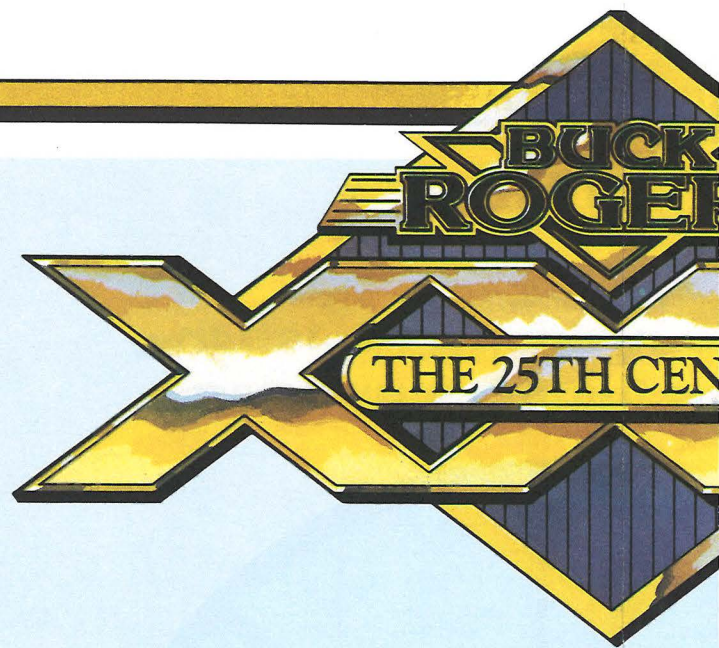




	Orbit (millions of miles)	Diameter (miles)	Period of revolu- tion (days)	Gravity (Earth = 100)	Escape velocity* (mph)	Population** (in the year 2456)
Mercury	36	3,024	88	33	9,500	20,000,000
Status: Settled; highly developed culture and orbital settlements Ports: Two Class A, at Hielo Orbital Station and Caloris						
Venus	67.3	7,520	225	90	23,000	90,000,000
Status: Partially terraformed; settled by four population groups Ports: One Class A, at New Elysium; two Class B, at Tellus Regio and Hestia						
Earth	93	7,900	365	100	25,000	3,000,000,000
Status: Home world of <i>Homo sapiens</i> ; devastated and presently quarantined Ports: Seven Class A, at Newyorg, Dallas, Canaveral, Paris, Moscor, Buenos Aires, and Melbourne; nine Class B, at Los Angelorg, New London Org, Tomsk, Nairobi, Nanjing, Honshu, Manila, Denver, and Guyana; many Class C						
Mars	141.7	4,200	687	38	11,160	253,000,000
Status: Extensively terraformed; most powerful planet in system Ports: One Class A, in orbit above Pavonis; two Class B, at Coprates and Marineris; three Class C, at Pavonis, Utopia, and Hellas						
Vesta	219	310	1,320	—	500	7,000
Status: Settled asteroid; major RAM military base in Asteroid Belt Ports: One Class B (military), one Class C (civilian)						
Ceres	257	663	1,680	—	1,100	20,000
Status: Settled asteroid; "capital" of the Belter Anarchy Ports: One Class B						
Pallas	257	335	1,680	—	500	7,000
Status: Settled asteroid; socially isolated civilization, visitors not welcome Ports: One Class C						
Juno	248	145	1,680	—	400	6,000
Status: Settled asteroid; shipbuilding center, site of rocketjock academy Ports: One Class B						
Hygeia	293	254	1,860	—	500	9,000
Status: Settled asteroid; Belter "bottles" constructed here Ports: One Class B						
Aurora	293	136	1,860	—	300	3,000
Status: Settled asteroid; solar system's biggest public casino Ports: One Class B						

* = Figures less than 1,000 are rough estimates
** = Estimated; permanent residents only
— = Negligible (less than 1)

This map sheet depicts the situation in the middle of the 25th Century—the year 2456, when the gins.

