

# Prototype City Alpha

Prototype City Alpha, also known simply as Alpha City or Prototype City, and its nickname AIProCity, is a small town on the planet [Ushobrakflug System](#), which is under heavy development. When completed, it will become the first urban centre on the planet.

General Information	
<b>Allegiance</b>	<a href="#">Yamatai Star Empire</a>
<b>System</b>	<a href="#">Ushobrakflug System</a>
<b>Planet</b>	Ushobrakflug
<b>Continent</b>	Western
<b>Province</b>	Alpha City District, Prime Development Area
<b>Population</b>	~8,500 (intended ~50,000)
<b>Mayor(ess)</b>	Lady Matilda Rasenbury
<b>Chief of City Services</b>	<a href="#">Chusa</a> Ryou Misao
<b>Founded</b>	<a href="#">YE 36</a>

## History

Considered to be the first civilian town on the planet of [Ushobrakflug System](#), this town-sized project is still in development. Build on a collaboration of the [intergalactic\\_transport\\_corporation](#) and the [Yamatai](#) government, this project will help bring in more people. The city capacity currently is stated at around 5,400 people, including the workers who are housed there at the moment. Personnel are granted sleeping quarters around the village. It is located roughly 20 km(12 miles) south of the [itc\\_headquarters](#) and 35 km (22 miles) north-east of the [Legion V](#) Base. This location was chosen as it is close proximity to both water, by the Hanburu Stream, and other building resources, such as the Sqinq Mines. It also is a bit higher than it's surroundings, forming a natural hill to prevent flooding.

The place is under construction by a large group of workers from the ITC ICD division and the [department\\_of\\_colonization](#), and is protected by [Legion V](#) guards. Foreman Edgar of the ITC is in charge of these construction workers, along with [Colony](#) Overseer Lika. Recently, a first advertisement about the place was released, to bring in the first civilians.

In [YE 37](#), with the city population rising to above 5,000 people, the project was officially promoted to the status of town by the Department of Colonization, allowing the city to elect its own officials in a city council, although it still remains under the Department's jurisdiction. This also warranted the establishment of [Community Backup Center](#)s throughout the city.

## People

The people are not called specifically, but are sometimes referred to as 'Alphas' until the name change. Most of them are adventurous Yamatai, wanting a place far of the centre of the Empire. There also live

some Nepleslian, but they are a minority among the people. The tag-name “city” does not apply for the city as of yet, but as the population grows, the name will become relevant. The people are divided in several groups, roughly the same as their district:

1. **Pioneer:** One of the first two hundred to settle in the city, this is the oldest group of the people living on the Main Passage. Generally, only the first 500 inhabitants are called the Pioneers.
2. **Labourers:** A citizen who came here to work in the nearby mines or with construction and is housed in the Workers Quarters. They are usually recruited by the ITC, Yamatai, or the local traders, and are offered a place in the city in return.
3. **Misfits:** The beggars, crooks, forgers and tax evaders found throughout the city, although their numbers are low due to the harsh punishments of the police and crime regulations.
4. **Traders:** A person who has come to the city to trade or sell their wares, mostly based in the Transport District but found throughout the city. Also known as “Moneygrubbers” by the poor.
5. **Imperials:** A person who got into town after the “Imperial Terraces” were completed, although not necessarily Yamataian.

## City Aesthetics

The houses in the Main Passage are mostly wood-based, with a few stone columns to hold up the main structure, resembling a real live “ American Colonial House”. Due to the warm climate of the city surroundings, most houses are white-painted and easy air-conditioned via various windows and easily-opened doors. The ground floor is build mostly out of wood, while the first floor is mostly glass and open. Some of the houses are lifted up with stone columns to stand out above the rest. The highest building stand in the centre of town. Most of the buildings in the Transport District and the Worker Quarters are simple flat blocks, higher and wider than those in the Main Passage.

The streets are mostly stone, certainly the main square, and consists of a side-walk for walking and bike lanes on most occasions. In the centre of town, mainly the big roads that act as entryways to the districts, they are broad enough for asphalted four-lane roads. Most of them leading out of the city are still stone roads as of yet, while some of them are being asphalted.

