

COLONY: MOON



Colony: Moon

A Cooperative Story Game of Colonisation

Credits

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INTRODUCTION

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The human race used to have ambitious plans for space. We were going to spread out, using the Moon as a jumping off point, to colonise the entire solar system. We were going to build cities in space, harvest the asteroids and beam solar power back down to Earth. Then The Cold War ended and we got distracted by Nintendo. We forgot about space for the most part, other than as a source of satellite TV and unreliable but welcome internet access in remote areas. America doesn't even have The Shuttle any more. It doesn't have any mode of manned space flight at all and has to thumb a lift from the Russians. Who expected that to ever happen in the sixties?

That may be changing though. Space is coming within the grasp, barely of private enterprise and China has its sights firmly set on getting into space. Something that may kick the other space agencies back into gear. There's another impetus that may come into play too; Helium-3. If we do ever crack second-generation fusion power, He-3 will be an important fuel source and it's much more abundant on the Moon than it is on Earth, possibly even easier to get at.

The Moon has many other potential economic uses beyond He-3. It's relatively rich in light metals like magnesium, titanium and aluminium. There is almost certain water in some of its craters – which could be cracked for hydrogen and oxygen, rocket fuel. As a launch-pad to the rest of the solar system it would be a perfect jumping off point, low in gravity and high in potential power and resources.

This game is about establishing such an economic, political and scientific colony on the Moon. It's about balancing the various needs of the colony, the desire for personal prestige and the pressures from your government, wrestling bureaucracy into something workable.

The game can be played cooperatively or competitively, but for it to truly work the various players should take on varying roles, personalities, sponsors and try to promote their interests as strongly as possible without allowing the colony to fail. It's as much about politics and compromise as it is about the wonders of space. You'll need to be treacherous and double-dealing in order to accrue personal power, but you'll need to work together to make the colony work.

