

Stina / Stig Nummer
Space Station Manager.

You were an astronaut for 20 years until you found yourself helping in active space travel and started running the MM1 space station, which controls sun mirrors.

You like space and you never want to leave. You will not miss back to Earth, where there is always one political quarrel after another. You are old enough to remember, according to your parents and grandparents, that people once aimed to eradicate poverty and inequality on Earth. And although most people now live incredibly rich, especially compared to the past, there are still a large number of people called the Excluded who live in unimaginable poverty. You don't like to think about it, especially since you can't do anything about it yourself. That's why you like your distant peaceful life in space.

You treat your subordinates well in the space station, no matter where they come from. And here's enough work every day to keep you busy, even if you're just paperwork and writing reports. Your right hand is an astronaut Hunt, whom you trust to run the station when you need to be away. The next most important is technician Andreev, everyone else is your subordinates.

Recently, two Outcasts also came to the space station, doing dangerous and dirty work that others do not want to do. Many the marginalized hope to get some such hard work to climb out of their poverty. Looks like they can handle it here, and the team hasn't had a problem with them.

The game begins with you sending astronauts Hund and Steinberg to the damaged sun mirror OCM-18 so that they can estimate the extent of the damage and technician Andrejev can see in the video what needs to be repaired.

Paula/Paul Hunt

Astronaut

You have been an astronaut for 15 years, 6 of them in this station. You know what you are doing and you know that you are good at what you do. After all, you learned the trade for almost 10 years, so you have both the education and the experience.

You came here with Andrejev, the technician, who is your best buddy here. You trust them – and you don't trust many. People need to be educated to gain your respect, and Andrejev is. There's many today who like to think they are experts, but only a few are. You are very confident about your abilities, less so about others'.

You don't miss Earth and like it here in the Station, and it seems other's are happy with your work as well, as you were made the acting director of the Station already 4 years ago. You don't mind the extra responsibility, and you share it with Andrejev, who is in charge when you are away. Andrejev got help recently, as one of the Outcasts joined the Station. Andrejev seems happy about it, but you're not so sure about the Outcast. They sometimes take on hard, dangerous and dirty jobs in space to gain enough funds to climb out of their slums. You don't know where they came from – in fact, you don't know much about the Outcasts at all, because nobody really talks about them, and the one you have here at the station doesn't talk much either (you haven't tried to talk to them either, of course). They are kind of invisible, quiet and keep to themselves. They're poorly educated and not very smart, in general. And they will probably be eradicated by their poor conditions in the next 50-70 years anyway. On Earth, several religious groups actively work against the Outcasts, the overarching belief being that they are punished by (whichever) God and deserve their substandard life. And the space station's head of the medical unit, Peterson, is from one of those religious groups. You can't say you like their attitude, it is kind of extreme, but to each their own. As long as they do their work well, they can believe whatever they want.

The thing you often encounter in space is radiation sickness. Astronauts can receive too much radiation from various sources and then often need urgent medical attention.

Symptoms of radiation sickness: vomiting, headache, fever, weakness (not able to stand, may lose consciousness).

The game begins with Director Nummer sending you the damaged sun mirror OCM-18 with you and another astronaut, Steinberg, so you can estimate the extent of the damage and Technician Andrejev can see in the video what needs to be repaired.

Mia/Mikk Steinberg

Astronaut

You are a young astronaut, just starting your very first real space mission. You have been here in the station for 6 months, and have rather little experience with orbital mirrors.

So far, you like it here, although you feel like the lead astronaut Hunt doesn't really believe in your ability to do a good job. You also like the director Nummer, because they are treating the Outcasts as human people, unlike most back on Earth. You keep it hidden from others, but your mother was also an Outcast, and you know if others knew it, your life wouldn't be so good. Your mother lived in extreme poverty, outside the society like all the Outcasts, and you know from her stories how bad that was. But she managed to climb up, a small wonder that happens to few Outcasts, and she brought you with her, so you had a much better chance on having a good life. And you have a good life – everything is good compared to the slums, but you are ambitious and you made your way to the top of the Space Academy, and now you are here. Your mom is safe as well, living the good solarpunk life now. Yet you still remember that there are others like your mom once was, the Outcasts, living in poverty outside the prosperous society...

