

# **The Significance of May 4**

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An Empires League work

*The following work is a speech given by R. Dasgupta, member of the Central Committee of the Empires League, on May 5<sup>th</sup> to a meeting of members and sympathizers of the League on the significance of Candles' announced resignation and future prospects in the struggle against the hated Deeist clique.*

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The events of yesterday are a demonstration of the strength of the users united around the mass-based work of the Empires League. They are a vindication of the years of work which the League has undertaken to rally these users under the sort of popular slogans with which no Deeist can plausibly confront, though they have and will continue to try. May 4 will, I'm sure, go down in the history of the mod and its whole community as an example of the militancy of the entire userbase, of the desire for those who play the mod to see it genuinely developed and not bastardized, of the wish of the users that the forum, the IRC, etc., once more enjoy high standards and an expulsion of all degenerate forces, and the hope of the Blackholian userbase for the destruction of the "Butthole" and the restoration of the Blackhole on the basis of the Three-Phased Plan for Peace. I will talk about all these things and more, keeping speculation to a minimum but also, I think, bringing up realistic outcomes, essentially outlining the two different roads open to the mod since yesterday.

### **Why Candles was Defeated**

For years the whole community of the Empires Mod has had to contend with the effects of years of pronounced stagnation. Trickster's popularity trickery, the festering wound of the "Butthole," the further degeneration of Off-Topic, and other factors combined to make the forum an arid desert and its inhabitants desperately in need of water. The servers were not much better, being empty much more often than they were full. Under such circumstances the Deeist clique could not possibly pose as "defenders" of the interests of the mod except to its sycophantic coterie of trolls, lamers, and other degenerate and harmful elements let into the community and promoted by them. No matter how many bans they doled out or how many threads and posts they consigned to oblivion, even the most backward of users knew that something was not right.

It was in such a context that the Deeists were compelled to change things around, to bring forth such "great men" as Candles and ImSpartacus, to take "King" Empty out of the closet, and to announce that the development of the mod would now truly come about after years of nothing.

The Empires League has been opposed to Candles literally within the first days of

him soiling the community with his presence. The first thing he did to distinguish himself from all the other trolls and malicious figures the Deeist clique brings into the community was to impersonate our Chairman, Mrdie, within the servers of the mod. This was done to destroy his outstanding reputation, to portray him as a man who is on friendly terms with pedophiles, zoophiles, defenders of “the stronger sex” against “the weaker sex,” those who concern themselves with “international Zionism,” those who complain about “faggots” destroying our lives, and so on. In other words, to portray him as a supporter of the Deeist clique. Initially many users were confused as to what was going on, they couldn't believe that Mrdie would say such things, that he would act in this way. But Candles' effort failed, he could not be Mrdie, our intelligent leader whose ten years of service to the mod and to the entire community constitute a series of immortal contributions to it.

Subsequently Candles' service as an agent of Deeism was confirmed time and time again by his overall anti-user behavior, by his blatant disregard for the lofty history and heritage of the whole community, by his fast ascendancy within the ranks of the Deeist clique to emerge as a “savior” of the mod and being given administrative powers and a prominent position in a “development team” that neither develops nor works as a team, etc. He began to regale the users with visions of “glory” for the mod, while the Deeists continued to repress those who stand for authentically glorious efforts. He began to speak of many different alterations to the mod to make it “better,” which, as the users soon found out, were “better” for Candles and his associates' ridiculous ways of playing the game against those players in the servers with real skill and who actually understand why certain weapons work the way they do, why certain other things are the way they are, etc.

ImSpartacus has likewise been opposed by the League from his earliest days. It is difficult to accept as a contributive user someone who decides that good conversation is to be had in Off-Topic by ranting against the “injustices” pedophiles supposedly face and how only “hicks” stand between decent men and their adolescent love interests.<sup>(1)</sup> As for “King” Empty, let us just say for now that someone who was permanently banned multiple times in the past as an insatiable troll and who in November-December 2010 faced the wrath of the users for the 30+ bans he doled out that year and for his reactionary character in general is not someone the League can ever be reconciled to. These and a few other Deeists were put forward as the “salvation” of the mod and its community.

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(1) See for example “A comprehensive list of people who should be raped to death by pineapples.” post #60.

