

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

TYPOGRAPHY & COLOR

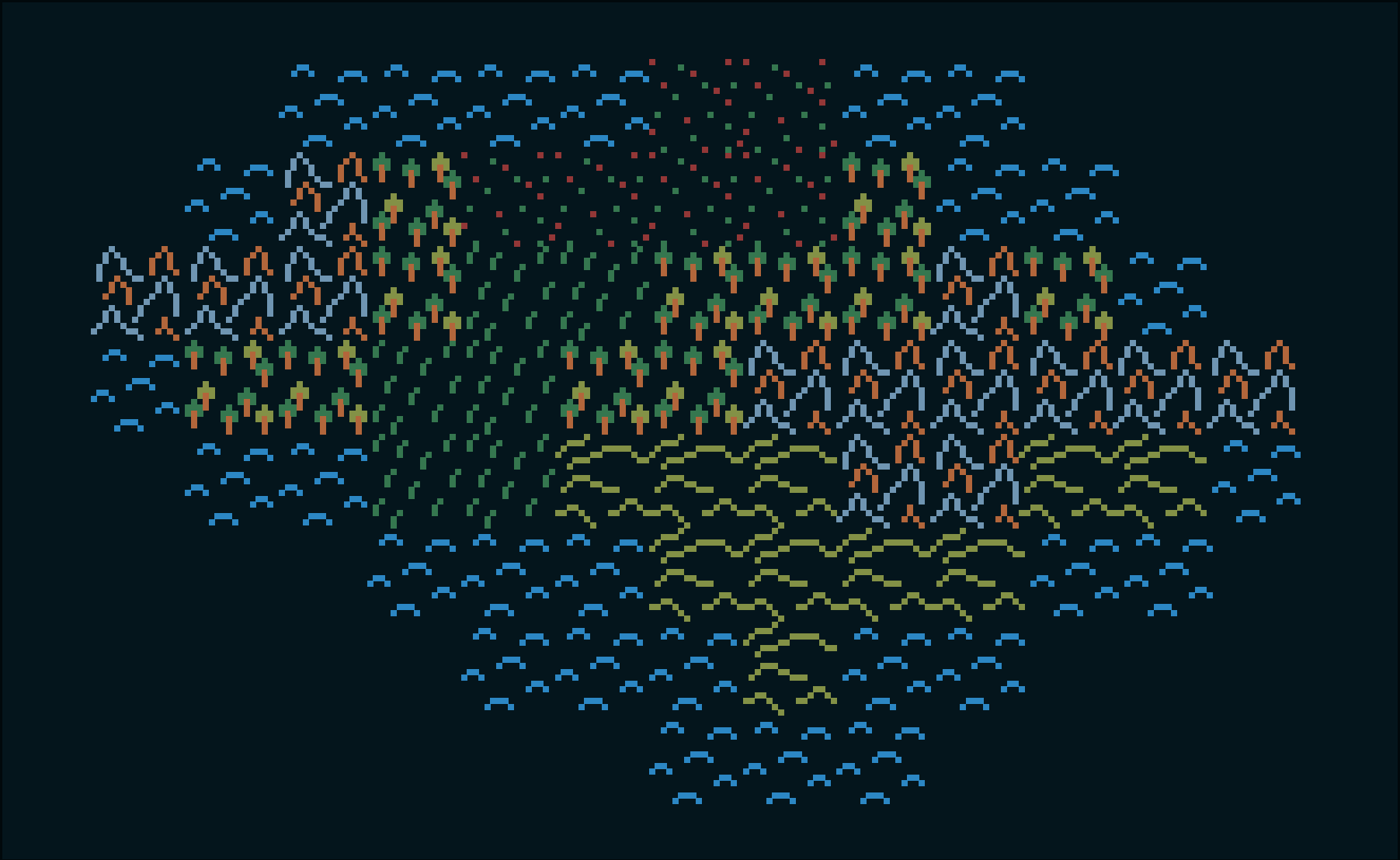
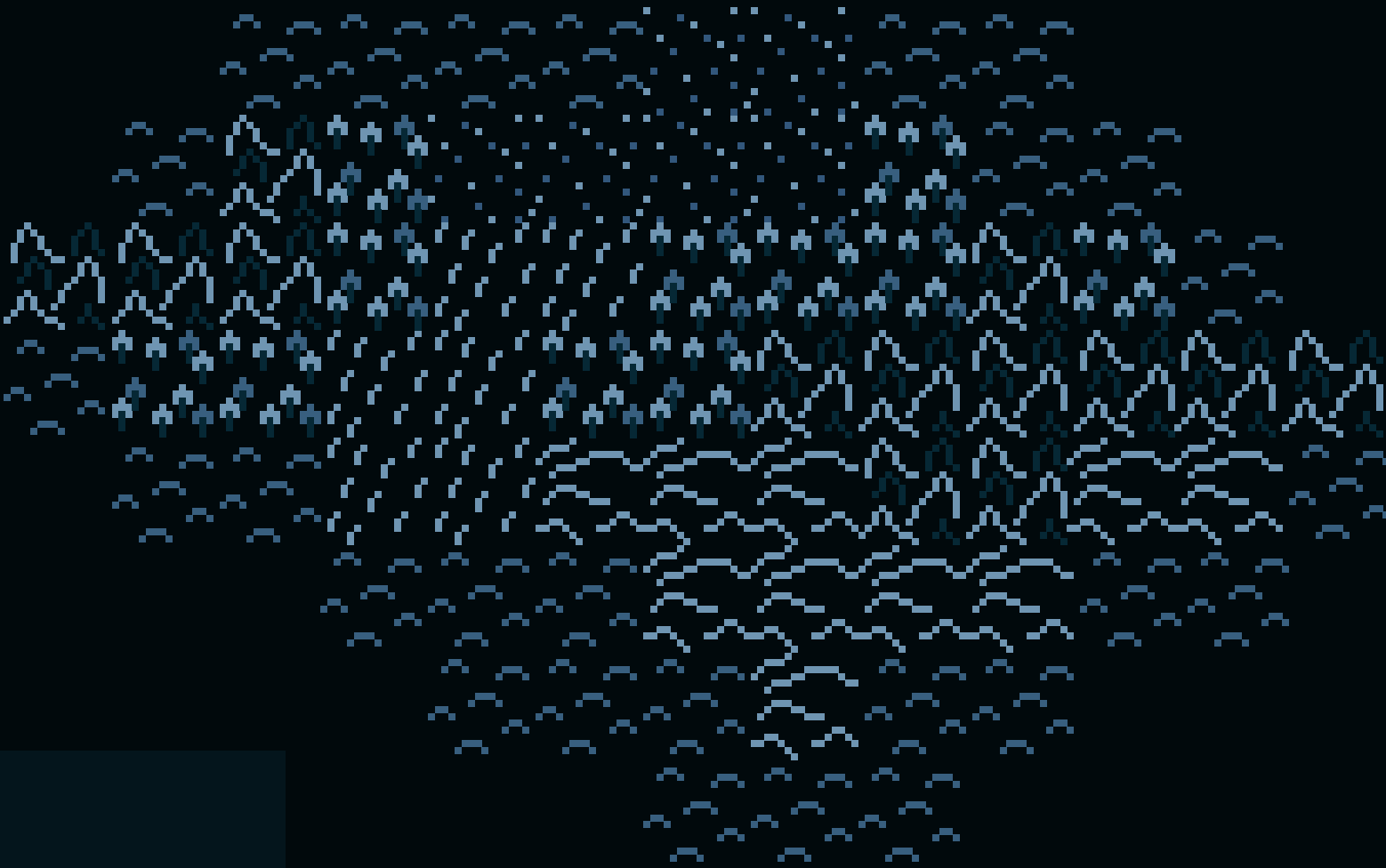
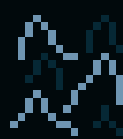
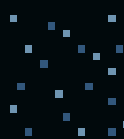
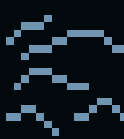
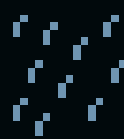
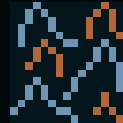
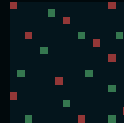
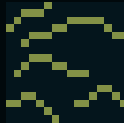
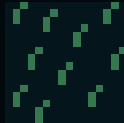
#!/ Attention : _Corrupted Data ./

