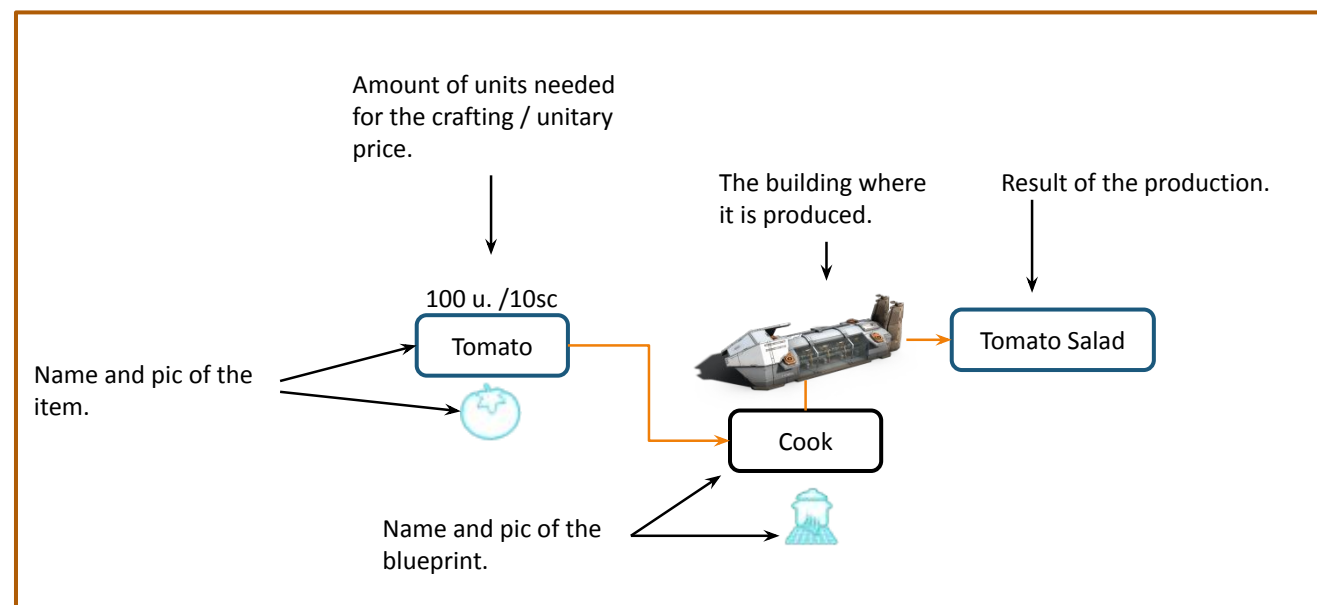


# PROJECT AURA

## RESOURCES SCHEME

### 1.1 VERSION

key



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# Profiles in Project AURA

Work positions have an ideal profile to be developed, it is indicated in the next pages with the helmet representative of the profile on top of the building. This way, farmer profile will be ideal for the Greenhouse; heavy operators for Electro Refinery, etc.

If you place a worker in an ideal position, he wins a morale bonus, on the other hand, if the place is inappropriate he receives a morale penalty. However, there are also compatible profiles with no effect on morale.

Neutral:  
**White** influence to promo:



Director

\*Compatible  
with any profile.

Aligned with Conservatives Corp.  
**Magenta** influence to promo:



Pilot



Versatile

Aligned with Conservatives Corp.  
**Green** influence to promo:



Recycler



Farmer



Artisan

Aligned with Neo Industrial Corp.  
**Yellow** influence to promo:



Operator



Heavy Operator



Technician

Aligned with Cosmos Corp.  
**Blue** influence to promo:



Scientist



Sanitarian



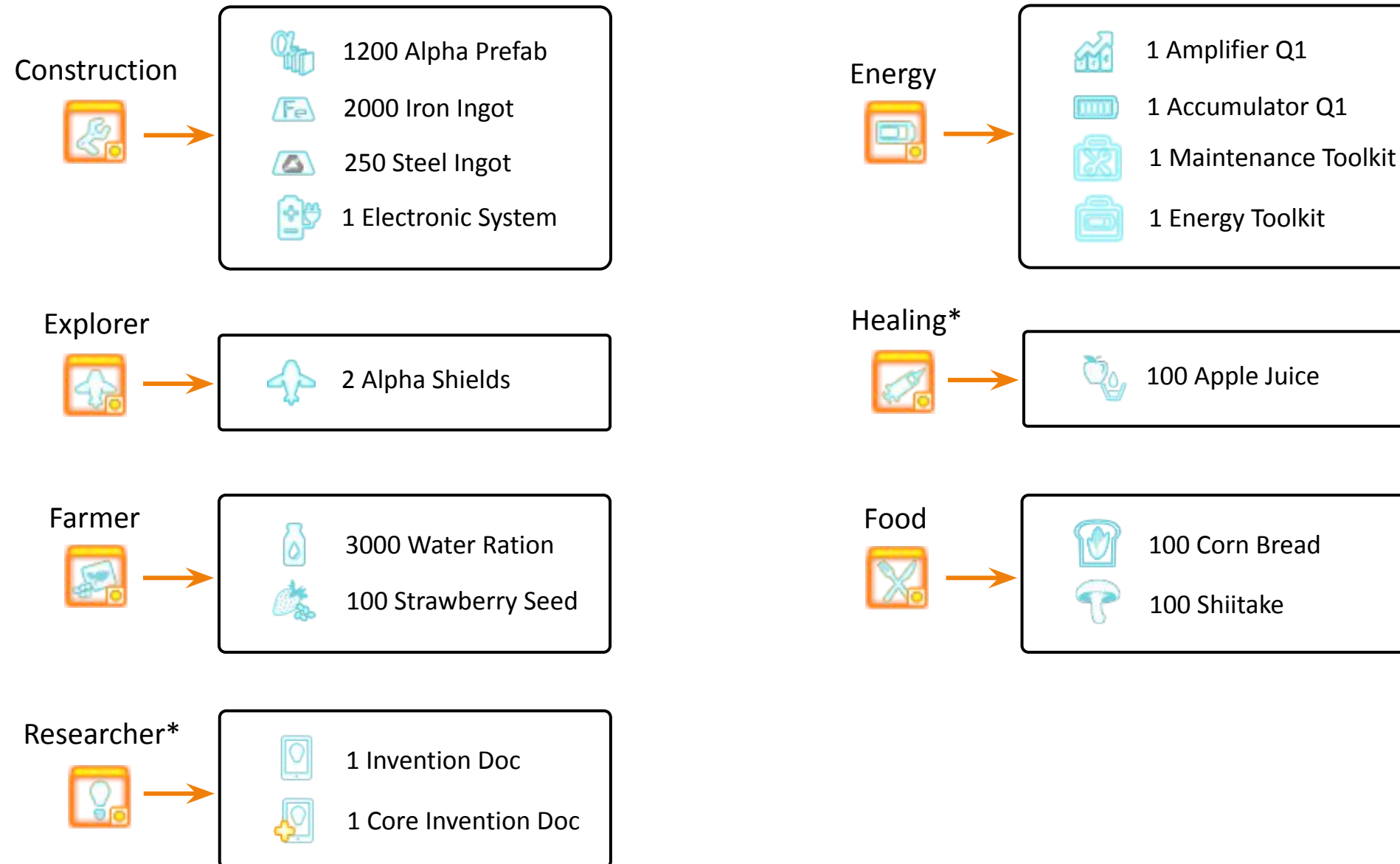
Programmer

Indicated by dashed lines the compatible profiles are:

Versatile	Any
Recycler	Operator
Artisan	Technician
Programmer	Researcher

\*Your colonists will gain experience while developing their tasks assigned. When reaching level 10, they are ready to promote to next rank and to do so you will need influence of the color of the Corporation they are aligned to. So: Green influence to promo a farmer, Blue influence to promo a scientist, etc..

## Packs Content:



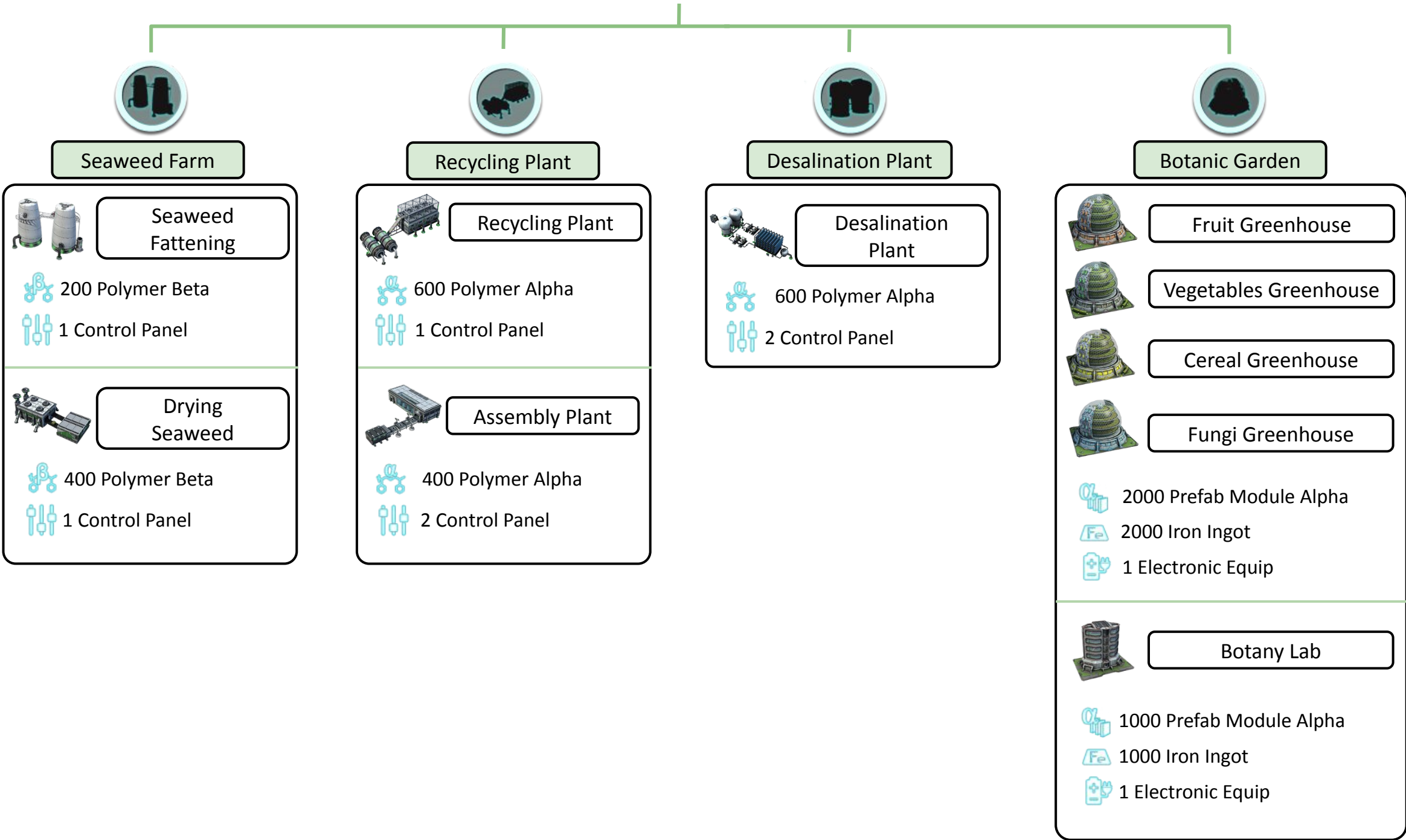
\*Healing pack also includes 100 treatment points for Hydration/Nutrition/Morale.

