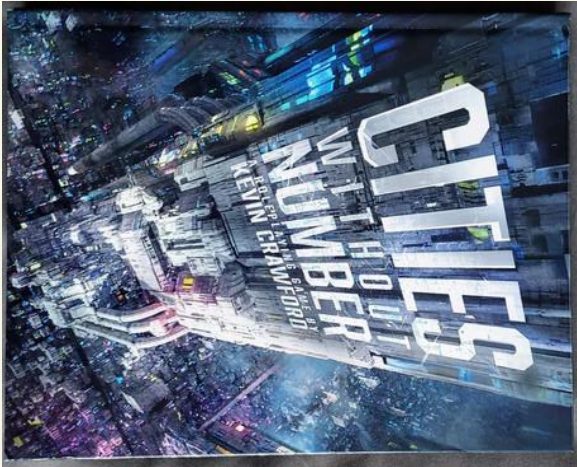


**Cities Without Number** by Kevin Crowford & Sine Nomine Publishing

2020 - <https://sine-nomine-publishing.myshopify.com/>

Cities Without Number is an Old-School Revival style sandbox cyberpunk game. It's light on rules and heavy on resources. It eschews lots of in-world stories and lore in favor of providing tables and advice for procedurally generating a cyberpunk world. While it's explicitly cyberpunk, author Kevin Crowford has done such a good job deconstructing the beats of a story and the component elements of cyberpunk that it could provide many GMs with helpful inspiration. Some of the content can fit into solarpunk, and what can't makes excellent fodder for subverting tropes. Also, the core rule book is free!



**Coyote & Crow** by Coyote & Crow LLC

2020 - <https://coyoteandcrow.net/>

Coyote & Crow is an alternate-history tabletop game in which a meteor strike prevented Europeans from colonizing the Americas, while also introducing new mystical elements into the world. It takes place in a high tech future populated by the original peoples of the Americas. Coyote & Crow lovingly invites players to imagine a society shaped by the culture and values that were supplanted during the land theft, subjugation, and genocide that took place during the conquest of Turtle Island. While it's a very different game by virtue of the fact that it diverges from our history hundreds and hundreds of years ago, it's an engrossing entry in the canon of near-future high tech RPGs that reject the fundamental philosophical themes of traditional cyberpunk. Also, as a product of dozens of indigenous writers, it provides an outstanding set of tools for GMs looking to find ways to respectfully include indigenous influences in their tabletop adventures.



**Blue Planet** by Jeff Barber, Biohazard Games, & Gallant Knight Games

2020 - <https://www.biohazardgamespublishing.com/blueplanet>

Blue Planet: Recontact is an update to an acclaimed 1997 hard sci-fi game set on the aquatic planet Poseidon. In Blue Planet, players can play as modified humans going on adventures with whales and dolphins against the backdrop of Earth's messy, complicated first attempt at colonizing a second planet. Like Coyote & Crow, it's a very different concept to Fully Automated, but a wonderfully realized vision that will likely have obvious appeals to many of the same players.



**Lunar Echos** by David Blandy, Sydney Bollinger, Jay Dragon, Becky Chambers

2023 - <https://affinity-games.itch.io/>

Lunar Echos is a hack of Wanderhome, a popular RPG for telling serene stories about meditative journeys through pastoral settings. Lunar Echos reskins Wanderhome based on Panga, the setting of Becky Chambers' Monk and Robot book series.

**Neon Black** by Michael Eliot & Sam Dunnewold

2020 - <https://notwriting.itch.io/>

Neon Black is a cyberpunk game that uses the Forged in the Dark system. The system uses broad, highly interpretable skills to establish checks using d6 dice pools. The primary story types are heists and operations where players plan a job, then execute it. In addition to trying to complete their work in the present, players can invoke flashbacks when encountering problems to explain how they neutralized it in advance. Neon Black uses this mechanic to tell stories in which players take bold action to challenge the power structures of their hyper-capitalist hellscape. Players fight to challenge the rich and greedy while building resilient communities to take the world in a better direction.

