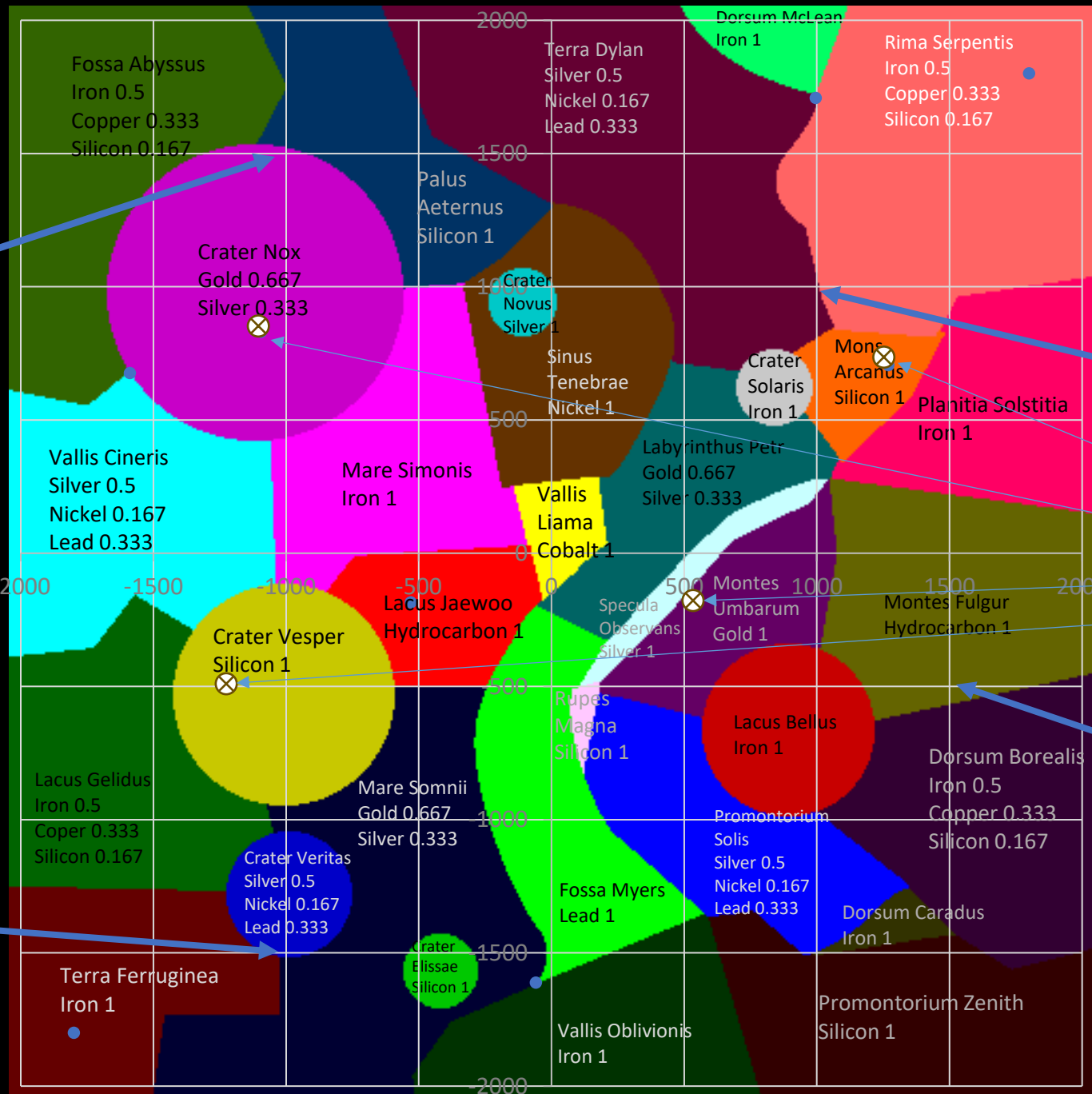


-1000, 1500
Is actually
1000, -1500

