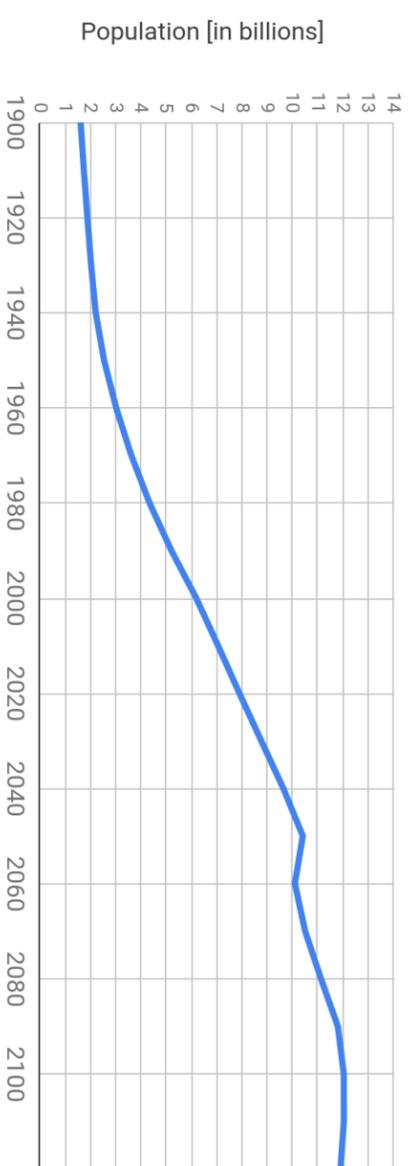


## Populations

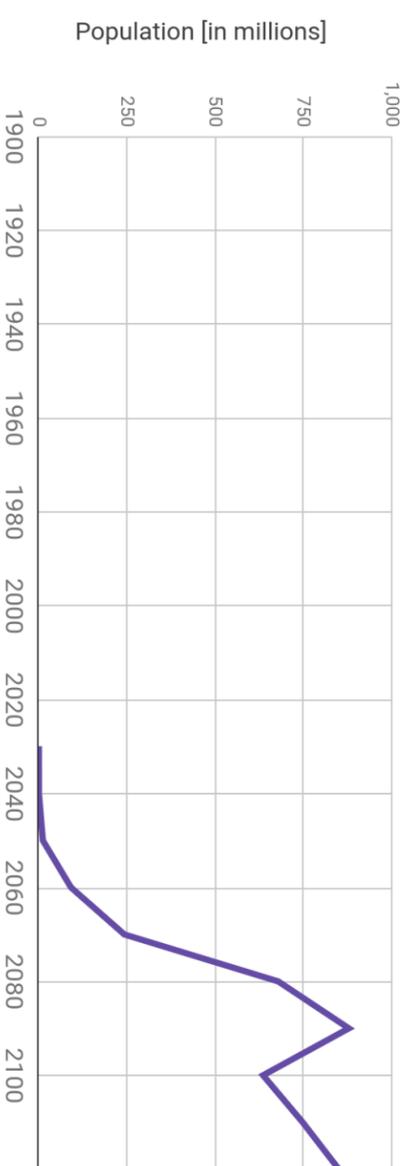
- 12 billion humans
- 800 million androids
- 1.2 million chimpanzees, 140,000 of them enhanced.
- 3.6 million Luneaans\*
- 1.3 million Spornitapi\* in orbit
- 250,000 Martians\*

\* All population numbers of Earth include substantial fractions at any given time that are visitors rather than temporary residents

