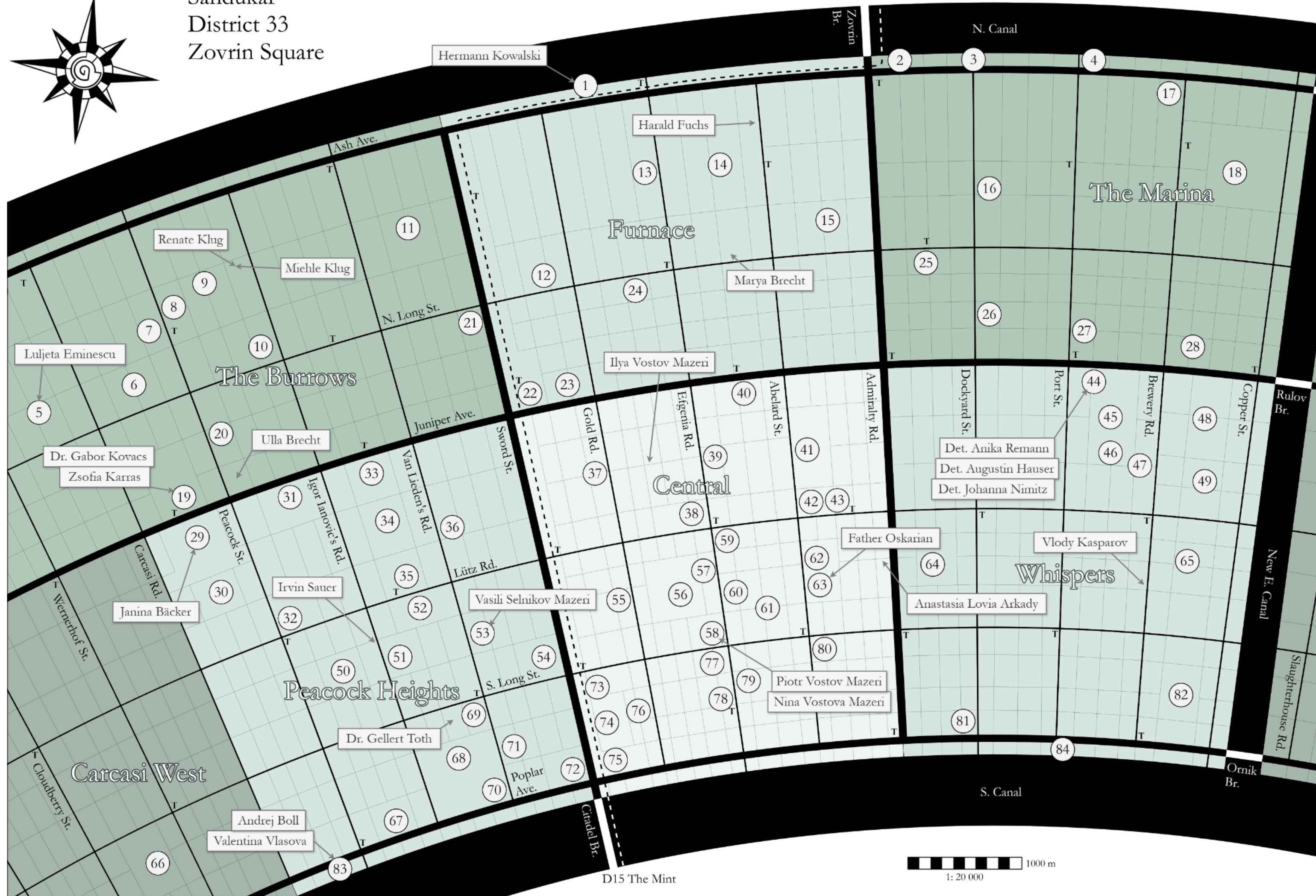




Sandukar
District 33
Zovrin Square

D8-14 N. Machine Town



D15 The Mint

1000 m
1:20 000

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48. The Lilac Yard <i>"Poor bastards."</i> 49. The Hraghian Enclave <i>"The State should just bomb that place into the dirt. You don't keep traitors around; you make them pay the price!"</i> 50. The Kovanian Arena <i>"The ball games are fun enough I suppose, but it's the war games that really get my blood flowing."</i> 51. The Lützck Theatre <i>"Cheaper than the cinema, but shows aren't anything to write home about. All the real actors are in films these days, so old lady Lützck has been desperate for financiers lately. Wouldn't surprise me if she torches the place for the insurance and skips town."</i> 52. The Hippodrome <i>"They race both horses and cars there. Even tried combining it once. A beast versus machine sort of spectacle. That was a fucking mistake."</i> 53. Ustinov Palace <i>"Young nobles go there to get downright unreasonably drunk, and that's before they hit the night clubs to slum it with the plebs. Rich brats who wave daddy's money in your face while hiding behind their horse guards. Assholes."</i> 54. The Citadel Army Museum <i>"Just look at the guns on display there! Some of those cannons are longer than freight trains! Presvedonia will be a smoking ruin before year's end, mark my words."</i> 55. The Gild Clinic <i>"Apparently the surgeons can change people's faces there. Costs an arm and a leg, though."</i> 56. Septembertown <i>"The homes of the high and mighty. When I was a boy I once tried climbing the wall to take a peek. Hadn't received a beating like that since mom left."</i>	57. The Esplanade <i>"That's the lower third of Efgenia Road. It's a long and wide street edged with trees that is mostly for pedestrians, and the occasional horse drawn carriage for the old fashioned. Lots of high-end stores and restaurants, as well as street vendors, artists and musicians. The cops even make an effort to keep it in order, which of course carries its own risk."</i> 58. Mazeri Tower <i>"Bastion of the local nobility. The Belogradov family is a branch of house Zovrin; rich beyond dreams. The younglings of the brood are sometimes seen at the Esplanade establishment, and they're surprisingly decent. You know, for a bunch of inbred, aristo shitheads, that is."</i> 59. Evening Star Cinema <i>"If the Evening Star isn't Bykov's most profitable investment it's certainly his priciest one. Maybe it'll pay off one day, but with the low ticket prices I have no clue how he expects to keep it in business. Not that I'm complaining. I even got Sayah Bonn's autograph during her latest premiere!"</i> 60. Hofmann's Betting House <i>"Hab! Go ahead, be a sucker."</i> 61. The Crimson Room <i>"What, the Nightingale isn't exciting enough for you? Try getting you jollies at the Crimson Room, then. You sick fuck."</i> 62. Syrovian Cemetary <i>"That place gives me the creeps. Why can't the aristos just burn their dead like us decent folk? Though I do hear some of them are buried with their jewels..."</i> 63. Syrovian Cathedral <i>"Folks don't fear the One like they used to. Saddens any good Janoist soul to see so many empty benches during service. I hate to say it, but maybe Father Oskarian is at fault, to some extent. His faith still burns bright, but he is getting on in years. As are we all."</i>	64. Söldner Square <i>"There's something off about that place. No open square should feel so... cramped. One night years ago I walked past and, I swear to the One, hundreds – no, thousands – of rats were there. All still, all quiet, just staring at the statue."</i> 65. Reerdon's Hotel <i>"The rooms smell like shit, the mattresses are moldy and the windows are cracked. But it is a good place to lay low for a while if you've pissed someone off. Just check in under a false name. The Reerdons ask no questions."</i> 66. The Spinnery <i>"My mother worked there. Got three fingers ripped off by the machine. At least the slaps got gentler."