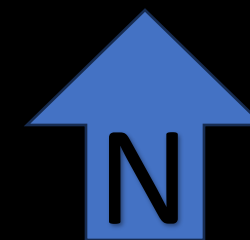
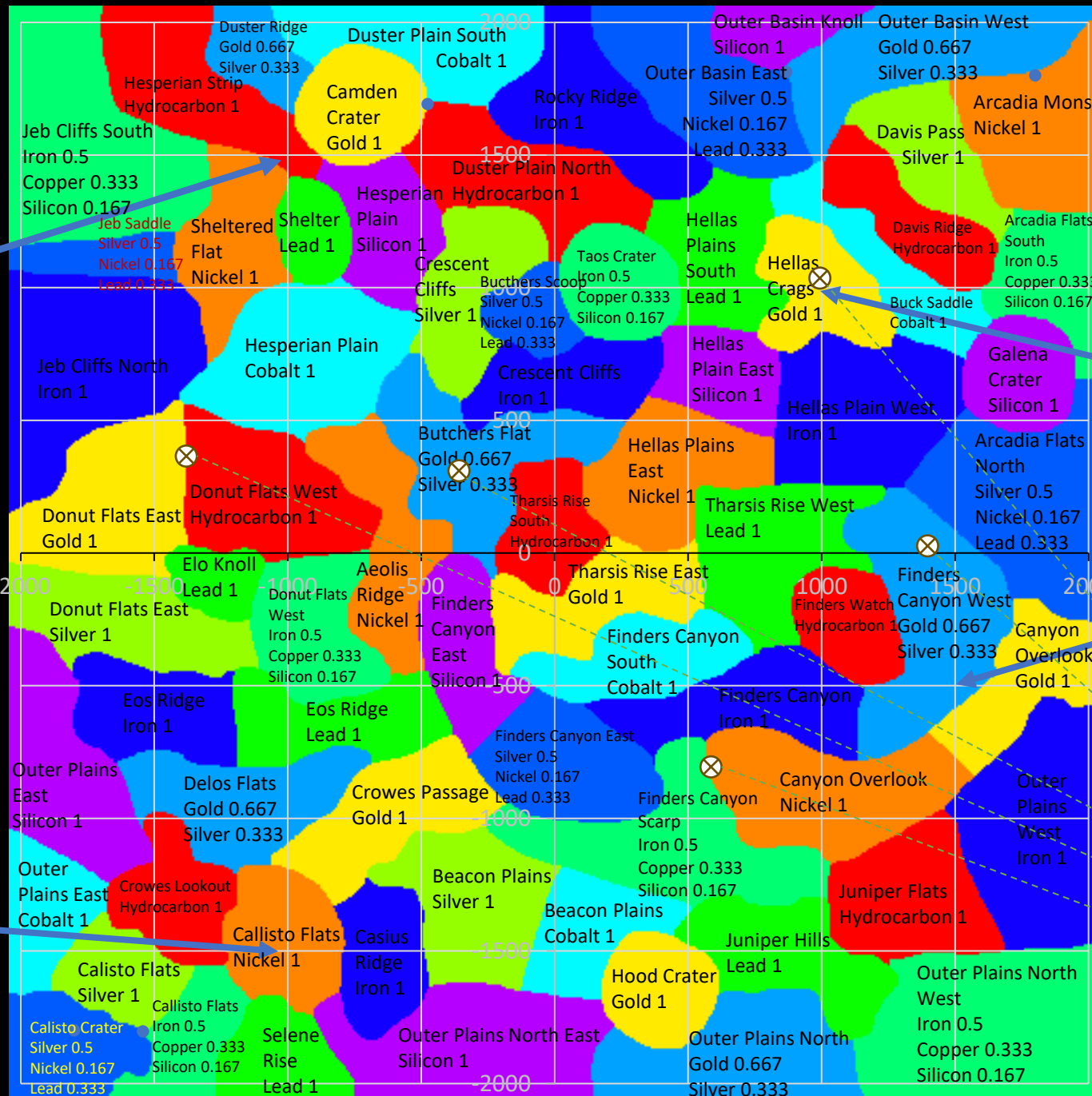
1000, 1000
Is actually
-1000, -1000

