Buildings

Explore the different buildings of Cosmo Crafter and their capabilities.

Buildings unlock new features.

- Command Center
  - Mission Control
  - Radar
- Mining Facility
- Storage Depot
- Research Lab
- Exchange Office
- Trade Station
- Shipyard
  - Building Spacecrafts
  - Designing Spacecrafts
- Defense Tower
  - Building Defenses
  - Designing Defenses
- Galactic Embassy
  - Treaties
  - Bounties
- Refinery
- Bank
- Arcade
- Pirate Hub

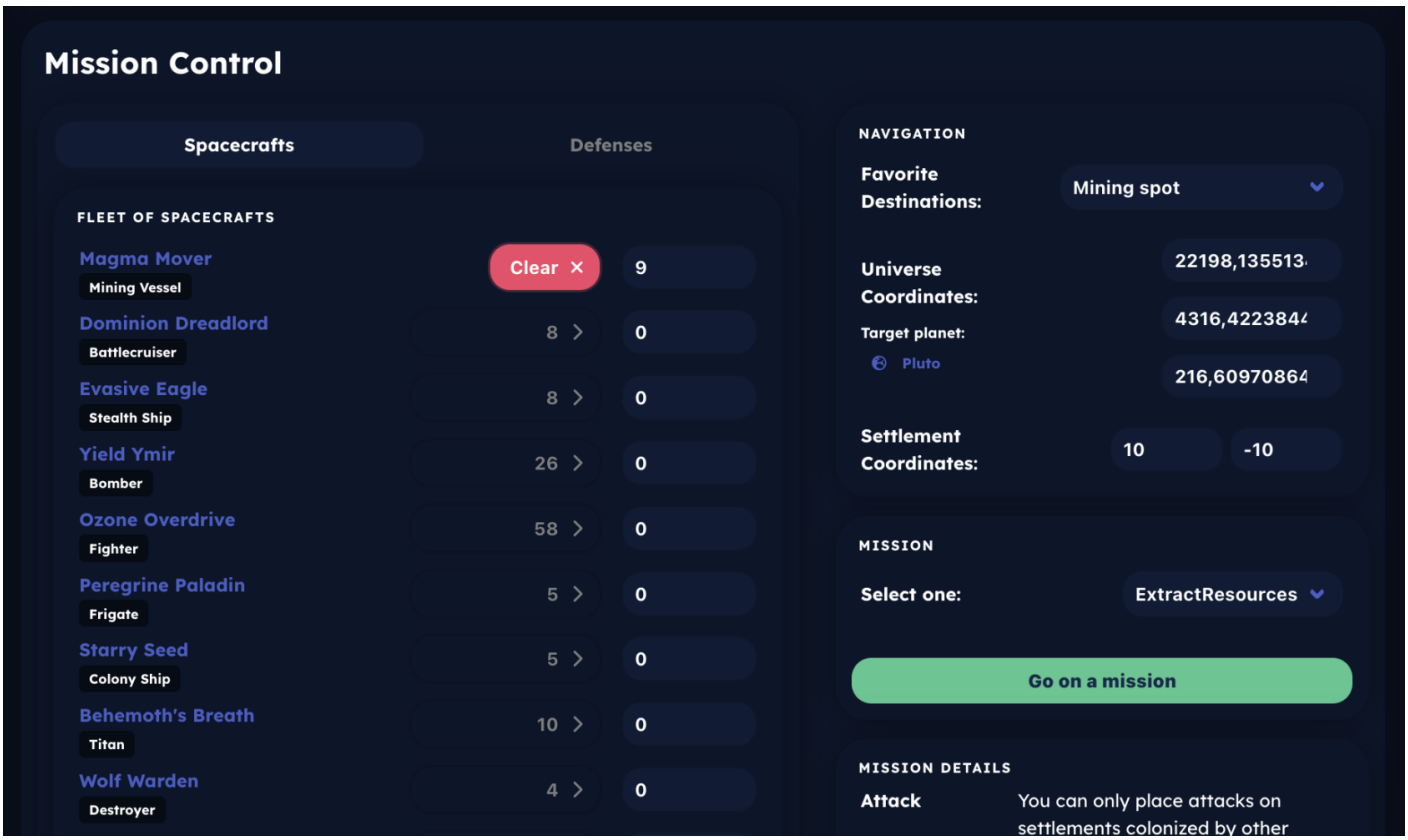
Command Center

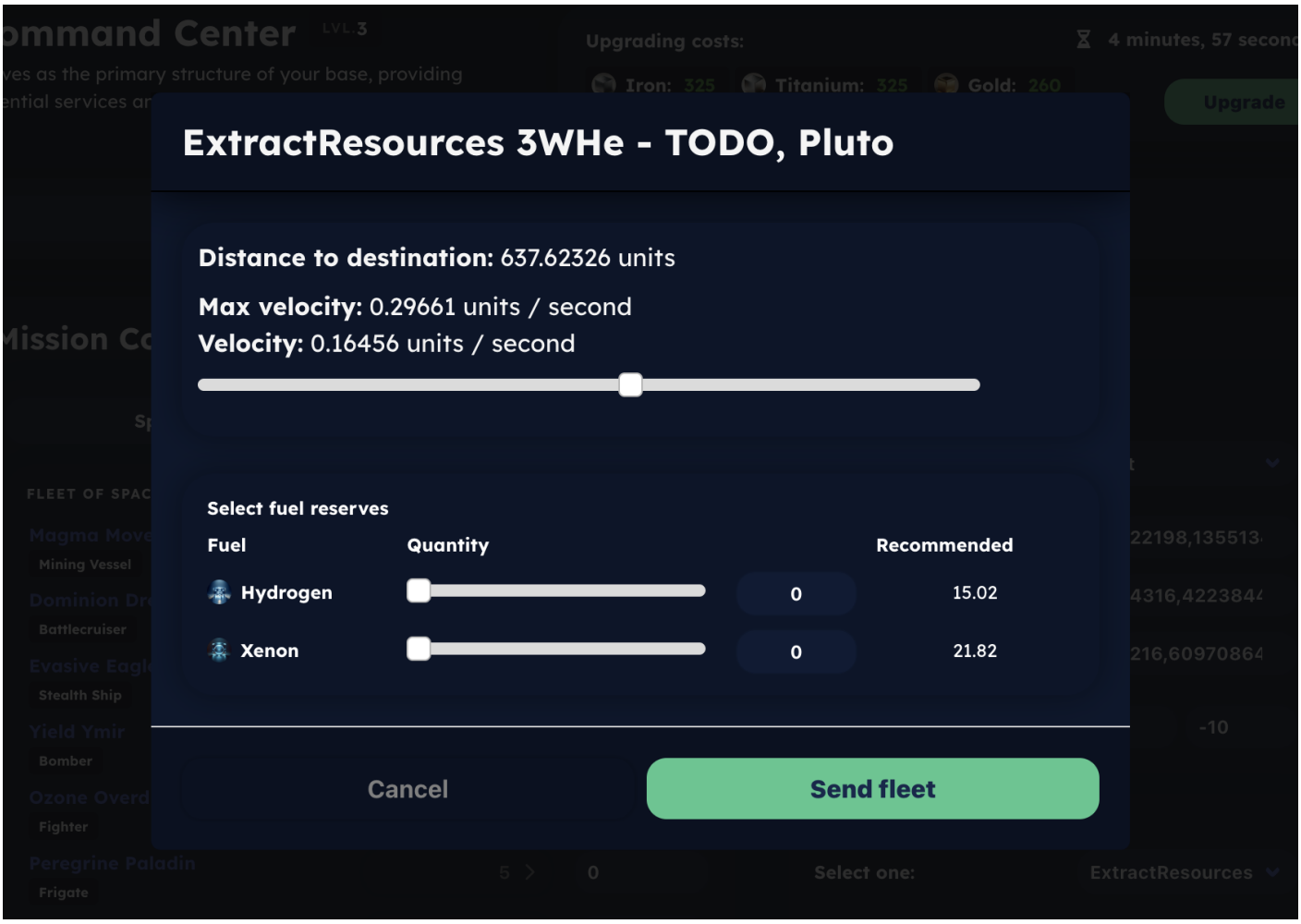
Command Center

Mission Control

From the Mission Control tab you can send you fleets on missions.

1. Choose the fleet that you want to send on a mission;
2. Select the destination, by either selecting one of your favourite destinations or entering the coordinates manually;
3. Select the mission that you want to perform;
4. Click "Go on Mission", this will open a popup;
5. Configure the velocity of the fleet;
6. Setup the fuel that your fleet will require to travel until its destination;
7. If you're doing a transport mission, you can also select the cargo that you'll be transporting;





Remember that the fastest your fleet travels, the more fuel it will require, yet, when travelling through space, keep in mind that planets position is dynamic. Each planet has a velocity too and you need to take this into consideration when selecting the velocity of your fleet.

Radar

From the radar you can find nearby settlements, planets and fleets that are on their way to missions.

Mining Facility

Storage Depot

Research Lab

Exchange Office

Trade Station

Shipyard

Shipyard

Building Spacecrafts

Designing Spacecrafts

Defense Tower

Building Defenses

Designing Defenses

Galactic Embassy

Treaties

Bounties

Refinery

Bank

Arcade

Pirate Hub