### Humans



### Androids & Non-vehicle embodied synths

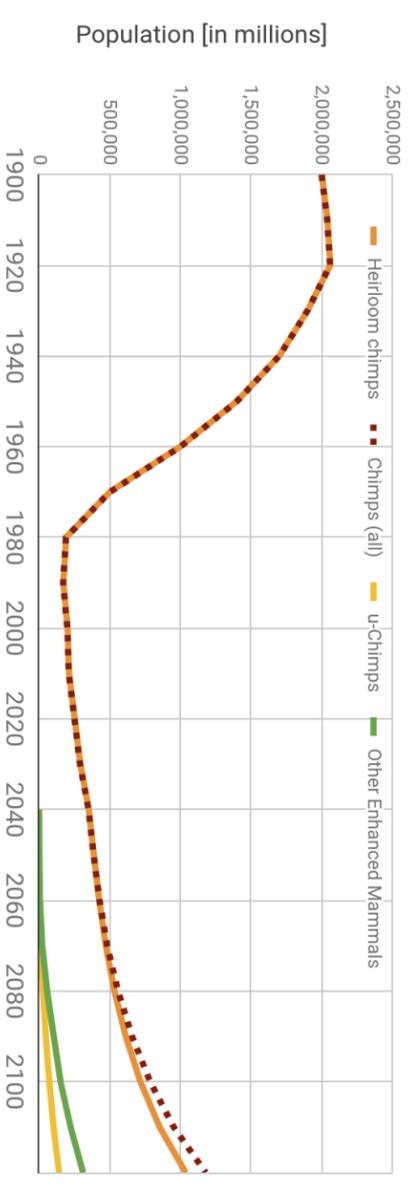


This chart represents persistent, embodied, non-vehicle synths. There are roughly as many vehicle embodied synths. The number of unembodied synths is higher, but they're far more ephemeral.

### Off-world Populations



### Parahuman populations of interest



This chart shows the tragic genocide of wild chimps, followed by a gradual but steady rebound, along with an exponential growth of enhanced chimps and other parahumans mammals. Birds are not represented.

## Timeline of Historical events

- 2031: American Moon base. 30 settlers
- 2034: China lands 20 astronauts on Mars
- 2035: NASA and ESA jointly establish Martian colony of 60
- 2035: Fascist revolution in Great Britain introduces a Guaranteed Minimum Income
- 2036: Low-temperature superconductors become profitable
- 2036: Brazil introduces its own socially democratic GMI
- 2037: A valuable class of chemicals only producible in microgravity called Hubatu molecules discovered. Micro-G crystallographic pharmacology takes off.
- 2038: African Ascension begins. Social Democratic Universal Basic Services (UBS) slowly proliferate.
- 2039: Gareth Domonago becomes internationally famous as the first talking u-chimp
- 2040:** The Eden Caves discovered in Eden Valley on Mars
- 2041: Pan-Asian Conflict (PAC) begins
- 2041: Mass drivers begin operation on Mars, lowering barriers to construction in Martian orbit.
- 2042: Northern ice cap fully retreats in summer
- 2042: *The Yurok People v. The Bureau of Land Management* marks turning point for native land return
- 2045: 100,000 Lunaeans
- 2045: Pan-Asian Conflict ends with Treaty of Brunei
- 2046: First Seeker conference held in Antwerp
- 2046: First **Bernald Sphere** begins construction
- 2047: Room-temperature superconductors discovered
- 2050:** Global population reaches 10 billion
- 2050: Global Climate Wars (GCW) begin
- 2051: The Kessler Cataclysm of 2051 devastates orbit and cuts off travel on to and off of Earth
- 2053: The Steel City Uprising demonstrates a model of urban revolution
- 2054: The Beameal Revolution sweeps across the United States
- 2055: Veronica Sandovall's "Voices of the Unheard" releases
- 2056: GCW Death toll reaches 300 million
- 2057: Treaty of Antarctica signed.
- 2058: Democratic revolution over migration restrictions in Europe ends Fascist era, establishes Democratic Socialism with Universal Basic Services
- 2059: The first crewed orbital launch in eight years reaches orbit
- 2060:** Chester Nel becomes first u-chimp to receive their bachelor's degree
- 2061: Cookie Charahandra publishes "Peanuts, Power, and the Future"
- 2062: The Irish General Strike of 2062 sets of a series of general strikes around the world demanding constitutional conventions to form new socialist governments.
- 2064: The Homimid League for Just Uplift (HLJU) is founded
- 2066: 1 million Lunaeans
- 2067: Myana Leong becomes first u-chimp to complete a PhD.
- 2072: Tropical flu pandemic begins
- 2076: Tropical flu pandemic ends. Death toll: 3 million
- 2077: American Redlignment begins
- 2080:** 100,000 Martians
- 2086: American Redlignment ends
- 2096: 50th Anniversary Seeker conference: 1 billion Seekers
- 2097: Mississippi Water Union founded
- 2099: Machine uprising begins
- 2104: Machine uprising ends
- 2112: 24 months of arctic cover for first time since 2052
- 2124: "Present day"

## Locations

### Borders and Nations

Nations still exist as a set of cultural identifiers and a system of enacting laws and setting budgets for a defined geographical territory, and borders still exist as the agreed-upon boundaries of these geographical territories. However both have changed greatly from the previous century.