Landing Locations
Mons Arcanus
Montes Umbrarum
Crater Nox
Crater Vesper

1500, -500
Is actually
-1500, 500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500



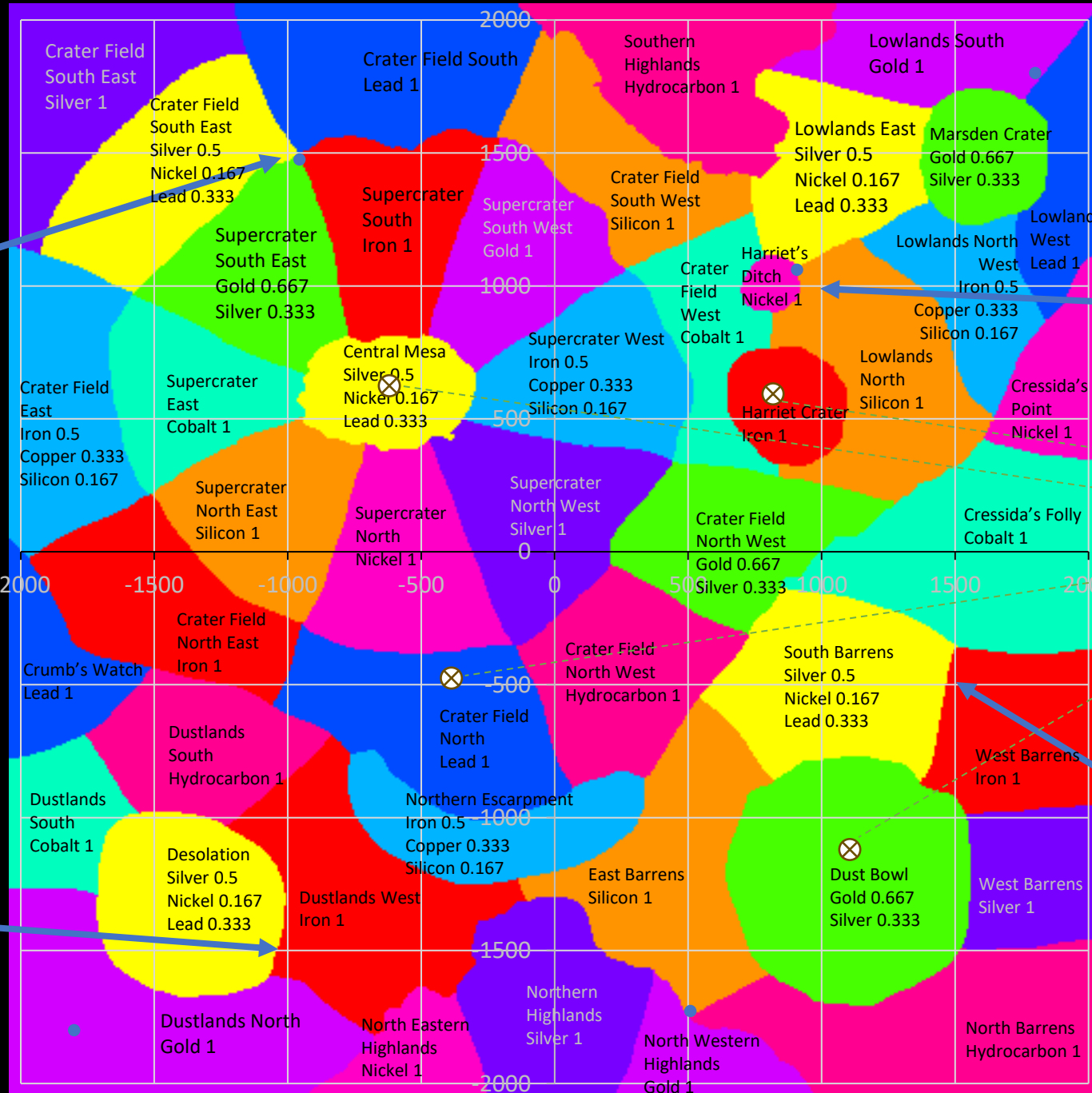
-1000, 1500
Is actually
1000, -1500

1000, 1000
Is actually
-1000, -1000

1500, -500
Is actually
-1500, 500

- ✓ Landing Locations
- ✓ Hellas Crags
- ✓ Finders Canyon West
- ✓ Butcher's Flat
- ✓ Donut Flats
- ✓ Canyon Overlook

