

Twisted Kingdoms

MUCK "muhk"

(n) An acronym for "Multi User Character Kingdom" or other variations. Refers to a complex, often theme-oriented environment, similar to a MMORPG only text-based rather than graphical and usually intended for online roleplaying. MUCKs are accessible either through telnet or specially designed programs known as "clients" (i.e. SimpleMU* or MUSHClient).

Mission

We believe that, somewhere between the rampant twink/sex-fests and the ruleswhoring dramaqueen towers, there ought to be a place where you can create an interesting character without a fuss, find a niche with other good roleplayers who know where their shift-keys are, and just have a good time.

We wish to never take ourselves too seriously, to never fail to take the players seriously, and to have some serious, creative fun. We intend to create an environment so vibrant and vivid that it's fun to just walk through it and take a look at all the strange things you'll see. We intend to craft a theme that is open enough so as not to be constrictive to great writers, but which prevents overpowered jerks from souring the storytelling experience. We will never let the system rule the game, that's the players' job. Speaking of which, we will give any player who wants it a real stake in the direction and future of the muck

Setting/Theme

Twisted Kingdoms is a world that exists between sanity and insanity. A place dominated by the mists. Philosophers and scholars are still trying to figure out what exactly the mists are. People step out of them fully formed, the mists can be used to make things, and they seem sentient at times. As for your place in it... Maybe you were born here, maybe you just ended up here somehow. The technology level varies widely. If you want to carry a computer and have cybernetic implants, go for it. If you want to dress like a ranger and fight using only your trusty sword and bow, feel free. You don't need to know a huge pile of info to understand the setting. It's a waystation between many worlds, that's pretty much it, and the little quirks and details you can pick up as you go along.

Online

Our web page is located at www.twisted-kingdoms.com. The players' guide and all relevant information can be found there. The best place to start is the FAQ section where we've tried to condense everything into a neat and quick to read guide.

Connecting

In order to get the most out of your experience on Twisted Kingdoms, you'll probably want to connect using a dedicated Mu* client. A list of common Mu* clients can be found at OnlineRoleplay.com. If you don't already have a mu* client and are using Windows, you'll probably want to try SimpleMu first. For Mac OS X, you may want to try Savitar.

You can connect to Twisted Kingdoms at:

host address: muck.twisted-kingdoms.net

port: 8900