Basic mass transport is in place, with several buses commuting between the various districts and even three train stops, one at the entry of the town, another at the space-port, and one on the southern part of town. Garbage control is handled with several garbage trucks, which take out all garbage, collects it, and transport it to the Hokori Kogo Recycling Centre east of the town, where most waste is recycled, but some is shipped of to landfills across Yamatai Space. The recycling centre also has a small cargo station, to allow for resources to be shipped to the city utilities.

There is main access throughout the city to [SYNC](#) via various nodes, but the range is limited to 10 ly. Since it is officially in Yamatai space, people have also access to the [YINN](#), [SYNC](#) and [Lazarus](#) on most nodes. The city's zip code is 4854KP, while the phone prefix is +0161.

# Weather Patterns

## Rain Season

During “winter”, the weather can be quite hazardous. The city is build on a natural hill, aptly named Alpha Hill, and it will not flood easily. But the rain can turn the roads into mud. Most of the time however, the rain tends to go around the city. Too prevent the entire flooding of the city, several specialized flood-plains are set around the Hanburu Stream, and the river is monitored intensively throughout the year by the Hanburu River team at the Mizu Water Pumps.

## Sun Season

During “summer”, the weather is quite acceptable and live in the city is at its best. The hot days can sometimes cause some minor problems such as dehydration, but nothing big has happened yet. Heatstrokes are however rare, for the wind in summer makes things more tolerable. Extensive irrigation protocols are set up to prevent the drought of local crops and plant-life, which also heavily drain the Hanburu Stream, so sometimes it reaches an almost empty depth.

## Layout



*A map of the city as it looked in late [YE 38](#).*

The city is built around a main square in the centre, known as Sqinq Square in honour of the stonework, which was mined from Sqinq Mountain. Around there, there stand some basic wooden houses for the first settlers. Progress is getting on around this square to form another line of houses. Northwest of there lies Transport District, and east lies Working Quarters. The district are divided by simple stone gates on the entrance roads with the names written on them.

Currently, the [Legion V](#), concurrently with the [Municipal Police Force](#), are in control of the police, fire department and standard security, while the ITC is responsible for maintenance and construction, and the [department\\_of\\_colonization](#) is the official legislator and owner. Some people from the Yamatai Department of Health and Medicine provide the basic healthcare in a small clinic inside Transport District. The Yamatai Department of Education has a small school in Imperial Terraces and an official office in the City Hall. The city will, once completed, offer up to four police stations, two fire houses and one mayor hospitals.

To the east there is a little river named the Hanburu Stream, from which the city gets fresh water and also fish. The city will eventually grow towards the river as intended, although currently only the city utilities are placed there.

## Power Generation & Distribution

Electrical power needed for the many buildings in the city to work, as well as the traffic lights, street lamps and radios come from a variety of sources. The biggest source of power comes from the small Hokori Kogo Nuclear Plant close to the Hanbaru Stream. The ITC also utilises a small number of Solar panels placed on top of their HQ, as well as those on top of the [Legion V](#) building and the space-port. Plans are yet ongoing for the construction of a hydro plant on the Hanbaru stream, but the lack of flow at the point where it passes the river makes the efficiency difficult to provide for the whole city. The idea for a series of water wheels to generate power is yet to be devised. For the moment, the solar panels on the roofs suffice, as well does the nuclear plant.

The power is distributed throughout the city via underground power grids, who along with the internet cables are being expanded underneath the city at the moment. Internet connection is done via various modem routers and repeaters, with most public buildings offering free wi-fi. Also, limited wi-fi connection exists throughout the city. A secure network for governmental and military business also operates alongside the civilian network.

## Water Supply and Sewage

Water is mostly provided through the use of the Mizu Water Pumps outside the city, who pump the water to the city directly from the Hanburu Stream. Most of the water pipes are underground inside the city, and lead all the way to the water tanks where they come up. Along with the power grid, the water pipes systems are being expanded for the use of new districts as they come close to completion.

Sewage control is handled by the Hokori Kogo Water Plant east of the city, which purifies and cleanses the water which comes from the sewers underneath the city, and makes it clean for consumption again. A small part is put back into Hanburu Stream, however strict regulations exist to prevent water pollution. Access to both of the facilities is by the dirt road known as Beacon Street.