\*Researcher pack may contain additional colored core documents.

Buildings Materials Required:

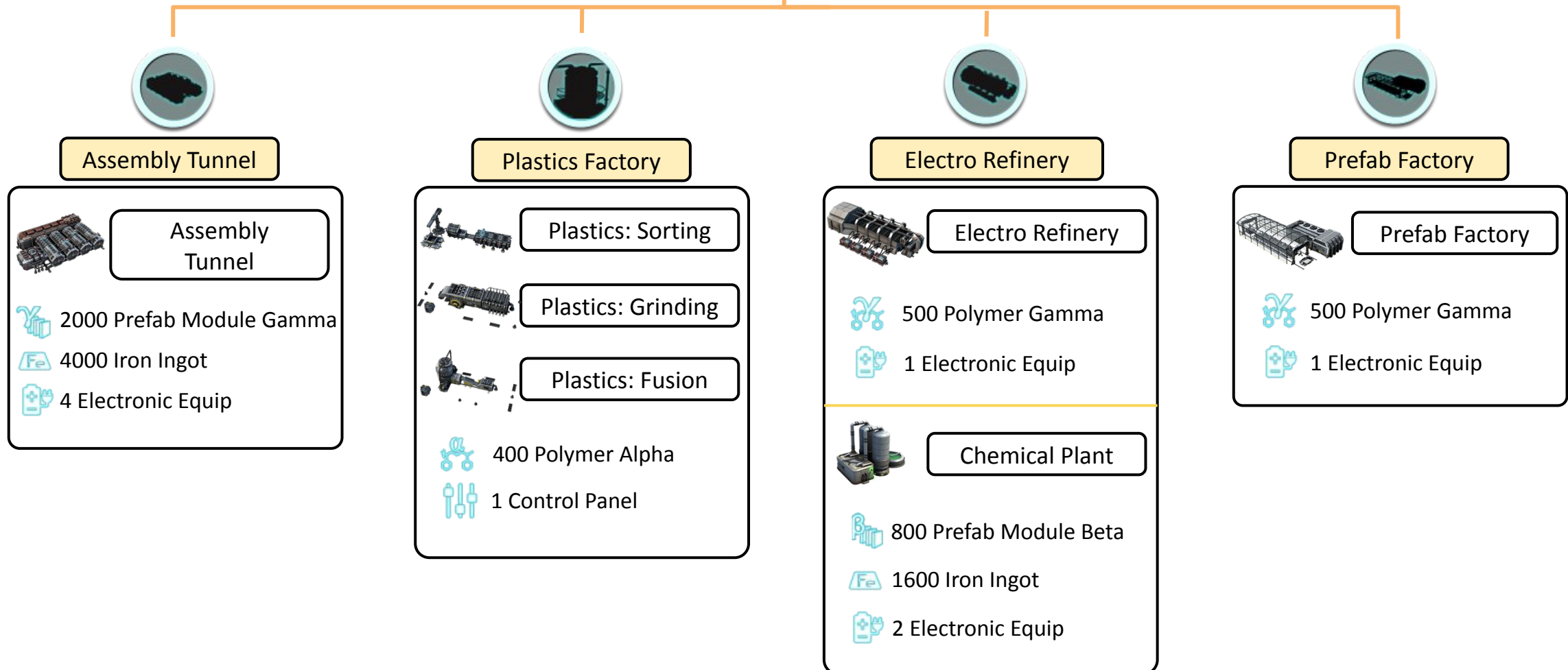


ECO BUILDINGS:



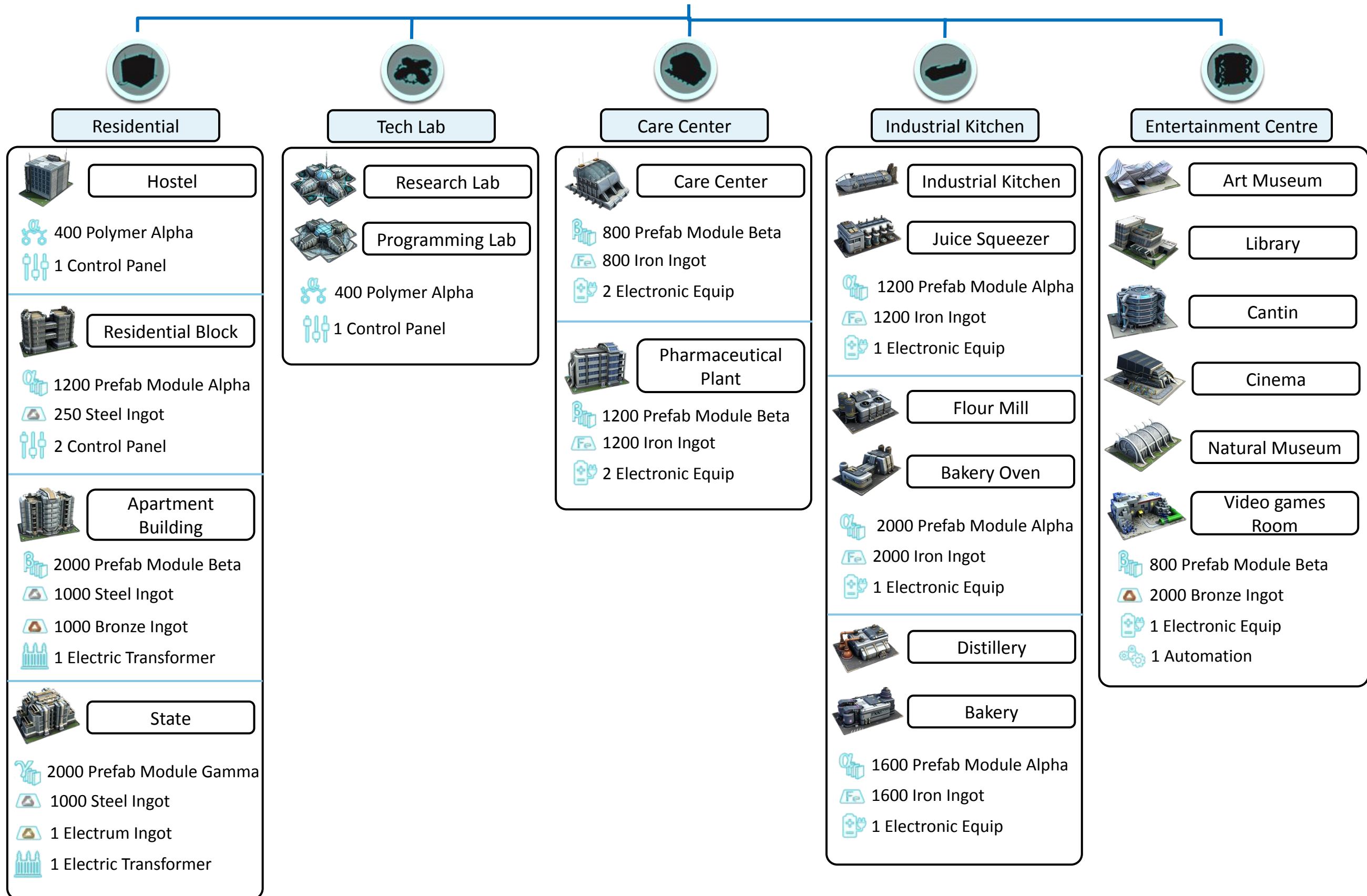


## NEO INDUSTRIAL BUILDINGS:



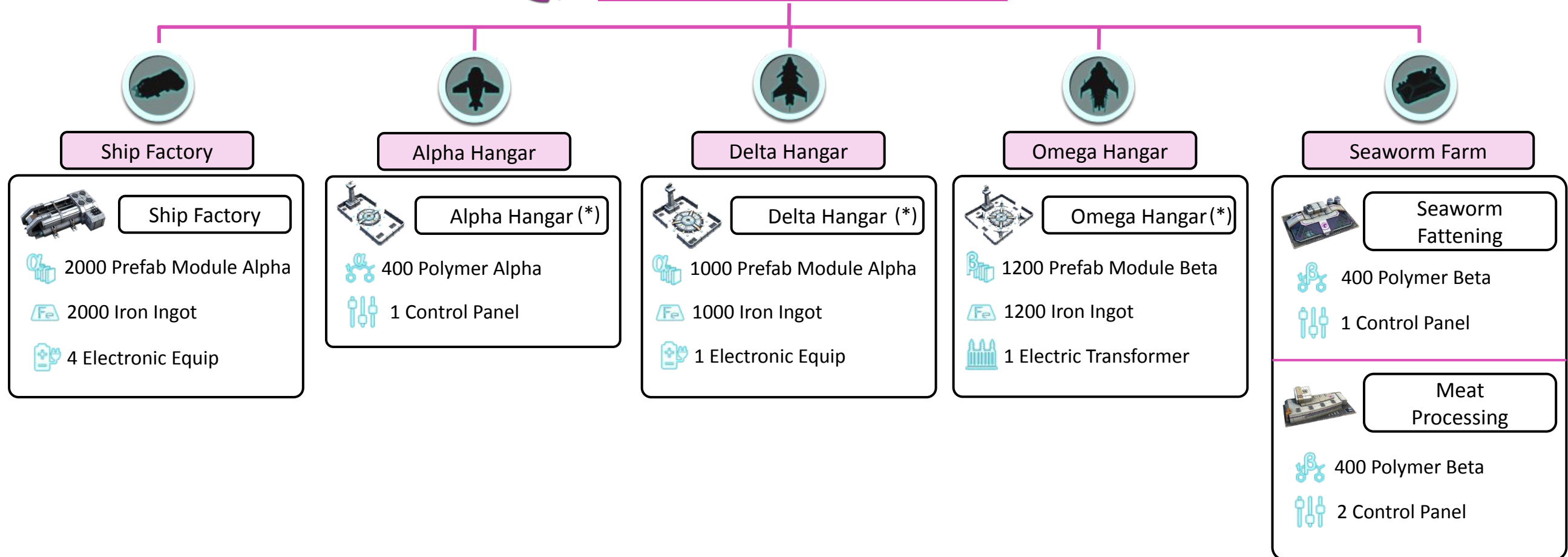


## COSMOS BUILDINGS:





## CONSERVATIVES BUILDINGS:



(\*) Each type of Hangar requires its type of ship to operate.



