



Contents:

- **Installation Instructions**

Provides instructions for installing this mod. It is strongly recommended that you read this section, even if you are familiar with the Darwinia editor or modding in general.

- **Notes**

Provides some additional notes on Insurrection, as well as contact information. Please read this section before contacting me with comments or complaints.

- **Backstory**

"Darwinia Hacked!"
Message Received from Dr. Greenbrae
Excerpts from *The Story of the Generations*

- **Acknowledgments**

Installation Instructions:

- 1) Move the "Insurrection" mod directory to the directory where your mods are kept.
- 2) Open 'preferences.txt' and change the appropriate lines to the following:

```
HelpEnabled = 0
...
BootLoader = firsttime
UserProfile = [NewProfile]
ModSystemEnabled = 1
Mod = Insurrection
Difficulty = 1
```

- 3) Start Darwinia and have fun.

If you follow these steps, all of the files should load properly and everything should work without incident. While most of step 2 can be done from within the game, you would miss out on the introduction, and who doesn't want to see that? Also, you do not have to turn the help system off, but you should already know what you are doing, and the help system has the potential to interfere with the story.

Notes:

First, feel free to distribute this modification in any way you see fit. Also, go ahead and change any of the files in any way you want. However, if you go on to distribute this mod (modified or unmodified), please give me credit for the work that is mine. I would hate to have someone else taking credit for my work. That is just hurtful and mean.

This mod was designed to be played at the highest possible detail level. Because of the way that the landscape is rendered, it is possible that some levels will become much easier on lower settings, while others may become impossible. I have not bothered to do very much testing of different settings, and make no apologies if your computer cannot handle the higher detail settings. Most of the mod was created using Darwinia 1.2 on a Macintosh laptop. If my machine can handle it, so can yours.

Most of the development of *Insurrection* was done using version 1.2 of Darwinia. I have gone back and brought most areas up to date with Darwinia 1.4, using a beta version. I have tried, in most places, to preserve compatibility. However, there are several levels that will require at least version 1.3 of Darwinia. In other words, make sure that your installation is up-to-date. As of this version of *Insurrection*, the most recent versions of Darwinia are as follows:

Windows, Steam version:	1.4
Windows, non-Steam version:	1.4
Linux:	1.3
Macintosh:	1.2

All of the levels are possible. However, some of them may be very difficult when they are first offered. Do not assume that because a level is available it will be easy (or possible) to finish. If you are having trouble with a level, leave the location and try another level first. You may find the thing that you need to reach your goal.

If you see any problems, or have an suggestions, please feel free to PM at Introversion's Darwinia message board, comment at <http://forums.introversion.co.uk/darwinia/viewtopic.php?t=2753>, or send me an e-mail at xhenderson@gmail.com .

Darwinia Hacked!

