

Source code Pro Regular  
Source code Pro Semibold  
Source code Pro Bold

TYPOGRAPHY & COLOR

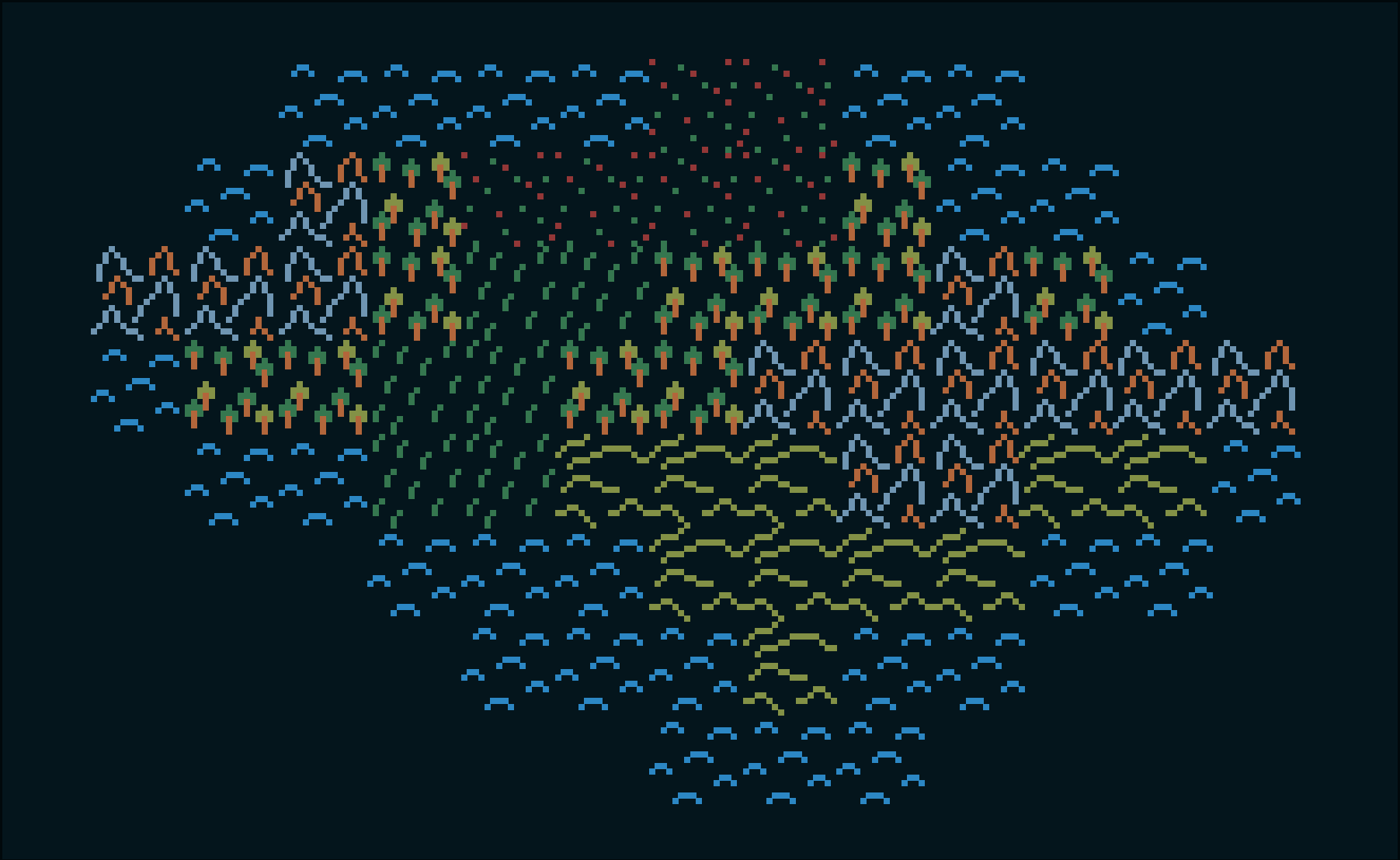
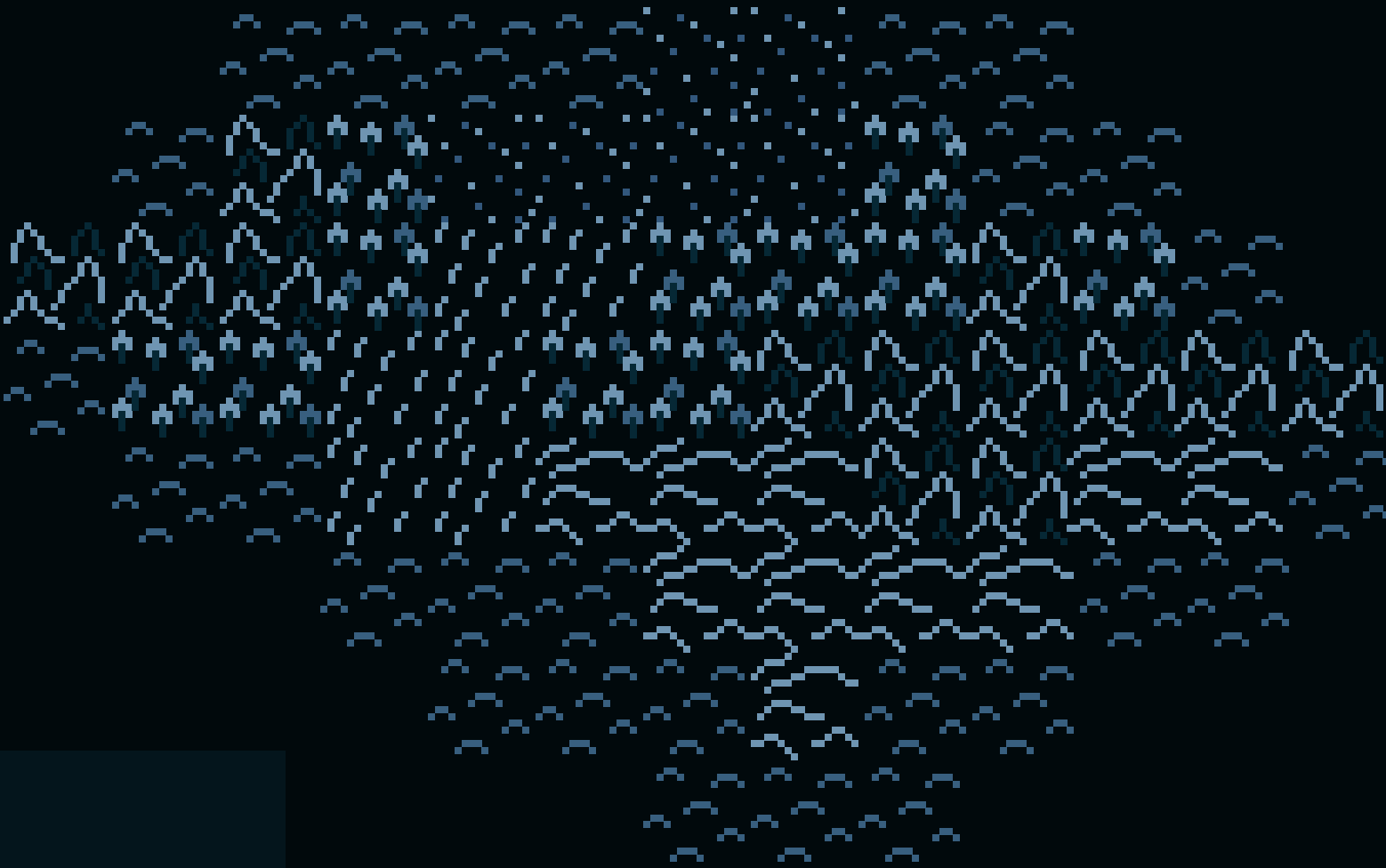
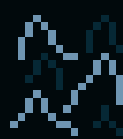
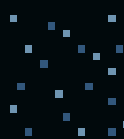
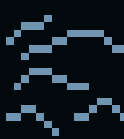
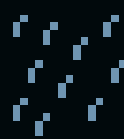
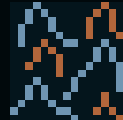
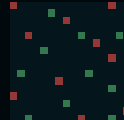
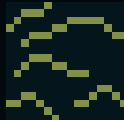
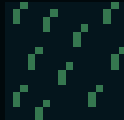
#!/ Attention : \_Corrupted Data ./