**Legacy: Life Among the Ruins** by Minerva McJanda, Douglas Santana Mota, Jason D'Angelo, Rebecca Curran

2018 - <https://ufopress.co.uk/legacy-life-among-the-ruins/>

Legacy is a big-picture RPG where players control entire families and communities as they tell the sweeping historical arc of a world recovering after catclysm. While it begins in the post-apocalypse, where it goes depends on the players.

**Ecopunk 2044** by Dice Kapital

2022 - <https://dicekapital.itch.io/ecopunk2044free>

ECOPUNK: 2044 is an environmentalist cybernoir tabletop RPG, set in a future of advancing environmental collapse known as the Death Spiral. Players will take on the role of 'Punks' - outsiders, activists and rogues - who fight to protect humanity's survival. It's an angry game with a bleak vision that brings cyberpunk back up to date. It uses a neat dicepool system with extensive hacking support.

**Books, fiction**

**Murder in the Tool Library** by AE Marling

2023 - Barnes & Noble Press

The shocking murder of a painter in the city's central library of things sets off a frantic investigation as New Tollan's citizen detectives seek to find the killer and hold them accountable.

Murder in the Tool Library provides a masterful demonstration of what it looks like for a cast of diverse characters to embark on thrilling adventures across an ecosocialist city of tomorrow.



**Media Recommendations**

Because this game takes place in a world that is not yet a fixture of mainstream fiction, we share the following diverse media recommendations because we think they may provide interested readers with inspiration of one kind or another. Not all are solarpunk, and they range greatly in tone. What they have in common is that we think readers may find them interesting and/or useful.

**Other RPGs**

**Solarpunk 2050** by Thorsten Sick

2023 - <http://solarpunk2050.de/>

Solarpunk 2050 is a solarpunk RPG built on the FATE system. It takes place in a world shaken by climate catastrophe and walking a long road of recovery. It's got a robust set of resources framed around three playable factions: Pioneers, Norms, and Lost.

Pioneers are forward-thinking futurists who embrace novel technologies and ideas. Their cities and neighborhoods reflect this ethos, and pioneer players get skills in prototyping.

Norms are more conventional and cautious. They use cooperation and AI assistance to run cities and neighborhoods that are stable and thrive. Their skills are in controlling software and acting cooperatively.

Lost live a rugged life on the ruins of collapsed infrastructure. Some maintain an affection for the failed society of the past, and others simply learned an understandable fear of new technology. Either way, they specialize in bushcraft, and rely on simple, timeless tools and techniques of survival.

If you're looking for a FATE system in particular or an approachable, faction-based setting with a diverse mix of modern futurism, experimental solarpunk living, and classic post-apocalyptic wastelands, it's worth a read.



an organic mind to possess ultrasapience without experiencing psychological distress and antisocial effects in proportion to their elevated cognitive abilities.

**Faithless Reality Syndrome (FRS)** - A loss of ability to accurately distinguish real life from simulation, hallucination, or dreamstate. Mild, short-term FRS is common after experiencing VR/XR experiences. Severe, persistent FRS can be a debilitating and potentially light-threatening condition caused by severe trauma within a VR/XR experience.

**Bavishi-Singh Exercises** - A set of exercises used to mitigate Faithless Reality Syndrome by demonstrating that a calculator is being used to correctly solve mathematics problems, and thus prove that the calculator cannot be part of a hallucination or dream state.

**Spomitapi** - The demonym for people who live in orbital habitats.

**Total Incongruity-based Backup Failure (TIBF)** - A condition in which a synth backup encounters features of the world that are too dissimilar to those of when the backup was made and suffers a catastrophic crash.

**Incongruity-based Backup Reselfconceptualization (IBR)** - Similar to TIBF, IBR occurs when a synth backup finds the world unlike the world of when the backup was made, but instead of crashing, the synthetic intelligence persists by recognizing itself as a distinct personality from the instance which created the backup. It may consider itself a sibling or the offspring of the original instance. It may mourn the original instance, or even experience hostility towards it.

**Mind diving** - The practice of exploring an immersive virtual interpretative construction of a subject's mental state.