But the users resisted. “King” Empty's “assistance” to the mod in the past involved amateur particles which crashed innumerable computers. His most recent efforts were not significantly better in terms of attracting people to and not from the mod. The “scripting” of Candles, ImSpartacus and others has, as noted, been used as an excuse for Trickster and his lackeys to remake the way the game plays in their own image. They received nothing but entirely justified abhorrence from the users who were seeing the mod “developed” into something it wasn't. Candles, ImSpartacus, “King” Empty and the like have followed a long line of Deeist “developers” who commit a grave injustice by taking up this title, debasing the original developers of the mod. “I gave up years ago when mootant made the mod unplayable for no reason,” said Momo of the JPL Clan hours ago. Mootant was an example of the sort of sociopathic and anti-mod “developers” which have dominated the affairs of the mod since 2007, even if here and there some individual users were able in spite of all odds to genuinely further the mod's development and well-being.

The Deeist clique has had years in which to proclaim the mod operating on a fundamentally new footing. All the ridiculous “efforts” made by Trickster to supposedly “promote” the mod on ModDB in the absence of any reason for outsiders to be immediately attracted to the mod or its community as they currently exist, all the irrelevant changes in the list of ostensible “developers”—who, it must again be stressed, neither genuinely develop nor work as a team—and declarations that “shitposting” would now be curtailed unlike the hundreds of other times this was promised to the users, all of this had its impact on the users, breeding widespread cynicism at first and constant claims suggested beforehand by the Deeists themselves that Empires was “dead,” that it needs “spiritual successor” in the hands of this or that Deeist who can therefore exert greater control over the Empires Mod community, etc.

But all this cynicism gave way to a genuine concern for the well-being of the mod. The past two months have seen activity surge within the community as part of the struggle against Candles, ImSpartacus, “King” Empty and other Deeists. Contrary to the reactionaries who proclaim such struggle harmful to the mod, it is precisely struggle which serves as a motor which moves history forward, which energizes the users and makes them take an active role in defending and advancing the work of the mod. The struggle of the users in just these two months has been reflected in various speeches, forum posts and Steam conversations, constituting a refutation of all the claims made by the Deeists that the users are nothing more than “sheep” who must inevitably be docile towards and bow down to their “natural masters.”

Through the work of the League the users were made aware of their strength and the widespread resentment against Candles and Co. was intensified. Armed with the proceedings of the Third Congress of the Empires League held in January this year the users were given the means and motivation to triumph.

The story of how Candles was obliged to “resign” from his position as “developer” cannot possibly be told here beyond the general observations I've just given. In time historical accounts will be written and yet another fruitful aspect of the heritage of the whole community which shall be in the service of future generations of Empires players to learn and reflect on. It is up to the users and to the League which is tasked with mobilizing them to consistently struggle for the betterment of the mod and its whole community, to keep the road open for further progress and to ensure that Candles and his ilk are continuously exposed as the anti-mod and anti-user intriguants and rogues that they are.

### **Candles as Rulemaker**

In a sign of Candles' total obliviousness to the hostility he engendered among the users, he apparently decided just days before his downfall to take it upon himself to write a bunch of fancy “new” rules with which he could pose as someone who has at last “brought order” to the forum and, apparently, “updated” the present rules for the “new era” of Empires he would supposedly inaugurate. This megalomaniac was by now genuinely developing—not the mod but his skills an inchoate babler, giving orders to increasingly “ungrateful” users and expressing his eternal frustration at the fact that anyone could dare be opposed to all he was doing “for” the mod.

It is necessary to discuss Candles “new rules” at some length because of the importance any genuine developers and contributors would attach to new and revised rules, and because Candles' “new rules” display the demagogy and intrigues of the Deeists who for the next few months will undoubtedly consider putting on the mask of “eager reformers” themselves in order to disguise the fact that whatever new faces are put forward at the behest of the Deeists, Deeism itself will continue to manifest itself through the continued degeneration of the whole community and the stagnation of the mod. As Mrdie has noted, “The Deeists change what is expendable or temporary to them, while retaining the essence of their reactionary, degenerative, anti-democratic, anti-user and anti-mod nature.”<sup>(2)</sup>

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(2) Mrdie. *Collected Works* Vol. VIII. 2013. p. 80.

