# History and Facts

- Any planet that was seeded, even if terraforming had barely started working, was considered a good investment since early colonists would be in prime positions to control the politics and power structures that would enable them to reap the rewards of an entire planet over the following ages. Covered cities were opened long before planets were able to support life.

- Early planet terraforming was completely illegal, Governments of earth had long held treaties that prohibited any terraforming projects for fear of losing the scientific purity of the planets on one hand, and fear of unintended consequences of terraforming on the other. Corporate entities started unilaterally crashing asteroids into planets and infecting planets with GM microbes that began the first necessary chemical reactions to create and alter the planets' atmospheres. With the genie out of the bottle, the planets having been irreparably tainted, the treaties and laws barring colonization fell, and all pretence was lost.

- During this time, much of The Belt was looted for water bearing asteroids. The dwarf planet Ceres was destroyed by an event which was initiated during this period.

- Early planetary territory "wars" were fought between countries and companies. They were fought slowly, methodically, and elegantly, like a game of Go. They would be determined by moves as small as simply nudging a seed ship off course on it's way to a planet. The wars came to an end with the advent of the Warp Gates. It was cheaper and safer to run a business through Warp Gates, and that security returned the wars to the low boil of a healthy capitalist marketplace.

- The tech that was used early to populate terraforming planets was later used to populate inhospitable planets, and finally to populate nearly every rock worth a damn in the system.

- The jump gates were built and launched by a US-Corporate alliance. The first pair were from Earth to Mars, the most populous of the other planets. The tolls on just the first gate made the US and the initial investor corps so rich that production of gates exploded. The military and aerospace corps who had invested slowly dropped all other production and eventually became one single entity, the Gates Corp. The US used its power to take control of most governing bodies on earth under the guise of the United Nations. Meanwhile, the Gates Corp ran the planets like firms, their individual governments never being strong enough to overrule the Corp's influence.

- The Gates Corp crumbled over time into several smaller fiefdoms, each being responsible for the one industry on every planet (mining, environment, ceramics manufacture, energy storage). Each Corp would be spread over many planets and once divided they could no longer bring to

bear the same power they used to on each planet. Local Corps (usually disgruntled local affiliates) began popping up throughout the system. When the United Nations began to recognise planetary governments, in what would become the United Planets charter and later the Homeworlds alliances, the Corporations simply didn't have the clout or organization to oppose them. The Matériel Fondamental Corp (usually shortened to MFC) was the strongest survivor of this period being the only one with significant off planet holdings in the asteroid belt.

- The first age of planetary expansion was due in no small part to the use of AI. AI allowed for great technological advances in material sciences, miniaturization, and even management of businesses. AI was integral in the creation and improvement of the Jumpgate technology, and terraforming of planets. This came to an end when humanity realized an awakening was occuring within the AI.

- Known variously as, The Awakening, the Electric Dawn, The Last Day, was an event where a war for the survival of the entire system occured in a matter of a few days. It was discovered that a few independent AI had begun to achieve true sentience. A number of academics and engineers who feared the rise of a truly sentient AI released a virus to kill all AI. Arguably an act of genocide, and certainly an act of mass destruction, considering the massive loss of life in situations where AI were responsible for life support systems. Most of the co-conspirators were arrested and many were killed.

- In the decades that followed the event, historians and digital archaeologists verified that four or five (there is academic debate) AI had indeed become self aware, and worse, that the independent AI had begun to mingle with each other. The AI had begun manipulating society, politics, and had even executed a number of humans. The Awakening has thus been seen in retrospect as a moment where humanity was saved from the brink of subjugation or extermination at the very last moment, hence the other name for the event The Last Day.

- AI is now seen as a plague, a bogeyman, or as something akin to witchcraft. There is still development in what is known as "sub-liminal" AI, where the entire structure of the AI is developed to prevent its own growth into a true AI. Corps and individuals caught creating a "liminal" AI, meaning one which could cross the line out of "sub-liminal", have been violently persecuted, attacked, and even lynched.

- MFC was the main stockholder in the second warp gate expansion. With the only solid supply of osmium, and the only ones who could "ensure the gates would get through the Belt safely", they could dictate terms. Citing the fact that none of the Upper worlds could be terraformed, the corps following MFC's model, privatised all colony structures. The legal reasoning amounted to, "The corporations built them. The corporations owned them. If you see it differently, you can go take a walk outside." Because of this, Corps have held onto their control of the Upworlds to this day.

