IF THE BOMB DROPS!

DEFCON

A NUCLEAR SURVIVAL GUIDE

INDEX

IMPORTANT

If our country is attacked by nuclear bombs or by missiles, we do not know what targets will be chosen or how severe the assault will be.

If nuclear weapons are used on a large scale, those of us living in the country areas might be exposed to as great a risk as those in the towns. The radioactive dust, falling where the wind blows it, will bring the most widespread dangers of all.

No part of the country can be considered safe from both the direct effects of the weapons and the resultant fallout.

The dangers which you and your family will face in this situation can be reduced if you do as this booklet describes.

• Read this booklet with care
• Do as it advises
• Keep it safely at hand
• Only use it as toilet paper as a last resort

OVERVIEW

DEFCON is a multi-player strategic game of thermonuclear war, where you assume the role of a military leader in charge of one of six world territories.

Protect and survive

The common aim in DEFCON is to wipe out the population and units of other territories whilst protecting your own.

All games start with the placement of ground and sea units and as the DEFCON level escalates, more and more deadly attack options become available, until DEFCON 1 whereupon you can launch your nuclear missiles.

A game of DEFCON ends with a victory timer, giving players 45 game minutes to carry out any remaining attacks, before the scores are tallied and the player with most points is declared winner.

INSTALLING DEFCON

To install drag the DEFCON application to your Applications folder. DEFCON is protected against piracy through an authentication key that is checked against our game matching server.

When you first start DEFCON, you will need to enter the authentication key that you received via email upon purchase of the game into the authentication window.

If that window isn't automatically shown, you can reach it through the options menu which is accessible by clicking on the options button in the main menu.

MAIN MENU OPTIONS

New Game
Start a new game. This takes you to the game lobby page where you can set-up the game options.

Join Game
Join an existing game. This allows you to join an existing game, listed either on your Local Area Network (LAN), or over the internet. You may also use this to spectate on other games.

Tutorial
Clicking on this button allows you to run one of 7 tutorial missions for DEFCON.

Rolling Demo
In rolling demo mode, three very aggressive CPU players are pitched against each other – nuclear Armageddon is assured!

Options
The options menu allows you to alter game settings that can improve the performance of the game, and solve network connectivity problems. To see what an option does, hover the mouse cursor over it to see a short explanation.

LOBBY GAME OPTIONS

When you create or join a game you're presented with the game lobby. If you created the game you can change the game mode and scoring, add CPU players, and chat with other players that have connected to your game. For a single player game simply fill all player slots up with CPU controlled players.

Team options
You can rename your team and, select your unit colour by clicking on the right pointing arrow by your team's name ('New Player' by default). Select the territory you wish to play by left clicking on the world map. To change to a different territory you first need to deselect your current territory by left clicking on it.

The game begins after all players have pressed the ready button.

GAME MODES

DEFCON has a wide array of game modes that can be chosen from the lobby window. Each game mode has its own challenges. Here you can see a brief explanation of each.

Default
Score points by nuking your opponents cities. DEFCON will play at the slowest requested speed.

Office mode
DEFCON will run in a window with no sound, and in real-time for no more than 6 hours. If the boss appears press esc twice to hide the window. Double click on the DEFCON taskbar icon to resume command of your country!

Bigworld
The world is twice as big! Each unit is half the normal size, and has half the radar range, half the weapon range, and moves at half the speed. For those who love a long game.

Speed DEFCON
DEFCON will run at full speed and will last no longer than 15 minutes. Pausing is disabled. Instinctive and brutal!

Diplomacy
All players will start as a member of the green alliance, with radar sharing turned on and scoring set to 'Survivor' (see below). How long will the alliance last? Three or more human players recommended.

Tournament
Standard rules are enforce. Players are assigned random territories, and spectators can't communicate with players during play.

Custom
No specific rules are enforced - anything goes. Set-up your game by selecting 'Advanced Options'.

SCORE MODES

Points are awarded differently depending on which mode has been set. So be sure to see which has been chosen before the game begins.

Default
You score 2 points for every enemy kill, and lose 1 point for everyone you fail to protect in your own territory.

Genocide
You score 1 point for every enemy kill.

Survivor
You score 1 point for every survivor in your territory. All teams start with 100 points and the score can only go down.

DEFCON 2 IN 0:24

THE WORLD MAP

Games take place on a world map, which remains your primary view throughout the game.

