

CULTURAL PROFILE		1. Date of Preparation
2. World Government Name Albrecht		
3. Serial Number C742647-9		
PROGRESSIVENESS		EXPORTS
Attitude	Action	Natural Resources
<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising	<input type="checkbox"/> Agricultural
<input type="checkbox"/> Progressive	<input type="checkbox"/> Advancing	<input checked="" type="checkbox"/> Ores
<input checked="" type="checkbox"/> Conservative	<input checked="" type="checkbox"/> Indifferent	<input checked="" type="checkbox"/> Radioactives
<input type="checkbox"/> Reactionary	<input type="checkbox"/> Stagnant	<input type="checkbox"/> Gems & Crystals
AGGRESSIVENESS		Petrochemicals
Attitude	Action	Processed Resources
<input type="checkbox"/> Expansionistic	<input type="checkbox"/> Militant	<input type="checkbox"/> Agricultural
<input checked="" type="checkbox"/> Competitive	<input type="checkbox"/> Neutral	<input checked="" type="checkbox"/> Alloys
<input type="checkbox"/> Unaggressive	<input checked="" type="checkbox"/> Peaceable	<input type="checkbox"/> Agroproducts
<input type="checkbox"/> Passive	<input type="checkbox"/> Conciliatory	
EXTENSIVENESS		Manufactured Resources
Global	Interstellar	Weapons
<input type="checkbox"/> Monolithic	<input type="checkbox"/> Xenophilic	<input type="checkbox"/> Mechanical Parts
<input checked="" type="checkbox"/> Harmonious	<input type="checkbox"/> Friendly	<input type="checkbox"/> Heavy Equipment
<input type="checkbox"/> Discordant	<input type="checkbox"/> Aloof	<input type="checkbox"/> Electronics
<input type="checkbox"/> Fragmented	<input checked="" type="checkbox"/> Xenophobic	<input type="checkbox"/> Gravitics
TECHNOLOGY PROFILE		
High	Energy	Computers/Robotics
Low	Communications	Medical
	Environment	
9 8 - <input checked="" type="checkbox"/> A A 7 9 - 6 4 8 5 - 9 7 - B	Land	Personal Military
Common	Water	Heavy Military
Quality of Life	Air	
	Space	Novelty
Achievement Tech Levels		
Notes on Technology		