-1000, -1500
Is actually
1000, 1500



Mimas: Impact

-1000, 1500
Is actually
1000, -1500

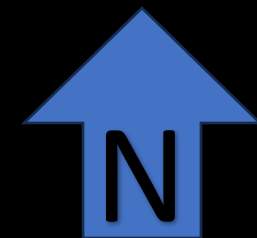
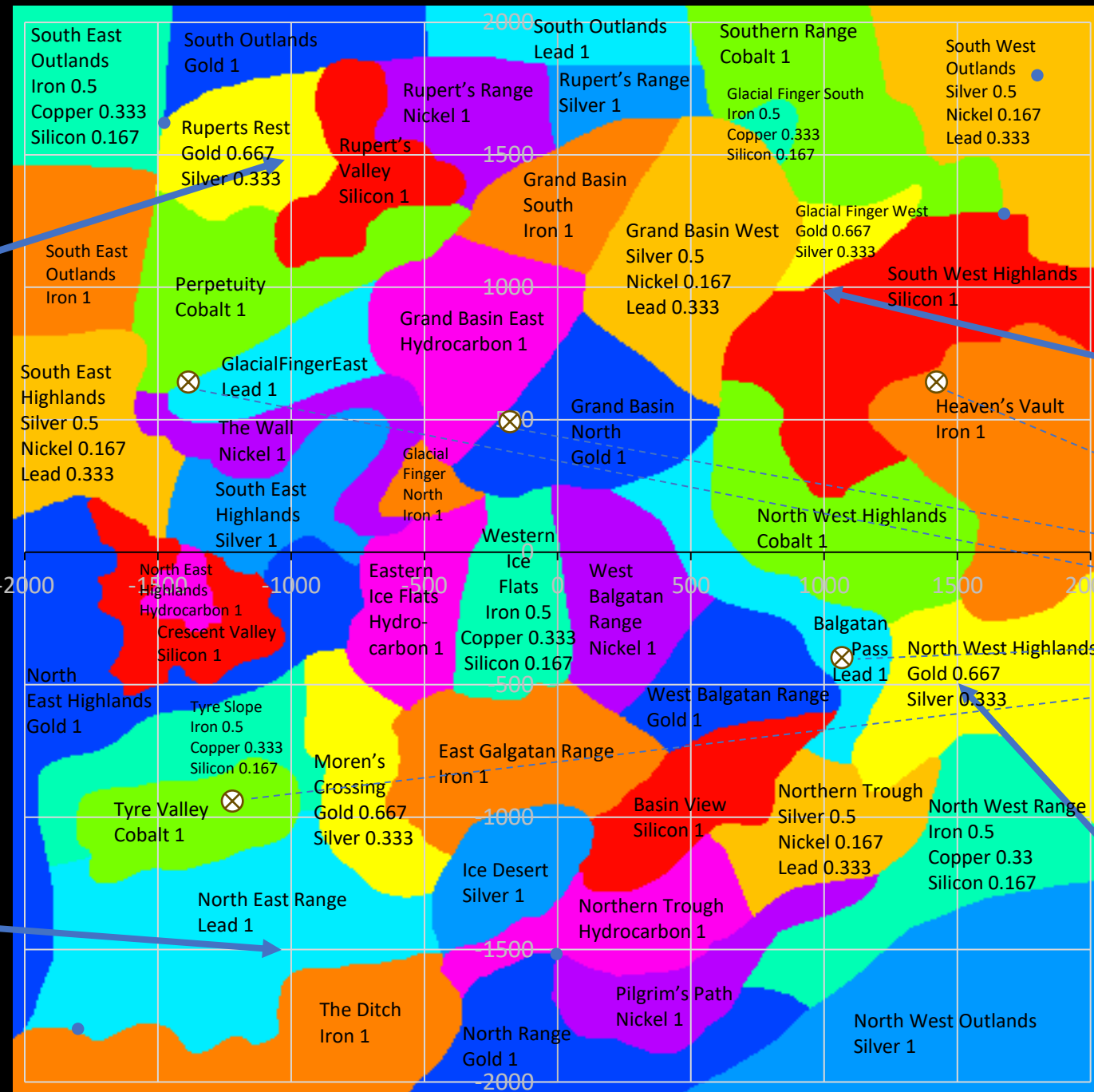
1000, 1000
Is actually
-1000, -1000

