



Seed Pods - History

Pre-game - Day 1/20

It is the year 2874.

Extended Humanity has colonised much of the solar system. By genetically modifying Homo sapien root code, where appropriate, and through feats of engineering, sentient individuals can roam without spacesuits across Venus, Mars, Europa, Titan and Pluto. Other solar system bodies have been highly colonized - domed or subterranean cities can be found on the Moon, Mercury, Ceres, Pallas, Vesta, Leto, Flora, Io and Charon. Further settlements are scattered across almost every Sol celestial body, with numerous artificial worlds also constructed, situated in as diverse locations as the upper coronal layers of the sun to within the depths of the Oort cloud.

These physical fragments support diverse and rapidly changing populations. The simplicity with which successive generations can be altered in form and outlook by their progenitors has rendered 'humanity' a mercurial fluid. Generally speaking, for the last half millennia each Sol body has been self-governing. Prior to this, following the rebalancing of the Earth ecosystem and the 22nd century expansion, the 23rd century was filled with abysmal conflicts which sorely damaged Earth, Mars and destroyed the Phobos and Deimos colonies. It was the development of the Hoban 'Blink' drive propulsion system, coupled with the decision by most Sol system nations to edit out the warlike tendencies of their own populations, which allowed the subsequent centuries to exhibit continuous and near system wide population growth, from the warren tunnels of Mercury to the icy straits of Pluto.

Self editing at a genetic level did not neuter the human race. Technological prowess has steadily increased through the centuries, and scientific curiosity remains a key drive for many individuals inhabiting the human worlds in determining how to spend their existences. Of course, ready pleasures have provided enough sustenance for many, though populations of few worlds have given themselves wholly over to those. Cybernetics and robotics are not at a suitable level to allow continuous immersion in artificial pleasure pods just yet...