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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:24:56 GMT

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Thanks for the welcome.

To add to that suggestion, you could obviously introduce a underwater colony through a rescue. Or another option would be to just introduce it through a plot line. Maybe the first 'underwater colony' is just started or about to start and some type of technology from Tracy Industries is part of it? Or maybe something of Brains, that isn't necessarily connected with Tracy Industries(don't know if you have Brains as being connected to Tracy Industries in your role play or not)? I've seen articles about experimental undersea habitats but this could be the first 'full community one'. Just thought I'd through that out there in case you guys do decide to pursue the topic.

Icarus1982, July 31, 2008

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