



•ENCYCLOPAEDIA•



# ASPOSIA



THE ILLUSTRATED COMPENDIUM  
for the  
CURIOUS  
PLAYER





# ENCYCLOPAEDIA ASPOSIA

contains numerous colored illustrations  
and an awful lot of big words

**Edited and randomly translated  
from the Asposian language by  
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*Edition 42b*



## Aerology

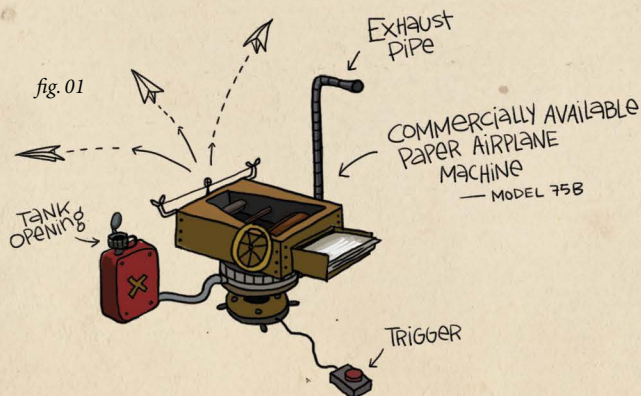
The extensive and complicated field of Areology can only be truly understood by well-rounded, educated souls. Wind research is the only recognized science in all of Asposia (the only noteworthy exception being the field of fhüsics, which has been dismissed as humbug anyway). Its practitioners generally exhibit an obstinate and unsophisticated behavioral pattern.

The achievements of Areogoly to date consist of exactly two ground-breaking landmark inventions: the wind wheel, which indicates if the wind is blowing, and the so-called "paper airplane machine" *fig. 01*, which enables the Aerologists to track the exact location of a wind current within a millimeter.

## Asp

Asposia has a finely balanced economic system that offers an equal dose of discrimination to both the ruling-powers as well as the low-end consumer.

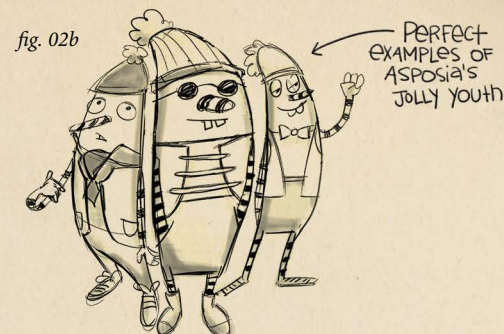
It was invented by the humble typewriter maker and amateur butcher Ernesto the Upright. He developed a system in which numbers are replaced with letters, minus with plus, and vowels with pistachios – which, no matter how you look at it, doesn't make any sense. He died before he could fully think it through or even explain it to someone.



## Asposia

Asposia *fig. 02a* is a gigantic world that exists inside of an equally gigantic void in the midst of an even more gigantic unending realm of soil. It is inhabited by the Asposians *fig. 02b*, and even today it is not agreed upon whether Asposia got its name from the Asposians or whether the Asposians got their name from Asposia.

Three wind fountains ventilate Asposia, but only one of them, since the appearance of the → **Basylians**, is left to provide wind for the world. Asposia's only source of light comes from the → **fوسفos**, which means there is no real day and night rhythm. It results in Asposians having to rely on how exhausted they feel to determine when they should go to sleep.



*fig. 02a*  
ASPOSIA 112 B.C.  
(→ BEFORE CONROY)