</i> 67. Sovereignty Opera <i>"Much too high class for the likes of me. Not that I'm missing out on much. It's all just vowels."</i> 68. The Archives <i>"Miles upon miles upon miles of shelves, cabinets and vaults holding entire forests worth of documents. How they ever find anything down there I will never know."</i> 69. Police Station 33-W "The Peak" <i>"Those pigs are little more than security for the Ministries. Rarely seen in uniform, all caught up in Ministry business as they are. They all hate the boys at the Gear with a passion."</i> 70. Ministry Offices D33 <i>"I only ever go there to get my licenses and my citizen passport renewed. Massive hassle. I swear, I've seen the same people standing in line there for decades. Wouldn't surprise me if they've got a crematorium below the waiting halls."</i> 71. Fire Station 33-1, The Offices <i>"In a rare display of non-idiotic city planning the fire station was placed right next to the enormous Archives."</i>	72. The Dirigible Masts <i>"From here you can fly anywhere in the Empire. Or within Sandukar if you hate the streets that badly. Not that I blame you."</i> 73. Post Office D33 <i>"Also close to the fire station. Stopped clock and all that."</i> 74. Train Station, The Citadel <i>"Plenty of security here, what with all the army officers, personnel, materiel, going to and from the Citadel."</i> 75. The Citadel <i>"That big concrete cube with the towers is The Citadel. It's a military base, a fort, a training facility, a generals' office and a weapons' lab all rolled into one. Soft boys come in, battle-ready defenders of the Empire come out. Some of them even come home."</i> 76. The Officer Club <i>"It's where the old brass gets together to share war stories and try to convince themselves they're just as dapper and dashing as they once were. Quite a lot of traffic runs from there to the Crimson Room."</i> 77. Lisandrovic Law Firm <i>"Old Doctor Lisandrovic may look like a bald mole, but he's kept more men and women from facing a firing squad than you can shake a stick at. Though with the debts you're liable to rack up in order to pay his fees you might end up wishing for those bullets."</i> 78. Veiker & Veiker Tailoring <i>"The Veiker twins claim to be the two finest needleworkers in Sandukar, and the One take me if they're exaggerating. If you're too broke to pay for their work they also have suits for rent at a decently fair price."</i>	79. Arami's Contact Brokerage <i>"Anyone who Mr. Arami can't get a hold of isn't worth talking to in the first place. You want to bring a message to the Archduke himself? Arami has him on speed dial. He also keeps a small bar above his establishment that functions as neutral ground for meetings between the less than friendly, all under the watchful eyes of a small army of Silver Shields."</i> 80. Zovrin Square Stock Market <i>"I have no idea how it works, but in those balls fortunes are made, pilfered and ruined on a daily basis. Security is through the roof with Silver Shields, horse guards and cops to keep the brokers from killing each other in cold blood, and to keep them from throwing themselves off the roof."</i> 81. Utopia Jazz Club <i>"The music is fine I guess, but most people go there to buy whatever drugs have taken their fancy. Uppers, downers, screamers, laughers. If you can name it you can get it."</i> 82. The Swine Factories <i>"Good old pork. Breakfast of champions."</i> 83. The Arkarian Gallery <i>"I don't really get it. Aren't pictures supposed to look like things, not just randomly splashed stains of paint? The dark-eyed Arkarian curator sure is a looker, though. It's worth a visit just for her."</i> 84. The Root Cellar <i>"Not many remember this, but that bar used to be Bykov's regular hangout, back when we were nothing but two street kids among millions. Rumor has it he still shows up every now and then, disguised as a regular factory worker. I guess even hardened crime lords can get nostalgic."</i>
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