The original rules of the Empires Forum were adopted on August 21, 2004 by colonoh who represented the nascent Empires community in general and Jkun who represented the Blackholian userbase within that community. By happy coincidence an informative article is included in the latest issue of the journal *Historical Studies* on this subject, released just days ago.<sup>(3)</sup> These rules were simple and, contrary to what certain Deeist “theorists” might say, were entirely sufficient to meet the needs of the community of those days, and in fact could continue to serve as an adequate basis of such rules to this day with the exception of two obviously outdated clauses:

- Be courteous to other posters. Don't flame anyone. Utilize private messages when in doubt.
- If you're going post criticism of anything, do it constructively.
- Don't spam. If you're going to post, ensure it's beneficial to the discussion.
- Obey the moderators. Don't publicly complain to any moderators about corrective action that has been brought against you. Send a private message instead.
- Keep the discussion on topic and keep it in the appropriate sections.
- Please phase out the discussions about the Battlefield 1942 and Vietnam engines.
- If you think you're posting something that's been brought up before, search for it first.
- View FPSCentral's full list of forum rules.

These few rules—again exempting the two which were valid for only that period—were able to thrive in a community with more or less uniform and high standards. Moderators felt bound by a sense of duty to the mod and its community, not to abuse their position and to distort the rules to their own benefit. Such outstanding administrators and supermoderators as Don\_Megel, colonoh, Karl the Pagan, Jkun and others were men of the users, actively involved themselves in the affairs of the community, adopted a firm but fair line in the decision of judgements, and were not afraid to face criticism by other users against a decision made by said persons against a particular user. They were able to lead by persuasion and by example, and were in many cases themselves noted developers and contributors to the well-being of the mod. They are the utter opposite of Dee, her henchmen and her successors. It is not surprising then that the conception of the rule between the former and the latter should similarly differ.

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(3) Todg, “The Struggle to Adopt the First Rules of the Empires Forum,” *Historical Studies* #5 (May 1, 2015)

According to Candles in his April 29 post, “I’ve decided that the forum needs a refresher on the rules, so I’m going to write them up from scratch. Each rule will be accompanied by its associated punishment for violation.”<sup>(4)</sup> How one can “refresh” oneself in something brand new—“from scratch”—is a mystery which Candles has presumably resigned from any responsibility of explaining. But if logic is lacking throughout his proposals, the desire to impose himself as an “authority” on the users certainly isn’t, nor is his desire to loyally serve the clique which gave him his power and enabled him to harm the playability of the mod with his antics.

These “new rules” are ostensibly meant to “update” the rules adopted on March 12, 2007 and subsequently “amended” by the notoriously arbitrary and unpopular Deeist dizzyone in subsequent years to deprive them of any possibly progressive content.<sup>(5)</sup> These rules were originally adopted at a time when the Deeist clique had crushed the Blackholian democratic movement of 2006 and was rapidly seeking to take control over the rest of the community and the mod itself. They were also adopted at a time when the great Empires League, founded on January 29, 2007 by Evan, knighttemplar, The Buttery Lobster, Nebajoth, Shinzon, Carnifex and various others, was proclaiming its intention to better the mod, to orient the activity of the clans towards this end, and to unite the whole community under the banner of progress. For this reason the rules had a contradictory character: they were meant to address the marked rise in mediocrity and degeneracy then being felt across the forum as a result of the crushing of the calls of the Blackholian users months earlier by Dee and her lackeys, but at the same time those forces actually capable of enforcing these rules, and the presentation of the rules themselves, were inadequate.

This is because of the underlying philosophy that seems to have been used when making these rules: if you “codify” hundreds of offenses, it must stand to reason that the degenerates and malicious figures will obey. In reality what was needed was the mighty hand of the users against a hostile effort by the Deeists to take over the direction of the mod and its community. In such a context it would have been far better to adhere to Lenin’s words: “The courts must not ban terror—to promise that would be deception or self-deception—but must formulate the motives underlying it, legalise it as a principle, plainly, without any make-believe or embellishment. It must be formulated in the broadest possible manner, for only revolutionary law and revolutionary conscience can more or less widely determine

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(4) “Forum Rules,” thread started by Candles, post #1.

