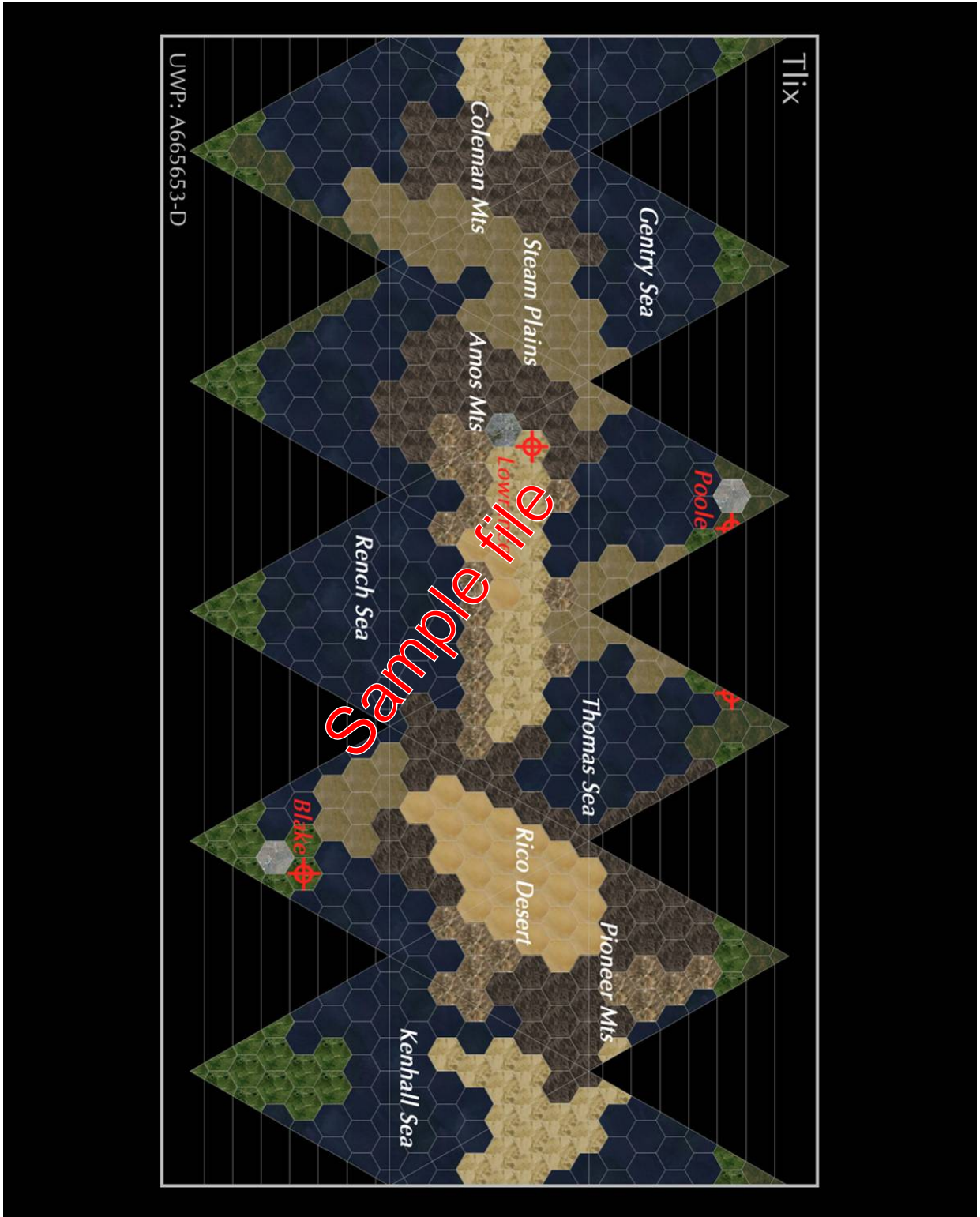


Quick Worlds 9: Tlix



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Population Details

Tlix is home to about 3 million. With very few exceptions, the entire populace lives in one of three cities. Of those exceptions, all live near the poles. Other than the city of Lowrance, no one attempts to live near the equatorial regions.

Government Details

The government of Tlix is best referred to as a representative technocracy or, as some would say, industrial representative democracy. Tlix is ruled by a group of 10 persons in what is called the World Council. To become a member of the World Council, one must be elected in one of the worldwide elections held every seven years. To qualify to stand for election, one must have an advanced degree in one of the physical sciences from a university (all of which are offworld) which is officially recognized by the Council itself.

Of these 10 persons, there are three who are from and represent each of the three cities. The tenth seat, the Roving Councilperson as it is referred to, can be from any city (or be one of the few living outside one of the cities). These ten members must then choose the Chairperson. If there is a tie, the Roving Councilperson then makes the choice him/herself.

The Chairperson exerts control over the Council as well as being the highest authority when it comes to executive or judicial matters. The Chairperson gets the tiebreaking vote in any decision facing the council, but otherwise

does not get a vote in the day to day decisions of the World Council.

