



## No Name Castle Build

Price;1,000L LandImpact 417  
Square Yardage 76x76x122 tall

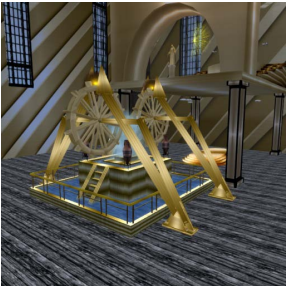
# JTC

No Name build. There is a "welcome mat" at the top of the stairs made of a red rug that has no warm and graceful greeting but its good we thought of one, eh?. This is NOT a small build, inside it is open and vast with tall towers and lofty dioses for whatever purpose you want.. It has items that do things that people cannot yet figure out. Inside the door you are welcomed by the machine that is the name sake of the build, 3 water wheels with a single fountain shooting up the middle. And there are 2 sets of paddles up there with a single quantum singularity floating between each set of paddles. Origins unknown. Made by a race that is unknown. Original purpose of the build, unknown, but you can bet it was something lewd but that is unknown as well. Can't say it has any hidden rooms. But it can be said there are areas that you wouldn't know were there until you are on top pf them.

There is an Elevator stop located in the center of each floor in the front left tower (the biggest of the four towers), it can be summoned by clicking on the red call button in the center of the circle in each floor in the tower. The elevator is nothing but a platform with 4 sitting circles for the passengers. It moves fast, and has a snap back effect. Kids love it. Maybe we should of told you b4 you bought the place.

When U select a destination you and anyone else siting in the elevator will be whisked away to that destination. The elevator can take you there. Hang on tight. Don't worry it's a short ride once you stop moving. The transport system gets a little slower when you venture further from that tower. Mainly because the previous owners (the aforementioned unknown race from unknown origins might have sprouted wings by then.

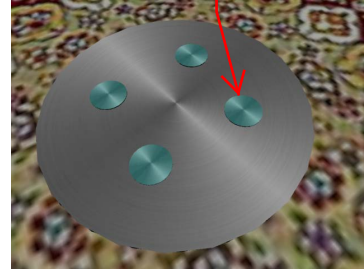
The castle is not fully furnished mainly because management feels any attempt to do so will take another year and it's felt that more time spent on the project would only make it over worked. The unknown aliens built it, you can furnish it... There is a few items in the cellar, use them or abuse them that's what they are there for. The cellar has a well lit link set that when any one of them are touched they all light up. There is only one script in the root link of the set that runs the whole set. You can link anything you want as long as the root link has that single script in it.. As for the Doors, they are run by a really cool door system called Kool door. It can b upgraded to a rp version if you so desire. Door contents contain the instructions.



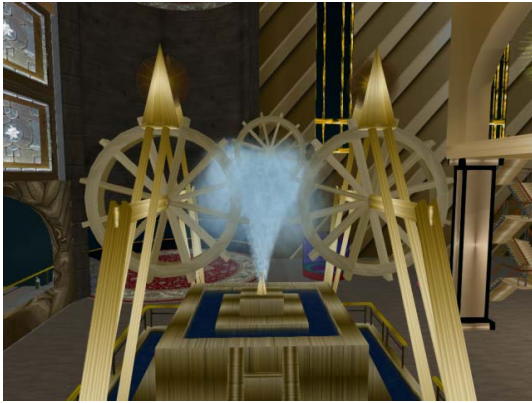
The grand wall that is above the comparatively small entrance displays a different texture every few seconds on the window surface. Whatever texture you put in the contents of that particular wall is what it will show (wall is called "Castle; Front face" ) Be selective what you want people to see.

There are many little details about this build structurally. Some of them are hidden. But they're not hard to find. They're not hard to figure out. Look sharp.

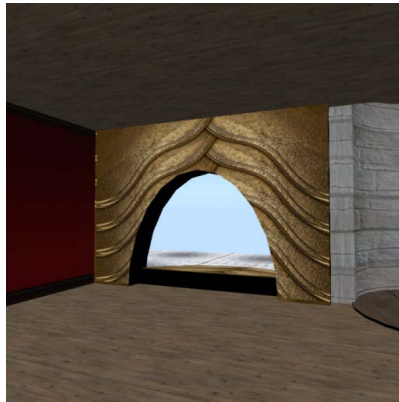
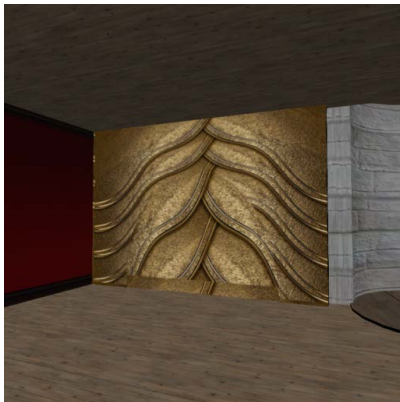
Ride elevator



Call button



Misc. details, if you see things spinning, click them near teh central axis. They will spin faster and faster then be slow again. (You have heard of warp speed, right?) If you see the water wheels spinning in a way that looks very unnatural click it and it should right itself. If not click again



To see more images of it inside and out, and you really should there is lots to see. Check out [Google Drive](#)  
Stop by our in-world store and see for yourself at JTCrushers.

