

Almanac of Worlds

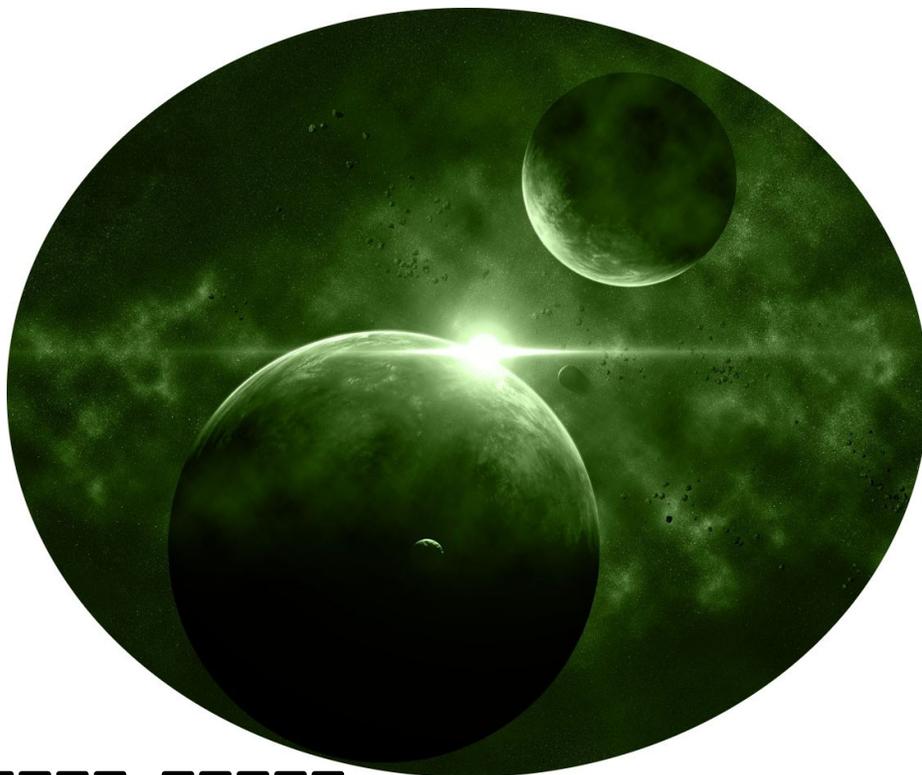




Name	Earth	
System - Position	Sol - 3	
Proximity to Jumpway	██████	██████
Moons	1 (Dust, Craters) Causes Ocean Tides	
Atmosphere	N ₂ 78%, O ₂ 21%, Ar 1%, Varying Traces of CO ₂ , H ₂ O	
Pressure	██████	██████
Gravity	██████	██████
