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# **Engineering Technologies**

# Quantum Computing

The Quantum Computing technology unlocks new technologies on the [Research Lab](#), unlocks new Weapons with 95 attack power, and it also decreases the time of upgrading buildings by 10%.

Engineering Technologies

# Spacecraft Engineering

The Spacecraft Engineering research allows for the construction of the [Shipyard](#) building, where new [spacecrafts](#) can be built.

Engineering Technologies

# Spacial Exploration

The Spacial Exploration technology unlocks the [Empire Expansion](#) technologies, that allow you to colonise new settlements.

# **Mining, Refining Technologies**

Mining, Refining Technologies

# Asteroid Mining

The Asteroid Mining technology enables players to mine resources on asteroids, and debris fields created by the remainders of spacecrafts and defense systems destroyed during battles.

Mining, Refining Technologies

# Exotic Matter Handling

The Exotic Matter Handling technology unlocks the construction of the [Refinery](#), allowing for the creation of [new materials](#).



# **Social-Economic Technologies**

# Interstellar Trading

The Interstellar Trading technology unlocks the construction of the [Trade Station](#) building, where resources, spacecrafts and new defense systems can be bought or sold.

Social-Economic Technologies

# Alien Linguistics

The Alien Linguistics technology unlocks the construction of the [Galactic Embassy](#), enabling the advertisement of bounties, and the placement of diplomatic treaties.

# **Drive Engine Technologies**

# Weapon Technologies

# Enhanced Weapons Systems

# Defensive Technologies

# Enhanced Defense Systems



# Orbital Defenses

# **Advanced Mining Techniques**

# Advanced Metallurgy

# Empire Expansion