

Hall of Echoes - Garganta Galleria Casino Hotel

The Force Imprint in the Hall is layered thick, full of a myriad of experiences. From joyful to despairing, anything can be had here, for the right price.

Covered in lights and gold polish, the large hall was a masterful construction that amplified all sound from the large professional stage out into the waiting masses. Directly in front of the expansive stage, a marbled floor large enough to fit 20 8 top tables led to a steeply vertical seating for those with less expensive tastes. The seating was divided into three sections. Stage left is seating for larger non-humanoid races. Stage middle seating sat humanoid races. Stage right sat medium and smaller non-humanoid races.

Seating was colored to reflect the same paint scheme as the rest of the hall, metal and firm, but retractable into the floor. This helped to ensure easy cleaning after particularly messy engagements.

Lighting was from skylights in the ceiling that simulated natural light, but were controlled by holo-projectors and could mimic and color light, and even complex moving projections.

The stage has exits on right and left, with middle being reserved for dressing rooms and storage. An expansive prop room that is always full of anything that might be useful, from shock boxing equipment to whips and chains, was unlocked and easily accessible.

A control room lay directly off stage right, controlling all the functions in the room, including the expansive heating and cooling system. From Hoth to Mustafar, the Hall of Echoes could. Mimic nearly any environment, and any event could take place within.