

## Space Land Rush

When you got the email from Earthcomm, it was like being told you won a billion commnote lottery. Except this was worth more than the inflated crap Earthcomm pays its wagies with. This was a successful application for a land claim on a newly terraformed planet. It was guaranteed food, fresh supplies yearly, and a contract that let you build whatever the hell you wanted. Quickly looking over the email, you look to see that it was, indeed, you who won.

BACKGROUNDS (Choose 1):

### [Rural Earth]

>When the organization that would become Earthcomm outlawed major settlements outside of Ascension City on Earth, it was an overdue formality several hundred years too late. Most of the abandoned surface was either unbearably hot, polluted, or both. Did you spend your days in a nomad clan, or were you one of the stubborn hangers-on who populated Nunavut's beaches? It didn't matter, since you were going to be leaving this place pretty soon.

>Take |Grit| for free

>Can't take |Bank Account|

### [Ascension City]

>The Last, Greatest, and Least Terrible city Earthcomm controls. Its glory days as a Corper resort and space freight capital are behind it. Regardless, even the desperately poor of Ascension City's many slums have access to air conditioning and perfectly clean drinking water. You don't live in those hellholes, considering that you were allowed to apply for the claim at all.

>Take |Childhood Internship| for free

>Can't take |Exoplanetary Farming|

### [Earth Orbit]

>Earthcomm believed Ascension City's space elevator was the only survivor of Earth's economic implosion. Their first interactions with the Orbital Families proved otherwise. As an organic example of Kessler syndrome, you've been born into an incestuous screwball of Old Earth racism and Corporate malingering. Hopefully you aren't too genetically damaged to take advantage of this opportunity.

>Take |Bank Account| for free

>Can't take |Grit|

### [Asteroid Mining Base]

>Old Earth corpers were less Technocratic and more Kleptocratic. Not that the difference can be made on a mining base. Whether it was Earth's (barren) moon, Ceres, or some nameless rock floating through the belt, you found yourself shanghaied here as a child by desperate debtors looking to avoid another prison sentence. They failed, of course, but you gained a surprisingly competent education and upbringing in their absence.

>Take |MicroTek| for free

>Can't take |Dowser|

### [Arcology]

>The colonization of Mars was a pipe dream for centuries, and a few dozen attempts now litter the surface. Turns out that it takes religious devotion to sustainability and ecology to survive on

this rock, not hundreds of billions in Corper scrip. You were doubly lucky, being allowed to leave the Arcology and being able to contact Earthcomm for the application. Thank the elders all you want, but now you can spread your wisdom to new stars.

>Take |Exoplanetary Farming| for free

>Can't take |MicroTek|

[Jupiter Colony]

>The first real success Earthcomm ever had was establishing the Jupiter Harvesting Project. At least, that's what the propaganda being fed to you daily says. Not that it makes your colony's mission any less impressive. Both exploration beyond the Solar System and Cost-Effective Terraforming are reliant on the scientific advances and resources gained through the hollowed-out asteroids they call Tera-Harvesters. You've learned more than your fair share of colonial and terrestrial science, and that may have helped in getting you off of the cramped colonies.

>Take |Engineer| for free

>Can't take |Veteran|

[Corper Fleet]

>Corporations used to rule Old Earth. After a long, hard, mostly-pointless series of wars and ecological disasters, the people of Earth gave up on the old ways and banished the surviving Corpers to the stars. They believed themselves better off in exile. Now they float in their trans-neptunian flotillas, rarely able to sling their merchandise to anyone but each other.

>Take [Spacer Adaptations] for free

>Can't take [Grit]

[Exoplanet Colony]

>Some Old Earthers pretend to be cowboys and out, running around on barren dunes shooting each other with irradiated pipe guns. You, on the other hand, know what a cow actually looks like. Decades after the first few successes, Earthcomm has slipped a few ranchers pre-approved applications for more land claims. There's more than enough room on your planet, but far be it from you to turn down free money.

