

BRAVE NEW WORLD

Colonists set foot on a new planet and strive to make it home. Can it grow into a flourishing, civilized world or will the colony fail and be forgotten?

Why did the colonists come here?

- They are bold pioneers expanding civilization to a new world.
- They are refugees trying to escape oppression (political, racial or religious).
- They crash-landed. This was not their intended destination.

What's the ecosystem like when the colonists arrive?

- Earth-like
- Verdant, but the plants and animals are entirely alien.
- Sparse. Poor natural resources.

Is there intelligent alien life?

- No intelligent life except humans.
- Aliens lived here once, but they're long dead.
- Aliens colonize here too. They might already be here or arrive after us.

Are there other colonized worlds?

- This is the first human colony beyond our sun. We are entirely on our own.
- There are only a handful of colonies scattered among the stars. Contact from off-world is extremely rare.
- There are many colonized worlds.

What do the colonists name their world? (pick or make up your own)

- Haven
- Eden
- Green
- Winter
- Crucible
- KJ-427

Start Bookend: How does the history begin?

- The colonists arrive on the planet.
- The first settlement grows into a city.
- A schism divides the colonists. They separate to two different bases.

End Bookend: How does the history end?

- The colony blossoms into a prosperous world.
- The colony is struggling but surviving.
- The world is torn apart by factionalism and strife.

The "Brave New World" seed is an excerpt from Microscope Explorer, and is provided as a free download for all Microscope players.

Seeds are pre-made starting points for your history to help you agree on an idea and get playing more quickly. To use one, read the introduction aloud and then answer each question together to customize it. You could use the same seed over and over again and get a very different history every time.