

Tech	Level	Type	Description	Effects
Chores Rota	1	Policy	Commune learns how to organise better	Unlocks Cooking Rota and Cleaning Rota policies (Already implemented)
Starlink	1	Fixed Expense	Faster internet (thanks Elon)	x% boost to productivity Fixed cost (£)
Blanket Fort Engineering	1	Building	Discovering heaven - the pillow fort for grown ups	Unlocks "Heaven" Building - Heaven building appears in building menu (need to spec)
Cleaner	2	Fixed Expense	Employ some professional help	x% boost to cleanliness Fixed cost (£)
Ocado	2	Policy	More efficient ingredients	x% boost to ingredient bonus
Wellness	2	Culture	Ways to reduce fatigues (basically)	Unlocks wellness buildings/ policies
Great Hall	2	Upgrade	Living room upgrade	Replaces living room (upgrade) Higher capacity and better fun and drive production
Always be escalating	2	Culture	Unlocks new fun techs	Unlocks escalated fun activities
Outdoor Plumbing	2	Building	Let's figure out how to make a hot tub...	Unlocks hot tub building
Laundry Room	3	Building	Operationalising	Boosts cleanliness
Ukrainian Cleaner (Upgrade)	3	Upgrade	Cleaner upgrade	Boosts cleanliness more!
Competitive Cooking	3	Policy	Fun culture of cooking. to impress emerges	Boosts nutrition
Majestic/ Guv'nor	3	Culture	House special - don't mind if I do... (wine)	Boosts nutrition
Group Yoga	3	Culture	It was the answer all along...	Boosts recovery
Sauna (building)	3	Building	Skandi style	Boosts recovery
Bookable Call Rooms	3	Policy	Shhhh	Boosts productivity
Adderall	3	Fixed Cost Item	LET'S FUCKING GO	Boosts productivity
Party Planning	3	Culture	Guys I've had an idea...	
Psychedelics	3	Fixed Cost Item	Let's expand the discussion	Boosts fun
Polyamory	3	Policy	I mean... why not?	Boosts fun
Advanced Blanket Fort Engineering Heaven Upgrade 1	3	Building	Let's double down	Unlocks Upgraded heaven