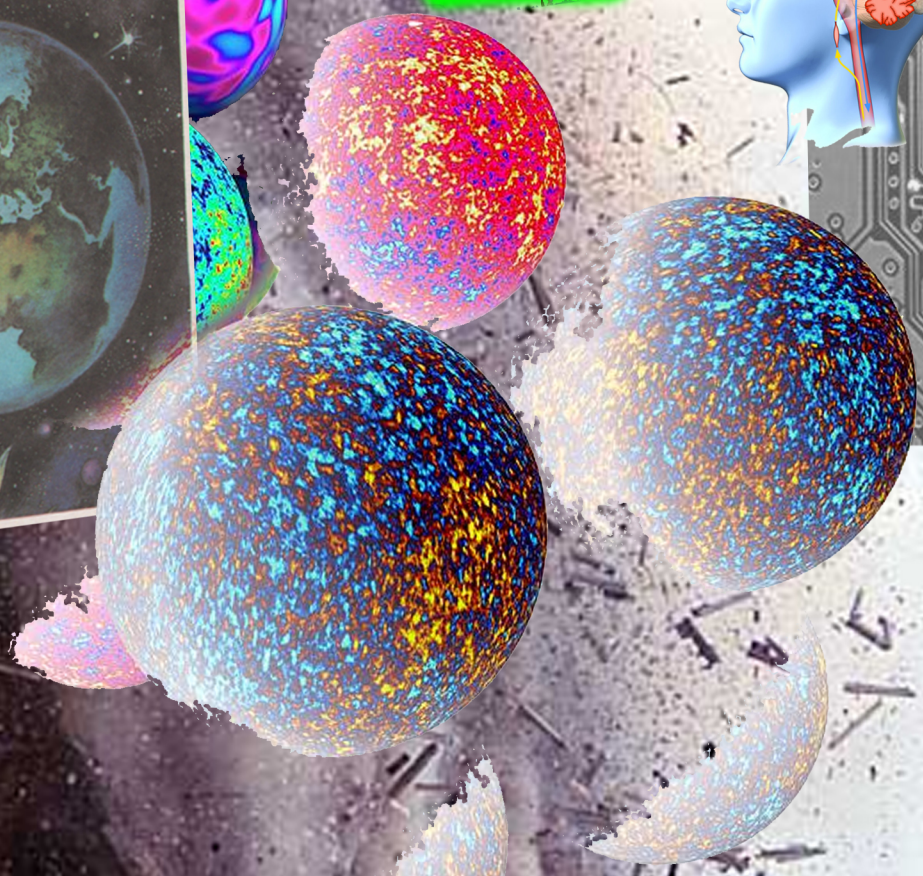
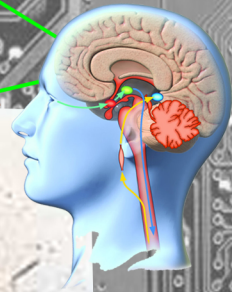


THE - INFORMATION CRISIS
OF 2096



Hand-carved
Fossils...



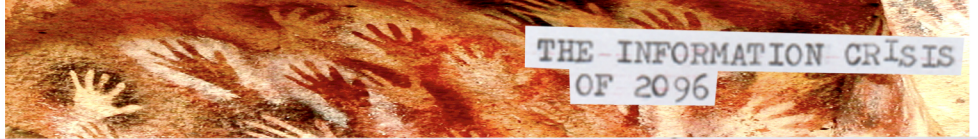
Windows Models Graphs Options Speed DataSound

Random World : 585.0 Milliy Years

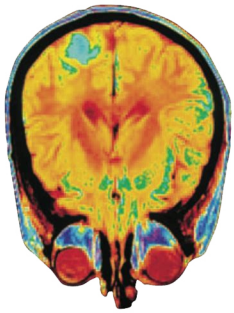


Amphibians
have evolved





"It was sometime around the cusp of the 22nd century that earth's greatest scientists, philosophers and artists came to the striking realization that reality was, in fact, no longer in existence. Of course the concept of an objective reality has always been around, but following the great Information Crisis of 2096 the veil was lifted: everything, no, EVERYTHING is fantasy. A strange space became more and more in demand for the vast bank of knowledge being holed within the world wide web new methods and materials were required to accommodate the digital plane. The excess information began to leak out into our physical domain, and what was once pretend now had a body, thoughts and feelings. Our imaginations gained a conscious, a voice and a definite presence amongst the living.



