

The default learning suite that starts unlocked provides a fairly unstructured learning environment in a common urbworld school.

Vat occupants can gain random skills available at their age and enough growth is simulated to achieve growth tier 4-6 at each growth moment.

The Combat learning suite provides a heavily structured learning environment in an urbworld military cadet school. Vat occupants will gain more knowledge of combat and combat-related operations such as building defences, breaching entrenched positions and triage.

As more focus is put on certain skills being trained vat occupants have less growth opportunities and can expect to achieve growth tier 3-5.

The Labor learning suite provides a heavily structured learning environment on an off grid agriworld homestead. Vat occupants will gain more knowledge of farming, animal husbandry, housekeeping, and maker skills.

As occupants experience a harder, more work-oriented life they have less personal growth opportunities and can expect to achieve a growth tier of 3-5.

The Playland suite is a very different program that simulates a cartoon-like child's wonderland.

Occupants learn fewer skills than other suites (closer to vanilla/unenhanced, except they get passions and spend more time in the vat) but usually max-out growth tiers.

**Will flip to default mode once the occupant reaches 13.**

The Leader learning suite provides a lightly structured learning environment in a glitterworld private academy. Vat occupants gain more knowledge of the arts, medicine, trading, science, and general leadership qualities.

As the vat occupant experiences a very high-resolution facsimile of life, they can achieve even higher growth tiers of 5-7.

**Note that this mode runs at a higher resolution and requires more processing power, slowing down the growth of the occupant even further than other enhanced modes.**

Learning Suites