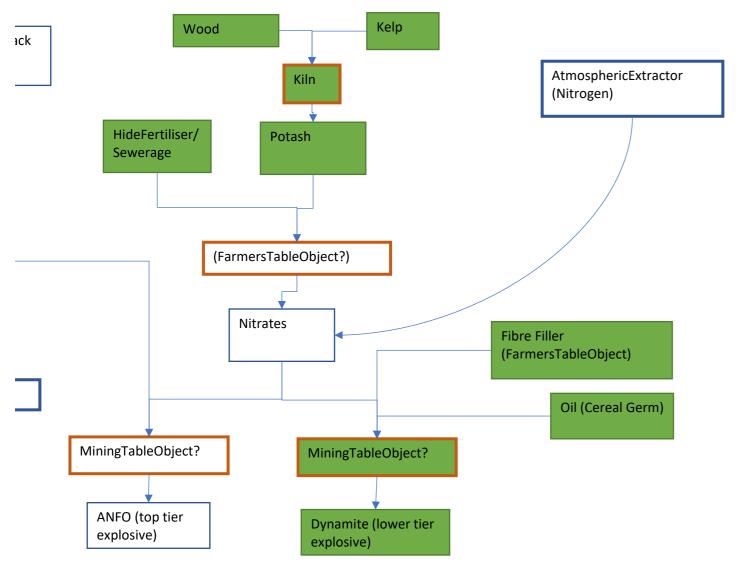
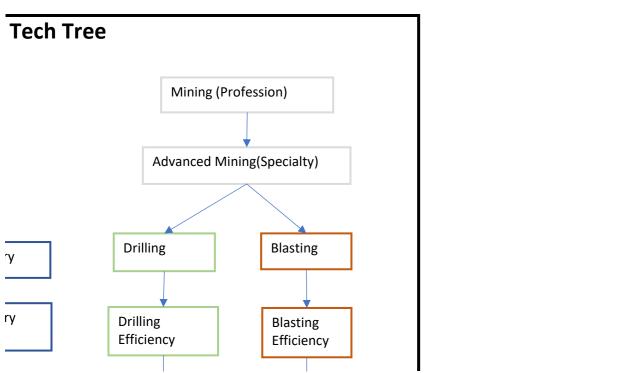
A possible mining industry- industrial chemistry system for Eco Implemented across a number of specialisations and professions PlasticMembrane Plastic Green infill are early to mid game tech, rest mid to late block for containing Petroleum (Pumpja pollution? ore (All) Refinery object) Metallurgy Skill Iron, Copper, Gasoline gold **Smithing Skills** Grinding (GrindingMillObject) **Industrial Chemistry Bloomery** Skill Gold crushed ore Copper, Zinc?, **Blasting Skill** lead? Nickel? Iron, Aluminium? Acid Metals Xanthate (sulphur) (inefficient) (see to right) Leaching (LeachVatObject) Flotation (Flotation CellObject) StabilisedTails(Low Polluting) ReactorVesselObject Tails(High Liquor Polluting) concentrate ReactorVesselObject Xanthate Flux (sand, Limestone Smelting (Blast Electrowin (when treating furnace/smelterObject from tails produce some base Alt concrete metal as well) recipe Slag Engineer (Profession) metal (High efficiency ie Exhaust gas (CO2 for high ingot: tailings and Iron, CO2 and SO2 for lower ore: ingot than early base metals **Chemical Engineering** game options) (Specialty) Smelting (Blast Metallurgy **Industrial Chemistr** furnace/smelterObject Metallurgy Industrial Chemistr Efficiency Efficiency Alloys

Metallurgy Speed Industrial Chemist Speed





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Drilling Speed Blasting Speed