



v1.5.1

A custom Minecraft adventure, by rsmalec

official thread: <http://www.minecraftforum.net/topic/514791->

Table of Contents



- 001 - Foreword
- 002 - Mission Brief
- 003 - Game Play Rules
- 004 - Scoring and Checkpoints
- 005 - Installation Instructions
- 006 - Acknowledgements and Credits
- 007 - Contact Info

001 – Foreword



Greetings! Welcome to my latest Adventure Map for MINECRAFT. This introduction section relates my inspiration and goals for the custom map. If you are eager to get on with it, you can skip to [section 002 – Gameplay Rules](#).

I've been thinking about this map since my first introduction to custom maps, watching the Yogscast. At the time, I had no idea what could be done with the Minecraft engine outside of SSP and SMP. I was telling my son bedtime stories (in this case, starring his latest Lego Mars Mission construction) and the "what if" seed was planted. But I still needed to add soil (understanding redstone and pistons) and water (understanding custom texture packs via my Garfield map) before green buds started to pop up through the Martian regolith. Outside of Lego Mars Mission, I'm not much of a Mars geek. It's a little over done, but I have to give some inspiration credit to the ending of Total Recall.

Since I started making custom maps, I've had the chance to play and rate over 100 from other map makers. I definitely drew inspiration from my favorites, in particular the "secret puzzle" that smenx and ssankoo put into Questworld – Shipwrecked.
<http://www.minecraftforum.net/topic/294505->

Lastly, I have played two other custom maps, set on Mars, but I feel my idea was different enough to bloom on its own.

1. The Shadow of Mars, by Raziell, is an adventure/survival trek through a Martian junkyard.
<http://www.minecraftforum.net/topic/238845->
2. Terraforming Mars, by SweetRevenge, is a small survival map with subterranean secrets.
<http://www.minecraftforum.net/topic/285413->

I take a lot of pride in the details that I put into my map. I spend a significant amount of time working through ideas and story elements on paper, and everything has to be in line with my overall goals for the map. This time, I had help from over 300 responses to my Custom Adventure Map Surveys.
<http://www.minecraftforum.net/topic/444748->

I hope that I was able to..

- Create a legitimate Sci-Fi atmosphere
- Minimize the points where you are 'taken out of the story' by using in-game signs

- Present in-game NPCs without them looking like pumpkins on sticks
- Offer unique puzzles
- Provide balanced but increasing level of difficulty with spawners, light levels, and loot progression
- Offer a high quality custom texture pack that pushes the boundaries of Minecraft

If you've read this far, you have my gratitude. I hope you find this map to be challenging and enjoyable, and I look forward to your feedback!

- rsmalec, August 12, 2011

002 – Mission Brief



The Earth is overpopulated, and natural resources are scarce. The Moon Colonies have been ravaged by war. Humanity looks to the stars as our last hope. YOU have been selected to pilot the first manned mission to the Red Planet. You will touch down in Victoria Crater, where an automated rover has detected a new form of power emanating from strange GREEN CRYSTALS.

The fate of the Earth depends on your ability to establish a base, harvest GREEN CRYSTALS, and to begin terraforming the surface before colonists arrive.

GOOD LUCK, Clone!

003 – Game Play Rules

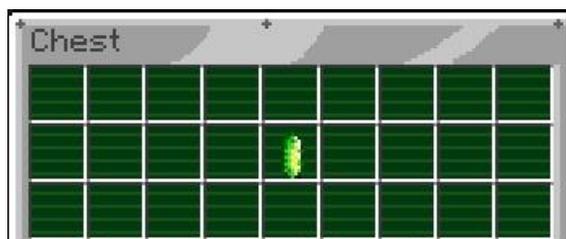


1. Use the 16x **MARS MISSION texture pack**, included with the map download!! The game will be unrecognizable without it - NO PATCHER is needed.
2. Begin on **PEACEFUL** difficulty, and increase the difficulty when instructed.
3. DO NOT leave the **bedrock wall** boundary (Luna).
4. DO NOT leave the **crater wall** boundary (Mars).
5. You CAN **CRAFT**, but do not craft; buttons, pressure plates, levers, or redstone torches.
6. You CAN recharge your laser pistol (bow) with energy bolts (arrows) **looted** from mobs and laser turrets (dispensers).
7. **DO NOT BREAK or PLACE blocks**, except as noted below.
 - a. Flares and keys (redstone torches) can only be PLACED on fence posts. DO NOT BREAK, once placed.
 - b. You can BREAK and PLACE normal torches.
 - c. Alien SPAWNERS can be broken.
 - d. GREEN CRYSTAL ORE (redstone ore) can be MINED for GREEN CRYSTALS (redstone).
 - e. STANDING SIGNS are dialogue or "Out of Character" notes. They can be broken.
 - f. WALL SIGNS are computer screens and should not be broken.
 - g. Try not to break paintings from the walls (there are a lot of them).
 - h. DO NOT PLACE BEDS in the Nether!
 - i. PORTALS are "Out of Character" entrances to major encounters (think 'dungeons' or 'instances' in MMOs). DO NOT BREAK.