Geomagnetic Shield	██████	██████
Surface	Saltwater Oceans, Tectonic Continents	
Habitats	Ice, Water, Plains, Deserts, Mountains, Forests	
Ecology	Oxidation-Photosynthesis Cycle Powered by Solar Radiation, Ample Flora + Fauna from Microbial to Giant	
Sentient Species	Human, Gorilla (ext), Chimpanzee (ext), Blue Whale (ext), Dolphin, Octopus	
Population Density	██████	██████
Population Diversity	██████	██████
Common Vocalizations	██████	██████
Languages	汉语/漢語, हिन्दी, Español, English, русский язык	
Interstellar Trade	██████	██████
Economy	Petrochemistry, Metal+Ceramics Industry, Consumerism	
Technology	██████	██████
FTL	None	
Fortification	██████	██████
Allies	None	
Enemies	None	
Remarkable Features	Imminent Ecological Collapse	



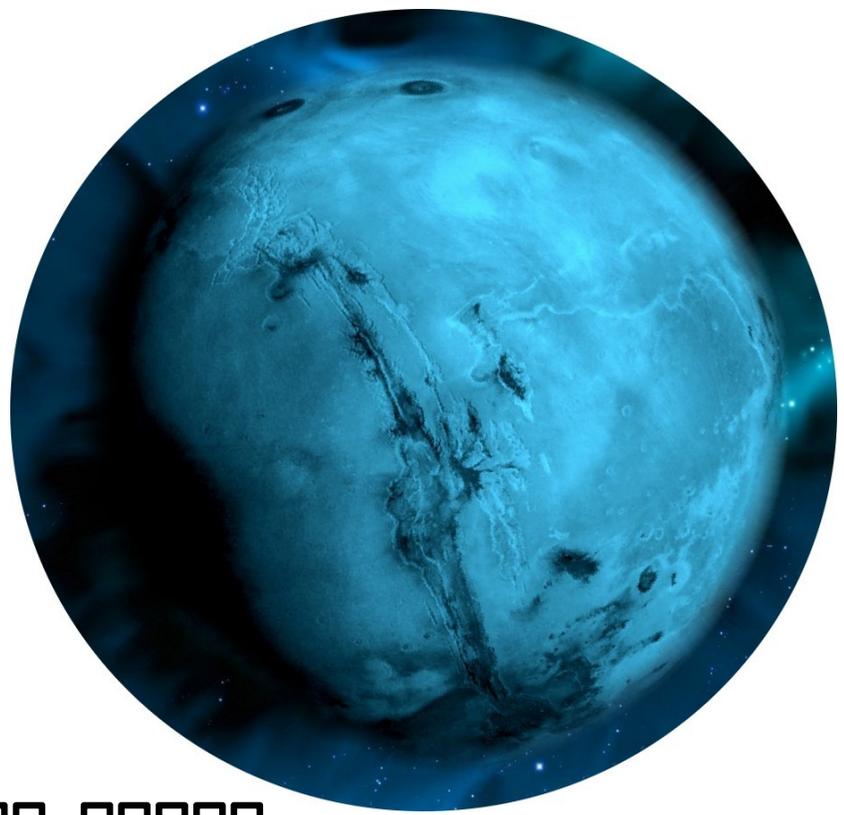
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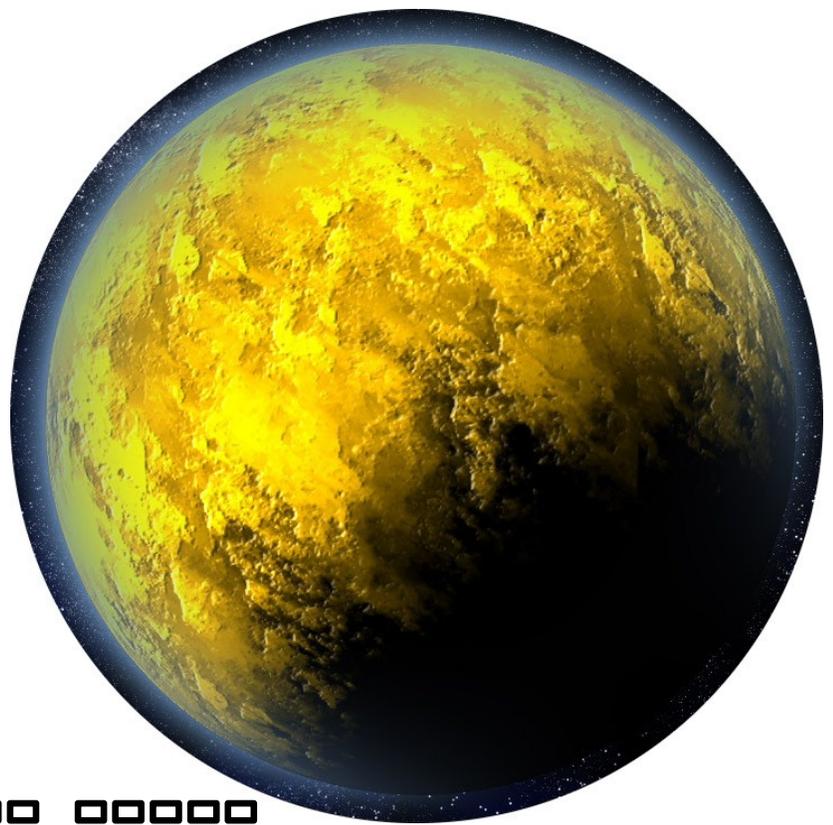
