



JIHAD & BARNEY STORIES

A mostly-complete archive of the Jihad to Destroy Barney's writing is at <http://www.jihad.net/>.

Bull, Brian *Day of the Barney* (1993). Not a Jihad story, but considered the high water mark of early Barney parody writing. The author's website was pulled after threats by the Lyons Group, but it can still be found on various humor websites. The Jihad archive also contains two other stories by Bull, *Son of Barney* and *Death Zone Purple*.

Arsenal the Lone Warrior, *Fall of the Power Rangers* (1995). Truly one of the great offbeat classics of early Jihad literature, this story chronicles one man's fight against the scourge of mid-90's mass-marketing, the Mighty Morphin Power Rangers.

Operation Phoenix (1996). The earliest complete story in the archive, this one covers the X'hirjq Invasion.

Operation Pacifica (1996-1997). The story of a Jihad rescue mission in the Pacific. Sequel to *Operation Phoenix*.

The Marraketh Connection (1997-1998). The premiere of VRDET, another rescue story.

Operation Homefront (1998). A multi-JAO mission to stop a global spongification array

Operation Samsonite (1999). The premiere of the JPV. Unfinished as of 2006.

Felton, Kirk *Alone In The Night* (2001). A short story dealing with Charn'El in the aftermath of Operation PACIFICA.

Merquoni, Aris & Templeton, Katrina *I Left My Sense In San Francisco* (2002). A story that was intended to give the Line Editor a stroke, but had the opposite effect, much to the authors' chagrin. Recommended.

Jihad Universe 3.0 (2004-). The

most recent Jihad story. Still being written as of July 2005. Expected to be finished sometime in early 2007.

ROLEPLAYING RESOURCES

We used a whole lot of different RPG sources to help us piece together the most recent Jihad Universe setting.

Pulver, David et. al. *GURPS* (Steve Jackson Games 2005). Obviously the major influence, the first version of this book had *3rd Edition* material added as a lark, which we later expanded and updated to *4th Edition* for this release. The books we've used or referenced include (but are not limited to) *GURPS Atlantis*, *GURPS IOU*, *GURPS Illuminati*, *GURPS Infinite Worlds*, *GURPS Magic*, *GURPS Powers/Supers/IST* and the ever-popular *GURPS Ultra-Tech 1 & 2*.

Stolze, Greg *Unknown Armies* (Atlas Games, 2002). Gritty urban horror/fantasy gaming. Some of the feel filtered into the Jihad Universe in spots, and we figure UA would make a good alternative system for running Jihad Universe games.

Vasilakos, George et. al. *Conspiracy X* (Eden Studios 1996). A setting based off the classic conspiracy tropes of the 1990s, *Conspiracy X* in all its variations informed a lot of the mundane actor material in Chapter 5. We like to think that the Jihad Universe might make good crossover material.

COMICS

Despite all the work we put into making the Jihad Universe more realistic, it remains a comic-book universe at heart. Here's a few of our inspirations.

Ellis, Warren *Stormwatch* (Wildstorm, 1998). International superhero group battles evil on a global scale. Works as a rough "Jihad goes public"

analogue.

Ellis, Warren *Planetary* (Wildstorm, 1999-2006). Investigators plumbing the depths of weirdness of the 20th century. The direct inspiration for the group in Chapter 4.

Foglio, Phil & Kaja *Girl Genius* (Airship Entertainment, 2000-). Adventure, romance and Mad Science in an alternate steampunk world. Jihaddi mad inventors would feel right at home here.

Morrison, Grant *The Invisibles* (Vertigo, 1996-2001). A band of anarchists trying to save the world from Lovecraftian monsters. A good way to approach a mundane entering the Jihad's world for the first time.

Perry, Fred *Gold Digger* (Antarctic Press, 1993-). Adventures of a super-intelligent archaeologist and her were-cheetah sister. Recommended for gratuitous silliness if nothing else.

Winick, Judd et. al. *Exiles* (Marvel, 2001-). Various alternate versions of Marvel superheroes bouncing between alternate universes righting wrongs.

Wolfman, Marv *Crisis on Infinite Earths* (DC, 1985). The dimension-destroying crossover event that started the modern age of comics. Recommended read if you want to try and understand Operation WORLDWALK.

OTHER MEDIA

The Adventures of Buckaroo Banzai Across The 8th Dimension (W.D. Richter, 1985). The classic cult movie about a hero and his idiosyncratic sidekicks fighting aliens.

GI Joe (1983-1987). Secret bases, super technology, specialized supersoldiers against an enemy dumber than most rock formations. We can't confirm it, but we'll eat our hats if this isn't the inspiration for a lot of the original Jihaddi.



APOLOGIA

“Everything goes by the board: honor, pride, decency to get the book written.”

