

## DEPARTMENT OF CORRECTIONS: A GUIDE TO THE PROVINCES

This document provides a point of truthful reference for current information pertaining to the twelve Provinces of New Eden. Under no circumstances is this to be shared. Items in this document may contradict items in current broadcasted media; for the protection of the general public, only the most current media broadcast should be perceived as the truth.

Remember, we are the Department Of Corrections. It is our job to ensure that the public know the correct version of events - and not the truthful version.

### PROVINCE 1



INDUSTRY: Luxury Items

WEALTH LEVEL: High

METROPOLE RELATIONSHIP: Favourable

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: North

CLIMATE: Genial

MAYOR: Giorgio Royce

TYPICAL OCCUPATIONS:

- Perfumer
- Furrier
- Jeweller
- Goldsmith
- Hair/makeup stylist
- Fashion designer
- Vintner
- Miner

CAREER PROVINCE: Yes

TITHINGS WON: 5

CHAMPIONS:

- Ruby Fairfax T7
- Jet Lockhearst T14
- Juno Laithmore T22
- Vulcan Ballantynn T23
- Jupiter Laithmore T24

## A BRIEF OVERVIEW

Province 1's magnificence, from its splendid high plane vistas, to its beautiful mountain views and stunning northern treks, makes it one of the most scenic places in all of New Eden. The southern region is home to cosmopolitan merchant communities which deliver fine goods to the Metropole; the northern highland region sports vast mountainous stretches filled with natural resources to produce luxury items (eg precious gems and metals).

At age 12, every southern child enters a specialised trade school with mandatory classes, such as economics and trade. The specialities include jewellery, millinery and haberdashery.. At 16, students begin apprenticeships within their specialised trade and, on average, master their craft by the time their first child is born. The south is also host to an expanse of vineyards that cultivate delicate fruits, particularly the Lock grape, eponymous to New Eden's first president, Ignotus Lock.

Every northern child is assigned to a specific mining area at the age of 12, once they have completed basic schooling. This industry is vital for the procurement and refinement of luxury item resources.

Though all goods produced by the Provinces are used nationally, P1's influence has the widest reach. We work closely with them to create carefully-designed plans for a multitude of other Province exports, such as luxury cars engineered in P3 and assembled in P6. Clothing for the Provinces is traditionally made in P8, but P1 are the only manufacturers that make every original garment and accessory that is shipped into the Metropole.

## PROVINCE 2



INDUSTRY: Masonry & Military

WEALTH LEVEL: High

METROPOLE RELATIONSHIP: Favourable

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: South

CLIMATE: Temperate

MAYOR: Ajax Marshall

TYPICAL OCCUPATIONS:

- Stonemason
- Bricklayer
- Plasterer
- Blacksmith
- Quarry worker
- Enforcer

CAREER PROVINCE: Yes

TITHINGS WON: 3

CHAMPIONS:

- Mars Ashstone T2
- Griffin Naysmith T10
- Medea Elestren T21

### A BRIEF OVERVIEW

The majority of P2 citizens work in the masonry industry, providing building resources across the nation. A smaller number of the Province work within the military sector.

All children are required to attend primary school where they receive a military-focused education. At age 11, they are assessed in a military aptitude test to determine whether they will progress to the Enforcer Academy. On average, around 66% of primary students succeed each year, with a total intake count of around 5940 pupils. Children who don't make the grade are sent onto vocational training to prepare for the masonry industry. They spend 3 years apprenticed to a specific trade and begin independent work at age 14.

The Enforcers are the foundation of New Eden's ongoing security, with an unbreakable commitment in combat and the community. Training is rigorous and only the very best are selected for recruitment. The entire organisation is under the sole jurisdiction of Commander Artemis Slayte, Head of Military and Presidential Security.