## Legislation

Although the city is mostly under construction by the ITC and Yamatai and therefore under their control, several prominent civilians have taken on the task of coordinating the population's needs and wishes, in the form of the Alpha District Council, which are housed in the ITC Command Base. Their main concerns are with communicating between the population and the authorities like [Legion V](#) and the ITC, but also with putting up laws outside of the Yamataian constitution. The chairwoman, and thereby acting Mayoress, of the Council is the liberal Matilda Rasenbury, who was elected in [YE 37](#). Her main act were the institution of the permanent [train line](#) to the north and south, as well as the encouragement of biking above motorised traffic by enabling their preference at traffic lights and the use of dedicated bike lanes. Subsequently, the Health and Education secretaries work closely with their respective Yamatai departments.

## Alpha City Council

The council consists of a group of five aldermen, each responsible for one field of speciality, which are headed by the mayor. Aside from this there are 17 councillors, that vote on legislation. The four fields of speciality are divided into: City Services(CS), Finances(F), Education & Healthcare(E&D), Culture & Development(C&SD), and Public Relations & Immigration(PR&I). Lady Mathilda Rosenberg acts as the current Mayoress, with Alderman Hoshi Nakao(F) acting as Vice-Mayor, and Mayo Harabi as Council Secretary.

## City Planning & Districts

Currently, there are only two completed districts, one centralizing around Sqinq Square, known simply as the “Main Passage”, which is currently the only fully finished part of town. Not far from there lies the second district: “Transport District”, the location where people enter and leave the city, as well as goods transport. Construction is now in progress on the so-called “Working Quarters” district, in which as the name states most of the workers will be housed and the factories will be build. Aside from that heavy construction is undergoing for the “Imperial Terraces”, a large district south of Sqinq Square mostly for housing. The layout of the city will at completion include over eight districts, each with a own purpose. Planning for these districts are still ongoing, however there has been conformation for both an “Entertainment District”, with obvious purposes, and a “Fishing District” set alongside the river Hanburu.

### Main Passage

The first completed part of the city in November [YE 36](#), this small block stands at the centre of the city and houses the first 500 pioneers, the [Legion V](#) barracks and the ITC Command Base. Some small shops are provided here too. The construction of the district is officially completed, and opened on 9-6-YE 36. There are bus stops on both the Square, at the side of the Command Base, and in the middle of Trade Street.

### Sqinq Square

This boulevard, about 200 meter(650 feet) long and 50 meter (160 feet) broad, is where most of governing buildings are located. On one end, there is the ITC Command Base, while on another end there is the [Legion V](#) Barracks. Beside there, most of the houses of the first pioneers are based. At the road that comes in from the south, Trade Street is located. The square was named after Sqinq Mine, which provided most of the stonework on the square.

In the middle of the square, stand some fountains. One resembles the Empress Himiko, sitting in a meditation stance with a archway above her. Another fountain represents a lotus flower, the symbol of Yamatai.

## ITC Command Base/City Hall

From here, both the ITC leading staff and the Yamatai managers, coordinate the city's construction. In late [YE 37](#), the newly formed Alpha District Council was also moved into the small second floor of the building, making the building more of a city hall, a function the structure will fulfil when the construction is done. Representatives of the Department of Health and Medicine & the Department of Education were granted their own offices in the building in [YE 38](#).

It is also the place from which radio is broadcast at the moment, on a 101.7Mhz Frequency known as Alpha City Radio. The radio mast on top of the building is the only one in place at the moment, but offers covering even 5 km outside of Prototype City. The radio's host is a Nepleslian named Miss Dorothy Bluewater, who broadcasts most of the time along with weekly recurring guests and topics, although sometimes the ITC takes time to provide announcements and basic advertising.

Broadcast Roster & Interests							
Day	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Announcer/Guest speaker	Dorothy Bluewater	Gerard Hawthorne	Jeffrey Avrett	Daisy Clawshire	Dorothy Bluewater	Kanyi & Moyoti Ioshena	Dorothy Bluewater
Topics	Newcomers Sightseeing	Philosophy Religion	Technology Internet trends	Health Wellness Medicine	Births Deaths Weekly trends	Radio Comedy	Politics Weather forecasts
Music Played	Blues	Spiritual	Synthetic Pop	Experimental	Reggae	Jazz	Classic Pop

## Legion V Barracks/Central City Station

The place from which the [Legion V](#) controls and coordinates the city security and fire safety. It's garage has place for several police cars and motors, but also for 2 fire-trucks. It also provides the basic needs to house criminals, with a small jail section for 40 people beneath the ground. It is run by [Chusa Ryou Misao](#), who also is in charge of local law enforcement. In [YE 39](#), a provisional local fire brigade was set up to take charge from this barracks, and [Municipal Police Force](#) was send out to take over law enforcement duties, officially calling themselves Prototype City Municipal Police or PCMP for short. [Legion V](#), however, remains in control of most of the city's personnel security.

