



# Facilities

**THE ASCENT TO TRANSCENDENCE (VICTORY)**  
 •Cost: 2000  
 •Prerequisite: Threshold of Transcendence(E15)  
 •Benefits: Completes the Transcendence sequence and ends the Human Era; the Ascent cannot be started until the Voice of the Planet is operational

**THE ASCETIC VIRTUES (POP, POLICE)**  
 •Cost: 300  
 •Prerequisite: Planetary Economics(B6)  
 •Benefits: Increases the population limit of your base by two and increases your society's tolerance for use of police and military units (+1 police)

**THE BULK MATTER TRANSMITTER (MINERALS)**  
 •Cost: 600  
 •Prerequisite: Matter Transmission(B13)  
 •Benefits: +2 minerals at every base

**THE CITIZEN'S DEFENSE FORCE (DEFENSE)**  
 •Cost: 300  
 •Prerequisite: Intellectual Integrity(E3)  
 •Benefits: Counts as a Perimeter Defense at every base

**CLINICAL IMMORTALITY (DRONES, VOTES)** V  
 •Cost: 500  
 •Prerequisite: Matter Editation(B12)  
 •Benefit: One extra talent at every base; doubles your votes in elections for Planetary Governor and Supreme Leader

**THE CLONING VATS (POP, MINERALS, SUPPORT)**  
 •Cost: 500  
 •Prerequisite: Biomachinery(B7)  
 •Benefits: All your bases enter a permanent state of population boom and will grow every turn provided nutrient output is sufficient and habitat facilities are adequate; negative effects of the power (+2 industry) and thought control (+3support) social engineering choices are eliminated

**CLOUDBASE ACADEMY (MORALE, REPAIR, DEFENSE)** AX  
 •Cost: 300  
 •Prerequisite: Mind Machine Interface (C6)  
 •Aerospace Complex at each base

**THE COMMAND NEXUS (MORALE, REPAIR)**  
 •Cost: 200  
 •Prerequisite: Doctrine Loyalty(C2)  
 •Benefits: Counts as a Command Center at every base

**THE CYBORG FACTORY (MORALE, LIFECYCLE)**  
 •Cost: 400  
 •Prerequisite: Mind/machine Interface(C6)  
 •Benefits: Counts as a Bioenhancement Center at every base

**THE DREAM TWISTER (PSI)**  
 •Cost: 400  
 •Prerequisite: The Will to Power(E9)  
 •Benefits: +50 percent to psi attack

**THE EMPATH GUILD (COMM, VOTES)**  
 •Cost: 200  
 •Prerequisite: Centauri Empathy(E3)  
 •Benefits: Lets you contact any leader and gives you an infiltrator in every faction; gives you +50 percent votes in elections for Planetary Governor and Supreme Leader

**THE HUMAN GENOME PROJECT (DRONES)** V  
 •Cost: 200  
 •Prerequisite: Biogenetics(D1)  
 •Benefits: One extra talent at every base

**THE HUNTER-SEEKER ALGORITHM (PROBE)**  
 •Cost: 300  
 •Prerequisite: Presentist Algorithms(D5)  
 •Benefits: Renders your units and bases completely immune to probe team infiltration of any kind

**THE LIVING REFINERY (MINERALS, SUPPORT)**  
 •Cost: 400  
 •Prerequisite: Advanced Spaceflight(D8)  
 •Benefits: Decreases minerals required to support military units; +2 support on social engineering table

**THE LONGEVITY VACCINE (DRONES, ENERGY)** V  
 •Cost: 300  
 •Prerequisite: Bio-Engineering(B5)  
 •Benefits: Two less drones at every base if using planned economics; one less drone at every base if using simple or green economics; energy reserves increased by 50 percent at this base for using free market economics

**MANIFOLD HARMONICS (NUTRIENTS, MINERALS, ENERGY)**  
 •Cost: 500  
 •Prerequisite: Secrets of the Manifolds (D13)  
 •Increased production from Monoliths and Fungus  
 Planet Rating (NUT, MIN, EN)  
 0 (0,+1,0)  
 1 ((+1,+1,0)  
 2 (+1,+1,+1)  
 3 (+1,+2,+1) AX

**THE MARITIME CONTROL CENTER (MORALE, REPAIR, DEFENSE, MOVEMENT)**  
 •Cost: 300  
 Prerequisite: Doctrine Initiative(E4)  
 Benefits: Increases the movement rate of all naval units by two; counts as a Naval Yard at every base

**THE MERCHANT EXCHANGE (ENERGY)**  
 •Cost: 200  
 •Prerequisite: Industrial Base(B1)  
 •Benefits: +1 energy in every square at this base

**THE NANO FACTORY (REPAIR, UPGRADE)**  
 •Cost: 400  
 •Prerequisite: Industrial Nanorobotics(B9)  
 •Benefits: Units can be repaired quickly and completely even when not in base squares; the cost to upgrade units is reduced by 50 percent

**NETHACK TERMINUS (PROBE)** AX  
 •Cost: 400  
 •Prerequisite: Self-Aware Machines (D11)  
 •All probe teams +1 morale  
 •Cost of probe teams reduced 25%  
 •All probe teams have Algorithmic Enhancement

