Tioasme (Unity)

Tioasme was the first settlement created by the *Poku Saeruo Degonjo* on *Âmuar (Dream)* in 754 CY (YE 35).

About Tioasme

The settlement is built into the base of a 200 meter high butte. Half of the settlement is in the mesa, and the rest is built outside of it. The Tioasme is hexagonal, and is three miles across from side to side. The external settlement boundary is one meter high, three meter thick wall. Above the settlement on the top of the butte is *Mâhoa'ka Âdor (Large Sky Harbor)* a road carved into the side of the butte provides access as do a number of lifts inside.

History

Construction started in the fifth month of 754 CY (YE 35). Clan construction teams began clearing the site and laying the foundation for the settlement. Carving out the necessary space from the butte and installing structural bracing to support the final product.

In the twelfth month (YE 35) the *Wunyaka Vonai (Ark)* Âmuar (Dream) left the *Sotâka Ruomâqi (World Station)*. It landed in front of the construction site for Tioasme (Unity) to serve as the control center for colonization efforts. The first wave of over 100,000 colonists moved into the prefabricated structures.

Details

Initial mass transit is via buses, electric and bio-fueled types. A limited service mag-lev rail system has been put in place. If provides service to *Mâqisumanâ (Forge)*, the *Mâhoa'ka Âdor (Large Sky Harbor)* and *Âebi Udano (Gravity Drops)*.

Tioasme is laid out according to the standard template.

Population

The census for Tioasme in 756 CY YE 37 is 750,000 *Poku'vonai*.

Demographics

Total	100 %	750 K
Qaktoro	48 %	360 K

Tula	42.2 %	316.5 K
Qakla	5.15 %	38.63 K
Tuoro	6.16 %	46.2 K
Aliens	.5%	3.75 K

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