### Alpha Ship

- 2200 Aluminium Ingot
- 1 Control Panel
- 1 Investigation Violet Doc



### Delta Ship

- 1100 Titanium Ingot
- 2 Electronic Equip
- 1 Core Violet Doc

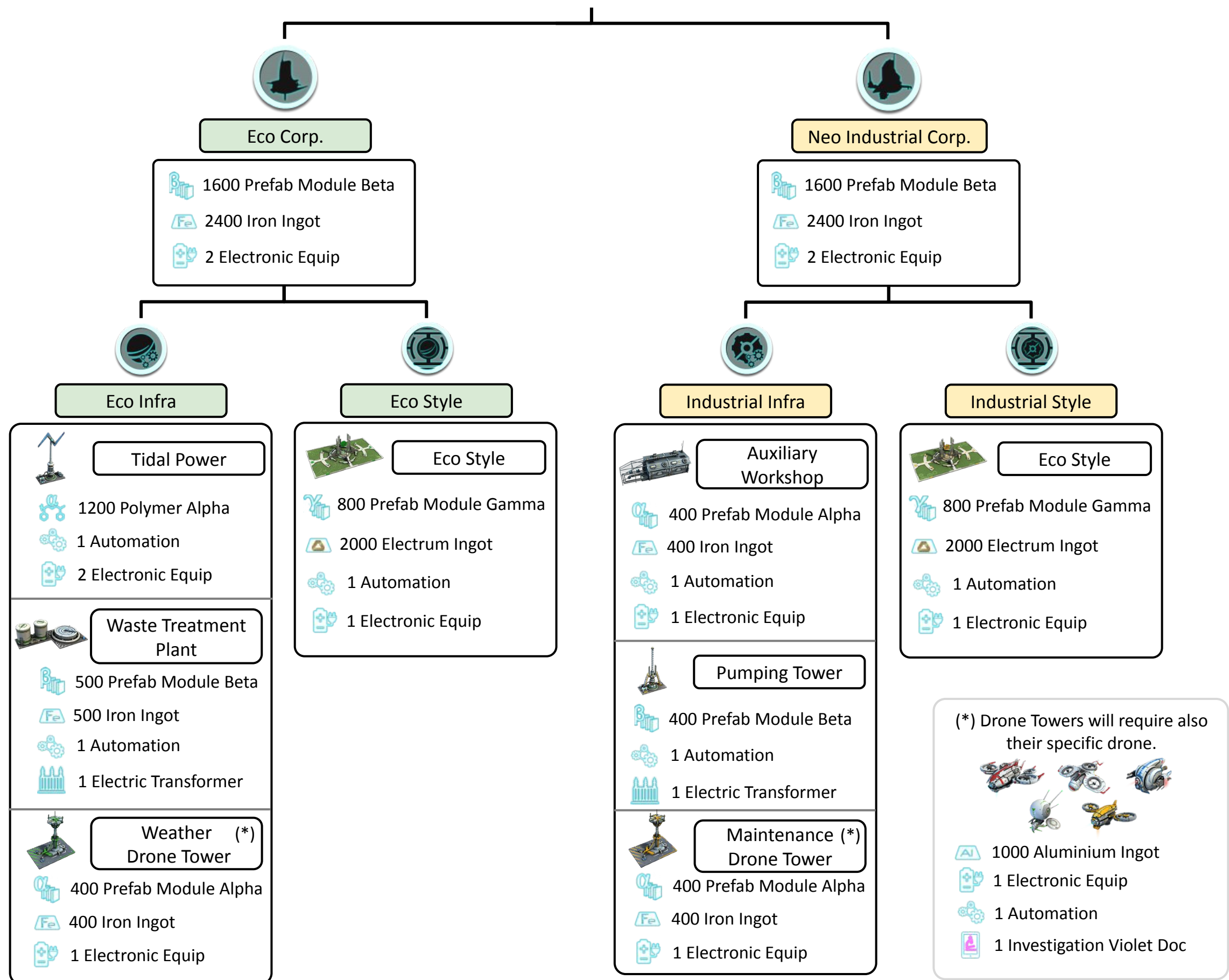


### Omega Ship

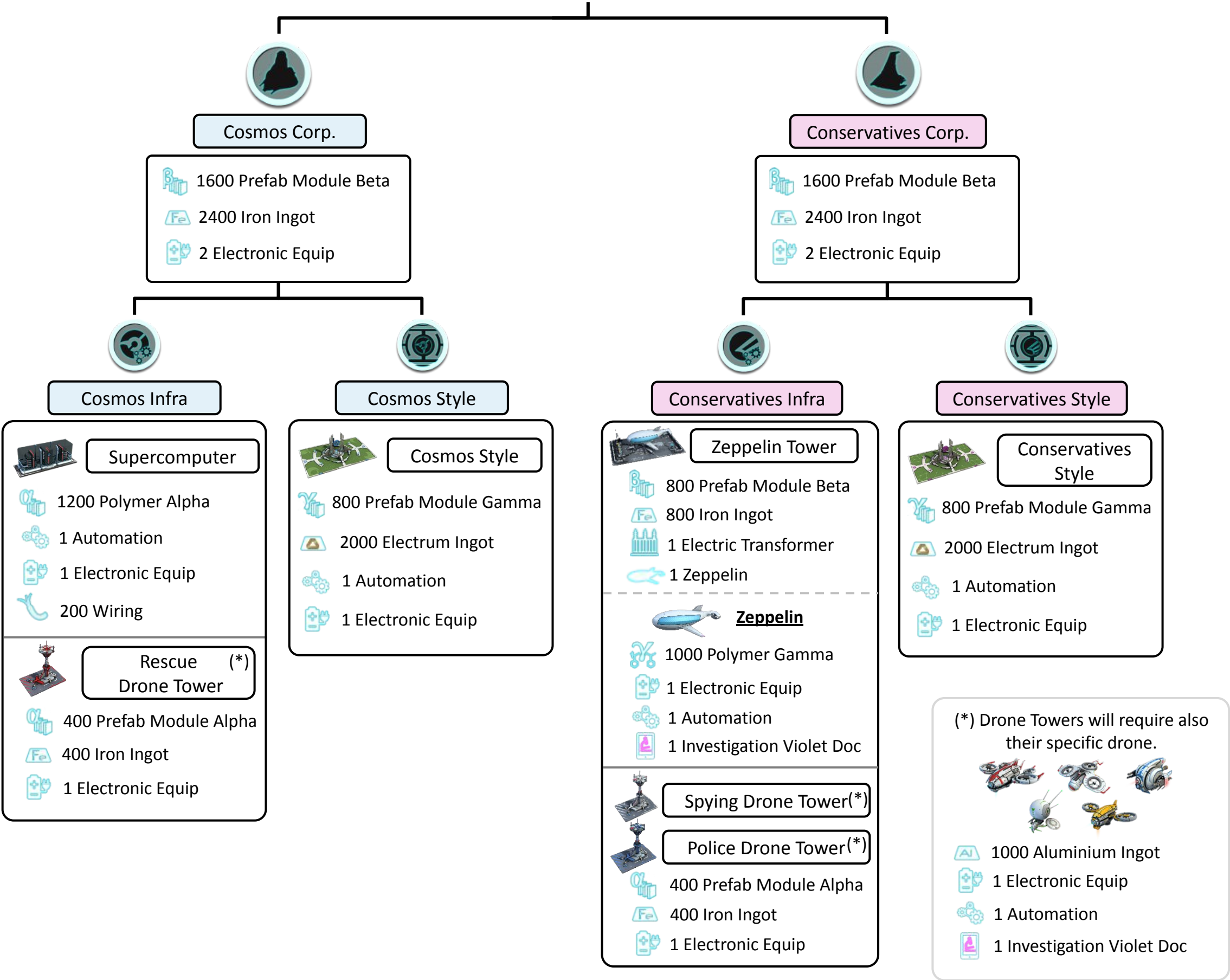
- 1800 Titanium Ingot
- 1 Electric Transformer
- 2 Core Violet Doc



# CORPORATIVE BUILDINGS 1:



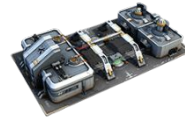
# CORPORATIVE BUILDINGS 2:



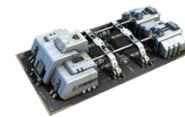
## WORKSHOPS:



Workshop



Maintenance  
Workshop



Comfort  
Workshop



1200 Prefab Module Alpha



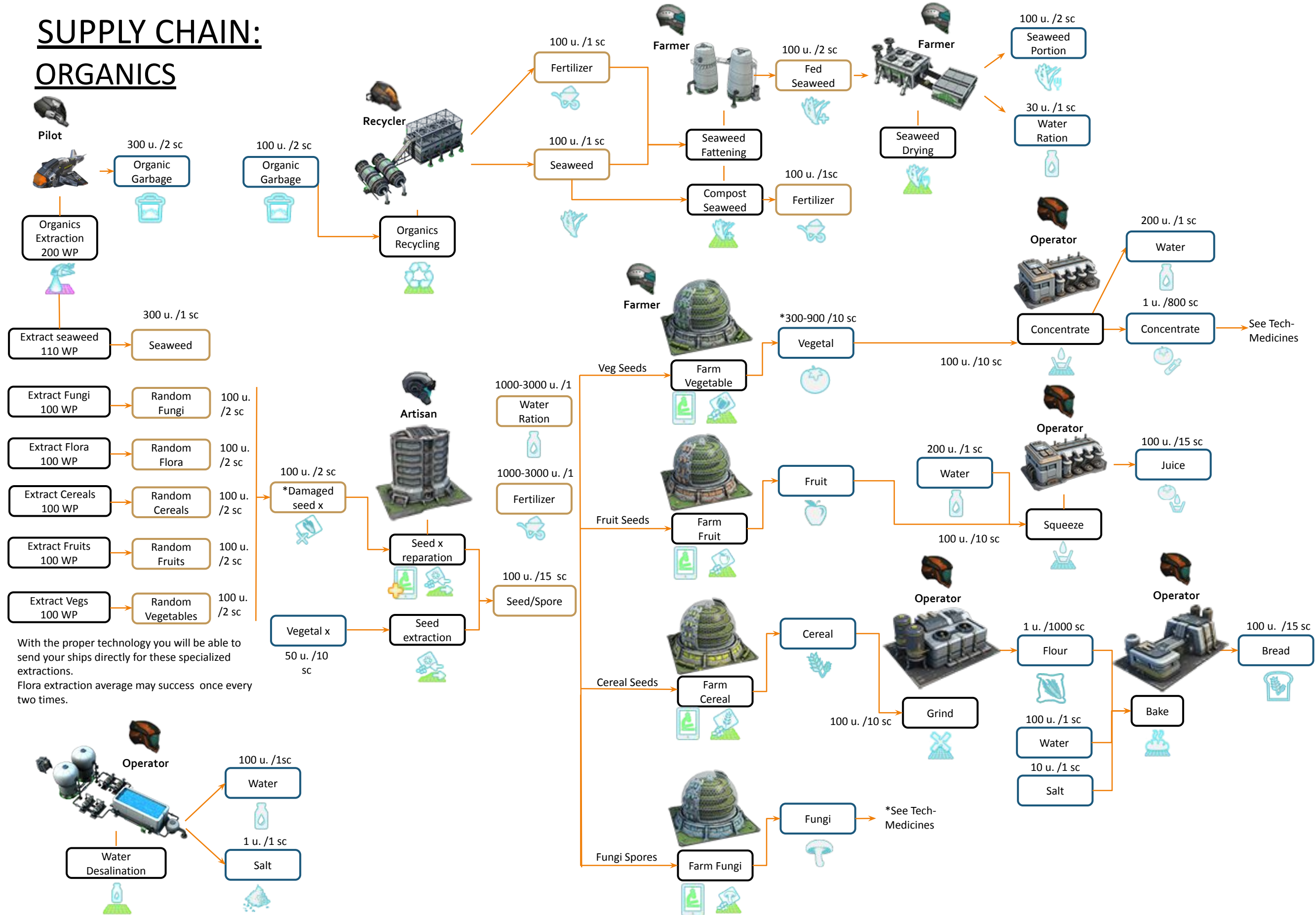
1800 Iron Ingot



1 Electronic Equip

# SUPPLY CHAIN:

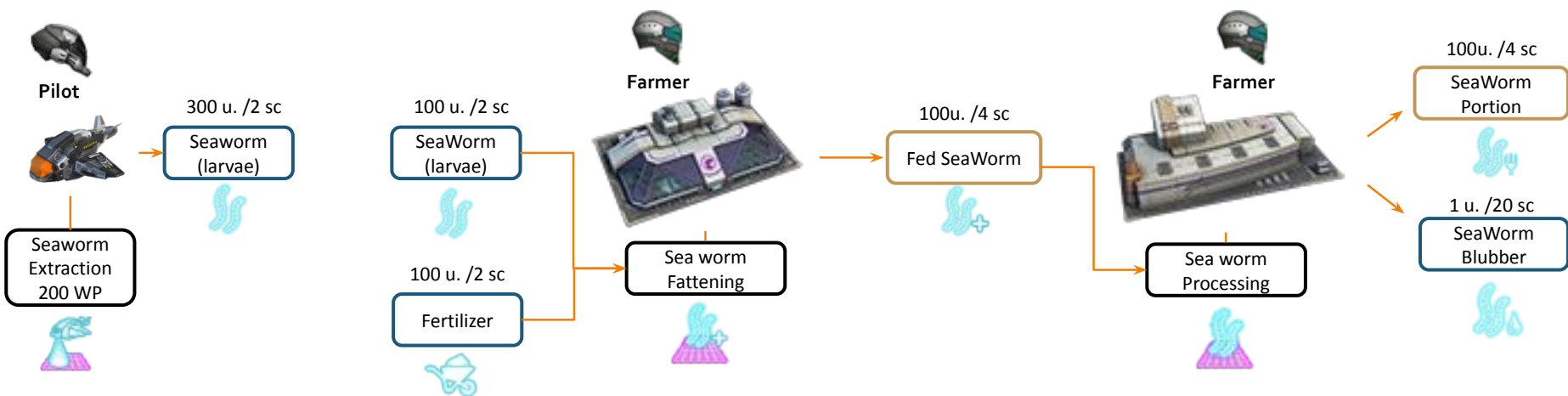
## ORGANICS



While you can obtain edible water from seaweed drying process, desalination plants are the main source for it.

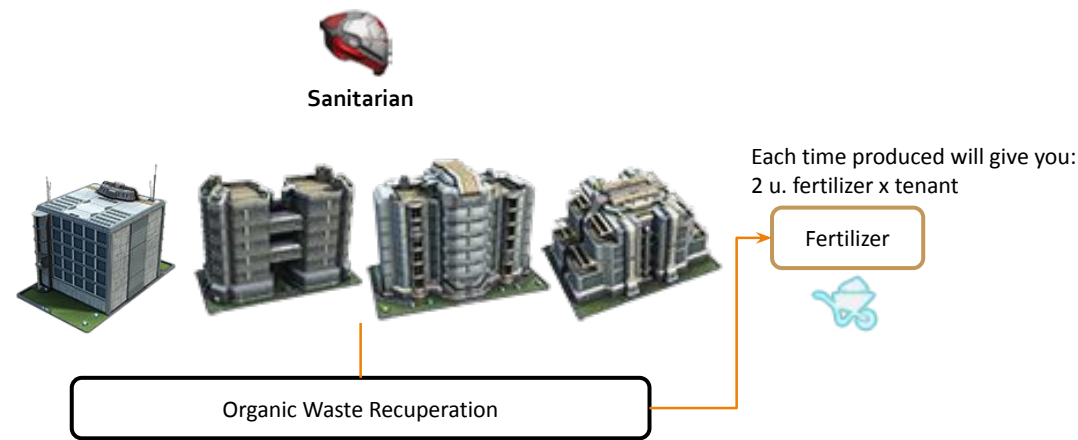
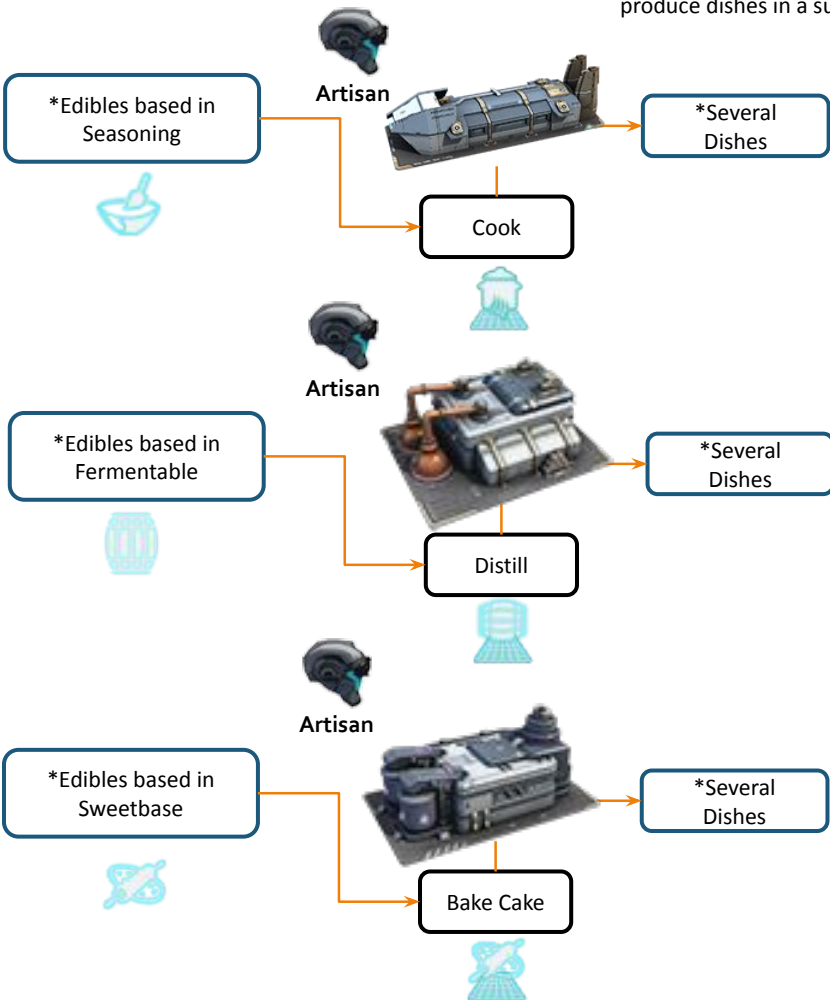
# ORGANICS II & Sea worms

The Sea worm processing technology is a technology from the Conservatives Corp.



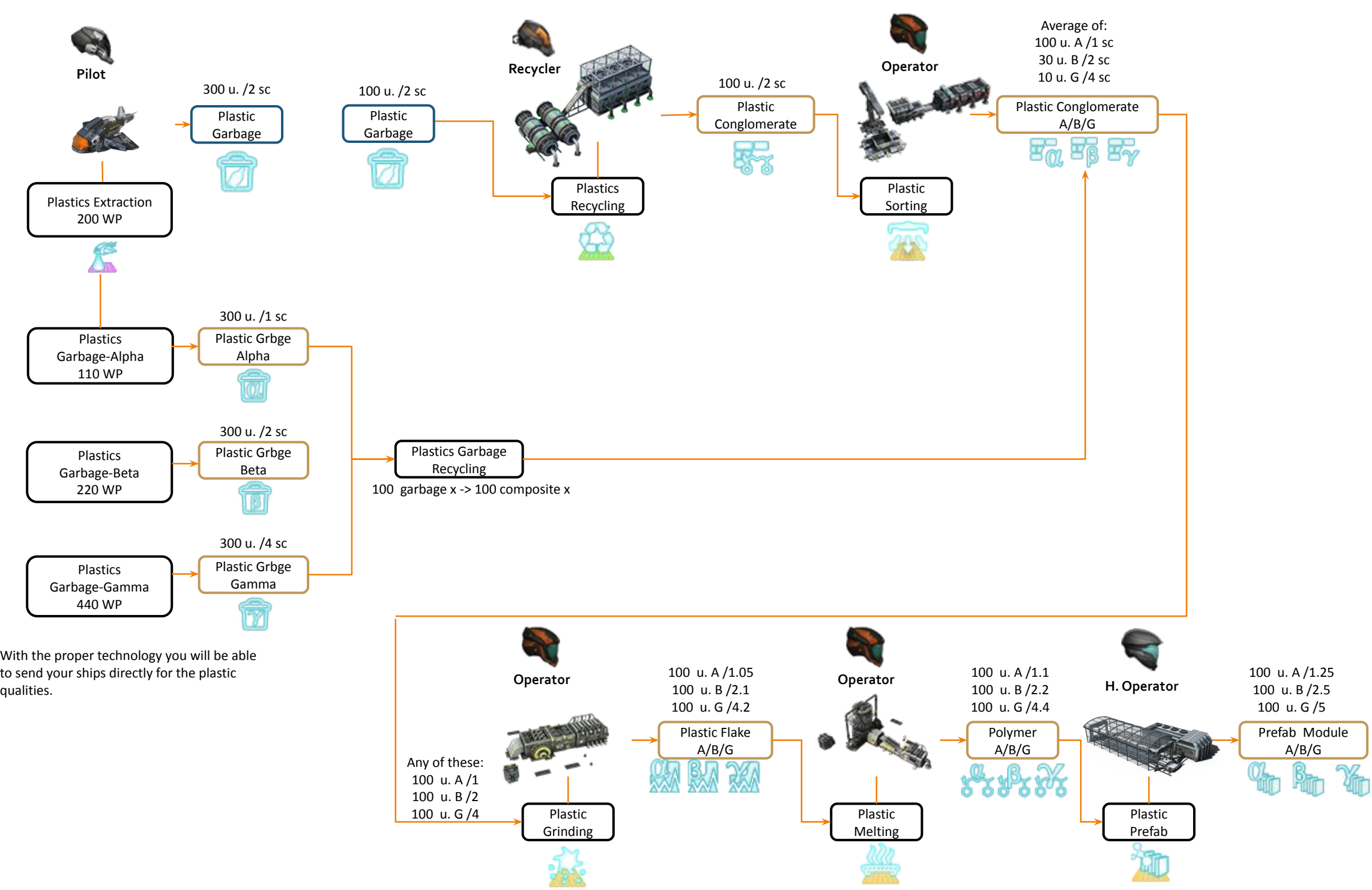
## Cooking

\*search new recipes and Improve them to produce dishes in a superior quality.



