**Movement**

Within Nowhere, citizens and travelers alike move using the Strait to escape the crescent shape (by boat.) In addition, they navigate the archipelago and the inner sea by boat, for direct travel. For shorter distances, they may use cars and one of many train systems to traverse the odd terrain and long distances of Nowhere. For ease and time, however, most simply bypass this altogether and use ferries or boats. The island doesn’t feel particularly large due to the well-designed transport system it features, nor does it actually take much time to travel, in practice. In spite of this, it is still over two hundred miles in distance across.

**Human-Environment Interaction**

Humans have little-affected the island of Nowhere. Systems are designed to be clean, so little pollution has been created. Instead, humans deal with the hot and humid conditions during the summers. Storms created in the Atlantic Ocean occasionally affect the island, bringing heavy rain, but not once yet mass destruction. In the case of an emergency, most citizens are prepared to board windows and hold out, as weather close to catastrophic had occurred before. Irrigation and farming performed by Nowhere residents also helps strengthen the land over time. Overall, the relationship between humans and their environment in Nowhere is good, with little friction being created, resulting in happy occupants most of the time.