Setting new database.../ DONE  
Sorting all newly found arrays ./

Status Hull : Terminated  
Status Cabin : Terminated  
Status Machine Room : Terminated  
Status Engines : Destroyed

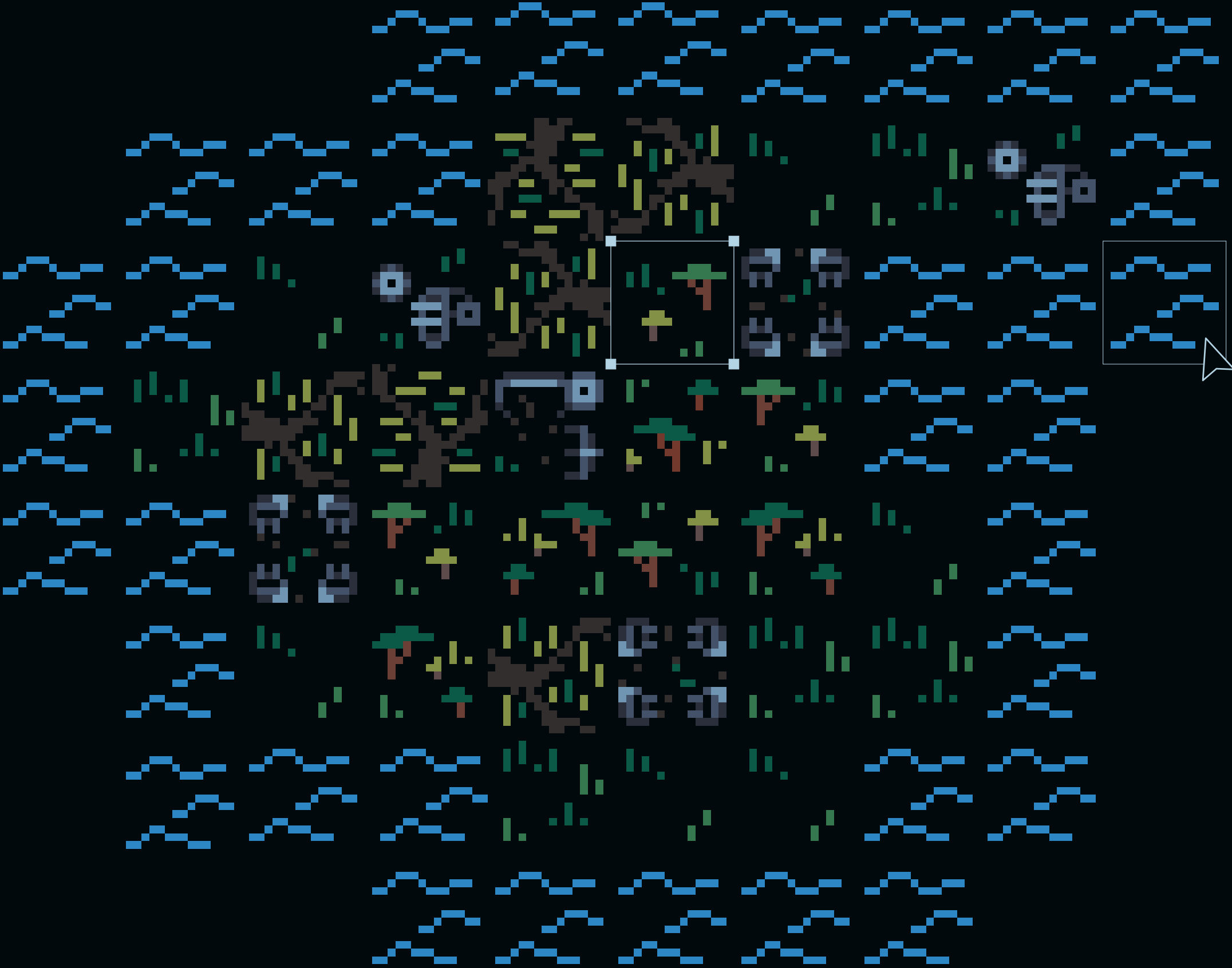
Starting search for new vessel ./  
Loading modules.../ DONE  
Activating terrain scan...

Vessel type\_A D-147 found  
Status : Valid



Progress :

Displays the current Progress of the Arch ship's construction.



