

A quick overview of the Megagame Infinite Horizons

Want to know what it's all about have a few minutes to flick through a couple of pages about the game?

The megagame Infinite Horizon looks to simulate the creation and expansion of a Colony on a new world. Players take on Roles within one of the nine Factions that have been central to the creation of the project.

The game will be played over a series of turns each representing a season on Niwa concluding at the end of three years.

This is considered to be long enough to forecast the success or failure of the colony and factions.

As with most megagames there is no "win" condition the aim is for each player faction to achieve its objectives. It is not a game about individuals but about the emergent narrative that everyone is part of., it is about the story behind the first colony on a new planet.

Turn	1	2	3	4	5	6	7	8	9	10	11	12
Season	Rainy	Dry	Rainy	Storm	Rainy	Dry	Rainy	Storm	Rainy	Dry	Rainy	Storm
Year	1	1	1	1	2	2	2	2	3	3	3	3

Each turn will be split into 2 main Phases

Team Phase	Planning the next turns actions
Action Phase	Go to area of play based on the Role

Each 4th turn is the storm season, no action phase is undertaken during this time, instead there will be an extended team Phase

Niwa



As Earth shook in the grip of a bitterly cold war for what precious few resources remained to us, the interstellar probe Fortune – forgotten by all but a

few dedicated enthusiasts – changed everything.

Fortune sent back details of an astonishing find – an Earth-like planet, tantalisingly close. The planet, dubbed Niwa (Garden) by the Japanese scientist leading the Fortune research team, sparked new hope in humanity – and a new variation on an old form of competition.

Niwa is only just within the Goldilocks zone, nearly too hot. It has no frozen polar

regions but it has water, it has a weather systems and it has life, an abundance of life.

Atmospheric conditions are survivable and with respirators and air-conditioning it could even be close to being called comfortable, if a little humid.

Niwa consists of a single landmass, a Pangaea, with its equivalent evolutionary state being described as broadly "Triassic". So far the probes have identified the life systems to be carbon based and data shows the flora is dense and lush, whereas the fauna is described as large and dangerous.

Niwa orbits a class G star with a 26hr day and 311 days' year. It has an equivalent Earth masses (M_{\oplus}) of 1.27.

Factions

There are 9 major playable Faction as well as Niwas Council: 3 representing National alliances with political objectives, 2 represent industrial megacorporation with objectives to satisfy Earths need for resources, 2 that represent the commercial desires for new scientific discoveries and 2 with their very own objectives for Niwa.

Global Interoperability Council –AKA the GIC Nations



Built upon what was left of the European Union, the USA, Canada, Australia, India and a handful of other industrialised former-commonwealth countries, the GIC nations cling to notions of democratic freedom, capitalism and free markets. The GIC see the colonisation of Niwa as a chance to revitalise their once great nations.

Arabic league for Economic, Cultural and Scientific Development – AKA the League



A repurposing and expansion of an older cultural organisation for the modern world, the League is a loose collaboration between the African and Middle-Eastern Arabic nations. The League wishes to ensure that its religious and political ideology has its place on the new planet. They support scientific and environmental developments on Niwa.

Shanghai cooperation organization AKA the Cooperative



Like the rest of the world, the Cooperative has plenty of problems – but unlike the other supernational groups, their main issues aren't with overpopulation or energy sacristry. What they lack is the resources to keep up with the spiralling demands of an increasingly wealthy and educated population. Should the resources run dry and the tiger

economies begin to starve, things could get ugly fast.

Way-Tani Ind



Simply wishing to meet the Earths growing demand for rare earth elements (REE) Way-tani has the knowledge and drive to find and export REE as well as taking advantage of any other emerging industrial markets.

Caine Enterprises



At the heart of the Niwa colony project Caine Enterprise are ready to exploit every opportunity that Niwa has to offer. With expertise in mining and industrial process they are ready to delve into the very heart of Niwa to expose its secretes.

Advanced VENTURES

Certifiably the largest and most ambitious crowdfunding project to date, the Advanced Ventures project was a desperate gamble – one that paid off beyond all expectations.

Its backers are dedicated to the idea of making a new and better life on this brave new world. They will not allow a repeat of humanity's past mistakes... nor the sacrifice of Niwa for the sake of the planet they left behind.

Universal Banking Group



Very few banks survived the first half of the twenty-first century in anything like a recognisable form... and those which did mostly managed it simply through being the biggest, nastiest shark in the tank.

UBG financial endangerment in the project means that the success of the colony is paramount to its own success. It will use all of its ability to make sure that it sees a return on its investments. On Niwa UBG can offer Asset Security and loans to help other factions

B.E.T. pharmaceuticals



No other group have higher hopes for Niwa than they - the sheer potential of the planet and its lifeforms was enough that they sold all their existing patents, along with drugs research that had been decades in the making, simply to raise the money to get involved in Project Mandjet.