As you move your mouse to the edge of the screen, your view of the world will pan in the appropriate direction, or you can click the middle mouse button to drag the view. Use the mouse wheel to zoom in and out of the map, or you can use the Q and E keys. You can also use the WASD keys to pan your view around the world map.

Fog of war
Whilst you know where enemy cities are located, your view of enemy units in the world is reliant on radar coverage. Radar coverage is offered by naval and air units as well as radar units.

If your radar coverage is destroyed, it will severely hamper your ability to see what's happening in your region of the world.

Nuclear launch detected
There is an exception to the above rule. When a silo or submarine launches a missile, that launch is announced to players and the origin of that launch is displayed on your opponents' maps.

If a unit is detected, but the radar coverage of that area subsequently disappears, or a unit is detected through a launch of its missiles, a ghost of that unit is left on the screen showing you where it once was. If the unit subsequently moves or submerges, its ghost will disappear. Ghosts of buildings will remain forever as they can not move.

WHAT IS FALLOUT?

Fallout is dust that is sucked up from the ground by the explosion. It can be deadly dangerous. It rises high in the air and can be carried by the winds for hundreds of miles before falling to the ground.

The radiation from this dust is dangerous. It cannot be seen or felt. It has no smell, and it can be detected only by special instruments. Exposure to it can cause sickness and death. If the dust fell on or around your home, the radiation from it would be a danger to you and your family for many days after an explosion.

Radiation can penetrate any material, but its intensity is reduced as it passes through - so the thicker and denser the material is, the better. However even the safest room in your house will not be safe enough!

HOW TO BUILD A FALLOUT SHELTER

You need to build a fallout room and an inner refuge within it to protect your family from the radioactive fallout of a nuclear blast which you may have to live in for up to 14 days after an attack. Let's face it, after that length of time in confinement with other family members you may be wishing your shelter hadn't been so effective. If this is the case do not listen to the following advice...

1) Choose a space furthest from the outside walls and roof. Use the cellar or basement, if you have one, otherwise a hall, room, or passage on the ground floor.

2) Block windows and any other openings to protect against radiation.

3) Thicken the outside wall and floor with the thickest, densest materials you can find. Bricks, concrete, building blocks, timber, boxes of earth, sand, books and furniture are best.

You might need to make a family day trip to your local beach — sand is your best protector, stock up on it!

YOUR INNER REFUGE

Your inner refuge shelter situated within the fallout room will provide extra protection for the first 48 hours. Here are some ideas to make it extra safe:

Lean-to shelter
1. Construct your 'lean-to' using sloping doors or strong wooden boards and lean them against an inner wall. To stop them from slipping, hammer them to the floor. Anchor further protection to the slope of your refuge using bags or boxes of earth and sand, books or even clothing! (Check with the female members of the family first.)

Table shelter
2. If you like, use a large table instead as your fallout shelter, surrounding it with heavy furniture and boxes. Make sure it's large enough for you and your family to fit in underneath.

Cuboard shelter
3. Use the cupboard under your stairs if it's accessible. Put bags of sand and earth on the stairs and along the wall. If the stairs are on an outside wall, strengthen the wall outside in the same way to a height of six feet, mind your head!

RECOMENDED SURVIVAL KIT

- ☐ Walkie Talkies
- ☐ Special Respirators and Protective Suits
- ☐ Compressed Air Cylinders
- ☐ Transistor Radios
- ☐ Camper's Cooking Stove
- ☐ Packets of Seeds
- ☐ Garden Forks
- ☐ Small Arms: Rifles, Shotguns, Signal Flares

- ☐ Jammy Dodgers
- ☐ Field Telephones and big reel of telephone wire
- ☐ Scrabble or other long-winded board games
- ☐ Flash Lights
- ☐ Decontaminating Fluids
- ☐ One Rubber Chicken
- ☐ Dosimeters
- ☐ Wellington Boots

BUILDING YOUR OWN FALLOUT SUIT

Materials
· Obtain or make a one-piece suit, preferably zip-fastened. We recommend the following:
· Tracksuit / Shellsuit
· Boiler suit
· Overall
· Ski Suit

You will also need a thick pair of cotton socks, gloves and a hood or balaclava helmet to cover the neck, head and as much of the face as possible. Ingenious survivors may like to consider adapting racing helmets for use as a home-made 'fallout' mask.