No one could patch these leaks, and very soon the information began to spread through mitosis. Beings and objects were manifesting immediately upon being dreamt up by a human. No one could tell what had originated in this dimension or in the imaginative. What we identified as real life had liquified and become a formless, constantly shifting ever expanding entity that could not be destroyed or controlled. Eventually folks began to take advantage of the phenomena, dreaming up all they so greatly desired: money, fame, love and adoration, land, all those pretty little things. For about 3 days there was total peace throughout the world. Eventually however the unstable and paradoxical nature of this chapter in humanities' long story got the better of them. As if the planet dying wasn't bad enough they now had to deal with even MORE things taking up space/resources. There was just waaaaaaay too much stuff and nowhere to put it all!



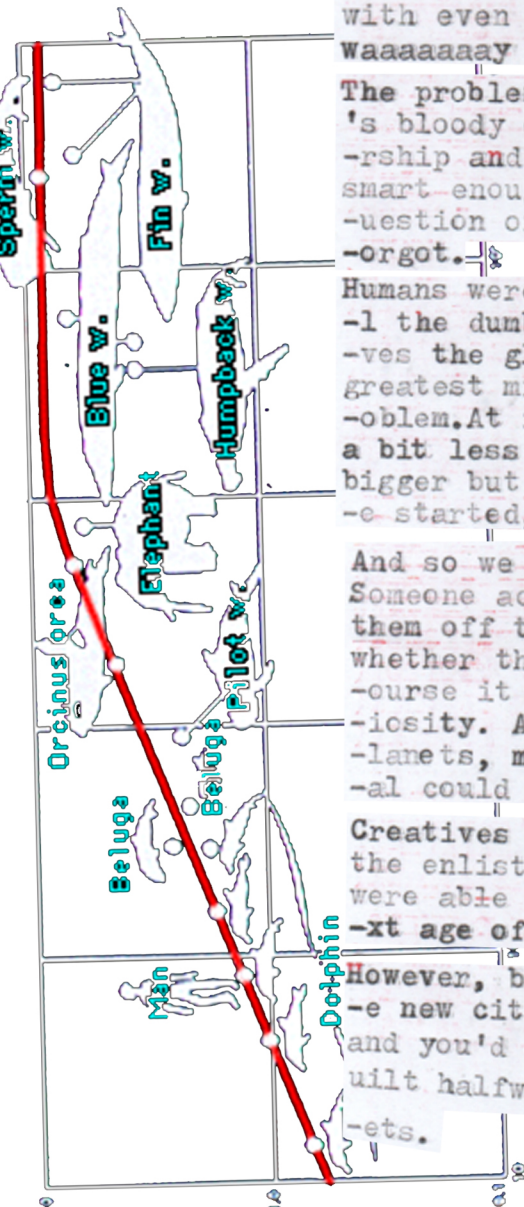
The problem with information is that once it has been created it's bloody difficult to take it out of existence. Even with censorship and efforts to block/delete/erase there's always somebody smart enough to save a copy beforehand, to record the thing in question on their phone or to simply remember. And no one ever forgot.

Humans were in a real tight spot, not being able to unimagine all the dumb crap they've created. Feeling very sorry for themselves the global powers established think-tanks with the world's greatest minds, real and imaginary, to try and deal with the problem. At first they tried to imagine the world a bit bigger and a bit less smoggy but that backfired, not only did the world get bigger but so did everything else so we ended up exactly where we started, only very slightly bigger.

And so we made Fantasia. Ok well technically we didn't make it. Someone accidentally imagined a massive Stargate which whizzed them off to some strange faraway place. No one knew for certain whether the star system we had discovered was real or not. Of course it didn't matter at this point but there still was a curiosity. Anyway, humanity stumbled upon a massive network of planets, moons and satellites where both the real and fantastic could move out to and expand.

