

Don Don

- **Population:** approx. 1000 fulltime residents + 300 in surrounding rural areas.
- **Demographics:** 50% / 40% / 10% / 0%
- **Outlook/Policies:** Don Don has a typical 'gold rush' feel to it. Everything is done loosely and loudly. Don Don resents Boze's accomplishments and position in the geopolitics of the area although they both hold similar defensive interests and are allies. Don Don's residents and government are very aggressive in seeking new technological sources and exploiting them for gain. Don Don is the hub of most artifact and adventuring action.
- **Government:** a council appointed by outgoing members of the council or nominated by the council if a council member fails to name his successor. This council has sole authority to make policy within Don Don. In actuality the council is run by a single man with great political and personal power (name). No decision on the council is final until this man says so.

- Exports:

Technology
Horses
Liquor
Mercenaries
Raw materials
Cattle/meat

- Imports:

Produce
Tanned Hides
Finished wood products
Beer (luxury, locally produced as well)

Building Index:

1. Tax Shack
2. Dusty Traveler
3. Administrative Building (Town Hall)
4. Blacksmith/Wheelwright
5. Gamma Dawn Pub and Restaurant
6. Hotel
7. Cemetery
8. Pumps and/or water sumps or wells
9. Reservoir
10. Mechanic/Machiner

11. Jeweler
12. Mortician/Casket/Gravestones
13. Launderer
14. Labor Organizer
15. Varmint Control
16. Stable/Stockyard
17. General Store
18. Grocery Store
19. Hardware/Tools/Cut wood
20. Money Changer
21. Dr./Dentist
22. Beauty Salon
23. Import Reseller
24. Oddity/Novelty/Antique Store
25. Clothing Store
26. Barber
27. Tailor/Seamstress
28. Mercenary Guild
29. Distillery
30. Distillery
31. Warehouse
32. Bakery
33. Gadgeteer
34. Gunsmith/Weaponsmith
35. Armorer, primitive
36. Post Office
37. Tavern
38. Brewer
39. Restaurant
40. Fast Food
41. Brothel
42. Pedicab Station
43. Apartment Building
44. Leisure Drug Manufacturer
45. Public Outhouse
46. Granary/Mill
47. Fire Station
48. Library
49. Slaughter House
50. Feed Store
51. Tattoo/Piercing Shop
52. Baseball Field
53. Pinter/Newspaper
54. Armory
55. Artifacts Dealer