>Take |Domestication| for free

>Can't take |Bank Account|

PERKS (Choose 2, not including the free one you were given):

|Bank Account|

>Most money is no longer electronic, returning to good-old greenbacks and semi-paper currency. Spacer Banks are the exception. Having evolved from a nameless nation-state's dying aristocracy and ancient corper stock exchanges, Spacer Banks now offer access to their resources on a limited scale. Whether you were grandfathered in or spent a decade or two laboring for the privilege, you possess the personal connections (and electronic implants) necessary to call yourself a shareholder.

|Childhood Internship|

>The oldest profession in the world is Prostitution. The second oldest is Data Entry. In recent decades, most Digital Intelligences have joined the Syllabary. This has reopened the world of low-level economics and business management to the enterprising and those whose parents

were relatively debt-free. There's nothing quite like knowing where you can grab yourself an extra crate of supplies during otherwise-lean years.

[Grit]

>Surviving in this era is easy, considering thirty billion people do it every day. Thriving is not. Hardship and Heartache plagued your prior years. Famine and Depression shall haunt you from this point on. You're different. You don't care to survive. You have what it takes to Thrive.

[MicroTek]

>This is sometimes called the best-kept secret of any successful endeavor. Pioneered in the heady and wild days of golden-age Ascension City, you are the proud owner of a MicroTek robot. Standing at maybe fifteen centimeters, each MicroTek is an automated assistant, workhorse, internet delver, and miniature quantum computer all in one. Maybe if you had more of them around you could use them to play games with each other...

[Veteran]

>Most settlements have given up on that sacred tradition called war. There's simply too little worth fighting over when you could walk away and mine a different asteroid. For those that keep the Old Ways, you were both high priest and sacrificial offering. You'll never get the smell of explosive-charred flesh out of your memory, nor the gurgles and twitches of former friends. I hope that debt payment was worth it.

[Dowser]

>Dowsing is a crock. The knowledge of how to properly use, purify, and apportion groundwater is not. Eighty-six percent of new terrestrial claims fail before their second year. Every new land claim that fails, fails because they couldn't feed its inhabitants life-giving water.

[Engineer]

>Lean-Tos and Sod Houses are common for any new land claim. So are deaths by exposure and hypothermia. Properly built housing could mean the difference between death and fresh apple pie in the winter months. It can also mean the difference between a working sewer and a cholera outbreak.

[Exoplanetary Farming]

>Modern Agriculture is more than sowing a couple of tomatoes and hoping for the best. It's proper understanding of the local climate, long-term crop viability, modern agricultural techniques, and good-old-fashioned green thumbs. Ancient Earth clans used to cook funeral potatoes when someone died. You'll be able to bring the rest of the feast.

[Domestication]

>Virtual Pets and MicroTek's are fun. The act of cleaning up meatspace dog droppings is not. The experience does give you a level of understanding that most humans do not have. You will gain, from hours herding cows, an appreciation for all-natural slaughterhouse steaks. I don't suggest eating one raw, unlike its labflesh-based counterparts.

[Autolimb]

>While various artificial limbs and prosthetics have been available for thousands of years, the advances of Autolimbs were not realized until a comic book-obsessed scientist invented a

polymorphic limb system. While the earlier arms were much more fragile, the latest have been deployed in combat and a select few have managed to become three- or four-armed monstrosities.

|Spacer Adaptations|

>Spacer Banks love to call upon their supposedly pure lineages. The most beautiful facial ratios, extraordinarily long lives, and levels of musculoskeletal dystrophy a full fifteen percent below average. They will never tell you that this is due to poorly-controlled eugenics dating to a time before modern gene therapy. After a few centuries of effort, chromosomal editing has replicated the genetic changes to bring these Adaptations to all. All who can afford a trip to the five or six doctors qualified enough to perform the procedure, at least.

|Technopathy|

>Thousands of years prior to the modern day, an ancient VR system malfunctioned, trapping tens of thousands in a nightmarish video game. The medical knowledge and technical experience gained from rescuing the victims laid the groundwork for Technopathy. While more advanced digital intelligences and luddite humans may scoff at its use, Technopathy has proven to be one of the most important tools in learning the nuances in superluminal communication, as well as simply building Rube Goldberg machines at a nanoscopic scale.

LOCATIONS (Choose 1):

In the previous Land Rush, a lottery was held to figure out which planets Claimants would be sent to. In the half-century or so since, several more interstellar ships have been built, and they no longer have a one in seven chance of exploding the second it leaves the Sun's gravity well. The entire round-trip to all terraformed locations will take approximately two years. The only question is which ship in the convoy you will board.

\Bethlehem/

>A desert moon for a gas giant located on the outer edges of Luyten's star. While it's still mostly inhabitable, anyone who's been to Earth knows better than to assume ease. Earthcomm claims that there are several massive aquifers beneath the surface, but the fact that the planet is otherwise completely unable to support tree life doesn't leave you very optimistic.

