

# Societal Stuff

## Economics

The economies of the Human Interstellar Confederation and the Zimrakkan Mercantile Zone are very much hardcore capitalist economies.

The Zimrakkans are different in that they do not attempt to directly compete with one another, preferring a “mercantilist” model to Human “free enterprise.”

The Earth model borders on fascism, if it is not actually so. Independent Regions (see Government, below) are free to choose their own path, but rarely do they adopt anything different from the Earth model, largely because of the unchecked influence of wealth in the political process.

## Mass Unemployment

Unemployment on Earth is around 30% because the population has long since outstripped the number of jobs available to them. Robots perform most menial jobs, exacerbating the problem of surplus population.

The HIC government does not subsidize the unemployed, only providing a bare-bones safety net. Their solution is to try and ship as many people off of Earth and onto new colonies, even if they are dropped merely to starve. We will touch upon this social dynamic from time to time throughout the show.

## Unified Currency

The HIC has a universal currency known as the Standard Monetary Unit. It is almost always called the “smoo.” One 2800 CE Smoo is the rough equivalent of a 2010 Euro.

## Government

### Human Interstellar Confederation (HIC)

The HIC is composed of regional governments on Earth (roughly corresponding to continental lines) and autonomous Colonial governments on other worlds and in space. Even though each region has near-total autonomy, they are required by the HIC Constitution to organize their government along identical lines and they are subject to laws passed by the HIC Assembly, which consists of the Confederation Senate and the Confederation Parliament. The HIC Government is horribly corrupt, but what government isn't?

Each region and colony has two seats on the Confederation Senate. The Parliament is selected by a general election across the entire Confederation.

### Earth/Sol System

There are small mining and research stations on the Moon, but it is not considered an independent political entity. There are many small research facilities and space stations throughout the Sol system, but they do not have political autonomy.

Independent Regions in the Sol System:

- African Autonomous Region
- East Asia Autonomous Region
- Eurasia Autonomous Region
- Europa Autonomous Region
- Mars
- North America Autonomous Region
- Oceania Autonomous Region
- South America Autonomous Region
- South Asia Autonomous Region

## Colonies

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Colonies are generally referred to as Core, Gateway, or Backwater depending on both their location, population, and level of development.

### Core Colonies

- Tau Ceti
- Fomalhaut

### Gateway Colonies

- Xia

## Organizations

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### HIC Government Entities

- **Confederation Bureau of Investigation (CBI):** The CBI is the law-enforcement organization responsible for activities that occur between political entities within the Human Interstellar Confederation. They would be the equivalent of a contemporary FBI or Interpol.
- **Confederation Security Agency (CSA):** “My CSA is Your CSA,” reads the populist motto of the CSA. The CSA is the future equivalent of the CIA, except that it does all the dirty work that the CBI can’t. It is rarely involved in criminal cases, and normally focused on security issues. It was separated from the military because the military is not trusted to have control over its own secret police force. Among its other functions, the CSA operates as a watchdog over military contracting, not unlike the Truman Commission, except they do so clandestinely.
- **Confederation Navy:** The Navy is tasked with maritime security and defense. They fill the roles of both the modern US Navy and US Coast Guard, except that they do it in space.
- **Confederation Aerospace Administration (CAA):** This organization regulates civilian aerospace traffic. It fills the same role as the US FAA except that it governs air and space traffic. It likes to charge lots of license fees.

### Major Companies

Marketing and corporate logos and branding are even more pervasive 800 years from now than they are today. The following fictional companies are established within the setting and can be used in any situation where writers need to insert some businesses.

- **ZUMPCO:** ZUMPCO is to the future what would happen if one mega-corporation owned 51% of everything. Nearly every business encountered, from TheBANK to United Salvage, to the people who make souvenir boomerangs on Albion carry the tagline, “\*A subsidiary of ZUMPCO.” For better or worse, ZUMPCO is the “big one.” ZUMPCO has more employees than many colonies have settlers.
- **TheBank:** TheBank is a major banking institution. It is a subsidiary of ZUMPCO. Their sinister motto is, “One Bank to Finance Them All.”
- **Dewey, Cheatham, and Howe:** We don’t name the law firm that has been retained by Ledge during the series, but one of the senior partners, Mr. Howe, was friends with Ledge’s father.
- **United Salvage (US):** United Salvage is a subsidiary of ZUMPCO. It is a very large company whose mission is to make money by recovering old wrecks. The definition of salvage is rather broad, however, and in some cases is taken by U.S. employees to mean, “anything not tied down.” U.S. is deeply connected to the season arc. U.S.’s motto is, “The future is in the past.”
- **Confederation Postal Service (CPS):** CPS is an extension of the modern day USPS. It is the official, licensed mail and news carrier within the Human Interstellar Confederation. Their ships get a special “CPS” call sign.

## Religion

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Mankind has always had and will always have religion. All current Earth religions continue to exist and to thrive in the distant future. (Even Dianetics.) Newer faiths also thrive. One, which is \*very loosely\* followed by Ledge (meaning not at all), holds that the universe itself might be some sort of complex living organism.