

The background is a solid red color. Two large, semi-transparent red circles overlap each other in the center of the page. The top circle is positioned slightly higher and to the left, while the bottom circle is positioned slightly lower and to the right, creating a Venn diagram-like effect.

MARS COLONY

By Tim C Koppang

“We have changed the face of Mars, but we have not changed ourselves.”

– First Deputy Mayor of Mars, REBECA COLLINS,
in a diary entry shortly before leaving office

MARS COLONY

A roleplaying game for two players about
personal failure and government.

TIM C KOPPANG



TCK • Roleplaying
Westmont, Illinois

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Photographs of Mars are public domain by NASA, and were taken during the various rover and orbiter missions. I hope that these images will instill in you the same sense of wonder and awe as they do in me.

Playtesting by Kat Adams, Keith Amling, Lambert Behnke, Ben Bernard, Darcy Burgess, Ron Edwards, Caroline Gibson, Mike Hewner, Gregor Hutton, Bertha Jorkins, Mike Kimmel, Diana Koppang, Ben Lehman, Ching-Ping Lin, Willow Palecek, Ben Robbins, Susan Taylor, Ben Thomson, Glenn Wardrop, and Mike Wass. Thanks to all.

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“From all of you, I have asked patience in the hard task of securing America, which you have granted in good measure. Our country has accepted obligations that are difficult to fulfil, and would be dishonorable to abandon. Yet because we have acted in the great liberating tradition of this nation, tens of millions have achieved their freedom.”

– President GEORGE W. BUSH
2nd Inaugural Address, 2005

“That we are in the midst of a crisis is now well understood. Our nation is at war against a far-reaching network of violence and hatred. Our economy is badly weakened, a consequence of greed and irresponsibility. Today I say to you that the challenges we face are real, they are serious and they are many. They will not be met easily or in a short span of time. But know this America: they will be met.”