## PROVINCE 3



INDUSTRY: Technology

WEALTH LEVEL: Moderate

METROPOLE RELATIONSHIP: Good

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: East

CLIMATE: Mild

MAYOR: Xavier Pixelle

TYPICAL OCCUPATIONS:

- Programmer
- Electrician
- Engineer
- Analyst
- Inventor
- Scientist
- Lab technician
- Factory worker

CAREER PROVINCE: No

TITHINGS WON: 2

CHAMPIONS:

- Chip Gallovale T18
- Evie Bloomtide T19

### A BRIEF OVERVIEW

New Eden's ever-moving progress hinges on the knowledge and ingenuity of P3's engineers and technological manufacturers. Their industry focuses on electrical equipment, computer and information tech, communications, appliances, aeronautics, advanced weapons systems, and biotechnology. The Province also has a substantial heavy industrial sector, which converts raw materials from across the nation into useful products and components. Approximately 60% of residents live in the Manufacturing Settlement Area (MSA), the centre of transportation, business, and industry along the southwest of the Province.

Technical education begins early. By age 3, all children are tested and ranked by their abilities for appropriate placement within the school system. Advanced placements are boarded at a state-of-the-art educational facility managed by the New Eden Advanced Technical Training system (NEAT), where the very best minds are trained to build a bright future for the nation and share a lifetime comradery in achievement and service. Graduates are placed in positions throughout the MSA, typically in various technology fields, though some are awarded employment in Eden Biotech - the prestigious institution at the forefront of genetic engineering and mutation science. Employees work behind closed doors on the latest developments led by Doctor Eleanor Grimm, Head of Eden Biotech.

## PROVINCE 4



INDUSTRY: Fishing

WEALTH LEVEL: Medium

METROPOLE RELATIONSHIP: Good

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: South West

CLIMATE: Tropical

MAYOR: Coral Hudson

TYPICAL OCCUPATIONS:

- Longliner
- Trawler
- Canner
- Deckhand
- Fisherman
- Diver
- Net weaver
- Aquaculture farmer

CAREER PROVINCE: Yes

TITHINGS WON: 1

CHAMPIONS:

- Marnie Flanagan T11

### A BRIEF OVERVIEW

Located on the southwest coast of New Eden, and with miles of coastline, Province 4's landscape is defined by the ocean with jagged cliffs and pounding waves. Truly one of nature's most diverse masterpieces, from unbridled, rugged coastline to glorious beaches and crystal-clear air, Province 4 is paradise in New Eden.

This is the only Province with access to the sea. Many residents spend most of the lives on the water, in aid of providing New Eden with the ocean's produce. There is no formal education here; instead, children are expected to learn their parents' craft as soon as they are able to walk and talk.

In addition to fishing, P4 utilises hi-tech aquaculture to meet the needs of the nation. Fish farms in sheltered coastal waters marry technology and sustainability to produce dozens of types of seafood, while oyster farms produce pearls used by P1 crafters.

Food production is also integral - processing, canning, smoking, freezing and transporting are some of the many vital links in 4's seafood supply chain.



## PROVINCE 5



INDUSTRY: Power & Electricity

WEALTH LEVEL: High

METROPOLE RELATIONSHIP: Good

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: West

CLIMATE: Dry

MAYOR: Isobel Tesla

TYPICAL OCCUPATIONS:

- Engineer
- Hydrologist
- Technician
- Scientist
- Physicist
- Geologist
- Powerplant worker
- Security officer
- Equipment manager
- Maintenance worker

CAREER PROVINCE: No

TITHINGS WON: 3

CHAMPIONS:

- Bolt Nightbrand T3
- Soren Galloway T8
- Genevieve Wattson T20

### A BRIEF OVERVIEW

With a hydroelectric dam and fifteen powerplants in operation, P5 single-handedly generates the power for New Eden. This is essential for our radio and television operations, and also for our nation's security as the power fuels the forcefields and charged fencing around each Province.

P5 citizens work long hours around the clock to ensure New Eden is never left powerless. With so much ground to cover, citizens complete their basic schooling age 10 and enter the

working industry as low-level apprentices across the various sectors.

Other uses of P5's power go towards fuelling mod-cons in the Metropole, P1 and P2, including electric washing pods, sterilization systems, touchscreen organisation panels, air-cooling units, cooking equipment, and programmable wardrobes.