The four innermost planets and many of the larger colonized by humans and other types of genetically which is also heavily settled, cannot be shown on a own politics, its own economic system, and its own c tion about some of the most significant colonized wor

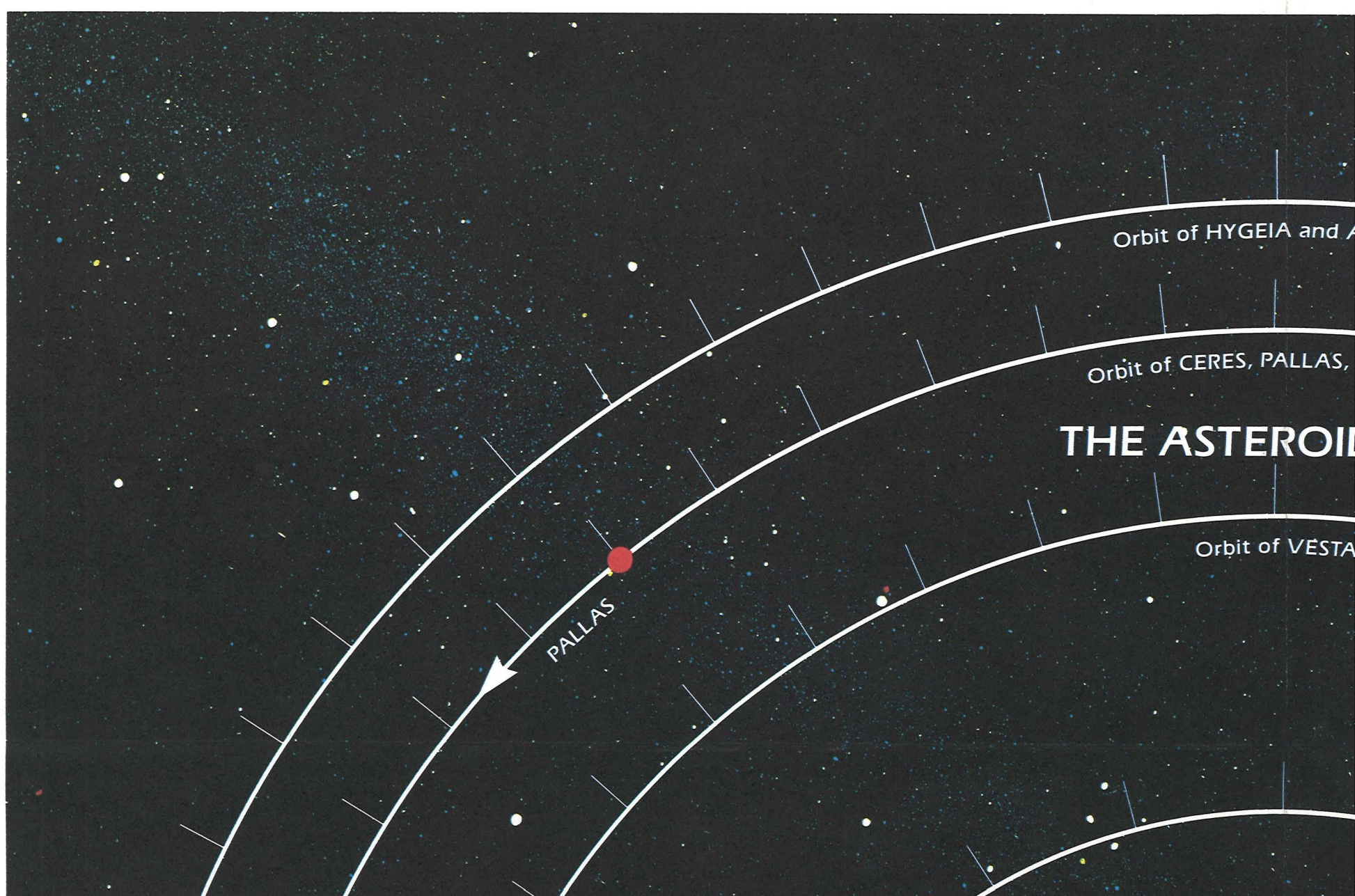
How to Use the Map

The solar system display shows seven orbital paths roids Ceres, Pallas, and Juno all use the same orbit, and same path around the sun.) The red dots on the orbital ets and asteroids as of January 1, 2456.