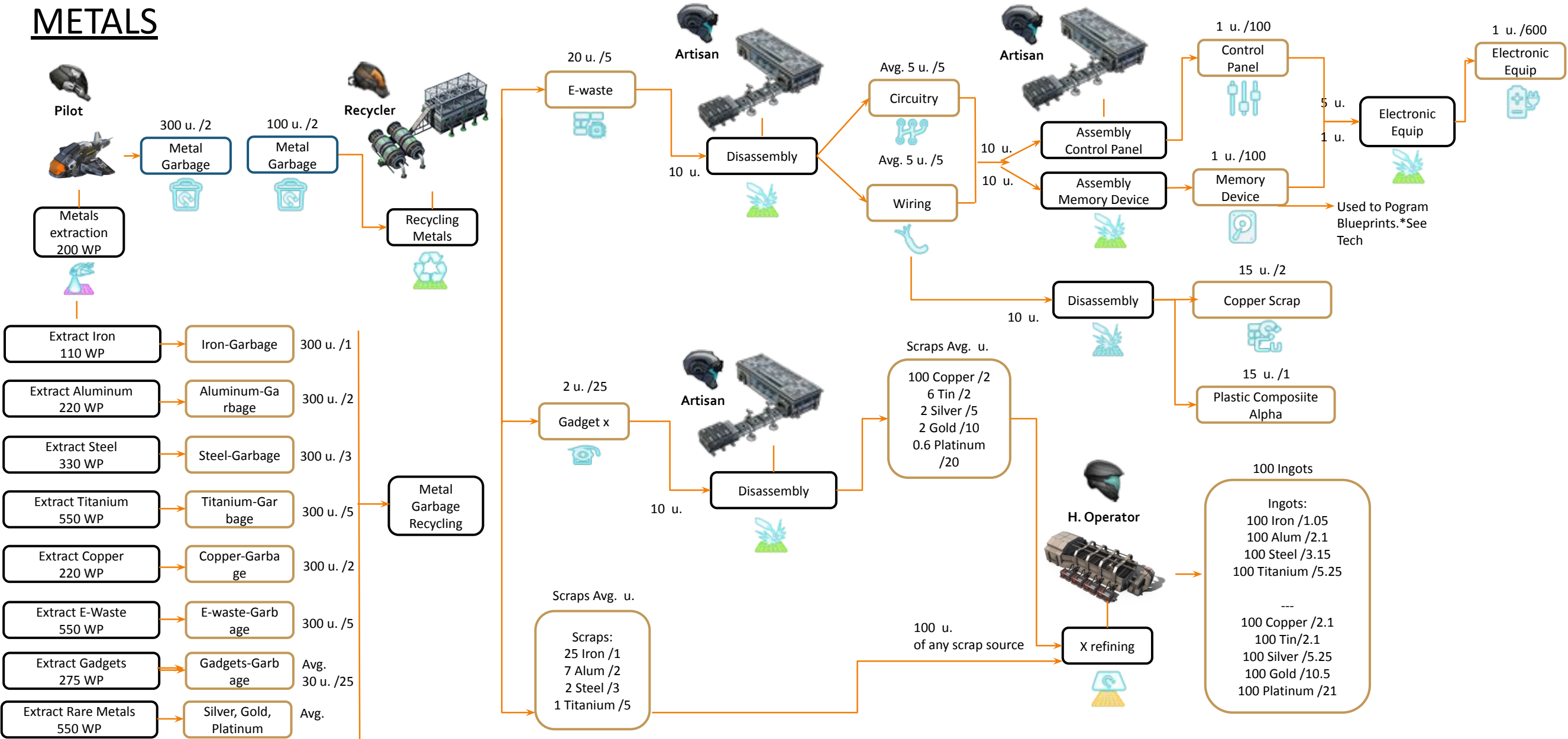


# PLASTICS

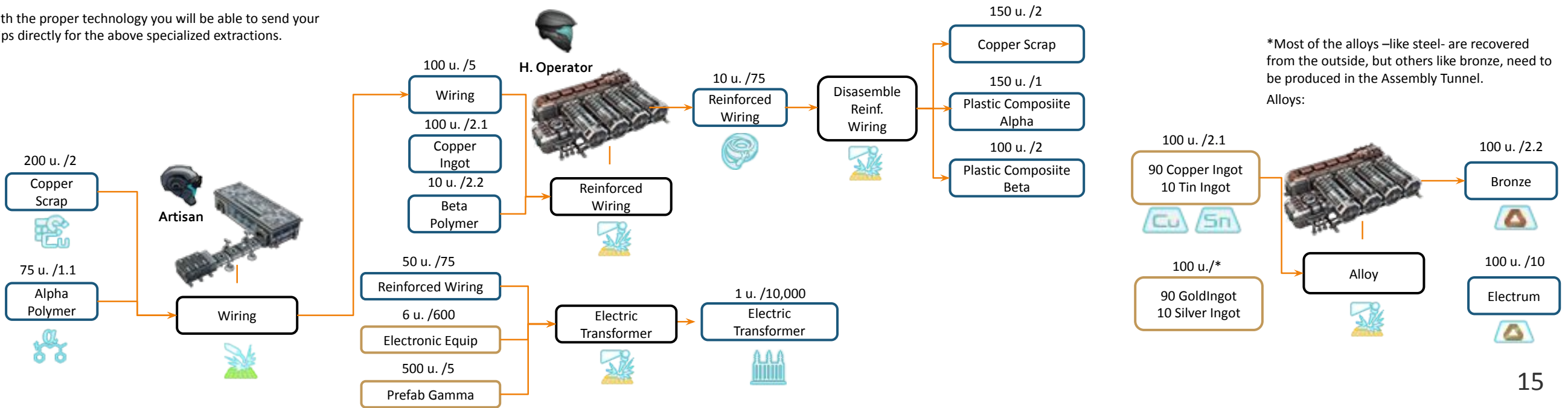


With the proper technology you will be able to send your ships directly for the plastic qualities.

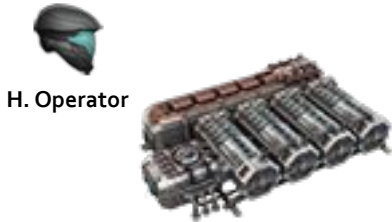
METALS



With the proper technology you will be able to send your ships directly for the above specialized extractions.

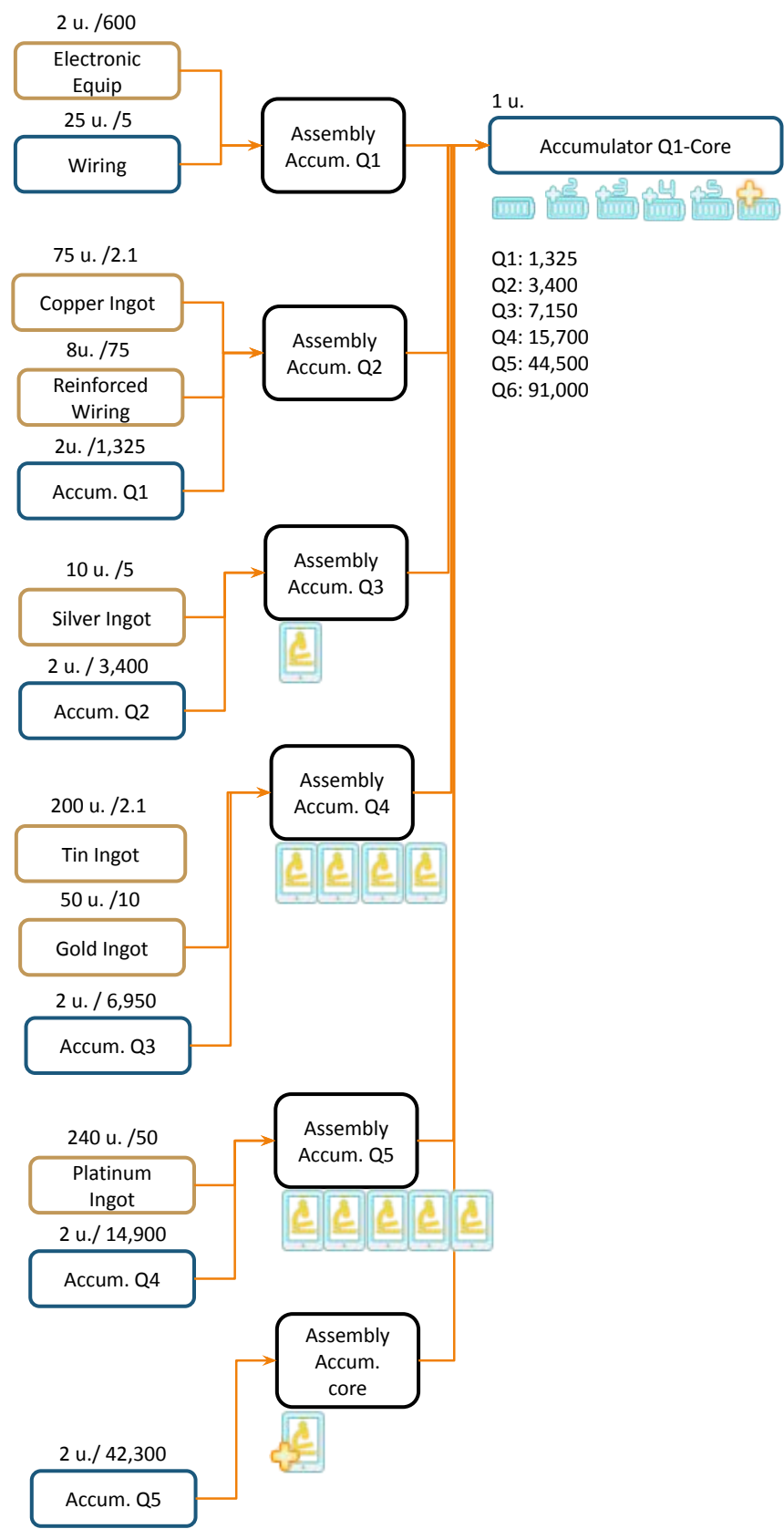
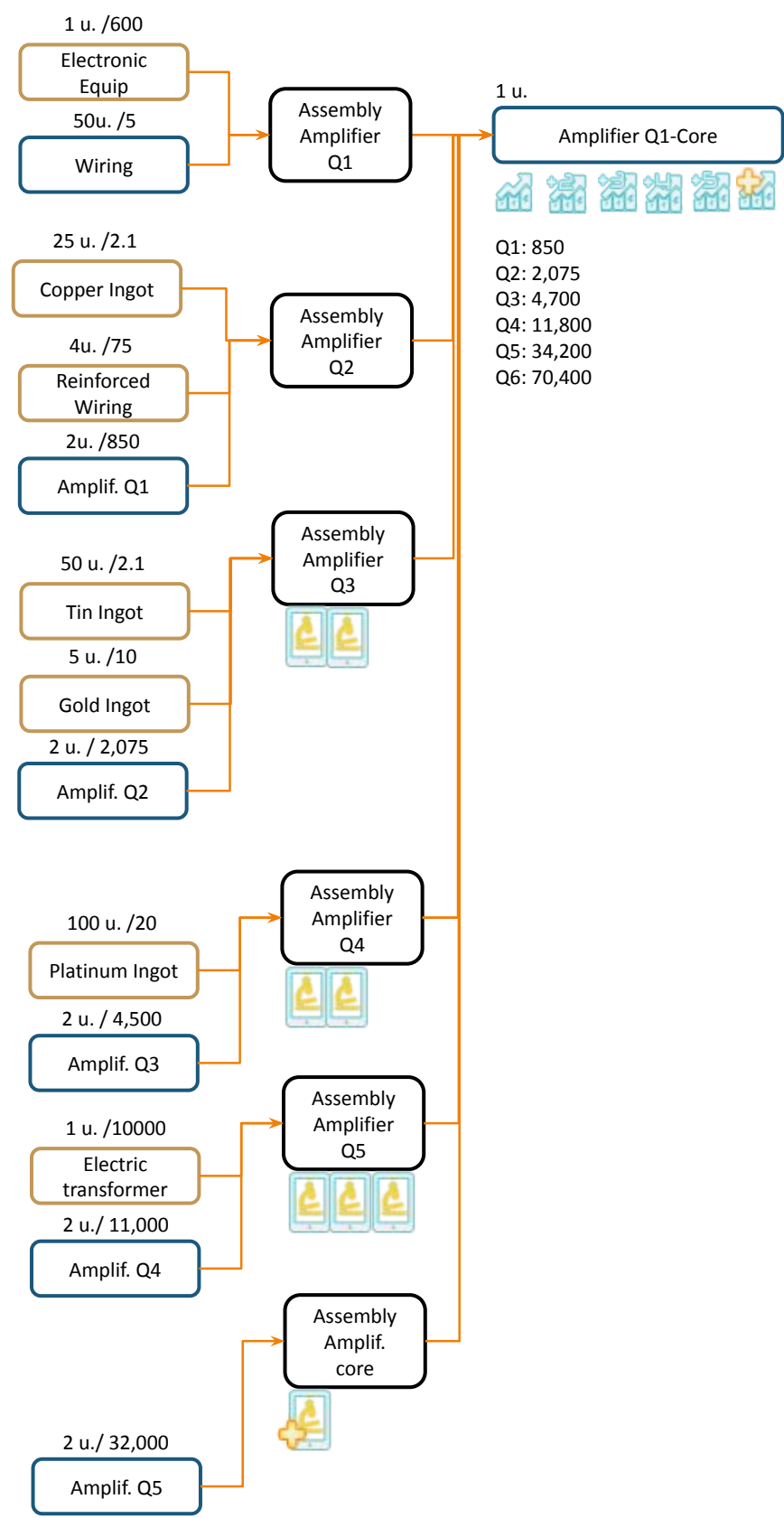