## PROVINCE 6



INDUSTRY: Transportation

WEALTH LEVEL: Low

METROPOLE RELATIONSHIP: Poor

RISK OF DISSENT: Medium

GEOGRAPHICAL LOCATION FROM MET: North East

CLIMATE: Smoggy

MAYOR: Lexus Fender

TYPICAL OCCUPATIONS:

- Porter
- Router
- Mechanic
- Conductor
- Baggage handler

CAREER PROVINCE: No

TITHINGS WON: 2

CHAMPIONS:

- Tressa Overcart T6
- Ivo Hayes T15

### A BRIEF OVERVIEW

P6 provide trains, trucks and hovercrafts for the Metropole, manufacturing the vehicles, parts, and infrastructure that supports them. Using New Eden's extensive transport network, P6 ensures the delivery of products from every Province across the nation.

Workers enter their vocational trades at age 14, usually beginning in low-level roles at one of the Provinces many warehouses. These positions are overseen by senior employees and Enforcers to ensure quality control.

Commander Slayte has installed a larger Enforcer deployment in P6 in an effort to curb the high consumption rate of drugs and manage addictions across the Province.

## PROVINCE 7



INDUSTRY: Lumber

WEALTH LEVEL: Medium

METROPOLE RELATIONSHIP: Average

RISK OF DISSENT: Low to Medium

GEOGRAPHICAL LOCATION FROM MET: North West

CLIMATE: Seasonal extremes

MAYOR: Rowan Barker

### TYPICAL OCCUPATIONS:

- Lumberjack
- Load puller
- Lead climber
- Carpenter
- Paper-maker
- Sculptor
- Factory worker

CAREER PROVINCE: No

TITHINGS WON: 2

### CHAMPIONS:

- Anise Welltree T1
- Cedar Duskroot T12

### A BRIEF OVERVIEW

Often hailed as the untameable west, rugged Province 7 sports evergreen forests as far as the eye can see. These are home to hundreds of species of trees, from the simple Douglas Fir to the perfumed Hemlock. Rot-resistant Larch and fireproof Pines tower high above the hardy labour teams working tirelessly from sunrise to sunset, harvesting only the best timber for export to the Metropole.

Province 7 boasts work crews over a hundred strong from each of its fifteen lumberyards. From these yards, white pine can be transformed into strong masts for Province 4 boats, and oak is cut into support beams for Province 12's deep coal mines. While they are nimble and small, 7's children are entrusted with a handsaw and encouraged to exercise their young muscles by trimming branches off the trees brought down by their lumberjack

parents. Once they reach the age of 12, they graduate from the saw to a hatchet or small axe.

The western coast of this wild Province boasts glacier-carved bays, where expert craftsmen sculpt wood as easily as clay, making exquisite items for wealthy homes. Many of the inhabitants of the southern-most bays work diligently in one of the 115 paper mills, feeding in pulp and shipping out the pages on which New Eden's posters and fashion magazines are printed.

Bitter winters and raging summers do nothing to harm the bountiful harvest of Province 7's apple and pear trees. The hardworking and down-to-earth residents weather snowstorms and heatwaves alike with their heads down and noses to the grindstone.

## PROVINCE 8



INDUSTRY: Textiles

WEALTH LEVEL: Low

METROPOLE RELATIONSHIP: Poor

RISK OF DISSENT: High

GEOGRAPHICAL LOCATION FROM MET: South East

CLIMATE: Sweaty

MAYOR: Luis Tanner

TYPICAL OCCUPATIONS:

- Factory worker
- Dressmaker
- Weaver
- Warehouse worker
- Teacher
- Tailor
- Designer

CAREER PROVINCE: No

TITHINGS WON: 2

CHAMPIONS:

- Savera Inchcape T9
- Fletcher Overlock T17

### A BRIEF OVERVIEW

Province 8 is an urban place stinking of industrial fumes with no greenery, the people housed in tenements, and barely a blade of grass in sight. Their factories are primarily used for making Enforcer uniforms and clothing for the people of New Eden.