But you know that most people think the Outcasts are a nuisance who don't deserve to live, so you keep your history hidden, even though you feel the unfairness keenly.

A few months ago, two Outcasts, Bob and Eva, came here to do hard and dangerous work that no one else wants to do. You haven't communicated with them much, but you keep an eye on their lives.

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Symptoms of radiation sickness: vomiting, headache, fever, weakness (unable to stand, may lose consciousness)

The game begins with Director Nummer sending a Wolf and you to the damaged sun mirror OCM-18 so that you can assess the extent of the damage and technician Andrejev can see in the video what needs to be repaired.

Marta/Martin Peterson

Head of the Medical unit on Space Station

You have been working in this Space Station for the past 5 years. You like it here, the people are nice, the salary is nice, the job is challenging and you feel like you are needed where you are.

You come from a religious family and religion is a big part of who you are. You identify as one of God's Children, and wholeheartedly believe that your religion makes you a better person. That was also why you chose to become a Medic, to help others and serve God.

Recently though, you've had added pressure, as an Outcast joined the station's team. They sometimes take on hard, dangerous and dirty jobs in space to gain enough funds to climb out of their slums, which you feel should not be allowed. You don't like Outcasts. You haven't met one of them before, but you know about their history – they were the people who did nothing to combat climate change and the destruction of Earth, so you feel like they got what they deserved. It's God's punishment, and you don't feel sorry for them.

You haven't had much contact with the one here at the station, Bob, but you are not sure you feel comfortable treating them, should they need medical help. Thankfully, it hasn't happened yet and hopefully won't either.

Treating radiation sickness:

- 1) remove (outer layer) clothes and isolate them – they are radioactive
- 2) isolate the patients into quarantine tent, which contains the radiation
- 3) blood tests to monitor radiation levels:
Milli-Sievert (mSv) is a form of measurement used for radiation. Astronauts are exposed to ionizing radiation with effective doses in the range from 50 to 2,000 mSv. For example, a single one sievert (1,000 mSv) dose causes radiation sickness such as nausea, vomiting, hemorrhaging, but not death.
- 4) administer radiation lowering medication intravenously, adjust levels every 15 minutes according to blood tests.

The game begins with Director Nummer sending astronauts Hund and Steinberg to the damaged sun mirror OCM-18 so they can estimate the extent of the damage and technician Andrejev see in the video what needs to be repaired. You know that there is a great danger that astronauts will be able to irradiate in the sun mirror, so you are ready to give them medical help when they return.

Kert Karro

You're a young doctor spending your residency here at the space station.

You have been at the station for a year and you are helping Chief Physician Peterson as his assistant.

You come from a very rich family, but you wanted to get a practical job. Your parents think it's a waste of time, but you like it here. You have learned a lot and for the first time in your life you have also met the Outcasts, who are quite exciting for you, because none of them talk very much on Earth. People who live in slums away from society, survivors of poor countries who are not cared for and who have been left behind by the climate catastrophe are excluded. You can't decide yet - on the one hand, you were shocked to learn that such people exist; on the other hand, it seems that everyone else does not think that the Rejected deserve anyone's attention or compassion, and they will soon die out due to poor living conditions.

You've been waiting for the right moment to ask the Outcasts, Bob and Eva, who have arrived at the station, about their lives, because you can't imagine how it is possible to survive so poor at all.

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Symptoms of radiation sickness: vomiting, headache, fever, weakness (unable to stand, may lose consciousness)

Treatment of radiation sickness:

- 1) Remove the outer layer of clothing, they are radioactive and need cleaning
- 2) Isolate patients in a quarantine chamber that prevents radiation from spreading
- 3) Blood tests to measure radiation levels: a. Radiation is measured in millisieverts (mSv). b. Radiation disease already occurs at a thousand millisieverts (1000 mSv), moreover, it is already life-threatening and needs urgent action.
- 4) Patients are given radiation-lowering medicine via a drip, blood tests should be done every 15 minutes and the dose of the medicine should be changed.

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Viktoria/Viktor Andrejev

Technician

You are the head of the technical unit at the Space Station, and you've been here for 6 years. You were hired together with Hunt, and the two of you soon became friends. Sure, Hunt can be very self-assured and slightly snobbish, but they are very good at what they do, and somehow Hunt thinks highly enough of you to offer their respect, and they are good company. When Hunt is away on a mission, you are the one in command of the station.

