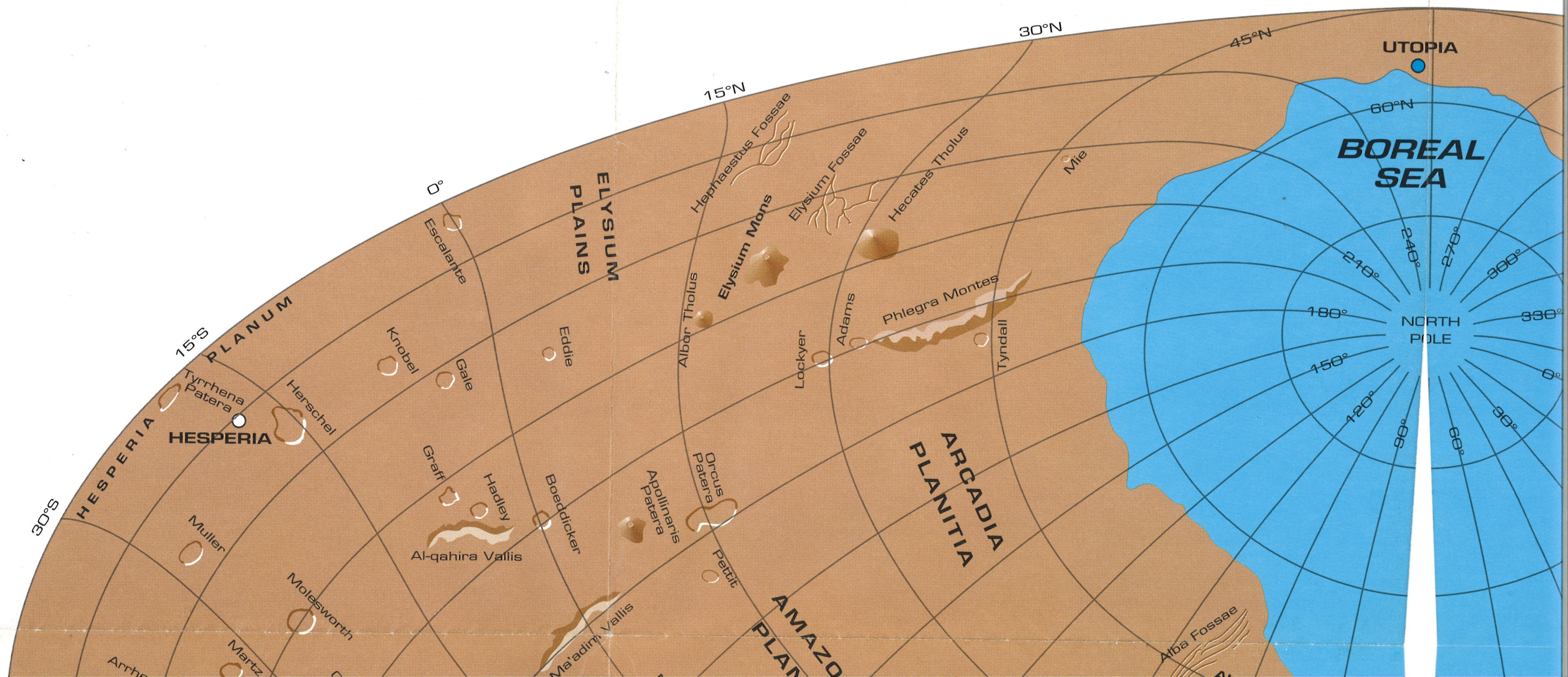
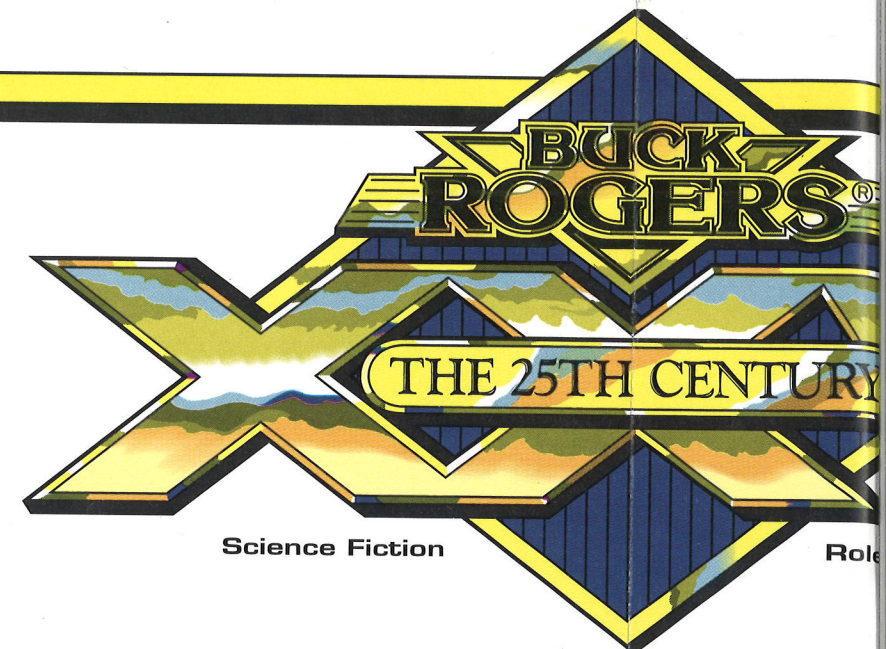
