

Evergreen Kingdom

By Richter DL

This post contains information that is not canon. It is in parts my own invention and in parts stuff from the (excellent) Berlin 2080 sourcebook I transposed. The map that I reworked so it is surrounded by the Seattle Center is originally set in Berlin, and the work of (most probably) the very talented [Fexes](#), the chief map person at Pegasus. Ideas and translated text I adapted are likely by [AAS](#). In case I'm wrong, I'm sorry.

EVERGREEN KINGDOM

Amusement park, 201 Thomas Street (Seattle Center/Downtown)

This small amusement park, situated where the Charlotte Martin Theater used to be, in Seattle Center, was built in the 2040s by Marilyn Schultz' freshly inaugurated administration, in cooperation with Disney Corporation, who have run it since (even after its purchase by Horizon). Many hopes had been projected into this project, replacing the dilapidated children's theater, which Disney had bought for a symbolic price (a toxic property since it went up in flames on the Night of Rage). The Evergreen Wheel, which replaced the Seattle Wheel (also destroyed during the Night's violence), was one of Governor Schultz's first signature projects.

Little hope is left.

The Evergreen Kingdom in many ways is a typical amusement park in the Sixth World, with 24-hour non-stop entertainment in SimSinn and VR for much more intense kicks than roller coasters, and more fun than cheap laughs when someone in a glass maze bumps into a wall.

Evergreen Kingdom is part of Seattle Center, and by all rights should benefit from the tourists visiting the Pacific Science Center, the Seattle Opera, or the International Fountain, and offer them another way to spread tourist nuyen around. It has a Pacific Northwest theme, appropriating styles and symbolism of the Amerindians of this region, through an UCASian lense, of course. It actually had a good run for a while, before portable SimSense became a thing, and VR evolved beyond simple geometric shapes.

When the economical honeymoon was over, a vicious cycle began. The Metroplex and Disney shifted responsibility for the maintenance of the deficient park. As a result, the Evergreen Kingdom deteriorated fast. Rides, minimized in maintenance, tended to fail and malfunction - in the late 2060s, the park lost control of the Spinning Dervish, which almost pushed itself and a few dozen passengers out of the park. Bad press scared off visitors, which meant less revenue, which in turn meant even less maintenance. At the end of the 2070s the park was in a very sad state.

The area surrounding the park is actually ideal for a park like this one - the much-visited Seattle Center, with its Space Needle, the renowned Pacific Science Center, and the parks as well as the trees (very robust, genetically modified plants by Shiawase Biotech and Monobe that purify the air and survive even the Seattle rain somehow) make the area an absolute tourist hotspot. It is all the

more sad this does not help the park, but actually is a deterrent. The lack of maintenance now is undeniable, and some tour operators flat-out advise against entering the park. Most customers these days are young people from nearby Ballard and Lower Queen Anne, who hang around here, mingling with the occasional stray or brave tourists and even shady figures who meet here to conceive criminal mischievousness.

The park is very compact, but manages to squeeze a variety of rides and other attractions into its small area. Evergreen Kingdom has a number of rides and other attractions and makes extensive use of augmented reality to get the most out of its limited space. It is organized around a central plaza, on which there are several takeaways, AR lottery and Alx & Weed stalls. All rides are grouped around the plaza. There is the **Salmon & Bear carousel**, a kitschy children's carousel with a retro Disney look that unfortunately is quite corroded; the **Evergreen Ballroom**, a large event hall (and occasional pop-up club used for raves or promotions) that is quite popular as a venue for Seattle B celebrities like Trish Scallanger from Latch Key Kids; The **Oregon Trail roller coaster**, which is periodically closed by city inspectors because it disregards elementary safety regulations, and can then "provisionally" reopen after a "procedure" in which the responsible inspector receives a friendly gift, with the empty promise repairs never taking place; two dilapidated, classic vomit bombers, the **Dragon Rider** and the **Soaring Crow**; the **Evergreen Wheel**, from which you can see the port of Seattle, and of course the **Spinning Derwish**.

The once spectacular Spinning Derwish was the biggest attraction at the opening of the Evergreen Kingdom. At eight floors, it clearly stands out from the other rides, but is surmounted by the Evergreen Wheel (and the Space Needle, which it resembles significantly). The Derwish offers several attractions: a free-fall elevator on the facade takes customers (often pale thanks to the creaking cabin) to the ride, a rotating carousel over 8 floors, which can also free-fall six floors, and does so, always eliciting furious screeching and occasionally a vomit shower on some poor passer-by. Inside the spire, there's an indoor skydiving tunnel, but it has to be booked in advance, usually for group events. The fan emits an intense smell.

Finally, there's the Evergreen Wheel. It is 85 meters tall, a good deal larger than the old Seattle Wheel it replaces. The cabins are a little greasy and smell intensely of a floral cleaning agent, the info displays integrated in the plastic windows are clouded by the acid rain and often only show a few pixels and data trash, and the former rush of tourists is now only a trickle. After the disaster with the dervish, all outdoor rides are closed in winter and during active storm warnings.

Finally, there are the two elongated, multi-storey buildings with VRcades, skill games and a SimSense cinema on the ground floor. There are several platforms and suspension bridges between the buildings above the visitors' heads, on which - theoretically - you could play laser tag if someone were interested. These days, this only happens when gangs from Ballard or Lower Queen Anne want to pose a bit, or if a group of visitors from the NAN shows up and has pissed off enough locals. On the upper floor of the building, to the the left-hand side of the plaza, there are several trinket shops that sell cheap tourist stuff, while the buildings on the right are connected as a large course for hover scooter cars. Here, the gangs enjoy crashing the aging macro skimmer cars faster than park management can repair them. The first floor deck running over both buildings was once used

for further shops and VRcades, and a stage for live shows, but these have not been in use for a long time.

Since the 2050s, the end of the Evergreen Kingdom seems inevitable: The area in the Seattle Center has enormous property value, and the Evergreen Kingdom operator Horizon urgently wants to part with this black hole of nuyen. But somehow there seems to be a curse on the Evergreen Kingdom, because several attempts to sell off the park have either fizzled out or gone very wrong. The last failed in the late 2070s. Both Kenneth Brackhaven administration and the Horizon Group wanted to sell the park, but couldn't find anyone who was willing to pay a reasonable price. In 2072, rumors increased that urban brawl producer Stan Harrison wanted to convert the park into a spectacular brawl arena, but then nothing came of it because he dragged the negotiations too long. Brackhaven eventually fled office, and was replaced by Corinne Potter. The UCAS all but disintegrated, and Seattle severed the last ties to old America.

But the Evergreen Kingdom abides.