

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

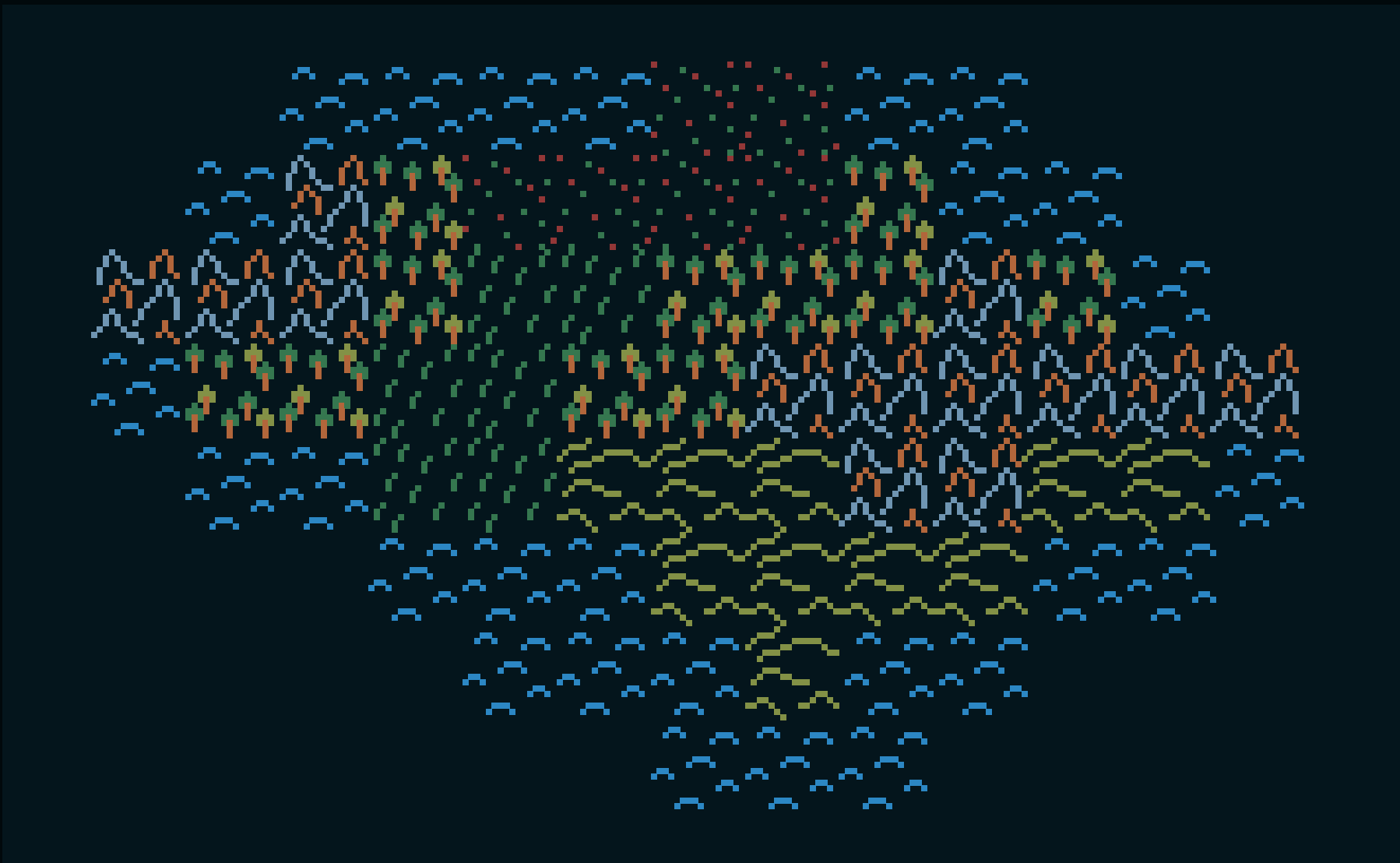
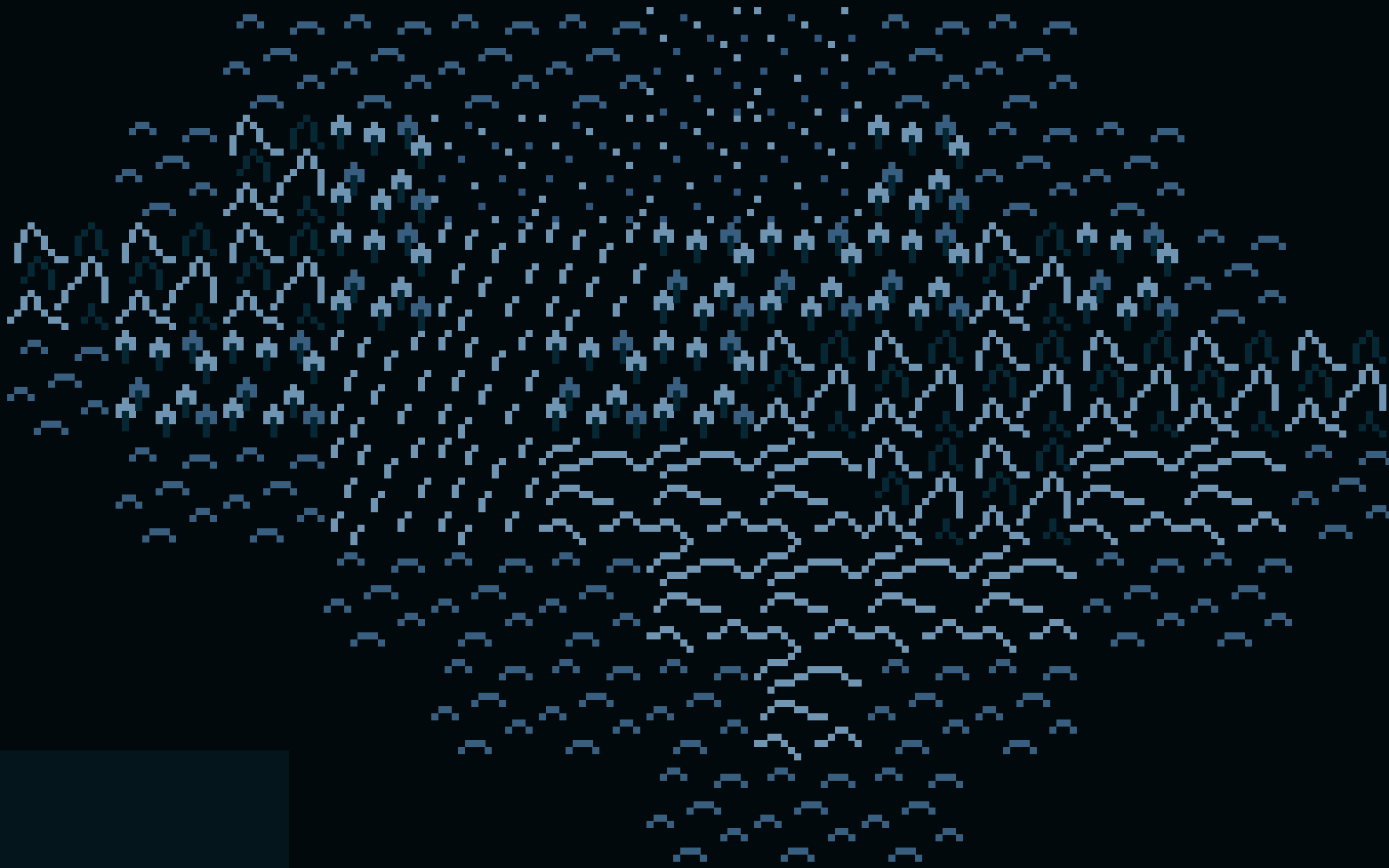
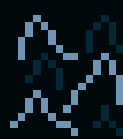
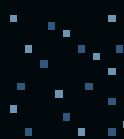
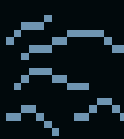
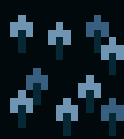
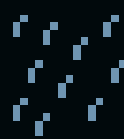
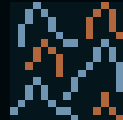
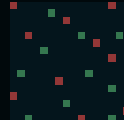
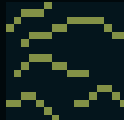
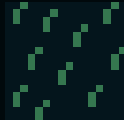
Starting search for new vessel ./