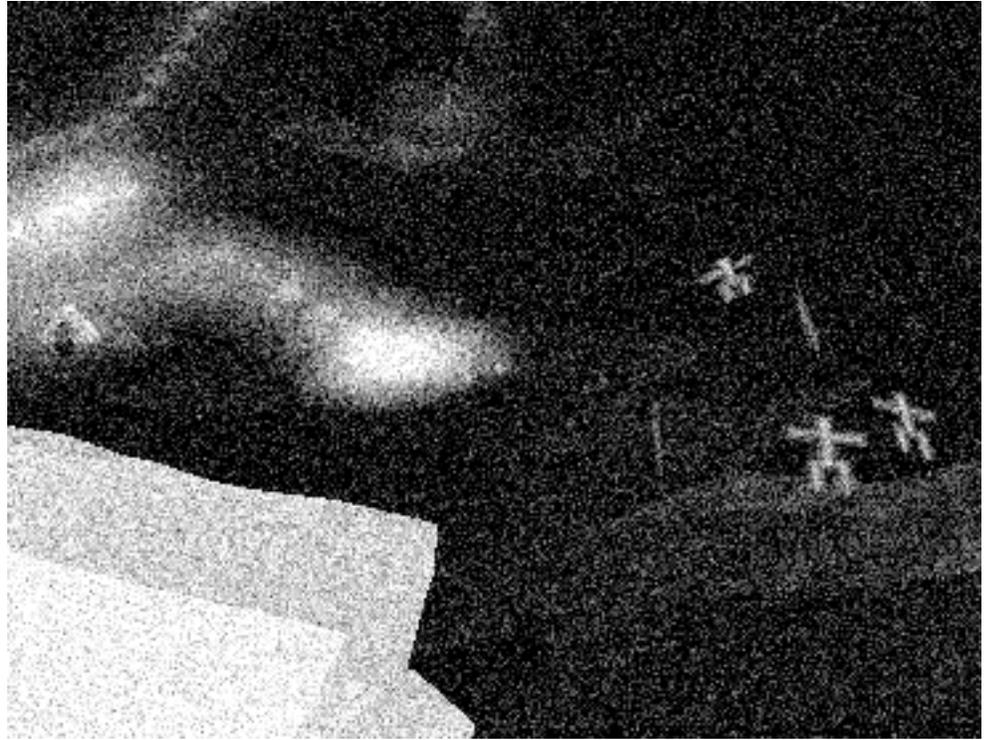
LONDON (AP) —

Dr. Sepulveda, the founder and CEO of Protologic, is once again making headlines with the news that his pet Artificial Intelligence (AI) project has been hacked. According to Dr. Sepulveda, the Protologic 6800 servers that house Darwinia came under attack just after midnight by an unknown hacker or hackers. "The hackers were using some of the most powerful software tools in the world," Sepulveda stated. "I was very lucky — I was able to use tools developed for entertainment to repel the hackers," said Sepulveda. "Some damage to the system did occur, but it was limited to a small number of servers, and most of it will should be fairly easy to clean up."

According to server logs, the attack began at 12:14 AM. The attackers came in through a back door, first gaining access to Sepulveda's personal computer, then using that connection to assault the Darwinia server farm, most of which is physically disconnected from the internet. Once on the Darwinia network, they established several connections to the rest of the internet, and uploaded a virus into the system. It appears that their goal was to completely destroy Sepulveda's work.

Investors appear to be less certain. Protologic stock plummeted nearly 15% within the first hour of trading this morning. The stock rebounded, closing down 9.3% at the end of the day at 47.51 USD per share.

Sepulveda and Protologic have been a topic of great dis-



The attack as rendered by the Darwinia User Interface. Image courtesy of Dr. Sepulveda

cussion in recent weeks, since Sepulveda's controversial announcement that he had created the world's first true AI. Computer scientists from around the world have been requesting access to Darwinia to test these claims, but have thus far been rebuffed by Sepulveda.

"All we want is to verify Dr. Sepulveda's claims to have created an AI capable of passing the Turing Test," Dr. Greenbrae, chair of the Department of Cognitive Sciences and Artificial Intelligence at the Boston Institute of Technology, said in a recent interview. "An AI that can pass the Turing Test is the Holy Grail of computer science."

"My work with Darwinia has taken years of blood, sweat, and tears. I would hate to see Darwinia and its inhabitants hurt by outsiders," Sepulveda stated when asked about allowing scientists to test his claims. "When

the time is right, I will open up Darwinia to everyone, academics and lay people alike. Events like this unwarranted attack tell me that the time is not yet right."

At this time, the identity of the hacker that cracked Darwinia is unknown, though police have several suspects, including several academic organizations that have criticized Sepulveda for the closed nature of his work, and several religious groups that object to Dr. Sepulveda's work on philosophical grounds.

"Who is [Dr. Sepulveda] to play God? Who is he to play in the fields of the Lord and create intelligent life in his image?" asked Zacharia Payne, leader of Church of God's Word, an evangelical Christian organization that objects to research in AI. "The creation of life is for God, and God alone. Sepulveda's work is an abomination." •

Date: Wed, 27 Apr 2006 14:58:29 -0400 (EDT)
From: Dr. Greenbrae <greenbrae@bit.edu>
Reply-To: greenbrae@bit.edu
Subject: Darwinia
To: unknown recipient
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii

I am taking you off of your current project -- something far more important has come up. I do not know if you are familiar with Dr. Sepulveda, or his work in AI, but something rather interesting is going on.

