

Prolinetheus – Saturn’s Outer Moon

LOCATION 1: PROLINETHEUS CAPITAL CITY - PROLINETHEUS

- Prolinetheus Capital City is Prolinetheus’ first city/colony that was created by the founders Cuthbert Roderick Griswold, Peter Wesley Brattle, Victor Andrew Darleston, and Arabella Silvia Gunn. Prolinetheus Capital City is the main hub where transports to and from Earth occur. It is also the main city of Prolinetheus where the majority of business is held and where the wealthier people live. For instance, trade posts, hospital, bank, museum, arcade, subway hub to the other colonies, etc. Prolinetheus Capital City is 7 miles long and wide, with interconnecting tunnels on both the surface and underground.
 - Landmark 1 (Founders’ Museum):
 - Museum Guide: “Over here is a statue of our late founders Cuthbert Roderick Griswold, Peter Wesley Brattle, Victor Andrew Darleston, and Arabella Silvia Gunn who killed each other in order to have control over the Prolinetheus colony...”
 - Quote 1: “This museum is snooze central; I am going to Capital Arcade.”
 - Landmark 2 (Capital Arcade):
 - Kid: “Oh wow! Look! They have an Atari set up and it has Adventure!”
 - Quote 2: “I am going to the trade post.”
 - Landmark 3 (Trade Post):
 - Construction worker: “Please sir, I need to trade these 3 pieces of metal for at least 3 food portions...”
 - Quote 3: “I should be able to catch the capital subway in 5 minutes to go back to Haliday...”

LOCATION 2: HALIDAY – PROLINETHEUS

- Haliday is the second colony that was established within Prolinetheus. In this colony, this is where the construction crews work and lives. Here, the construction crews build the building domes, the connecting tunnel pieces, and then transport them to different parts of Prolinetheus to build new colonies. When the construction crews are finished with their shifts, they often go to their living quarters in their own domes or they go to The Dive Bar.
 - Landmark 1 (Workstation):
 - Worker: “I hope we can finish this dome in time...”
 - Quote 1: “The living quarters are that way...”
 - Landmark 2 (Living Quarters):
 - Worker: “Looking for someone? If you go down the left tunnel, that is where all the family living is. If you go down the right tunnel, that is where the bachelor pods are...”
 - Quote 2: “The Dive Bar is the best place to go to get a beer...”
 - Landmark 3 (The Dive Bar):
 - Bartender: “What can I get for you? Beer, liquor, information?”
 - Quote 3: “Have you been to Point Haptic yet? You should go if you want to have a good time...”

LOCATION 3 – POINT HAPTIC – PROLINETHEUS

- Point Haptic is where the lower-class people go to let loose, spending what money and food portions they do have, to have a good time. Point Haptic has multiple bars, a red-light district, and a dance club, but looks like every other colony in Prolinetheus from the outside.
 - Landmark 1 (The Haptic Bar):
 - Citizen: “Hiccup, The Haptic Bar has every type of liquor imaginable, I wonder how they manage to get it through the capital...hiccup...”

- Quote 1: “If you are looking for some love...check out The Red-Light District...”
- Landmark 2 (The Red-Light District):
 - Lady of the night: “Hey honey, come my way and I will make sure it’s worth your money...”
 - Quote 2: “That was not worth the money...I am heading to Disco Tech...”
- Landmark 3 (Disco Tech):
 - Citizen: “What did you say?! It is so loud in here! Just keep dancing!”
 - Quote 3: “Screw this...I am heading back to The Haptic Bar!”