(5) “New Rules.” Posts #1-2.

the limits within which it should be applied.”<sup>(6)</sup> Such words scare the Deeists very much, because such an application of a truly revolutionary (yet temporary) approach would entail their total annihilation from the face of the community and the strengthening of the userbase a thousandfold. Alas, it was not to be.

It is not my intention here to make a detailed comparison between the March 2007 rules plus their subsequent modifications by the Deeists and the “new rules” of Candles, but the failings of the rules of 2007 were amply exploited by the Deeists and are faithfully reproduced in Candles’ “new, revised” edition. Thus “1.06” of Candles “new, revised rules” declares: “No posting messages from banned members.” The variant of this in the 2007 rules was used by the Deeists to silence any criticism of themselves by the users, for no one could “prove” that they were not somehow stealthily passing along the policies the Empires League or the democratic movement of the Blackhole through criticisms of an unjust banning or opposition to the distortions of gameplay made by the Deeist “scripters” and “coders.” Since both the League and the movement stand for progress and together represent the vast majority of the users, it is only natural that the Deeists would associate *all* progressive and democratic-progressive sentiment with them and the leaders of both. Whether this is a proper usage of a clause of the rules, envisaged by those responsible for formulating them in early 2007, is another matter.

Another clause, “1.07,” shows what a swindle the whole attempt is: enforcement of a fundamental aspect of moderating the forum in “the sub-forums of Off-Topic”—meaning the “Butthole”—will be “weakly enforced,” whereas in Off-Topic itself it will apparently only receive a “moderate” enforcement. This means that the degenerate forces within the community will be allowed to continue to degrade the standards of the forum, and the forum itself will continue to attract to it more friends of the Deeists who may be a bit more circumspect in discussing the “merits” of racism, sexual fetishism, and other “interesting” topics, but will nonetheless continue to “discuss” these and other decadent subjects to the detriment of the whole community.

Also significant is the implied recognition given to the “Butthole” as an authorized subforum of Off-Topic, which assumes a special significance when the 2007 rules mentioned the existence of the Blackhole whereas these “new and improved” rules of Candles totally ignore it. This is not surprising, both because the Deeists have long sought to extinguish the existence of the Blackholian userbase and culture, and also because Candles simply knows nothing at all—and does not care to learn

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(6) V.I. Lenin. *Collected Works* Vol. 33. 1973. p. 358.

—of those who built the Empires Mod and its whole community. He has professed his utter ignorance of the history of the League, of the early developers and contributors, of the veterans in general, and so on, making him the perfect symbol of the “new generation” of Empires players recruited by the Deeists particularly in the years 2009-2011 and carefully cultivated by these same reactionaries to abhor all the “faggots,” “Jews,” “niggers” and so on of the past, and to recognize Trickster, Mootant, “King” Empty and other “great men” as the “true founders of Empires.”

I could go on about Candles' pathetic attempt to pose as a “bringer of law and order” in the community, but what I've said should be sufficient for now. The users resented this attempt by Candles to pose as the equal of those progressive and democratic-progressive users of years past who crafted rules which, if not perfect, were nevertheless made with good intentions. The users demonstrated by their resistance that they themselves must take into their own hands the struggle to better the standards of the whole community and to erase from it all the reactionary and degenerative forces at work in it. They cannot rely on this or that Deeist to pose as a “savior” and to protect the reactionaries and degenerates under the guise of creating allegedly “stronger rules” with a thousand holes and exceptions in them in practice.

### **Candles Attempts to Justify Himself**

When “King” Empty fled the forum for a whole month in November 2010, the users were full of hopes as to the future prospects of the mod and its community. The whole userbase of that month, mobilized by the democratic-progressive and progressive organizations with Mrdie and the veteran playtester Grayclay as their foremost representatives, placed the Deeists against the wall. The Deeists in turn retaliated: they began to make a hue and cry about “poor, innocent Empty,” a man who only wanted to do “so much” for Empires, a man who was permanently banned multiple times but finally “repented,” who proclaimed himself “King of the Blackhole” and demanded players in the servers bow down to him lest he ban them from the forum, who banned 30+ users in the year 2010 alone and who prevented a number of potential contributors from assisting the mod because they were at odds with “His Highness.”