To chart the movement of the planets and asteroids the game box. Each planet is identified on its marker by ers reading "Ast" can be used to represent "anonymous location, such as a major orbital colony, in the referee

Every month (30 days), each planet moves one step of the arrowhead printed on the orbit. If you set up th at the start of the year 2456, then six months later each terclockwise from its original location. By calculating a the planets properly for any month and year desired. N scientifically accurate; the number of 30-day periods th cuit of the sun does not correspond with the periods (which are accurate figures). The "30-day system" is de it deviates from real scientific knowledge does not hav

The transparent ruler in the game box is for determin messages are traveling between planets. To find the c planet to another, measure from the planet of origin to





The Solar System in the 25th Century

situation in the inner portion of the solar system in the year 2456, when the saga of the XXVc™ game universe be-

any of the larger bodies in the Asteroid Belt have been of genetically altered creatures. (Luna, Earth's moon, be shown on a map of this scale.) Each world has its n, and its own cultural uniqueness. Important informa- nt colonized worlds is summarized on the table at left.

even orbital paths and ten planetary bodies. (The aste- he same orbit, and Hygeia and Aurora also travel the ts on the orbital paths show the positions of the plan- 6.

ets and asteroids, use the circular markers provided in d on its marker by a two-letter abbreviation. The mark- sent "anonymous" asteroids or some other significant ay, in the referee's XXVc game campaign.

moves one step along its orbital path, in the direction . If you set up the markers to simulate planet locations n months later each of the bodies will be six spaces coun- . By calculating and counting spaces, you can position d year desired. Note that this movement system is not 0-day periods that it takes for a planet to make one cir- with the periods of revolution given in the table at left ay system" is designed for simplicity, and the fact that dge does not have a bad effect on game play.

ox is for determining time delays when ships or radio ets. To find the current straight-line distance from one planet of origin to the destination, using either the edge

