



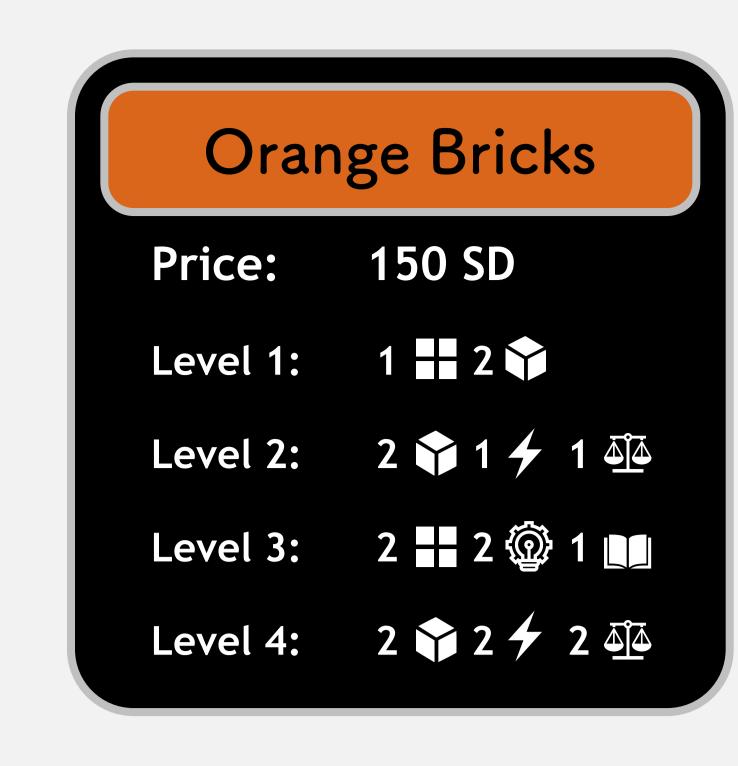
| East | University |
|----------|--|
| Price: | 750 SD |
| Level 1: | 2 4 2 1 1 |
| Level 2: | 3 11 2 1 4 1 4 1 4 |
| Level 3: | 1 1 2 4 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |





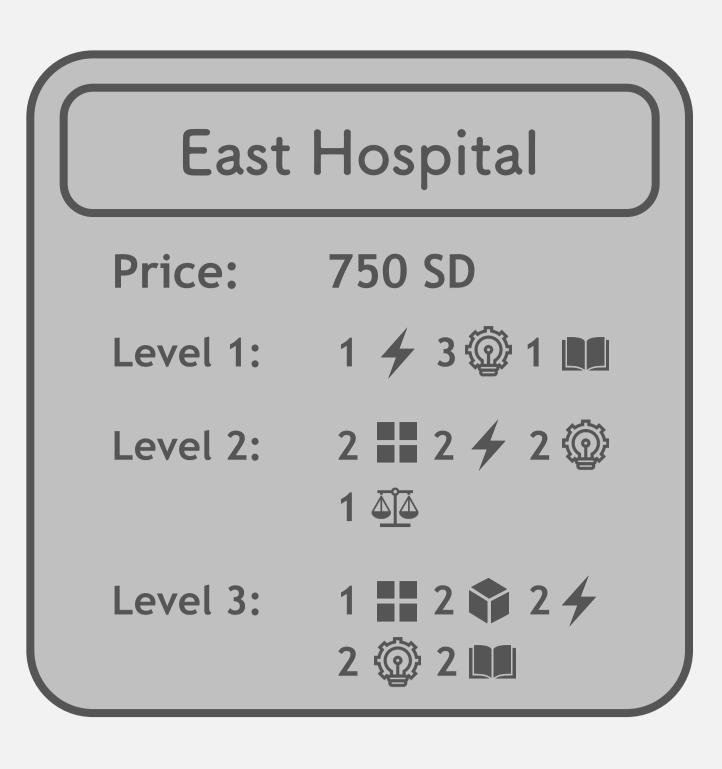








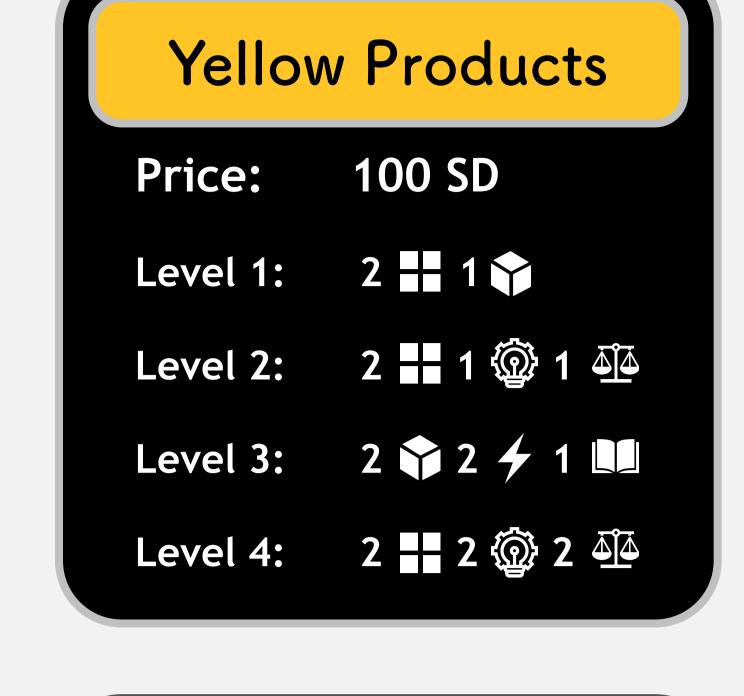






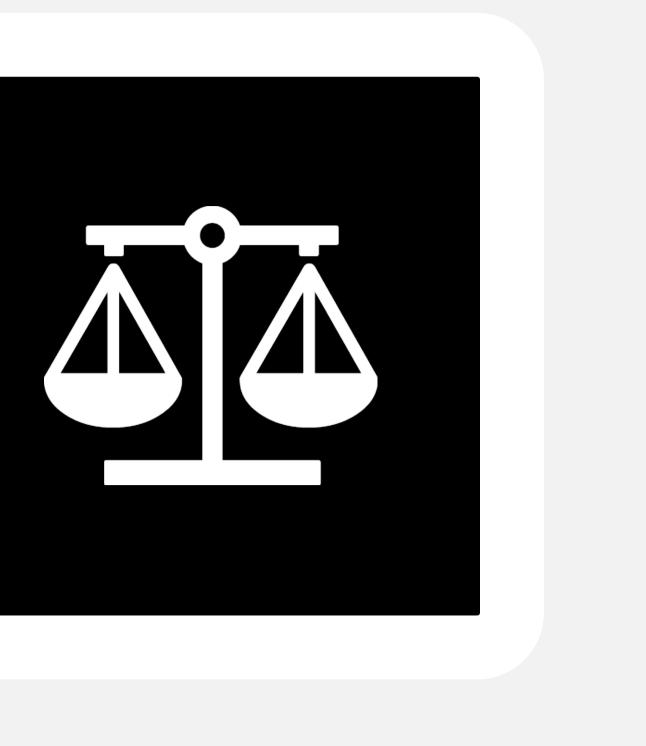


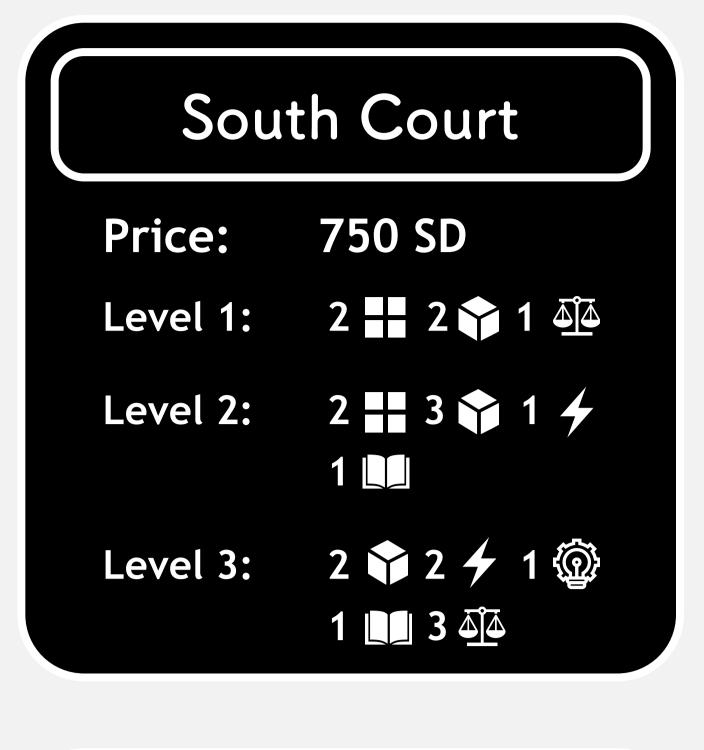






| Yellow Products | |
|-----------------|---|
| Price: | 100 SD |
| Level 1: | 2 ## 1 |
| Level 2: | 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |
| Level 3: | 2 7 2 4 1 |
