


THE MIRAN CHAIN

- ALTAI** ●
STAR: White
PLANETS: 7AG
KNOWN FOR:
◆ The Alabaster Council
◆ The Corsairs of Khorsabad
◆ The Path of the Forbearers
- ZHAU** ●
STAR: Trinary Yellow/White/Blue
PLANETS: 6/4G/3A
KNOWN FOR:
◆ Home of the Honorary Legion
◆ Lance Station
◆ Strange Portal Builder Remnants
- SIVAS** ●
STAR: Yellow
PLANETS: 5G
KNOWN FOR:
◆ The Lotus Brotherhood
◆ The Courtesans of Gisaenge
◆ Mining Operations in the Big Rift
- ORDANA** ●
STAR: Binary Blue/White
PLANETS: 7G/6A
KNOWN FOR:
◆ The factories of the Ayuín Cartel
◆ Commerce on Hayrangi Station
◆ The rebel movement Leopards of Ayutta
- ODACON** ●
STAR: Red
PLANETS: 5AG
KNOWN FOR:
◆ The Battle of Odacon
◆ Ship Cemeteries
◆ The Ash Belt
- TARAZUG** ●
STAR: White Dwarf
PLANETS: 4G
KNOWN FOR:
◆ Tarazug's Disease
◆ The Empty Portal
◆ The Omran Stone Ruins
- ZIB** ●
STAR: Red
PLANETS: 4A
KNOWN FOR:
◆ Zib's Astrolab
◆ The Dead Fleet
◆ Hamsa-Yurbul Trading Post
- MIRA** ●
STAR: Trinary Yellow/White/White
PLANETS: 6AG/4G/5G
KNOWN FOR:
◆ The Floating Temples of the Icon City
◆ Chelebs' Dockyards
◆ Miran Silk
- ZALOS** ●
STAR: Binary Yellow/White
PLANETS: 3A/4G
KNOWN FOR:
◆ The rebels on Zalos-B
◆ The chanting choral stations
◆ Home of the Order of the Pariah
- AIWAZ** ●
STAR: Binary Vit/Gul
PLANETS: 3G/5AG
KNOWN FOR:
◆ Aiwarz-mattor
◆ The Eye of the Dancer temple
◆ The Fire Lakes

MIRA



EXPORTS: Religious goods, textiles, grav projectors

IMPORTS: Minerals, high tech, noble gases

ALGOL



EXPORTS: Ore, industrial goods, chemicals, lumber

IMPORT: Luxury items, religious goods, foods

THE ALGOL ROUTE

- AWADHI** ●
STAR: Trinary White/Yellow/Black Hole
PLANETS: 3/7AG/0
KNOWN FOR:
◆ The Noble Gas Moon Argim
◆ The Soletta Artifact
◆ The Woodland Temples on Awadhi
- ALGOL** ●
STAR: Trinary White/White Dwarf/Yellow
PLANETS: 6AG/0/2
KNOWN FOR:
◆ Algolan Slavers
◆ The Elephant Market in Akhandar
◆ The Tanzim Massif

ZAMUSA ●
STAR: Hypergiant
PLANETS: 2
KNOWN FOR:
◆ The Rings
◆ Research Base Zamusa
◆ The Grief Nebula

ANASPOLA ●
STAR: Yellow
PLANETS: 3AG
KNOWN FOR:
◆ The floating farms
◆ The Youfi Artifact
◆ The Bokor Corsairs

YASTAPOL ●
STAR: White dwarf
PLANETS: 2G
KNOWN FOR:
◆ The Yastapol Shipyards
◆ The Wreckage Belt
◆ Scrap Prospectors

NHARMADA ●
STAR: Trinary White/White/Red giant
PLANETS: 2/7/4AG
KNOWN FOR:
◆ The Serpent Belt
◆ The Sabalan Refinery
◆ Spaceport Achal

EREQU ●
STAR: Red giant
PLANETS: 5A
KNOWN FOR:
◆ The Swirling Belt
◆ The Winter Colony on Jibut
◆ Rock Engravings

