

# Resources

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Resources can be classified into two broad categories: raw resources and processed resources. The relationship between raw and processed resources is often interconnected, as processed resources often rely on raw resources as their source material. For example, iron bar is processed from iron ore, and charcoal is processed from raw wood.

## Raw Resources

Raw resources refer to the basic materials or commodities that are used to produce finished goods or products. These resources can be extracted from nature, such as minerals, timber, animals. Raw resources are typically unprocessed or minimally processed and require additional refinement, manufacturing, or processing before they can be used for their intended purpose. Examples of raw resources include crude oil, iron ore, niter ore, stone, cotton and timber.

### Wood

Can be used to construct structures and craft various tools, facilities, and furniture.



### Stone

Can be used to upgrade structures and craft various tools and facilities.



### Iron Ore

Can be processed into Iron Bars or Steel Bars for upgrading structures. It can be used to craft various weapons, gear, and facilities.



### Niter Ore

This is the core material used for crafting all sorts of ammo, throwables, and Explosive.



### Steel Slag

This is the core material used for producing Steel Bars



### Fuel

Fuels all sorts of vehicles and territory facilities to yhe power grid.



## Bone

After being processed into glue, it can be used for crafting armor, gun attachments, and elite medical supplies.



## Cotton

Can be used for crafting medical supplies, Dynamite Bundles , etc.



## Hide

Can be used to craft armor, gun attachments, and furniture.



# Processed Resources

Processed resources refer to the materials or commodities that have undergone some level of refinement, manufacturing, or processing to create a finished product or intermediate good. These resources have typically been transformed in some way from their raw state to make them more useful or valuable. Examples of processed resources include iron bar, steel bar, refined and charcoal. These resources are often used as inputs for further manufacturing or production processes to create more complex products.

## Charcoal

Can be processed into gunpiwder and other explosive materials, then into all sorts of weapon ammo, throwables, and explodeves.



## Iron Bar

Can be used to upgrade structures and craft various weapons, gear and facilities.



## Steel Bar

Can be used to upgrade structures and craft various elite weapons, gear, and facilities.



## Niter Powder

This is the core material used for processing gunpowder and other explosive materials, then into all sorts of weapon ammo, throwables, and explosives.



## Gunpowder

This is the core material used for crafting ammo and throwables.



## Explosive Material

This is the core material used for processing gunpowder and other explosive materials, then into all sorts of weapon ammo, throwables, and explosives.



## Glue

Can be used to craft various armor, gun attachments, and radical supplies.