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

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

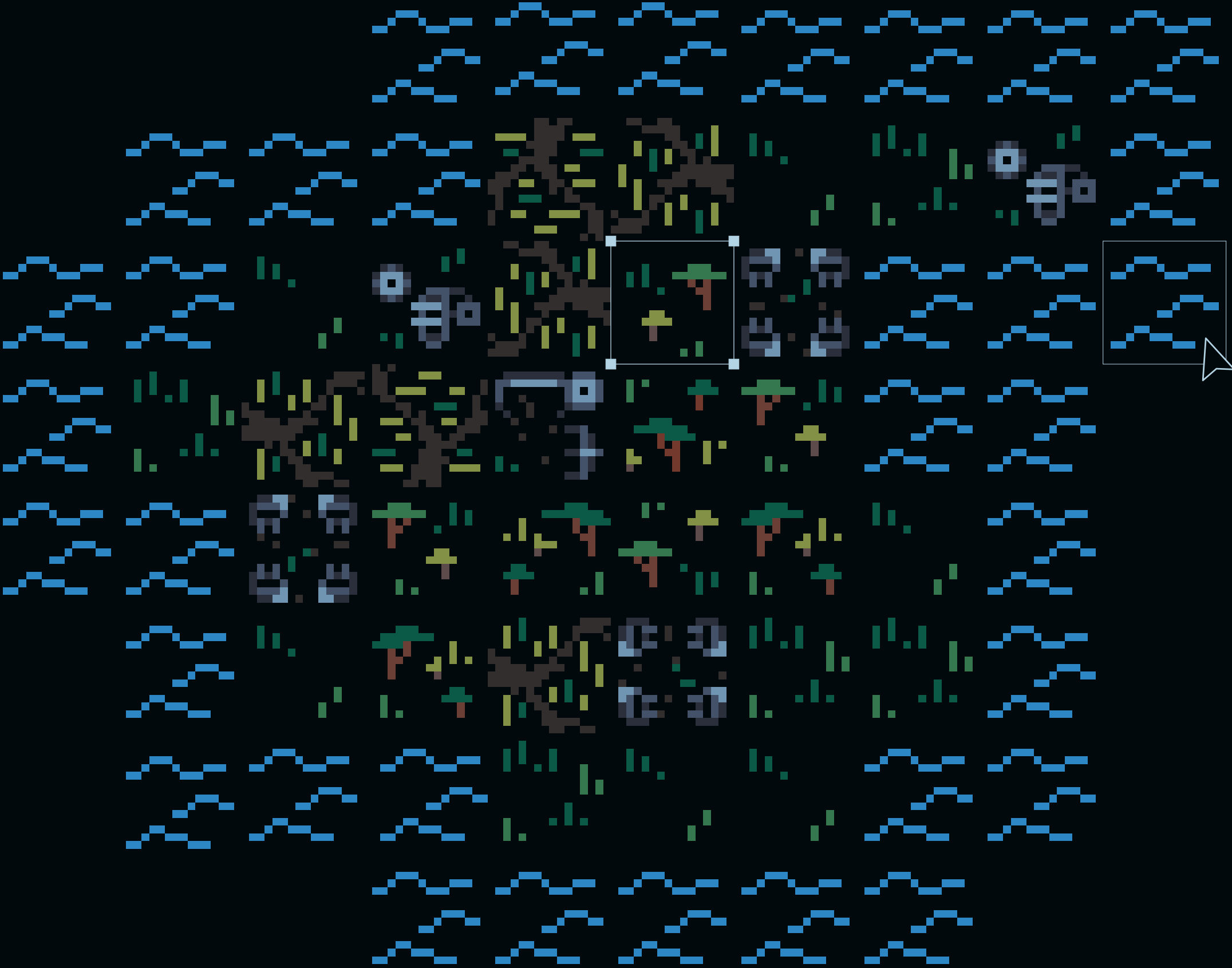
Starting search for new vessel ./
Loading modules.../ DONE
Activating terrain scan...