| Level 4: | 2 ## 2 @ 2 44 |
| | |





South Precinct

Level 2: 2 **■ 2 ★** 2 **②**

Price:

750 SD

2 # 2 📦 2 🗲

1 🚳 2 🕰





North Precinct

Level 2: 2 **■■** 2 **●** 2 **◎**

750 SD

2 🔡 2 📦 2 🗲

1 🎡 2 🕰

Price:





Green Bamboo

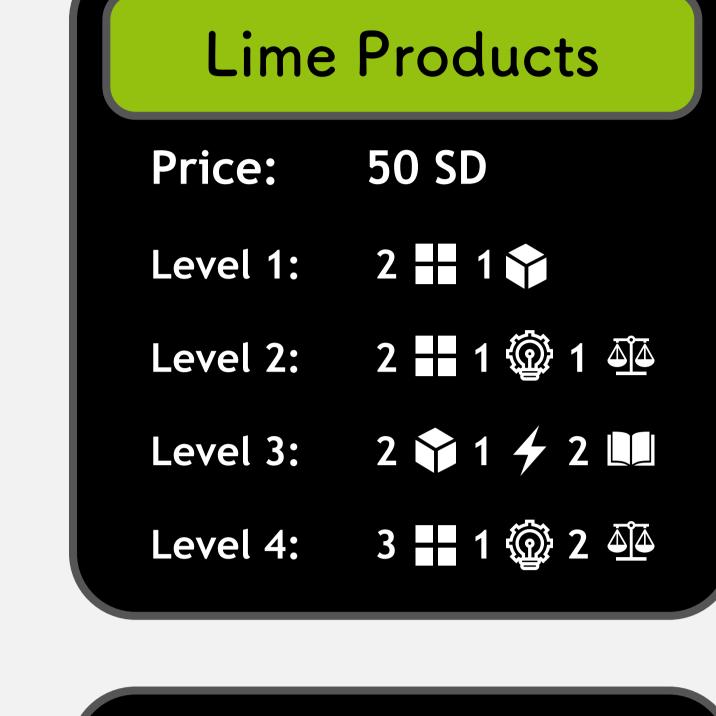
Level 2: 2 **1** 1 **4** 1 **4 1 4**

Level 3: 1 ## 2 @ 2 📭

Level 1: 1 # 2 *

Price:

150 SD



Green Wood

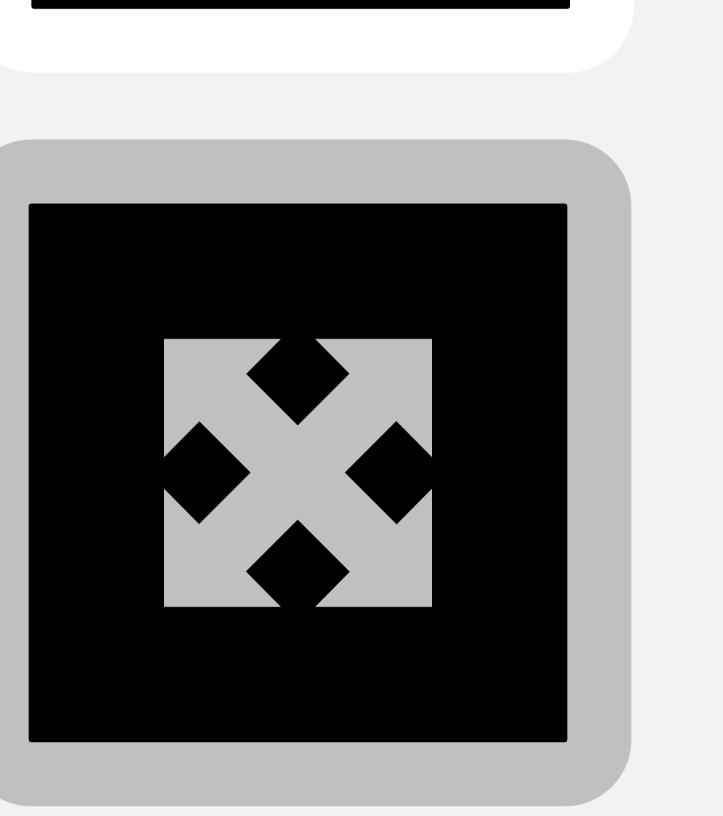
Level 3: 1 ## 2 @ 2 📭

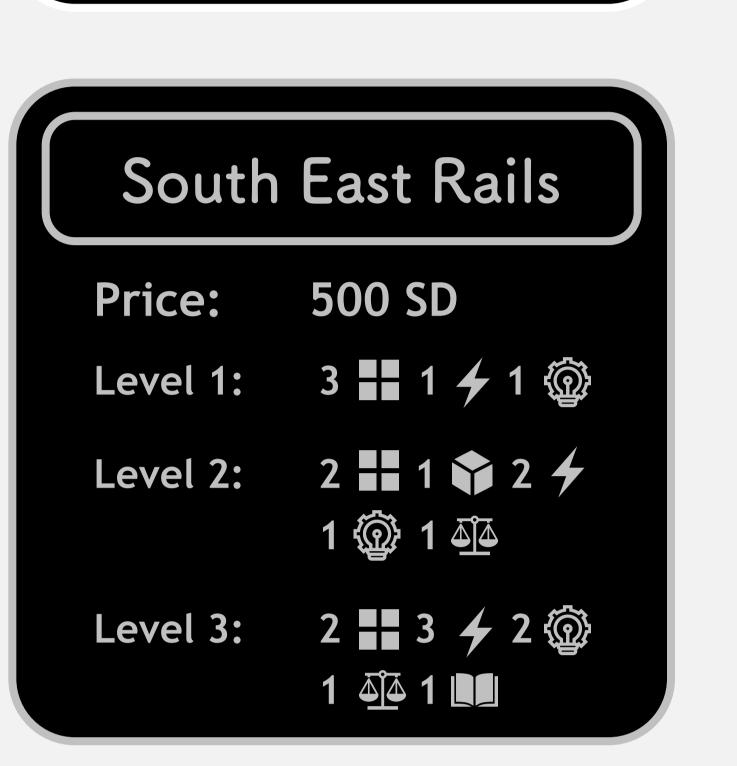
Level 1: 1 = 2 📦

Price:

150 SD







Resource Order in Costs:

- Materials

Products

- Technology

Knowledge

- Influence

Energy

Upgrade System Outline:

that institutions have consistent production per level

Restrictions for Company Upgrades:
- Maximum level 4 - produces 4

once upgraded it's worse due to a lower space count

- Minimum varieties of resources needed for an upgrade: 2

- Maximum varieties of resources needed for an upgrade: 3

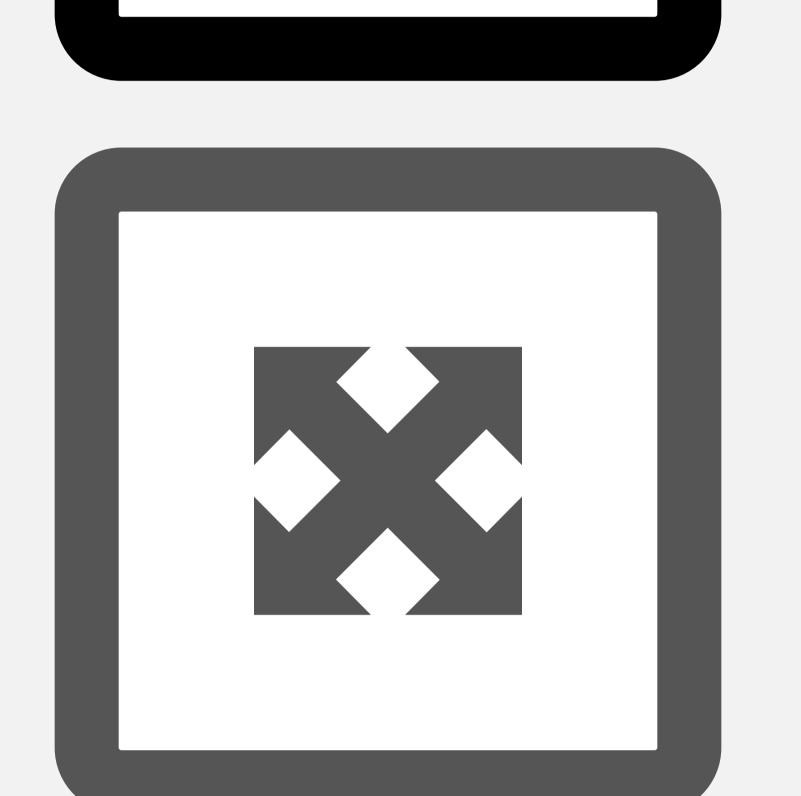
- Aggregate costs the same across levels

- Minimum aggregate resources needed: 3

- Maximum aggregate resources needed: 6

- Minimum of any given resource needed: 1

- Maximum of any given resource needed: 3



- No difference between side production per level, as that would complicate

- Aggregate upgrade costs (except price) are the same for two space companies

and three space companies of a given kind - you upgrade it quicker, although

- Each upgrade resource is needed at least once in upgrading a company















Indigo Coal

Level 2: 1 🗲 2 🚳 1 💵

Level 4: 2 🗲 2 🚳 2 💵

Purple Technology

Level 2: 2 🗲 1 📬 1 💵

Level 3: 2 💶 1 @ 2 호텔

Level 4: 2 🗲 2 🎡 2 💵

Level 1: 2 **/** 1

250 SD

Level 1: 1 🔡 2 🎡

Price:

Price:

300 SD



Indigo Oil

Level 1: 1 📲 2 🎡

Level 2: 1 ≠ 2 ⑩ 1 ■

Level 3: 1 🔡 2 📦 2 🕸

Level 4: 2 🗲 2 🚳 2 💵

Purple Technology

Level 1: 2 **/** 1

250 SD

Level 2: 2 / 1 1 1

Level 3: 2 **1 1 1 2 2 4 4**

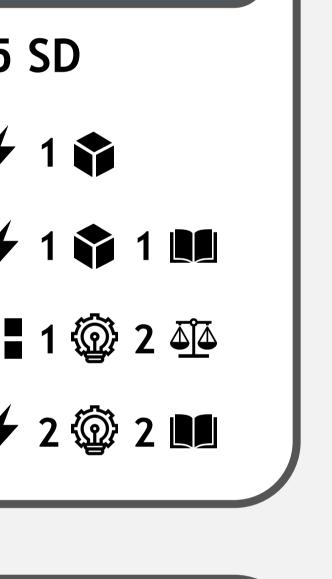
Level 4: 2 🗲 2 🚳 2 💵

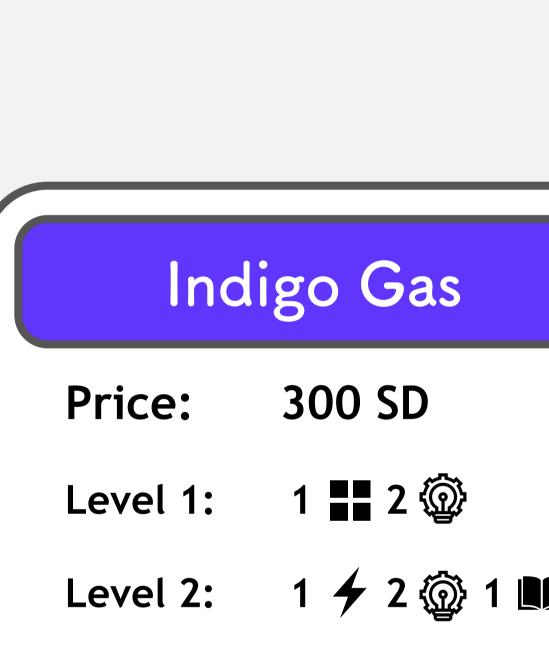
Brown Technology

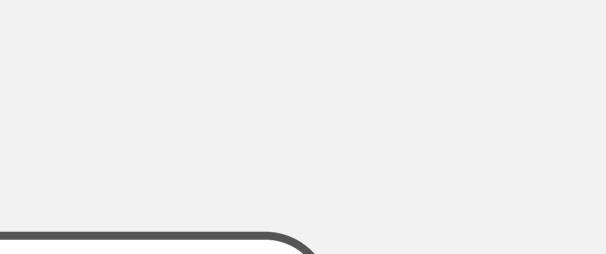
Price:

Price:

300 SD







| indigo Gas | | |
|------------|-------------|--|
| Price: | 300 SD | |
| Level 1: | 1 == 2 @ | |
| Level 2: | 1 🗲 2 🚳 1 💵 | |
| Level 3: | 1 = 2 1 2 1 | |
| Level 4: | 2 🗲 2 🎡 2 💵 | |

Purple Technology

Level 2: 2 \(\nabla \) 1 \(\mathbb{1} \)

Level 3: 2 **==** 1 **(2)** 2 **4 (4)**

Level 4: 2 🗲 2 🚳 2 💵

Level 1: 2 **/** 1

Price:

250 SD







Energy to Materials:

Technology - Energy - Materials - Products

Technology to Products: Energy - Technology - Products - Materials

- The most important resource for any company appears 3 times (levels 1, 2, 4) - The least important resource for any company appears 1 time (level 3)

Knowledge to Influence: (Technology/Energy) - (Products/Materials) Organic - Inorganic Renewable - Non-renewable

Restrictions for Institution Upgrades:

- Upgrade costs are the same for institutions of the same type

- Minimum varieties of resources needed for an upgrade: 3

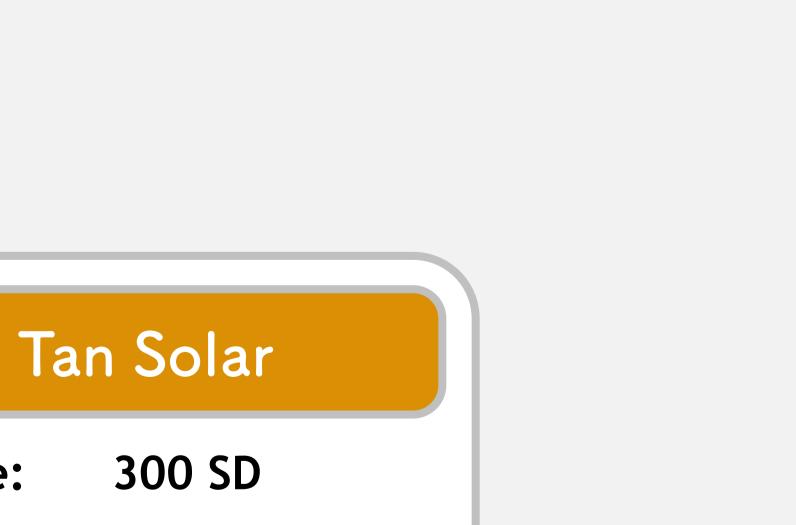
- Maximum varieties of resources needed for an upgrade: 5

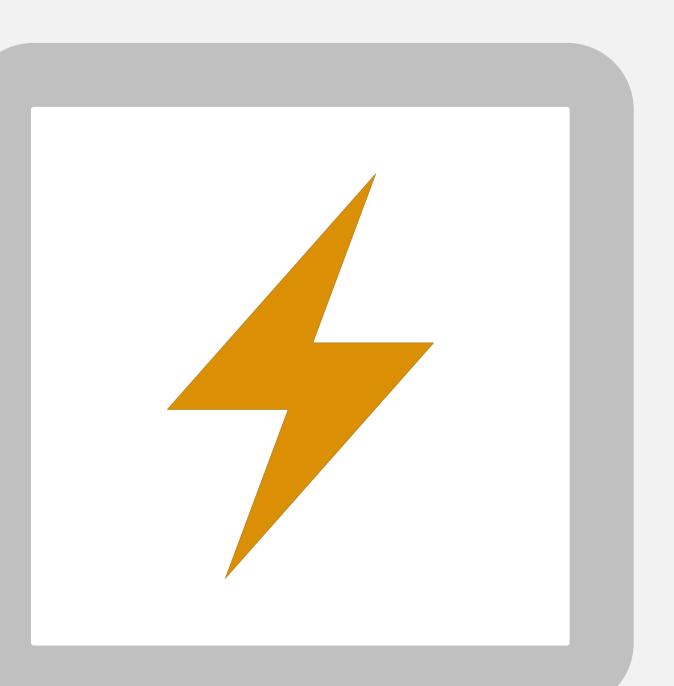
- The companies on the same side as the above two knowledge to influence distinction's follow similar rules, thus providing a knowledge/influence upgrade distinction between the sides

- Each upgrade resource is needed at least once in upgrading an institution

| Brown Technology | |
|------------------|---------------|
| Price: | 125 SD |
| Level 1: | 2 1 |
| Level 2: | 2 1 1 1 |
| Level 3: | 2 == 2 @ 1 44 |
| Level 4: | 3 🗲 1 🎡 2 💵 |

125 SD Price: Level 1: 2 **/** 1 Level 2: 2 \(\nabla \) 1 \(\dagger \) 1 Level 3: 2 **1** 2 **1** 2 **1** 4 **1** 4 Level 4: 3 🗲 1 🎡 2 💵