Landing Locations
Harriet Crater
Central Mesa
Crater Field
Dust Bowl

1500, -500
Is actually
-1500, 500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500



-1000, 1500
Is actually
1000, -1500

1000, 1000
Is actually
-1000, -1000

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

- Landing Locations
- Frigid Highlands
- Icy Basin
- Glacial Channel
- Balgatan Pass
- Tyre Valley

-1000, -1500
Is actually
1000, 1500

1500, -500
Is actually
-1500, 500

Europa: Colosseum



Venus: Miasma

-1000, 1500
Is actually
1000, -1500

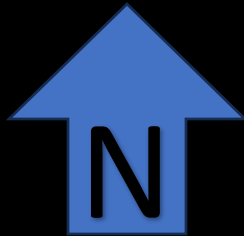
Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500

1000, 1000
Is actually
-1000, -1000

Landing Locations
Daisy Valley
Gaia Valley
Dusk Valley
Faith Valley

1500, -500
Is actually
-1500, 500



Valley of Loss →
Silver 0.5
Nickel 0.167
Lead 0.333

-1000, 1500
Is actually
1000, -1500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500

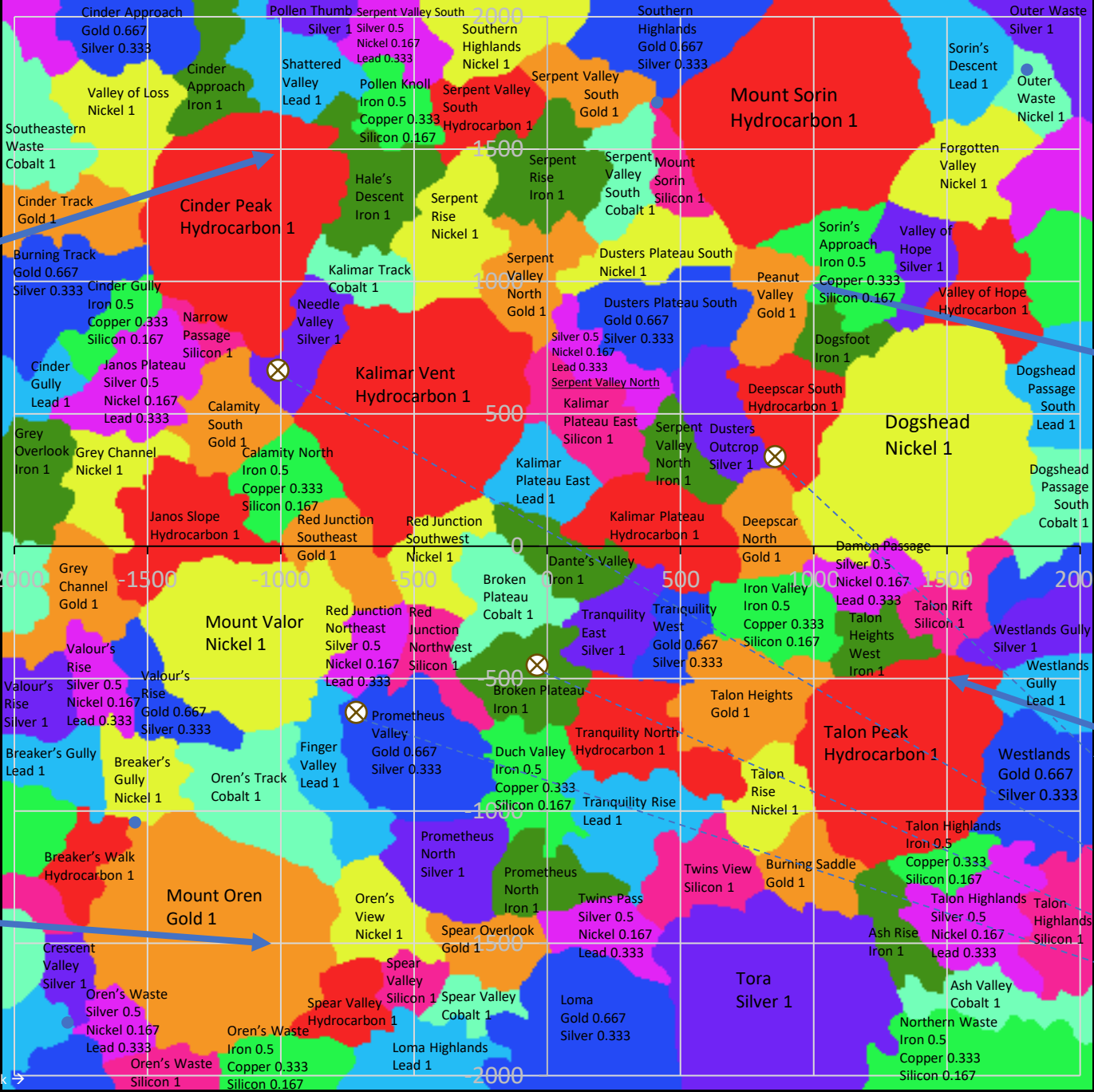
Breaker's View →
Iron 0.5
Copper 0.333
Silicon 0.167