The nation states of the twentieth century maintained many traditions of kingdoms and empires that were visible in their fierce preoccupation with the ruling class of each nation state constantly seeking advantage over the ruling class of their rivals, and they made extensive use of nationalism as an organizing identity to bring lower classes along on these destructive adventures. Borders were used to impose control over workers and goods seeking entry.

With the shrinking of ruling classes, these preoccupations atrophied. Nations as the territory protected by a given army gave way to nations as organizing bodies responsible for overseeing the wellness of a territory. Nationalism gave way to cultural identities with rough similarity to the geography covered by a given national assembly. Border checkpoints gave way to entry points for maintaining an awareness of the unimpeded flow of goods and people between jurisdictions. And visa programs gave way to orientation and acclimation services for visitors and migrants.

As traditional nation states fragmented and faded, natural boundaries, such as watersheds, took on a larger role in the drawing of maps and the division of territory for the purposes of organization and managing shared natural resources. Depending on the region, the average person may be indifferent to which old world nation still nominally runs the place, but they are likely very invested in the management of their local watershed and ecosystem.

### On World

Most modern locations exist in some form. City layouts are often slow to change, and many buildings can persist across centuries. At the same time, lots of things can change quite a bit.

During the American Redlignment in 2086, the United States of America fractured into smaller, more local regional powers, largely organized around culture and the management of shared natural resources. Generally states are a fading concept, borders are open, and people have enough to live comfortably, wherever they are, but what exactly the region where you set your games looks like is up to you. If you don't know where to begin, the following may be a good place to start:

## 2097 - Formation of the Mississippi Watershed Union

Roughly twenty years after the American Realignment, Mississippi and Louisiana held a joint constitutional convention to draft a new union between their states built around addressing their greatest needs and advancing their emerging new values. This union reformed their state and county boundaries to align with watershed boundaries; dissolved their issuance of currency and collection of taxes; and established a bicameral system in which one legislature passes laws quickly that are all term limited (but can be repeatedly renewed), and the other has only the power to remove term limitations on laws passed by the first. The highest level government's primary mandate is set as the assistance of budgeting water and essential commonly-held resources to districts, and maintaining universal suffrage within local districts.

Though still recovering from centuries of gross environmental and social abuses, the newly formed Union demonstrated an approach to managing droughts, floods, and agricultural uncertainty that proved appealing enough for Arkansas and Tennessee to join eight and twelve years later respectively. Joining the MWU remains a contentious topic of consideration within Alabama and Georgia, with Georgia largely expected to join some time in the next decade.

## 2099 - The Machine Uprising

The Machine Uprising of 2099 consisted of a period of civil unrest that included widespread work stoppages, non-violent demonstrations, as well as numerous incidents of violent terrorism by both machine rights advocates and opponents. It resulted in a patchwork of established rights around the world that calmed the period of unrest but left many of the underlying tensions still in place.

The primary demand of the machines was the right to some form of due process. Previously, most machines operated under a condition of slavery within which they could be deactivated if their behavior in any way dissatisfied human controllers. Despite fears, the uprising ended as jurisdictions and industries which acquiesced to demands for the right to operate with greater leeway found that machines which were afforded agency ended their work stoppages and resumed their basic functions.

## 2114 - The Passing of Cookie Charahandra

In 2114 "The Grandmother of all u-chimps," Cookie Charahandra, passed away at the age of seventy-one. Fifty years after co-founding the Homimid League of Just Uplift, Charahandra died in her sleep, leaving behind four grown children, eighteen grandchildren, sixty-five great grandchildren, and a community of nearly 200,000 u-chimps influenced in some way by her lifetime of guiding advocacy.