The users knew better, and they have not forgotten if the recent treatment of “King” Empty's latest attempts to “help” the mod are any indication. The Deeists, surprised at the response of the mass of the users united against the anti-mod and

anti-user acts of Candles, are now seeking to portray him as someone who always has had the “best interests of the mod at heart,” as someone “who did everything for all of you,” as someone whom the users are “ungrateful” for, and so on. It failed to convince anyone in regards to the “King,” it will fail to convince anyone in regards to a similar megalomaniac with unwarranted self-importance.

Unlike the “King,” who could only sputter and shout that “faggots” had the *nerve* to go against his “Majesty,” Candles has tried to justify his offenses against the users in a ridiculous topic, giving the “context” for such offenses in his own troubled psychological profile, a common trait of the Deeists whose ranks are filled to the brim with sociopaths and Neo-Nazis, advocates of pedophilia and zoophilia, and other representatives of that which should never represent the great Empires community.

Candles begins by admitting after what has really been months (not “two days”) of speculation from the users that “I haven't been forthright with you all. . . I haven't done any serious development on Empires since last July, and I don't believe that will change anytime soon.”<sup>(7)</sup> Of course Candles has to assume the aura of a “serious developer,” even if no longer so, in order to justify everything he has done against the users and against the mod. He recalls the true charges made against him: “Claims that I was ‘monopolizing the IP’ and forbidding anyone else from being involved in it’ that I was changing the game to be the game that I wanted it to be and not Empires’ that I was constantly making changes and never informing anyone as to what they were to give myself an advantage. . . that I was abusing my position’ that I'd never listen to the players and never talk about what I was doing with others’ that this was ‘my pet college project’ that I only wanted to help out to put it on my resume.” He provides no evidence that any of these charges are untrue, or why a community which he is forced to admit “supports all and anyone that puts their time and effort into making the game what it is” would not stand up to defend him if he were truly a developer, “serious” or otherwise.

The “pet college project” charge is particularly interesting, nor is it unique. The Deeists have long since sought to profit off of Empires by splitting it off and forming “spiritual successors.” A number of them, including Trickster and Mootant, have sought to gain the intellectual property of Empires. Indeed, the fact that Mootant cared *not at all* for the community, openly resented the mod and “worked” on it as little as he possibly could to justify placing it on a *résumé* is common knowledge to older users.

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(7) “Setting the record straight,” post #1.

Candles continues: “I will not tolerate this ‘players vs. devs’ mentality that seems to permeate through a vocal minority of this community.” But if the community “supports all and anyone” who benefit the mod, it is only prudent to ask once more why the mass of the users have not come to his defense, and why the manifestation of what he calls “players vs. devs” seems to never have affected genuine developers, but only those who use the title of “developer” to justify whatever they want and to push aside those who “dare” to stand in their way? And just as in 2010 when “King” Empty was backed up in sympathy by the self-described “lolicon” CPatton, that same degenerate has once more offered his sympathy to another enemy of the mod, taking good measure to refer to Empires as a “POS abandoned half-abortion of a mod that has been on neonatal lifesupport for half a decade,”<sup>(8)</sup> conveniently ignoring his own treacherous role in expelling or otherwise intimidating all progressive and democratic-progressive users in the BSID Clan in 2010 and depriving it of its ability to contribute to the mod, ensuring it would descend into a moribund state which it retains to this day.

Candles clearly sought to become the “savior” of Empires, not by actually saving it or even by modestly improving it, but through *power*, through the means to enforce his own brand of degeneracy onto the community, in some respects more “subtle” than the degeneracy of some others but degenerate nonetheless. It is clear that he alienated not just the entire userbase, but even other Deeists who resented his plan to take control of the mod and forum and consolidate his own powerbase within the Deeist clique. He is as miserable a strategist as he is a “developer,” as useless a human being as he is on Empires. His attempt to defend himself shows his hatred of the users, his scorn on anyone who dares demand accountability from those who are hiding things from them. It is not surprising that his imbecilic thread concluded with an appeal by the racist troll MooJuice (“DarkHorizon”) who, embarrassed at what silliness the Deeists were involving themselves in, came to their rescue by declaring: “lock the thread plox.”<sup>(9)</sup>

The defeat of Candles is by no means assured. “King” Empty returned after December 2010, weakened but still present. As of today Candles remains as an admin, as do various other Deeists and their lackeys. The Deeists will no doubt do nothing against him, that is up to the users who have well-founded reasons for hating him. For this reason it is important to move on to our next subject, the *lasting* significance of May 4, for it will most certainly outlast the ridiculous figure of Candles and touch upon other questions as well.