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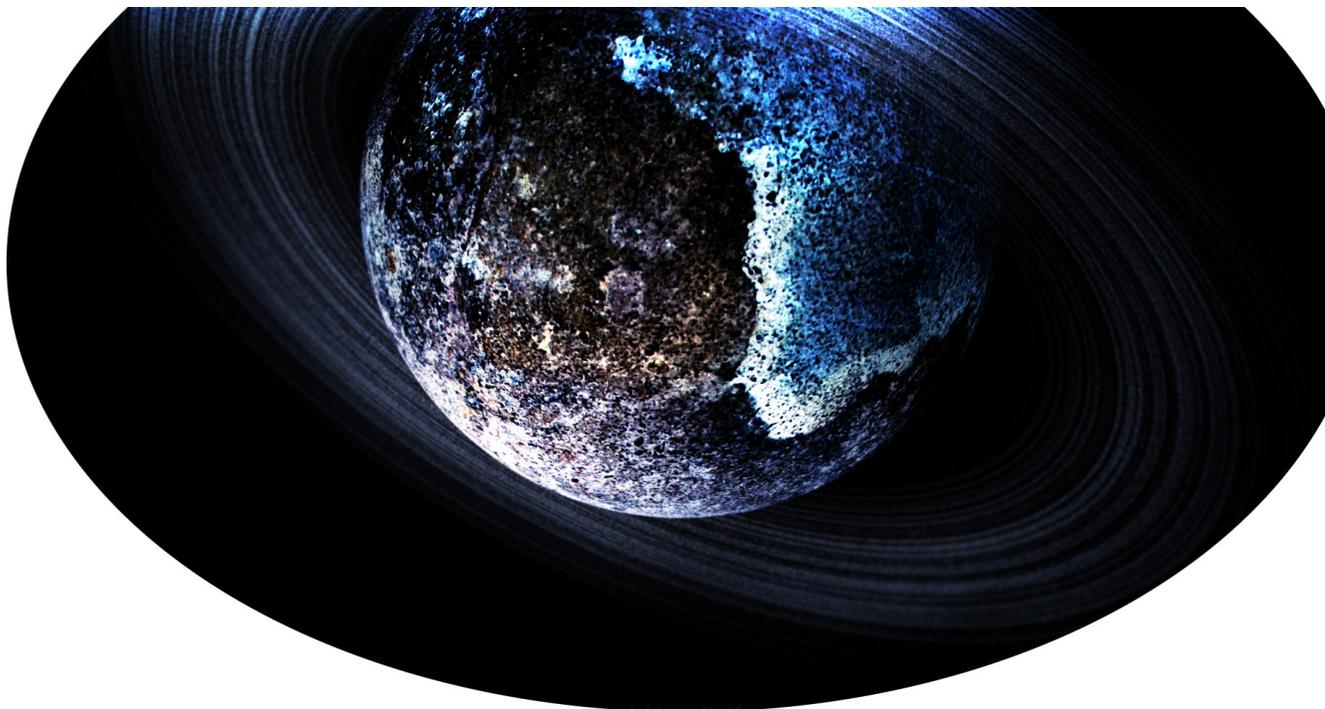
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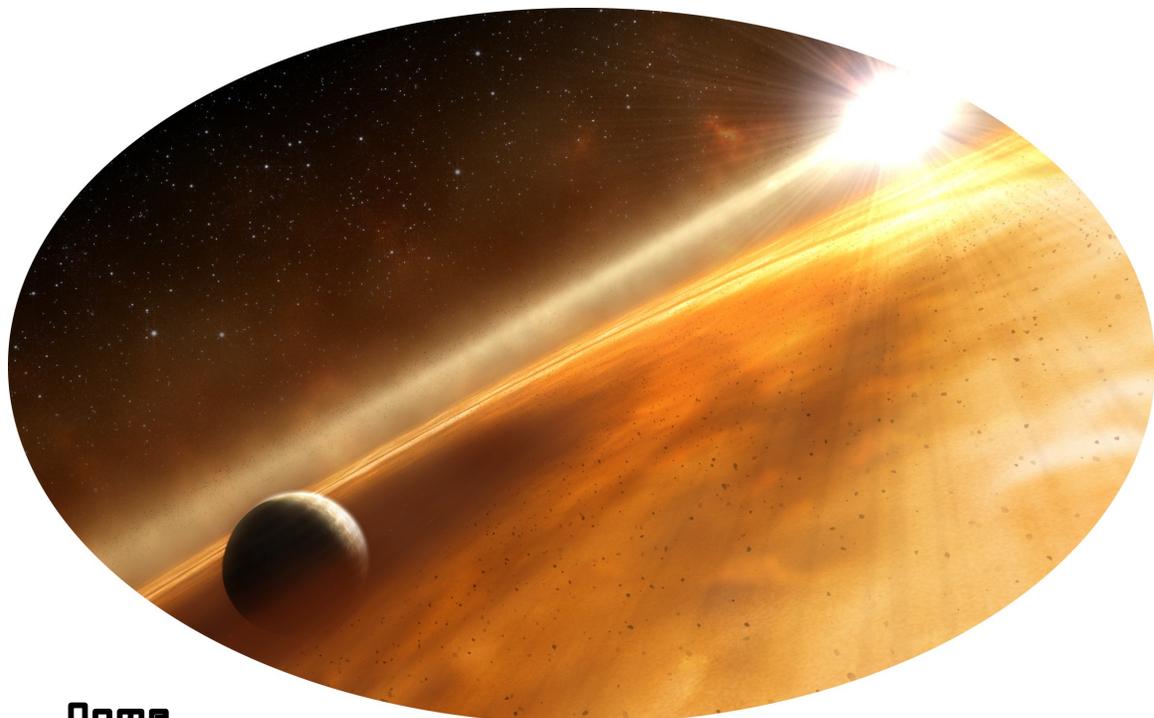
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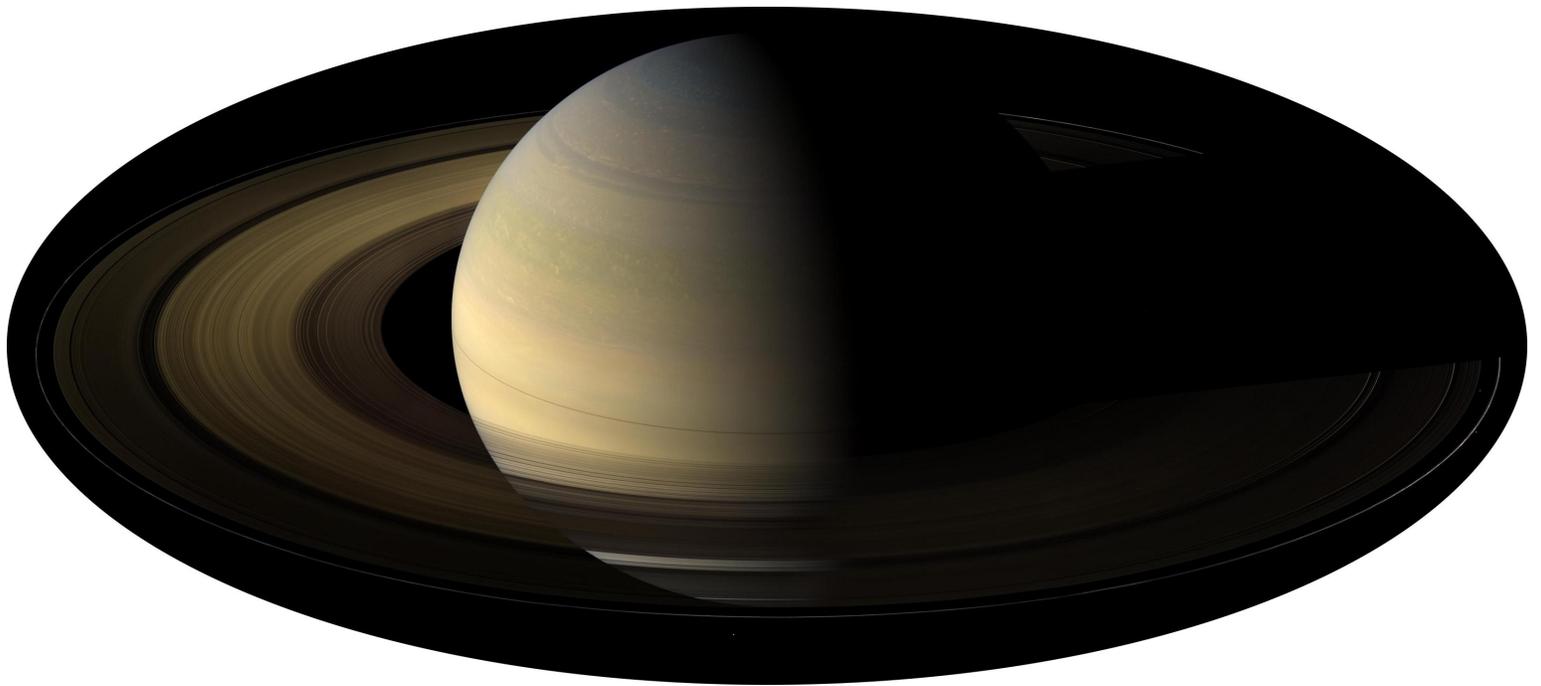