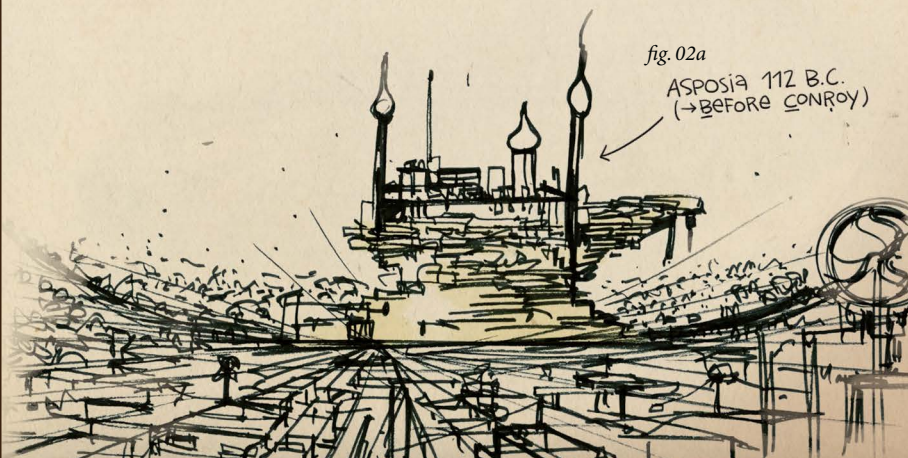






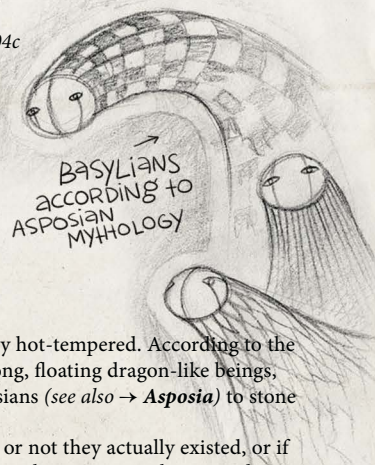
fig. 03  
MR. LAMBERTI  
A NATURAL ENTERTAINER  
OWNER OF THE PRIVATE  
BREWERY & THE FORMER  
MACHATRE.

### Asposian Root Beer

Asposian Root Beer actually contains significant amounts of alcohol, which is the reason why children under three years are only allowed to drink two pints per hour. The first known reference to Asposian Root Beer can be found in the Asposian national anthem (see also → *National Anthem*).

Since its discovery by the businessman Mr. Lamberti fig. 03, it has gained enormous popularity with the Asposian people, which, of course, is purely because of its healing properties. Known side effects to date include: complacency, jauntiness, and unwanted willingness to procreate.

fig. 04c



### Basylians

The Asposian wind gods fig. 04a are very hot-tempered. According to the beliefs of the Asposians, they appear as long, floating dragon-like beings, which are capable of turning sinful Asposians (see also → *Asposia*) to stone with their petrifying stares fig. 04b.

It had long been debated over whether or not they actually existed, or if they were merely a creation fig. 04c of overzealous parents who wanted to make their children eat their roots at dinner. All doubt was quickly eradicated when the Basylians made their first personal appearance, and at long last put an end to the rumors of their non-existence. Since then, all those who have fallen victim to the Basylians and have been turned into stone, help to decorate the cityscape.



fig. 04a

MOUTH  
CLOSED =  
READY FOR  
PETRIFICATION

fig. 04b

\* BEWARE! \*  
BETTER AVOID  
CONFRONTATION WITH  
PETRIFYING BASYLIANS.

### China (coll.)

Is nowhere to be found in Asposia.

Today's scientists consider it to be another bad joke.

### Color moths

The so-called color moths fig. 05 are particularly droll little Asposian insects. They have a fondness for light and have the ability to change their color, effectively camouflaging themselves to match their environment, shielding them from any potential predators.

What exactly this defense mechanism is supposed to achieve, is not quite clear, as anyone who has ever tried a color moth can tell you, they are nowhere near as delicious as they look.

fig. 05



fig. 06



### Conroy hand puppet

Get spiritual support at any time! The ABBOT CONROY hand puppet fig. 06 is just one product from Conroy's elaborate range of merchandise. When squeezed, it speaks and lends its support through Conroy's wisdom. It is also very soft and contains no sharp edges, so even the youngest little believer can hug it close to his heart. (Warning: made out of 120% chemically altered polyester; stains clothes and skin; can and will cause allergic reactions.)

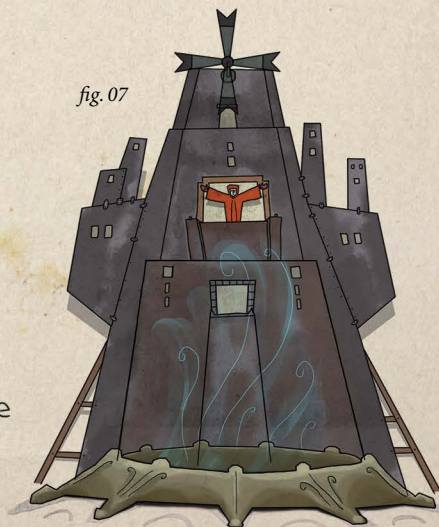


## Conroy's Palace

His holiness, ABBOT CONROY, is the last → **wind monk** in possession of a functioning fountain. As such, he naturally took up the emergency reign of Asposia. Conroy's palace is therefore Asposia's momentary seat of government. It is a gigantic cathedral *fig. 07*, which Conroy designed himself.

