



## Mars - The Martians Pre-game - Day 11/20

Terraforming took place on Mars, to some limited extent.

The atmosphere was given a bit of additional substance by dragging icy comets into the wispy remnants of the planet's volcanic past. Mohole pits were dug by 1st generation automatons to increase heat flow. By 2300 however, these major actions were curtailed as biological modification reached a point at which homo sapiens could be altered to allow individuals to walk and breathe unaided on the surface. Then, as today, Martians boasted huge lungs and skin of sufficient resilience to protect against solar radiation on a world without a magnetosphere. Martians were also equipped with weak taste buds and a strong gut fauna, sufficient to allow the continued consumption of the hardy and tasteless crops planted throughout the early centuries of colonization.

Although many Martian cities are moderate in size and resemble the adobe towns of early Earth civilisations, a growing number of urban centres have restyled themselves after the Martian cities of fiction and legend. 'Schiaparelli canals' have been dug to link these once fictional locations. Plastic surgery has allowed many men and women the freedom to unleash their inner Dejah Thoris's. Embarrassingly, there is a local industry supporting the demand for vehicles from the old tales; Martian walkers stroll the arid surface, solar powered airships slowly wend their way across the deserts.

Mars plays virtually no significant role in Sol system politics, remaining these last centuries a 'Wild West' hotchpotch of local regulations and rulers.