Crescent Valley →
Silicon 1

Crescent Outlook →
Cobalt 1

Crescent Valley →
Lead 1

Crescent Outlook →
Gold 0.667
Silver 0.333



← Dogshead Passage North
Silver 0.5
Nickel 0.167
Lead 0.333

← Dogshead Passage North
Iron 0.5
Copper 0.333
Silicon 0.167

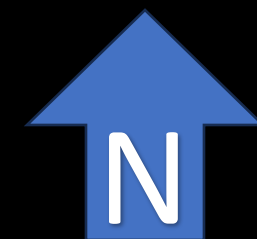
1000, 1000
Is actually
-1000, -1000

← Pepper Valley
Gold 0.667
Silver 0.333

1500, -500
Is actually
-1500, 500

Landing Locations
Vesta Valley
Ixion's Demise
Etna's Fury
Titus Reach

Vulcan: Foundry



-1000, 1500
Is actually
1000, -1500

1000, 1000
Is actually
-1000, -1000

Landing Locations
Mons Arcanus
Montes Umbrarum
Crater Nox
Crater Vesper

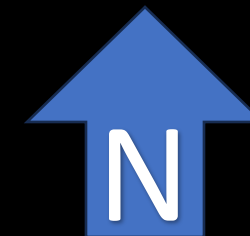
1500, -500
Is actually
-1500, 500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500



Moon: Great Mare



-1000, 1500
Is actually
1000, -1500

1000, 1000
Is actually
-1000, -1000

1500, -500
Is actually
-1500, 500

- ✓ Landing Locations
- ✓ Hellas Crags
- ✓ Finders Canyon West
- ✓ Butcher's Flat
- ✓ Donut Flats
- ✓ Canyon Overlook

-1000, -1500
Is actually
1000, 1500

-1000, 1500
Is actually
1000, -1500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500