It has come to be the largest and most dreary-looking building in Asposia, which since its construction has cast its long shadow of piety over the land.

*fig. 07*



*fig. 08*

THREEEYE  
RELATED TO:  
QUADEYE,  
OCTAGOGGLE,  
THIRTEEN-SIARE

## Cyclops, see not → Threeeye

No, in Asposia, nature tends to deal out too many eyes rather than too few *fig. 08*.

## Fire Beetles

One great step in Asposian evolution is credited to the fire beetles. They are used in every Asposian household-oven and function as charcoal, but with the advantage that they never need to be replaced, produce hardly any toxic gases, and only occasionally need to be fed with smaller bugs.

Fire beetles heat up when someone insults them. The desired temperature can be reached with the appropriate level of insult – in other words: the nastier the insult, the hotter they'll become. Every good Asposian restaurant employs a drunken sailor, who can be called to the table on a moment's notice, should the guests request that their dinner be flambéed.

## Fish

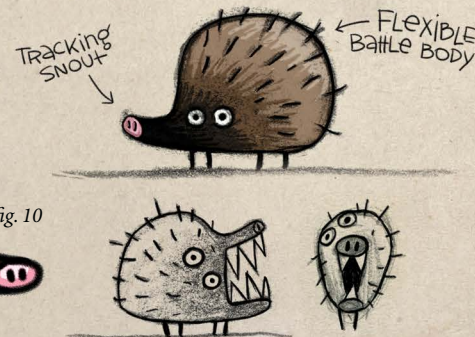
There are no natural fish in Asposia. The ones here were manufactured as pigeon feed and consist mainly out of egg whites and tin foil *fig. 09*. To this day, it is not clear why or how the Asposians even came up with the idea.

*fig. 09*



## Fonk

Every ruler needs a henchman. In ABBOT CONROY's case, it happens to be a true representation of his inner poise and charismatic nature – a hedgehog. But Fonk *fig. 10* is not just any old hedgehog. Anyone who knows him is quick to guess that he is a crossbreed of a hunting dog and a particularly aggressive pincushion.



*fig. 10*

## Fosfos

The Inner World has no sun to illuminate it; instead there are the so-called fosfos *fig. 11*. These small, jellyfish-like creatures light up when they come in contact with the wind. Without wind, they fall into an immediate sleep, become dark, and sink to the ground. This way, they can sleep thousands of years without ever growing older.

If one day they are brushed by the wind again, even after 1001 years, they will awake just as bright-eyed and chipper as if they had only taken a quick nap.

*fig. 11*  
FOSFOS  
NATURALLY DISPLAY  
A SPARKLING VARIETY  
OF SHAPES





## Gorf, the common

Gorfs *fig. 12* belong to the family of the so-called “Rational Amphibians”. Unfortunately, to this day, only very few Asposians have been able to make the acquaintance of this sophisticated creature.

They reside preferably in the root forest, where, sadly, they have no one with whom to share their wisdom. In addition to its exceptional intellect, the gorf is also equipped with a defense system that makes the Great Wall of China (*see also* → *China*) seem like a joke. From its skin to its breath, everything about it is designed to kill.



## Lower-Asposia, *see also* → Upper-Asposia

Lower-Asposia is one of two districts in Asposia that are in constant dispute over which is actually Upper-, and which is Lower-Asposia – as, being located inside of a sphere, their perspectives of up and down are always opposite. Both cities are equally big, equally beautiful, and equally stubborn.

Therefore, each year a competition is held to determine once and for all who has earned which title. Every year it ends in a fight over who the judge indicated when he announced his decision.

## Mechatre

Asposia offers a wide variety of cultural attractions. If you'd like to spend a nice evening with your beloved, that doesn't end in handcuffs, head on over to the Mechatre *fig. 13*. Here, the viewer is entertained by cheap metal figures that act out fictional stories upon a stage.

The most beloved works of the Asposians were comedies, in which the audience could hurl objects at the cutout figures. Since the appearance of the Basylans, however, this genre has completely died out. ABBOT CONROY now uses the stage at the Mechatre as an outlet for his own creativity, as art schools constantly turned him down in his youth.

*fig. 13*



## National Anthem

*“Asposia, Asposia!  
Oh my Asposia!  
Round are your walls,  
stale is your beer!  
World of three winds  
Asposians are we!”*

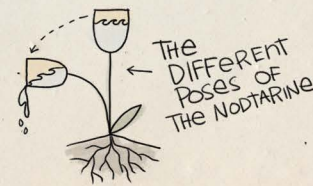
The third verse of the Asposian national anthem, written by an unknown bar guest. The first two verses were thought up on the very same evening, but no one can remember what they were anymore.

