





# 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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