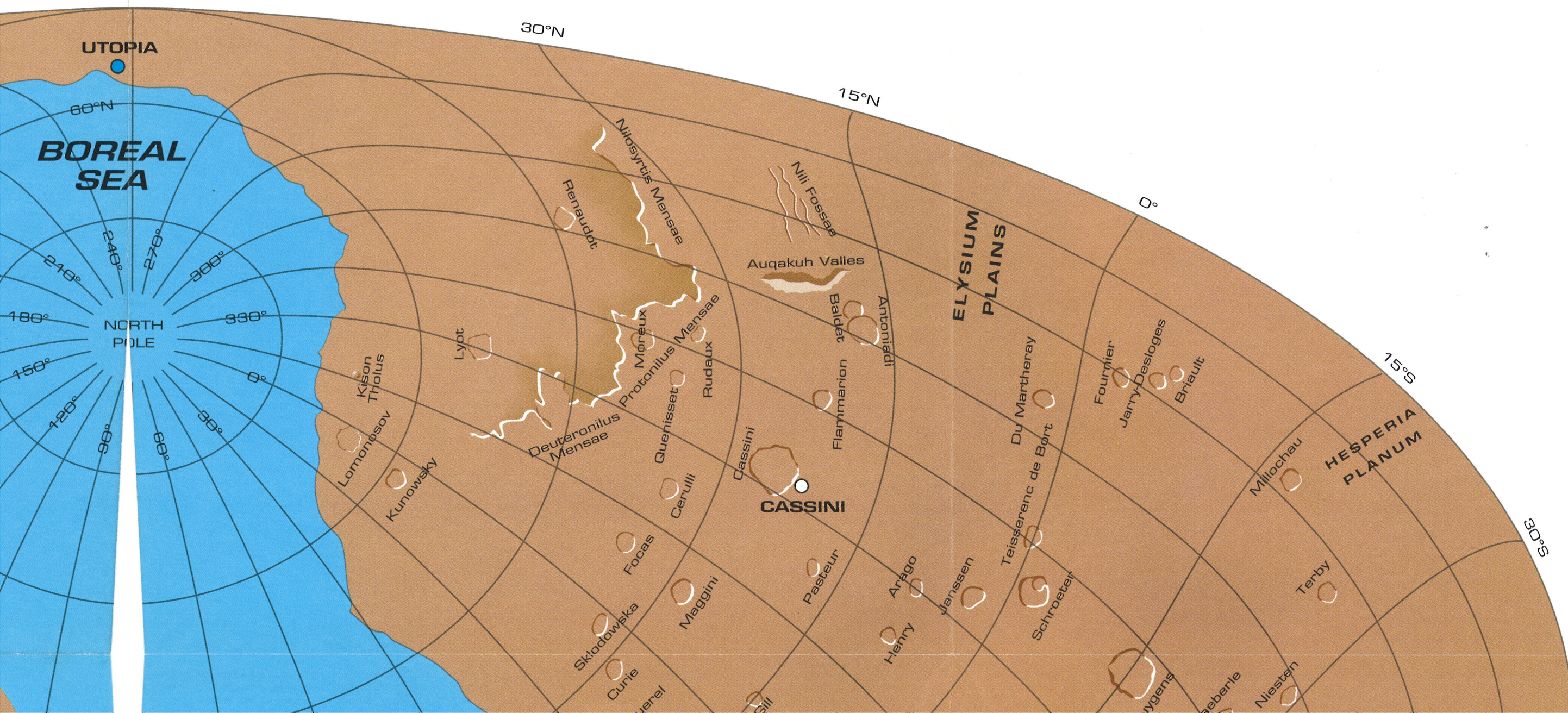