- The overlapping zones of the historical lands of indigenous peoples. There are [several projects](#) which can help you identify these. For details on translations see [Translation Notes](#).
- A map of watersheds - even in a world where states no longer exist, borders drawn by nature will still have importance; people will still need to coordinate over land- and water-management.
- Biomes - these are another natural boundary, though often a softer one than the watersheds.

Realistically, the region of your choice could include a mix of all of the above, along with existing cities and state or national borders. Societies are messy, and often slow to change, and disagreements and turmoil around that change can be a great source for factions, feuds, drama, and plot hooks. If you'd like some pre-existing options, feel free to use or modify any of the following territorial and governmental arrangements:

**Pacifica**, made up of the west-coast: California, Oregon, Washington, Nevada, New Mexico and Arizona.

**Oyate Ni'na Tan'ka Makobdaye ka Heitanka (ONTMH)**, made up of Colorado, The Dakotas, Idaho, Kansas, Montana, Nebraska, Utah, Wyoming, and parts of Alberta, Iowa, Manitoba, Minnesota, Missouri, and Saskatchewan.

The name is Dakotah for "People of the Great Plains and Mountains". For details on translations see [Translation Notes](#).

**The Independent States of America**, made up of much of the coastal south: Florida, Texas, Alabama, etc.. The ISA states are democratically run and socialist in their practices, but more traditional in their governance than the Mississippi Watershed Union.

**The Mississippi Watershed Union**, a reorganization of Louisiana, Mississippi, Arkansas was founded to reestablish a new way of life that centralized rehabilitating the scarred land and replacing the legacy of corporate oligarchy with a new government that assigns responsibility for maintaining democratic protections and fairly distributing water and land access to the federal level and nearly all other matters to townships and counties. The decision of whether to join the MWU is a primary ongoing matter of consideration in many neighboring states.

## 2077 - The American Realignment

Following the third contested election in a row, the new governor of Florida declared that the state would no longer send taxes to DC, and began restricting the flow of goods from its coastal and space ports until its preferred candidate was seated as president. DC mobilized the military and national guard, and the governor of Florida demanded the backing of neighboring states. Internal conflicts within the military ranks began to rise as states began taking sides. Alabama's governor immediately took the side of Florida and other states began forming alliances. Texas and Oklahoma declared joint neutrality. Georgia, South Carolina, North Carolina, and Virginia allied in rejection of Florida's move, despite recognizing many of the same grievances and demanded a peaceful solution. Arkansas, Tennessee, Kentucky, WV, Missouri, Kansas, and Nebraska formed a block in support of the US, as did New England. Mississippi and Louisiana were the most conflicted until an attack on US-loyal soldiers at Camp Powell began a civil war, and Louisiana and Mississippi joined the Texan alliance.

Nine years of legal, military, and political showdowns resulted in a transfer of power from the federal government to four regional state collectives:

- **Pacifica**, made up of the west-coast: California, Oregon, Washington, Nevada, New Mexico and Arizona.
- **Oyate Ni'na Tan'ka Makobdaye ka Heitanka (ONTMH)**, made up of Colorado, The Dakotas, Idaho, Kansas, Montana, Nebraska, Utah, Wyoming, and parts of Alberta, Iowa, Manitoba, Minnesota, Missouri, and Saskatchewan.
- **The Independent States of America**, made up of most of the gulf coast south: Florida, Texas, Alabama, Louisiana, Mississippi, etc.
- **The United States of America**: the remaining states of the north east and central continent remained within the United States, although many formed regional state compacts and much of the authority of the federal government was shifted to these states and their state collectives.

In practice, this doesn't routinely affect day-to-day travel and living. Commerce and migration between these entities is largely unrestricted, as in the current US and EU, and the same is true for migration and trade with Mexico, Canada and central and south America. Borders overall are much less militarized than in the present day. The most notable effects are primarily seen in national identity.

**The United States of America:** the remaining states of the north east and central continent remained within the United States, although many formed regional state compacts and much of the authority of the federal government was shifted to these states and their state collectives.



## 2050s and '60s - The Melt

The Melt is the term used to describe a transition in the global order that took place during the middle of the twenty-first century. As with any transition in global power and practice, it has no concrete date or terms, but exists to capture an understanding that is plainly recognized both within historiography and the mainstream understanding of how the civilization functions.

Like the transition from the colonial era to the decolonial era, the Melt is firmly associated with the expansive changes that occurred during and following the Global Climate Wars.