\Kuruvungna Colony/

>You heard a new trans-neptunian colony was being planned. You didn't realize that it was a part of the land rush. You won't be too far from the well-travelled trade lanes of the Solar System, bringing plenty of mercantile opportunity. You could probably even head home once every few years. Earthcomm itself will demand greater things from you, expecting Kuruvungna to become a bustling trade post for the long-neglected Exoplanets.

\New-Navut/

>Any dreams of greenery and wide-open spaces were dashed the second you saw the sheer icy hellscape of New-Navut. Being the "successful" result of a Corper partnership, New-Navut is technically livable by humans. That is, condition 2 weather will only happen once a month at worst, and they're even going to send you down with a free nuclear-powered arctic habitat.

\Exoplanet 20794/

>This planet is already inhabited. An implosion-era Earth starship that held several thousand

cryogenically-frozen elites landed here and established an earthlike ecosystem. All of the humans and many animals were lost during the flight due to the fact that cryogenics doesn't work, and any hominids you see are considered an entirely separate species. The governing AI is friendly, but there are many rules and regulations set forth for your habitation. There will be no party colonies or industrial complexes here.

\Sanger Zonvolt/

>Originally to be named "Shakespeare", Sanger Zonvolt is a mars-like super planet in the same system as New-Navut. Several Corper associations have expressed interest in the extremely high mineral contents found under the surface. In recent weeks, a nameless Zaibatsu has taken control of most of these claims. You won't be competing against this Zaibatsu, but the thousand mile-long sandstorm systems found swirling the surface will offer any prospective claimers plenty of challenge.

\New Ghana/

>The reports of Tau Ceti's supposed sentient robot threat are a myth, caused by poorly-written video games from an ancient era. New Ghana, on the other hand, is not. Being the only planet with an earthlike climate not already inhabited on this list, it's already highly contested to the point of causing at least one murder. If you choose this, it's going to be a long, violent struggle up until you reach the planet.

\Ginnungagap/

>A desert planet undergoing a brutal ice age. Despite over a dozen attempts at terraforming, Ginnungagap's resilient ice sheets cover most of the planet. Closer to the equator, where water boils in the open air, is where you will be starting your colony. Somehow, this planet is more palatable to tree life than Bethlehem.

\Station Amber/

>For those claimants not interested in difficult years on the frontier, Station Amber is an option. Setting up proper interstellar travel lanes is crucial to the spread of humanity, and Station Amber is one of the several dozen space stations that will maintain them. While it will require around a decade and a half of schooling to be considered minimally prepared, applied quantum computations homework is far easier than suffering star barf during a famine.

OBJECTIVES (Choose 1):

Immediately after you select your new home, the deluge begins. Thousands, if not millions, of messages flood your email. Long-lost family, refugees from the Venusian Colony Project, impoverished Corper galleons, anyone who thinks they may be able to grab onto your success and make it their own. You close the email app and switch over to another. This has Earthcomm-approved messages, ones that are guaranteed to be from those who were the least likely to scam you out of billions in currency.

{Native Son}

>A museum curator sent this message looking for someone who was as interested in ancient history as she. The only thing to do is to maintain a massive server full of literature. Specifically, Old Earth literature from an ancient clan known as the Blacks. This is one of the smaller servers, with a corpus of approximately forty ronnabytes.

>Cannot be taken with [Earth Orbit]

{Resurgence}

>Most Corpers have been barred from even entering the systems where the Land Rushes will be. They have not, however, been barred from acting through you. An agent of an ancient Corper alliance has contacted you with a specific mission; help end the hegemony of Earthcomm. They want your land to set up an Old Earth-style arcology, one free of the laws and regulations of Earthcomm space. In other words, they want Ascension City prior to the Implosion and Earthcomm.

>Cannot be taken with \Exoplanet 20794/

{Tachyon}

>Tachyon-like particles are formed constantly in gravity wells, but direct detection or observation of them is nigh-impossible. It was their discovery that led to the establishment of Earthcomm. Now, Tachyon Farms are a tightly-controlled technology, because Tachyon-related technologies are If you show a willingness to build, maintain, and harvest from a Tachyon farm, you may find yourself learning how it works.

>Cannot be taken with |Technopathy|