Empires Mod community. This is but one aspect of the ways in which the Deeists engage in dominationism, in their attempts to exert hegemony over the whole community through themselves and through the degenerates they bring *en masse* into the community.

(5) “Wishlist,” post #24.

(6) J.V. Stalin, quoted in L.L. Biancolli (ed). *The Book of Great Conversations*. 1948. p. 557.

(7) “Depleted Uranium,” post #17.

(8) “Happy 10th Birthday Fooshi,” post #2.

(9) “Wishlist,” post #22.

Another aspect of dominationism concerns administrative means to attack dissenting views in a way which demonstrates the weaknesses of the dominators. A recent instance of this is in the treatment of the Viper server, which was always attacked throughout 2010 and 2011. In these two years Viper and its leadership suffered various attacks, not only verbally but also on a techno-industrial basis from DDoS attacks to the spamming of servers with “Vicki is a kike.” The DDoSers active in 2010 and backed by WalMartGreeter and Solokiller called her “ugly,” various attempts were made to drive the server out of the community. Who stood to benefit from this other than the only other “active” server, the EPIC Clan server? On February 7th the degenerate UKGamer, an ally of Trickster, pointed out at that point that with Viper gone the EPIC Clan server was thus “the lifeblood of Empires.”⁽¹⁰⁾ It is entirely in the interests of the Empty-Brutos sub-clique of the overall Deeist clique to have the Viper server go under, which is part of the reason why these same figures have been so lenient towards the DDoSers who targeted, above all else, this server in September 2010 and in earlier months during that year. It also demonstrates why the “ponies” and other malicious forces which maintain active ties with the DDoSers are to this day given full access to all aspects of the community and maintain good ties with the Deeist apparatus.

Mrdie pointed out that the Deeists seek control over the users and the mod by “by portraying themselves as both the saviors and the protectors of the mod and its community.”⁽¹¹⁾ The correctness of this statement can be seen in the fact that the Deeists suppress criticism of themselves and in fact make it a bannable offense yet at this same time avowed allies of the Deeist clique openly forward false claims that the mod is “dying.” Therefore we see the agent of Brutos, McGyver, saying that the Empires Forum is “the only part of Empires that shows signs of life.”⁽¹²⁾ Ripple, an agent of Trickster, also called on the mod “dead” on the 13th. Then “Viscount” Grantrithor, that ever reliable agent of “King” Empty, says without irony that Mrdie “doesn’t care about the game.”⁽¹³⁾ Such shows us the hollow nature of the Deeist clique and its pretensions to “protecting” the community and “developing” the mod, a community which under Deeist tutelage only approves such “content” as the following: the Deeist reactionary Deiform notes that Trickster drew “a swastika and a penis on uk gamer’s LED thing.” Trickster replies, “I could have been warned that there was an audience.”⁽¹⁴⁾ It would appear that the Deeists have a fixation on penises, for Thor was also accused of spamming his own

(10) “RIP viper,” post #68.

(11) Mrdie. *Collected Works* Vol. V. 2011. p. 20.

(12) “‘Empiresmod.com’ is pathetic,” post #32.

(13) “New Empires Design Document?” post #9.

(14) “Out of context IRC,” posts #1375-1376.

drawings of them in earlier years. Perhaps one can gauge the maturity of the Deeists through such activity and “encouragement” they give to all the degenerates and reactionaries they approve of and really do their best to protect and develop in positioning against the progressive users of the whole community and the democratic-progressive users of the Blackhole.

The dominationist policies of the Deeist clique in bringing forward a mass of degenerates into the community has been seen by all those users with eyes since the year 2005. The fact that trolls who at times were permanently banned are now able to rise up and not only become moderators and thus mock the very institution designed to keep them in check, demonstrates the extent of Deeist power. One figure noted that, “They [the trolls] get permabanned twice, come back a while latter, make some shitty particles, lag the game, and get moderator.” “King” Empty, who that comment was obviously directed towards, replied that this was correct.⁽¹⁵⁾ It is worth noting that both “King” Empty and his dear friend Chris0132 are both “respected” members of the Facepunch community, that Deeism seems to gain its recruits from either that or 4Chan or more detestable internet communities.

A third aspect of dominationism concerns the relationship between the Deeist clique and the users and the one-way order in which this relationship is conducted. Enver Hoxha demonstrated the correct method of the line of the masses in motion when he pointed out that its servants must “be polite and considerate towards people, not only during work-time, but also outside it, to maintain close links with the masses and to listen carefully to their opinions, to maintain a principled stand towards complaints and criticism by the people, to be irreconcilable with manifestations of arrogance, conceit and haughtiness.”⁽¹⁶⁾ Such views were common to the early developers of the Empires Mod and also its early contributors and all-around progressive users. The Deeists by contrast outright delete or edit into oblivion posts they do not like, disregard the opinion of the users which they hold in eternal contempt, promote elitism and so on. The benefit of this is that they enjoy their very own Empires Mod, as evidenced by chatlogs such as this between Deeist “developers” of the mod: “mootant has code in the empires source that makes it so he can’t be kicked from the comm, is that supposed to be in there?”⁽¹⁷⁾ Perhaps they can “enjoy” the prospect of total exclusivity to themselves and their close allies if their dreams of splitting the mod come true.

(15) “Elected Moderator?” posts #11-12.

(16) Enver Hoxha. *Selected Works* Vol. IV. 1982. p. 312.

(17) “Out of context IRC,” post #1310.