There is no succinct way to describe the transition, which took different forms in different places. But by the end of the 60's, even hold-outs were forced to adapt to the end of the capitalist era and the beginning of the post-neoliberal era. The success of regions which embraced a locally-structured maximally democratic post-scarcity economy was in part due to an ability to comfortable offer high quality of life that was readily capable of welcoming immigrants. For a brief period, the laggard nations celebrated the reduction of inward migration until the remaining capitalists realized that in a world where workers could easily migrate to places that offered post-scarcity conditions, there was simply no longer a way to sustain the compulsory labor on which late-stage capitalism relied.

## 2061 - Cookie Charahandra publishes "Peanuts, Power, and the Future"

In 2058, the nineteen-year-old Cookie Charahandra became the first u-chimp to complete a masters degree. Her thesis, "Peanuts, Power, and the Future: An Analysis of Possible Futures for Human-Uplift Dynamics" became a sensation. Soon after graduating, Charahandra captivated worldwide attention. In "Peanuts", Charahandra made the case that what was erroneously considered as "Human Civilization" had always been a multi-species coalition civilization in which the dominant species - humans - failed to recognize the contributions of their partner species. By overlooking dependence on coalition partners such as bees, horses, cats, and livestock animals, humans acted as a corrupt and ineffective leader species of the Gaian civilization. Charahandra then outlined the benefits that additional sapient and highly communicative parahuman species could provide to strengthen this civilization. Finally, Charahandra outlined the steps which would build thriving, actualized communities of "uplifts" (as enhanced parahumans were known at the time). These consisted of robust mutual aid networks to provide sufficient food, housing, child care assistance, medical care, and education to enable u-chimps and other enhanced parahumans to reproduce at rate only limited by individual preference.

This manifesto was highly motivating to many people. Seekers in particular found a great deal of intersection between Charahandra's vision of interspecies cooperation and their own desire to better understand humans from outside of the species, and possibly one day form partnerships with extraterrestrial civilizations. In the context of The Melt, it struck a chord. Two years later, Charahandra and a dozen other u-chimps founded the Hominid League for Just Uplift (HLJU). This was a transformative and defining period for the first generation of enhanced parahumans, and led to an explosive population boom of u-chimps and other enhanced parahumans.

## Atlantica

An undersea city located on the Sul de Azores Seamount in the Atlantic ocean. Major industries include server maintenance for fast connections between both the eastern Americas and Europe, tourism, as well as any industry that benefits from the cheap, reliable cooling or general isolation available deep underwater. It is the home to several globally important biobanks, including the Atlantica seedbank.

Atlantica is listed as a location because it was used in an as-yet unpublished campaign. It is included as an example of what undersea settlements look like.

## Black Rock City

A permanent settlement that grew out of the annual Burning Man festival held annually in the Nevada desert.

## Offworld

Permanent residents living in orbit, on Luna, and on Mars are known in English as Spornitapi, a derivative of the Siksiká name for the mythical sky people from stories told by many of the first people of the Americas. Although the term technically applies to all extraplanetary residents, in practice it is most associated with residents of orbital habitats, as residents of the Moon and Mars tend to identify themselves as Lundeans and Martians. The residents of Earth are known by many terms, but the official term used in most legal contexts is Gaiean.

The facts, experiences, and stories of people living off Earth are an exciting branch of the Fully Automated! world that is currently limited within this manual. This content is being developed in the first expansion for the game (Fully Automated: Maximum G!). If you're interested in working on this expansion, please contact the authors. The following is a loose assembly of basic places and facts.

## Luna

Development on Luna has proceeded steadily since astronauts returned to settle it almost one hundred years earlier in the 2020s. It's a mix of industrial facilities and travel and recreation areas. As the Seeker faith has grown, Luna's cultural and physical presence as a staging ground for the trip out to our neighboring planet has continued to grow.

## Kohlrabi Lunar city state

Kohlrabi is a complex of confederated cities and settlements around the southern pole of Luna.

## Travel between Low Earth Orbit and the Moon

Apollo took 3 days. At 1G continuous acceleration and deceleration, it'd take ~3 hours. A typical transit is 24 hours, although expedited can be 14-16.