**Skidoo** - The common term for a mind dive.

**Neurospace** - The realm in which a mind dive/skidoo takes place.

**Mindscape** - The simulated physical environmental surroundings psychonauts experience within a skidoo.

**Accursioning** - Mind diving performed on a willing subject for investigative purposes.

**Incursioning** - Mind diving performed to probe the mind of an unwilling and/or unaware subject.

**Obliviation** - Mind diving with the subject of the dive present to assist them in addressing neuroses through confrontation.

**Taming** - Mind diving with the subject of the dive present to assist them in addressing neuroses through nurturing acceptance.

[\*\*The Lost Cause\*\*](#) by Cory Doctorow  
2023 - Tor Books

*"It's thirty years from now. We're making progress, mitigating climate change, slowly but surely. But what about all the angry old people who can't let go?"*

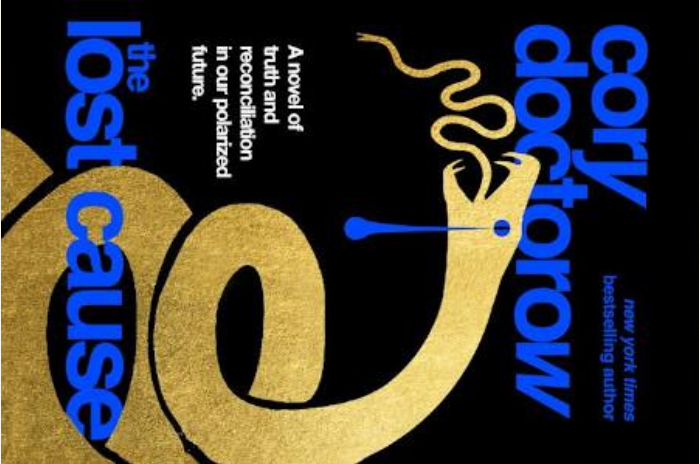
Cory Doctorow tells a thrilling story of polarization and violent clashes over infrastructure. The story is set in the Burbank suburb of Los Angeles one generation removed from now, and describes events that could easily be assumed to have occurred in Fully Automated one or two generations earlier than when the game is set.

[\*\*Walkaway\*\*](#) by Cory Doctorow  
2018 - Tor Books

Walkaway adds to Doctorow's extensive bibliography of thought on how we break out of our capitalist moment with a novel in which anarchists revolt from society by leaving it behind for the hinterlands of abandoned places. While very distinct from the setting of Fully Automated, the vision of what high-tech mutual aid looks like and the presentation of technologies used to realize it still provides ample inspiration.

[\*\*A Half Built Garden\*\*](#) by Ruthanna Emrys  
2022 - Tor Books

An alien arrival in a time of recovery throws the future into uncertainty.



[Gamechanger](#) by L. X. Beckett  
2019 - Tor Books

A social worker and gamer attempts to understand an antisocial pariah in a world that is solarpunk but distinctly non-utopian.

[Red Mars, Green Mars, and Blue Mars](#) (The Mars Trilogy) by Kim Stanley Robinson  
1992, '93, and '96 - Bantam Books

Settlers on Mars chart a course of scientific and political revolution.

[New York, 2140](#) by Kim Stanley Robinson  
Orbit Books, 2017

Kim Stanley Robinson adds a flooded New York to his extensive catalog of scientifically informed futuristic cli-fi.

[A Psalm for the Wild Built](#) by Becky Chambers  
2021 - Tor Books

A monk on a peaceful post-industrial moon goes on a journey of self-discovery that brings them into collaboration with one of the famed machines that had peacefully departed human civilization to live lightly (and curiously) within the wilderness.

[The Terraformers](#) by Annalee Newitz  
2023 - Tor Books

An Environmental Rescue Team cares for the planet and its burgeoning eco-systems as their parents and their parents did before them. But the bright, clean future they're building comes under threat when a member discovers a city full of people that shouldn't exist, and they begin to question the mission.

[Ecotopia](#) by Ernest Callenbach  
Bantem Books, 1990

A famous early work of solarpunk utopianism.