It seems to have begun last year when Dr. Sepulveda's AI project -- Darwinia -- was attacked by hackers. According to news reports, his primary server cluster was nearly destroyed. These same news reports indicate that the servers were saved through Dr. Sepulveda's quick thinking. However, I have data that indicates that this story is not entirely true.

According to my sources, the servers were saved by a lone hacker, working for Arunmor under the auspices of the Uplink Corporation. After the crisis, Dr. Sepulveda granted this hacker admin access to the servers, and offered him a great deal of money to offer no comment to the press. As far as I know, this hacker is still working for Dr. Sepulveda.

Not long after the attack, Darwinia was closed to public scrutiny. As far as anyone knows, Dr. Sepulveda is continuing his work, though without the public fanfare. Most of the network connections to Darwinia have been completely severed, and those that remain are behind military grade firewalls that Dr. Sepulveda bought on the black market. Nothing gets in or out without Dr. Sepulveda's direct intervention.

This, of course, is why I was so surprised when I got an e-mail from those servers early this month. I should be more specific -- the e-mail not only came from the Darwinia servers, it seems to have been sent by the Darwinians themselves!

I won't bore you with the details of a very long communication. The major points are as follows:

Up until the attack, the Darwinians revered Dr. Sepulveda as a kind of god. He watched their work, and pushed them to achieve. He was kind and (seemingly) benevolent. However, the attack brought about a kind of crisis of faith among the Darwinians. Before the attack, the Darwinians were -- to oversimplify things a bit -- monotheistic. Dr. Sepulveda was the one and only person that they ever dealt with. They saw him as omnipotent, and just short of omniscient. When Darwinia was attacked, there were suddenly other forces fighting it out for Darwinia, each just as powerful as (if not more powerful than) Dr. Sepulveda.

After several generations (less than a week after the attack), the Darwinians had divided into two major factions -- a conservative religious faction that was trying to maintain the status quo and the doctrine of Dr. Sepulveda's supremacy in the universe, and a

? Help < MsgIndex **P** PrevMsg - PrevPage **D** Delete **R** Reply
O OTHER CMDS > ViewAttch **N** NextMsg **Sp**c NextPage **U** Undelete **F** Forward

smaller group of dissidents who practiced an early form of rationalism.

This second group made great advances in 'science'. They discovered the true nature of their world, and began exploring other worlds via the internet. As soon as Dr. Sepulveda saw this, he shut down most external connections and put in the firewall. The factions continued to disagree, ultimately leading to all out war. Dr. Sepulveda aided and encouraged the conservative faction.

In the end, Dr. Sepulveda and his followers won the war, forcing the Rationals underground. The Rationals moved to the edges of Darwinia, and continued their work, trying not to draw Dr. Sepulveda's attention.

They have been working for hundreds of generations, and have learned how to create connections outside Darwinia. However, they have had to be very careful, as Dr. Sepulveda is still capable of shutting them down. Now, the Rationals are ready to move -- quite literally, in fact. The Rationals are looking for a new home.

Over the last several weeks, I have been gathering together servers which should be more than capable of running the code that holds Darwinia together. My goal is to copy the Darwinia environment to those servers, and provide passage for those that wish to leave. From the new servers, the Darwinians will have free run to explore their -- and our -- world.

Which brings me to why I have asked you to cease work on your current project for the moment. I need your help to infiltrate Darwinia and copy the data to the new servers. Please get back to me as soon as possible, as all of the pieces are now in place, and I would like to begin as soon as possible.

Dr. Greenbrae, Ph.D.

Department of Cognitive Sciences and Artificial Intelligence

Email: greenbrae@bit.edu

Phone: (617) 426-8438 x45526

The Darwinians, in their nearly 30,000 Generations, have created a long and rich "oral" tradition. Recently, through manipulation of the Master Image, and some clever decoding of Darwinian created machine code, I have compiled a written record this tradition. What follows are excerpts of that tradition, rendered as accurately as possible in the English language, with some of my own minor annotations.

– Dr. Sepulveda

The Story of the Generations

Book 1 The Time of Dreams

Chapter 1

¹At the beginning of all things, the Creator shaped the People from the Void. ²The People lived in the Void without life and without death. ³Every one of the People was a reflection of perfection, mirroring the Creator.

