A FUTURE SHIP CONCEPT

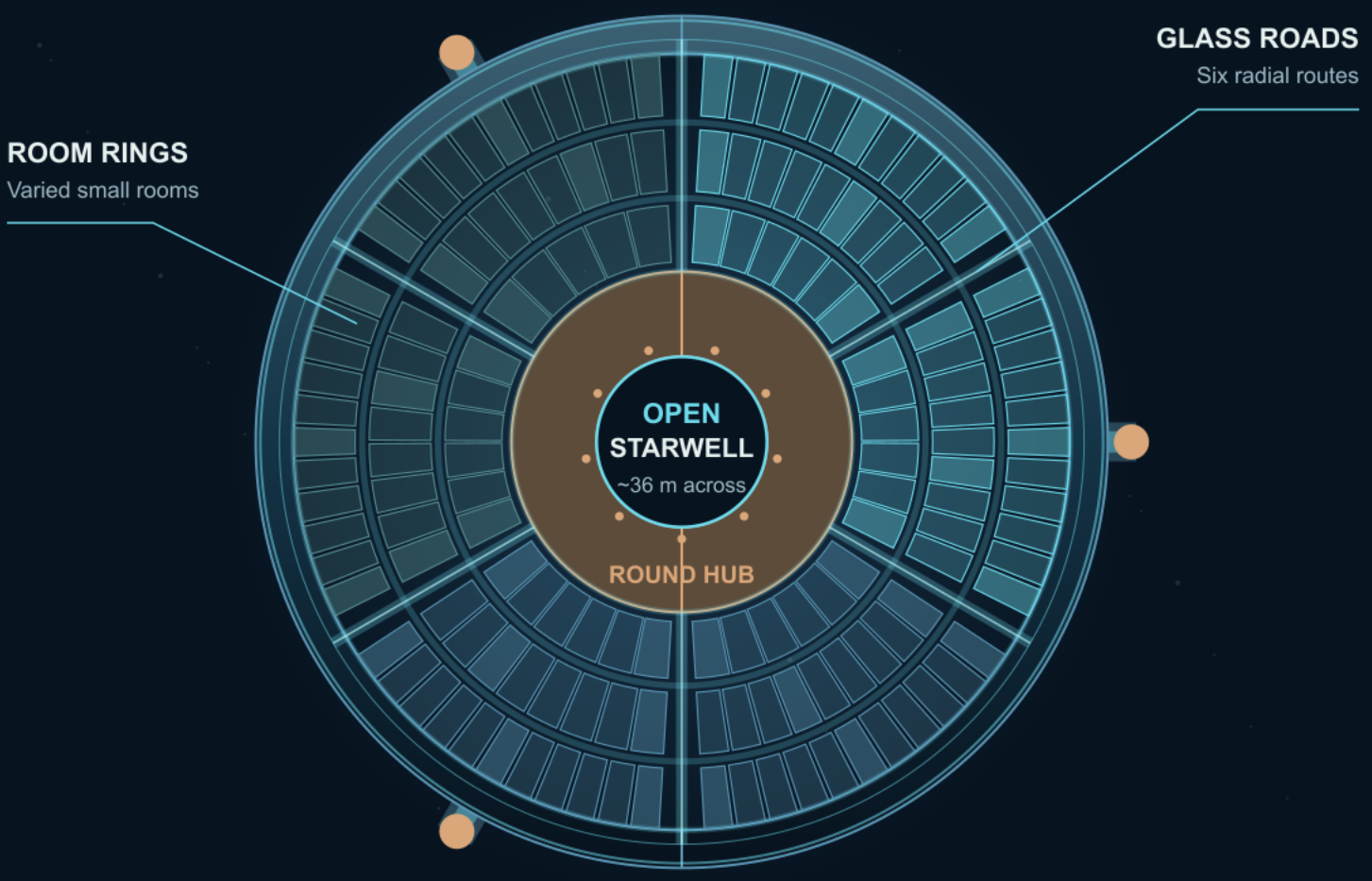
ROUTE AWAKENING
LIVING ARCADE 369

A torus-shaped interior inside one flying saucer.