## Empress Himiko/Trade Street Station

A small bus station for transport across the city and a small train station. One track leads to the [itc\\_headquarters](#) to the north, and another leads to the space-port and the [Legion V](#) base to the south. It stands on the north end of Trade Street. It was opened in late [YE 37](#) and named after the current Empress of Yamatai, although officially called Trade Street Station on the [ushobrakflug\\_train\\_system](#). The station and the space, although only four km apart, have both become important hub locations for transport around the city.

## Trade Street

The entryway of the Main passage district and the city from the north is dedicated to some small local stores, who are set up in a single street of about 150 meter(500 feet) on both sides of the road. The street has become known as the main supply hub for the city, and also the main commerce street.

Establishment Name	Service Provided	Date of Establishment	Proprietor
<b>Tsuiguni Lounge</b>	<b>Coffee &amp; Tea</b>	<b>est. YE 36</b>	<b>fam. Tsuiguni</b>
Shaped in the tradition of an <a href="#">🏯Tahōtō</a> temple, this was the first shop to be completed. Considered a house of peace and prospect, it offers traditional Yamatai tea and coffee as well as some basic cookies. The store is run by the family Tsuiguni, and it is considered the most quiet and to this point most architecturally amusing structure in the city.			
<b>Bapoon's Bistro</b>	<b>Fast Food, Alcohol</b>	<b>est YE 36</b>	<b>"Mr. Bapoon"</b>
If Tsuiguni's place is considered the most peaceful place in the city, Bapoon's Bistro is certainly the loudest. This is the fastest way to get some food without spending too much money in the city. They offer the most fattest food on the planet. Its location only two houses from Tsuiguni Lounge makes it easy to spot for most people who just want to eat fast, but very unhealthy too. Some basic "Booze" is served here as well at night.			
<b>Kellon's Big Shots</b>	<b>Guns, Ammo &amp; Grenades</b>	<b>est. YE 36</b>	<b>"One-eyed Kellon"</b>
A more traditional gun shop in the city, Kellon's shop offers the basic needs for hunting supplies or just straightforward protection. Not much Yamatai walk in these days, but the Neplesians seem to keep coming and offer a decent price. The story of how "One-eyed Kellon" lost his eye is also a sort of tourist attraction.			
<b>Fariq's BEST KEBABS Stand</b>	<b>Iromakuanhe Food</b>	<b>est. YE 36</b>	<b>"Fariq Umayyah Tahan"</b>
While his brother Dyaus has a stall on <a href="#">danketsu_station</a> , Farig runs the store in the city. Since the first Kebab stand at the <a href="#">Legion V</a> Base was successful, the <a href="#">Iromakuanhe</a> started to set up another Kebab stand in the city as well. Offering the standard menu of all the stands, as well as some local fish and rice dishes. Mr Fariq is a real Iromakuanhe, and he is happy to tell you all of his home-world. He also tells stories about his little brother and his adventures.			
<b>Garroon Maintenance &amp; Repair</b>	<b>Technological Servicing/Repairing</b>	<b>est. YE 36</b>	<b>fam. Garroon</b>
A dedicated family business, this little shop is run by the humble family Garroon, who have an unequalled skill in mechanical repair. Whether it's repairing of machinery, vehicles or spaceships, they can do it all, and at a low price as well. Most local traders come here to get some cheap spare parts as well, with suits the family just fine.			
<b>Jeremy's Brothel</b>	<b>Prostitution</b>	<b>est. YE 36</b>	<b>"Jeremy Blackviper"</b>
Located in a small alley between Bapoon's Bistro and Kellon's Big Shots, the location is mostly unknown to all but the careful watcher. Officially it's non-existent, but the place has become what of a urban legend for the brave citizens in town. its owner, mister Blackviper, is only rarely seen, as well are his 'employees'.			
<b>Kalarn's Bazar</b>	<b>General Goods</b>	<b>est. YE 37</b>	<b>Arane Kalarn</b>