Losanna Agroeng



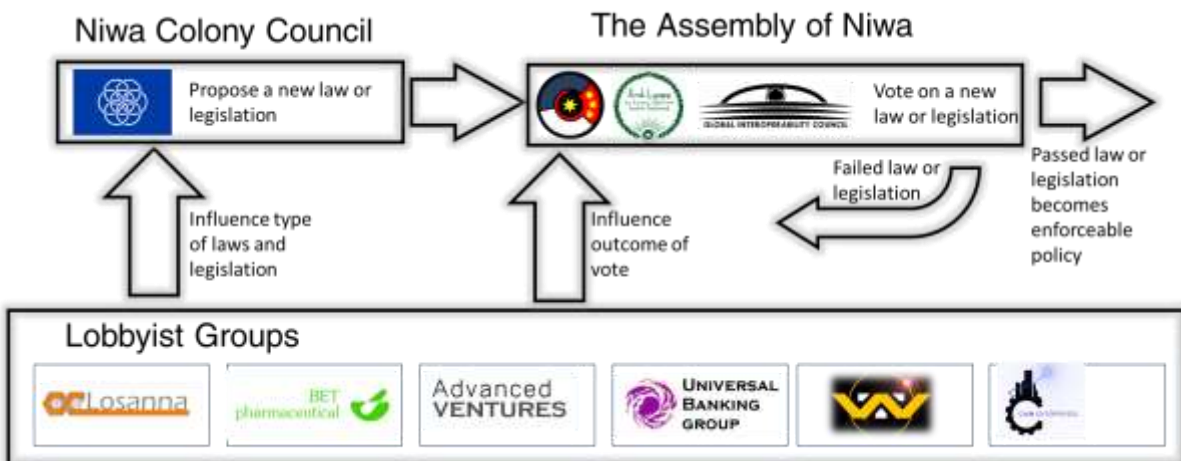
Losanna knows that the life on the new planet could radically change the human race for the better or worse. During the development of the Mandjet Project they continued to lobby for a 'hands-off' approach to Niwa and its resources, and have over time become the project's self-appointed guardians of scientific morality and environmental conservatism, a counterbalance to the exploitative forces of the nations and corporations who would exploit the planet's resources through wholesale and damaging processes.

The Niwa Colony Council



The Council of Niwa is an internationally diverse, expressly neutral body chosen from among the most scrupulously moral, most forward-thinking individuals on Earth.

Nonetheless, their purpose is simple. They have one objective – to ensure the Niwa colony not only survives, but flourishes.



The player Roles

CEO, President, Premier or Managing Director (leader)

The leader's primary role is to ensure the Faction meets its objectives. To do this they must coordinate the team. They have the overview of the team's assets and control the allocation of resources from Faction HQ. Ultimately they answer to the team's Sponsor back on Earth but here on Niwa they are the voice of the Faction and speak with its full authority.

Director of Operations

They activate and control the Factions Units on the Niwa world map. They are the only player who may go to the world map. These units are used to explore Niwa, build new facilities out in its wilds and protect the Factions Assets from threats. There is also an element of logistics and planning to ensure that remote facilities have the workers, resources and protection needed to operate.

Trade Representative

As the key negotiator they must make trade deals with other Factions and Earth. They must haggle for space on the twin cargo ships (Nut and Geb) to ensure resources are returned to their Sponsors and there is space for any requests for supplies from Earth. They can bid for Council Contracts to help the Council and will need to recruit workers from the labour pool. The Trade rep will find themselves as important links between all the other members of the team.

*Faction Lobbyists (non-national teams only)

Lobbyists represent their Faction within the Assembly and the Council. Lobbyists have no direct powers within these political circles (unless elected to a position) but do hold lots of influence over sections of the colony's population. They can use this influence as well as their Faction's resources to persuade and cajole the Assembly and the Council into making laws and legislation in their favour. They can use this influence to support or oppose Assembly actions.

*Assembly Member (national team only)

This member of the team represents their Faction at meetings of the colony's governing body, the Assembly. Representatives' duties include dealing with crises, voting on new legislation to address the needs of the colony or agreeing to terms of the land claims treaty.

The Assembly is formed from three members of the National Factions and up to a member of Niwa Colony Council (NCC),

Areas of play

The Colony

Players – Leader, Council member, Lobbyist, Assembly member.

Game type – resource management, politics, diplomacy, negotiation and espionage

This area represents the Colony itself and is home to the Council Team and Colony Control. A map of the colony will be shown by tiles that represent the buildings and is where new buildings are placed.

