

## And Still More Movies: **Space Invaders: The Uptowners Strike Back**

Long, long ago, in a southern city far, far away ....

Rebel forces led by Princess Dorothy Mae Not overthrew the Uptown Empire. The final destruction of the Uptowners was inflicted by the Mardi Gras Anti-Discrimination Ordinance ("MGADO"), a powerful weapon that was personally crafted by Princess Dorothy Mae. As a result of the adoption of the MGADO by the Ruling Council, the reign of the Uptown Empire, once led by its powerful gods Momus, Comus and Proteus, was brought to an end.

Thereafter, the City enjoyed an unparalleled time of peace, prosperity and cultural diversity. To the amazement of the populace, Rex and Zulu even shared Lundi Gras billing as equals.

However, the Uptown Empire was not dead, merely in hiding. Now, a new generation of Uptowners has risen up and seeks to reclaim the streets of the City for an ethnically cleansed celebration.

The advance guard of the resurgent Uptown Empire is a secret organization known as the Knights of Chaos. This organization is reputedly composed of former lieutenants of the Comus Imperial Guard. The young Knights have mastered the use of the "Patently False Affidavit", which has been developed as an effective defense against the powerful MGADO. Using this new weapon, the Knights plan to retake the traditional uptown route that they believe to be their natural birthright.

The Knights of Chaos have already proven that they are a formidable force. In securing permission to parade on Thursday night before Mardi Gras, they

have crushed the spirited opposition of the Bards of Bohemia, a wandering band of Carnival nomads whose existence was perceived to be a threat to the Knights of Chaos.

Now, the Knights of Chaos have set their sights upon a new and much more difficult goal -- earning the respect of the City. In order to do so, the Knights seek to distance themselves from their forefathers, who have marched wearing hoods and masks for centuries. They recognize that their parade would have little chance of obtaining regulatory approval if their affiliation with the gods of old were publicly known.

In order to disguise their true origin, the Knights have usurped the honored name of the Krewe of K.A.O.S., a sub-krewe of the Krewe du Vieux, which has a reputation for the very social inclusion rejected by the old gods. (The Krewe of K.A.O.S. even admits female acolytes into their number, which is considered heresy by the Knights of Chaos.) Its leader is the Emir of K.A.O.S., a wise and powerful despot who makes great use of the advice of his Kouncil of Advisors and the ministrations of his Royal Consort.

The Krewe of K.A.O.S. rightfully views itself as one of the true keepers of New Orleans carnival spirit. For many years, the Krewe of K.A.O.S. has been a vital part of Krewe du Vieux and a very public participant in the carnival spectacle. In that time, K.A.O.S. has developed a reputation for political and social satire, a unique *joie de vivre* and an occasional lack of good taste.

For years, unfounded rumors have circulated about the meaning of the K.A.O.S. name. True disciples know that K.A.O.S. has meaning on many levels, most of which can be fully appreciated only by those who have committed themselves to follow the enlightened path set forth by the Emir.

For the first time, it is revealed

that K.A.O.S. is an acronym for the "Kommittee for the Aggravation of Organized Society". K.A.O.S. has acquired information that leads its members to conclude that the Knights of Chaos are the agents of organized society, possibly even polite society. As such, these so-called knights are the sworn enemy of K.A.O.S.

Thus, the carnival stage is set for another epic saga in the eternal struggle between good and evil. Although they lack the money, social standing and political connections of the Knights of Chaos, the Krewe of K.A.O.S. enjoys one significant tactical advantage: they parade first!

The Krewe of K.A.O.S. will use this opportunity to demonstrate to the public the nature of the threat posed by the invading Knights of Chaos. They will expose the Knights of Chaos for the "Space Invaders" that they are. The fierce warriors of K.A.O.S. are committed to waging a jihad against the usurpers of the K.A.O.S. name.

The struggle for the K.A.O.S. name will not end on the night of the Krewe du Vieux parade. In the first of what will no doubt be many sequels, more radical elements of K.A.O.S. have vowed to assault the Knights of Chaos head-on, to "make their single malt scotch drinking, stock quote observing, Antoine's eating, Mercedes driving existence a living hell." Rumors abound that these radical K.A.O.S. members are planning to prevent the Knights of Chaos from achieving the "official" recognition they seek at the Gallier Temple on the night of the Chaos parade. These K.A.O.S. warriors plan to prevent the Mayor from toasting the royalty of this upstart organization.

Whether on the night of the Krewe du Vieux parade, or at the barricades in front of Gallier Temple, the members of K.A.O.S. will prove, once and for all, that "K.A.O.S. rules".