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About This Game

TheWorld is a massively multiplayer online sci-fi sandbox game

- +build-----you can build anything in the game. Base, spacecraft, fort, large fortress
 - +Process-----Any equipment and items in the game need to be made by yourself.
 - +Survive-----You need to make your character live as much as possible in this universe.
 - +Technology---Everything in the game is closely related to technology. You can choose any technology as you like.
 - +Battle-----In addition to the daily consumption of maintenance characters, you also need to be careful about threats from high latitude enemies.
 - +PVP-----Not all other players will be your friends.
 - +Disaster-----This is a cruel universe. Unstable stars can release deadly energy at any time.
 - +Cooperation--What you can do for a person is always limited. Work with like-minded friends.
 - +Rule-----You are in a universe that has never been reached by any human being. There is no government or law here, you can do everything you want to do.
- As long as you are ready to pay the opposite price.
- +Life-----Although we have mastered cloning technology, remember that brain death will be your real death.

GameStory:

With the development of science and technology at the end of the 22nd century, human beings were divided into three factions which called [U.N.N],[MARS] and [O.P.A.S], spanned all the reaches of the solar system.

Large number of population brought a result of resource depletion.Environment became worse day by day,even with a situation that people had to buy fresh air according to their credit rating.Conflicts of all sizes occur all over the solar system in every minutes .

Under the resource depletion of the earth, [U.N.N] started to gain resources from the solar system by all means.However, [MARS] and [O.P.A.S] couldn't endure all kinds of shameless actions any more, and they started a war against [U.N.N].The war among three factions consumed almost all the exploitable planetary resources in the solar system.

At the mean time, a mysterious signal from the edge of the solar system attracted the three factions. A mysterious giant relic was found near the signal.While facing this unknown threat, three factions signed an armistice agreement and send their elites to explore this relic.

The relic was activated by some kind of power when the scientific spacecrafts reached the relic.It opened hundred of wormholes to unknown universe. People became ecstatic and thought this was a gift from civilizations of a higher level.

They organized spontaneously, prepared to pass the wormholes.

However, the relic was destroyed by excessive power when people were full with hope. Wormholes collapsed one by one,same as some of those spacecrafts which were acrossing.

Under the interference of excessive energy and the unstable wormhole,the rest of spacecrafts were brought into a new universe.This universe was empty, only a dazzling yellow star, some gas planets, and asteroids scattered everywhere.

Their spacecraft was to be disintegrated.

There is no way back. They can only rebuild human civilization in this universe.

Title: TheWorld
Genre: Indie, Massively Multiplayer, Simulation
Developer:
TheWorldGameStudio
Publisher:
TheWorldGameStudio
Release Date: 2022

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: intel I5 6500

Memory: 8 GB RAM

Graphics: GTX970

DirectX: Version 11

Network: Broadband Internet connection

Storage: 100 GB available space

English,Simplified Chinese





2.07. ENCOUNTER: ZOMBIE STAMPEDE

CR 6 XP 2100

Token # Name

4 Zombie Elk

Placement:

DEVELOPMENT

The ranger Jando Parr has been following the zombie point during the fight (or immediately after it is over) catch a glimpse of a humanoid figure on the roof of a this check by 5 or more identifies the figure as a male sight for a moment and then makes for the tree line under the dome). Any PC who succeeded at the Perception moving away, other PCs may attempt a DC 20 Perception call out to Jando or make it clear they see him, he

COMBAT TRACKER

Name	INIT	HP	Temp	Sbd	Wind
Medium Undead 4	6	16			
Pip	5	10			
Algrim	4	14			
Burk	3	14			

Size 5 Reach 5

Round 1

ZOMBIE ELK

Non-ID Name: Medium Undead

Type: Advanced elk, zombie

INI: Medium undead CR 2

INITIATIVE: +4

Senses: darkvision 60 ft.; Perception +0

DEFENSE

AC: 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

HD: 3d6+3

HP: 16

Saves: FORTITUDE +1, REFLEX +5, WILL +3

SQ: staggered, DR Slashing; Immune undead traits

OFFENSE

Speed: 50 ft.

Attack: gore +7 (1d6+5) or slam +7 (1d6+7)

☑ Creature ☐ Trap/Haunt ☐ Vehicle

Map: ZOMBIE STAMPEDE

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