

## Shady Sands

Population: Population density:	205.227 (Census of 2240) low
Terrain	Plains
Governmental system:	Parliamentary, federal republic, capital of the New California Republic
Who currently reigns:	President Tandi Aradesh (NCR) Mayor Maya Sanchez
Military:	The New California Rangers (NCRR in short)
Police:	Federal Police
Electrical power supply:	Nuclear Reactor
Vehicle provision:	Shady Sands offers wood for fuel and relatively cheap electricity. One can also get natural gas and natural diesel there.
Livestock provision:	There is no place a brahmin or horse is better cared for than in Shady Sands.
Average education:	Medium to high
What the law says about: → Theft → Murder → Assault → Drugs → Gambling  → Cheating at gambling → Prostitution  → Alcohol	→ Fine and six months of jail → Death penalty for willful intent, otherwise jail → Fine or jail → Illegal. Possession, use or selling: 5 years of jail → Illegal. Getting caught gambling for money means a fine (700 \$) or one year of prison → See gambling. → Illegal. Both client as well as service provider get one year of jail. → Legal.
Average prices for: → Iguana-on-a-stick → Nuka-Cola → A good, stomach filling lunch → A liter of clear, filtered water → A Jet Canister → A good room for the night → A bath	→ about 7 \$ → about 5 \$ (store price) → about 25 \$ → about 2 \$ → about 250 \$ → about 60 \$ → about 30 \$
This city in three words:	Boring, secure, honest

Shady Sands is the capital of the New California Republic. The city itself is made up of the Bazaar, the Inner City, the Eastern City and the Government District. Shady Sands is the northernmost city of the New California Republic and surrounded by ranches and satellite farms.

In Shady Sands there are generally no dangerous areas, apart from occasional bar brawls.

## History

Shady Sands was founded by the residents of Vault 15, a Vault that was as ethnically mixed as can be. They had to leave their Vault soon after 2077 due to heavy technical problems and founded a settlement in a plain to the west.

The settlement had many problems, that were mostly solved by the appearance of the Vault Dweller in the 2160s – or rather, he solved them. Afterwards, Shady Sands flourished. After the Republic had been founded it grew and thrived even more. In the 2240s it's surely the most secure city in the Wasteland.

## Overview over the districts

**Bazaar:** The fenced in Bazaar is somewhat akin to the filter of Shady Sands. Most caravans that want to trade with the city's populace only enter the Bazaar. If a caravan has just arrived, the numerous traders pitch up their tents and offer their wares. That makes the Bazaar a continuously changing tent city with few continuous residents. But among those you find, for example, *Honest Jo's Stable* and *Buster's Gun Emporium*.

**Inner City:** The Inner City is the part of Shady Sands with the most businesses and public buildings. Among others one can find there a hall of the *Church of Hubology*, the *Headquarters of the New California Republic Rangers*, the *State Hospital*, *City Police Precinct* as well as the store and employment agency of the *Rancher Association*. Smaller businesses present in the Inner City are numerous as well as many bars like the Irish Pub *O'Conner's*.

**Eastern City:** The Eastern City is the main residential area of the city, even though there are many apartments in the Inner City and the Governmental District. There are also many general stores, drug stores and grocery stores in the Eastern City.

**Governmental District:** The Governmental District contains, apart from city hall, also the Governmental buildings of the Republic: the Hall of Congress, the Hall of the Senate and the Presidential Palace. Rents in this fine district are correspondingly expensive.

### **Important ranches and satellite farms nearby:**

*Westin Ranch:* Directly to the west of the City, close enough even to be still guarded by the city's police force is the ranch of Congressman Roger Westin.