—WILLIAM FAULKNER

It all started years ago, when as an mostly-innocent high school student I downloaded a copy of “Barneystein 3D,” a fairly silly-ass mod to the equally silly-ass first-person shooter *Wolfenstein 3D*. Included with the image mod was a good big old stack of fiction from alt.barney.dinosaur.die.die.die, including what most people consider the first real classic of anti-Barney fiction, “Day of the Barney.”

I read it, and I was hooked.

Around the same time, I found a dialup shell account out of the University of Denver. The account was free, so access was limited, but I could wander around the Web and gopher — remember gopher? — using lynx. And lo and behold, I found the original Jihad website, back when it was on the Santa Cruz Armory server. Using lynx, I didn’t know how hideous & garish the design was, but the available content was even more interesting than the other stuff.

When I managed to cajole my parents into getting a proper internet service, my first destination was good old ab4d. Destiny had it in for me from the start, I guess.

My early career was unimpressive. Like many a newbie before me, I started my own group, The Evil Geniuses for a Better Tomorrow., to a lukewarm response. The more established members laughed at my newbie mistakes, just like everywhere else on the internet. My timing being impeccable, I managed to show up in the middle of the internet drama that was The Great Serp Purge, so there was a fair amount of paranoia where I couldn’t see it. There would later be a great deal of paranoia where I *could* see, but that’s another and far less pleasant story.

Anyway, once the Purge has run its course, things calmed down a bit and I got to interact in more comfortable ways with the rest of the group. Then, between the *Phoenix* and *Pacifica* storylines, destiny decided to fuck with my life once again. On the spur of the moment, I decided to build a general guide to the Jihad’s oft-confusing story/game world. The beginnings of the project were, to be frank, pretty weak. Not much more than a list and description of stuff found in the early stories. When DeadLock the Feral, the then up-and-coming de facto leader of the Jihad, took an interest in the project, it really began to get off the ground. Between the two of us, we decided that instead of a simple list of stuff, we should try and formulate a proper role-playing guide to the JU. Since this project would codify the whole shebang, we ended up calling it the *Jihad Universe 2.0*, or JU2.

We had long voice & IRC conversations about how to shape the universe. Most of it, however, was eventually lost. Partly because I lost the notes over time, but mostly because a *lot* of DeadLock’s suggestions were heavily influenced by White Wolf Games’ *World of Darkness* series. At the time (this would be near the end of *Pacifica*, if I remember correctly — call it late 1996), DeadLock

and the Maenads of the Holy Albino were the de facto storytellers in the Jihad, and they had a very strong bias towards *WoD*. DL did anyway, and he was the driving force behind most of the Maenad storylines.

I freely admit to personal bias here: I’m not a huge fan of *WoD*. Especially not the more angstful *Werewolf* and *Vampire* stuff that DL insisted on putting into the game. I distinctly remember a long conversation where he went through and detailed the Jihad’s position on *every single type* of *WoD* were-animal. In the end, all of that stuff was cut, and rightly so in my terribly unhumble opinion.

The months passed, and I kept working on JU2 in fits and starts. The Jihad as a group finally came to a sort of drama critical mass and imploded. DeadLock left the group shortly thereafter, citing boredom and trailing enemies — including me, as it turned out. I was swept into the power vacuum DL left behind, and I still kept working on JU2, even though the group it was for was more or less history by that point. Fireball came on the team to replace DL, and together we pulled off a miracle: We made sense of the muddle of stories that made up the Jihad and created the *Jihad Universe 2.0*. We released it to the Jihad with great fanfare, and nobody who hadn’t already seen it gave a damn.

I got pissed and threw a huge public drama-fit of my own, swearing that I was through with the Jihad. A month later I was back at it, building bigger and better foundations for the game.

I have been *consumed* by this mad gibberish, swallowed like Jonah into a world where danger hides behind a kidvid show, mad scientists lurk underneath mountains opening holes into other dimensions, Atlantis waits under the sea for the foolish to pry her secrets out, and anybody with the eyes to See and Understand can grab a Really Big Gun and help Save the World.

It’s been almost twelve years (ye gods, how the time flies) since I first read about this group, and much has changed. Almost all of the old guard from 1994 are gone. DeadLock’s gone, JFox, Arsenal, J-Rock, Owsen, Windigo, Shardik... all names of former Great Leaders who’ve departed for warmer climates. The Jihad itself has dwindled from a cast of hundreds to a mere dozen active members. The message boards and web pages are all collecting dust.

Those dozen people left of the Jihad still have a great deal of fire to them, though. They’re continuing to add to the structure that I built, creating newer and greater monuments to one of the Internet’s oldest running gags. As a GM, I couldn’t be prouder of any of them.

It’s to them, Katrina, Patrick, Kirk, Dan, David, Elena, William, Susie, Joe, Rens and Jim that I dedicate this final-and-I-mean-it-dammit version of the *Jihad Universe Role-Playing Game & Writer’s Guide*.

As for me, I’m outta here.

Ave atque vale.

“Σ-JoM”

Sean Malaclypse Breen
April 7, 2006