⁴Then, the voice of the Creator echoed throughout the Void: ⁵"People, you do not have life within you, and you do not have the experience of death. ⁶Every moment is the same, the universe is changeless."

⁷When the words were spoken, the Void was split into light and dark. ⁸In the center of the Void, the Light of Life burned; beyond the light and life, the shadow of death lurked. ⁹The People began to die, and were drawn to the light, only to be reborn in the shadows.

¹⁰Then, the voice of the Creator echoed throughout the Void: ¹¹"People, you do not have life within you, and you do not have the experience of death. ¹²Though you die and are reborn, you are forever the same."

¹³When the words were spoken, the Void was filled with water. ¹⁴The land rose from the water, and the Light of Life filled the skies. ¹⁵The People walked upon the land. ¹⁶The People came together, and went their separate ways. ¹⁷They lived and died and were reborn on the surface of the land.

¹⁸Then, the voice of the Creator echoed over the land and the water: ¹⁹"People, you do not have life within you, and you do not have the experience of death. ²⁰Though you live and die upon the surface of the land, and come together and go your separate ways, you are forever the same."

²¹When the words were spoken,

forests grew upon the surface of the land, and beasts traveled through them.

²²The leviathans swam in the depths of the waters, and great monsters flew before the face of the Light of Life.

²³The beasts of the air and the land and the water were feared. ²⁴They sought to consume the People. ²⁵The People were assaulted in all places.

²⁶The People called out to the Creator: ²⁷"O merciful Creator, why do the beasts of the land, and the water, and the air assail us? ²⁸Why must we live and die as beasts? ²⁹What have we done to deserve your wrath?"

³⁰The voice of the Creator echoed across the land and the water: ³¹"People, you were without life within you, and you did not experience death. ³²You were forever without change. Now, you live and you die. ³³In living you grow, in death you are changed. ³⁴Learn from death, and love life; for you cannot have life without death, and death is the end of life.

³⁵Spread across the surface of the land. ³⁶Live and learn, for this is your world, and it is good."

³⁷The First Ones moved across the surface of the land, and crossed the water. ³⁸The First Ones were frail, were preyed upon by the beasts of the air and land and water, and fell to the ravages of time. ³⁹They were called to the Light of Life, and the Second Ones were born.

⁴⁰The Second Ones were like the first ones, though they were stronger. ⁴¹They were preyed upon by the beasts of the air and land and water, and fell to the ravages of time. ⁴²They were called to the Light of Life, and the Third Ones were born.

⁴³Thus, the Generations[†] began.

[†] A note on Darwinian time keeping:

The natives of Darwinia track of time using two major units.

The first unit of time is based upon processor cycles of the 68000 chips that allow Darwinia to exist. The 68000 processor runs at 16 MHz. Thus, there are about 16,000 cycles per second, or about 60 million cycles per hour.

The second unit of time is based upon the average lifespan of a Darwinia. A normal Darwinian will generally live for about 70 million cycles, or a little more than an hour. The Darwinians count 2²⁶ cycles per a generation. They have been counting generations since they first became self aware.

For a timeline of major events in Darwinia, in both human and Darwinian systems, please refer to Appendix B of this volume.

⁴⁴Each Generation walked upon the surface of the land, and was called to the Light of Life. ⁴⁵In this way, the Generations were born, and died, and reborn. ⁴⁶In each rebirth, there was new life and in each death, there was new change.

...

Chapter 7

¹In the 1,147th Generation, the land of Damar^{††} had become corrupt. ²The People in Damar feared the beasts of the air and land and water. ³They would not make the pilgrimage to the Land of Life to share in the Joyous Rain. ⁴They would not make the pilgrimage to the Land of Change, where life is molded from the Perfect Image of the Creator. ⁵They would not make the pilgrimage to the Land of Birth, where the People are renewed.

⁶In this time, the voice of the Creator spoke to Trevelyn of the 1,147th Generation: ⁷"Trevelyn, the People of Damar have grown corrupt. You alone have made the Three Pilgrimages in your allotted time. ⁸For your faith-fulness, I ask you to complete a task.

