

# Setting Description

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## Mar Sara

Wings of Liberty begins with Jim Raynor in a bar on Mar Sara, a mining planet in the Sara system. Originally established as a mining colony by the Terrans, the planet until recently was largely abandoned having been one of the first planets to be infested by the Zerg. Now, after 4 years of quiet from the Zerg, Mar Sara has been re-colonized, as it is discovered that the powerful and unique minerals that made the planet so appealing are now abundant again.



Mar Sara shows scars of previous vicious battles and the Zerg infestation. Colonies have been burrowed into the wastelands and hills of the landscape. Emperor Megsk's Dominion has renewed its interest in Mar Sara and has also created outposts on the planet to impose its rule over the un-armed colonists and their many settlements.

The planet is mostly chaparral land with canyons of sun-baked mud and reddish clay covering most of the landscape. The sky is dusty orange, with hints of a light, hazy blue and yellowish clouds. This planet, once covered by rich oceans, is now dry, leaving behind rich deposits of iron and other minerals. Any oceans left by the time of the Terran settlements were mostly vaporized during the fighting amongst the Terran, Zerg, and Protoss forces.



We find many locations for our first missions on Mar Sara, starting with a mission to disrupt the Dominion by attacking their headquarters. We move on to recovering parts of an important artifact, and then leave the planet when it becomes overrun by Zerg once again, taking the player to the next planet in the game called Agria.