Establishment Name	Service Provided	Date of Establishment	Proprietor
<b>Tsuiguni Lounge</b>	<b>Coffee &amp; Tea</b>	<b>est. YE 36</b>	<b>fam. Tsuiguni</b>
Located on the corner of Trade street and Sqinq Square, Mrs. Kalarn offers most goods you want. Anything you can think of, she's got it. Except the illegal stuff of course. She has only recently entered Trade Street, for first she offered her goods on Danketsu Station. She sold that shop to someone else, and she got enough money to start her own general store.			
<b>Baldrik's Drive-tru</b>	<b>Fast food</b>	<b>est. YE 37</b>	<b>Baldrik Dimmons</b>
Although nothing more than a kitchen with a window for take-away orders, Baldrik nevertheless has struck good business, especially for travellers who come trough town. With his strategic place directly next to the city gate, Baldrik has made himself a millionaire with his easy-to-make, take-away food. Not recommended for your health though.			

Most of the other goods of the city are flown in at the space-port, which are distributed there as well as being sold.

There is a [Trinary Star Shipping](#) location here, opened in [YE 37](#).

## Transport District

Only a small part of the city is dedicated to the shipping in and out of passengers, goods and vehicles. It is located northwest of Sqinq Square, but spreads only a few 100 metres with the biggest building by far being the space-port. The small space-port is owned by the ITC and guarded by the [Legion V](#), but allows entrance by all people. Some minor taxi stations are located here, as well as some bus stops to transport the people throughout the city. There is also a small clinic, operated by Yamatai, which is currently the only source of healthcare. Current construction continues as of yet, and concerns mostly the cargo area, and citizens are advised to stay inside the "completed zones". The port's personnel are housed in the nearby Working Quarters.

### Pioneer Space-port

Located in the centre of Transport District, stands the only space-port in the city yet, completed in January [YE 37](#). It is controlled by the ITC, and [Legion V](#) acts as the port's security guards, but the space-port is open to anyone who wants into the city. The space-port master is a tall man from the ITC called Wardy Moray. Out of the entrance of the Space-port comes Dockers Street, which bends back south to meet Sqinq Square. A small train station was opened in late [YE 37](#) at the northern end of the space-port for quick transport north- and southward.

### Sodaina Warehouse

Connected directly to the Space-port, this massive building houses the bulk of the ITC resources and materials which are flown in daily. As such, it is the biggest warehouse of the district. Aside from storing the ITC's resources, it also stores a lot of corporate goods from off-world. As such, it is heavily guarded



against intruders. Sodaina translates as 'rough' in [Yamataigo](#), referring to the hard work of the dockworkers.

## Dockers Street

As the name suggests, Dockers Street serves as the primary dockworkers housing and workshop area. Beside that, it also has become home to several local businesses who specialise in the process of docking/un-docking and shipping goods. They are responsible for the distribution of many of the city's shops supplies. It also serves as the road to the space-port entrance and as the main entryway to the district.

## Teikoku Clinic

As the need for medical care arose, several employees from the Yamatai Department of health and Medicine were sent to Ushobrakflug to provide and control the basic healthcare needs. They were given a small clinic close to the Space-port, to allow quick access to key medicine and, in case of emergency, a quick transport off-world. While the clinic is small, only accommodated for simple healthcare tasks, it is equipped for surgery and child-birth. Teikoku translates as 'Imperial' in [Yamataigo](#).

## Golden Lions Guild Hall



*The logo of the Hall.*

A small building next to the space-port, only completed in late [YE 37](#), which acts as a meeting point for traders and their investors. Sometimes the hall is the location for luxurious parties hosted by the more wealthy traders who can afford such spendings, as well as yearly congresses for consumer goods. The name comes from the small sign board above the entrance, with two gold lions ready to assail their prey and in the centre a shield with the name.

## Shipwright Street

A small street connecting Dockers street to Trade Street, which was completed in [YE 38](#) to accommodate additional warehouses, as well as making place for ship hangars and repair shops, which relieve the space-port from over-accommodating. It also serves as a transport road to reroute cargo transport by avoiding Sqinq Square.

