



Schulmanicus: Prehistoric Prying

Someone was watching. The Schulminions showed great promise: intellectual, peaceful, and they could carry quite a tune. All they needed was a spark. Something to jump start the process and help these Sims make a quantum leap in their development. The little tribe was oblivious to the observers. Advanced technology had allowed the observers to note the tribe's progress and see its enormous potential. There was quite the discussion at the observers' headquarters about what to do. There is the doctrine of non-interference which stipulates that societies should develop on their own, unimpeded by outside forces. The faction supporting non-interference had the upper hand.... Until word came back that the Schulminions had made an enormous leap in their intellectual capacity. The loosely associated group had been a fairly egalitarian one, a concept which is rare for most societies at any stage of development. But, now, for the first time, the Sims had banded together to choose a leader. The reasonable group decided to go for the most capable leader. They chose the wisest and strongest leader they had – one who had the greatest potential to help the Schulminions tame their island home and begin their path to glory. In their infinite wisdom, they chose the mighty Wirdle as their leader. The Supreme Wirdle was the right choice at the right time. That selection showed a genius which convinced the observers that this tribe was the wisest of all and deserving of a special catalyst to their progress. For, you see, the Supreme Wirdle was not a Sim at all. She was a cat. These Sims had earlier domesticated cats (or, vice versa) to harness their wisdom and skills. A cat is a natural leader. Anyone who has ever had one around knows that cats are skilled managers, getting their directives followed with purrs and rarely resorting to claws. She and her line would be the natural leaders for the tribe and carry the banner of Schulminions across the known world (which, at that time, was still just the island of Schulmanicus).



The newly chosen Supreme Wirdle plans great things for her nascent empire.

This brilliant decision turned the tide in favor of the Schulminions and the decision was made to initiate the *anachronismator*, a device which allows for technology to leapfrog several steps of development over time.



Deploying the anachronismator



The anachronismator glides gently down from orbit



The device lands just outside the small village in the late afternoon.

The Sims were busy petting their new leader and providing laps for her entourage, so no one noticed the black monolith descending from the sky. But, one curious little monkey did...



This little monkey activated the anachronismator. And, in a brilliant flash of light, the world changed. The Supreme Wirdle suddenly had a vision showing her tiny settlement, perched along a small hill near the shore, morphing into a vast collection of buildings, connected together by streets. She just saw the future. She saw a city. A Sim City.

