



MUTANT CHRONICLES

the strategic boardgame

MAP DRAFT

- * the zones are identified via a letter A-E and what major sector it belongs to. Example: "Mercury A(lpha)" is Suritomo, "Southern Mars Bravo" is Burroughs. Why this system? Well, I'll explain that soon once the first rules-draft is ready. Briefly, this allows for secret and random moves.
- * the names of the zones and citadels is not important for the game - it just helps to build the atmosphere.
- * the citadels are not zones that can be occupied by players, and have no need to be identified in the same way as the "normal" zones. Any ideas of names for nepharites that run the citadels (the black zones)?
- * are the zones ok geography and name-wise? do you miss any zone that definately should be in?
- * to give all megacorps the same number of zones, "Southern Mars Charlie" belongs to Cybertronic, but does not have a name. Any suggestions? Does cybertronic have any known colonies other than Cyberopolis and Cyberport on the planets? Otherwise I was thinking that they all of a sudden built a big base on southern Mars (maybe on the south pole). Close to the citadel of saladin? why? as always, unpredictable and sudden in their moves. What should this colony be called?

- * For a description of the ideas of the game (and for leaving comments), please visit this link:

<http://www.coggames.com/forum/viewtopic.php?t=797>

