

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

TYPOGRAPHY & COLOR

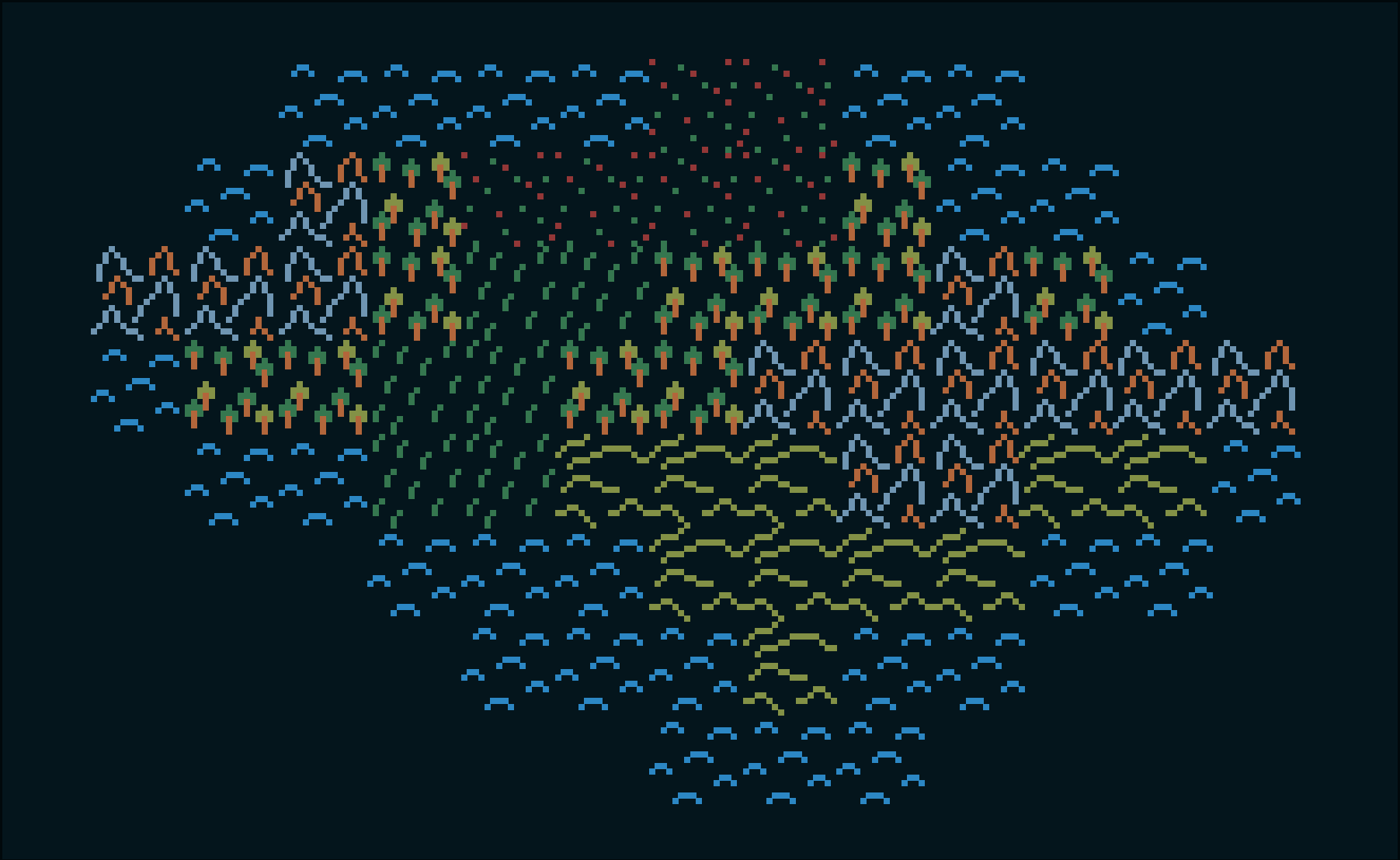
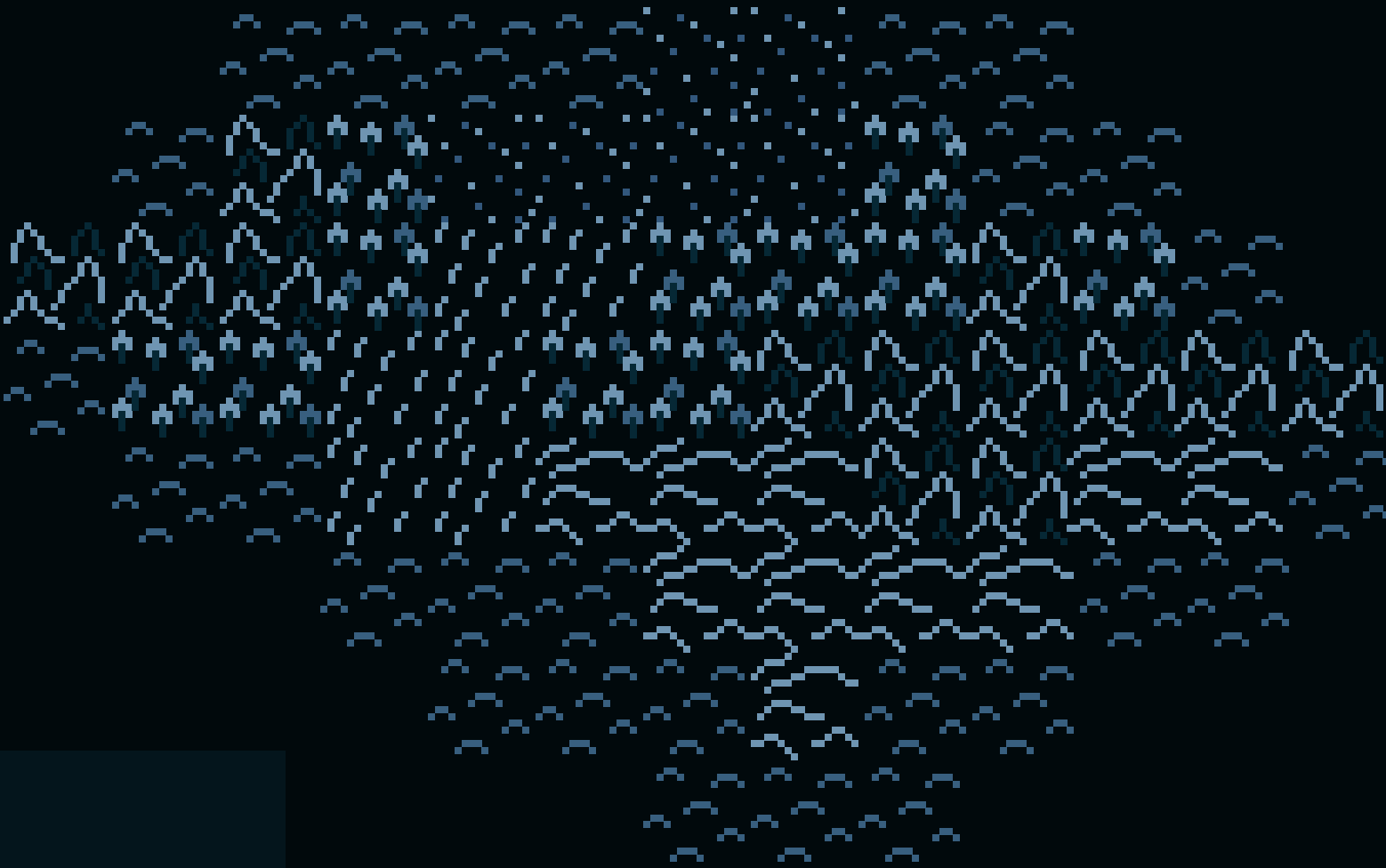
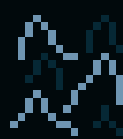
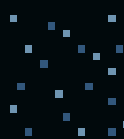
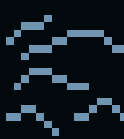
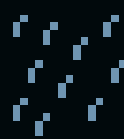
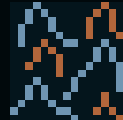
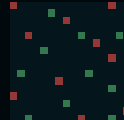
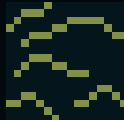
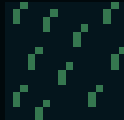
#!/ Attention : _Corrupted Data ./