## Nodtarines

This magnificent flower is the only known species of Flora Perpetua and is the pinnacle of the Asposian natural selection process. This lovely little plant forms silver, shimmering juice within its goblet-like petals, which is enjoyed by Asposians throughout the land as a rare delicacy.

When the nodtarine is full, it spits out its juice onto its own roots *fig. 14* – it is from this gesture that the flower gets its name, which was officially changed twenty years ago from puketarine to nodtarine.

*fig. 14*





### Root Forest

As trees tend to grow in herds, they have created a forest *fig. 15* in Asposia. The myth-enshrouded root forest is a dismal and dangerous place. Some bold Asposians have even taken on the challenge of exploring it. Not one of them has ever returned to tell his tale.

### Root Lizard

The animal rights advocate Dr. Tenneboo first discovered the Root Lizard, during the Year of the Great Root Forest Disaster. Root lizards live under dried roots and are equipped with a tail in the form of a large ladle, which they use to strike enemies in the face or catapult them with dirt and berries.

### Sin-o-Mat

All throughout Lower- and Upper-Asposia, one can find the so-called Sin-o-Mats, specially designed for today's sinner on the go. Just state your sins and receive a suitable penance on the spot.

### Strawbear

There are two theories concerning the Strawbears *fig. 16*. One suggests that they have silently gone extinct, while the other maintains that they are simply a bit shy. Either way, they are very rarely seen, as their silky, red fur is highly coveted. Strawbear yarn is not only incredibly fashionable, but also quite valuable. Therefore, this particular fabric is reserved especially for the wind guardians (*see also* → *Wind Monk*).

ABBOT CONROY is very proud of his robes. Being a man of the world, he naturally had them made by the most famous tailor in all of Asposia, who, at the moment, is enjoying his residency in the local prison – for his own protection, as he understands it.



*fig. 15*

*fig. 16*  
PRESUMED APPEARANCE  
OF THE COMMON  
STRAWBEAR



### Tumble Mouse

A quite harmless, though potentially suicidal little creature. Its small mouse-like body is 98% covered with wool, which extends well beyond its tiny feet.

Tumble mice *fig. 17* are at the mercy of the elements, find themselves at the top of the menu for pretty much every other animal species, and possess no known defense mechanism to speak of.

*fig. 17*



### Upper-Asposia, *see also* → Lower-Asposia

Upper-Asposia is one of two districts in Asposia that are in constant dispute *fig. 18* over which is actually Upper-, and which is Lower-Asposia – as, being located inside of a sphere, their perspectives of up and down are always opposite. Both cities are equally big, equally beautiful, and equally stubborn.

Therefore, each year a competition is held to determine once and for all who has earned which title. Every year it ends in a fight over who the judge indicated when he announced his decision.

*fig. 18*





## Wind Fountains

At one time, there were three wind fountains that filled Asposia with fresh air. The one belonging to ABBOT CONROY lies in the middle of the city *fig. 19*, that of the former-abbot Maleus in the Vast Valley, and that of the former-abbot Pandur can be found between the sharp rocks of the Shovel Mountains.

There are several theories in Asposia as to the origin of the wind. With the dawning of the Hyper-Pragmatic Movement, came the sentiment that it just always works out somehow, while Hyper-Pessimists, like Pampel Gildenkamp for example, took the view that it makes no difference whatsoever where the wind comes from, as in the end everyone is going die anyway.

## Wind Monk

Asposia has a very simple, though somewhat outdated governmental system. For every wind fountain there is a wind monk who guards it: Maleus *fig. 20a*, Pandur *fig. 20b* and Conroy *fig. 20c* (see also → **Wind Fountains**).

Every few years, the people elect a new king from the three monks. After the loss of two of the three fountains, Conroy was the last guardian left. He saved the citizens the trouble of electing him, and hurriedly voted himself the new governmental leader, built himself a palace and assumed the position of emergency ruler.

*fig. 20a*



*fig. 20b*



*fig. 20c*



## Wind Song

It rings out in the hearts and on the lips of every Asposian.

This extraordinarily beautiful song is sung to every child from the time they can crawl. No one knows where it came from. The Asposian folklore tells that it is the wind itself that hums it as it blows across the land. ... Which is actually pretty creepy if you think about it.

*fig. 19*