## Working Quarters

Construction is as of yet ongoing on the place in which most workers will be housed, east of Sqinq

Square. As of yet, the ITC and Yamatai construction workers are housed here, but will be relocated after the district is completed. Nearly 3,000 workers are housed here, both from the ITC and Yamatai, which are helping with construction. This part of town is considered off limits for citizens, as it is largely under construction. There are however some public places, which are used as viewing points.

## Proximity Square

While not as big, nor as well-known as Sqinq Square, this small square stands in the centre of the district and acts as the social hub for the workers. It was only completed in February [YE 37](#). A number of small shops, specifically opened for the workers are stationed around the Square. To the west, a single road known as Builders Street, leads back to Sqinq Square and serves as the entry-road to the district, while to the south there is Carpenter Street.

Name of Establishment	Service Provided	Date of Establishment	Proprietor
<b>Daggoun Repairs</b>	<b>Repair, Electronics</b>	<b>est. YE 36</b>	<b>fam. Daggoun</b>
The family Daggoun have always been successful mechanics. They already ran two different repair shops, before they opened the one on Proximity Square. It has since then become the best in town, according to the townsmen themselves. It is a true family business, as both father Ruwan, his sons Bauren and Franny and his daughter Alisha work inside the shop.			
<b>Tukowen's Cafe</b>	<b>Food &amp; Drinks</b>	<b>est. YE 36</b>	<b>Tukowen Bar'shii</b>
Although not as well-known as Bapoon's Bistro or Tsuiguni Lounge on Trade Street, it still makes a decent profit providing food and beverage for the workers who live and work inside the district. Tukowen, an ex-soldier, also is more than willing to tell his war tales. Also, the cafe is considerably less crowded than Bapoon's, offering a less stressed environment. Also the prices are lower, obviously for the cheaper location.			
<b>Diraven Tools Emporium</b>	<b>Tools, Electronics</b>	<b>est. YE 37</b>	<b>Fam. Diraven</b>
Although family Daggoun does not think so, family Diraven and especially father Wadoun sees them as a concurrent. Although only a recent addition to Proximity Square, family Diraven has already made a name for themselves with their extensive stocks. Whether it is a screwdriver or a drill, Diraven offers it. Whether or not their disliking of family Daggoun will end in a feud, will remain to be seen.			
<b>Nerwein's Mess Hall</b>	<b>Entertainment, Alcohol</b>	<b>est. YE 37</b>	<b>'Doctor' Nerwein Kalish</b>
With the workers occupied with the building and furnishing of the city, not much free time is left for socialising and fun. What time is left, is spent by most workers in the massive hall owned by Nerwein Kalish (not a real doctor), build beneath one of the big housing complexes. He offers darts, pinball, pooling and all kinds of TV shows on big screens. He also serves numerous kinds of cocktails and liquor.			
<b>Ivanor's Casino</b>	<b>Gambling</b>	<b>est. YE 37</b>	<b>Ivanor Greenspeech</b>
Just as much an urban legend as Jeremy's Brothel, in the back of one of the builder housing blocks, there is a small casino. Actually it is nothing more than two big rooms next to each other. Still it offers a extensive amount of gambling games such as blackjack, roulette and poker. Just as Jeremy, Ivanor is rarely seen in public, leaving many to suspect the two know each other.			
<b>Carmen's</b>	<b>Food &amp; Drinks</b>	<b>est. YE 37</b>	<b>Carmen di Gallieti</b>

Name of Establishment	Service Provided	Date of Establishment	Proprietor
Daggoun Repairs	Repair, Electronics	est. YE 36	fam. Daggoun
Nothing more than a small coffee house with little seating space, Carmen (only 20 years old!) has nevertheless made good business with her wide variety of coffee, ranging from Cappuccino to Lungo, and even hot chocolate. She also offers a wide variety of pasta's available for take-away. With her menu of easy, but yet nutritious food she has made herself popular amongst workers who don't like the taste of fast-food like Tukowen.			

## Builder Street

Living in big housing blocks, mostly flats, are the bulk of ITC and Yamatai construction workers. Along the street, dozens of these flats are being constructed for use by the workers who will be shipped in. At one end the street connects to Sqinq Square, while another connects to Proximity Square, making it the entryway for the district.