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

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

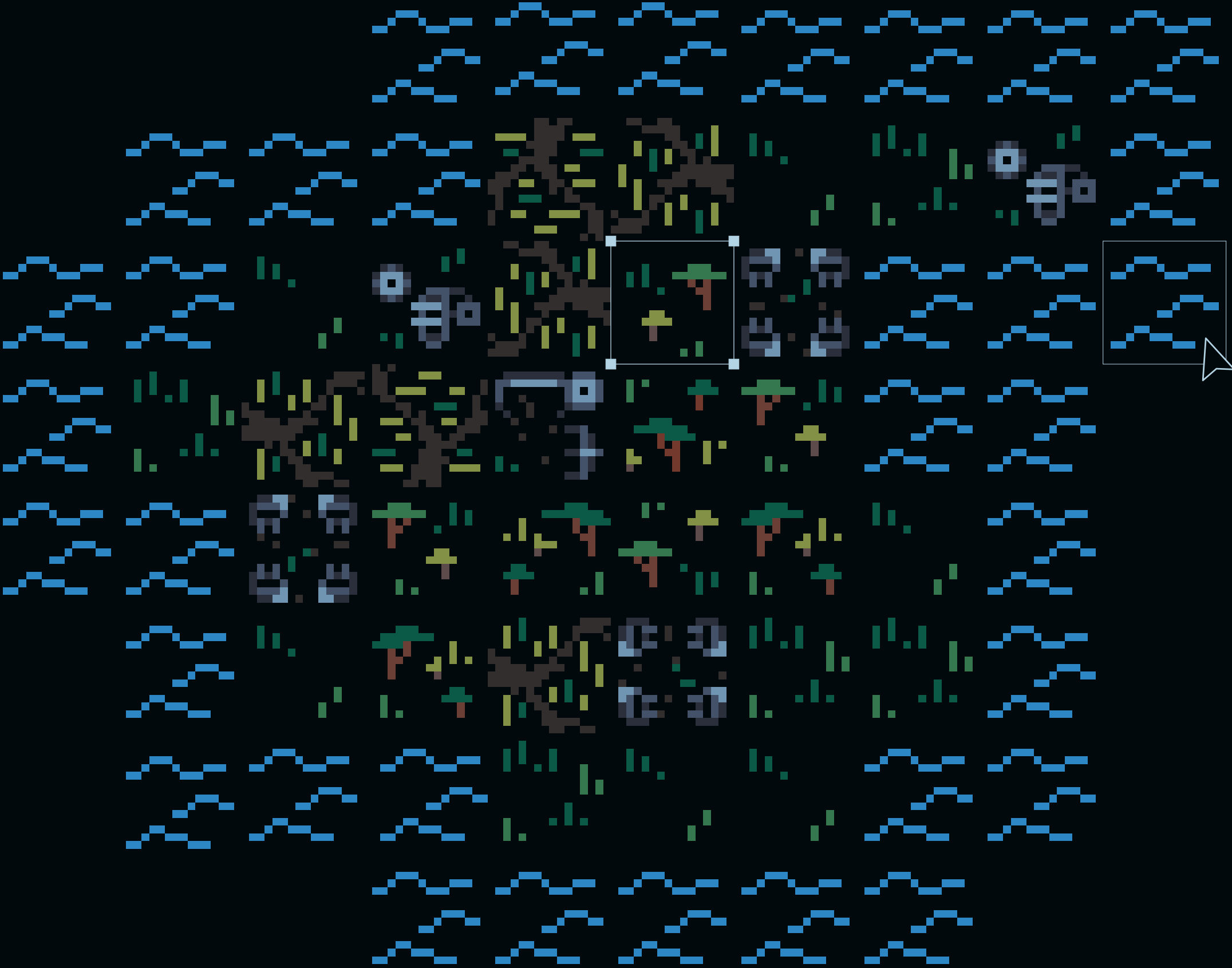
Starting search for new vessel ./
Loading modules.../ DONE
Activating terrain scan...