– President BARACK OBAMA
Inaugural Address, 2009

M

4th Planet from the Sun

A

Min. Distance to Earth

35 million miles

Orbital Period

1.88 Earth years

Daily Rotation Period

24.62 hours

Atmosphere

96% carbon dioxide

Surface Pressure

1% of Earth's

R

Surface Gravity

38% of Earth's

Surface Temperature

-220° to 68° fahrenheit

Surface Radiation

10 to 20 rems per year

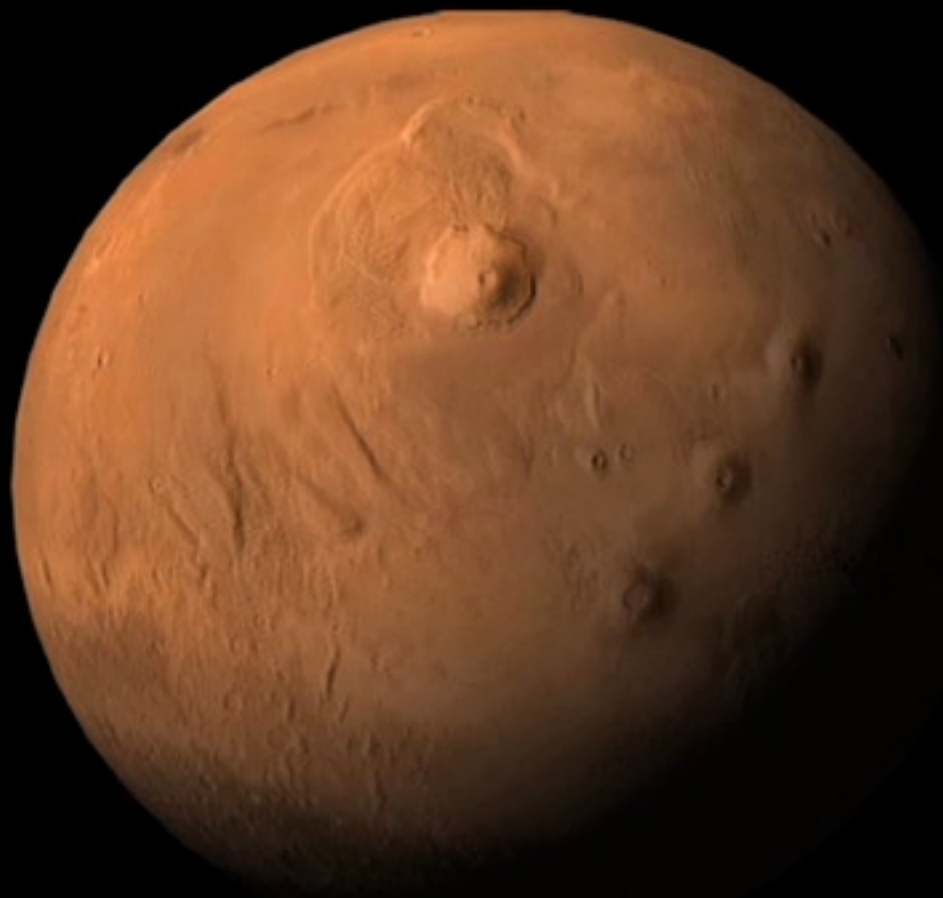
S

Highest Peak

Olympus Mons, 16.8 miles

Misc. Weather Threat

Large-scale dust storms



OVERVIEW

6 Mars Colony began as a playground in space. It was created by a coalition of Earth governments that advertised the project as a multi-national utopia. They sent the best scientists in the world to create the basic infrastructure. When the scientists finished their job, the Coalition sent in businessmen and architects to construct a resort city under a great dome. The plan worked, and thousands of citizens signed up to emigrate. The truth about Mars Colony, however, is less than ideal.

Mars Colony is dying, torn apart by environmental hazards, shoddy infrastructure, and social unrest. The Earth Coalition is keeping the Colony's failures a secret, and has instead decided to hire an expert to turn the Colony around. You, Kelly Perkins, are that expert. Based on your many achievements on Earth, you have been selected to act as grand consultant to the Colony.

Upon arrival, the people of Mars greeted you as a savior. But now you fear that your abilities have waned. Perhaps you are overwhelmed or under-qualified; regardless, your shortcomings are still a secret. The people love you, you're famous, you're the Colony's last great hope – and you are tasked with the impossible.

INTRODUCTION

8 *Mars Colony* is designed for two players. One player (called the “Savior”) takes on the role of the story’s main character, Kelly Perkins. Kelly can be male or female, and is tasked with saving the Colony from collapse. In addition, Kelly must cope with the fact that he (or she) is not necessarily the best man (or woman) for the job, despite enormous expectations.

The other player (called the “Governor”) is in charge of all other characters. These may include government officials, Colony citizens, criminals, freedom fighters, Earth visitors, etc.

Both players may invoke elements of the setting, including the Martian landscape, weather, Colony technology, and political climate.

The object of the game is to tell a meaningful story about Kelly Perkins’ attempt to save Mars Colony and cope with her own sense of self-worth. The story takes place as a series of

scenes during which Kelly learns of impending or ongoing problems with the Colony and then implements a plan to try to solve those problems. The other characters in the story exist to help or hinder Kelly. They all have their own agendas, and may not have the good of the Colony at heart.

9

When Kelly's plans work, she will help to lift the Colony into self-sufficiency. When they fail, she will have to choose between facing the consequences of her failure or deceiving the people. Too many deceptions, however, will lead to political scandal.

The players will take turns setting scenes. During each scene, the players will move the story forward by describing any action, conflict, or dialogue that is taking place. When one scene ends, another will begin.

After nine attempts to turn the Colony around, the game ends. The players take stock of what Kelly has accomplished and decide if the Colony is more likely to flourish or flounder. They also decide if Kelly exits honorably or in disgrace.

