

**ALL NEW PRODUCTION
CHAINS & BUILDINGS**



**TIER II - RESEARCHERS:
PRODUCTION CHAINS**



**TIER III - GENIUSES:
PRODUCTION CHAINS**



OTHER NEW BUILDINGS



ORNAMENTALS (COMBINABLE)



OTHER ORNAMENTALS

TECH PRODUCTION CHAINS

RESEARCHERS (TIER II)



Must be build on
the surface

Must be built
underwater

D R I N K S

GEN FARMING
LABORATORY



CORAL BREEDER



IMMUNITY DRUG
MANUFACTURES



L I F E S T Y L E

COPPER MINE



SAND EXTRACTOR



SPONGE FARM



CHIP FACTORY



ELECTRONIC
RECYCLER



CYBERNATIC
FACTORY



TECH PRODUCTION CHAINS

GENIUSES (TIER III)



Must be build on
the surface

Must be built
underwater

L I F E S T Y L E



L I F E S T Y L E



TECH – OTHER NEW BUILDINGS

Researchers (Tier II)



Geniuses (Tier III)



Must be built underwater

Must be built on the surface

ENERGY

GEOTHERMIC POWER PLANT



POWER STATION -200
Geothermic power plant +750

- 9,000 Produces Energy
- 30 Must be built under water. Requires Geothermal energy source.
- 40
- 60 Long-term use may cause a Tsunami.

PUBLIC

UNDERWATER RECEIVING DOCK



SCIENCE FORUM FOUNDATION
TECH MONUMENT



PUBLIC BUILDING -60 -1000
Science Forum foundation -250

- 150,000 First phase of construction of the Monument.
- 7% Creates a Construction area.
- 100 Satisfies all Building needs upon completion.
- 100
- 150
- 250

SPECIAL

DEFENSE PLATFORM



ENERGY TRANSMITTER

ENERGY TRANSMITTER



SPECIAL -87 -15
Energy transmitter

- 15,000 Diverts Energy from one island to other islands with Energy transmitters.
- 25 Can be built underwater.
- 40
- 60

TECH

ORNAMENTALS - COMBINABLE

ORNAMENTAL BUILDINGS

Harbor design

Shows all Ornamental buildings in this category.

ORNAMENTAL BUILDINGS ⚡ -1

Harbor gate

300 Beautifies Settlement.

1

3

ORNAMENTAL BUILDINGS

Container yard I

300 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS

Container yard II

300 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS

Container yard III

300 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS

Container yard IV

300 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS

Container yard V

300 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS

Park

Shows all Ornamental buildings in this category.

ORNAMENTAL BUILDINGS ⚡ -1

Park straight

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS ⚡ -1

Park diagonal path

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS

Park hedge

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS ⚡ -1

Park protrusion

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS ⚡ -1

Park indentation

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS ⚡ -1

Park diagonal hedge

400 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS

Glass tunnel

Shows all Ornamental buildings in this category.

ORNAMENTAL BUILDINGS ⚡ -1

Glass tunnel area

900 Beautifies Settlement.

3

1

ORNAMENTAL BUILDINGS ⚡ -1

Glass tunnel junction

900 Beautifies Settlement.

3

1

ORNAMENTAL BUILDINGS ⚡ -1

Glass tunnel straight

900 Beautifies Settlement.

3

1

ORNAMENTAL BUILDINGS ⚡ -1

Glass tunnel T-junction

900 Beautifies Settlement.

3

1

ORNAMENTAL BUILDINGS

HoLogram

Shows all Ornamental buildings in this category.

ORNAMENTAL BUILDINGS -60 ⚡ -6

HoLogram "Orca"

16,000 Beautifies Settlement.

6

6

6

ORNAMENTAL BUILDINGS -90 ⚡ -9

HoLogram "Manta"

18,000 Beautifies Settlement.

9

9

9

ORNAMENTAL BUILDINGS -40 ⚡ -4

HoLogram "Jellyfish"

12,000 Beautifies Settlement.

4

4

4

ORNAMENTAL BUILDINGS -40 ⚡ -4

HoLogram "Shark"

12,000 Beautifies Settlement.

4

4

4

ORNAMENTAL BUILDINGS -20 ⚡ -2

HoLogram "Swordfish"

3,000 Beautifies Settlement.

2

2

2

TECH

OTHER ORNAMENTALS

INFRASTRUCTURE
F.A.T.H.E.R. -Promenade

35 Connects Buildings.
Enables Transport units to pick up Merchandise
Increases Transport unit speed.

ORNAMENTAL BUILDINGS -40
Fountain -1

2000 Beautifies Settlement.

6
 5

ORNAMENTAL BUILDINGS
Free space

500 Beautifies Settlement.

3

ORNAMENTAL BUILDINGS -30
Drone Light -2

500 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS -1
Cybernetic H.U.D.

1,000 Beautifies Settlement.

2

ORNAMENTAL BUILDINGS
Copse "Duet"

500 Beautifies Settlement.

1

ORNAMENTAL BUILDINGS -30
Cargo conveyor belt -1

300 Beautifies Settlement.

2
 3

HARBOR BUILDINGS
Quay wall

20 Defines the Harbor
Must be built in a Harbor area.