1. Crops – Grown for food and organics to make plastics, colonists performance will degrade slowly if the user has a single type of food for them to eat. Requires biochemists to take care of them, consumes water.
   1. Tomatoes - Food
   2. Melons - Food
   3. Green Beans – Food
   4. Squash - Food
   5. Lettuce - Food
   6. Carrots – Food
   7. Corn – Food/Organics
   8. Beats – Food/Organics
   9. Potatoes - Organics
2. Trees – Helps the colonists stress stay low by calming them down, produces oxygen during the day only while consuming water at all times.
   1. Oak
   2. Hickory
   3. Pine
3. Flowers – Helps the colonists stress stay low by calming them down.
4. Medicinal Plants – Produces the raw materials the Doctor uses to make medicine, the plants require a Biochemist to take care of them and consume water.
5. Meat Cultures
   1. Lab grown meat (Beef, Chicken, Pork, Fish), requires either a Biochemist or a Doctor to operate, consumes water and electricity.
6. Single Table
   1. A table where two people can sit to either eat or rest.
7. Double Table
   1. A table where four people can sit to either eat or rest.
8. Drinking Fountain
   1. A machine that lets colonists get a drink, consumes water.
9. Vending Machine
   1. Allows the colonists and civilians to relieve stress by getting a little taste of home. Consumes snacks (bought from trader) and electricity.
10. Kitchenette
    1. Allows the colonists and civilians to make meals to eat.
11. TV
    1. Allows the colonists and civilians to relax by watching to TV from Earth. Consumes electricity.
12. Massage Chair
    1. Allows a colonist or civilian to relax with an automated massage. Consumes electricity.
13. Couch
    1. Allows five people to sit and rest.
14. Treadmill
    1. A place where a colonist can run off some of that stress while maintaining muscle mass, consumes electricity.
15. Pullup Bar
    1. A place where a colonist can work out some stress while maintaining muscle mass
16. Bench Press
    1. A place where a colonist can work out some stress while maintaining muscle mass.
17. Squat Bar
    1. A place where a colonist can work out some stress while maintaining muscle mass.
18. Infinite Pool
    1. A place where a colonist can work out some stress while maintaining muscle mass. Consumes water and electricity
19. Free Weights
    1. A place where a colonist can work out some stress while maintaining muscle mass.
20. Stationary Bike
    1. A place where a colonist can work out some stress while maintaining muscle mass. Produces a small amount of electricity.
21. Cot
    1. A bed where an injured colonist can rest while a Doctor takes care of them.
22. Medicine Cabinet
    1. A place where the Doctor can store medical supplies to reduce storage in the warehouse and decrease time spent traveling.
23. Laboratory
    1. A place where the Doctor can turn Medicinal Plant matter into useable Medicine. Requires a Doctor, consumes electricity.
24. Smelter
    1. Turns the various ores into useable materials. Requires worker to use, consumes electricity.
25. Plasticizer
    1. Turns Organic Matter into usable plastics. Requires worker to use, consumes electricity.
26. Die Press
    1. Used to create simple resources like spares and weapons
27. Computer Mill
    1. Used to create more advanced components like monitors, optics, and logic components
28. Incinerator
    1. Can quickly get rid of wastes and dead bodies
29. Monitoring Station
    1. Used by Officers to get monitor the radio antenna, traffic control center, and the base as a whole
30. Weapons Locker
    1. Used to safely store weapons
31. Radio Antenna
    1. Used to contact outside the base to allow for news and information
32. Traffic Control Center
    1. Used by Officers to control the flow of vehicles and detect Rouges before they land
33. Bunk Bed
    1. Allows two colonists to sleep in the space of a single bed, lower happiness than bed
34. Bed
    1. Allows colonists to sleep on their own which raises happiness
35. Shower
    1. Allows the colonists to stay clean which helps raise happiness and decrease diseases