The World Council is based in the city of Poole and the official Council Chambers are located there. In practice, however, most of the Councilpersons are rarely in the Chambers themselves but meet through holoconferences.

Legal Details

The central guiding principle of law on Tlix is the preservation of order and the efficiency of the worker. Over the years, this has come to mean that the government attempts to keep violence and disturbances to a minimum while allowing the citizen of Tlix as much freedom to enjoy his or her downtime as possible.

The government of Tlix controls and provides all goods and services on the world. Offworld trade is equally controlled by the World Council. Such things as retirement benefits, healthcare, living quarters, and transportation are provided to the Tlixian citizen at no cost. The World Council simply pays this, as well as all wages of workers on the world, out of its profits from the mining operations both on the planet and in the Introp Belt.

While it is true that in modern times most of the citizens of Tlix do not work in the mines any longer, the government is still driven by the original guiding principle. Offtime, as it called, is considered to be strictly untouchable by the government. As such, many things that might be illegal elsewhere such

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as certain drugs, alcohol, prostitution, gambling, and so forth are quite legal on Tlix. Only when, as they say on Tlix, the "efficiency" is damaged, does an act become illegal. For instance, the authorities will not stop you from abusing drugs until it becomes a problem in your "worktime". When it becomes a problem in "worktime", the authorities will bring the full force of Tlixian law enforcement to bear and the citizen is either placed in some rehabilitation treatment or is incarcerated.

Curious Day

One of the best ways for the Referee to get the uniqueness of the Tlixian system across to players is to have them witness it in action. Tlixian law is based not on an action being illegal but what that action might have caused.

A man in "worktime", for instance, is expected to be working at peak efficiency in the Tlixian culture. So not only would using alcohol or other drugs at work be illegal but also things like wasting time daydreaming, using the worldnet on company time, or even spending too much time in the bathroom. All of these things are illegal on Tlix, not because they are "bad things" but because they damage efficiency. During "offtime" all of these things would be perfectly legal.

Having the characters stand near a man using an illicit substance while watching a law enforcement official dragging a person off for wasting time on the job should drive this home to your players nicely.

For travellers, this often means some of the things they would normally have to smuggle are not only legal but encouraged by the local government. On the other hand, weapons of any kind will be strictly prohibited and the movements of offworlders are to be registered with and monitored by the local authorities.

Cultural Details

As said above, one of the central driving principles of Tlixian culture is the idea of "worktime" and "offtime". During "worktime" citizens of Tlix give and are expected to give almost full control of their lives to their jobs and the betterment of Tlix as a whole. Laws controlling "worktime" are varied according to what the person does for their job, but these laws (mostly geared toward safety matters) are quite strict.

On the other hand, "offtime" is also held as being sacrosanct. At the time someone leaves work, many of the laws that applied no longer apply. A Tlixian citizen has a wide variety of entertainment to keep him/her satisfied and most of the worries of citizens of other worlds (such as housing costs) are irrelevant on Tlix.

Because work shifts vary, each citizen has a badge on their chest. The badge is coded to change color with the change in work schedule. When a person is in "worktime", their badge is red. When in "offtime", their badge is green.

Another aspect of Tlixian life is the reverence given to the original

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colonists of Tlix. All of the place names seen on the common maps Of Tlix are those of the colonists. Their names pop up in common usage with quotes like "Ken Poole would never have done that." and "Ron Rench often said".

This respect is carried over to the one holiday celebrated by all Tlixians: Colonization Day. Colonization Day is celebrated at the end of every year. Other than parades and holovids celebrating the life and times of the original colonists, the main difference is that there is no "worktime". Colonization Day is a day of nothing but "offtime" for all citizens.

Colonization Day

Colonization Day is a truly raucous affair. If, as Referee, you can imagine (or have been to) Mardi Gras or Carnivale you have a general idea of what Colonization Day is like.

The only people on Tlix who work are law enforcement (who treat everyone as being in "offtime" and are thus quite lenient) and some elements of the military. The starports are closed to all but emergency traffic. So if you are on Tlix when Colonization Day arrives, you are just going to have to try to survive the party.

The Original Colonists

Often while on Tlix (and in this travelogue) characters will hear about the original colonists. The original colonists are cited in conversation, quoted to make points, and held in generally high regard by all on Tlix. It isn't quite up to the level of deification, but sometimes it will seem quite close. Rarely, if ever, will anyone say anything negative about them.

Of course, as you may have already guessed, the truth is a bit different. The colonists who first came to Tlix were just people like any others. And the colonists were anything but a homogenous group. There were arguments, fights, lies and dissention. Pointing this sort of thing out to a Tlixian is, however, just short of heresy.

Not all of the original colonists get this treatment either. Many have passed out of memory or are remembered but have not so engaged the Tlixian public consciousness.

The main ones that visitors will hear about are Kenneth Poole, Ron Rench, Amos Lowrance, Ken Hall, Toren Rico, Alan Blake, John Gentry, and Daniel Coleman. Each has been distilled down to a certain role (Poole the leader, Rench the wise advisor, Lowrance the law enforcer, etc).