





List of Resources

| Types of resources | | |
|---|-----------------|---------|
| Name | Type | Score |
|  Metal | Basic resource | 0.00004 |
|  Mineral | Basic resource | 0.00006 |
|  Food | Basic resource | 0.00008 |
|  Energy | Basic resource | 0.00012 |
|  Ground space | Finite resource | n/a |
|  Orbital space | Finite resource | n/a |
|  Research points | Research | n/a |

Metal

Accumulated on your planets by building metal producing structures. Used to construct all buildings and units in the game.

Mineral

Accumulated on your planets by building mineral producing structures. Used to construct all buildings and units in the game.

Food

Accumulated on your planets by building food producing structures. Used to feed workers and train soldiers.

Energy

Accumulated on your planets by building energy producing structures. Consumed by structures, scanning, holo-ships.

Ground space

Each planet will have a finite amount of ground space available. Once all space has been used you will not be able to construct further land-requiring buildings until reclaiming more space with Land Reclamation.

Orbital space

Each planet will have a finite amount of orbital space available. Once all space has been used you will not be able to construct further orbit-requiring buildings until reclaiming more space with Orbital Clearing.

Research points

Research points are spent on technological advances, and are accumulated one point per turn across your whole empire.

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