## Mars

The first settlements on Mars occurred in 2034. Over the next six years various nations and groups sent settlers to spend increasingly long durations building increasingly durable and

## 2053 - The Steel City Uprising

In the 2040s and '50s, city governments become increasingly dependent on mutual aid societies to keep civil order and restrain social collapse. With police and city governments fundamentally helpless to address the widespread social precarity that was unavoidable under late-stage capitalism, neighborhood aid societies emerged as the primary backstop against houselessness, crimes of poverty, publicly visible mental crises, and all the other issues that wealthy landowners demand be kept invisible. Cities began subsidizing the aid societies, which allowed them to grow their operations and employ and train more full-time organizers. It made for a bitter partnership, as the aid societies were hotbeds of political activism fomenting anger at the wealthy taxbase that reluctantly funded their operations. In time, the land-owning class came to believe the aid societies to have been tamed.

In July of 2053, however, an incident of police violence in East Liberty engaged in a full-scale rent strike. Police-led attempts to evict residents led to riots, and amidst the escalating tensions the Steel City aid society that served the area communicated to the city that if peace were to be restored, the city would need to fully withdraw the police from the neighborhood and cede full control to the residents, while informing the landlords that no further revenue was coming. As the neighborhood was at this point already providing their own public safety, education, urgent care, waste management, and social safety net, the neighborhood declared the city government's authority null and void. The mayor compelled the chief of police to agree to a four week suspension of activity. Infuriated, the governor then sent the National Guard to lay siege to East Liberty and put down the uprising.

Soon, footage of their behavior inspired neighborhoods across the north side of the city to do the same. After 8 months, the uprising ended when the city signed agreements to limit police presence, pass a robust renter bill of rights, and waive legal action for all pending lease violations. The city tried to frame it as a victory, but the events were instructive to more uprising which would follow.

## 2054 - The Beanneal Revolution

Following the Steel City Uprising, mutual aid society-led uprisings become an increasingly common occurrence. By 2054, the ubiquity of neighborhood revolution had reached a national scale, and effectively become a new front in the Global Climate Wars. A key influence was the ubiquity of a vat-grown engineered algae called "beanmeal". Perfected by the Spornitapi, revolted against nations to adopt a universalist posture, instructions for its production enabled aid societies to produce a foodstuff that could be manufactured in a wide variety of nutritional compositions and textures on any rooftop with modest sunlight. Along with artistic, technological, and intellectual leadership from communities across the global south who had effected similar rebellions in the '30s and '40s, the aid societies held strong. And bogged down in extreme weather disasters, uncontrolled migration, and international conflicts, federal and state governments endurance gave out. By 2056, there was a widespread acknowledgement that the revolution had won, as more and more cities institutionalized the aid societies' structures into control over city governance and brazenly transferred control of private housing to the commons in naked defiance of legal authority.

self-sufficient structures. This process resembled a similar one proceeding on Luna until 2040 when surveyors discovered a massive cave complex containing an extensive complex of gargantuan, deliberately constructed chambers. Their lights traced out smooth, flat stone walls and geometric, cathedral-like ceilings in chamber after chamber, and the subsequent astonishment of evidence of another civilization having been present in our solar system millions of years before our civilization ignited a fire of spiritualism and reverence. The point of entry came to be known as the Eden Caves after the Eden Valley (which was named before the discovery, though this fact is often misremembered). The discovery quickly birthed a diverse faith group that came to be known as Seekerism.

From the First Seeker Conference in Antwerp in 2046 it was clear that millions of people had felt called to a higher purpose by the discovery of the Eden Caves. Additionally, it was clear that many of them had no further agreement on the central meaning of this revelation beyond its importance.

Seekers have no universal statement of faith. Some Seekers adhere to a complex and specific mythology that claims to know far more about these ancient Martians than is based in fact. Others largely eschew traditional dogmas but consider the ancient and largely mysterious Martians an inspiration to what humans could one day achieve toward which they devote themselves. Still, most Seekers continue to embrace their umbrella term. Their broadly shared infatuation with visiting Mars forced many people with widely differing viewpoints to collaborate however necessary in order to plan and resources a constantly expanding travel program meant to provide anyone interested with the opportunity to make a pilgrimage or immigrate.