Making the suit
Heat 2 gallons of water to 140° F (60C).
Add 1/2 a gallon of liquid washing up detergent, 1/2 a pint of disinfectant, and 1 lb of household soap peelings.
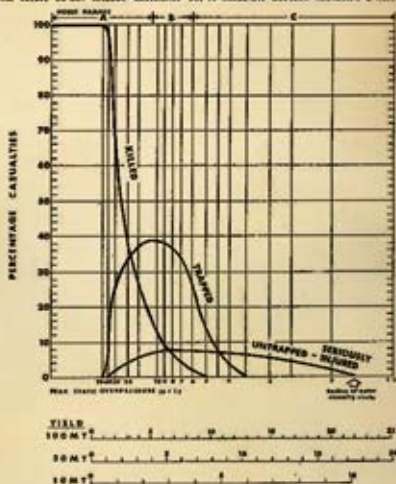Mix well.
Immerse the suit and other items and leave soaking for 15 minutes.

CASUALTIES DUE TO IMMEDIATE EFFECTS OF GROUNDBURSTS

Important
A duplicate set of undergarments should be worn underneath the protective suit to avoid skin irritation. The protective suit may be made from 'impermeable' materials such as PVC plastic or rubber, however such materials trap body heat and may cause excessive sweating and heat exhaustion.

UNIT INVOLVMENT

When a game is started, you must first place your units. Units must be placed within your territory, and once placed, land based units can't be moved.

Naval units are placed within groups called fleets, which can be moved after placement. Air units are launched from ground or naval units. Each game starts with a finite number of units, and once destroyed, units cannot be replaced.

Unit involvement
Naval units and silos are smart enough to defend themselves against enemy units automatically, allowing you to focus on a high level strategy. However, if you wish to engage enemy naval units, you will need to issue orders to units in your fleets. Air units behave differently and will auto attack other air units and naval units.

Sphere of attack
In DEFCON, airborne units are limited by range. You will see a red circle on the map when issuing orders to a unit, which shows its maximum attack range.

Meanwhile a blue circle shows the maximum fuel range of aircraft, and if you send an aeroplane beyond its fuel range, it will crash and you will lose the unit.

The DEFCON level
DEFCON stands for DEFence CONdition, and the DEFCON level dictates what can happen at any point in the game according to the table below.

LEVEL	STATUS
5	No hostile actions. Can move naval units within international waters
4	Radar coverage will provide information on enemy units within range
3	Can no longer place units. Can engage enemy units in naval and airborne combat
2	Continued and more aggressive hostile actions
1	Nuclear attacks allowed

SPECTATING A GAME

If a group of players have authorised it when setting up their game, you may connect to it as a spectator and view their progress without being limited by the fog of war.

This is a good way to scope out other players tactics and learn from their mistakes.

MAKING ALLIANCES

No game of global thermonuclear war would be complete without the ability to form alliances with opponents. Up to 5 players can form an alliance, depending on the number playing. Once in an alliance, your units can pass over an ally's territory without being shot down.

You will most likely be sharing your radar coverage with your allies too. If you form an alliance with somebody you are currently attacking, your nukes will automatically disarm and your units will disengage from combat with the new ally.

Note: Even if you are sharing radar with an ally, you will not be able to see his submerged subs. Watch out for betrayals!

Breaking an alliance

An alliance can be broken at any time, by any member, through a vote! If your fellow alliance players gang up, you might find yourself kicked out and the target of a massive attack. So use alliances with caution, and remember this is the Cold War!

THE ALLIANCES WINDOW

The alliances window allows you to ask opponents if you can join them in an alliance. This is done by left clicking on another player's name, and then on 'request to join this alliance'. All members of that alliance will be asked to vote, and if you receive a majority you will be accepted.

Removing alliance members
If you are in an alliance you can click on a fellow ally and 'request to kick this player'. As when joining an alliance a vote will determine if the player is successfully removed from the alliance. If not be ready for some fast talking.

All votes last 60 seconds and the results will be announced to all players.

Leaving an alliance
You can leave your alliance at any time by clicking on your own name and then on 'leave my alliance'.

Alliance benefits
By default you will automatically ceasefire against allies, and you will share all your radar coverage with them. If the game server has set the appropriate options you will be able to override these settings, and choose if you wish to share radar or maintain your ceasefire with your allies. This can be useful when preparing for a betrayal.

NUCLEAR EXCHANGE SURVIVAL TIPS

- Follow advice of 'elected' officials
  Wear a sunscreen of at least SPF45 to prevent radiation burn.

