

## (6) Premier City Reviews

### 6a) Espil

Mayor	<b>EspiDev</b>	Location	<b>-6023, 71, 2723 /warp pb_espil</b>
Deputy Mayor	<b>SeshPenguin</b>	MRT Stations	<b>C80, C81, C82</b>
Landmark	<b>EstiShares HQ</b>	Landmark Description (below)	
(-6023, 71, 1601)			
It has a weird shape, and has a subway station entrance below.			
Additional Information (below)			
I am not really going for premier this time (since I'm aware of a huge empty space problem), but I just wanted some feedback on what I have so far.			
I originally started the city at C80 in 2015 so, as a general rule of thumb, the further away from C80 you are, the newer the buildings are. In newer districts, I've tried to add more street life, such as integrated highways and rail corridors with pedestrian walkways, and lots of storefronts.			
At the very north (around C82), is my newest district, hopefully going to be finished when I go for premier. At around C81, I created a residential highrise district, which was my first attempt at making a vibrant, walkable district. To the east of C80, is my oldest highrise district, and includes my pedestrian-highway experiment. The west of C80 contains my lowrise suburban district, that is slow to develop because each house takes a while to build.			

Pre-GSM Staff Comments & Staff Votes At GSM		
Staff Member	Vote	Comments
godzilltrain	<b>No</b>	Good: <ul style="list-style-type: none"> <li>• Good consistent theme throughout the centre</li> <li>• Looks very busy, and feels like a big city</li> <li>• Good build quality of those buildings that are finished</li> <li>• Good range of buildings (Hospitals for one)</li> </ul> Bad: <ul style="list-style-type: none"> <li>• Would like to see the Monorail finished</li> <li>• A lot of builds unfinished</li> <li>• A lot of spaces unfilled</li> </ul>
hnt	<b>No</b>	Good: <ul style="list-style-type: none"> <li>• Good build quality</li> </ul>

		<ul style="list-style-type: none"> <li>● Definitely feels like a big city</li> <li>● I really like the feeling of districts</li> </ul> <p>To Be Improved:</p> <ul style="list-style-type: none"> <li>● Big open areas, especially near the IntraRail station, which gives a feeling of incompleteness</li> <li>● Interiors missing in a fair number of buildings</li> <li>● Several buildings not yet finished</li> </ul> <p>Comments:</p> <ul style="list-style-type: none"> <li>● I really like this town, but as JR said it's a very strong Governor city. My biggest issue that's holding me back from saying yes is the large open expanses and the unfinished builds, especially near a major transit hub such as the IntraRail station, which is one of the first things that people entering the city will see.</li> </ul>
JR	<b>No</b>	The town is quite nice and has a very strong governor presence BUT what caught my eye was that there was too many unfinished builds And builds unfurnished. If you get to those and finish the city it will be a deep yes. :)
Frumple	<b>No</b>	Very excellent urban feel with large, spacious buildings and clean quartz theme. However, some buildings lack interior decorations and there are lot of incomplete builds in the outskirts of the city, which detracts from the vibe of the city. I would strongly recommend completing and decorating these builds, making the city feel more "complete" and finished.
mikefishr	<b>No</b>	The city is clearly laid out and nice looking, but it's not done yet. There are far too many areas that are not finished, and far too many areas with exposed sand. Additionally, metro station entrances without actual metro stations is not a great look. Finally, interiors need to be installed, as there are far too many unfurnished buildings.
Chief	<b>No</b>	Great, consistent theme and well organized, though there are lots of unfinished interiors and holes where more buildings could go. Would also like to see rail networks built out and installed to their stations (there are a few stairwells to nowhere).
Mineman	<b>No</b>	There is an amazing theme and individual identity to the town and the downtown is nice. However there are a few unfurnished buildings and multiple empty plots on the western end of the town. If these plots were filled in, espil has a very very strong shot for premier.
Thomasfyfe	<b>No</b>	Not a bad city by any means, very impressive actually. What stops it from reaching Premier is the lack of development in

		patches of the city. The roads look quite bare (signage and markings would help here) and filling up the empty spots (trees, decorations) will city will certainly help build up atmosphere and city feel.
Tom_Pairs	<b>No</b>	More Beautification and things like traffic lights, trees, expanding what you did in the parks into areas of plan land areas. Not just areas of land with nothing on them. As well as plants or other city art in various places along the roads. Finish buildings and decorate the public areas in the buildings.