













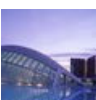



















List of Structures

Tier 1 Structures

These structures are given at the start of the game and have no special requirements in order to build on any planet.













	Name								Max	
	Outpost	+300	+200	+100		+200 / turn +50,000 cap +100,000 sol cap	-1		1	-
	Provides 50,000 housing for workers and 100,000 housing for soldiers. Produces some resources and 100  workers per turn.									
	Metal Mine	600 +300	2,000 -		-10	5,000	-1			4
	Mineral Extractor	3,000 -	400 +200		-10	5,000	-1			4
	Farm	1,500	1,000	+200	-10	5,000	-1			4
	Solar Generator	1,500	1,000		+100	5,000	-1			4
	Leisure Centre	12,000	8,000		-10	10,000 +0.4%	-2		1	8
	Increases Birth Rate by 0.4% per turn. (total birth rate will be 1.4% if you don't have a Medical Centre)									









	Name								Max	
	Launch Site	15,000	10,000		-10	25,000	-2		1	8
	Enables building of orbital structures.									
	Living Quarters	2,400	1,600		-10	25,000 +50,000 cap	-1			6
	Provides 50,000 Housing.									

For instance, building a  Metal Mine will cost you 600  Metal, 2,000  Mineral and 1  ground space. 5,000  workers are occupied during this 4-turns building time. Once it's built, the workers become available and the Metal Mine will consume 10  energy and produce 300  Metal per turn if your planet's Metal abundance is 100%.

Tier 1+ Structures

These structures are unlocked by building a Launch Site. Some may also require research.














	Name								Max	
	Habitat	4,800	3,200		-20	25,000 +100,000 cap		-1		6
	Provides 100,000 Housing.									
	Space Tether	20,000	16,000		-10	20,000		-2	1	8
	Decreases travel time by 1 turn to any ship, including enemy. Required at Origin planet only.									
	Comms Satellite	33,000	22,000		-10	40,000		-2	1	8
	Allows you see all the fleets moving into the same system, and allows you to scan panets.									
	Ship Yard	48,000	32,000		-10	25,000		-2	1	12










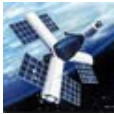



	Name									Max	
Enables production of basic ship designs.											

Tier 2 Structures










These structures are unlocked by building a Colony.













All space structures requires a Launch Site.

	Name								Ma x	
	Colony	60,000	40,000			50,000 +100,000 cap	-2		1	24
	Light Weapons Factory	30,000	20,000		-10	40,000	-2		1	12
	Required for production of military ships and to build Army Barracks.									
	Army Barracks Requires Light Weapons Factory	12,000	8,000		-10	25,000 +400,000 sol cap	-2		1	8
	Enables training of soldiers, and provides housing for 400,000 soldiers.									
	Core Metal Mine	3,600 +900	12,000		-20	35,000	-2			8
	Core Mineral Extractor	18,000	2,400 +600		-20	35,000	-2			8










	Name								Max	
	Hydroponics Lab	9,000	6,000	+600	-20	35,000		-2		8
	Solar Array	9,000	6,000		+300	35,000		-2		8
	Medical Centre Requires Leisure Centre	21,000	14,000		-10	20,000 +0.3%	-2		1	10
	Increases Birth Rate by 0.3% per turn. (total birth rate will be 1.7% if you don't have an hospital)									
	Resource Converter	24,000	16,000		-20	20,000	-2		1	12
	Allows conversion of any resource to and from energy.									
	Holo Generator	18,000	12,000		-50	120,000		-2	1	24
	Allows production of holo ships									














Tier 2+ Structures

	Name								Max	
	Hyperspace Beacon	39,000	26,000		-20	40,000		-2	1	16
Decreases travel time by 2 turn to your ships only. Required at destination planet only.										

	Name								Max	
	Metal Refinery	75,000	50,000		-40	100,000	-2		1	24
	Increases metal abundance by 30. For example on your home planet you'll have 100% metal abundance. Abundance can be greater than 100%.									
	Mineral Processor	75,000	50,000		-40	100,000	-2		1	24
	Increases mineral abundance by 30. For example on your home planet you'll have 100% mineral abundance. Abundance can be greater than 100%.									
	Food Purifier	75,000	50,000		-40	100,000	-2		1	24
	Increases food abundance by 30. For example on your home planet you'll have 100% food abundance. Abundance can be greater than 100%.									
	Energy Booster	75,000	50,000			100,000	-2		1	24
	Increases energy abundance by 30. For example on your home planet you'll have 100% energy abundance. Abundance can be greater than 100%.									

Tier 3 Structures














	Name								Max	
	Metropolis	120,000	80,000			160,000 +200,000 cap	-4		1	48
	Also provides 1 Research Point when it's built.									

	Name								Max	
	Heavy Weapons Factory Requires Light Weapons Factory	90,000	60,000		-30	200,000	-2		1	24
		Required for production of advanced military ships: destroyers and battleships.								
	Space Dock Requires Ship Yard	144,000	96,000		-20	240,000		-4	1	24
		Required for production of advanced ships.								
	Hospital Requires Medical Centre	36,000	24,000		-20	40,000 +0.3%	-2		1	16
		Increases Birth Rate by 0.3% per turn. (total birth rate will be 2%)								
	Land Reclamation					100,000	+1			24
		Increases the ground space of the planet.								
	Orbital Clearing					100,000		+1		24
		Increases the orbital space of the planet.								

Tier 3+ Structures

These structures are unlocked by building a Metropolis and required research.

	Name								Max	
	Jump Gate	156,000	104,000		-40	160,000		-4	1	24

	Name								Max	
Decreases travel time by 2 turns to all ships of the same alliance. Required at both origin and destination planet. Can be combined with a Hyperspace Beacon and a Space Tether for a maximum of 5 turn reduction to your own ships.										
	Strip Metal Mine	72,000 +9,000	240,000		-60	200,000	-6		1	24
	Strip Mineral Extractor	360,000	48,000 +6,000		-60	200,000	-6		1	24
	Hydroponics Dome	180,000	120,000	+9,000	-60	200,000		-6	1	24
	Solar Station	180,000	120,000		+3,000	200,000		-6	1	24
	Orbital Ring	320,000	240,000		-60	200,000 +1.5m cap + 500k sol cap		-6	1	48
	Provides 1,500,000 housing for workers and 500,000 housing for soldiers. Can be combined with an Army Barracks for a maximum of 1000,000 housing for soldiers. Also provides 3 Research Points when it's built, and these 3 Research Points are lost when demolished.									