## The Old Lady

At the intersection of Builder Street and Proximity Square stands a small stone statue, known by mockers as 'The Ugly Hag', which resembles an elder woman in a rocking square who is knitting, while smiling to passer-bys. At the pedestal of the statue stands a small nameplate with the description: "An elderly woman engaged in the century-old art of hand-knitting." The statue was created by famous sculpter Henry Calron, and commissioned by Mayoress Rasenbury in summer of [YE 37](#).

## The Silver House

At the intersection between Carpenter Street and Builder Street stands a tall building known for its many operas, pop/rock concerts and lectures from famous people all year round. The name of the building comes from it's escutcheon above the door, a round shield of silver with the writing: "For the beauty of the art" on it. The house belongs to the wealthy family Peltier, who's family have been owners of opera houses across the galaxy. The building was first opened in late [YE 37](#).

## Carpenter Street

A street dedicated solely to workers of carpenter businesses south of Proximity Square which bends back westward to Builder Street. The first need for specialised carpenter workshops arose when the ITC issued several off-world carpenters for the making of furniture, which was before made and delivered by the ITC itself. The first workshop opened in June [YE 37](#). More shops opened after the building process finished in January [YE 38](#).

Name of Establishment	Service Provided	Date of Establishment	Proprietor
<b>Margonius Furniture Emporium</b>	<b>Furniture</b>	<b>est. YE 37</b>	<b>Sir Elton Margonius</b>
The first carpenter shop to be opened on the street, Sir Margonius (69 years old) was the first to offer his services to the population. His reputation has done him well, as he is known for his artistic, yet comfortable work. His artistic bedbunks are now one of the most memorable pieces of furniture inside the city, as are his well-known side tables. Beside that, Elton has a wide range of chairs, tables and cabinets for sale. All of his wares are undersigned by the distinctive signature and brand of Elton himself.			
<b>Auden Woodcarvers</b>	<b>Woodwork</b>	<b>est. YE 37</b>	<b>Edward &amp; Mark Auden</b>
Shortly after Margonius had opened his shop, more traders were coming in to offer their services to the citizens. The brothers Auden, known for their woodcarving they did in the many forests of Ushobrakflug, moved into the town to centralize their services and sell their wares in a fixed place. Their many wooden artworks, ranging from figurines to knife blocks, are now found across the city. Despite their shop in the city, the brothers still spend many times walking in the woods, looking for he best timber for their products.			
<b>Timothy Construction</b>	<b>Housing &amp; House Expansion</b>	<b>est. YE 38</b>	<b>Joseph Timothy</b>
Considered the first commercial construction holding outside of the ITC and Yamatai. Timothy has hired a motley crew of strong men to assemble housing for the population as well as extensions like dormers, balconies and stained glass for citizens. They have also offered their services to the ITC workers, which they have gratefully accepted.			
<b>Koga &amp; Kawate Furniture</b>	<b>Furniture</b>	<b>est. YE 38</b>	<b>Sadatake Koga &amp; Kokei Kawate</b>
Although not as well known as Margonius, the two Yamatai natives offer a style mostly only seen on the Imperial Capital world. The rustic, simple and yet very artistic pieces of furniture produced by the two men are a welcome sight in many houses across the city, although their style is mostly reserved to households of Yamataian citizens. Despite their obvious concurrence, Margonius has no quarrel with the two men. They even exchange their knowledge to one another. One collaboration, a wooden table with a number of Yamataian paintings on it, acts as the main meeting table for the city Council.			

## Smithy Street

A street connecting Builder Street to Trade Street, allowing shipments to bypass the crowded Sqinq Square. As the name implies, the street is mostly reserved to forgers, from iron to marble. Since its completion in early [YE 38](#), several smiths have opened on the street, offering their services to the city. The most notable of these is Halbert's Metalworks, a [Abwehran](#) native smith who is specialised in the construction of hinges, bar windows and locks.

## Imperial Terraces

A big part south of Sqinq Square is being developed for the sole purpose of housing both the poor and the elite, and will form the backbone of the second influx of civilians once it is completed. for now, only one road acts as the bulk road where several apartments are based, which connects Beacon Street to Dockers Street. A second road runs next to the city hall, but is mostly used for transport.

