



## Seed Ship 327

## Pre-game - Day 4/20

Seed ship 327 is the latest completed vessel in the Sol interplanetary fleet.

As with most ships within its class, 100,000 starting occupants will enjoy a comfortable and stimulating shipboard environment and excellent biofood production and recycling system for use throughout the extended mission. 500,000 single use 'seed pods' line the exterior of the vessel, with extensive autofac facilities allowing for the construction of many more. 200 colonization and 200 multipurpose workshop vessels are also docked with the main vessel, filled with Coma crew, revivable as and when required. 20 short excursion blink ships also blister the hull, which may be used to explore other oddities in line of sight within a system, or to attempt rescues of lost expeditionary parties.

A cruise itinerary has been generated, with several revisits to promising previously discovered systems intermixed with fly-throughs of wholly unknown star systems programmed into the shipboard master computer. Cutting edge laboratories and workshops will allow investigation of encountered habitats, items and resources, as well as the spontaneous fabrication of equipment deemed necessary by the shipboard party.

As is common practice, the spin drive will be kept in continuous operation during the voyage. As the ship approaches a star system, key personnel will be anti-coma'd, to aid in assisting the computer in selecting the most promising star or planetary body to orbit and explore. This body will then be the focus of the work within the system.

Upon reaching orbit, a suitable expeditionary party will be revived to deploy to the surface to explore the world, while the spin drive recharges for the next interplanetary flight...

...Within this expeditionary party will be YOU.