





### Cargo Research Level 1

Requires Research Station.  
Expands ships max capacity for Metals and Water from 3 to 4

1 Water, 2 Energy



### Engine Research Level 3

Requires Research Station.  
+1 Afterburner

2 Metal, 2 Water, 5 Energy



### Cargo Research Level 2

Requires Research Station.  
Expands ships max capacity for Energy from 1 to 2

3 Metal, 1 Water, 4 Energy



### Cargo Research Level 3

Ship already holding up to no more than 2 Metals or 2 Water or 1 Energy can now mine once more next round if the stored and mined resources match.

8 Metal, 5 Energy



### Ore Processor Research 1

Requires Research Station.  
For every 6 Metal or Water that reach your base, get 1 extra.

4 Metal, 2 Water, 1 Energy



### Ore Processor Research 2

Metal and Water Processing reduced from 6 to 5. New: Energy Processing, get 1 extra Energy for every 4 Energy delivered to your base.

2 Metal, 2 Water, 4 Energy



### Ore Processor Research 3

Requires Research Station.  
All processing cost reduced by 1.  
(Metal/Water 4, Energy 3).

4 Metal, 4 Water, 4 Energy



### Cargo Slingshot

Requires: Cargo2, Ore Processor1;  
After mining you may shoot your cargo directly to your base. Consumes 1Water as fuel directly from your ship.

4 Metal, 5 Energy



### G-Force Jammer

Requires: Engine2, Shipyard2;  
Your ships spend only 1 movement point on mining and keep moving afterward

5 Metal, 3 Energy