# METALS: Generator Components



H. Operator

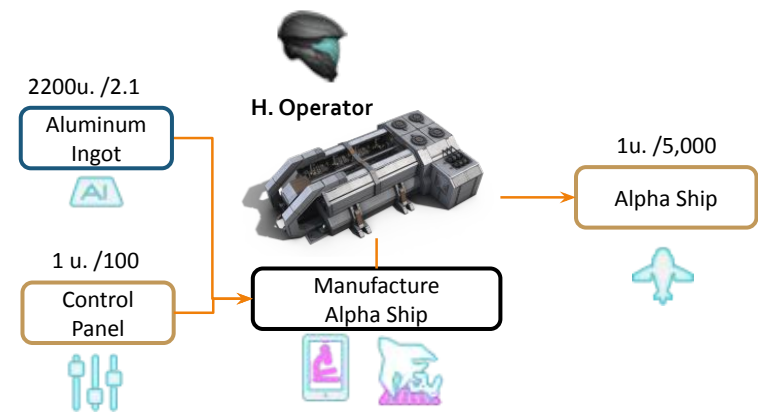
All the Generator Components are fabricated in the Assembly Tunnel.



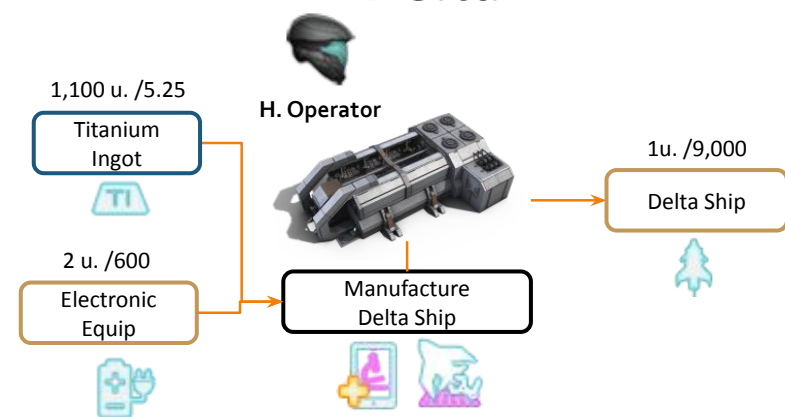


SHIPS

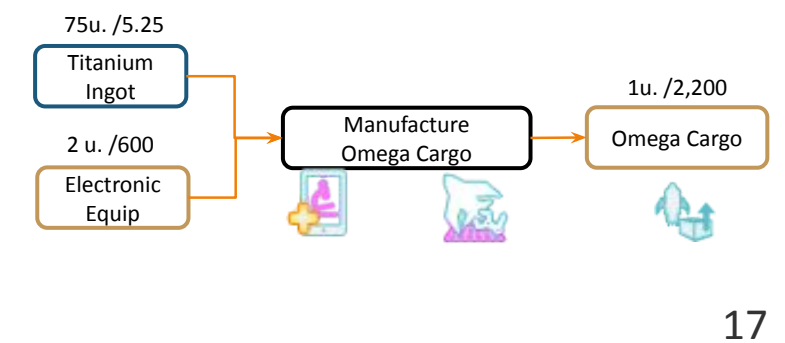
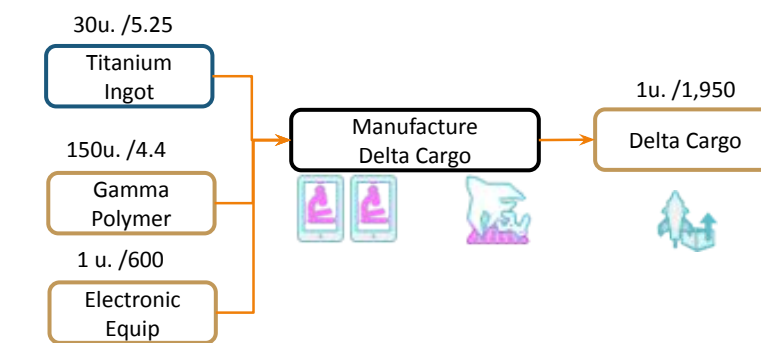
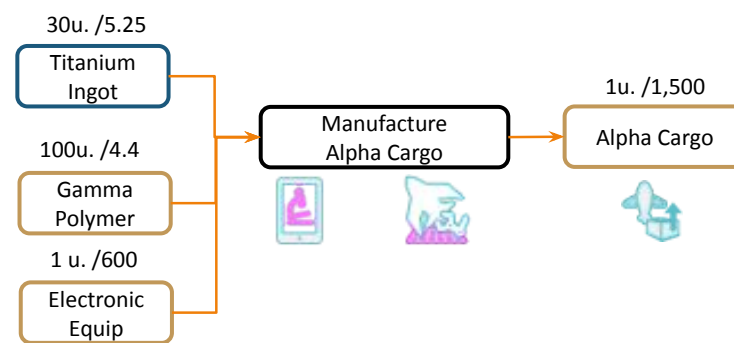
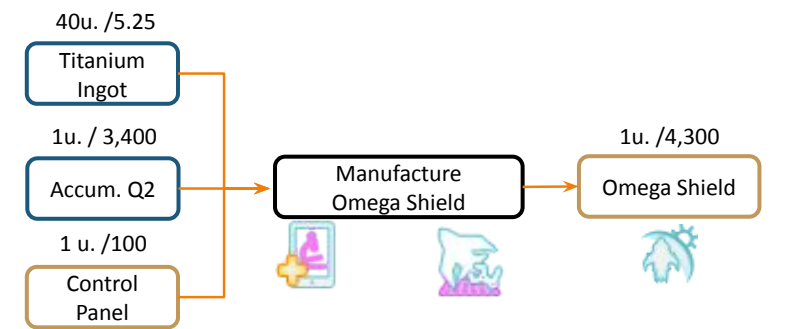
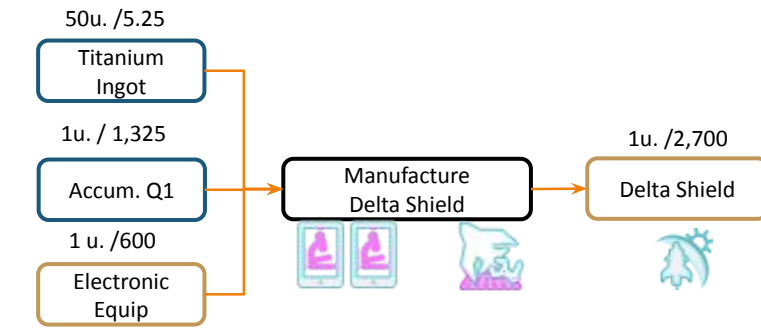
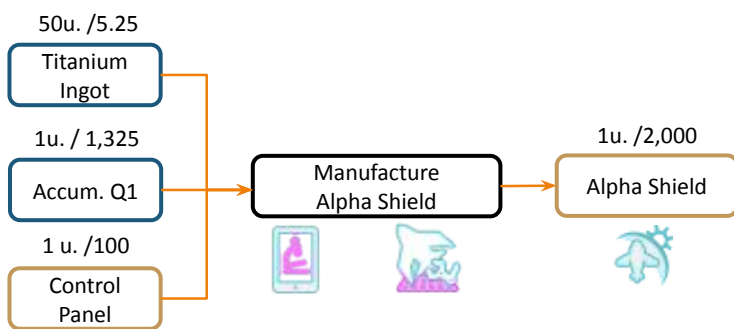
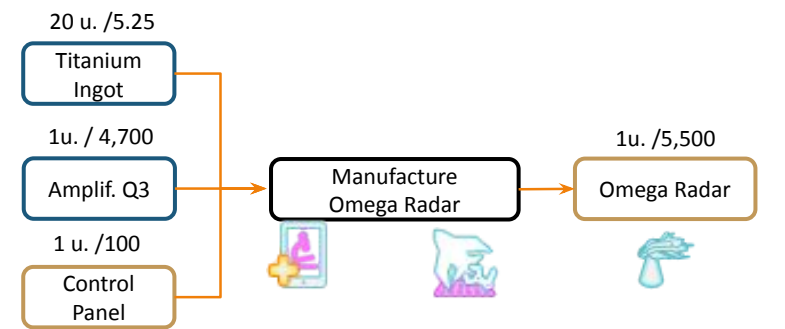
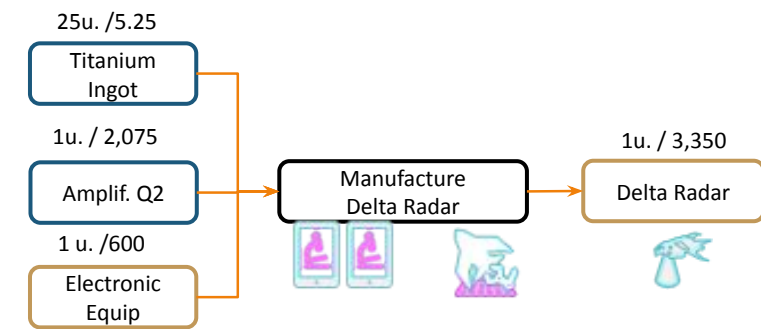
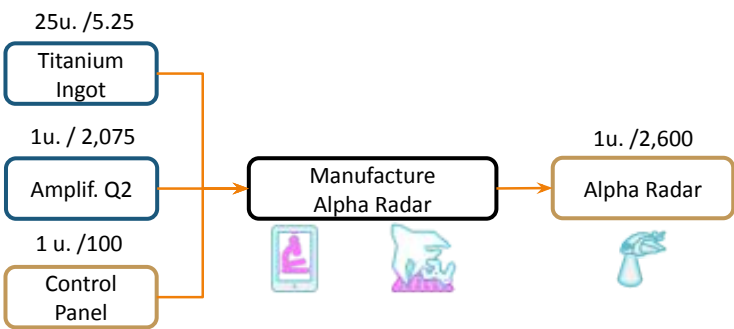
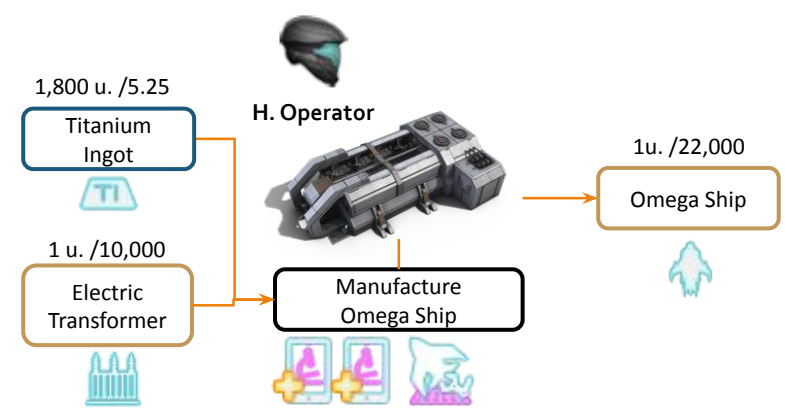
Alpha