**Books, nonfiction**

[Fully Automated Luxury Communism: A Manifesto](#) by Aaron Bastini

**Glossary**

**Embodied Synth** - A synthetic intelligence running locally on mobile hardware that the synth controls. This may be bipedal, quadrupedal, wheeled, aquatic, winged, or any other means of locomotion.

**Android** - An embodied synth in a humanoid form.

**Avatar** - A humanoid machine operated by a user remotely.

**Instance** - An active individual consciousness of a synthetic intelligence. Instances (as the name suggests) differentiate a synthetic intelligence program (which can be executed as an unlimited number of instances) from all the separate, unique executions of that program that each identify as a unique conscious individual.

**Parahumans, Parahuman animals** - Non-human animals. Can be used to describe any non-human animals, but typically refers to enhanced non-human animals.

**Sentient** - Aware of one's surroundings and able to respond intelligently to circumstances based on a mental model suitable for predicting effects and solving problems.

**Sapient** - Possessing self-awareness, including an ability to self-examine and deliberately change ways of thinking. Possessing a persistent understanding of the past, present, and future.

**Sapients** - Creatures which are sapient.

**Presentist** - Possessing sentience, but lacking the long-term narrative memory that is a key hallmark of sapience.

**Presentists** - Creatures which exhibit presentism: Non-sapient sentient creatures like dogs, cats, horses, cows, pigs, etc.

**Progressive Compositional Cascade Syndrome (PCCS)** - PCCS is a machine dysfunction which can grow slowly and without a synth's awareness until such a time that it has become too pervasive across their positronic brain that any backup without the contamination is too far back in time to be sufficiently congruent with the synth's present experience to resume function.

**Protosapient** - Protosapient is an older term which describes creatures which are sentient but lack the qualities of sapience. It's functionally similar to 'presentist'.

**Ultrasapient** - Possessing super-human intelligence, with the ability to understand the world at a scale and complexity which exceeds the capacity for an average human to conceptualize.

**Goddard-Lei principle** - The principle that the functions of higher-thinking responsible for sapience are intrinsically linked to debilitating psychological effects which limit the ability of

- Executives make up about 5% of the population.
- As in the present, serving in roles of leadership often bestows material benefits. Executives often earn comfortable luxury incomes, and those who manage very large institutions may live a lifestyle that we would recognize as rich.
- High earning executives receive their privileges in the form of direct benefits like specialty foods, travel opportunities, and premier housing choices. It is difficult for them to amass long-term stores of fungible wealth.
- Many are managers who make the equivalent of \$100k in today's dollars: comfortable, but nothing like today's 1%. Executives are often the elected leaders of collectives or work groups in a larger institution in which they are both managers and also workers.
- Executives typically hold positions of power, but are accountable to people who are impacted by their actions. Most large businesses are owned by a mix of workers, clients, and the state. Sole proprietorship or investor ownership is rare.

**The creator class** make up the third class. They are equivalent to today's middle-class worker. This includes writers, researchers, actors, teachers, chefs, social media content creators, care workers, athletes, product designers, sex workers, repair technicians, service workers, etc.

- These are most of the people who work what we'd call a "job".
- These include service, custodial, and physical labor jobs. These jobs still exist, but they are fewer and aren't treated as menial. Many people prefer to have their food made and brought to them by a human instead of a machine, so jobs like server and retail worker still exist. And they exist without social stigma or drudgery, because no one does them out of desperation.

As in the present, the boundaries between these classes are highly subjective. Most elected leaders would be widely considered to be of the executive class, although many would consider their family life, artistic life, or other creative work to be their primary identity. Most creative workers will vary their productivity in alternating waves of rest and motivation. At a glance, there's no real marker to distinguish a member of the consumer class from a creator or executive who eschews attention. Overall, these classes serve as a somewhat silly reminder of the stubbornness of the human tendency to compete amongst ourselves for prestige.

2018 - Verso Books

In Fully Automated Luxury Communism, the writer who coined the term that inspired the title of this game explains in accessible language why we must leave capitalism behind, and how he proposes we get started. It's a clear-eyed vision that provides a great starting point for those seeking a rigorous, thoughtful presentation of how the world in FAI is not only possible but necessary.