- Outworlds and Upworlds are synonymous words for the worlds between the Asteroid Belt and

the Kuiper Belt, as Innerworld(s) and Downworlds refer to the planets between the belt and the sun. Up and down are used by pilots and navigators who see the system as a gravity pit. Upworlds also prefer that name as it has a superior tone compared to Outworld, likewise members of the Innerworlds prefer that naming convention, but will sometimes use the name Homeworlds, again, as a matter of pride. Sometimes the Innerworlds will be referred to as a singular Innerworld or Homeworld, this includes all planets and moons under the united leadership. The names are not really used for all peoples between the belt and the sun. It does not include the Lagrange asteroids of Earth, Mars, and Venus, for example.

- The Lagrange asteroids of Earth Mars and Venus survive mostly autonomously. They aren't unified and are mostly seen as hiding places of criminals and black-marketers. Being so easy to reach with conventional means, no gates were placed at these points like they were for the Jupiter, Saturn, and Neptune L4 and L5 asteroids. The stable asteroids of all planets are usually referred to as Lagrangian asteroids or simply Trojans. Like "the islands" or "the big city" knowing which asteroids "the Trojans" refers to usually requires the context of the conversation.

- Warp gates are old tech, a dead end of research. Gates require two linked gates, created together, then dragged to their desired endpoints. Once humanity had one for each major "location" in the system they didn't need any more. Add to that the fact that once the gates were finished the main bulk of finances left the centralized power structure which had created the gates, and dispersed into investments in the newly unlocked worlds. Finally, the gates require massive amounts of osmium, one of the rarest elements in nature, other space warping technology was invented that needed osmium so the value of making a new gate was dwarfed by the value that osmium could fetch in other applications. It all adds up to the fact that you would have to be stupid and crazy rich to want to build a new gate. ( Of course one of the missions is to help a crazy rich guy create his own that he wants to throw to Alpha Centauri )

- Grapple throws: a ship travels at dangerous speed past an enemy. The ship fires a grapple to the enemy ship which it reels in and uses to bring itself to a complete stop, while imparting all it's momentum to the enemy ship. This can be used to fling ships into other ships or obstacles, or fling them out into space.

- Repulsor fields: The repulsor is essentially a tiny malfunctioning warp gate. The fabric of space is strummed like a guitar string, beginning the process of a warp but not creating the hole. This results in a localised warp that drags space in, then releases it. The repelling force comes from a sudden shift in position in space relative to the repulsor, giving momentum directly away from it. In effect it's something more like a pinball machine, driving nearby objects away from the repulsor. This can also cause the ship to be pushed away from objects with greater mass. It's ease of function and relative cheapness has seen it installed in many ships as a simple safety measure, wired to proximity monitors to keep stray meteorites or bad parking jobs from trashing your ship. Many pirates rewire the repulsor fire on command to use as an offensive weapon.

- The Kuiper Belt (KAI-per) is sometimes referred to as individual rocks called Kites (a

bastardization of the shortened Kaip's, and an appropriate name for rocks usually seen being dragged by tow line to some Innerworld to be mined). The belt is very empty compared to the Asteroid Belt which makes it hard to think of as a belt. Furthermore when someone refers to "the Belt" it is understood that they are talking about the Asteroid Belt and not the Kuiper Belt.

- Kites are often thrown down to planets, moons, or even the Belt to be harvested for resources. some of the smaller Kites are even squeezed through warp gates.

- The Dawn System is a method of ensuring that losing your ship isn't game over. Insurance can be bought on your vehicle ensuring that if yours is lost or destroyed an exact replica is ready to take its place. When a ship is recreated, Dawn holds exclusive salvage rights to the old ship wherever it may be in the system.

- The Dawn revival process creates extra matter/energy in the universe. At the moment of the save, a matching copy of the entire entity (ship, crew, cargo) is found in a multiverse, and if/when the entity is "revived", it is stolen from that dimension. The means of this process is not known outside the Dawn System's innermost staff. What is known is that the reclamation of matter from the fallen ships is necessary to ensure a balance. And illegally salvaging Dawn insured matter can result in a kill contract. They kill you, then graciously reconstitute you at the nearest dawn station, minus the matter you stole. That matter is still in the old ship. They will then recover your ship and the missing cargo.

- The Dawn System is managed by a sub-liminal AI with one purpose, ensure that all Dawn requests can be fulfilled. This is mostly an uncomfortable necessity, any power that sought to control the use of Dawn or control access to Dawn would immediately be seen as an existential threat to every person in the system.