It is where the Info net will be projected, a hub of current information showing the Stability of the Colony, faction influence level and news reports. If Stability ever reaches zero then the colony is on the point of collapse – whether through starvation, anarchy or a mixture of both!

The world Niwa map

Players – Director of Operations (or delegated player)

Game type – Open map: exploration, resource management, logistics, operational

This will be represented by a single large map of the Niwa Pangea. Players will: activate their units on the map, move workers, draw exploration/discovery cards, construct buildings and infrastructure, resolve combat, pay maintenance and collect resources. Simple!

The Assembly

Players – Assemble members, lobbyists

Game type – Political, law making, crisis management and negotiations

The Assembly will gather each turn to discuss critical issues, propose solutions and vote on new Laws and legislation presented by the Council as well as agree on land claims.

Lobbyists can use their Influence to help or hinder the Assemble depending on the proposal and the faction's motivation.

Trade centre

Players – Trade Rep, Council member

Game type – negotiations, trade, resource management

It is where one of the twin Cargo ships will be docked. It is where the Trade Reps will collect any bonuses or demands from their Sponsors. Each Faction has an allocated amount of cargo space which can be used to export items to Earth or to meet your sponsors demands.

It is the location of the Open Market, where things can be bought or sold on Niwa. It is also where the Labour pool can be found.

Faction HQ

Players – Leader (all)

Game type – Strategic, political, resource management, worker placement?

Home to the Faction's leader the HQ, is where the team's assets can be monitored and controlled. It is where visitors can be safely received to discuss deals.

Importantly it is where the whole team returns to regroup during the team phase.

The Bar

It is rumoured that at the proprietor of the Bar can get anything you need and find a seller for anything you wish to

Assets

These represent everything that is needed within the game simulation. (

Land

Each area of land must be surveyed to discover its potential for production and scientific value. Land is where mines and other buildings are assembled in order to exploit the planets resources.

Land Claims represent the teams legal claim of an area of land on the world map [at the start of the game only national teams may make official land claims but any team may purchase or request rights to use land].

Buildings

They represent all the physical structures and associated infrastructure that the colony needs to operate on Niwa. There are 5 basic types of building: Industrial, Administrative, Residential, Commercial and Infrastructure. They are built either within the bounds of the colony or out in the wilds of Niwa. To construct a building a Blueprint is needed along with the relevant resources and workers. This creates a pre-fab token that can be assembled in its desired location by an Engineering Unit.

Resources

This is the reason that we've come to Niwa. Some of these resources are needed for the survival, operation and expansion of the colony and your Faction, others are needed by Earth. There are 5 broad types of resources for this game:

Low-Energy Materials (LEM) useful construction materials.

Metals (MET) represents a variety of metals and are used in more complex buildings and are wanted back on earth.

Rare Earth Elements (REE) these hard-to-find minerals are essential to the production of high-end electronics and needed back on Earth.

Food –is needed for the survival of the colony and its workers.

Fuel represent the supplies needed for the mobilisation of units.

Workers

Within in the game your workers are the cogs that make the buildings run... all they ask for in return is a fair wage (and access to food, accommodation, entertainment and the odd luxury) production buildings have a worker requirement in order to be productive. Workers need to be paid, unpaid workers will not work!

Units

Represent specialist that can carry out tasks on the maps. Common units to all factions are Surveyors [capable of surveying the map and discovering potential of an area] Engineers [able to assemble buildings and infrastructure] Security forces [there to protect your faction's assets] Trouble shooters [very small discreet groups able to fix problems]

CREDS



Centrally Redeemable Economic Denomination; AKA cash, or money

Influence

This represent your factions Influence among the people of the colony. It can be used to back or oppose assembly actions or to agitate or calm colony situations.

You gain Influence from bringing your Faction's people to the colony, building things the colonists like and approving policies they like. Anything that makes their little lives a bit more bearable.

Discoveries

A little harder to specify than material resources but just as important are the vast number of scientific discoveries waiting to be exploited. These discoveries can be sent back to Earth or research on Niwa [if your faction has access to a lab].

Goods

There are some goods that can't be produced on Niwa at the start of the game and need to be imported [there may be opportunities to produce them in the later game] these include Hi Tech components [needed for the construction of some buildings] Luxuries [nice things from earth that make people happy] Contraband [illegal or band items like weapons and drugs]

A few other things...

There are many other things that are not even touched in this overview such as

- Map movement
- Conflict and combat
- Logistics
- Enforcing legislation
- Research
- Training
- Auto fabrication plants
- Encounters
- Xeno
- Smuggling
- Espionage
- Sabotage
- Crisis
- Production
- Advanced buildings...

More details about all of these and more will be covered in the player's hand book.