EANU ●
STAR: Binary Yellow/Red
PLANETS: 6AG/3G
KNOWN FOR:
◆ The Bazaar at the End of the World
◆ The Colony Vessel "The Djinni's Voyage"
◆ Darkness Storms

THE SADAAL ROUTE

ERRAI ●
STAR: Binary Yellow/Yellow
PLANETS: 6A/2AG
KNOWN FOR:
◆ The Gravity Observatory
◆ Erraian Honey
◆ The Sadaalian Free Skippers

DZIBAN ●
STAR: Red
PLANETS: 3AG
KNOWN FOR:
◆ Dziban the Mematung
◆ The Cloud Veil
◆ The Mind Cults

SADAAL ●
STAR: Binary Yellow/Red
PLANETS: 9G/3A
KNOWN FOR:
◆ Masked Iconocrats
◆ Namtar's Radiation Winds
◆ The Hanging Gardens of Alburz

GHODAR ●
STAR: White
PLANETS: 3AG
KNOWN FOR:
◆ Ghodar's Chain Lightning
◆ Ore Platform Ghir-3
◆ Khamzi, countess of the Sun

NAGAR ●
STAR: Binary Red/Black Hole
PLANETS: 4G/0
KNOWN FOR:
◆ The Storm Gate
◆ The Quari Black Hole
◆ The Harem Moons

DAYBUL ●
STAR: Binary Yellow/Red Giant
PLANETS: 3AG/2G
KNOWN FOR:
◆ The Autumn Palace
◆ Arides' Ice Rings
◆ Tarrab Sourouz

MENKAR ●
STAR: Binary Yellow/White
PLANETS: 4G/3AG
KNOWN FOR:
◆ The Leaning Monolith
◆ Horizon's End
◆ The Lost Colonies