Lies on the “Death” of Empires

By Aly

It is common to hear amongst Deeists and the reactionaries, but also amongst even otherwise progressive users, that the Empires Mod is “dying,” that it has “run its course,” that it is gone and there is no turning back towards the eve of destruction it has “naturally” come across. Throughout the latter half of 2009 the month of January 2010, as well as in portions of the year 2011, the Deeists made various slanders that the Empires Mod was “dying” or even “dead.”

The response of the democratic movement of the Blackhole and the genuinely progressive users united around the Empires League can be traced to the wise words of Mrdie, who on January 3, 2010 wrote the following in a matter encompassing both brevity and a firm reliance on the scientific-materialist understanding of the objective material conditions:

“There are claims that Empires has ‘ceased development’ and that its future lay uncertain. These are not uncommon claims, and they have been repeated various times in the past years. History tells us that these developments are based upon the unity of the users; that without the users united towards the development of the mod, that it is bound to fall. In reality, we see that this anticipated ‘fall’ is but a house of cards; that the users themselves will reestablish the mod and become increasingly conscious of their roles in the service of the mod.

In order to achieve this, then, it is necessary for these users to have a keen understanding of the scientific-materialist worldview and to apply it whenever possible. The community remains united; the Blackhole remains alive. No force or intrigue can shake these two facts; no denials can be made of this unbreakable unity between the users. The Deeists, however, would enjoy presenting such contradictions out in the open in the form of the ‘fall’ of Empires, but all scientific-minded users can see that this is a mere smokescreen for their present objective of consolidating their ailing dictatorship in an epoch of the rising consciousness of the users.

All democratic forces of the Blackhole will arise and proclaim their complete solidarity with the progressive forces of Empires. They will do this, and will win.”⁽¹⁾

This brave stand inspired the whole userbase to rise up and refute lies that the mod was “dying.” Its clear anti-defeatist sentiments also contributed to the formation of the great Anti-Demagoguery Campaign conducted during that same month. These words have since become the basis of the whole work of the Empires League and the progressive users in general, Yet the Deeists did not cease their attempts to declare the mod “dead” and in fact looked for more malicious ways of carrying

(1) Mrdie. *Collected Works* Vol. I. 2010. p. 32. Quote obtained via D. Kruse.

this out within the confines of the disputes between the sub-cliques of Deeism. Thus Mootant would proclaim the mod “dead” and try to start a split, the progressive users would rebuff him. Kane the furry would try to sabotage the further development of the mod but would be nipped in the bud by the progressive elements of the Empires Forum Administration supported by the users.

In August 2010 the Deeist agents Varbles and UKGamer proclaimed that the Empires Forum was to go offline by the end of December, a completely unfounded lie which was quickly picked up by Grantrithor who began to use it to sow defeatism on a large scale, but as with other attempts to harm the mod this was met with stern rebuff by Mrdie and by the users united under the banner of progress. On September 3rd that year Mrdie told a collection of new users the following:

“A lot of you here have heard the claims that Empires is ‘dying’ or that the development team is stagnating. The former is false, but the latter is true; the blame rests on Deeism, which is seeking to consolidate its positions over the mod team rather than actually develop the mod. They meddle in the affairs of progress-minded developers, scare off new users and potential developers through threats and intimidation, undermine the unity of the users through unjust bannings and despotic rule, and seek total control over all things to do with the mod and the Blackhole. Some would say that the situation is ‘hopeless,’ but this is the path of defeatists. The goal is not to run away, but to retake the mod for the users; for the progressive users movement to spring into action and lead the mod on the progress-minded path, while the democratic movement achieves its goal of democracy in the Blackhole. Only in this way can the total defeat of Deeism occur.”⁽²⁾

The correct line of the democratic movement and of the progressive users movement, which work closely together and defend the Empires Mod and its whole community on a joint basis, has inspired and will continue to inspire all the users who genuinely care for the Empires Mod and for its continued development.

I will give some examples of the prevalence of defeatist sentiment from users both old and new:

Da 1 Goose (or if you prefer GØØ\$£®) has said recently that, “Maybe it is just nostalgia but back in the day it seemed like everybody had a mic and was willing to talk. I just remember the experienced players seem to want to spectate and then stack rather than actually play. The problem is that the community I played with in 2.12 has largely moved on. So I don’t have much input on the current lot, but the game is subjective to the community. Without a quality community the project is

(2) Mrdie. *Works: September 2010*. 2011. p. 10.

not worth the effort.” Another veteran user, Bruce, noted that the mod is merely “chugging along” without development and that the clans in particular have been badly hit by a year of pronounced stagnation and sterility on the part of their leaderships. StreeM of EnT has called the conduct of his clan “passive” in relation to the Empires Mod, saying that “Empires is kind of dying.” On February 8th Vess, another veteran, called the situation the community was in a tragic one. There are various other examples.

The question is then twofold: what to do and who we shall blame for this process of stagnation and deterioration. Both questions have been given definite answers and my article is not an appropriate place for them, but the question of “death” is always appropriate for the whole userbase to tackle and to collectively refute. The Empires Mod is not “dying,” but it *is* stagnating. Stagnation is not death. There remains a considerable core of users who will struggle to the end in defense of the Empires Mod and against the efforts of the sub-cliques of Deeism to split the mod into two or more “successor” projects. The Empires League will always defend the community and will mobilize it in defense of the mod, as will the democratic movement mobilize the Blackholian userbase which will also defend the mod at all times. The way out of profound stagnation is by defeating Deeism and by the users once more adopting the ways of developing the mod and of maintaining its community as the early developers, moderators and contributors carried out such things in the years 2003-2006. Only this consistent line can truly defend and from this “save” the Empires Mod.