- DUCK AND COVER

- Keep in mind: Bombs will fall every ten (10) minutes for at least twenty (20) seconds, so keep calm, duck low, and remember, it will all be over soon.

- In the event of a nearby nuclear strike of twenty (20) megatonnes or more, expect variable hours of operation in your local stores and businesses.

- Despite what some anti-nuclear exchange activists and Communists tell you, stockpiling food will not help you... but your government can.

- If you see looters, do not join them as they may be Communists. The National Guard will be along soon... to maintain order.

- The taller the building, the safer you are.

- The shockwave from nuclear explosions is very similar to your everyday earthquake. For maximum personal security, stand in a door frame.

- And remember, nuclear exchange is for national security and your long-term protection. So put your best face forward, chest out, and show those foreigners what us Brits are made of!

GAME INTERFACE

Unit toolbar   DEFCON level   Game speed   Scores

DEFCON 4 IN 3:16

Communications window   DEFCON level   Game toolbar

DEFCON level and timer

A counter at the top of the screen shows the elapsed game time, and an on-screen countdown is displayed for each of the DEFCON levels. Towards the end a victory countdown is shown instead of the DEFCON level.

DEFCON   5 4 3 2 1   00:24.08
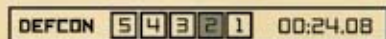
Game speed

The game can be set to run at 1x, 5x, 10x or 20x game-time by clicking on the required speed button. By default the game will run at the slowest requested speed except in 'Office' and 'Speed' mode where the game speed is locked.
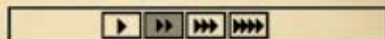
Scores window

The scores window shows the current scores of all players in the game.

Clicking on the 'show stats' button allows you to view more detailed stats regarding how your final score has been calculated. This is useful if you havent played a certain score mode before and want to see what you should target in order to win.

ScoreMode   Default

[CPU]Player 1   0
[CPU]Player 2   0
New Player   0

SHOW STATS

COMMUNICATIONS WINDOW

The communications window provides an in game IRC chat channel. By selecting the appropriate channel at the top of the window you can choose to speak to either everyone, those in your alliance, or spectators only.

It is also possible to speak to only a certain player by clicking on the players name in the chat window.

Spectators can only see text written in the spectator and public channel. The games settings determine weather they are allowed or not to write in the public channel for players to see. No matter what setting the spectators are however not able to write to a certain player or alliance.
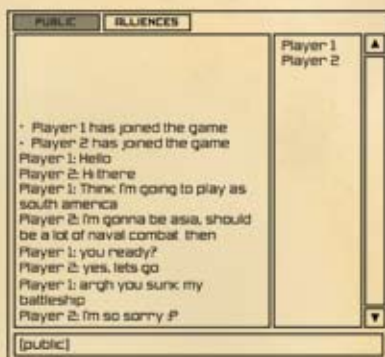
GAME TOOLBAR

The game toolbar hovers by default over the bottom right hand corner of the screen, but like all toolbars in the game, can be moved.

The game toolbar contains the following icons which if clicked will invoke the following action:

Units:
Brings up the unit placement toolbar.

Allies:
Brings up the alliance window.

Comms:
Shows the in-game IRC chat client.

Scores:
Shows the scores window in the top right of the screen.

Radar:
Shows on the map radar coverage of your units.

People:
Shows worldwide population densities.

Orders:
Shows unit orders.

Territory:
Highlights players' territories.

Nukes:
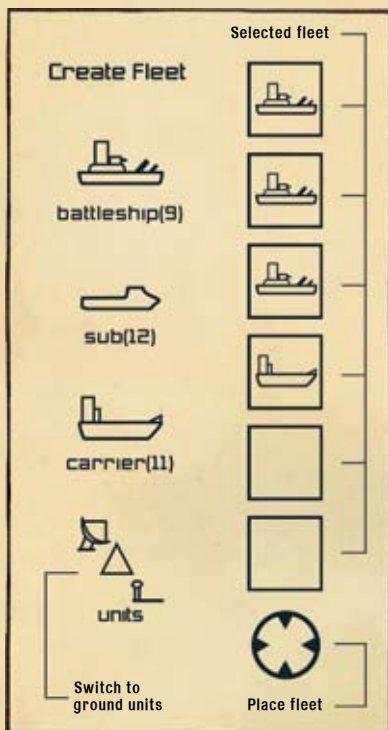Shows which units still contain nuclear missiles.

