



The Sol System

Pre-game - Day 7/20

The Sol system of 2874 has been heavily populated by Homo sapiens.

The early robotic probes of the 20th century showed the planets to be hugely divergent in form. Moons orbiting Saturn, Jupiter, Neptune, Uranus and even Pluto were all as unique as the fingerprints of individuals. Atmospheres were found, breathed in by 21st century remote samplers, in some cases converted into fuels or food for early colonists still travelling by chemical rocket.

The Hoban 'blink' drive, a fusion based engine which operates along lines of clear (if distant) sight, greatly facilitated exploration of the Sol worlds and moons, the dwarf planets of the asteroid belt, the Kuiper belt and Oort cloud. Automated systems fabricated artificial colony worldlets to an increasing extreme range of designs.

As of 2874, census taking is difficult within the Sol system. The majority of planets are independent, maintaining a range of political systems. Generally, life is agreeable to most of the human race and opportunities to tailor individual existences are available to many. Each populated world has imprinted its developing societal structures onto its populace, and the differences between the inhabitants of each world, moon and worldlet can far exceed the purely physiological.

The Sol system is vaguely co-ordinated by the central Sol government, maintained on Earth (Beijing) and comprising representatives of every physical body (or alliance of smaller bodies) with populations exceeding 1 million.

Over the next few days, the most significant of these worlds and alliances will be introduced...