Mars





Role-Playing Game



Mars in the 25th Century is the home of more than 250 million people. Large portions of the planet have been terra-formed to make them habitable, but much of the surface is still unclaimed wilderness.

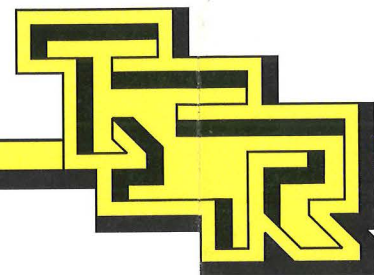
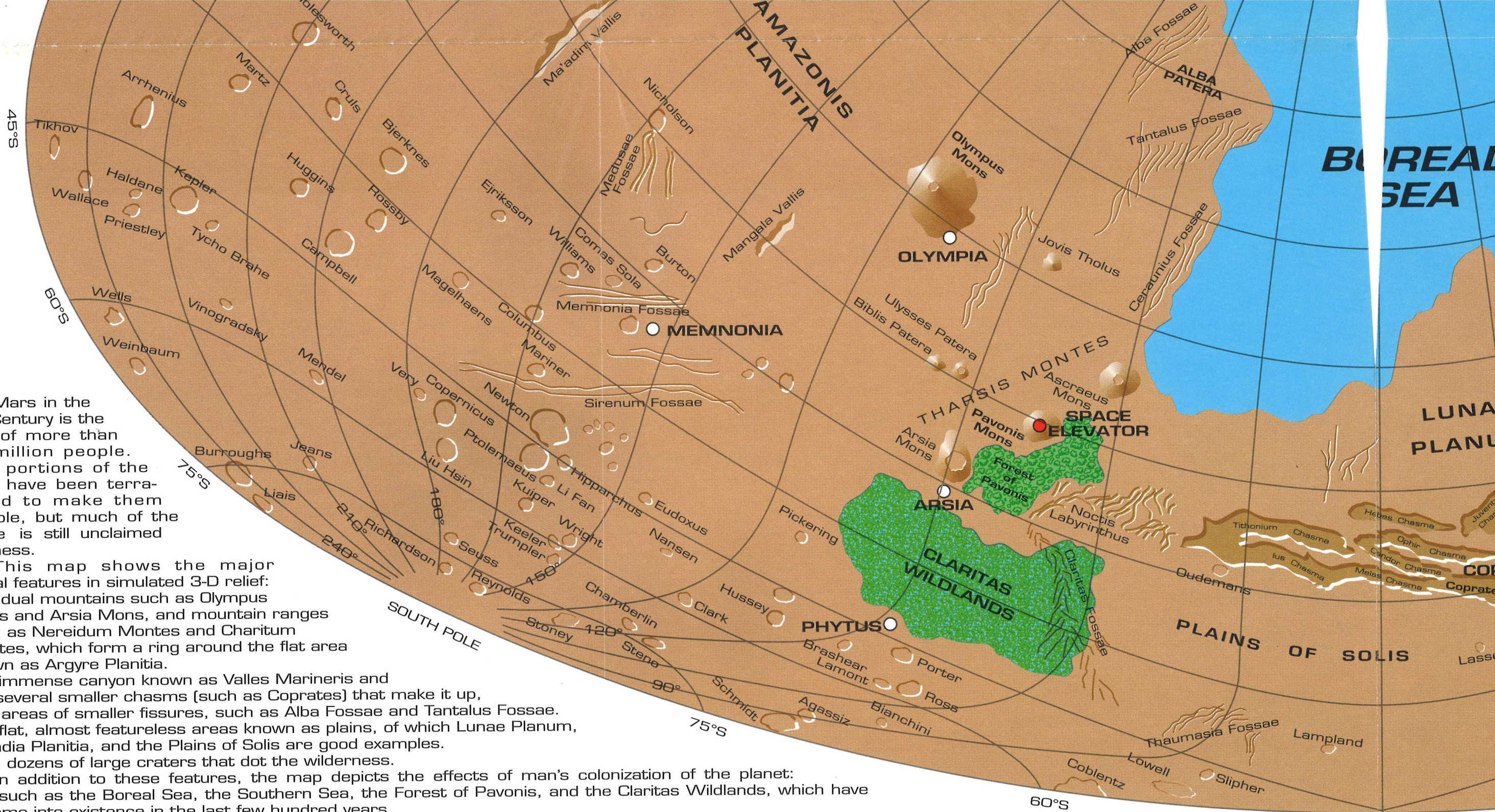
This map shows the major physical features in simulated 3-D relief:

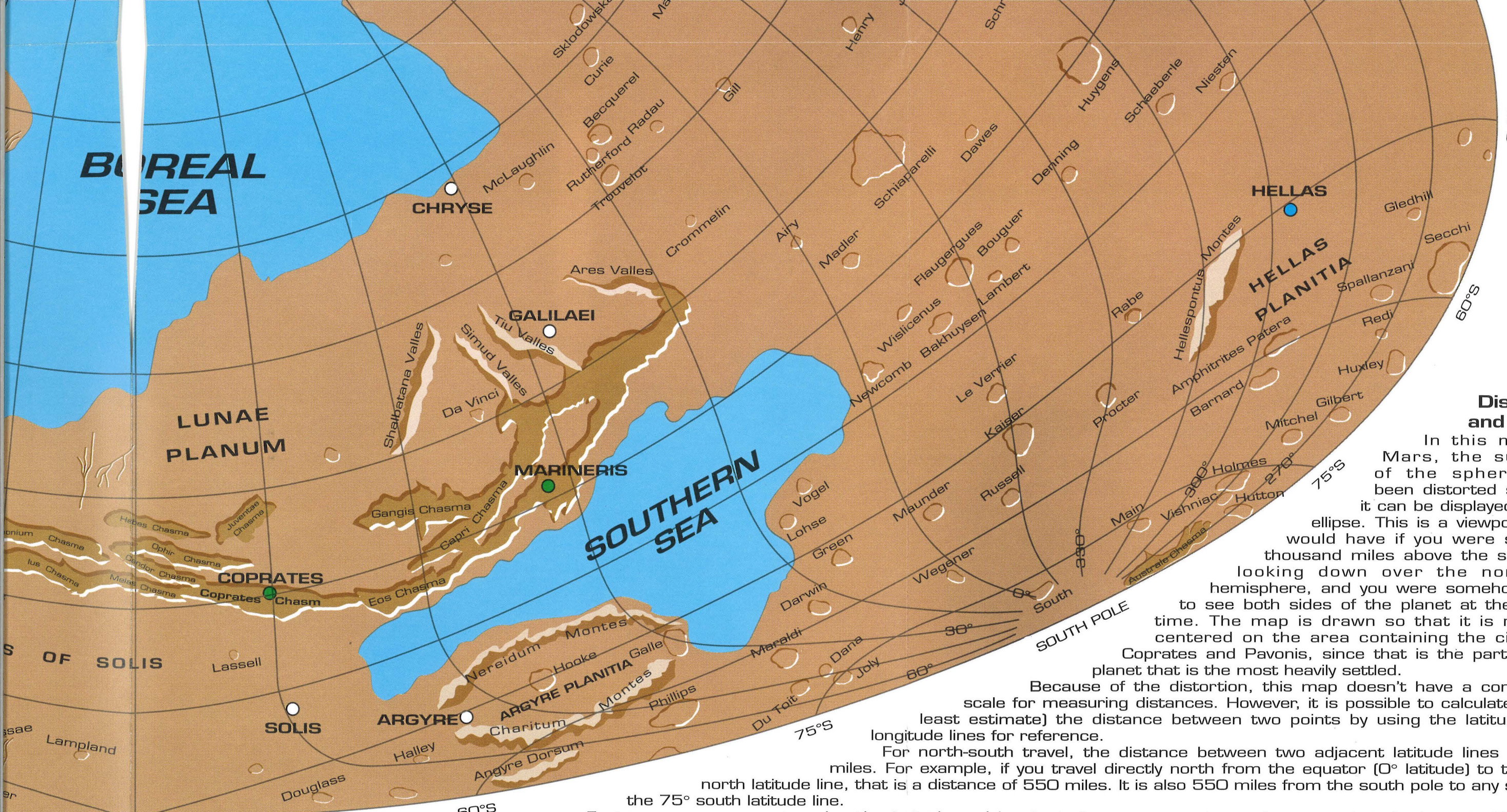
- Individual mountains such as Olympus Mons and Arsia Mons, and mountain ranges such as Nereidum Montes and Charitum Montes, which form a ring around the flat area known as Argyre Planitia.
- The immense canyon known as Valles Marineris and the several smaller chasms (such as Coprates) that make it up, plus areas of smaller fissures, such as Alba Fossae and Tantalus Fossae.
- The flat, almost featureless areas known as plains, of which Lunae Planum, Arcadia Planitia, and the Plains of Solis are good examples.
- And, dozens of large craters that dot the wilderness.