Info:
Toggles the unit info window which displays detailed information about units.

UNIT TOOLBAR

The units toolbar is used to place ground and naval units. Left clicking selects the unit to place. When selected click again within your territory to place the unit. Once units are placed, they cannot be replaced. The units remaining are shown in the units toolbar.

You can only place units in your territory, which is indicated when a unit has been selected. Units have to be placed a certain distance from each other, this is indicated by a circle surrounding the unit. If an area is unsuitable for a unit, it will be marked 'INVALID'.

Creating fleets

Naval units are placed within fleets. Fleets can be any size from one to six units and contain any mix of naval units. Once the fleet has been designed, you can click on the placement icon to place the fleet. To remove a unit from the fleet menu simply click on the box containing it, then select a new unit to take its place.

Mobilizing in time

However bear in mind that units can't be placed after DEFCON 3. If you haven't placed all your units by then you will be at a disadvantage, so think fast and place them while you can.

Create Fleet

Selected fleet

battleship(9)

sub(12)

carrier(11)

units

Switch to ground units

Place fleet

UNIT CONTROL

Highlight a unit:
Mouse over to see its state

Change unit state:
Control or right click on a unit (opens popup menu to set unit state).

Click on state : Set State

Shift Click on state : Set State for all ships in fleet (if applicable)
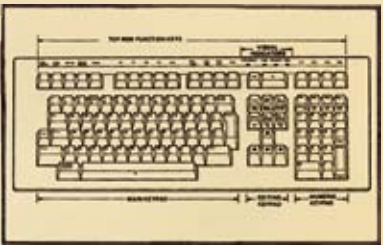
Select unit:
Click on a unit

While unit selected:
Click	Primary action, e.g. attack, launch nuke, launch fighter
Cntrl or right click	Move here (if applicable)
Space	Deselect Unit

KEYBOARD SHORTCUTS

Move Camera:	W,A,S,D or Arrow Keys
Zoom in / Zoom out:	Q / E
Deselect current unit:	Space
Type chat message:	Return
Save Screenshot:	P
Main Menu:	ESC
To hide DEFCON:	Double ESC

GROUND INSTALLATIONS
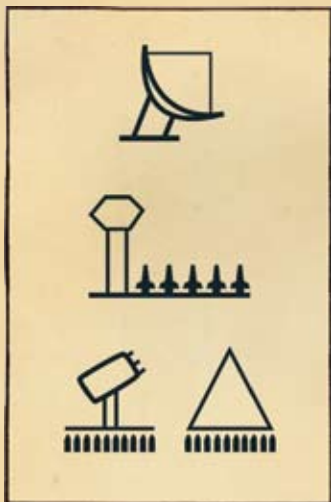
Radar Dish
Radars scan a wide range and display enemy units within their range on the map. The radar button on the game menu shows your radar coverage.

Airbase
Starts with 5 bombers, 5 fighters and 10 Short Range Ballistic Missiles (SRBMs) by default. The SRMBs are reloaded into empty bombers upon landing.

Missile Silo
Has two modes: launching nuclear warheads and shooting down incoming aircraft and missiles. Switching between modes takes time during which the silo is in-operative. Once in launch mode a silo can not defend itself, and reveals its position to other players after launching its missiles.

Silo contains 10 Long Range Ballistic Missiles (LRBMs) and can take 3 direct hits before it is destroyed.

NAVY UNITS

Carrier
Starts with 5 fighters, 2 bombers and 6 SRMBs. Can also launch depth charges against submarines in the vicinity.

Battleship
Battleships can only attack with conventional weapons however they are extremely effective against other naval units and aircraft.

Submarine
Submarines contain 5 Medium Range Ballistic Missiles (MRBMs) and are either submerged or surfaced. They are invisible to radar while submerged, but must surface to launch. They can be detected by sonar pings from carriers or other subs. Once detected or surfaced they are very vulnerable to attack.

Submarines have two modes: Passive Sonar and Active Sonar. In passive mode the sub will try to remain as quiet as possible, slipping by enemy fleets without attacking. In active mode the sub will ping the area with sonar looking for enemy ships and subs to attack.
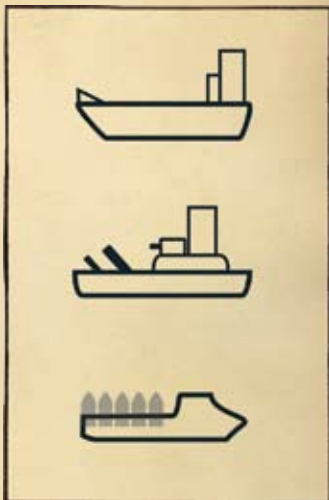
AIR FORCES

Fighters
Fighters can attack other fighters and bombers, but their most useful function is scouting out enemy territory, and discovering enemy installations.

