

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

TYPOGRAPHY & COLOR

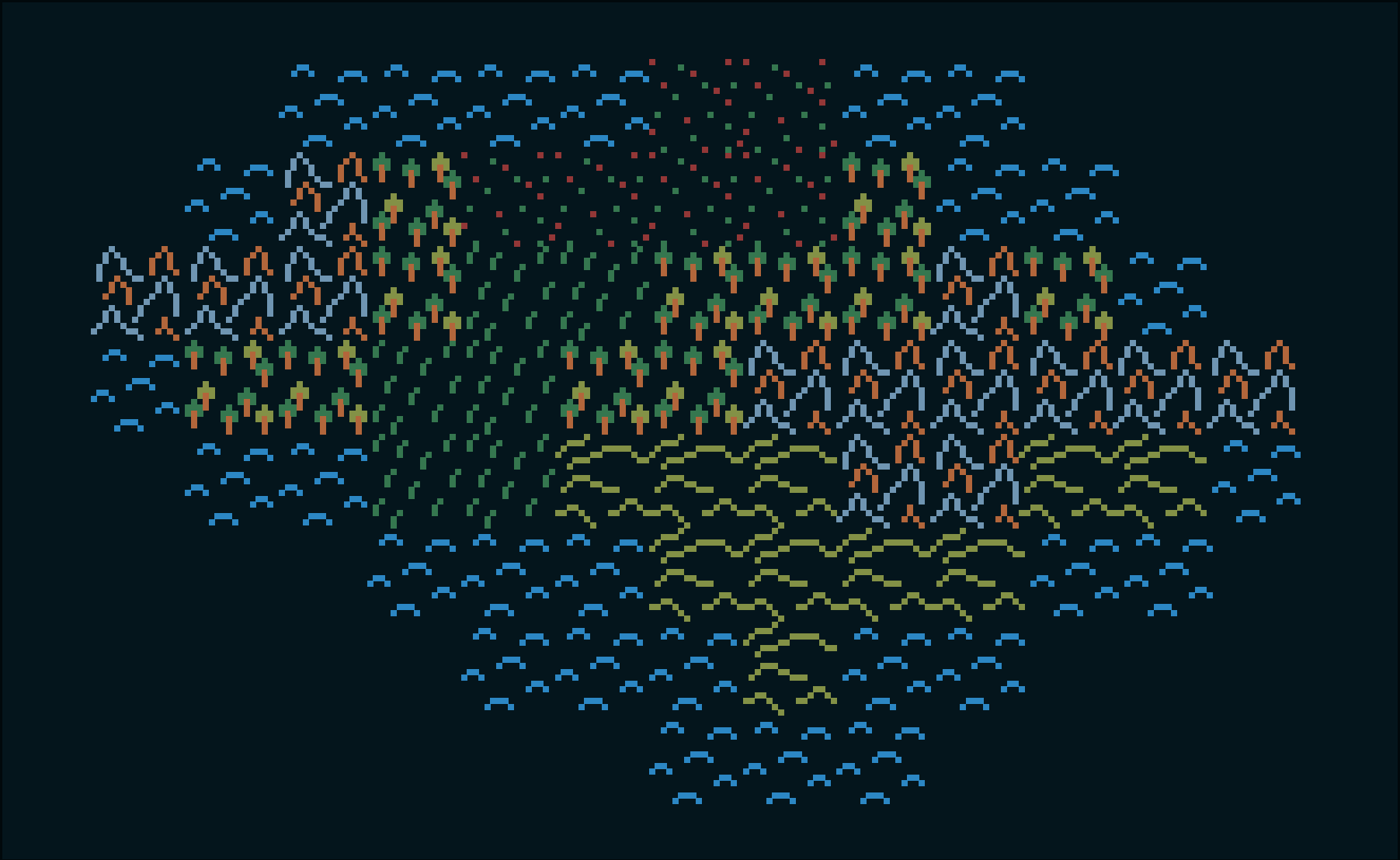
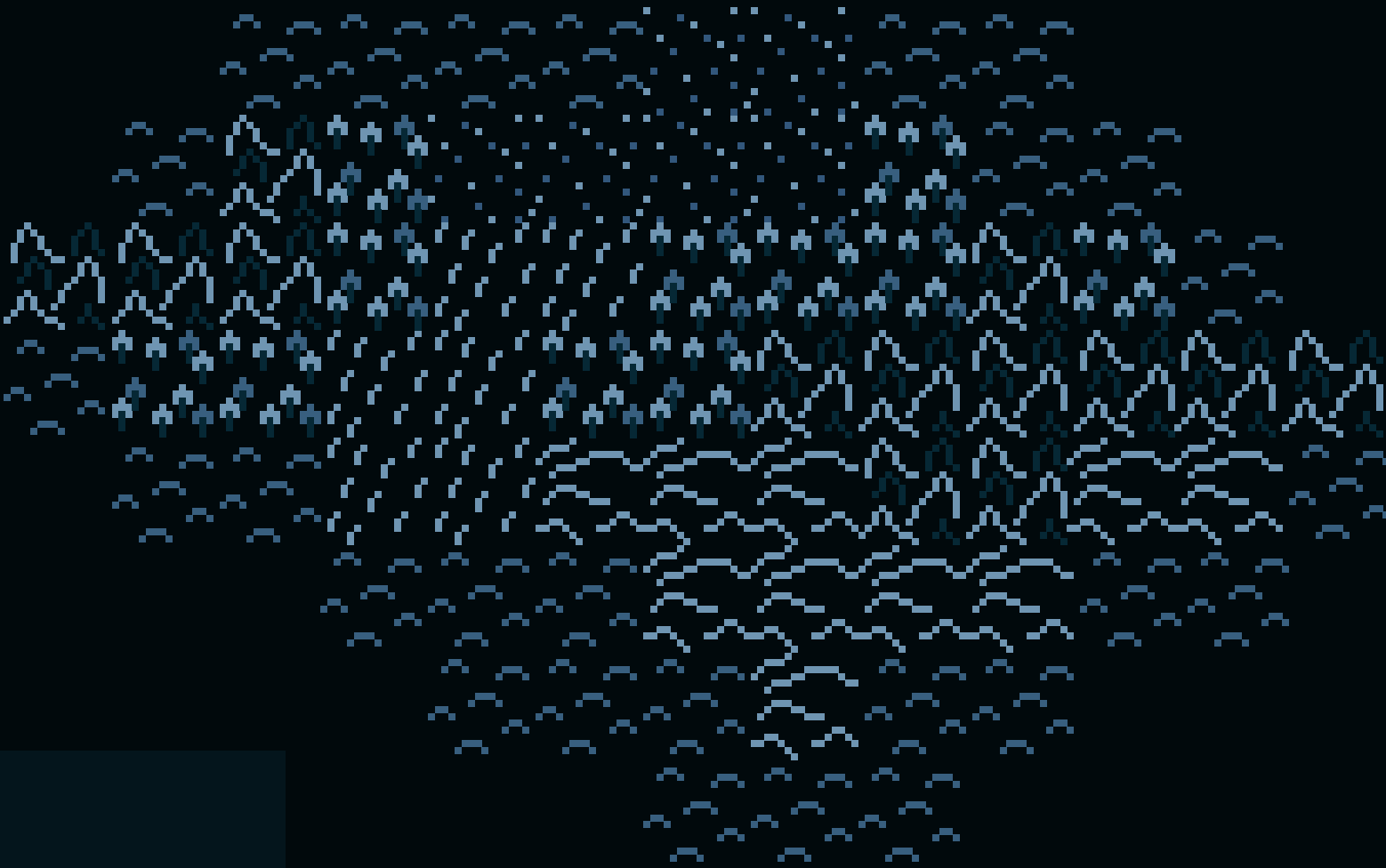
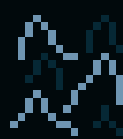
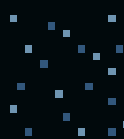
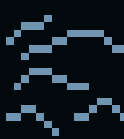
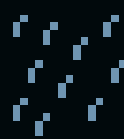
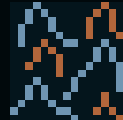
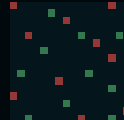
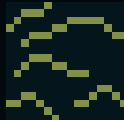
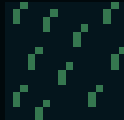
#!/ Attention : _Corrupted Data ./