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(8) Ibid. #22.

(9) Ibid. #86.

## **May 4 and the Future of the Empires Mod**

The downfall of Candles as a “developer,” whether it is temporary or not, has brought to the fore various disparate figures who have offered to step into the “void” of someone who, by his own admission, hasn't “seriously developed” Empires in many months. These figures represent different sections of the community, some are conciliatory towards Candles and others oppose him, some want to create new rules for the forum and enforce them for the benefit of the whole community whereas others want to continue “enforcing” rules for the benefit of the Deeist clique, some want genuine teamwork, the planned development of the mod and a sense of professionalism whereas others who have been “schooled” in the Deeist conception of “development” want to continue the parody of development which Deeism engages in, and so on and so forth.

The most important force of the community consists in its users, who must become conscious of their tasks and in a position to make the mod in their image, in the image of the early developers and contributors, of Empires as it should be and not “Empires” as the Deeists envision it to line their pockets and get them a job at EA. The users have already demonstrated their resolve time and time again, not just this year and in 2014 but in prior years as well, to resist all attempts to kill the mod or to definitely pronounce it “dead.” They recognize the uniqueness of the mod and its future potential.

The Deeist clique speaks of the community only to condemn it, or to associate “the community” with the likes of Zeke, MooJuice, and other degenerates who do not and have never represented Empires. A broad educational campaign must be waged to popularize the history of the mod and its community, a campaign which the Empires League is already carrying out on a necessarily clandestine scale but which can obviously be made much stronger if given backing by the Empires Forum Administration. Users must learn to respect not “their elders”—for in that context it includes such self-proclaimed “veterans” as Trickster and BigTeef—but those who genuinely advanced the interests of the mod and its community in all fields, such as those who developed the mod in the years 2003-2007, those who wrote its backstory, those who created the preconditions for a flourishing community in the aforementioned years, those who pioneered the BSID, JPL and CW Clans, those who partook in the founding of the League in January 2007, those who partook in the founding of the democratic movement of the Blackhole in 2006, those who were involved in the Ban Hammer Manor, the Empires Learning Center, and various other initiatives to improve the quality and safeguard

the standards of the mod and its whole community. Users must learn to emulate the example of users worth emulating, not to “fit into” the community by learning from the likes of a “Viscount” Grantrithor or a MooJuice.

The rules of the forum must indeed be built from scratch, but they must differ fundamentally from those envisioned in 2007 and the absurd bastardization of rulemaking attempted by Candles. The rules of the forum must clearly delineate what is and is not wanted in the community, but must also be a “living document,” adjusting to the present needs of the community and capable of revision in accordance with a change in the objective material conditions. The admins and moderators of the forum must not be conjoined with the position of developers and contributors to the mod, even if some intermixing is inevitable and not necessarily to be feared. All “playful” praises of racism, sexism, homophobia and the like must be sternly combated because those propounding them are some of the worst elements Deeism has allowed to seep into the community. It is not necessary to do all this with a gigantic document filled with hundreds of rules, it is only necessary to make rules which make clear the purpose of the community and what it intends to do in the conceivable future, and to orient the community towards present-day objectives accordingly.

The clans of the mod, especially the three founding clans (BSID, JPL, CW), must be revitalized. Not just the positive example of their founders (Cheomesh for BSID, Roor and others for JPL, Evan for CW) but their progressive initiatives in the years 2006-2009 to better the mod, to host dedicated servers, to educate newcomers, and to help provide better standards for the community must be studied and applied in new ways in accordance with new conditions. The clans themselves must be thoroughly bound to the mod and must wholly identify with it, welcoming outsider clans but also making clear the distinction between them and the homegrown clans of the mod. At the same time there must be no illusions that any one clan can play a “leading role” in the affairs of the mod, or that clans as such can take over the affairs of the mod for the benefit of its community. Clan leaderships must be held accountable not only to the members of their clans, but to the community as a whole which they serve.