Aeroplanes will automatically try to land at any airbase or carrier within range once they have completed their assigned objective. If they run out of fuel they will crash and are lost.

Bombers
Bombers carry one Short Range Ballistic Missile (SRBM). They can fly long distance and deploy nukes at close range. They are also effective against naval units. However they are slow and extremely vulnerable to enemy fighters.

Nuclear Missile
All missiles have the same payload, but differ in their range. Long range ballistic missiles (LRMBs) launched from a silo can reach any part of the map. Medium range ballistic missiles (MRBMs) are launched from submarines, and the short range ballistic missiles (SRBMs) are launched from bombers. Incoming missiles can only be shot down by silos in defensive mode.
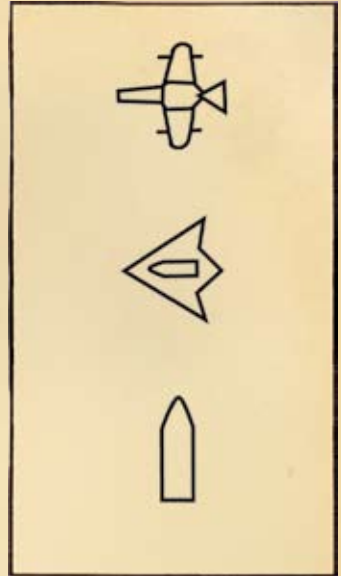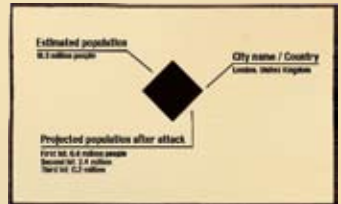
CIVILIAN POPULATIONS

Cities
You start the game with a pre-defined number of cities shown on the map in your territory's colour as diamonds.

The size of the diamond indicates the population of that city; as the population decreases, so does the size of the diamond.

TROUBLESHOOTING

Primary support page

For the latest troubleshooting advice and patches, please visit our online support page for DEFCON:

http://www.ambrosiasw.com/support/

License code problems

To retrieve a lost license code go to:
http://www.ambrosiasw.com/lostcodes/ OR send an email to: lostcodes@ambrosiasw.com

Problems getting DEFCON to run

• DEFCON requires OS X 10.3.9 or later. If you are running OS X 10.3.0 to OS X 10.3.8, open the Apple menu and select Software Update.

• If the game still will not run, check the DEFCON FAQs:

  http://www.ambrosiasw.com/support/faqs/ for similar problems.

• If you still have a problem, contact help@ambrosiasw.com.

Performance problems

• If the game is running too slowly, try reducing some of the graphics and audio quality. To do this, press ESC to bring up the main menu, then click Options.

• In Screen Options, try reducing the resolution and the color depth. On some systems 16 bit color may run much faster than 32 bit color.

• In Graphics Options, try enabling 'Low Detail World'. Also try disabling 'Smooth Lines', 'Show City Names' and 'Show Object Trails' as these can cause significant slow down.

• In Sound Options, try reducing the mix frequency.

• Ensure that there are no other unnecessary programs running.

NETWORKING PROBLEMS

DEFCON uses the following Network ports by default for multiplayer games:

- 5010 (UDP) : Game Server
- 5011 (UDP) : Game Client
- 5000 and 5001 (UDP) : MetaServer (public server listing).

If you are experiencing problems playing multiplayer games of DEFCON:

- If you are running a Firewall (System Preferences -> Sharing -> Firewall) ensure it is set to allow DEFCON to communicate on those ports.

- In DEFCON click on 'Options', then 'Network Options'. Set both the port numbers to 0. This will tell DEFCON to choose any freely available port number, instead of the default. This will solve your problem if another program is already using those port numbers.

Networking problems with hardware routers

- To see if this is the case try bypassing your Router and connecting directly to the Internet.

- Some Routers perform 'Port Scan and DOS Protection' or something similar. This is designed to protect against hackers, but can sometimes interfere with Defcon network traffic. If your Router runs this service try disabling it.