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

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

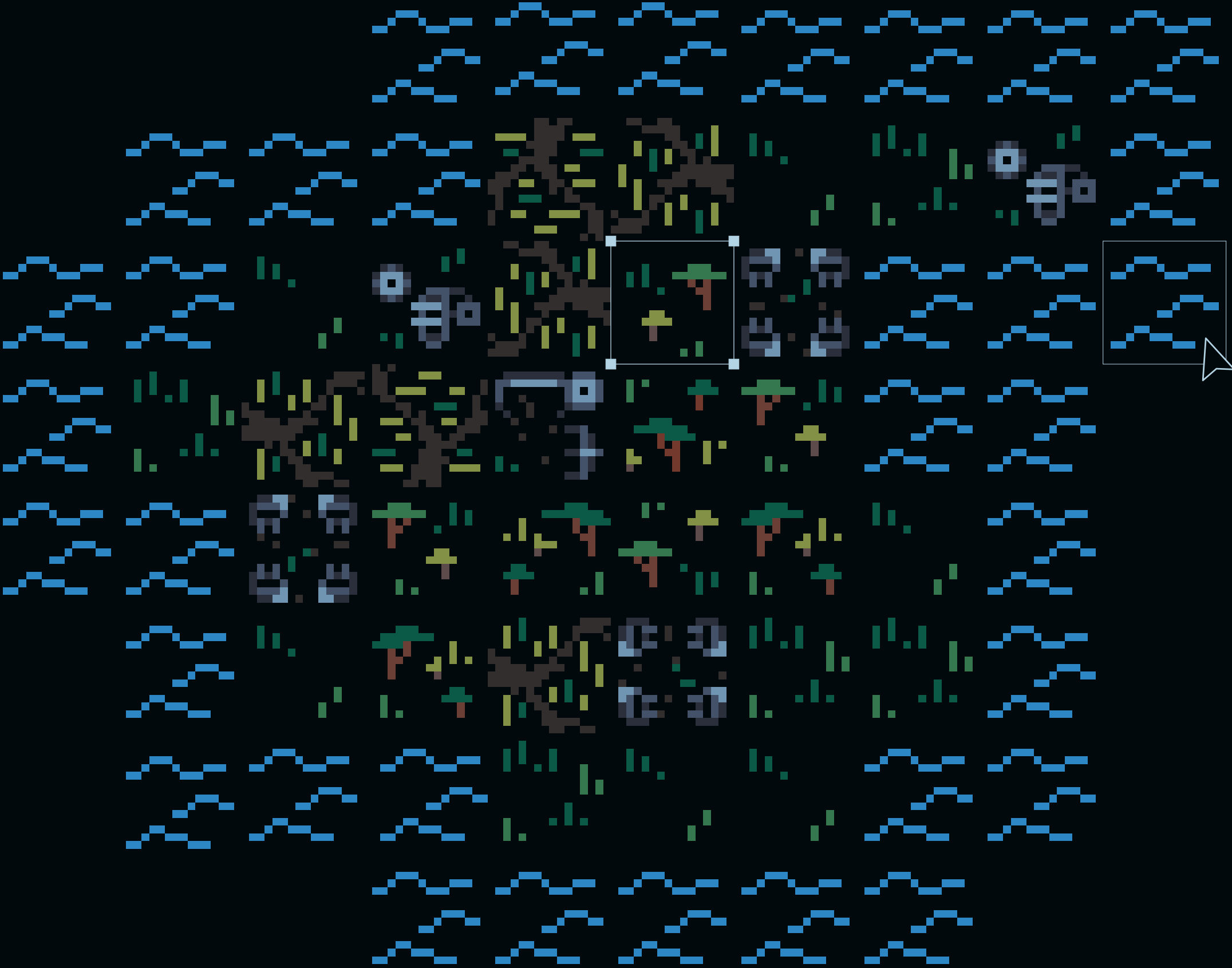
Starting search for new vessel ./
Loading modules.../ DONE
Activating terrain scan...

