

A futuristic cityscape is viewed through a circular porthole. The porthole has a metallic frame with several circular gauges or lights around its perimeter. A large, stylized yellow orbital graphic, resembling a ring with a central loop, is superimposed over the scene. The city below is dense with buildings, and the sky is filled with tall, futuristic skyscrapers and flying vehicles.

OUTER SETTLEMENT AGENCY

Summer
2015

Series Guide

Series Background

A good while ago, we royally screwed up Earth. Overpopulation, pollution and lack of resources threatened humanity to the point of no return. Desperate, the nations of the world pooled their resources into an international organization called the Outer Settlement Agency (OSA). Their mission was to create habitable settlements on Mars, Venus and the moons of Saturn and Jupiter.

Over time, the Agency's power superseded that of any nation on Earth and they came to rule the solar system. The agency has an executive branch, led by a council. There's no separate judicial or legislative branch. Separation of powers is for the weak.

This council is far above the rabble and most people only have contact with OSA's police force or its military.

Series cont'd

The problem is, governments aren't so good at building things, so OSA tangled itself into a thick, sick, damn near incestuous series of contracts with Meash Corporation. The brightest minds on Earth (scientists, botanists, architects, physicists, chemists, etc.) joined up with Meash to help terraform the planets and moons now managed and policed by OSA. In short, Meash can't exist without OSA and OSA can't exist without Meash. Not good.

The first to leave Earth were the wealthy. Next, were the healthy, those chosen by lottery to live on Mars and Venus, the first places colonized. To ensure a good genetic spread, people were chosen in relative proportion* from every corner of the world.

**At least, that's what the first world countries claimed.*

Habitable Planets and Moons

- Earth
 - ▣ Super gross. Only the poor and unlucky live there. Good luck seeing the sky above the smog. It is rumored that Meash and OSA oversee all student exams and offer a new life off Earth for those who show promise.
- Mars and Venus
 - ▣ The only two legitimately awesome places to live. People born on Mars, and especially Venus, see themselves as better than the ‘moon dwellers.’
- Saturn
 - ▣ Most of Saturn’s quadrants are devoted to farming.
- Europa – Jupiter Moon
 - ▣ Blue and purple vegetation. Some quadrants are fun. Others are the back end of death. It’s a big place – just know where you’re going.
- Titan – Saturn Moon
 - ▣ Terraformed in 2962.
 - ▣ Has blue grass and a metallic breeze.
- Enceladus – 6th largest Saturn Moon
 - ▣ Irregular, dangerous sand storms. First site of the Clone Uprisings.

Chains of Command

OSA Police

Commissioner
Lunar Sheriffs
Commanders
Deputy Inspectors
Captains
Lieutenants
Sergeants
Officers

OSA Military

OFFICERS

General
Lieutenant General
Major General
Brigadier General
Colonel
Lieutenant Colonel
Major
Captain
First Lieutenant
Second Lieutenant

ELISTED

Sergeant Major
First Sergeant
Gunnery Sergeant
Staff Sergeant
Sergeant
Corporal
Lance Corporal
Private First Class
Private

Timeline

- 3167 – Clones on Enceladus liberated by Solia and Giancarlo
- 3179 – Clone uprising. Witnessed by Anja Figue
- 3182 – Anja and Retzi look for *The Bastard's Revenge*
- 3192 – Quinn and Prio meet
- 3200 – Lana and Cyprus go after Meash Two
- 3202 – Allie and Vin run into some megalomaniacs
- 3202 – The Captains of...wait...I haven't released this yet...
- 3202 – See above 😊

Books

Solia's Moon

Anja's Star

Quinn's Quasar

Lana's Comet

Vin's Rules

YO!

The next page is
potentially
spoilerish.

It lists some
Quadrants and what
went down there...

Some famous Quadrants from the series

Each moon and planet is divided into quadrants. Here are some of the major ones.

- Titan
 - ▣ 22 – OSA boot camp
 - ▣ 38 – Super posh. People walk around nearly naked.
 - ▣ 55 – Where pirates, businessmen and politicians meet
 - ▣ 72 – Warehouses, business centers, factories
 - ▣ 78 – No man’s land. A good place to go if you’re avoiding OSA
- Enceladus
 - ▣ 135 – A town that has decided to forgo modern conveniences.