## Kyoto Street

Acting as the main road for the first blocks in the Imperial district, and currently the only road reserved for civilian use. It connects Dockers Street to Beacon Street and serves the bulk of transport between those districts. As the Terraces is mostly reserved for housing, no shops have opened on the street. It currently offers housing to nearly 1,000 civilians.

## Kaishi Elementary

As more people moved in to the city, with the Imperial Terraces mostly providing housing for families, the need for a place for education rose. Eventually, the Yamatai [Yamatai Department of Education](#) allowed the construction of an elementary education facility in the Terraces district. The school provides enough space for the education of up to 200 pupils. Although only offering [shogakko](#) education, it nevertheless has become an important center for children education in the region.

## Kyoto Street Station

Heavy construction is currently underway for the building of a small train station some distance south of Kyoto Street, which will connect the district to the Space-port and outside routes to ITC and Legion V. The station is smaller than its cousin on Trade Street, and only offers local transport, meaning it is not an intercity connection. The rail to Hokori Kogo will be used to connect the station to the main network.

## Middle Street

Although only offering limited transport between Sqinq Square and Kyoto Street, this passage has become important for connecting the Imperial Terraces directly to Sqinq Square. It was opened for civilian use in late [YE 38](#) and allows housing at both sides, acting as a connection between the Imperial Terraces and the Main Passage. Later it was selected as a mainly sports street, with two sports cafes opening up aside Chiefs Field, the main sports field for Prototype City.

## Chiefs Field

A small field, aside the City Hall, was opened in [YE 39](#) to allow for several sports team to use, as well as Kaishi Elementary. The move was motivated by Culture Aldermen Hiko, and was created for the sole purpose of creating sport availability in the city. Its close proximity to Middle Street and City Hall make it a popular spot for playing a variety of sports.

## Star Street

At the intersection of Kyoto Street and Beacon Street, the road continues as Star Street, leading back to

Sqing Square next to the City Hall. It offers limited housing as of yet, acting only as a connection between Sqinq Square and Beacon Street. The street was named after the small [Star Army](#) Memorial at the east side of the street.

### **Tsuyo Army Memorial**

This small memorial, consisting of a small statue of a soldier in [Mindy Power Armour](#), was erected in late [YE 38](#) to commemorate the losses of the [Second Fleet](#) during the [First Mishhuvurthyar War](#) at the Second Battle of [Ushobrakflug System](#). It was commissioned by Lady Rasenbury, upon request by [Legion V](#), and opened by Premier [ketsurui\\_yuumi](#).

### **Beacon Street**

A small street leading eastward towards the Hanburu Stream and the city utilities. The street was named after the Eucharis Beacon. It is as of yet only open to limited civilian access and mostly limited to city services, as well as military access to Eucharis Beacon.

### **Eucharis Beacon**

As the first building to be completed in the district, that stands at the middle of Beacon street, the building acts as a small light-house to guide ships to the Space-port. Along with that, it acts as a waypoint to allow hikers and explorers to find the city in the night. It is serviced by Keeper Uemura Guemon, who is housed in the light-house itself. In [YE 39](#), a small radar house was placed here by [Legion V](#), in order to allow for radar covering of the city surroundings.

### **Rabenda Cemetery**

At the other side of the Eucharis Beacon, stands the small Rabenda Cemetery, which offers death-care services to the city. It was opened in late [YE 38](#) by the Kihara Family, who answered the need for death-care services, even though the city was young and elder people were scarce. The move was supported by the city council, and three hearses were delivered to the cemetery as a means of offering death-care transport.

## **Off-world Connections**

The [ITC](#) offers bus connections to the mayor locations around the planet [Ushobrakflug System](#) for personnel and citizens. They also provide interplanetary connections to the following locations in [Yamatai](#) space from Pioneer Space-port. Military connections are also provided by [Star Army](#) as of [YE 39](#):

- [danketsu\\_station](#)

- [Yamatai \(Planet\)](#)
- [tatiana](#)
- [Anisa System](#)
- [kohana\\_nebula](#)
- [nataria](#)
- [Ohara](#)

## OOC Notes

Want too see the progress of the City in RP? Check out the Open Role-play forums for the posts.

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