[\*Braiding Sweetgrass: Indigenous Wisdom, Scientific Knowledge and the Teachings of Plants\*](#) by Robin Wall Kimmerer  
2015 - Milkweed Books

*"Drawing on her life as an indigenous scientist, a mother, and a woman, Kimmerer shows how other living beings—asters and goldenrod, strawberries and squash, salamanders, algae, and sweetgrass—offer us gifts and lessons, even if we've forgotten how to hear their voices."*

Braiding Sweetgrass is part memoir, part treatise. It's an illuminating work of deprogramming that introduces readers to schools of philosophical thinking that have been buried in an attempt to exterminate other people and their ideas. Kimmerer patiently shares pieces of this wisdom that are making a resurgence in a time when the shortcomings of our current ways of thinking have become deafening. The relationship with the world around us that Kimmerer describes might be essential reading for anyone looking to truly reimagine the world as it can be.

## YouTube Channels & Podcasts

[\*Andrewism\*](#)

[\*Not Just Bikes\*](#)

[\*Solarpunk Presents Podcast\*](#)

[\*Damilee\*](#)

[\*Solarpunk Prompts Podcast\*](#)

## Miscellaneous

[\*Low-Tech Magazine\*](#)



## Social Classes

Though efforts to erase class were successful in eliminating a capital-owning class, Class as a concept remains, though much changed. In the twenty-second century, social class is largely defined by perceptions of individuals' roles in the production and consumption of goods and services. There is a high degree of class mobility, and the privileges and penalties afforded by class are far less severe. As in the present, one's class is purely subjective.

### Why does classism still exist in Fully Automated?

It's reasonable to wonder why we would choose to envision the persistence of classism in an optimistic future. GMs can disregard this section, but we believe that assessing and ranking the social standing of members of a society is a tendency that runs deeper than capitalism.

Narratively, variability in social standing makes sense. A world in which people are not competing to accumulate wealth is not one in which people no longer compare their influence and reputation against their peers, but rather one in which these comparisons are far more subtle and nuanced. It makes sense as a driver of conflict that GMs should feel free to employ, especially as a way of examining how class shapes our society today.

Most importantly, we believe that a society that has no notion of class is far less likely to be genuinely classless than to have simply lost the sense of class consciousness that allows us to recognize and deal with class inequities.

The **consumer class** – sometimes called “sumers” – consists of people whose primary influence on the economy is consuming culture. They serve a vital role as an audience that reacts to and shapes what art and culture is produced. They hold a social status similar to that of the working class today in their lifestyles, and they make up about 75% of the population. Most members of society appreciate that society has advanced to a point in which a person's worth is not dependent on their productive output and recognize the dignity of a life of leisure. Still, there persists a minority who will always seek to find reasons to stigmatize and look down on others.

In addition to the consumer class is the **Creator** class and the **Executive** class.

The **executive class** consists of business leaders, resource managers, elected representatives, and anyone who oversees large operations.

- A typical executive might manage a farm where they supervise a staff of horticulturalists.
- They may be the principal of a school.
- They may operate a bar, night club, arcade, or escape room.
- They may administer a busy online forum.
- They may be a mayor of a small town or large city, or a member of their neighborhood council.

Courthouse Detention Suites

If an individual is deemed too much of a risk to allow for release, they may be held in a suite at the courthouse.

Hospital Stabilization Wards

An individual in need of medical care or believed to be suffering from an acute mental health crisis may be confined to a hospital to receive treatment until ready to be released or relocated to a courthouse detention suite, if deemed necessary.

Long-term supervised living center

Any act of detention is meant to maximize dignity and demonstrate an environment of peace and cooperation that reflects the behaviors a detained person is meant to uphold in open society. Crucially, these spaces are not meant to exist as fiercely walled-off spaces from society. Those outside detainment are offered as much access and visibility into a detainment center as possible, and those inside them are offered as much ability to leave as possible. For this reason, a person undergoing a long-term rehabilitation program will typically live in a supervised care center where they're afforded the ability to come and go within the terms of their sentence or treatment plan. These places often serve a mixture of people under court-ordered supervision and people under voluntary supervision due to infirmity or other challenges that make living with assistance preferable. Many people who are sent to supervised living compulsorily will remain once given the freedom to leave. This is encouraged, as it reduces recidivism to allow previously incarcerated residents to retain their support network even after regaining full freedom By doing so, rehabilitated people contribute to the culture of these living centers by demonstrating successful completion of rehabilitation programs and reducing the sense of confinement or stigma associated with supervised living centers for new residents.