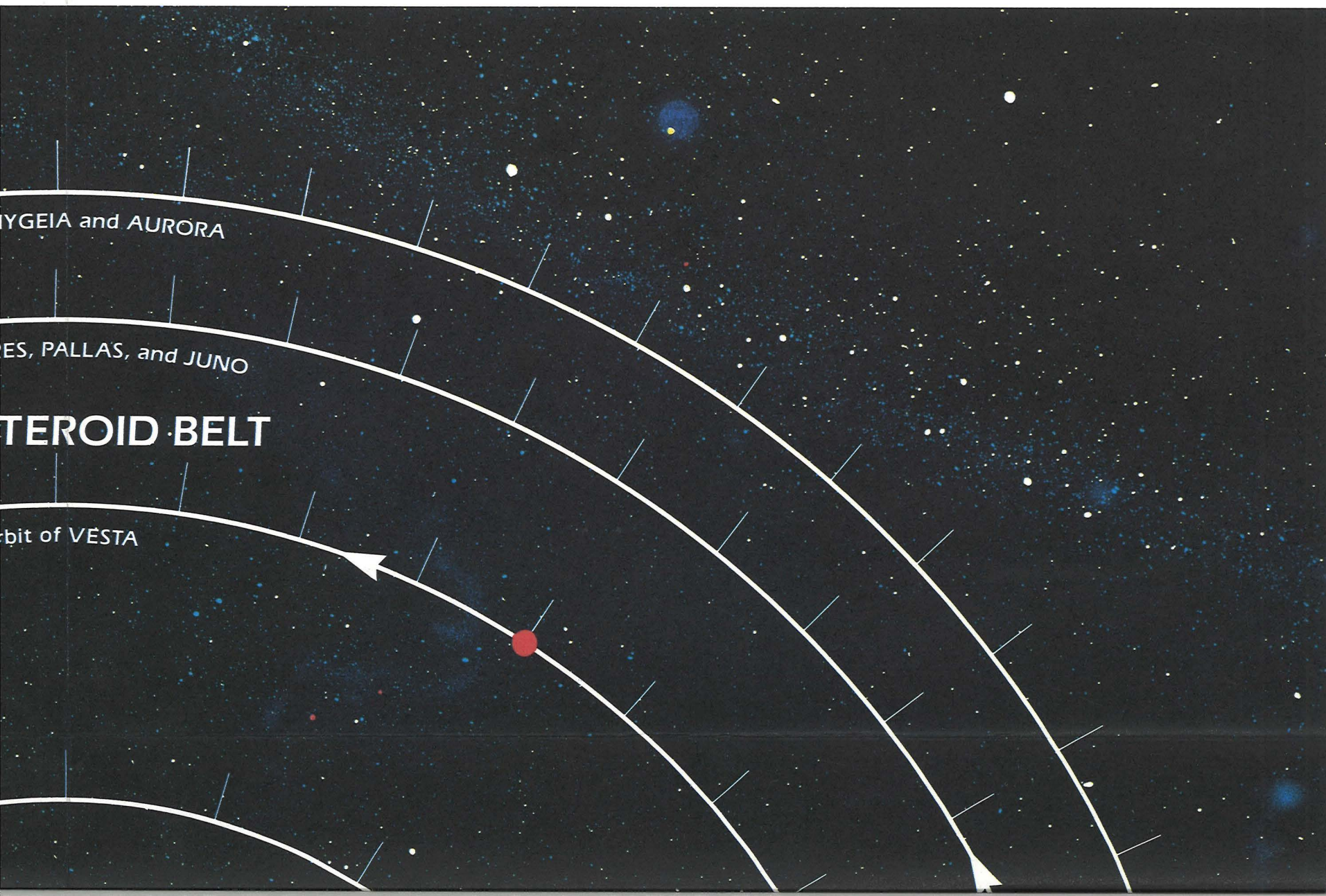
of the ruler marked "Communication" or the edge marked "Travel." Note that communica- tion time is always the same for a certain distance (radio signals move constantly at the speed of light), while travel time in a ship depends on how quickly the ship is using its fuel supply.

At the scale of this map, 1 inch = 33 million miles— except for the diameter of the sun, which is greatly inflated. (At its true size, the sun would be barely visible.)

Other Important Locations

	Orbit (millions of miles)	Diameter (miles)	Period of revolu- tion (days)	Gravity (Earth = 100)	Escape velocity* (mph)	Population** (in the year 2456)
Luna	.25	2,160	28	16	5,350	172,000,000
Status: Underground and domed settlements; gradually being terraformed Ports: Five Class A, at Tycho, Aristoteles, Copernicus, Crisis, and Korolev; three Class B, at Gagarin, Plato, and Kepler; four Class C, at Archimedes, Clavius, Tranquility, and Keeler						
Fortuna	227	135	1,364	—	500	5,000
Status: Settled asteroid; site of several privately owned factories Ports: One Class C						
Psyche	272	127	1,633	—	300	5,000
Status: Settled asteroid; high-quality shipbuilding facility Ports: One Class B						
Thule	400	100	2,400	—	250	100
Status: Prison asteroid maintained by Belter Anarchy Ports: One Class C						

- * = Figures less than 1,000 are rough estimates
- ** = Estimated; permanent residents only
- = Negligible (less than 1)



THE INNER W



Orbit of MERCURY

Orbit of VENUS

Orbit of EARTH

Orbit of MARS

Orbit of VESTA

THE ASTEROID

Orbit of CERES, PALLAS

Orbit of HYGEIA and

AURORA

CERES

PALLAS