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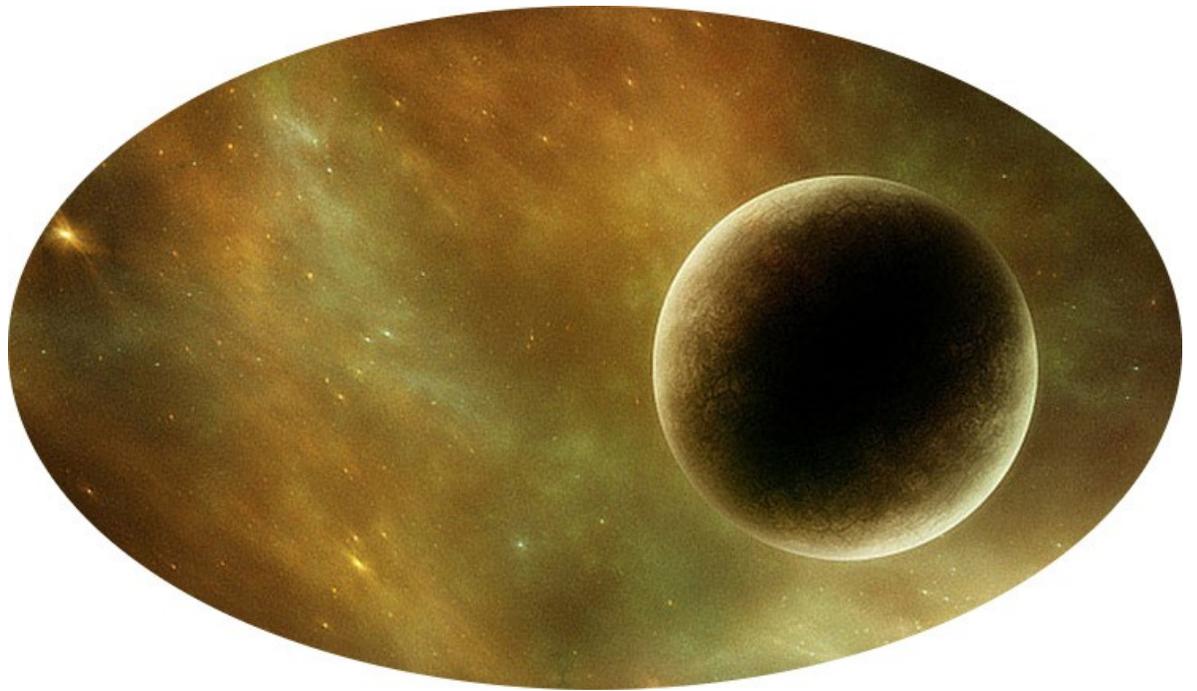
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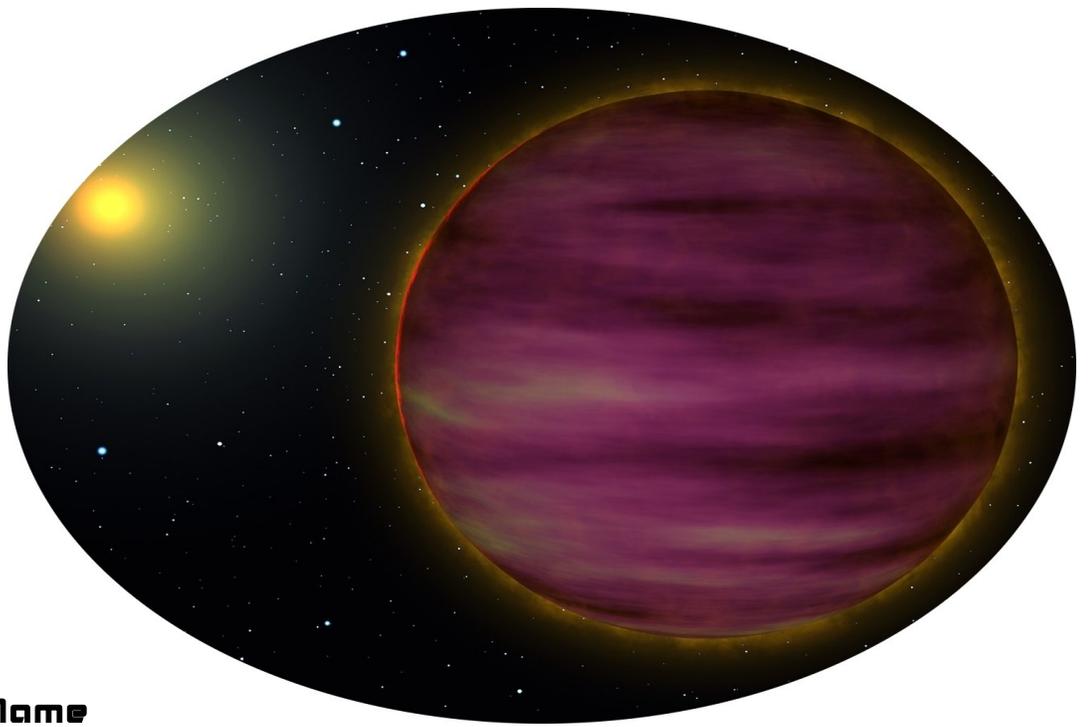
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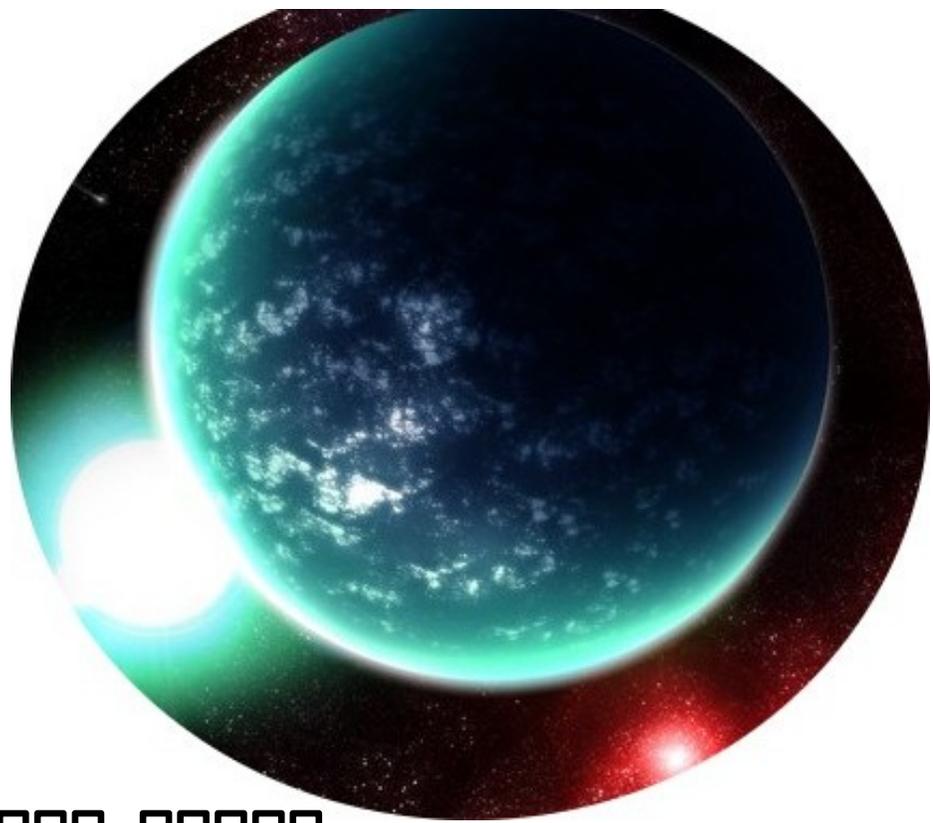
