1. Airlock
   1. Needed for colonists to enter or leave the pressurized base. Fairly slow so it is recommended that players use multiple as their base gets larger to reduce bottle necks.
   2. No Internals
   3. Indoor
2. Oxygen Generator
   1. Uses water from the distillery to produce oxygen for the base. Buildings use various amounts of oxygen depending on objects and number of colonists that are in the building.
   2. Oxygen Generator (Pre-Placed)
   3. Indoor
3. Greenhouse
   1. Allows the base to produce its own food, and medicine. Requires a biologist to man and perform upkeep on the planters.
   2. Plants (Corn, Tomatoes, Melons, Green Beans, Potatoes, Beats, Squash, Lettuce, Carrots), Trees (Oak, Hickory, Pine), Flowers, Medicinal, Meat Cultures
   3. Indoor
4. Dining Hall
   1. Where the colonists can meet and eat meals. Has a larger requirement for water and electricity. Produces food waste.
   2. Single Table, Double Table, Drinking Fountain, Vending Machine, Kitchenette, TV, Flowers
   3. Indoor
5. Commons
   1. A multipurpose area where the colonists can sit and relax.
   2. Single Table, Double Table, Drinking Fountain, Massage Char, Vending Machine, TV, Couch, Flowers, Treadmill, Pullup Bar
   3. Indoor
6. Gym
   1. Allows the colonists to relieve stress by exercising in various ways.
   2. Pullup Bar, Treadmill, Bench Press, Squat Bar, Infinite Pool, Free Weights, Stationary Bike
   3. Indoor
7. Sick Bay
   1. Where sick or injured colonists can go and get healed by doctors. Also allows the doctor to turn medicinal plants into medicine.
   2. Cot, Medicine Cabinet, Laboratory
   3. Indoor
8. Refinery
   1. Manned by workers to turn the ore from the mines into various useable resources.
   2. Smelter, Plasticizer
   3. Indoor
9. Warehouse
   1. A place where the colony can store materials inside.
   2. Indoor
10. Factory
    1. Turns the useable resources into tools, spares, microprocessors, arms, and various other objects. Also allows the colony to repair and build robots.
    2. Plastic Injector, Die Press, Computer Mill
    3. Indoor
11. Prison
    1. Allows the officers to capture rouges and rehabilitate them into being productive colonists. The process is slow and rouges require food and water while they are in the prison
    2. Cells (pre-placed)
    3. Indoor
12. Compost
    1. Takes all organic waste, either dead humans or food waste, and allows it to decompose safely without lowering happiness, raising stress, or making colonists sick. Workers can also use an incinerator to reduce waste quickly.
    2. Incinerator
    3. Indoor
13. Recycling Plant
    1. Takes all nonorganic waste and either turns it back into raw ore or into an unusable state (which need to be disposed of), also takes care of radioactive waste. Workers can use an incinerator to reduce waste quickly, or dispose of unusable resources and radioactive waste.
    2. Incinerator
    3. Indoor
14. Dorm
    1. A place where colonists and civilians can sleep and shower.
    2. Bunk Bed, Bed, Shower
    3. Indoor
15. Control Center
    1. Used by the officers to monitor the base, store weapons, and use the radio antenna.
    2. Monitoring Station, Weapons Locker, Radio Antenna Station, Traffic Control Center
    3. Indoor
16. Oxygen Storage
    1. Used in the same way a battery is, this will store excess oxygen produced while the base has power for the chance that the base loses power, the colonists will still have limited oxygen.
    2. Outdoor
17. Water Distiller
    1. Either pulls water from the ground and purifies it or uses electrolysis to combine hydrogen and oxygen together.
    2. Outdoor
18. Water Tower
    1. Stores excess water produced while the base has power for the chance that base loses power to provide the colonists and oxygen generator with limited water.
    2. Outdoor
19. Solar Panel
    1. Tracks the sun to produce large amounts of power, but only during the day.
    2. Outdoor
20. Wind Turbine
    1. Produces smaller amounts of power but can operator whenever there is wind. Power produced is determined by the strength of the wind.
    2. Outdoor
21. Fusion Generator
    1. Produces large amounts of energy but requires large amounts of enriched uranium and creates radioactive waste as a byproduct.
    2. Outdoor
22. Battery
    1. Stores the power produced by the base to be used either to provide power when the base is not, or supplement when the power production is less than the power consumption required.
    2. Outdoor
23. Mine
    1. Must be placed near a mountain, allows the workers and robots to mine raw resources to be used in the base or traded.
    2. Outdoor
    3. 1 ore per worker per 1 hour
    4. 1 ore per Digging Robot per 40 minutes
    5. Maximum of 5 units per mine at any given time
       1. Provides a maximum of 5 units/hour with humans
       2. Provides a maximum of 7.5 units/hour with robots
    6. Resources
       1. Metal
       2. Silica
       3. Uranium
       4. Lead
    7. Mine can produce any combination of resources based on percentage
24. Landing Pad
    1. Allows traders and transport ships to land at the base to either trade resources, deliver new colonists, and drop off or pick up civilians.
    2. Outdoor
25. Starship Hangar
    1. Allows the colony to build their own ships to be sent to other colonies to trade or the colony can just outright sell the ship for large amounts of money.
    2. Outdoor
26. Radio Antenna
    1. Allows the base to communicate with other bases and traders to request more of a certain resource or type of colonists, also has a chance to provide an early warning on a rouge attack.
    2. Outdoor.