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)



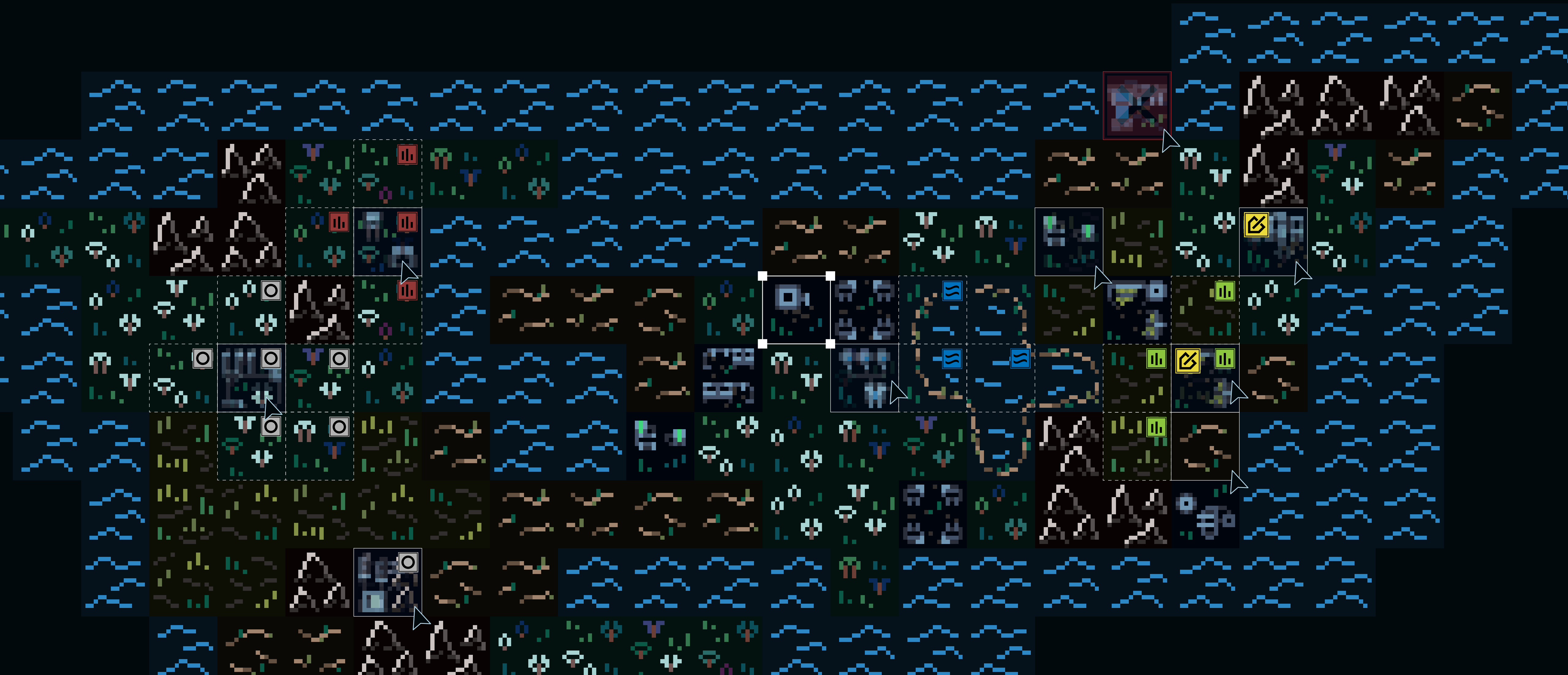
68 / 1000 (+2)



1289 / 2500 (+12)



514 / 1000 (+8)





32 %

256 / 1000 (+4)

68 / 1000 (+2)

1289 / 250 (+12)

514 / 1000 (+8)

Crew

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.

2/3 (+12)



2/3 (+12)

286/400 4/4

110 (+16)

Farm

Extra consumption for this building's workers :

+ 6 oxygen + 8 food

Kylo

Indes

Empty

Consumption Rate : -12 -16

2/3 (+16)

0/3

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

Farm

Hunt Camp

Cookery

Water Extractor

Water Purifier

Oxygen Gatherer

Oxygen Excavator

Shed

Storage

Pharmacy

Prefabs

Cloning Bay

Excavation Grounds

Destroy