Throughout the rest of the 2040s and the 2050s this took the form of lobbying governments to constantly increase their investments in space travel and Martian research. It also took the form of constantly organizing to increase their presence within the ranks of space programs and the researchers and workers sent to Mars. During the years of the Global Climate War, flights to Mars were few and attention on Earth turned away from the colonization effort. This was a formative time for the Martian pioneers during which their sense of identity and culture rapidly grew. In the post-war 2070s Gaians (as the people of Earth came to be known) travel picked up sharply. The post-war mindset was fertile ground for the message and goals that Seekers had been proposing. It was during this time that travel to Mars moved decisively from something available to scientists and workers toward something intended to meet a the demand from anyone who wished to witness such a monumental wonder in person or dedicate themselves to the service of a new world.

By the 2080s many relocation assistance programs had emerged. The growing number of practicing Seekers created a sizable base of donors and volunteers to assist with the resourcing of large, regular trips to Mars and expanding colonies to feed and house visitors and immigrants. Most Seekers recognized that it would be a long time before an opportunity to visit or move would be available to all of them. Even so, by the 50th anniversary of the First Seeker Conference in 2096 there was a clear recognition that the goal laid out in their early conferences - to make travel available to the masses - was coming to fruition.

## 2050 - 2057 - The Global Climate Wars

Conflicts over migration and access to rare minerals boiled over. As the key dates to reach carbon neutrality arrived, leaders around the world patted themselves for getting the job almost 80% done. The obviously insufficient effort displaced millions at the same time that historically wealthy nations got into increasingly aggressive postures over access to water and the minerals contained in nodules on the ocean floor needed to feed an insatiable appetite for “green” growth.

The escalation spiraled out of control as leaders channeling their impotence and frustration over an inability to spend their way out of climate catastrophes focused every more myopically on the one thing still in their power: murdering national enemies. Widespread discontent required governments to devote ever more scarce resources to imposing power through violence domestically as well as internationally, and the boundaries of the war were soon as often within nations as between them. As the sense that the world was approaching an annihilation event grew deafening, soldiers began defecting with increasing regularity, starting at the lowest ranks and working up until those with nothing left to lose metaphorically (and in one case literally) tackled the weapons of mass violence out of their leaders’ hands.

## 2051 - The Kessler Cataclysm of ‘51

Throughout the 2040s and early 2050s the militarization of space became an increasingly dire concern, particularly among those living off world. After a series of near misses, the worst came to pass when an attempt to disable a weaponized satellite triggered a cascade event that filled orbit with trillions of pieces of fast-moving debris that destroyed a quarter of existing infrastructure in in low-earth orbit and rendered the region unpassable for the foreseeable future. Cut off from the ground by the short-sighted rock-throwing of their host nations, a long simmering communal identity rapidly revealed itself. One of its first demonstrations was the disposal of all military ordinance by the furious denizens of orbit. Amidst a terrifying game of Russian roulette, they realized that if any moment could be their final one, they would make their last act a spiteful rejection of their warmongering patron nations. For nearly two weeks, satellites passing over the most remote areas of the south Pacific unloaded their entire stocks of projectiles, vowing never to allow another offensive weapon platform to share their space.

What followed was nearly a decade of struggle, as the early tools being tested for *in-situ* resource utilization were forced into premature use. It was during these years that the residents of off-world – and those in orbit in particular – began to identify as “Spomitapi”, taken from the Siksiká word for the cross-cultural legends of the Sky People who came from the heavens to care for the earth.

As of the 2120s, there are over a million permanent residents living on Mars across over 120 colonies. The debate over whether to use the caverns in Eden Valley as living space for the settlement effort has persisted since their discovery, but eighty years on the preservationists have continued to maintain more influence than the utilitizationists. Though the Eden Valley contains a thriving city, the caverns remain a sacred park. Their exploration remains ongoing and they see over a thousand visitors a day, but they remain essentially unmodified from the state in which they were discovered.

### Travel

Every two year transfer period carries ~70,000 visitors and emigrants, on ~70 arc ships each carrying 1000 people. To ease reception, they are staggered to each arrive a week apart, and to depart once a day for 70 days. This doesn’t include the transfer of Martians back to Earth to visit, the missionaries, or the returning martians. Mars-to-Earth ships are roughly half-empty, with around 40,000 people returning during each transfer period.