All citizens of P8 are required to work in one of the 43 factories besides their other jobs and schooling. As a minimum, citizens are expected to undertake at least a four hour shift per day on top of their full-time jobs or education. The Province is split into two landmasses separated by a river; a bridge connects the two. In the wealthier region, a beautifully constructed clock tower extends into the sky. The clock face can be seen from every part of the Province, so that citizens can adhere to the strict time schedule of their factory shifts.

## PROVINCE 9



INDUSTRY: Grain Production

WEALTH LEVEL: Medium

METROPOLE RELATIONSHIP: Average

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: South East

CLIMATE: Hot

MAYOR: Bailey Seeder

TYPICAL OCCUPATIONS:

- Cropper
- Farmer
- Plower
- Sower
- Harvester

CAREER PROVINCE: No

TITHINGS WON: 1

CHAMPIONS:

- Rye Aldjoy T13

### A BRIEF OVERVIEW

Province 9 mainly consists of flat farmland and fields of wheat, with its many factories and granaries sticking out as eye-sores against the landscape - concrete buildings that flake paint while they bake in the relentless afternoon sun.

Citizens begin work at age 8; children are sent to the fields and factories where they learn specific parts of the trade, and work is prioritised over any form of schooling or education. Some workers who demonstrate good abilities may be promoted to higher positions within the mills and factories but, for the most part, the physical labour is overseen by the Enforcers posted in the Province.

There are 12 mills in operation in the Province. More than half of the grains cultivated in 9 are used to nourish the citizens of New Eden, but grains are also used in a variety of useful products such as cooking oils, fuel, cosmetics, and spirits.

## PROVINCE 10



INDUSTRY: Livestock

WEALTH LEVEL: Low

METROPOLE RELATIONSHIP: Good

RISK OF DISSENT: Low

GEOGRAPHICAL LOCATION FROM MET: South

CLIMATE: Temperate

MAYOR: Dalton Cooper

TYPICAL OCCUPATIONS:

- Butcher
- Breeder
- Milker
- Tanner
- Feedsman
- Sheerer
- Ranch worker
- Shepherd

CAREER PROVINCE: No

TITHINGS WON: 0

### A BRIEF OVERVIEW

The flat land of P10 makes it ideal for raising cattle. It is home to approximately 1 million livestock, and it is not unusual for animals to be seen roaming the Province freely. Children start working with the animals young, which helps to build up their strength and fearlessness. Most will follow into their parents' trade, of which there are several to keep the Province production running smoothly.

Cattle and dairy cows, goats, pigs, sheep, waterfowl and poultry are all part of Province 10's livestock family, providing New Eden's meat, eggs, milk, and dairy products. Additionally, many livestock farmers specialise in breeding, developing new and superior hybrid breeds to increase the quantity and quality of milk, meat and eggs.

Filling the spaces between ranches and wooden shacks are the slaughterhouses; filthy, dirty places, with animal faeces on the floor, the walls covered in blood and guts. Outside the



slaughterhouses are huge skips, filled with hundreds of animals' heads. Each one of them is flayed, with all of the saleable flesh removed, but their eyeballs remain attached.

There are many other essential products originated in P10. The hides and hair of some animals are used for furniture, shoes, clothing, handbags, rugs, blankets, and brushes. Hooves and horns are used for buttons, combs, glue, and knives. Duck and goose feathers are used for pillows and insulated clothing. Eggs are used in paint and medicinal vaccines. Some livestock organs are used for medicines. The waste from animals is used as fertiliser. Even bees are raised for their honey in Province 10.

Production goes hand-in-hand with farming in Province 10. State-of-the-art packing plants process and package the meat and food that nourishes the people of New Eden. These high-tech facilities also yield a variety of by-products. These by-products are shipped to other Provinces who, in turn, create the range of goods that New Eden uses every day.

