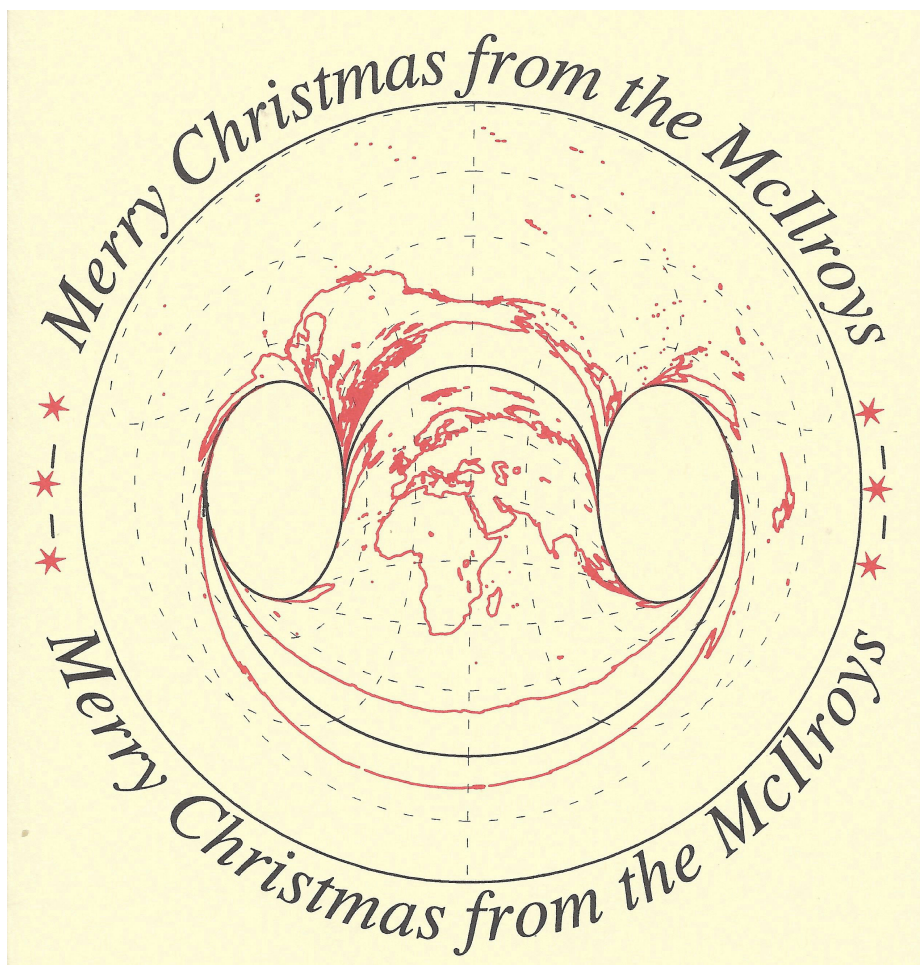


## Way to Go

Hammer retro-azimuthal projection, explained in the card legend. Near (inner) and far (outer) hemispheres are outlined in black.

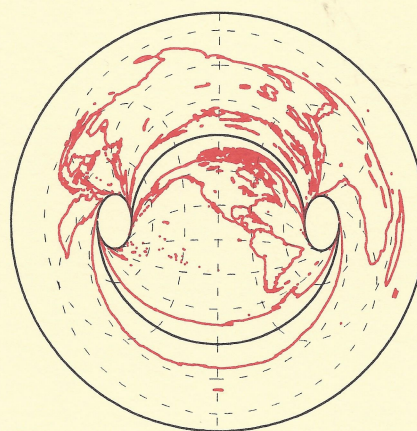
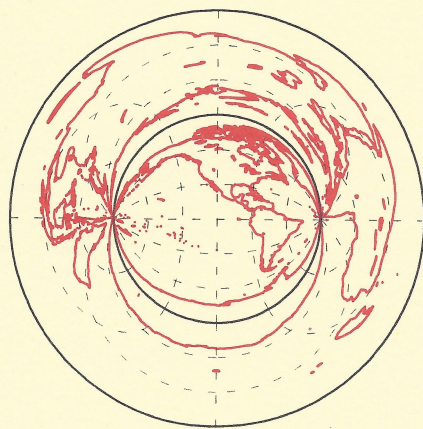
The north and south poles are semicircular arcs. A short circular walk around a pole follows the arc end to end in one hemisphere then back in the other.

The far hemisphere is usually shown separately from the near one to make northerly headings point up. Continents, then, appear backward. Peter McIlroy suggested inverting it, so continents are normal but northerly headings point down. Fitted together, the hemispheres make striking eyes that play a big part in the [2000](#) card.



Let us go now to Bethlehem. — *Luke 2:15*

A shepherds' map. Bethlehem is in the middle. A line from anywhere else gives the heading and distance to Bethlehem. Beware, the outer hemisphere is upside down. There northerly headings point down, but easterly headings still point right.



Maps with different centers. When the center is on the equator, the smiley eyes shrink down to east and west poles.