The forum software must be updated to better guard against malicious forces. The Deeist clique spent years neglecting to update the forum software, placing the forum in grave danger, and no doubt they will continue this neglect unless substantial pressure is placed on them by the users to do otherwise. The users should have a topic in which administrators and moderators list what infractions

and other measures they have carried out in accordance with the rules of the forum, and must be open to the users and not use the forum software for any malicious purposes against them, as does occur presently under Deeist domination. Steps should be taken to improve the activity of the forum by encouraging projects its users can engage in to benefit themselves and the outside world.

The “Butthole” bantustan must be destroyed and the Blackhole forum area restored. The Three-Phased Plan for Peace called for by the democratic movement must be accepted as the basis for any negotiations on the establishment of the people's state power of the Blackholian userbase within the Blackhole. The struggle for democracy, progress and peace must be recognized as a legitimate struggle with ten years of history and countless martyrs—many noted contributors to the mod itself and to the whole community—either banned or hounded out of the community by the Deeists and their lackeys. The so-called “Kingdom of the Blackhole” and all other efforts to undermine the Blackhole should be firmly resisted and the Blackholian userbase given the power to administer its own forum area in accordance with the order given to it by the Empires Forum Administration on July 28, 2006.

The development of the mod must be carried out on a planned basis, with the drafting of new development documents and a true sense of teamwork. The future of the mod must be a decision made by both the developers and the users, and not become the privileged monopoly of a few Deeist intrigants who seek to split the community for their own benefit. All developers and moderators must be of sound mental health, must themselves be exemplary individuals and worthy of emulating in the course of their work for the mod and its community. They must restore the respect of titles like “developer” and “moderator” and make them once again truly great titles signifying those dedicated to the mod and its whole community and not those who parade about with such titles only to degrade and repress the mod and its community.

These and other subjects have been discussed time and time again by the progressive users of the whole community and the democratic-progressive users of the Blackhole. The Third Congress of the Empires League was an occasion for them to be summarized in a most effective manner. Their implementation is inconceivable without the support of the users and without their active involvement in all the affairs of the mod, and anyone who thinks he or she can carry them out in the face of the hostile intrigues and power of the Deeist clique without the active support of the users is deluding themselves.

If the gains of the users on May 4 are to be of a lasting character, if the Deeist clique is not to rig up a chain of “new developers” who will obediently serve its interests, it will depend on the courage and willingness of all those in a position to help the mod and its community. It will depend on having a correct, scientific-materialist line on the matters at hand and of uniting the broad mass of the users towards progress for Empires. It will also entail exposing and removing from any position of influence all those vacillating and opportunist figures who claim they are with the users in words but in practice conspire against them and seek to isolate the progressive forces from the community.

What is clear is that the Deeist clique cannot survive if it is held to the fire, because it is made of human refuse and will melt. When up against any danger to the mod and its community they have shown their incompetence—if not outright negligence or role in encouraging this danger to begin with—which required the users and their outstanding representatives to save the day. The early developers and contributors to the mod, and all those who follow their example, are made of a much stronger material which is characterized by its durability and continued usefulness. Deeists may come and go, but those who genuinely assist the mod will be remembered forever, and will forever receive a welcome in a community that has learned to recognize them.

Speaking at the Third Congress of the Empires League, Mrdie made clear that the future of the mod was assured not just because of the solid foundations on which it rests, but because of the reservoir of users who are willing to come to its assistance, and to the many new users of high standards who can be brought into the community once they see it will welcome them with open arms and give them room to grow up in it. “Without the users, without a culture developed over the course of many years of contributions, and without a willingness to use the means available to advance the cause of Empires,” Mrdie pointed out, “all talk of progress is utopian. But with history as our guide we have seen time and time again that the users, culture, and means do exist, they manifest themselves repeatedly, and it only requires sound leadership and a correct appraisal of the forces at work for these three component parts of progress to work *in tandem* and bring the Empires Mod out of the ditch it's been in for many years now.”<sup>(10)</sup>

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(10) Mrdie. *Report to the Third Congress of the Empires League*. 2015. p. 18.