Loading modules.../ DONE

Activating terrain scan...

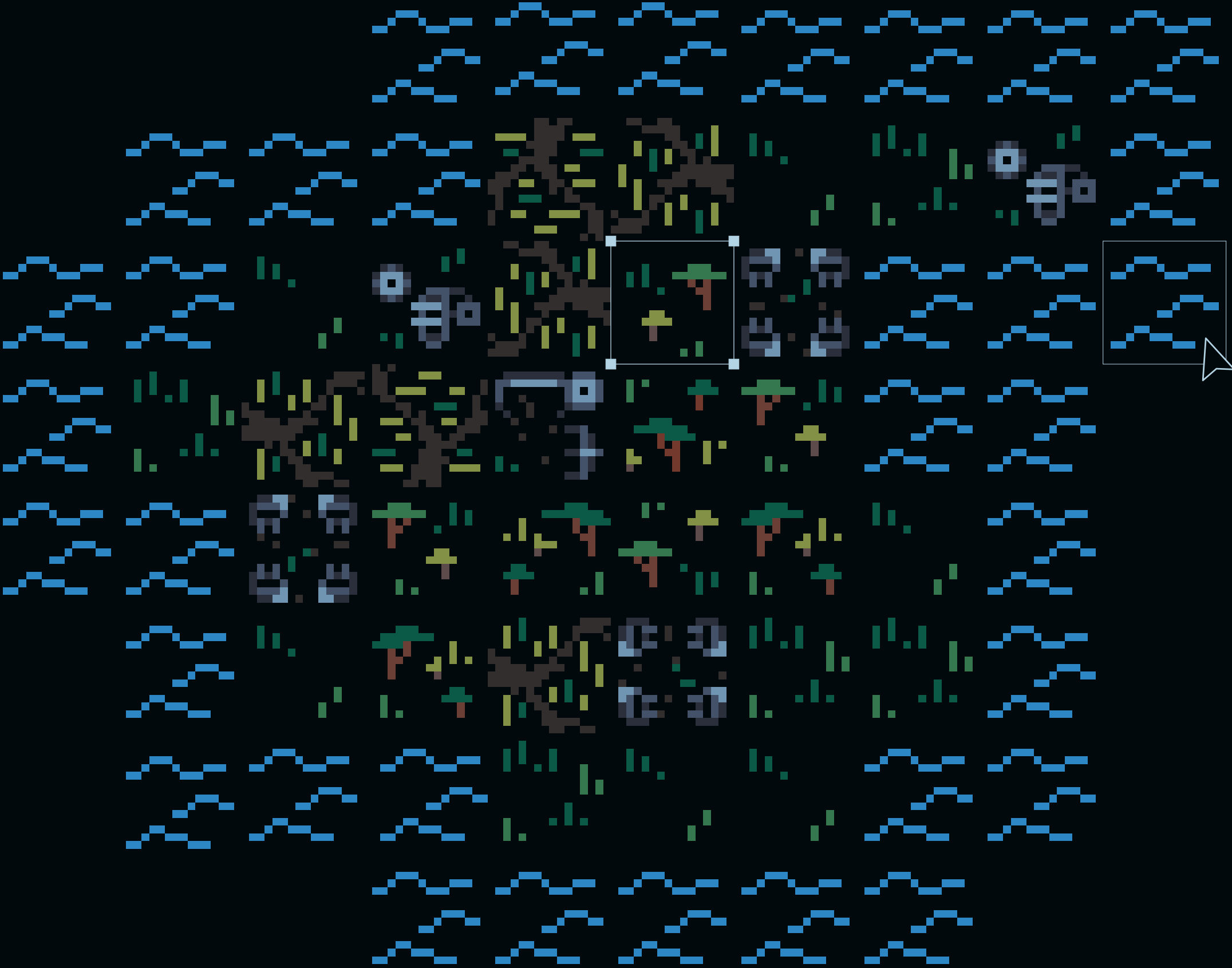
Vessel type_A D-147 found

Status : Valid



Progress :

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



Characters :

Selected 4 / 16

Tom	<div><div></div><div></div></div> <div>Status : Exploring Field</div> <div>⌵</div>
Alex	<div><div></div><div></div></div> <div>Status : Working Research Center</div> <div>⌵</div>
Bob	<div><div></div><div></div></div> <div>Status : Working Research Center</div> <div>⌵</div>
Jack	<div><div></div><div></div></div> <div>Status : Working Research Center</div> <div>⌵</div>