## PROVINCE 11



INDUSTRY: Agriculture

WEALTH LEVEL: Low

METROPOLE RELATIONSHIP: Poor

RISK OF DISSENT: High

GEOGRAPHICAL LOCATION FROM MET: South East

CLIMATE: Genial

MAYOR: Bayla Tiller

### TYPICAL OCCUPATIONS:

- Sorter
- Gardener
- Irrigator
- Farmhand
- Harvester
- Fruit picker
- Packaging worker

CAREER PROVINCE: No

TITHINGS WON: 2

### CHAMPIONS:

- Dale Redpath T4
- Raff Everwood T16

### A BRIEF OVERVIEW

Province 11 is blessed with a climate that allows tremendous opportunities for farmers. With most of the Province having mild winters and hot summers, virtually any crop can be grown successfully somewhere on its land: orchard fruits, nuts and berries, vegetables, grains and cotton.

11's family farmers take great pride in their work. Children begin to work alongside their parents as soon as they can walk, experiencing many facets of life and work in all aspects of farming. During harvesting season, children are not allowed to go to school, and are expected to work in the fields harvesting grain, or in the factories that process it. They have long hours; from sunrise to sunset, citizens are expected to work the fields, and often work until well after dark, using torchlight and night vision goggles to see.

In the orchards, the smallest children are sent into the high branches to pick the highest fruits. There are many Tracker Jacker nests in the orchards of 11, causing workers to keep medical leaves on hand. Tracker Jackers are genetically engineered wasps that are coded to attack anyone who disturbs their nest. Their stings cause powerful hallucinations, and several can cause death. It's not unusual for the youngest children to be stung and plummet to their death whilst working among the canopies.

Due to the importance of food production, security in P11 is paramount. The electric fence surrounding the Province is thirty feet high and topped with razor wire, with metal ground plates to prevent anyone digging beneath. There are guard towers evenly spaced along it. Province 11 is divided into zones separated by sky walls and razor sharp fences, with citizens living communally in wooden shacks.

## PROVINCE 12



INDUSTRY: Coal Mining

WEALTH LEVEL: Low

METROPOLE RELATIONSHIP: Poor

RISK OF DISSENT: High

GEOGRAPHICAL LOCATION FROM MET: West

CLIMATE: Cold

MAYOR: Ash Rooker

### TYPICAL OCCUPATIONS:

- Miner
- Blaster
- Surveyor
- Merchant
- Backer
- Metallurgist
- Geologist
- Teacher
- Trader

CAREER PROVINCE: No

TITHINGS WON: 1

### CHAMPIONS:

- Hunter Loreman T5

### A BRIEF OVERVIEW

The coalfields of Province 12 boast deep valleys, rushing streams and rivers, and glorious mountain views. The settlements are home to a brave and hardy people who carve rich lives of joy and toil - noble mountaineers unaffected by modern times, ripe with rugged self-sufficiency and a commitment to honest endeavour.

This Province is rich with the spirit and strength of the region's worthy forebears. Early natives taught this Province's first settlers how to plant and cultivate crops, and passed down their knowledge of the medicinal properties of hundreds of native herbs and roots, and how to prepare healing tonics from such plants. This Province still practices the ancient art of healing in local apothecaries and the homes of local "healers".

The economy of Province 12 is synonymous with coal mining. Thousands of hard-working miners labour daily to produce the coal which fuels New Eden. After their education is complete at the age of 18, young adults of Province 12 begin to work alongside their seniors.

Province 12 consists of 2 major areas: the Seam, and the merchant district. Surrounding them all, and enclosing the Province, is a twenty-foot high electric fence. The Seam is the poorest part of the Province. It's located on the border of the Province, next to the wild forests. They only have electricity for a few hours a day, and so they mostly use candles for light. Early in the morning, the streets of the Seam are crowded with tired and worn-down coal miners heading to work. Everything in this part of the Province is covered in a layer of coal dust.

The merchant district is a step-up from the Seam. The mayor and their family, along with other tradesmen families, live in this area and are considered well-off by Province 12's standards. The merchants' homes double as their shops. This section is a centre for trading and buying goods, and they make some trades to the Metropole as well as other Provinces.