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)



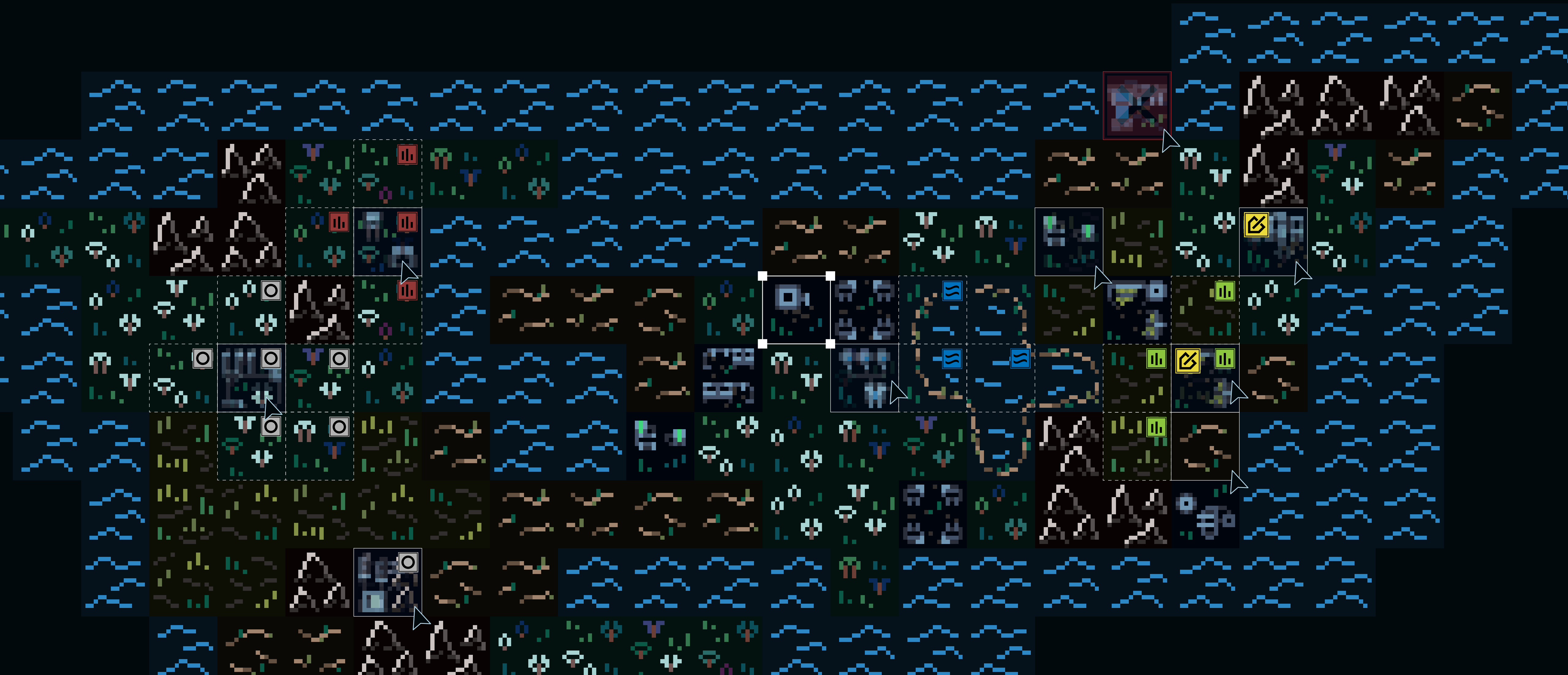
68 / 1000 (+2)



1289 / 2500 (+12)



514 / 1000 (+8)



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.

2/3 (+12)



Brave

Status : Ok

HP : 100/100



Affected to :
Pharmacy

Consumption :
w/ Building :

-2

-1

-6

-2

Indes

Empty

Production :
+16Consumption :
-4 -2

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

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