IS Form 22

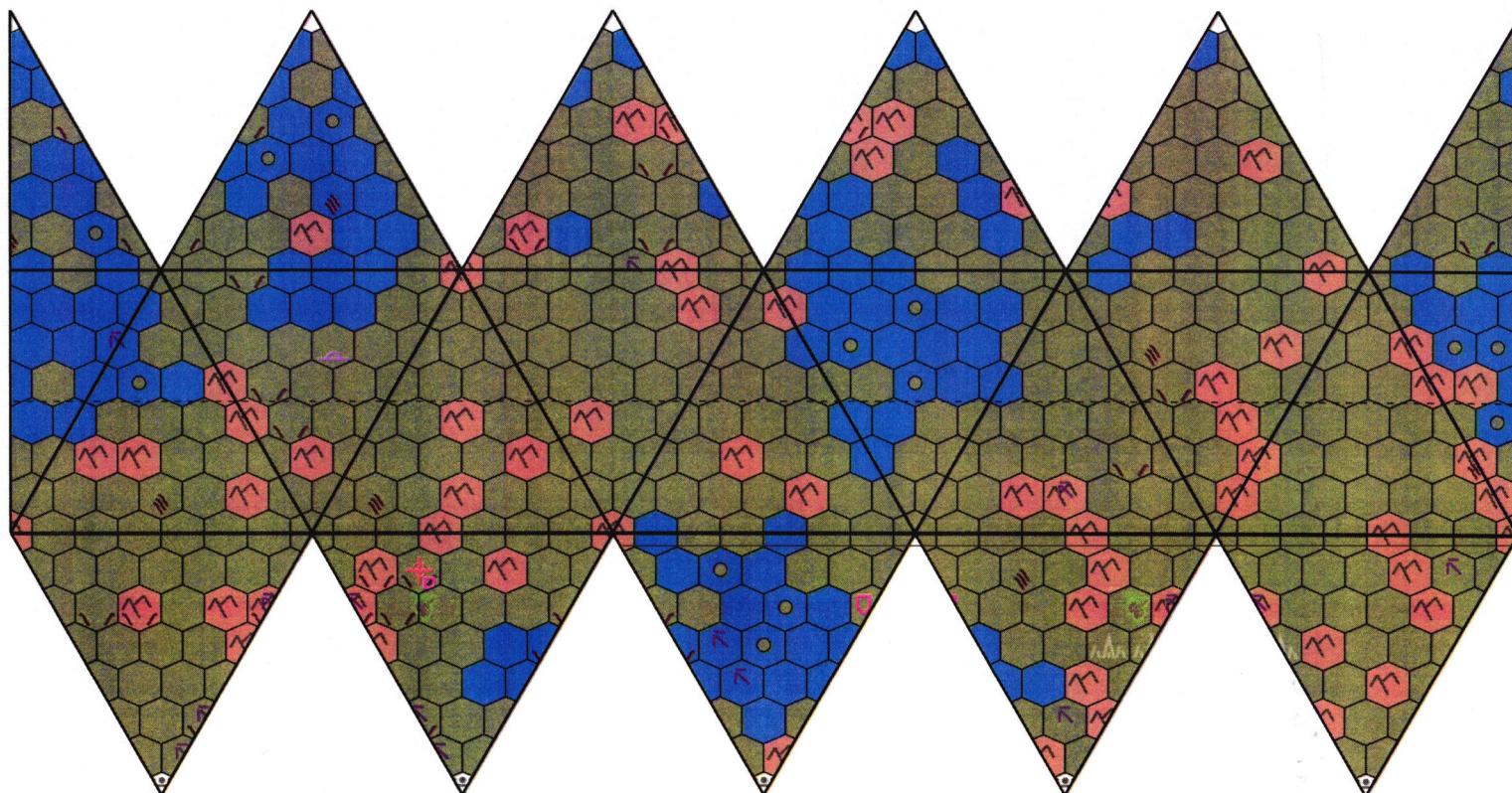
Cultural Profile Form

4-Representative Democracy

GOVERNMENT DIVISION OF AUTHORITY		
<input type="checkbox"/> Executive	<input checked="" type="checkbox"/> Executive	<input type="checkbox"/> Executive
<input checked="" type="checkbox"/> Legislative	<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative
<input type="checkbox"/> Judicial	<input checked="" type="checkbox"/> Judicial	<input type="checkbox"/> Judicial
<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler
<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council
<input checked="" type="checkbox"/> Several Councils	<input checked="" type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils
<input type="checkbox"/> Demos	<input type="checkbox"/> Demos	<input type="checkbox"/> Demos
DETAILED LAW LEVELS (optional)		
Overall	Weapons	Trade
7 - 6 A 3 6 9	Criminal Law	Civil Law
		Pers. Freedom
RELIGIOUS PROFILE (optional)		
God View	Spiritual Aim	Devotion Req.
9 B 8 9 6 3 - 5	Organization	Lit. Formality
	Mission, Fervor	
	Nbr. Adherents	
Notes on Culture		
- Colonized by <u>Terran Federation</u>		
- "Normal"		
Trade Codes		
NI, P,		

IS Form 22 (Reverse) Cultural Profile Form

World Name	Albrecht	UWP	C742647-9	Star Name		
Star System	Trinary	Star Types	K1V/K2IV/M2V	System Planets	6	
Year Surveyed			1			
Planet Density	HC <input checked="" type="checkbox"/>	MC <input type="checkbox"/>	RB <input checked="" type="checkbox"/>	IB <input type="checkbox"/>	Seismic Activity # NA No. of Major Volcanoes	
Tidally Locked	Y <input type="checkbox"/>	N <input checked="" type="checkbox"/>	Temperature -20 °C			
Day/Night Length	0_3H	D / W	Terraformed Y <input type="checkbox"/> N <input checked="" type="checkbox"/>			
Atmosphere Primary Gases and Density	Thin, Tainted (Gas Mix) / /					
Atmosphere Appearance						
Hydrosphere %	21 %					
Hydrosphere Appearance						
Satellites	Name			Colony	UWP	Density Type
1				Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	C34658B-9	RB
2				Y <input type="checkbox"/> N <input type="checkbox"/>	-----	
3				Y <input type="checkbox"/> N <input type="checkbox"/>	-----	
Major Race	Y <input checked="" type="checkbox"/>	N <input type="checkbox"/>	Native Life	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Native Lifeform Complexity	Multi-cellular				Native Jump Drive	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Non-Native Life	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Modern Introduction		Y <input type="checkbox"/> N <input type="checkbox"/>	N/A <input checked="" type="checkbox"/>
Non-Sophont Terran Lifeforms	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Other Non-Native Species		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Ancient Site
	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	

System
The Albrecht System (2000 Solomani Rim) -20°C 

Chasm
Island
Precipice
Wasteland

Clear
Mountain
Resource
Scale

Exotic Terrain
Noble Estate
Starport

Ice cap
Ocean
Town

Landmarks

1 (11) Mountain (50+ million yrs)



2 (56) Seacraft Cruise (Culinary)



Albrecht

You're in the startown, there's only a low port available on a dusty lifeless planet. Seems like there was only multicellular life barely evolving when humans arrived and they didn't import animals with them. The trinary star system gives off a lot of light considering it's two K class stars and an M class star, slightly brighter than Earth would be. Walking away from the starport, it's a small facility, only capable of housing maybe 2 dozen spacecrafts. This place seems to be flyover country. Looking out and ignoring the hum of your oxygen supply, you squint your eyes as they sting with dust. You see a city, not huge by any means, but maybe half a million people. Mostly spread out in squat angular buildings, probably designed that way so the dust storms roll over them, and there's a mass of congestion of wheeled vehicles. Occasionally you even see some people riding horses, though even the horses have to have respirators here. Seems like an odd choice. Must be a reason. Before you can look more or explore, you are lead to a tent where you are sprayed down, disinfected, made it to change into local garments and any soft clothing returned to your ship in biohazard bags as they are publicly paraded through the streets. It's a humiliating experience and the crew is unhappy with it. They then isolate you all for interviews. But first you have to sign a paper saying that you give them the right to inspect your ship inside and out. The interior part is a bit much compared to normal.

The wilderness of Albrecht is a dry and sandy desert. The planet has so little surface water, the interior in some place hasn't seen rain for centuries.