In addition to these features, the map depicts the effects of man's colonization of the planet: areas such as the Boreal Sea, the Southern Sea, the Forest of Pavonis, and the Claritas Wildlands, which have only come into existence in the last few hundred years.

Major cities are shown as dots, using the same color-coding as the smaller map of Mars included with the XXVc™ game boxed set: the class A spaceport in red (Pavonis is the only one); class B ports in green; class C ports in blue; and other locations in white.

The names of many physical features are given in Latin (their original form), while some names are in English. In fact, both forms are used interchangeably. It is proper to say either "Plains of Solis" or "Solis Planum," either "Mount Arsia" or "Arsia Mons"; in both cases, a native of Mars will know what you are talking about.





Distance and Scale

In this map of Mars, the surface of the sphere has been distorted so that it can be displayed as an ellipse. This is a viewpoint you would have if you were several thousand miles above the surface, looking down over the northern hemisphere, and you were somehow able to see both sides of the planet at the same time. The map is drawn so that it is roughly centered on the area containing the cities of Coprates and Pavonis, since that is the part of the planet that is the most heavily settled.

Because of the distortion, this map doesn't have a consistent scale for measuring distances. However, it is possible to calculate (or at least estimate) the distance between two points by using the latitude and longitude lines for reference.

For north-south travel, the distance between two adjacent latitude lines is 550 miles. For example, if you travel directly north from the equator (0° latitude) to the 15° north latitude line, that is a distance of 550 miles. It is also 550 miles from the south pole to any spot on the 75° south latitude line.

East-west measurements using the latitude and longitude lines are not always the same, but they're not difficult to calculate. Along the equator, the distance between two adjacent longitude lines is 550 miles. For every 15° north or south of the equator, the distance between each pair of longitude lines is reduced by one-sixth of 550 miles. Doing the arithmetic (and rounding off the results a bit) produces the following figures:

N-S location	Distance between Longitude lines	N-S location	Distance between Longitude lines
0°	550 miles	45°	275 miles
15°	460 miles	60°	185 miles
30°	365 miles	75°	92 miles

TM