ZALOS



EXPORTS: Foods, spices, drugs

IMPORTS: High tech, machinery


SADAAL



EXPORTS: Machinery, noble gases, ore

IMPORT: High technology, medicines, noble gases

KUA



EXPORTS: Lumber, advanced machinery, industrial goods

IMPORTS: Ore, luxury items, chemicals

DABARAN



EXPORTS: Wine, noble gases, luxuries

IMPORTS: High technology, medicine, foods

THE DABARAN CIRCLE

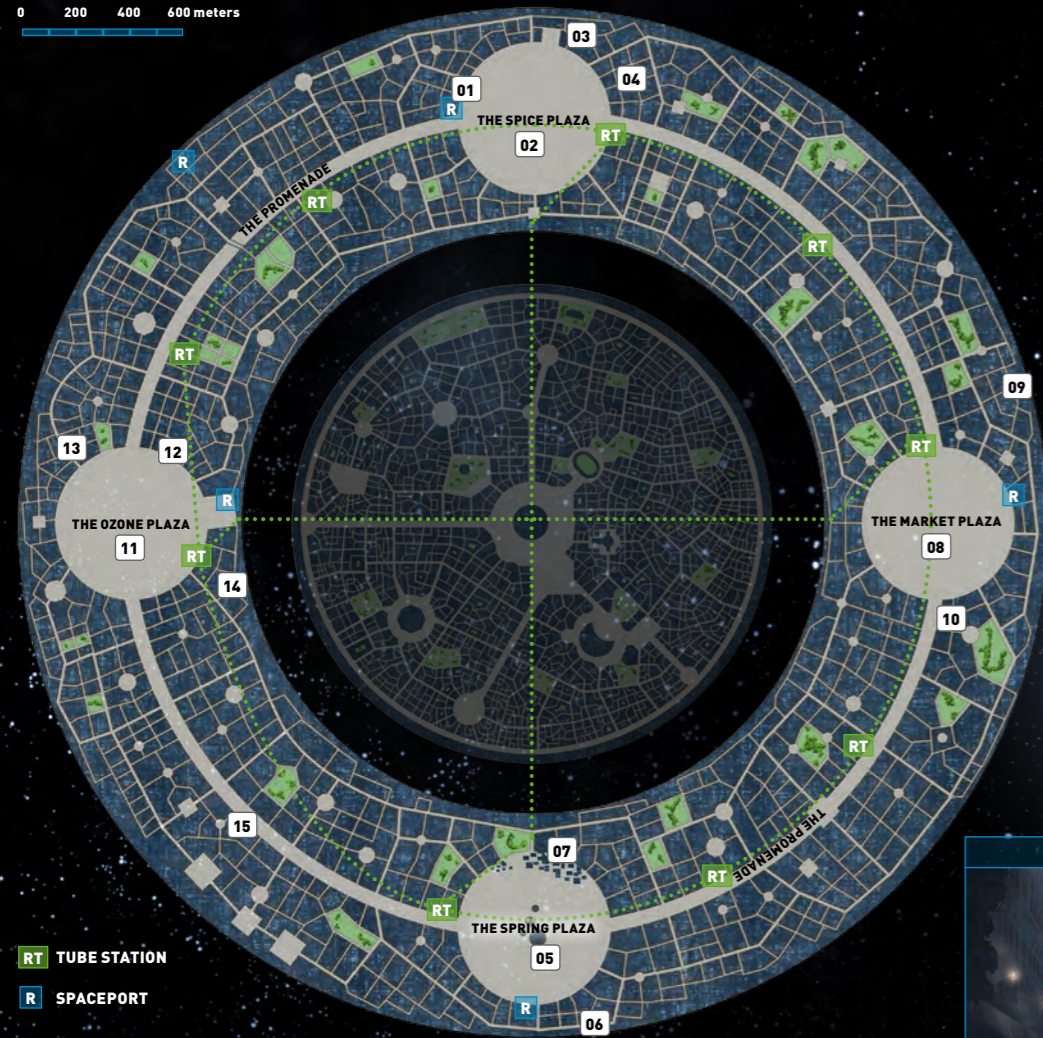
- KUA** ●
STAR: White
PLANETS: 6AG
KNOWN FOR:
◆ The Coriolis Plazas
◆ The Monolith
◆ The Emissary From Xene
- HAMURA** ●
STAR: White Dwarf
PLANETS: 2G
KNOWN FOR:
◆ Portal Station Hamurabi
◆ Samina's Corsairs
◆ Ion Storms
- TAOAN** ●
STAR: Red Giant
PLANETS: 3G
KNOWN FOR:
◆ Ghazali's Doom
◆ The Factionary Blockade
◆ The Taoan Gas Mine
- UHARU** ●
STAR: Binary Yellow/Brown Dwarf
PLANETS: 3/26A
KNOWN FOR:
◆ Forest moons
◆ The Rebels of Uharu
◆ Pyre, the Lava-Covered Moon
- DABARAN** ●
STAR: Red Giant
PLANETS: 7G
KNOWN FOR:
◆ Dabaran Wine
◆ The Planet of the Emirates
◆ The Wound
- RIGEL** ●
STAR: White Hypergiant
PLANETS: A
KNOWN FOR:
◆ Plasma Storms
◆ Deneb's Blindness Disease
◆ Zarraran Corsairs
- MELIK** ●
STAR: White
PLANETS: 5G
KNOWN FOR:
◆ The Blue Gas Giant of Jibri
◆ The Hormous Spaceport
◆ The Radiation Spires
- ALGEBAR** ●
STAR: Yellow
PLANETS: 12AG
KNOWN FOR:
◆ The Tufsur Emirata
◆ Abacus Rocks
◆ Algebaran Paru Fabrics
- AMEDO** ●
STAR: Binary Yellow/Red
PLANETS: 10AG/3
KNOWN FOR:
◆ The Eye of Ekharan
◆ The White Island
◆ Temples of Amedo
◆ Home of the Skavara
- MARFIK** ●
STAR: Red
PLANETS: 4
KNOWN FOR:
◆ Queen Quara of Marfik
◆ The Lithofor
◆ Vacuum Creatures
- CAPH** ●
STAR: Binary Blue/Yellow
PLANETS: 4/5AG
KNOWN FOR:
◆ The Caph platforms
◆ Red Gas Rock
◆ The Hydra Flotilla

- Faction Space
 - Civilized Space
 - Border Space
 - Observandum
- A: Asteroid belt
G: Gas giant
- Major spaceport