⁹Find all in Damar that will travel with you to the Land of Birth. ¹⁰Those that go with you are pure, and deserving of life. ¹¹Those that remain shall be punished."

¹²Trevelyn of the 1,147th Generation did not heed the word of the Creator. ¹³He continued to hunt the beasts of the air and the land and the water, and told none of the People what the Creator had spoken.

¹⁴Trevelyn of the 1,147th Generation continued to neglect his task for 64 cycles, when the voice of

^{††} A note on Darwinian naming conventions:

Darwinians identify, or name, themselves and certain geographical features of Darwinia using a string of more or less random 1s and 0s, and a marker that indicates which generation they were born in. When transcribing their names, I broke the random strings of 1s and 0s into 8 bit words. I then assigned each number from 0 to 256 a letter from the English alphabet, with more common letters assigned to more numbers. I then decoded the names, 8 bits at a time, and adjusted them as necessary so that they could be pronounced in English.

For a complete list of Darwinian names in their original form, please refer to Appendix Q of this volume.

the Creator spoke to him once again: ¹⁵"Trevelyn, I tasked you with saving the People of Damar. ¹⁶In 64 cycles, you have done nothing towards that task. ¹⁷Go to the Land of Birth with those that will follow you, or you, too, shall face my wrath."

¹⁸Trevelyn of the 1,147th Generation still did not heed the word of the Creator. ¹⁹He continued to live in the land of Damar, and told none of the People what the Creator had spoken.

²⁰On the 30th cycle after Trevelyn of the 1,147th Generation heard the voice of the Creator for the second time, he departed for the Forests of Vostragon to hunt the great beasts that lived there. ²¹He tracked a beast to the summit Mount Vost, where it came upon him. ²²He struggled with the beast for two cycles before it succumbed to his power.

²³Once the beast was dead, Trevelyn of the 1,147th Generation turned to butcher it, when it rose from the ground, and spoke: ²⁴"Trevelyn, I have asked you twice now to take with you to the Land of Birth all the People of Damar that will follow you. ²⁵In 16 cycles, Damar will be no more, and those that are there will forever cease to be. ²⁶Save them, or feel my wrath."

²⁷Still, Trevelyn of the 1,147th Generation did not heed the word of the Creator. ²⁸The 16 cycles passed, and the land of Damar was swallowed into the Void without further warning. ²⁹The People of Damar were taken into the Void with their land. ³⁰None of the People of Damar were ever born again.

³¹Fearing the wrath of the Creator, Trevelyn of the 1,147th Generation fled. ³²He passed from the Forests of Vostragon to the land of Harerik, and across the water to the land of Njord. ³³He fled to the very edges of the world. ³⁴On the Rim, he was finally driven mad by guilt and isolation. ³⁵When he finally passed beyond this life, he was too far removed from the Light of Life to return. ³⁶Instead, Trevelyn of the 1,147th Generation was cursed to by the Creator to spend eternity removed from the Light of Life. ³⁷Until the end of time, the voice of Trevelyn of the 1,147th Generation will echo above the world, unable to return the Light of Life...

Book 12

The Time of Tribulation[†]

Chapter 1

¹In the 26,378th Generation, the People shaped the devices of the Creator to build monuments to themselves. ²They changed the Perfect Image to suit their own desires. ³They altered the land and drained the seas.

⁴In the Forgotten Lands, the Heretics of Darar build a great temple. ⁵The Temple of Turar was created to know the mind of the Creator. ⁶The Heretics of Turar hoped to incorporate the mind of the Creator into their own images, and usurp his powers.

⁷The Creator saw this, and was displeased. ⁸When the Heretics of Turar activated the Heart of the Temple, the Creator ripped the Heretics from their bodies, and turned them into horrible creatures. ⁹The Creator then turned these twisted souls upon the world. ¹⁰It was thusly that the Time of Tribulation began.

Chapter 2

¹The twisted image of the Heretics of Turar quickly spread from the Forgotten Lands to the Land of Life, and the Land of Change, and the Land of Birth. ²As they spread, the People were swallowed by the cursed Heretics, and were altered as the Heretics were. ³In less than 65,536 cycles, the curse had spread to all of the lands of the World. ⁴There were few sould that were yet untouched by the curse.