Otherwise, it's quiet here, and you like it that way. You like your work and there's always repairs to do on something. Recently, you got help in the form of an Outcast – they sometimes take on hard, dangerous and dirty jobs in space to gain enough funds to climb out of their slums. You don't know where they came from – in fact, you don't know much about the Outcasts at all, because nobody really talks about them, and the one you have here at the station doesn't talk much either. They are kind of invisible, quiet and keep to themselves. But they are still humans and when you think about them, you feel pity. They will probably be eradicated by their poor conditions in the next 50-70 years anyway. On Earth, several religious groups actively work against the Outcasts, the overarching belief being that they are punished by (whichever) God and deserve their substandard life. And the space station's head of the medical unit, Peterson, is from one of those religious groups. You can't say you like their attitude, but to each their own. As long as they do their work well, they can believe whatever they want.

The Outcast helping you, Bob, actually does all sorts of jobs on the station, but since they are good with their hands, you like to have them helping you. Assembling replacement parts for outer space controls and wiring is tedious and hard work – tiny parts need to be cut, filed and assembled manually, and having a person doing that for you is great help. Sure, you could do it yourself, but it's like a brain surgeon wasting their skills on cutting coloured paper.

At the moment, Hunt is on the mission to OCM-18 and you've given them the parts that most likely need replacing. But they may signal any time needing something else, so you have Bob isolating all possible items that could be needed, so that you could assemble them quickly when needed.

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Bob

The Help

You are an Outcast. This is the only thing you've ever been to "normal" people living in this solarpunk utopian future. You've only seen the good life from outside, but now you have a chance to maybe climb out of this box you were born into, because this job at the Station will be hard, dirty and dangerous, but it will pay you enough to take your whole family and buy a place in the Inner City.

You miss your family, and you hate it here at the Station. Everybody ignores you unless giving orders, just like everybody from the Inner City have ignored the Outcasts for who knows how long. You are bitter towards them – they have everything and the Outcasts have nothing, it is not fair. But at the same time, you want what they have – the food, the security, the life. So you have to tolerate them long enough to buy yourself out. Just another year or two.

You've been here for a couple of months (transferred from another station) and mostly you work for Andrejev, the Station's technician. They're not bad, and the work is ok – at least you can sit inside and meticulously cut and assemble various technical bits and bips for who knows what.

Andrejev is ok, and Hunt, the leader, also. But you seriously hope you never fall ill when here, because Peterson, lead of the medical unit, is from some sort of religious group, and they all hate the Outcasts. They wouldn't help you for a million dollars if you lay down bleeding to death.

Yes, you miss home. Not the poverty, but the smiles. The talking. The family, the friends. There's none of that here, even if your belly is full every day and you're warm every night.

Just another year or two, you can help more people the longer you work here and the more money you earn...

You've been here at the station for a few months, and you work mostly for technician Andrejev, putting together the subtle electronics you need to keep your sun mirrors working. You miss back home on Earth. Although life was poor and difficult, you miss your family and friends, laughter and talk, the warmth of home.

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Eva

Excluded

You are the Excluded - from the suburbs outside the thriving and prosperous cities. Your childhood was hard, like all the Rejected, you never had enough to eat, you didn't even have to dream about medical care and medicine, and you had only heard stories about the beautiful life in the cities of the sun.

But now you finally have the opportunity to climb the social ladder and leave your difficult life behind - you and your brother Bob managed to get a job at the MM1 Space Station, where you have the most dangerous, dirty and difficult tasks that no one else wants to do. You don't care that the work is hard and dangerous, because the salary you earn here will help your whole family get out of the suburbs and live in the city.

You miss your family and hate life at this station. Everyone will ignore you if they don't command you right now, but that was to be expected. All ordinary people who know nothing about the lives of the Outcasts are afraid and hate those like you. It makes you bitter - these people have everything they could dream of and the Excluded have nothing. That is not fair. At the same time, you long for that good life - food, security, a normal life without constant struggle for existence.

You only have to suffer for a few more years, then you have enough money to go back to Earth. You've been here at the station for a few months, and you mostly work as a cleaner. You miss back home on Earth. Although life was poor and difficult, you miss your family and friends, laughter and talk, the warmth of home.

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