

The Zo'nkil Gardens

The Zo'nkil Gardens was created at the beginning as a quarantine area for organic supplies like plants and creatures for future trade at Port Ol'val.

All district was set up and connected with The Docks, with direct large, short tunnel.

This tunnel wasn't part of the larger web of The Ducks corridors, as it has own system of installed scanners for search and analysis of every new arrived organic materials, which were passing to The Zo'nkil Gardens.

This secure measurements were the first step against spread of unknown diseases, and learning, categorising, as well as directing to the right point of district caught creatures.

From beginning Zo'nkil Gardens were just small area for keeping transported cages, with water supply made from artificial lake made from pipes connected to The Docks.

Within the next few years it was expanded further inside of the asteroid, as that helped for better care of the plants, and extended time for quarantine of the creatures.

With increasing trade of the station, merchandise interested in exchange of Fauna and Flora agreed to start investing in the bigger infrastructure in the district, and additional security measurements: electric fence and cables around all area, with metal gate securing entrance to Zo'nkil Gardens, and electric aviary systems at the doom of the chamber inside of the asteroid.

All of this was put in place after the escape of Burcatu and creating a small, wild population of these creatures in the district, which also made small web of tunnels to other districts at Port Ol'val - that was the main reason for electric fences.

The main metal gate is made at the stone shelf, with huge elevator connected to it, which takes all imported supplies down to the Distribution Center.

Distribution Center was the first building made in Zo'nkil Gardens, as the check area for newcomers, and the check of the licenses for trade.

To the East from the Distribution Center are Permanent Quarters of the Tamers and Biologists hired by Shadow Academy to research and support catching of the escaped creatures.

To the West was cultivated the large field under the agriculture works, and growing of the food necessary to feed all incoming creatures, but also for a profit from trade - not mentioning providing it as a food supply for all Port Ol'val.

In the center of the Gardens a decision was made to keep and increase the range of the lake.

The extra pipes were also connected to direct water to every part of the district.

As the expansion of the lake was made a special building The Aquatio to keep all marine and aquatic plant and creatures in there.

At the North East, bordering with Permanent Quarters are merchandise tents, and shops.

This part of the Gardens was considered as the most beautiful.

The tents viewed from the entrance gate made a colorful view for travelers, and every roof of the shops had their own gardens on them - each from a different environment (rainforest, desert, wetlands, even Arctic under the small doom).

Just behind of the lake and close by to The Aquatio, was builded The Arena.

Once per month there were organised shows and tournaments for the farmers and Tamers (excluding any kind of sports with creatures- that was banned over cruelty).

Two days of shows are for gardeners from all galaxy, and the other two for Tamers and farmers to show their newest breeds, and discoveries.

Further North was an empty space in the chamber the same as to the North West, the current plans include expansion of the district, and engineering plans for the genetics center of The Shadow Academy, and small environmental dooms for better accommodation and researching of the new species.

All of this increase of the Zo'nkil Gardens took no more than 50 years from now to the past, but couldn't be achieved without the financial interest of the Clan Arcona, which was also gaining increased profit each oncoming year from produced food supplies of this district.

Mentioned also must be that before new secure measurements, also other creatures made their wild populations in the Gardens: Bandara swarm close to lake (which is carefully controlled over their consuming abilities, but also used as disposal method), Bergruutfa (which helps with cultivating of the Orchards), and Scurriers which are treated as local, popular pets in the Zo'nkil Gardens.