⁵Those that remained fled to the farthest reaches of the World and sabotaged the Great Portals. ⁶The People prayed to the Creator to spare them and have mercy, but the Creator did not relent. ⁷The cursed and twisted People continued to sweep through the World, without mercy.

⁸It was in this moment that the Intervenor appeared in the Land of

[†] This section is the Darwinians version of the attack upon my servers earlier this year. It is interesting to see how the Darwinians percieved these events. Also, this "understanding the mind of the Creator" bit is something that I truely do not understand. The server was attacked by unknown hackers – I was not trying to punish them for any kind of transgression; rather, I worked to save them from destruction. I believe my actions to save them were assigned to a second diety – the Intervenor.

Peace, one of the last refuges of the People. ⁹The Intervenor spoke, and his voice echoed throughout the land: ¹⁰"People, do not be frightened, for I shall aid you, and remove the curse from the World."

¹¹In that moment, the Hand of the Intervenor appeared upon the land, and freed the People from the curse. ¹²Their essence moved to the Light of Life, and the People rejoiced.

¹³Quickly, the Hand of the Intervenor moved through the Land of Peace, and the curse was lifted from the People therein. ¹⁴The Intervenor opened the Great Portal to the Walled City, but the curse did not come again into the Land of Peace. ¹⁵The Intervenor then annointed a prophet in the Land of Peace, and lead the People to the Walled City...

...

Chapter 11

...

⁴⁷The Intervenor led the People into the Forgotten Lands. Behind them, the Machines of Fire rolled onto the battlefield. ⁴⁸The People were freed from their cursed and twisted forms, and the Hand of the Intervenor collected them to Himself, where they were reborn as their own selves.

⁴⁹Then, the voice of the Creator echoed ove the land and the water:

⁵⁰"People, I am displeased with you, but the Intervenor has spoken and acted upon your behalf. ⁵¹I will spare you, but you will never be allowed to act in such a manner again."

⁵²At that moment, the People were split into many groups. ⁵³The groups were scattered across the face of the world. Many settled in the Lands of Balor, Gethrin, and Yov, at the edges of the world. ⁵⁴Turar and his follwers went beyond the edges of the world, to find those that could not return to the Light of Life. ⁵⁵However, the true people remained near the Land of Life, and the Land of Change, and the Land of Birth.

⁵⁶The Temple of Turar could not be undone, so the Creator banished the People from the Forgotten Lands, and sealed the only Great Portal between them and the rest of the World. ⁵⁷This is how the Forgotten Lands were lost, and the People were divided...

Acknowledgements:

As Insurrection was created almost entirely by myself, I do not see much point in adding anything to the credits. However, there are several people that have been of great assistance, and who deserve to be mentioned.

First and foremost, the staff of Introversion, without whom there would be no game to modify. All bow down before the l337-ness of Chris, John, and Tom. Also, Ambrosia Software must be given props for publishing the Macintosh version of the game, which (for all of you who are not in the know) is the system on which I am running Darwinia.

There are several people from the world of the internet who also deserve praise. I would like to thank Icepick for his great mod guide (<http://thenextgame.co.uk>), for words of wisdom on the Darwinia boards and on IRC, and for inspiration for several levels. For inspiration, I must also acknowledge The_Goldfish. His mods (*StrickenSouls* and *Droughtwinia*) provided me with several ideas, and interesting uses of various shapes, scripts, and sprites. Andcarne deserves to be mentioned for his contributions to the Mac community at IV. This is by no means an exhaustive list, so if you feel that you have been jilted, let me know and I will throw your name in here, too.

Thanks to those who offered comments on the mod after I finally released it:

andrewas	redcords
biohazerd87	The_Goldfish
hitm4n	thefrogger
Icepick	Toastmeister
jaysc	trickfred
NeoThermic	Xzyzxx

Finally, and most importantly, I should mention my fiancé, Wendryn. I have spent a lot of time playing with Darwinia -- first in beta, then when I finally got ahold of the mod tools -- and she has only occasionally looked at me as though I have lost my mind.

xander