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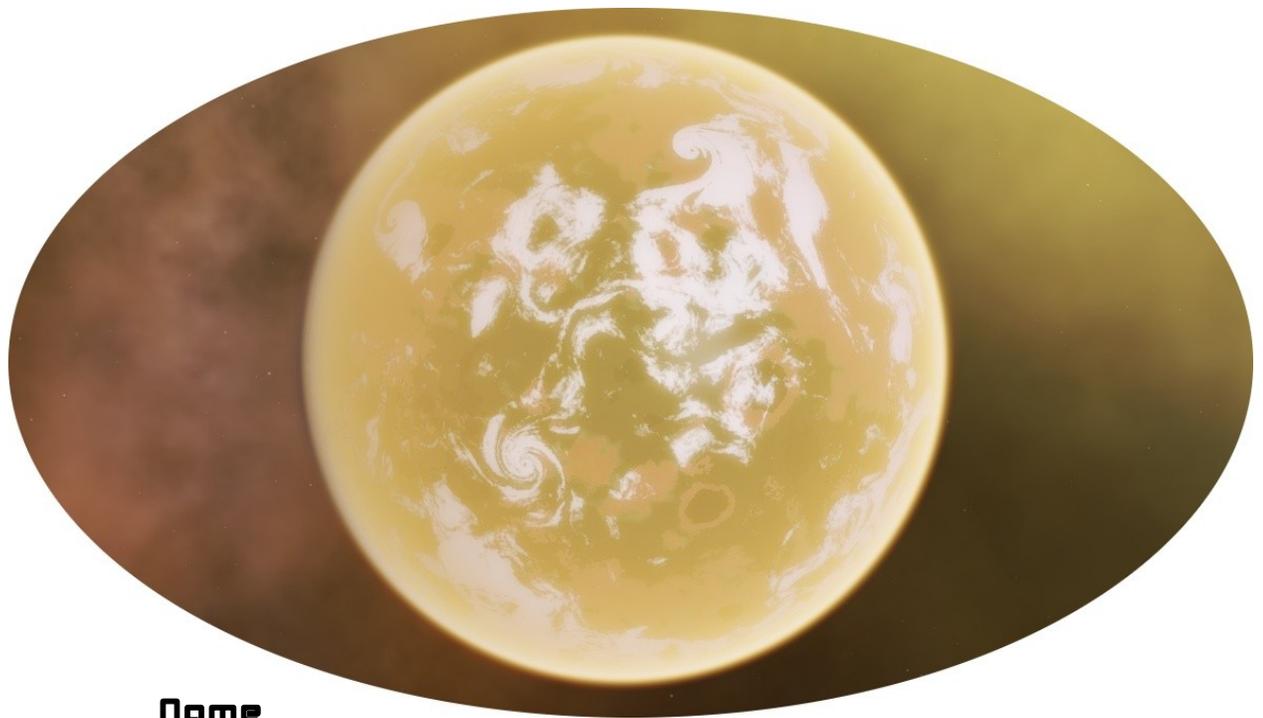
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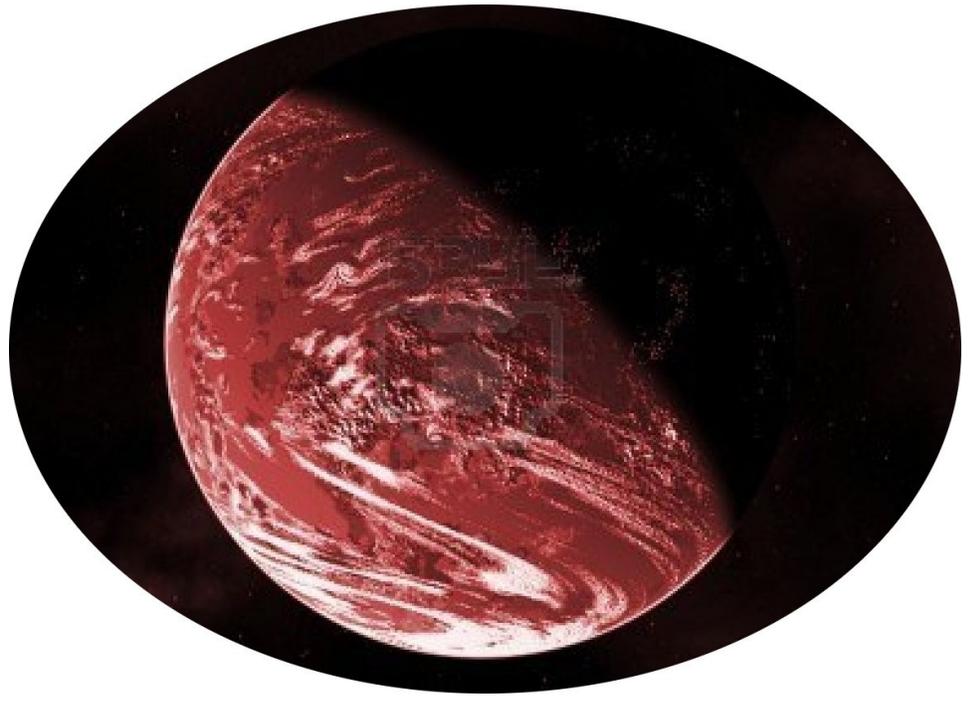
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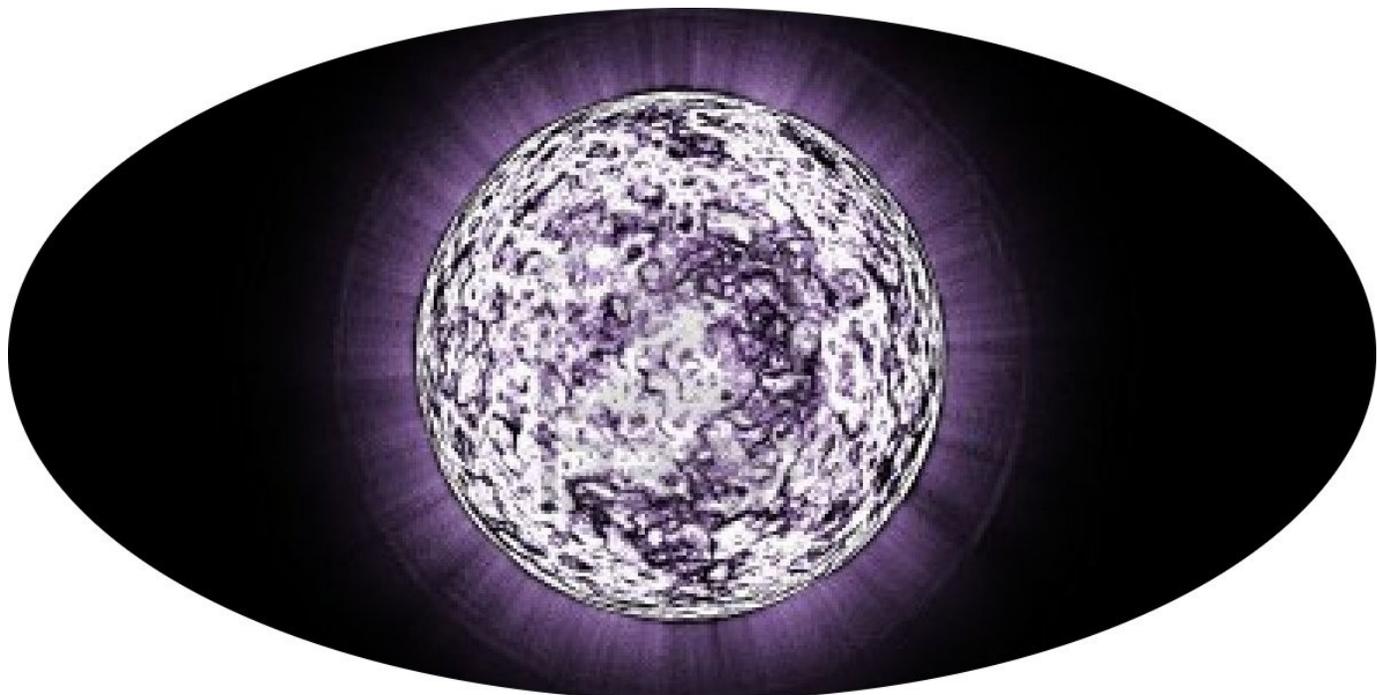
