

Basically this is the section of forum city that is dominated by business, and through those businesses Scara B. King controls much of this sector. The building design is very modern (perhaps even 5-10 years advanced). The place is basically a bustling hub of commerce. Law is enforced by the FireWalls (big scary guys with large guns). I really want Forum City to be totally 3 dimensional, with the player being able to explore UP as well as left and right. As most future-ish cityscapes are, this section should not be as open as your typical city. Buildings would be interconnected via walkways and such.

Maximum size is that of the WanChai Street level. I'd probably go a bit smaller though. We basically want the gameplay to be very dense. Similar to what they were trying to do with IW...but better:p

Try and make sure that not all the buildings only have a bottom explorable floor. Some might have some middle floors open but the rest closed off. Of course, we don't want a two dozen buildings with 25 explorable floors each, it would make for some very boring gameplay.

Included in this section are the facades for WorldCorp, The Weapon Shop and the PDX HQ.

WorldCorp is a large building and it will probably be best to build it into the side of the map.

The Weapon Shop is not very big at all and can be included in basically any building.

PDX HQ is basically a combination of a city administration building, a publishing house, a clan house complete with small apartments for clanmembers without their own residence, and a laboratory similar to Tracer Tong's (only not as far out. Probably more like Vandenberg, but Jonas (who runs it) has a relationship with PDX similar to that of Tong and the Luminous Path). If you make the facade look like a sort of office complex, you should be safe.

Stuff to do:

- Place two or three ATM's around this sector, so the player has something to hack
- A businessman asks the player to enter the rented apartment of a weapons merchant from PlanetHalo, and bring him a writeout of bank transfers from the guy's account. The writeout is given to the player in the form of a disc (we have one modelled if I'm not mistaken) when he chooses a certain option on the merchant's PC.
- Kunio Kun (in Sol's bar in another sector) asks you to find a guy called Jimmy Cracker in the corporate sector, and convince him to exhibit some Chibi art of Kunio's in his galleria. If you're willing to bribe Jimmy, he will agree. Otherwise, no sir (which gives you only half the skillpoints). Place Jimmy wherever you think it would make sense for an art guru to hang out.
- If you buy some coffee for a drunk woman in a small cafeteria, she will tell you that her son, Masta Rasta, has been abducted by the Goats. When you get into the Goat City, you can find him and he will tell you that he joined out of his own free will. You may then return and tell her this, and she will be relieved.