

Player Cities

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City Rank & Population Details

City Rank & Population Details *as of Jan 5, 2024* Due to the low population of our server, the City Rank & Population have been reduced to meet the needs of our current players. **These will change accordingly as the server gains more players**

- Rank 1 -- 2 population -- 200m radius
- Rank 2 -- 4 population -- 300m radius
- Rank 3 -- 6 population -- 400m radius
- Rank 4 -- 8 population -- 500m radius
- Rank 5 -- 10 population -- 600m radius

City Terminals: Bazaar Terminals

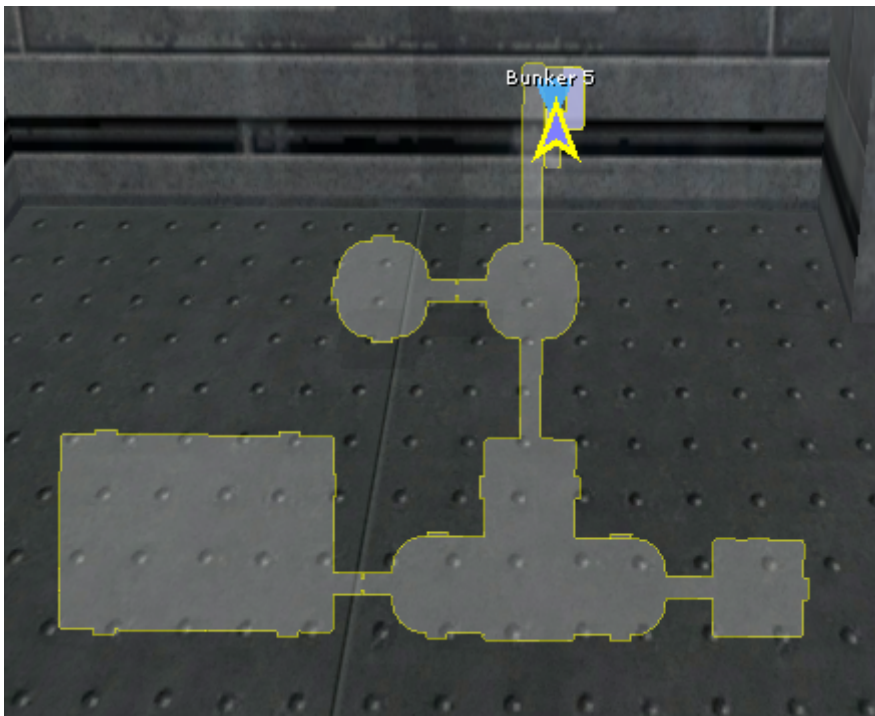
- Added **Bazaar Terminals** to the list of terminals a City Mayor may add to their player city!

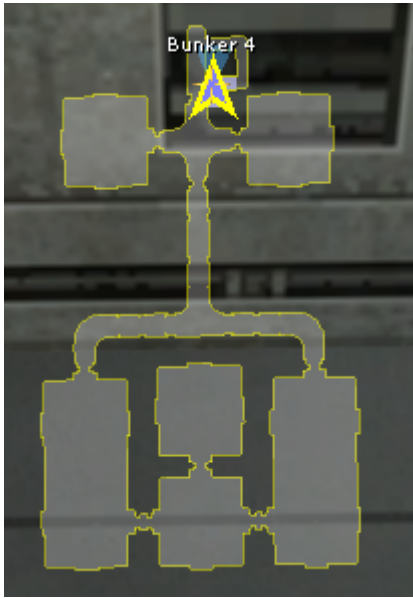
REDEED Cost Removed

- Removed all REDEED costs from ALL structures. This is just annoying to be honest. You still can't re-deed if the structure is negative though. Must be greater than or equal to 0.

Bunker Structures

- Added **5x Bunker Houses** to the player structures that **Structure Traders** can craft.
- Each bunker will take up **4 Lots** and cost **35 credits per hour** in maintenance fees.
- Bunkers have a base item limit of **2,000**.
- Bunkers will take about the same amount of resources as a Large House.
- Each bunker has a unique interior design. Only one of the bunkers (Bunker 4) has a different exterior design as well, otherwise they all have the grey block exterior look.
- Player Bunkers now have the correct maintenance of **30 credits / hour**.
- Player Bunkers now have their signs showing (only default sign is available).
- Player Bunkers are now considered **guild halls** so you can withdraw maintenance and use them as a guild hall.





Salons

- Added a new City building, the **Salon**
 - The Salon can now be crafted by Structure Traders and dropped by Master Entertainers.
 - This building originally was used for Image Designers, but they offer some great RP value as well as look awesome within the city!

Cale Herron's House

- Added Cale Herron's house as a Tatooine Medium Style 02 house, crafted by Structure Traders.

Chiss Hut & Rodian Hut

- Added the *Chiss Hut & Rodian Hut* deeds.

Medic & Entertainer Buff Terminals

Automated Buff Terminals New static terminals have been installed in all Player Hospitals and Player Cantinas.

- **Medic Buff Terminals:** Get the full suite of Doctor/Combat Medic buffs in one click.
 - Duration: 3 Hours.
 - Cost: Dynamic pricing based on player level.
- **Entertainer Buff Terminals:** A custom UI allows you to pick and choose your specific Entertainer buffs.
 - Duration: 3 Hours. (Down from 5 hours Max)
 - Cost: Scaled based on player level and buff selection. Works the same way as the previous Entertainer Inspiration Buff Builder.
 - No more need to wait for the inspiration timer to build up.

City Elections

How the City Voting System Works

The voting system in SWG operates on a **3-interval cycle**, which determines when players can register to run for mayor and when the actual election concludes.

The Voting Interval System

The voting interval system basically states that a full election cycle last exactly 3 weeks.

Here is a breakdown of the three intervals:

- **Interval 1 ("Voting Week 1"):**

- This is the beginning of a new election cycle.
- Any citizen with the politician skill can register themselves as a candidate using the city voting terminal.
- Citizens can place or change their vote for any registered candidate at any time.

- **Interval 2 ("Voting Week 2"):**

- Registration is still open, so new candidates can still throw their hat into the ring.
- Voting remains open, and citizens can freely cast or switch their votes.

- **Interval 3 ("Election Week"):**

- Registration is Locked: No new candidates may enter the race during this week. This prevents players from registering at the very last second and sniping an election.
- Voting remains open until the end of the interval, allowing citizens to cast their final votes based on the locked-in list of candidates.