

# Sandy Point

Sandy Point was the first town created in PCB's survival server. The town created by \_specialk was situated very close to spawn, accessible by the main forest trail. Although uneditable to prevent griefing, the town was home to several stalls and shops which were later inhabited by NPC shopkeepers[1].

The town also served as a gateway to several other notable paths and towns, such as Forsyth, the first player market[2] and the main minecart train network.



## References

1. <https://forums.projectcitybuild.com/t/npcs-on-pcb-smp/12600>
2. <https://forums.projectcitybuild.com/t/sandy-point-marketplace/12771>

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