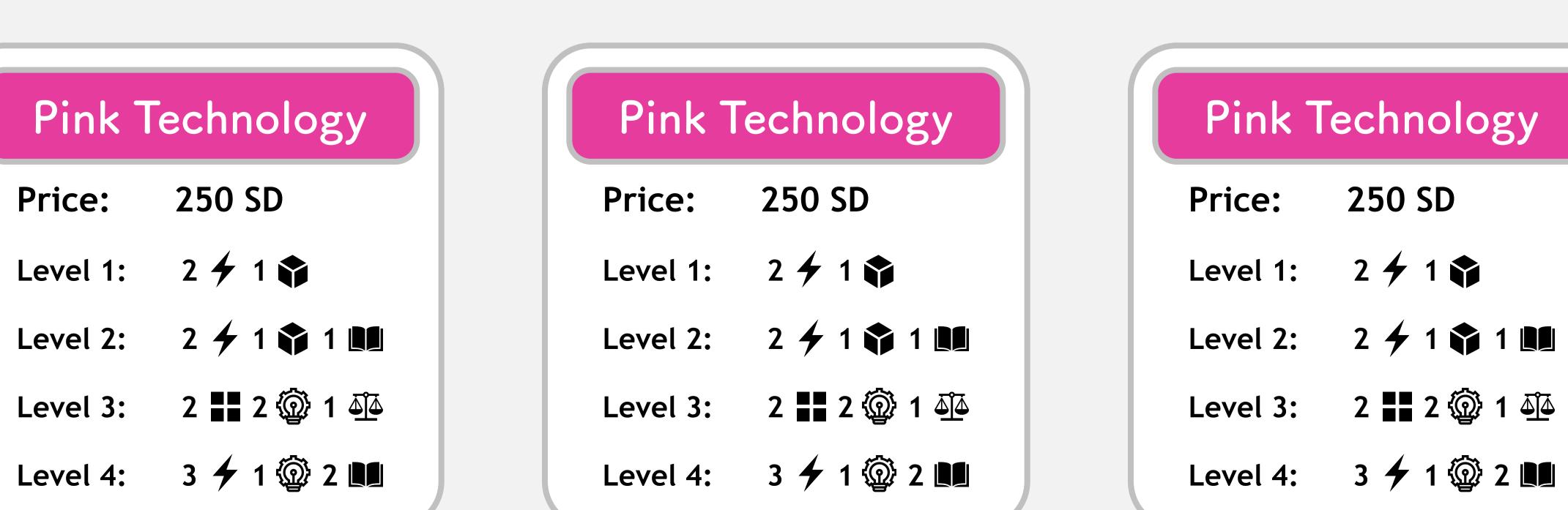
| Price: | 300 SD |
|----------|-------------|
| Level 1: | 1 📲 2 🎡 |
| Level 2: | 1 🗲 2 🚳 1 💵 |
| Level 3: | 2 = 2 1 1 |
| Level 4: | 1 🗲 3 🎡 2 💵 |
| | |

Tan Hydo

| Price: | 300 SD |
|----------|-------------|
| Level 1: | 1 📲 2 🎡 |
| Level 2: | 1 🗲 2 🎡 1 💵 |
| Level 3: | 2 = 2 1 44 |
| Level 4: | 1 🗲 3 🎡 2 💵 |
| | |

Tan Wind

| Price: | 300 SD |
|----------|--------------|
| Level 1: | 1 == 2 @ |
| Level 2: | 1 🗲 2 🚳 1 💵 |
| Level 3: | 2 == 2 📦 1 🕸 |
| Level 4: | 1 🗲 3 🎡 2 💵 |
| | |



Importance Orderings: Early to Late Game: Equal

Knowledge to Influence:

- Maximum Level 3 - produces 3

- Aggregate costs the same across levels

- Minimum aggregate resources needed: 5

- Maximum aggregate resources needed: 9

- Minimum of any given resource needed: 1

- Maximum of any given resource needed: 4

Energy to Materials: Health - Knowledge - Influence - Force

Technology to Products: Knowledge - Health - Force - Influence

Health - Knowledge - Influence - Force

All transfer institutions are energy heavy, but SE rails is more material dependent, and relies more on influence, whereas NW Airways is more technology and knowledge dependant.

Transfer institutions cost less in SD than their other institutional counterparts.