Resources for GMs

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This section includes practical information and references to other tools for GMs looking to run games and make custom content.

## Setup Checklist for GMs

Here is a checklist of things you may need to run a game:

☐ **Character Sheets**

Character sheets may be filled out in advance or during session 0. Just make sure when starting that players know their stats, skills, abilities, combat actions, etc.

☐ **10-sided Dice**

These dice can be purchased at a game shop or 3D printed (we've tried! It works!). Or you can just use virtual dice built into a virtual tabletop, or Discord, or on a mobile app, or a dice roller website.

☐ **Adventure Module**

Have your notes and/or adventure book on hand. The starting adventure stories are contained in "Campaign 1: Regulation".

☐ **Combat maps**

If you're playing on a virtual tabletop like Roll20, create a map with a hex grid of the correct dimensions for the map. If you're playing in biospace, print out the map and tape it together. Maps are composed in multiples of a typical piece of 8 1/2 x 11" paper.

☐ **Fudge Dice**

Fudge dice are six-sided dice with a 1/3<sup>rd</sup> chance of rolling a minus, plus, or neutral. Each player will typically need two for most combat attacks and defenses. Like the d10s, you can buy these at a store, 3D print them, or use an app of some kind. You can also use two regular six-sided dice, reading the sides (1-6) as -, 0, 0, +, +.

☐ **Actions & Items Sheets, action cards, and item cards.**

The Actions & Items sheets and cards are certainly optional, but are recommended as a way to make combat and tool use much more fun and easy. Whether playing IRL or on a virtual tabletop, these can be in a presentation program like LibreOffice Impress, Google Present, Microsoft PowerPoint, or they can be printed out. Item cards can be written on cut-up note cards or cut up printer paper or Post-it notes. These are not meant to create a burden, for GM's or players. By simply providing players with any quick visual reference of what actions they have available and what items they're carrying with them, it allows them to make better use of tools and better decisions during play.

*"Do you really want to spend the rest of your life working to undo the harms you'll be responsible for?"*

*"This is your last chance to choose a path of honor. After this your chance of being anything but a disgraceful embarrassment to those who know or raised you disappears."*

*"Think about the people you'll miss if you're banished. What jurisdiction do you think you'll be able to settle in? Do you think your neighbors will welcome you after what you've done? Do you think they'll be the type of people you want to be welcomed by if they do?"*

### Detention Locations

Detention occurs when someone is found to present a serious risk to themselves or others unless prevented from moving freely. These are some examples of where a detained person may be held.

Two things that should be kept in mind are the following:

1. **Pretrial detention consists of a citizen's arrest.** Because public safety functions are performed by volunteer citizens and not police authorized with special powers, anyone detained for a crime has the opportunity to challenge the justice of their detention, and anyone detaining a person must be prepared to defend that decision as the first step of an arraignment.
2. **Resources for an accused person are delivered swiftly.** If a player announces that they've detained a person in the midst of a violent act, that person will typically meet with a legal defender within thirty minutes and with a judge to be arraigned within 90 minutes.

### Hotel rooms and private residences

If the goal of detention is to prevent a dangerous person from fleeing, they will often be relocated to the nearest comfortable place of their choosing until they've met with a judge to be formally charged. This means that instead of someone being driven in a squad car to a jail, they may find a quiet room near wherever they were restrained. If it's nearby, they may be escorted back to their residence or that of a friend to wait comfortably for their representation to arrive. Most apartment buildings have guest suites available for visitors to the area, and a protector may look up the nearest one as a place to wait for arraignment. The choice of where to hold someone until they meet with a judge is up to whoever is detaining them, but that person must be prepared to defend the decision when the accused meets with a judge. Once charged, the accused will often be released to return home until their trial unless they are a genuine danger and/or flight risk.