



## Seed Suits

## Pre-game - Day 6/20

Each expedition participant is equipped with an appropriate environmental suit, or 'Seed Suit' for exploring the planet to be surveyed. Though these may vary with deployment, they all operate on the basis of a one month continual use; recycling systems repurpose waste products and incorporate new nutrient and water packs, delivered via special environmentally secure valves. A failure to acquire these additional packs can cause a problem after 72 - 144 hrs.

In addition to basic nutrient cycling, the Seed Suits are equipped with numerous health monitoring systems, limited medicinal capacities, short range communication equipment and on-board computer. These limited supplies can be augmented with further material stowed within the Seed Pods, such as the rocket pack, various further medical systems and defence and science items.

One of the most useful components of the current design of Seed Suit is the integration of a burst text transmission receiver / transmitter. This device allows short messages of 200 characters to be transmitted to orbiting relay stations (deployed by a Seed Ship upon orbital insertion), and bounced to all other expedition members. Although the energy cost in making these transmissions is rather high, receiving messages costs almost no energy. Such a transmission system can be extremely useful, as was found on Alpha Centauri D when the unlikely behaviour of the 'Rattling Cacti' was first discovered by Anamal Heynes. His fast action in sending the appropriate warning to the other explorers surely saved many lives - if not of course, his own.

In addition to the burst text system, the suit computer also keeps a track of spatial information, insuring that the explorer minimises the chances of getting lost, can find his or her Seed Pod in good time for retrieval, and to guide the explorer to a particularly interesting location.

Seed Suits are atomised on return to the Seed Ship, to reduce the chances of mothership contamination.