

# Introduction

Perplexity is a simple game about what happens when the “shit hits the fan” on a distant world. A world on which human colonists have encroached into the territory of an alien species like they have never seen.

The prime directive of these colonists: To coexist in harmony with the ecosystem of their new world. However, none of them expected to encounter this new alien life. The scout ships are supposed to detect semi-intelligent and intelligent life, removing those worlds from the database of targets for colonization. Who knows how this failed, and while you may ponder, it's too late now to pack up and leave. Now you must try and deal with this new threat to peaceful development of this world, in a clear state of **perplexity**.

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