

Sectors Overview

This goes over the sectors that exist in the World

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Introduction

When it comes to the Sectors of Spherical Sector 314 (Aka: Earth), the combine has split the land into 17 Sectors in total. Each of these Sectors don't have a set purpose, at least not all of them- but do generally categorize each part of the world into Regions categorized by a number from Sector 1 to Sector 17. (The locations of which are currently undecided as of current writing.

There is 2 types of Sectors:

Capital Sectors: These are sectors which always contain Cities within their designated regions and all of them have a Citadel. This aligns with how there is only 7 Citadels located on Earth. The most obvious Capital Sector is Sector 17, home to City 17 and its respective Citadel construction site.

Regular Sectors: These sectors don't always contain anything within them, some sectors can and will be empty or devoid of anything within them. Despite this, they are still marked as Sectors. There is nothing unique or special about them.