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)



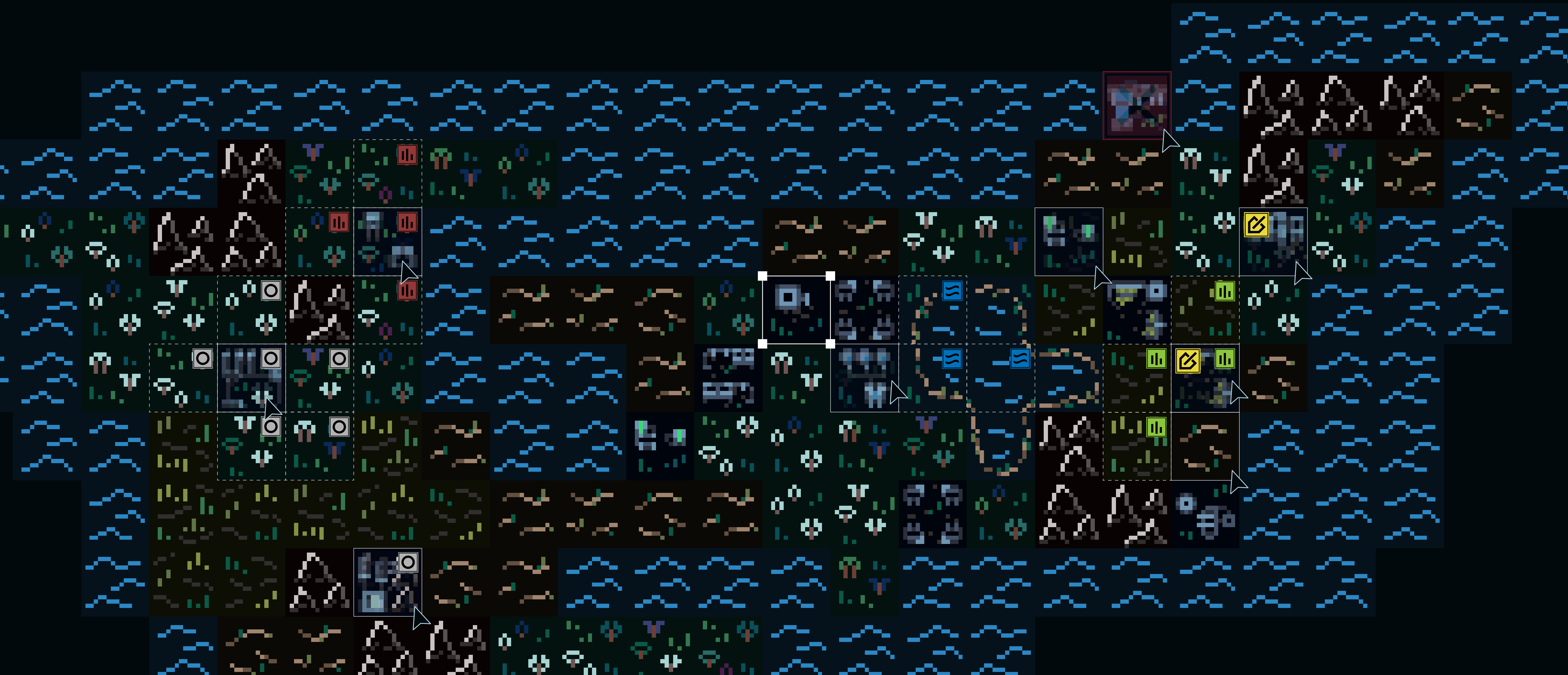
68 / 1000 (+2)



1289 / 2500 (+12)



514 / 1000 (+8)



The progression of the Construction of the Arch Ship. Complete building the Ship to escape the Planet !

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.

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

Farm

Extra consumption for this building's workers :

+ 6 oxygen

+ 8 food

Kylo

Indes

Empty

Consumption Rate : -12 -16

The Arch Ship

Next Construction Step : Hull

Cost: 1000/2500 X 350/950 X

Build

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

Cost: 10 05 | Requires: Oxygen

Crew15

Alyf

Brave

Delta

Echo

Fox

Golem

Hoth

Indes

July

July

July

July

Revive

Status Deceased

Status Deceased

Status Deceased

Status Deceased

Farm

Hunt Camp

Cookery

Water Extractor

Water Purifier

Oxygen Gatherer

Oxygen Excavator

Shed

Storage

Pharmacy

Prefabs

Cloning Bay

Excavation Grounds

Destroy