

Unknown vs Known

As the **Unknown** decreases, the **Known** increases.

And vice versa.

Thereby, you **Progress Over Planes (POP)**.

This is the Equation of your **Progression Over Planes (POP)**.

Progression Over Planes (POP) = Known Points (KP's) - Unknown Points (UP's).

POP = KP - UP.

However, the opposite also applies:

Progression Over Planes (POP) = Unknown Points (UP's) - Known Points (KP's).

POP = UP - KP.

The question, in this case, are two results. Is your **Unknown** deciding your Mission or is your **Known** deciding your Mission.

Regardless of such, you still gain Known Point's, Rank and Money in the same way.

KP's are Point's you are capable of using. UP's are Point's you are incapable of using i.e. you have to get such in the next Level of the Mission.

As you POP you gain more KP's.

KP's are used for EF's, ENERGY, CAP's, to HIT, FOE'ing, GR's, PAHHF Roll plus other things. See later.

UP's are the number of **Exploration Point's (EP's)** you must GO through to POP. One Exploration you GO on does not have to be worth one UP. If one Exploration is worth 02 UP's, it will be harder than a 01 UP Exploration to Succeed in. Essentially 01 UP equals 01 Exploration. So, a 03 UP'er is difficult while a 06 Up'er is vicious and a 09 Up'er is Near-Impossible.

UP's eliminated become gained KP's. This suggests the increasing significance of each UP as you POP.

Higher Planes are therefore more treacherous, difficult, complicated and/or involved.

The POP is a Cycle. While playing APOTHEUM, the flow will occur in this fashion.

As you POP, the UP's decrease in number per Rank. The next Rank it repeats. If you have 10 UP's per Rank (**Recommended**) then the next Rank has another 10 UP's.

Apotheum Colluseum, The Ultimate InterActive™ Game

You can do the next Rank at a higher UP i.e. 20 but this increases the Degree Of Difficulty through the hyperbole and learning curve in your Noobie's brain drastically (**Not Recommended**).

These POP's can be of any Duration; whoever plays AWE has the freedom to make them as long or as short as desired or as easy or as difficult according to the Rank being played for on an ascending curve of difficulty: thus Degree Of Difficulty is of utmost importance. See The Free Show.

P.S.: Like many other 3D Game Fanatic's, I do not like your long vague searching crap.

Also, if you do not have an **Adventure/Exploration Single Player Mode (ASPM/ESPM)**, what are you doing?

Progressing is done through gaining Knowledge i.e. Exploration. Through Exploration the Unknown becomes the Known, thereby increasing your KP's.

The Unknown can be very Exciting And Deadly.

As you POP: More KP's are gained. UP's are reduced to 0 at each Plane.

You then get the next Rank. In Apotheum Colluseum, which is the Basic Battle System of The Free Show, you can POP at a max of to Human Plane.

Recommended: You regain less UP's and increase the Degree Of Difficulty per 10 Rank's.

Recommended: To avoid excessive Degree Of Difficulty, try being more clever and creative in the challenges rather than just bloody impossible.

Recommended: Standard is 01-way direction through the 3D Level and not back and forth, like a muthafucka'...

Recommended: Standard is also that Ammunition = Ammo does not decide your Win in the level. You should be able to find such if needed.

See 3D Games on Internet in 2011 for other such standards. Though, I'm not sure I can tell anymore...

10 more AF's each **Higher Plane** are made. The **Lower Plane** AF's are optionally discarded being quite ineffective and anyway how does the Adventurer carry eventually 2413 Item's?? You could put them in Storage but when do they get stolen? Or, how do you go back and forth all the time, like a muthafucka'...

You gain a new **GAP TITLE** and a new **LAW OF PLANE**.

It is easier to HIT, your **PR** improving, as more B is approached, with your ENERGY, EF's, and CAP's.

Apotheum Colluseum, The Ultimate InterActive™ Game

A Bell-Curve is generated with 2D10 and UP, increasing more so. See **POP Chart**.

Such is optional. You still have other dice method's to generate various biases, something GG did NOT forget...

The way to POP: Is to Increase Balance (IB), so you can remain Unscattered and Whole; you can be a SLAVE, Unaware, Victim to the Unknown, you do not have enough Knowledge to Maintain your own ENERGY. Or you can be a God, knowing more than you do not, victim to your own arrogance, continually overexerting yourself. Thereby, you do not Explore, knowing you do not need to. Resultingly, you do not gain Knowledge.

POP'ing is Instantaneous.

Nothingness allows for Instantaneous.

It occurs the moment you satisfy the UP requirements, requiring nothing else.

If you POP in a different Plane you can choose the ratio of your Lower Plane, or the new Plane, depending on AWE. See Falling A Plane.

Conspiracy TIP #2: WHO YOU LEAST SUSPECT, IS GUILTY.



P.S.: Try not to print everything, you're a Tree Killer.