

## Setting

Earth is in trouble and humanity's only option is a strange manufactured planet. While the builders of this huge planet seem to have abandoned it, there are already humans living there when Earth forces arrive, and most of them are not friendly.

This Science Fiction setting pulls it's tone from the ideas of colonization of the 15th to 19th century but updated to a near future setting. The game is intended to play slightly to the heroic side of realism, meaning that the characters are regular humans but the system allows them to be slightly larger than life.

The majority of the action is under the surface of the planet in gigantic structures. Dinosaur like animals roam the planet. Technology in game includes teleportation, piloted robots called Environmental Suits or commonly E-Suits, nanotech augmented humans, anti-gravity engines and plenty more.

## Character

When playing the game, you make and control a character. This will be your character and no one else's. If you've played or even seen a video game in the last twenty years, you're already familiar with playing a character. The person, monster or whatever it was you controlled was a character. In an RPG you have more control over that character.

Most players treat their character something like you would a pet, you take care of it, teach it new tricks and get it toys to play with. Your character will 'live' on their Character Sheet. A piece of paper that keeps all the information your character can use to do things in the game. There is a lot packed in the character sheet because your character can do a lot. The good thing is, that once you get the hang of the character sheet, you'll understand almost all of how the game is played.

The character sheet will help you remember what your character is like, what they're good at and what they have so you don't have to.

## Game Master

The Game Master (or GM for short) is a special type of player. There is usually only one in a group of players. The GM has the job of getting a game ready to play by making up things that might happen to the player's characters.

When you want your character to do something, you tell the GM what you want to do. The GM will then decide if that is something that the character can just do or if there are rules that could be used to test if character can do. Walking around is not normally difficult and it's something your character can just do, a backflip is much harder so the GM may want to use the rules to test if it can be done.

The GM will also control everyone that is not a player's character. For example, if the players go into a city, anyone they interact with is controlled by the GM. The GM will speak for them and tell you what they're doing. The players decide how they interact with other people.

Sometimes when you've played RPGs for a while you forget how daunting it is to face that first game.

Cut these cards out and hand them to new players.

Each card introduces a different concept in a short format to prevent information overload from all the concepts being introduced.

Why not just hand them two sheets of paper? Are you crazy? They already have to process all the crazy stories you're telling them. Their brain is already about to go on walkabout, you can't expect them to process two whole pages at a time.

## **Winning**

You win by working together with the other players to beat a situation that the Game Master presents. It can be almost anything so it's exciting to find out what it will be. Because you're working with the other players, you get to connect with them and be a team so most of the time they'll be helping you win. It's challenging, social and fun.

At times the Game Master will feel that your character can't automatically do a task and that the character will have to pass a skill roll. The roll is compared against your character's abilities. To pass a roll, you roll two different colored ten sided die (sides are numbered 0-9). The dice are not added together, they are the tens and ones place of a number between 1 and 100 (00 is considered 100). If one die has tens place numbers on it that is the tens or the darker colored die is the ten's place. If the number on the dice you roll is lower than the character's attribute and any one skill the Game Master says you can add, you've passed and your character can carry out the task.

## **Have Fun!**

The goal is for everyone to have fun. The other players, especially the Game Master wants everyone to enjoy the game. You don't have to know everything about the game, especially not right away. If you have more experienced players in your group they'll be happy to help you out.

Don't be afraid to ask questions. If someone is telling you something you don't understand, it's okay to tell them so, especially the GM.

Part of an RPG is exploring, discovering new things about the setting and the game. If you're just starting out in this setting or as a player, everyone understands that you don't know it all so don't expect yourself to. So relax, you'll get there by listening to the other players and interacting with them. If someone mentions something you don't recognize, ask them about it, we love to tell about our stories. By the end of the session you'll probably have a story to tell for yourself.