Coruscant: Hovertrain

Millions of shining lights blur by per second as the rocket tram speeds through the Galactic City, claiming a stretch through buildings that touch the sky. From here, the drop to the ground seems as endlessly far away as the top levels of the metropolis. A large number of commuters occupy the carriage, a mix of humans and aliens, young ad only, office workers focus silently on their task ahead, a family of twi’leks struggle to keep control of their rampaging young child. The sound of an irritatingly loud and excitable young couple in the corner competes against the child’s screams and the droning hum of the tram engines.

At either end are double automatic doors. In the next carriage, more of the same. Towards the back of the tram are cargo platforms, open to the air, colossal crates magnetically fastened to the tram. A guard stands watch, holding a post to keep his balance on the speeding tram, but only the outrageously brave and stupid would attempt to scale the crates while the train is moving. From here, it is possible to climb to the roof of the passenger carriages. There, one would receive the full force of the air resistance, temperatures suddenly plummeting twenty degrees. As the tram passes narrowly underneath bridges and other trams. Staying inside the carriages is mostly safe, but if one ventures outside, death is always seconds away.