**THE NETWORK BACKBONE (LABS, POLICE)**  
 •Cost: 400  
 •Prerequisite: Digital Sentience(D10)  
 •Benefits: +1 research at this base for every point of commerce this base receives; +1 research for every network node in existence on Alpha Centauri, regardless of the player owning the network node; eliminates the negative effects of cybernetic society (+3 police)

**THE NEURAL AMPLIFIER (PSI)**  
 •Cost: 300  
 •Prerequisite: Neural Grafting(C4)  
 •Benefits: +50 percent to psi defense

**THE PHOLUS MUTAGEN (ECOLOGY, DEFENSE, LIFECYCLE)**  
 •Cost: 400  
 •Prerequisite: Centauri Genetics(E7)  
 •Benefits: Reduces the effect of industry on Planet's ecology at all your bases; conventional units get alien terrain combat modifiers; alien life forms you breed gain a +1 lifecycle bonus

**THE PLANETARY DATALINKS (TECHS)**  
 •Cost: 300  
 •Prerequisite: Cybernetics(B4)  
 •Benefits: You automatically discover any technology discovered by any three other factions

**PLANETARY ENERGY GRID (ENERGY)** AX  
 •Cost: 300  
 •Prerequisite: Adaptive Economics (B3)  
 •Energy bank at each base  
 •+25% Stockpile Energy

**THE PLANETARY TRANSIT SYSTEM (ENERGY, DRONES)**  
 •Cost: 300  
 •Prerequisite: Industrial Automation(B3)  
 •Benefits: Any new bases you found begin at population level 3; one less drone at all bases of population level 3 and less

**THE SELF-AWARE COLONY (FAC MAINT, DRONES)**  
 •Cost: 500  
 •Prerequisite: Self-Aware Machines(D11)  
 •Benefits: Energy maintenance cost for facilities is halved at all your bases; if use of police is allowed under current social model, all your bases are considered to have an extra police unit

**THE SINGULARITY INDUCTOR (MINERALS, ECOLOGY)**  
 •Cost: 600  
 •Prerequisite: Controlled Singularity(C15)  
 •Benefits: Counts as a Quantum Converter at every base and reduces the ecological effects of mineral production

**THE SPACE ELEVATOR (ENERGY, MINERALS, ORBITAL INSERT)**  
 •Cost: 500  
 •Prerequisite: Super Tensile Solids(B10)  
 •Benefits: Doubles energy reserves production at this base and doubles mineral production rate at all your bases when producing orbital improvements; your units equipped with drop pods may now make orbital insertions anywhere on Planet; this project also waives any Aerospace Complex restrictions on orbital improvements

**THE SUPERCOLLIDER (LABS)**  
 •Cost: 300  
 •Prerequisite: Applied Relativity(D5)  
 •Benefits: Research output at this base is doubled

**THE TELEPATHIC MATRIX (DRONES, PROBE)**  
 •Cost: 600  
 •Prerequisite: Eudaimonia(E12)  
 •Benefits: Drones never riot at your base; all your probe teams receive a +2 morale modifier

**THE THEORY OF EVERYTHING (LABS)**  
 •Cost: 400  
 •Prerequisite: Unified Field Theory(C7)  
 •Benefits: Lab output doubled at this base

**THE UNIVERSAL TRANSLATOR (TECHS)**  
 •Cost: 400  
 •Prerequisite: Homo Superior(E8)  
 •Benefits: Two free tech advances on completion; any number of alien artifacts can be cashed at this base

**THE VIRTUAL WORLD (DRONES)**  
 •Cost: 300  
 •Prerequisite: Planetary Networks(D2)  
 •Benefits: In addition to their normal effect, network nodes count as hologram theatres at each base (reduces number of drones by two and increases psych output of base by 50 percent)

**THE VOICE OF THE PLANET (LIFECYCLE)**  
 •Cost: 600  
 •Prerequisite: Threshold of Transcendence(E15)  
 •Benefits: Begins the Ascent to Transcendence sequence; any faction can now begin the Ascent to Transcendence; any alien lifeforms you breed gain a +1 lifecycle bonus

**THE WEATHER PARADIGM (TERRAFORM)**  
 •Cost: 200  
 •Prerequisite: Centauri Ecology(E1)  
 •Benefits: Increases terraforming speed by 50 percent for all tasks except for remove fungus; your formers may build condensers and boreholes and may raise and lower terrain, even if you have not yet discovered the appropriate technologies.

**THE XENOEMPATHY DOME (MOVEMENT, LIFECYCLE, TERRAFORM)**  
 •Cost: 300  
 •Prerequisite: Centauri Meditation(E5)  
 •Benefits: All fungus squares are treated as roads, and the rate at which your formers remove or plant fungus is doubled; additionally, the fungus confers on all your units the same combat benefits normally reserved for alien life forms; any alien lifeforms you breed gain a +1 lifecycle bonus

# Projects

V Avoid Prometheus Virus Random Event