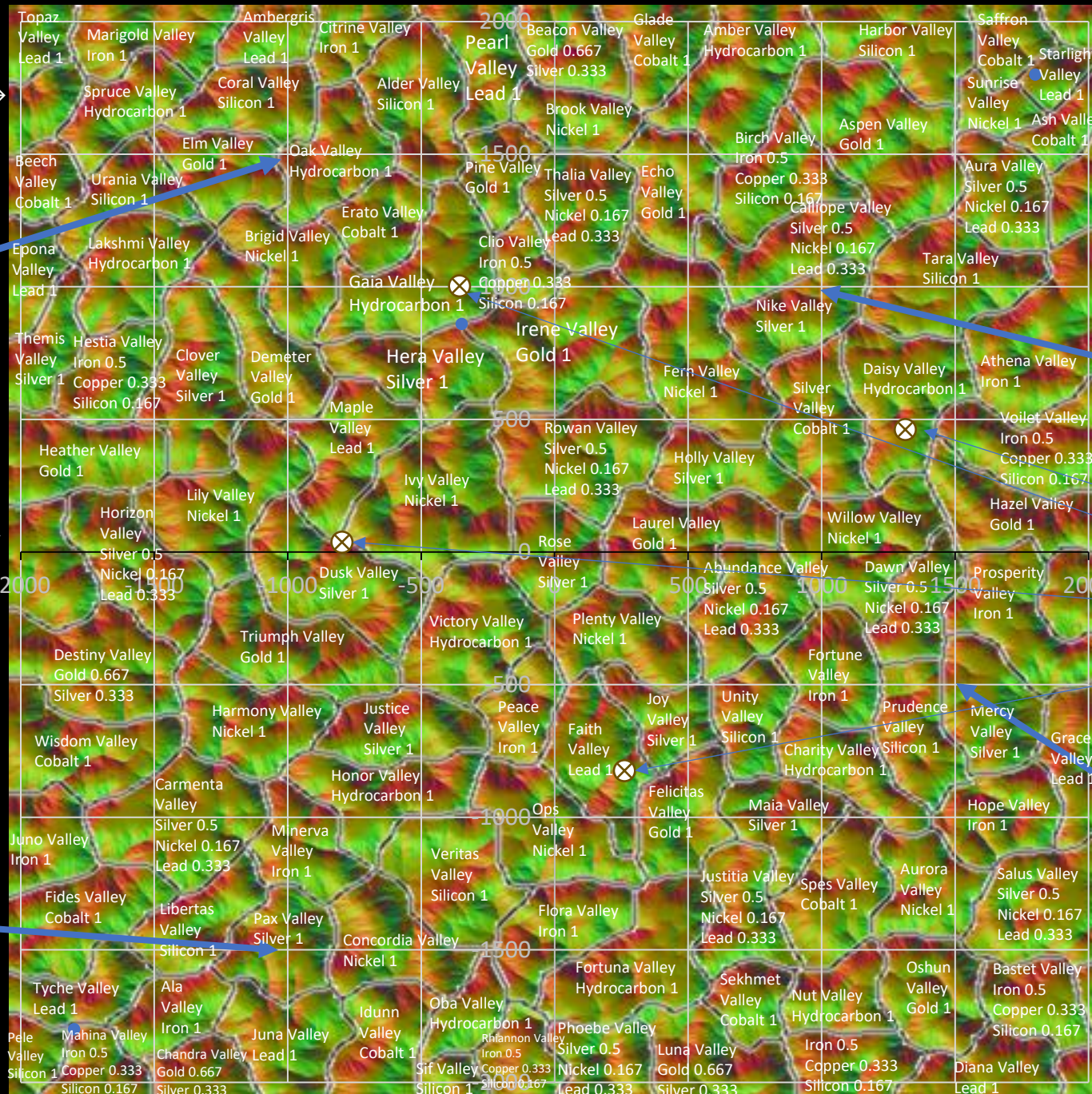
1000, 1000
Is actually
-1000, -1000

Landing Locations
Harriet Crater
Central Mesa
Crater Field
Dust Bowl

1500, -500
Is actually
-1500, 500

Mimas: Impact





Venus: Miasma

-1000, 1500
Is actually
1000, -1500

Coordinates are backwards
from this map to the
in-game grid.
(Ignore the 5 tiny grey dots
They're to keep the chart
scale

-1000, -1500
Is actually
1000, 1500

1000, 1000
Is actually
-1000, -1000

Landing Locations
Daisy Valley
Gaia Valley
Dusk Valley
Faith Valley

1500, -500
Is actually
-1500, 500