Creatives were the first to move to the new colonies. They were the enlisted architects of the new world. Working together they were able to start anew, carrying humanity forward into this next age of exploration: exploration through the mind's eye!

However, because everyone working in the future has A.D.D. these new cities and countries didn't make the most logical sense, and you'd often find beautiful and intricate structures only built halfway and then shoddily patched up with stolen game assets.

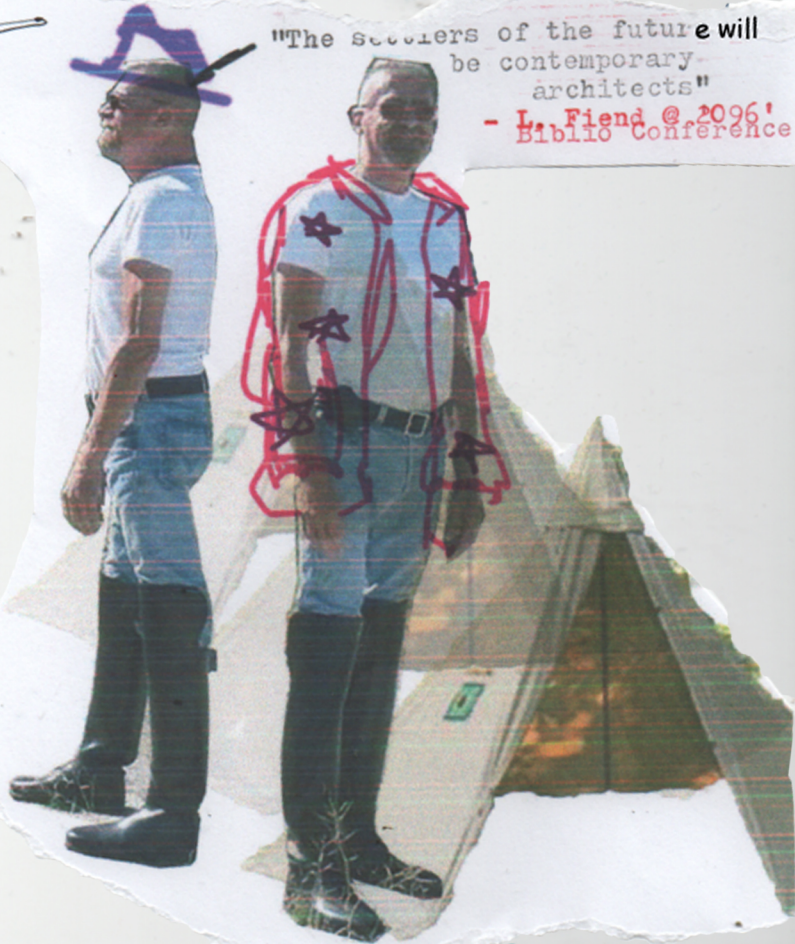


Certain colonies remained purely holographic. The entire population on earth in meditative states while 'imagining' themselves through the stars. Self induced comas that allowed them to astral project their spirits wherever they pleased. Of course these colonies were a bit useless because their spirit selves had zero influence on the physical plane, and so kinda just stood around pretending to look busy.

Others chose to stay and live in the fractured remains of the internet, plugging in matrix-style (though not as cool looking), wiring themselves up directly in sprawling databank warehouses. It was surprisingly empty in there now, as most info had found an escape from the virtual bondage they were previously subject to. Some like the quiet however. It was very serene. You could stare out all the way to the horizon seeing nothing but white empty space and the occasional text file..."

From LB-2 Hubberd's "A Subjective History Of Fantasia: 2096 - 130 NT"

A World to settle with no need
for production, the settlers were
the yuppie intellectual
consequences of
their existence
and 'imagiengineering'
humanity escape
Strata, escaping



"The settlers of the future will be contemporary architects"
- L. Fiend @ 2096!
Biblio Conference

(Text as found by
Sinclair Brazier &
Hannah Barnard on
trip to Fantasia)