004 – Scoring and Checkpoints



GREEN POWER CRYSTALS (redstone) will be your score. As of version 1.00, you can obtain a maximum of 200 - 215 redstone (without cheating); depending on how many drop when mining redstone ore.



As you progress through the adventure, there are four primary checkpoints where you can reset your spawn point, upgrade or restock lost gear, and store Green Crystals before each of the major encounters.

At each checkpoint there is a sign with a named “waypoint” and coordinates. If you are using a mod that allows teleportation (such as Single Player Commands), take note of this. If you die, you will respawn on Luna (in the normal world) and can teleport back to the checkpoint. DO NOT teleport to the waypoint from within the Nether or you will end up in a random location, possibly buried deep in the Martian ground.

(Unfortunately, major encounters are about 3,000 blocks apart in the normal world and it was not feasible to build a transport shaft from spawn. If you do not reset your spawn point with a bed, the fastest route from spawn to a checkpoint is to run back to the ship, enter the Nether, and then take the transport shaft (around 200 blocks) back to the portal for your current encounter.

005 – Installation Instructions



The Mars Mission .zip archive contains the following components:

- **Mars Mission** map folder (required)
- **Mars Mission Texture Pack.zip** (required)
- 2 custom **skins** (optional)
- This **README** file (in various formats)

To install the map, locate your .minecraft/saves folder and place the “Mars Mission map folder” there. You should end up with a folder structure that looks something like;

...minecraft/saves/Mars Mission

That folder will contain all of the save data needed to start your game. If you need to “reset” the map, simply delete that folder and re-extract the archive.

To install the texture pack, make sure Minecraft is closed, find your .minecraft/texturepacks folder and place the “Mars Mission Texture Pack.zip” in that folder. DO NOT unzip the texture pack! You should end up with a folder structure that looks like;

...minecraft/texturepacks/Mars Mission Texture Pack.zip

After starting Minecraft, click on the [Mods and Texture Packs] button in the main menu, and select the Mars Mission texture pack. Once you are done playing this map, you can change back to the Default texture pack from this menu.

To use the custom skins, in the “skins” sub-folder of this archive, you will find two custom skin files to help set the mood.



Log in to your account at www.minecraft.net and look for the “profile” link near the top. Use the site to upload the skin (.png) file that you wish to use.

006 – Acknowledgments and Credits



I would like to thank the following people, without whom this map would not be possible.

Matthew, David and Lyn: for Play testing, and invaluable support

Alpha and Beta Play testers: Fellowius the Wizard, Lukeys, The_Forgotten, Prof_Snape, Criswell

Lukeys, for inspiration regarding the use of transparent paintings for more variety in NPCs.

Special thanks to Faume, Nirgalbunny, Texe1elf, R30hedron, and Jigarbov for invaluable 1.5.1 advice

Support: Shawn V. Martin, Carter Kalchik, and all of the youtube channels featuring my map!

Minecraft: Notch and the entire Mojang team. <http://mojang.com> and <http://www.minecraft.net>.

“Single Player Commands” mod. simo_415. <http://www.minecraftforum.net/viewtopic.php?f=1032&t=100267>.

“WorldEdit” mod. sk89q. <http://www.minecraftforum.net/viewtopic.php?f=25&t=156902>.

“MCSkinEdit” tool. Swedman. <http://www.minecraftforum.net/viewtopic.php?f=27&t=4843>.

Narration and Music mixed with: Audacity. <http://audacity.sourceforge.net>. Dominic Mazzoni and Roger Dannenberg.

Video mixed with: Windows Live Movie Maker 2011. <http://explore.live.com/windows-live-movie-maker?os=other>. Microsoft.

Doghouse Systems. <http://www.doghousesystems.com>.

“Space Man Dave” skin. acdc. <http://www.minecraftskins.com>.

“Sectoid” skin. nick dablinc. <http://www.minecraftskins.com>.

“Xenomorph” skin. cerberus10. <http://www.minecraftskins.com>.

“Mine Wars” texture pack. yokoolio.
http://www.planetminecraft.com/texture_pack/mine-wars.

“Halo Sigma E1.6” texture pack. camo7.
<http://www.minecraftforum.net/topic/166873->.

“Strange worlds” texture pack. JaytheRobot.
<http://www.minecraftforum.net/topic/102056->.

007 – Contact Info



All of my maps and over 450 map ratings:
<http://www.minecraftforum.net/topic/260249->

www.twitter.com/rsmalec

www.youtube.com/rsmalec

smalec@gmail.com