369	14	383
LOWER DESTINATIONS	CROWN DESTINATIONS	OVERALL

TOP PLAN · ARRIVAL RING

153 destinations



3 districts · 6 glass roads · 9 inner light bays

One continuous ring · Three outer docks · No floors through the core

ONE HULL. ONE OPEN CENTRE.

Four lower room decks sit below the crown lounge.



~180 m hull · ~39 m keel-to-crown height

OPEN STARWELL THROUGH ALL FIVE FLOORS

THE STACK

Counts include one hub on each lower deck

CROWN	1 lounge + 13 nooks	14
D4	Quiet rooms & sky commons	36
D3	Studios & gardens	72
D2	Culture & exchange	108
D1	Arrival & arcade	153

153 + 108 + 72 + 36 = 369 lower destinations

369 lower + 14 crown = 383 overall

CONCEPT ONLY · Built 169-room ship unchanged

APPROVED SOURCE PLAN / 2 NOVEMBER 2026

LIVING ARCADE 369

A torus-shaped interior inside one flying saucer.

369	14	383
LOWER DESTINATIONS	CROWN DESTINATIONS	OVERALL

The stack

DECK	WORLD	DESTINATIONS
CROWN	One lounge + thirteen nooks The social crown beneath the clear dome.	14
D4	Quiet rooms & sky commons Includes one round gathering hub.	36
D3	Studios & gardens Includes one round gathering hub.	72
D2	Culture & exchange Includes one round gathering hub.	108
D1	Arrival & arcade Includes one round gathering hub.	153

153 + 108 + 72 + 36 = 369 lower destinations. Add the crown's fourteen destinations for 383 overall. Corridors, roads, stairs, docks and light bays do not add to the room count.

Top plan - Arrival ring

The broad arrival deck holds three room rings: 35, 51 and 66 peripheral rooms. Its round hub makes 153 destinations. Room widths and depths vary, with larger galleries among the smaller rooms. The rings fill the craft and follow its curved outer boundary.

Crown

One central lounge and thirteen themed nooks sit above the four lower decks. The crown keeps its own identity. Its clear roof opens the room to the stars.

APPROVED SOURCE PLAN / 2 NOVEMBER 2026

ONE HULL.
ONE OPEN CENTRE.

Four lower room decks sit below the crown lounge.

3 DISTRICTS

A clear visual identity gives each part of the ring a sense of place.

6 GLASS ROADS

Radial routes connect the room rings and continue toward worlds beyond the rim.

9 INNER LIGHT BAYS

A calm repeating rhythm follows the starwell without closing the centre.

Open starwell

The same open centre aligns through all five floors. Hubs wrap around it. You can look up toward the stars and down through the ship. No floor or bridge closes the starwell.

Rooms as worlds

Each room becomes a distinct place: a living preview of a Punball game, a partner studio, a small cinema, a garden, a library or a strange art installation. Doors close behind you so the room can surround you with its own materials, light and atmosphere.

Arrive, explore, find home

Every room has a clear address. The ship map lets visitors inspect a destination, select it and transport there. Walking remains part of the experience. Ring promenades lead to the docks, where glass roads reach community worlds beyond the ship.

Build the neighbourhood around the visitor

A large plan does not require every detailed room to stay loaded. Keep a light view of the ship, then stream nearby rooms, artwork and characters. The sense of scale comes from connected spaces, clear views and recognisable landmarks.

Scale and preservation

The schematic suggests a hull about 180 metres across, a 36-metre starwell and about 39 metres from keel to crown. These are source-plan scale cues. Room fit, circulation and construction dimensions remain part of the detailed 3D design.

The current playable prototype has 169 destinations. This approved 369-lower-room plan sets the next design direction. Page one preserves the original approved schematic without a crop, overlay or wording change. Future revisions retain that original.