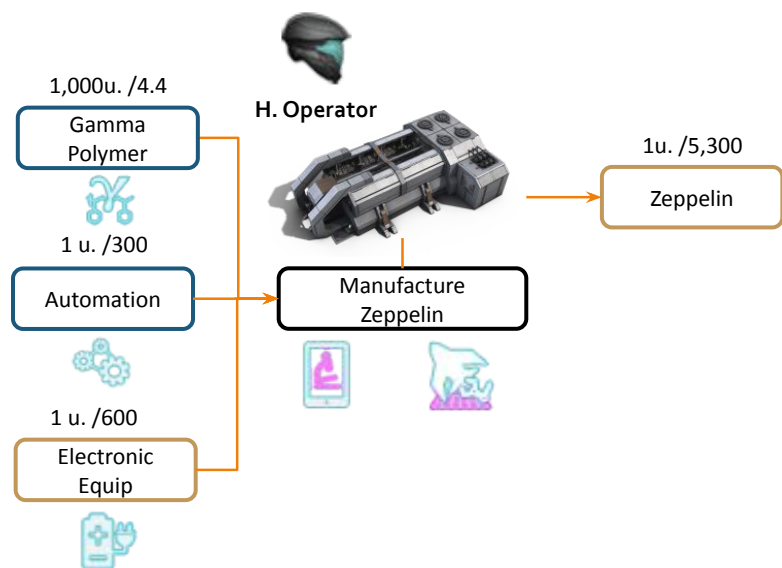
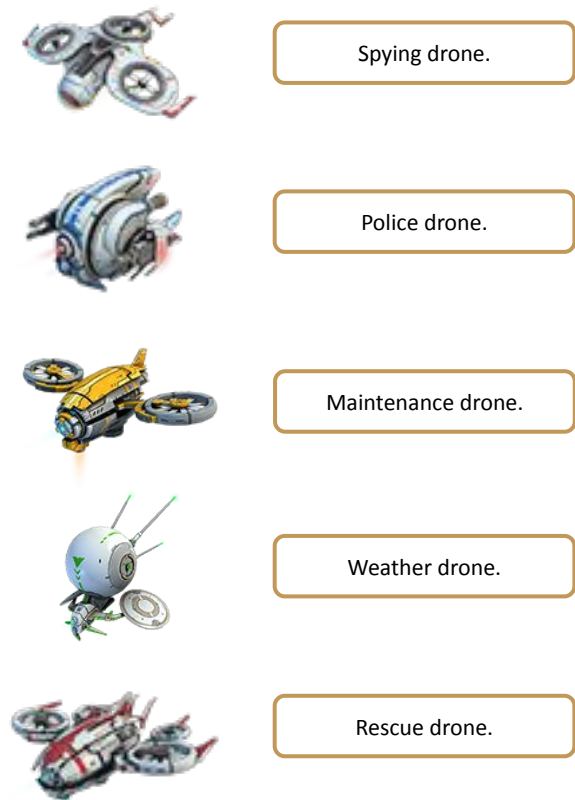
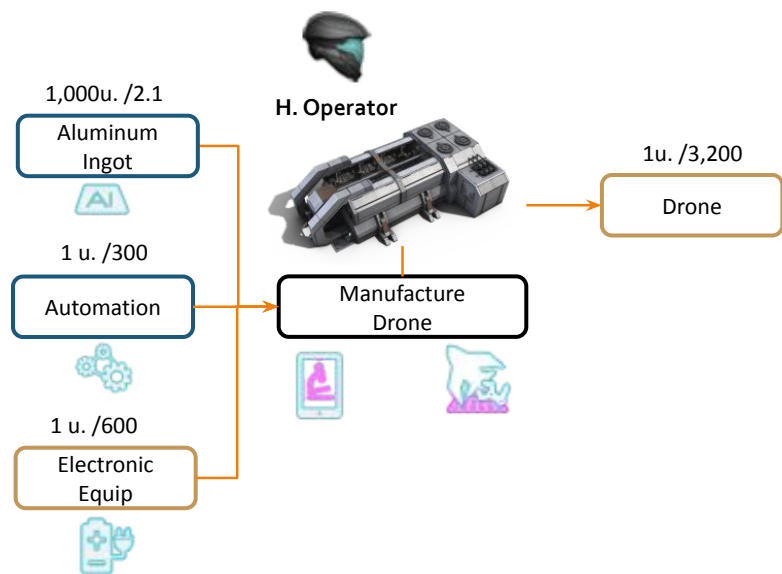
Delta



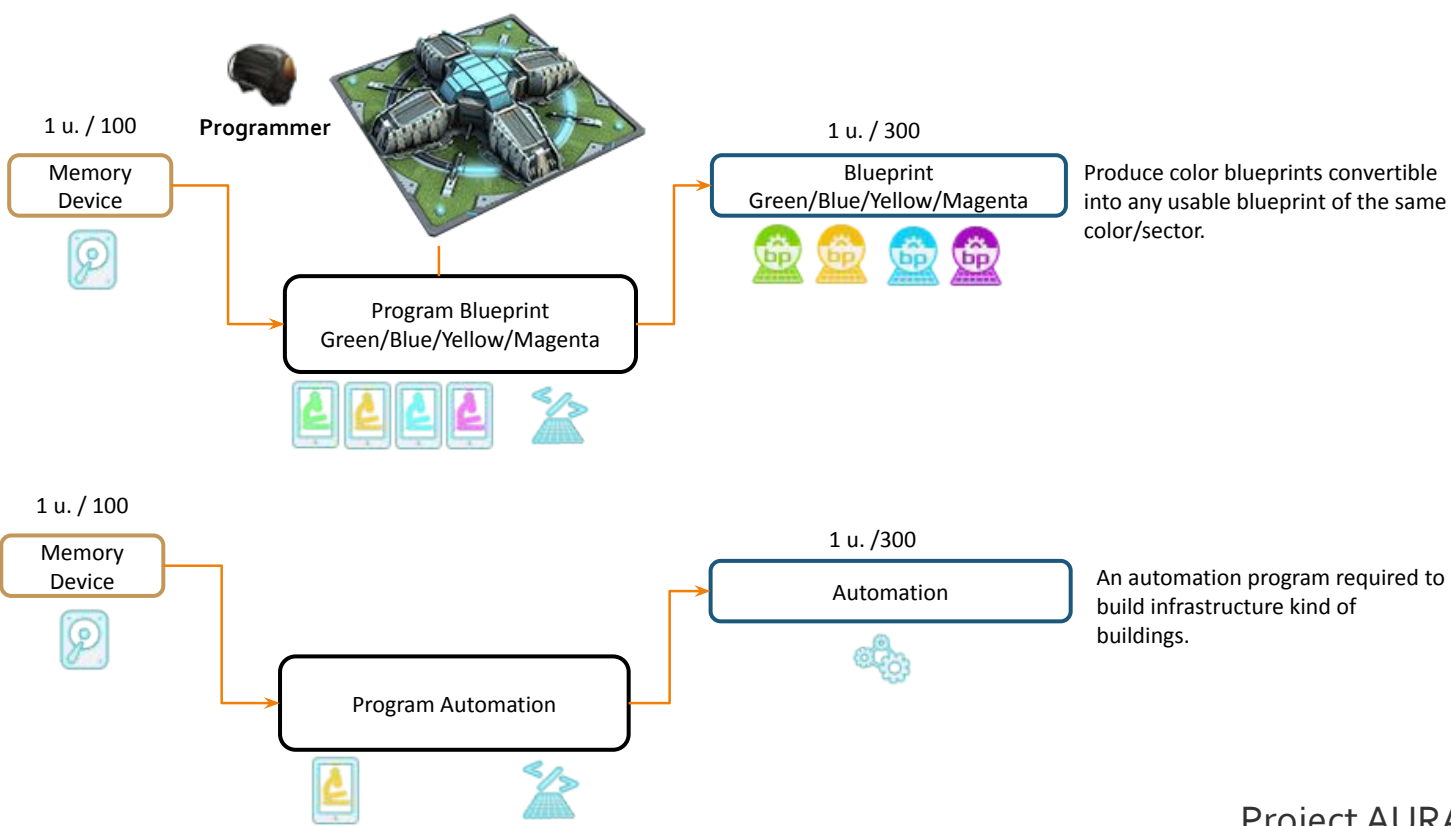
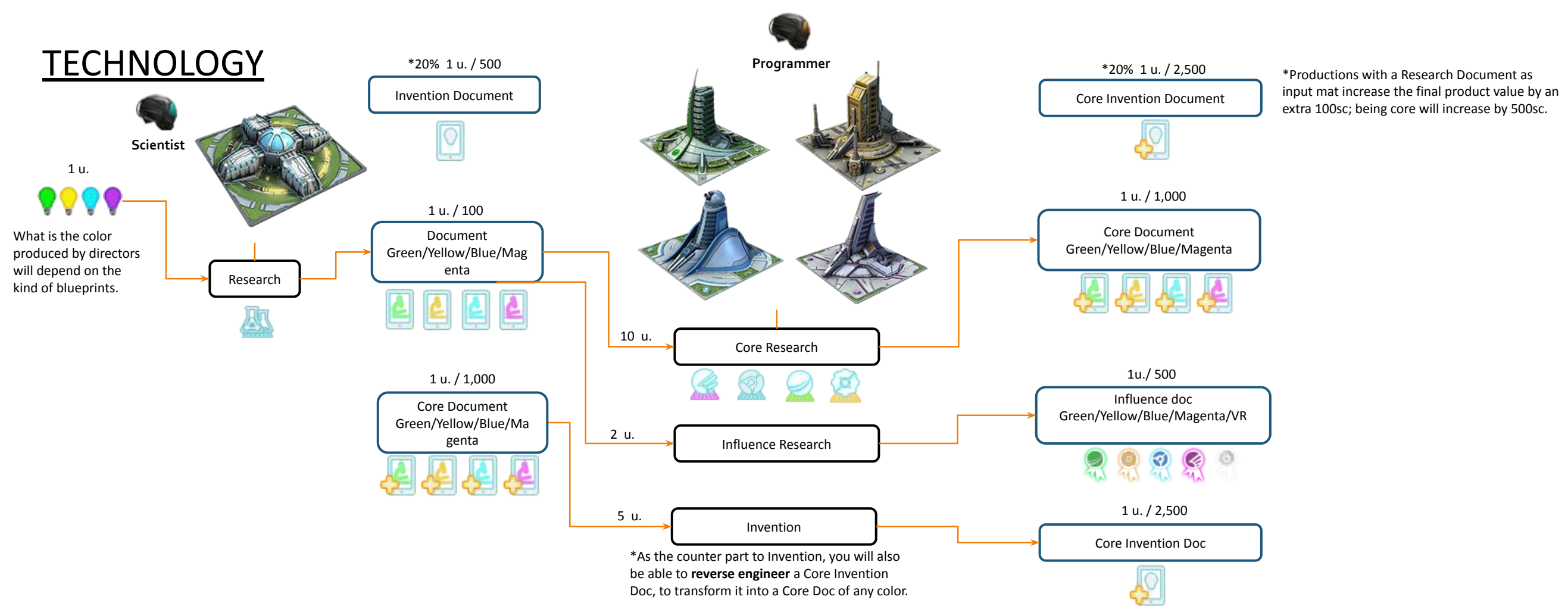
Omega