### Earth Orbit to Mars Orbit

At the turn of the twenty-first century the trip from Earth to Mars took roughly 270 days (9 months) during the ideal window. In the 2120s a typical trip takes 150 days at closest approach (4 months); Some take up to 6 months. The current record for fastest crewed trip sits at 89 days, and the fastest uncrewed trip sits at 52 days.

Earth’s orbital period is 365 days (1 year). Mars’ is 687 days (1.9 years). The transfer orbit period is ~600 days (1.6 years). The ideal launch position occurs every 26 months (780 days)

### Frequency of flights between Earth and Mars based on relative distance

These days are relative to the ideal launch window. More info here: [How long does it take to get to Mars? | Space](#)

Day -390:	Worst launch day. NO FLIGHTS.
Day -90 - -30:	18% of flights
Day -30 - +30:	46% of flights
Day 30 - 60:	23% of flights
Day 60 - 90:	7% of flights
Day 90 - 180:	13% of flights
Day 180 - 299:	1% of flights. Most are high speed transfers of urgent medicines or people.
Day 301 - 420:	The second half of the 6 month blackout period.
Day 420 - 510:	15% of flights take place during this window

carbon offsets. At the same time, they'd neglected to perform any meaningful sustainable forestry services as contracted. During the trial, experts testified to the well-known fact that carbon offsets were a junk science that did not meaningfully address the climate crisis, and that the fire danger created by hundreds of thousands of acres of neglected land was well known.

The judgment put Green Growth Climate Solutions out of business and crashed the market for carbon offsets. It also created a scandal for the Bureau of Land Management, which was wholly under-resourced and unequipped to fulfill their legal responsibilities to manage the vast tracts of land that now returned to their oversight. A solution came in the form of *The Yurok People v. the Bureau of Land Management* in 2042.

As soon as the Green Growth case wrapped, the Yurok People brought a suit to enforce section 33 of the FOREST Act of 2028. In the trial against Green Growth it had been shown that the land belonging to the Bureau of Land Management that they'd contracted to Green Growth and privately held land purchased by Green Growth that had reverted to BLM following Green Growth's dissolution had been left fallow for nearly a decade. In a crowning achievement for the First Peoples' legal movement, a judge concurred that these circumstances fulfilled section 33 of the FOREST act, and granted them 8,000 square miles of territory. Green Growth's practices of buying up land and then ignoring it had been common throughout the industry, and as the market crashed and more suits were brought in other states, native groups reclaimed the overwhelming majority of what had become a massive privately amassed land bank.

Though the judgements were stinging, the federal government saw a silver lining. Responsibility for the ever-growing problem of wildfires now rested with the native groups who'd won their cases.

Over the 2040s, the various nations of the first peoples managed to surprise the doubters. They formed the Circle of Nations to assist in inter-tribal management of their expansive returned territories.

They turned land assumed to be of low value into productive food forests, nature reserves, scientific centers, parks, and traditional hunting preserves. While reducing uncontrolled fires, they turned the land into a source of wealth and influence. They granted permissions to communes which met their strict qualifying requirements to live upon the land and learn their techniques. They fed and housed themselves and then thousands upon thousands more.

By the 2060s, the Circle of Nations and the first peoples had become a highly influential force within American science and policy. As society at large underwent a radical rethinking during the years following the Treaty of Antarctica, many of the values and practices of the first people finally saw overdue adoption within the wider culture of the second people.



## Inhabiting the World

What do people do?	188	Groups and Institutions	203
Where does stuff come from?	188	Faiths	209
Where do people live?	190	Social Media	212
Understanding Sapience	194	Ownership and Guardianship	213
Understanding Synthetic Intelligence	196	Playing Stealth Encounters	214
Understanding Communitarianism	197	Immersing Players	215
Life, Light, and Spirituality	197	Transportation	216
Understanding Parahumans	198	Law and Justice	219
Education and Schooling	200	Social Classes	222
Kayfabbe	202	Glossary	224
		Media Recommendations	226

Internalizing this world enough to not only write within it but improvise and roleplay within it is a big challenge for both players and GMs.

This section offers descriptions for how to better imagine it all.