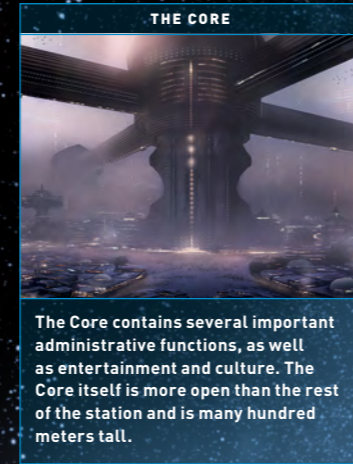
CORIOLIS STATION

ISSUED BY THE FOUNDATION CC61

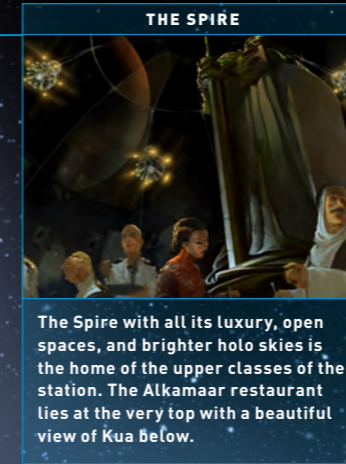
0 200 400 600 meters



RT TUBE STATION
R SPACEPORT



THE CORE
The Core contains several important administrative functions, as well as entertainment and culture. The Core itself is more open than the rest of the station and is many hundred meters tall.



THE SPIRE
The Spire with all its luxury, open spaces, and brighter holo skies is the home of the upper classes of the station. The Alkamaar restaurant lies at the very top with a beautiful view of Kua Below.

0 100 200 300 meters



T TUBE STATION
RT RING TUBE STATION
V VERTILANE STATION

THE RING

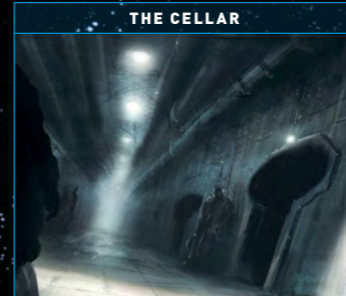
- NEOPTRA SPACEPORT:** The largest of the four commercial spaceports on Coriolis is also used for passenger traffic. Below the ground floor of the spaceport, there are warehouses used for storage and distribution of imported goods.
- THE SPICE PLAZA:** Along with spice trading, the plaza also houses several bakeries, pastry shops, baklava carts, and honey trolleys.
- THE LIVESTOCK MARKET:** Coriolis' famous livestock market, where large livestock auctions are held once a week, housed in a few hangar-like buildings just off the Spice Plaza.
- SOUK ALESH:** The station's official free trader market, looking like a large bazaar.
- THE SPRING PLAZA:** The crown jewel of the Spring Plaza is the magnificent fountain at its center. Prophets, tarabs, and agitators as well as acrobats, fire-eaters, and painters gather in the surrounding kawah shops.
- ARCHAEOLOGY ALLEY:** Archaeology Alley is an arc-shaped alley crammed full of strange and curious findings for sale.
- THE STAIRDOM:** The artists and poets' block is a maze of stairs and brightly painted living modules.
- THE MARKET PLAZA:** The Market Plaza offers a range of basic everyday goods, as well as several taverns and cantinas.
- THE TABAK ISLE:** The place for all things tabak, cigar, or hookah-related.
- JASMINE ALLEY:** A narrow alley containing the best and most crowded taverns and cantinas.
- THE OZONE PLAZA:** The place to go for all your technological needs, plus repairs and modifications to all kinds of gear.
- GABRIL'S AMMO:** The elderly one-eyed Legionnaire Gabriel is one of the best arms traders in the plaza.
- THE BIO SCULPTERS' BLOCK:** Several famous bio-sculpter studios can be found here, or "slaughterhouses" as they are commonly called. Bionics and cybernetics are available here for those with the birr and the courage.
- TATTOO ALLEY:** The studios in the alley offer ink tattoos, scarifications, henna painting, or modern things like moto tattoos that move or glow.
- WAHIB'S CANTINA:** The free traders' watering hole in the Terrim block.



