

City Of Atherton

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Atherton lies on the edge of the Borealis region near Utopia Planitia. The small population of what is technically called Mars Colony 12 has thrived over the last decade due to its increased support by Modular Technologies and AGIS corporation which contribute to the economical growth and workforce present in this region of Mars.

The Mars Merchants Guild uses the city as a major trading hub and modern day amenities can be found marking this unique city as a metropolitan source for what is normally a rural and rugged culture.

The three main corporate presence in the city are AGIS, Modular Technologies and Ennaba Mining corporation. While the MMG oversees the trade and resources for the city, VASC remains on call for any military grade security that is needed should the local corporations fail to protect their assets with the use of private security.

Sometimes corporate disputes break out into the streets prompting a quick response from SOG who mediate and enforce corporate law. This usual response, keeps the peace for what its worth while reducing conflicts to covert affairs and underhanded dealings.

The city is encased in tenting material which sustains a pressurized environment and has lead to the nickname, 'the snow-globe.' Airborne traffic can access the city through the top portion of the dome which is suspension technology as supplied by AGIS.

The city itself houses 4 main apartment buildings constructed by Enabba Corporation and the 3 major Corporate buildings. Access to the buildings are tied to the Main Control Hub secured by Frostfire technology. Each of the Corporate buildings are protected by private security.

Behind the Scenes:

Atherton is a temporary RP location for use by anyone in Insilico. The factions are listed above and each faction has its own corporate building. Players are encouraged to visit the city for RP or take arms with any of the available factions, either as an Alt or an NPC. There are 16 available pre-furnished apartments for NPC's, if you would like to be given a passcode to a dwelling please see contact information.

There are several areas that players cannot access unless they hack or break into them, Items found in these locations such as information taken from terminals, items stored in lockers or chests or RP lore is used to enhance RP and for objectives found on Mars. Just keep in mind why they might be useless to a visitor they are essential in persistent players on Mars. If you would like to learn more about how to be involved in these objectives please see contact information.

Occasionally during the event job listings will appear around the city on job boards. These jobs offer objectives for players to earn IC credits, items and rewards.

Combat

Mars is a combat location, while utilizing the K9, we encourage all players to have as low of a script count as possible, usually 30 scripts is average on Mars. Weapons are to be limited to Semi-automatic Weapons & burst fire weapons without extended clips. Clip sizes over 20 are not permitted as well as damage over time or push enabled damage. If you have a higher grade weapons license for Mars exceptions will be made.

No Jetpacks or unlimited flight, aircraft are ok so long as they are restricted to non combat commercial flight and transportation with the exception of anyone who has passed their flight exam in character.

Contact Information

If you have any questions, ideas, bug reports or desire for prolonged RP on mars please contact Stark Osterham or Eve Dimitriaski via PM.

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