32 %



256 / 1000 (+4)



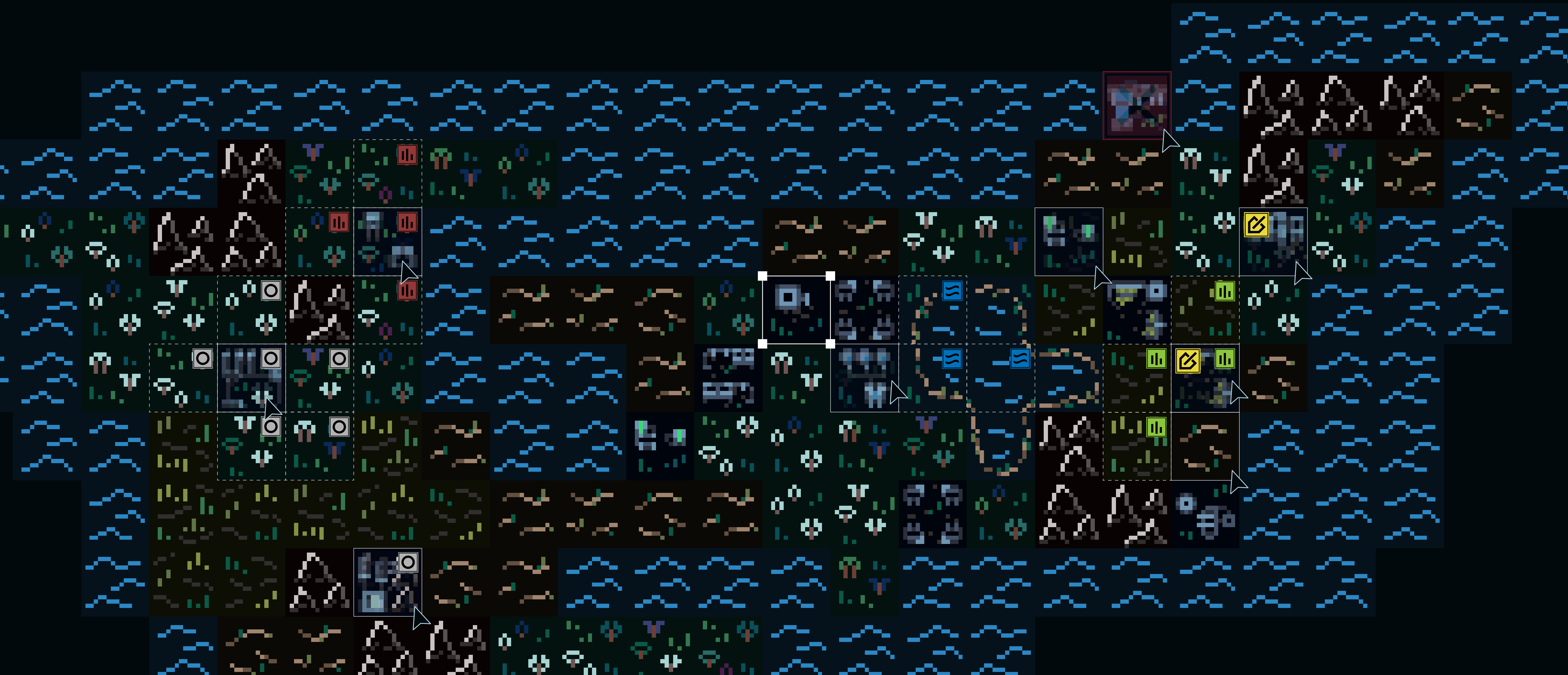
68 / 1000 (+2)



1289 / 2500 (+12)



514 / 1000 (+8)





32 %

256 / 1000 (+4)

68 / 1000 (+2)

1289 / 250 (+12)

514 / 1000 (+8)

Crew

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)

2/3 (+12)

286/400 4/4
110 (+16)

1/1 + 2/3

Brave Status : Ok

HP : 100/100

Affected to : Pharmacy	Consumption : -2 w/ Building : -6
Affected to : None	Consumption : -2 w/ Building : -2

Indes Empty

Production : +16	Consumption : -4
------------------	------------------

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