THE PROMENADE
The Promenade is a walkway going all the way around the Ring. Bridges, wires, and the occasional grav chair cross between the walls above the crowd as some of the higher levels have balconies with smaller walkways.



THE SPICE PLAZA
The place for all forms of spice trade on Coriolis. The Spice Plaza offers exotic flavors from all corners of the Horizon, but especially from Kua - everything from fresh fruit to dried and ground spices.



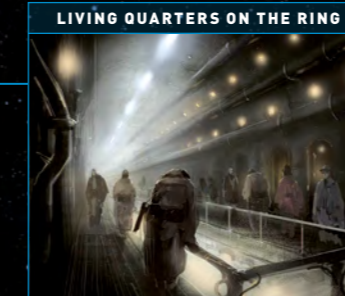
THE CELLAR
The Cellar is not visited by others than the hands who do maintenance and members of the Guard on purge patrols. Weapons and protective gear are necessary here, as well as some way past the Guard.



THE DOME OF THE ICONS
The largest Icon temple in the Horizon and a beacon of hope for all believers. The front is covered in glistening glass panels and lit by powerful spotlights at all times.



THE OZONE PLAZA
The market in the Ozone Plaza is dedicated to technological gizmos and gadgets, big and small. The Legionnaires rather than the Guard keep the peace here, which makes for a harsh atmosphere.



LIVING QUARTERS ON THE RING
The living modules on the Ring are small, rarely larger than two rooms for a big family sleeping in shifts. The living modules form a mosaic of crisscrossing stairs, balconies, balustrades, and rope bridges above.



THE CORE

- THE CORE PLAZA:** The plaza houses many cantinas, taverns, cafés, and courtesan houses, and the clientele is mainly bureaucrats and merchants. The empty space here is kept free from market stalls, and is full of people.
- THE MULUKHAD:** Coriolis' entertainment district is called the Mulukhad - a pot-pourri of shady alleys and old buildings housing restaurants, cantinas, bars, and gambling dens. The Mulukhad has everything a thrill-seeking resident or visitor could possibly desire.
- THE STADIUM:** The Stadium offers every type of zero-G entertainment there is: holographic obstacle courses, thermal duels, graviton ball, Algolan kickball, and much more.
- THE AMPHITHEATER:** The open, bowl-shaped theater displays both modern art forms such as holo art, modulate sculptures and proxy music and eternal classics such as dance, theater, mime, storytelling, and classical music.
- LITTLE HORIZON:** The Little Horizon blocks are located along one of the Core's outer walls and are home to all new arrivals on the station.
- THE HEADQUARTERS OF THE CORIOLIS GUARD:** The headquarters contain administration, garages, grav elevators that run through the whole Core, and the Guard's arsenal of a few light police vehicles. The offices of the Judicators are also located here, more advanced and stocked with better gear.
- THE BULLETIN COMPLEX:** The complex contains several broadcast studios, newsrooms, offices, make-up rooms, holo effect chambers, and everything else necessary for the making of a Bulletin show.
- THE FOUNDATION'S INFOTHECA:** The black, glass front of the Infototeca protects halls containing every possible form of data storage - holograms, modulates, proxy, books, papyrus, and magnetic memory cubes.
- THE MUSEUM OF HISTORY:** One of the wings of the Infototeca houses the Foundation's museum of the Horizon's modern history.
- THE STUDENT DISTRICT:** The district's maze of tiny apartments make even the living modules of the Ring feel spacious.
- THE UNIVERSITY DISTRICT:** The massive university district contains all the faction-run schools and academies.
- GARBAL'S CURIOSITIES:** In a small, anonymous square sits Garbal's shop. It looks much bigger on the inside and is a veritable maze of shelves, corridors, and staircases full of old books, manuscripts, and unreadable tags.
- THE GARDEN OF SEEKER'S:** The Garden is an odd collection of many different miniature landscapes. In the middle of the garden sits the Seeker cult's strange temple.
- THE SAMARITAN SANATORIUM:** A conglomerate of buildings that have melded together. Free medical aid for the needy is provided here.