- Some Routers allow you to set up a single computer on your Local Network as a DMZ Server (De-Militarised-Zone).

  This means your computer will be directly accessing the Internet. If you set up your Game computer as the DMZ Server this will almost certainly solve any Router related problems with DEFCON, but does pose a security risk for your computer as you will not be protected by your Router any longer.

How to set up port forwarding

Setting up Port Forwarding can solve most network problems. This applies only if you connect to the Internet through a hardware Router or NAT Firewall, and involves setting up your Router to automatically forward all DEFCON related network data direct to the computer running DEFCON.

This is the final thing to try when everything else has failed. To do this:

- In DEFCON's 'Network Options' panel (main menu -> options -> network options) set the option 'Port Forwarding' to Enabled, and ensure the port numbers are set to default ie 5010 and 5011. You can use any port numbers you wish, just ensure they are fixed.

- Access your admin panel for your Router. Most Routers have a web interface of some kind, in which you can configure the network settings.

- The naming conventions are different for every router, but look for a setting called something like 'Port Forwarding'. Sometimes it is called 'Services', 'Firewall Rules' or 'Inbound Services'.

- You need to create a new port forwarding rule. You need to forward ports 5010 and 5011 UDP (Incoming) to the local IP of your computer. You can find your local IP by typing 'ipconfig' at a command line.

- For example, a typical setting would be: Ports 5010 and 5011 UDP, Incoming -> Forwarded to IP 10.0.0.3.

- Detailed instructions for specific Routers can be found at: www.portforward.com

WINNING STRATEGIES

Like Chess, there is no single winning move, and it's possible to win the game in a number of ways. Here are some general suggestions on how to give yourself the best chance:

Know your enemy
Fighters have a small radar coverage that moves with them. This makes them perfect for scouting missions deep within enemy territory. To know where enemy structures are located is well worth the loss of a few fighters.

Attack timing
Silos are extremely effective at shooting down your nukes. When attacking try to wait for the enemy silos to be in launch mode – then they are defenceless. If that is not an option, ensure you launch plenty of your own nukes at the enemy silos, and try to ensure they all land at the same time – they will have a greater chance of getting through.

Submarine surprise
Try to sneak your subs right up to the enemy coast. Wait until your enemy fires their ground silos, then use your subs to destroy those ground silos with nukes. The silos will not be able to defend themselves in time, and you will have left your opponent defenceless.

Sitting ducks
A fleet of 6 battleships is vulnerable because they have no defence against enemy subs. Mix at least 1 carrier or sub in with your battleships for protection.

Sub hunting
Carriers are the best weapons against enemy subs – put them into Anti-Submarine Sonar mode and search in the areas you expect enemy subs to be hiding – i.e. just off the coastline near your biggest cities!

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James 'Consul Bob' Gooch

James 'Lastof' Titmuss
Jason 'Jaysc' Tien
Jens Wiechers
Jo Stansfield
Johan 'Zarkow' Munkestam
Joshua 'Miah' Clayton
Justin 'Atelophobia' Gottula
JØrgen 'Dirty Harry Potter' Berthelsen
Kirk 'kauthor' Staley
Kasper 'Aaargh' Meerts
Leander 'elDiablo' Hambley
Luke Hoschke
Mariusz 'Mandi^ATO' Danilewicz
Mark 'LLamaBoy' Vine
Mark 'mrxak' Petcavage
Michael Nicholls
Mike Ash
Morten 'Nutter' Pedersen
mr. Violator
Nathaniel 'Mackilroy' Porter
Neil Ross
Nick 'NFReader' Farley
Nigel 'Mouse' Morse
Oliver 'AgentX 24' Grubin

Owen 'Mr Ed209' Billcliffe
Per 'PV2B' Von Zweigbergk
Phydaux
Piotr 'ThePiachu' Piasecki
PitBeast
Prozak
Richard 'false' La Charité III
Sam 'Mas' Norris
Shawn 'trickfred' MacIver
Simon 'neott' Sparks
Solra Bizna
Steven Noonan
Swil232
The GoldFish
Thierry 'Bolka' Martin
Tim Baverstock
Toby 'The TubStar' Innocent
Toumaz
Virginijus 'Legio' Pampikas
Will 'Mizer' New
WolfLord
Xander Henderson
Zachary 'Xyzyxx' Parker

thinking . feeling . judgement . perception . sensation . intuition . extraversion . introversion