Characters :

Selected 4 / 16

Tom

Status : Exploring  
Field

Alex

Status : Working  
Research Center

Bob

Status : Working  
Research Center

Jack

Status : Working  
Research Center





32 %



256 / 1000 (+4)



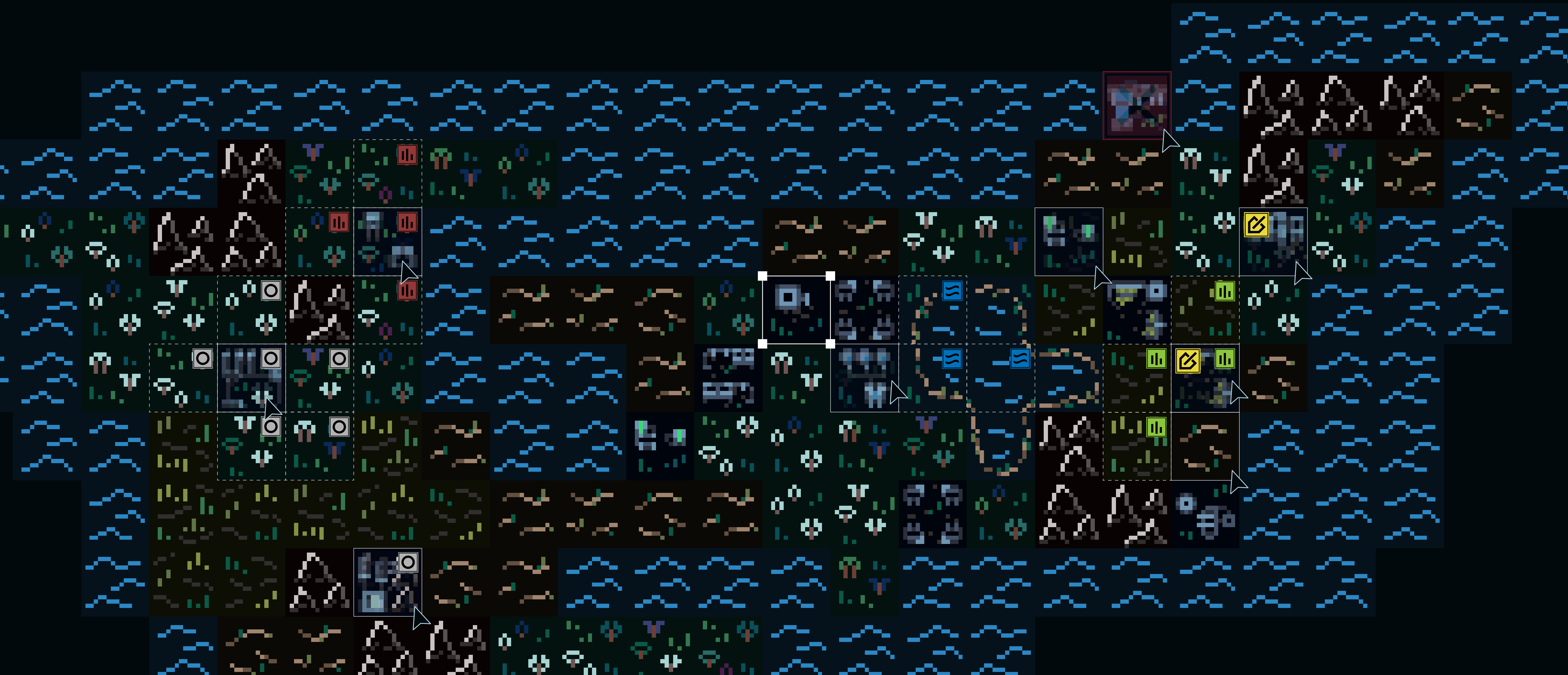
68 / 1000 (+2)



1289 / 2500 (+12)



514 / 1000 (+8)



No Shed Available !  
Build a Shed in order to store the resources produced by this building.

2/3 (+12)

286/400 4/4  
110 (+16)

1/1 + 2/3

The Arch Ship

Next Construction Step : Hull

Cost: 1000/2500 X 350/950 X

Build

Produce Oxygen Canisters from Forest tiles containing white trees. The more tiles in its area of effect, the more production.

Cost: 10 05 | Requires: Oxygen

Oxygen Canisters

Consumed by the Crew. Vital to the Colony. Running out of Oxygen Canisters will quickly begin to kill the members of the crew.

Brave Status : Ok

HP : 100/100

Indes

Empty

Consumption Rate : -12 -16

Crew 7/15

Alyf

Brave

Delta

Echo

Fox

Golem

Hoth

Indes Revive -45 -500

July // Status Deceased

Kylo // Status Deceased

Limo // Status Deceased

Miqu // Status Deceased

Farm

Hunt Camp

Cookery

Water Extractor

Water Purifier

Oxygen Gatherer

Oxygen Excavator

Shed

Storage

Pharmacy

Prefabs

Cloning Bay

Excavation Grounds

Destroy