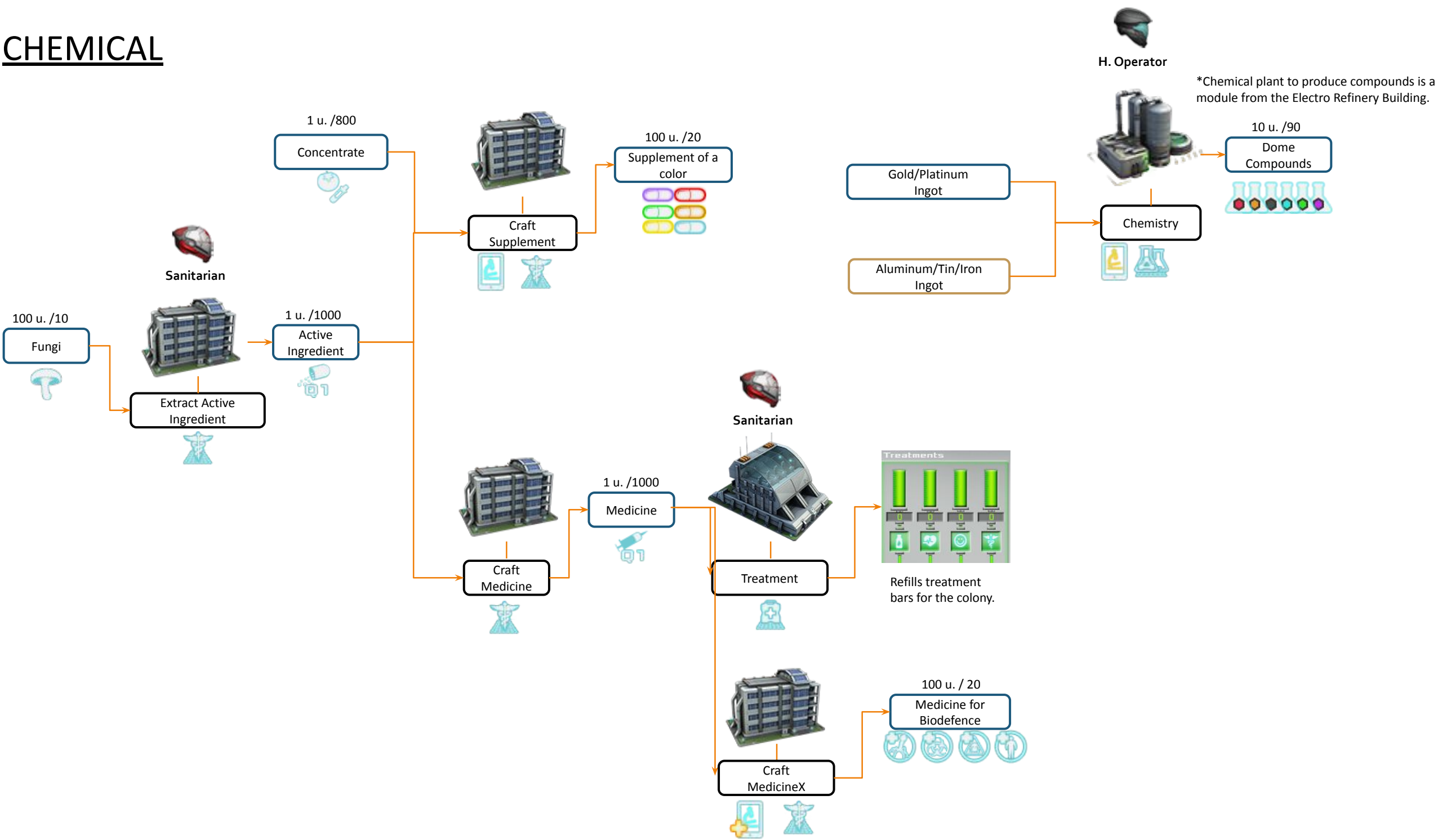
# AUTOMATED SHIPS: DRONES & ZEPPELIN



TECHNOLOGY

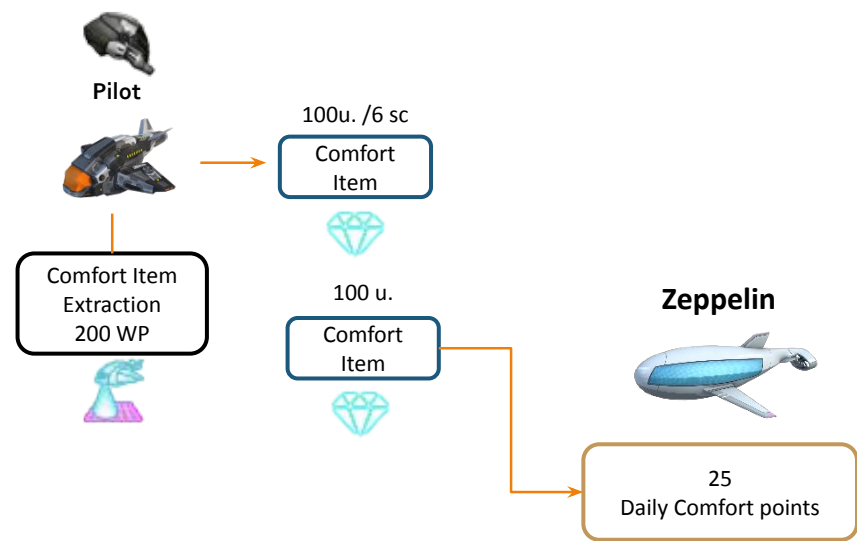


CHEMICAL



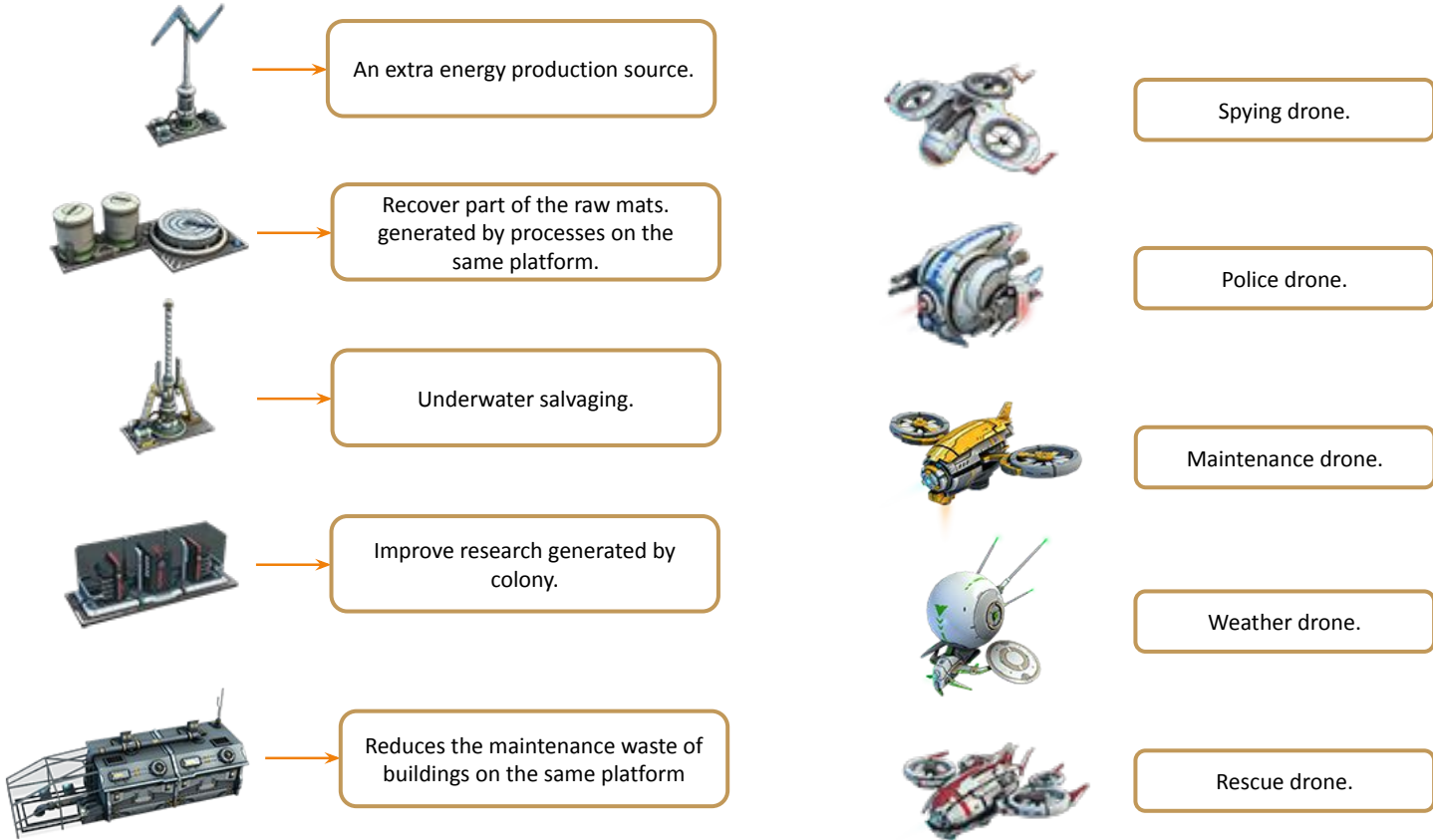
INFRASTRUCTURE

COMFORT



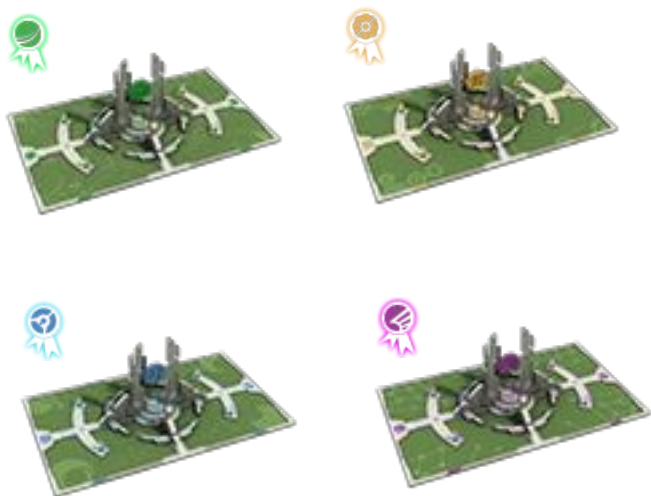
AUTOMATED BUILDINGS

Automatic buildings won't take up more than a few squares of your platforms, will run on their own and will require no workers -no Org chart inside-. However, to build them you will need an automation program, produced in the Programming Lab.



CORPS STYLING

Monuments to corps to earn reputation with them!



ENTERTAINMENT

Entertainment buildings will bring morale to the entire colony (instead of just their tenants, as the residential modules do) and there can be several sources: music, art, gaming...



Entertainment buildings from 21st Century:  
Music, Art, Literature,  
Cinema, Biodiversity, Videogames

Conservatives's tracking technology allow to gather vestiges: remains from the 21st century. That knowledge will unlock entertain buildings.



WORKSHOPS: Toolkits

All the Toolkits are fabricated in the Workshops.

Maintenance & Energy

Comfort