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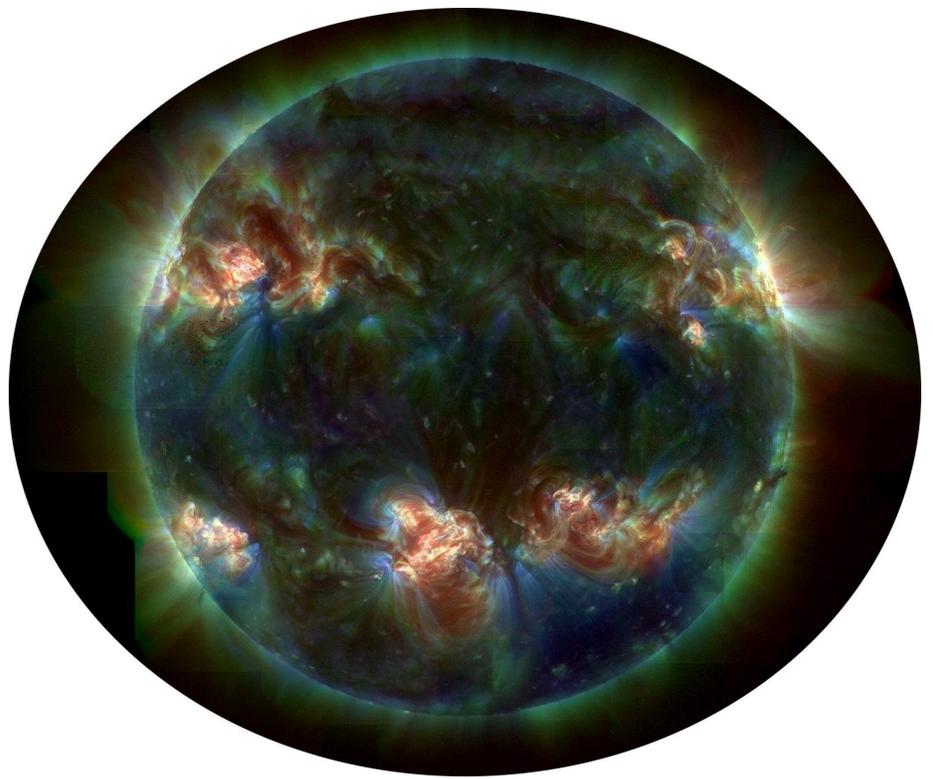
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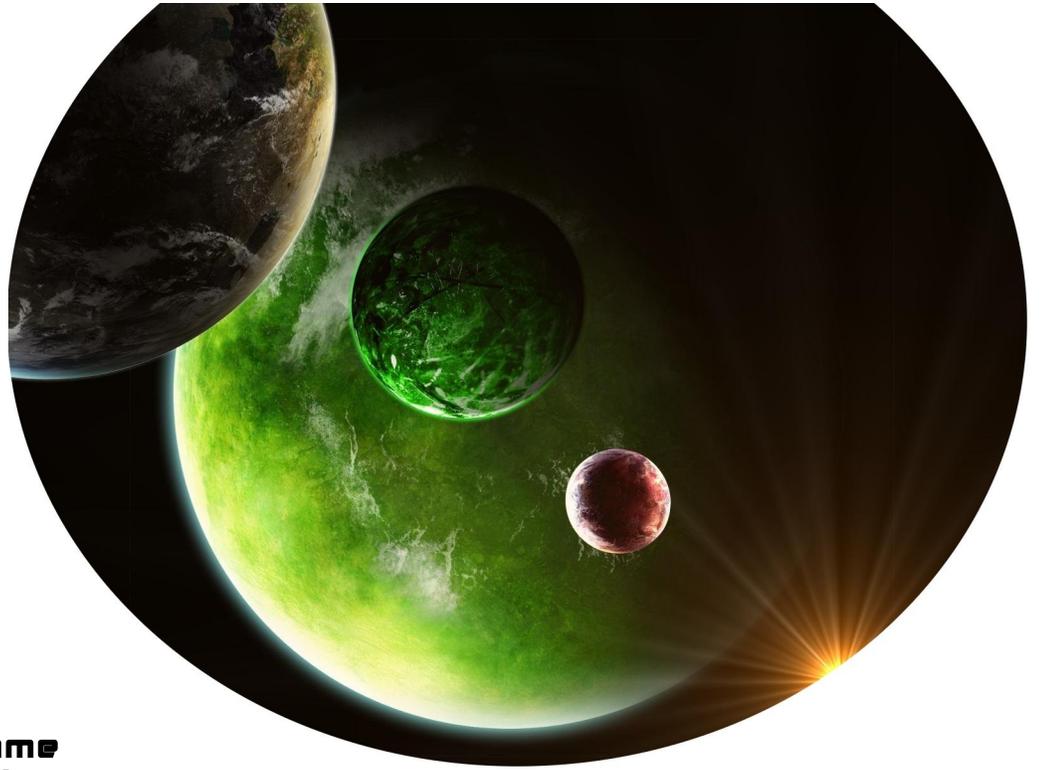
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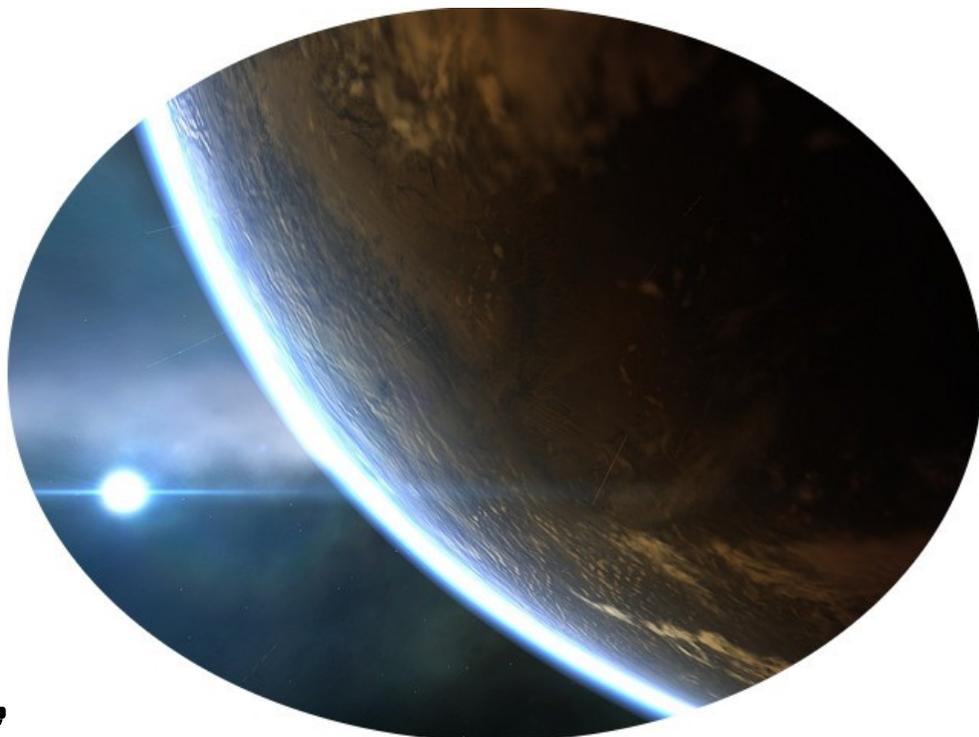
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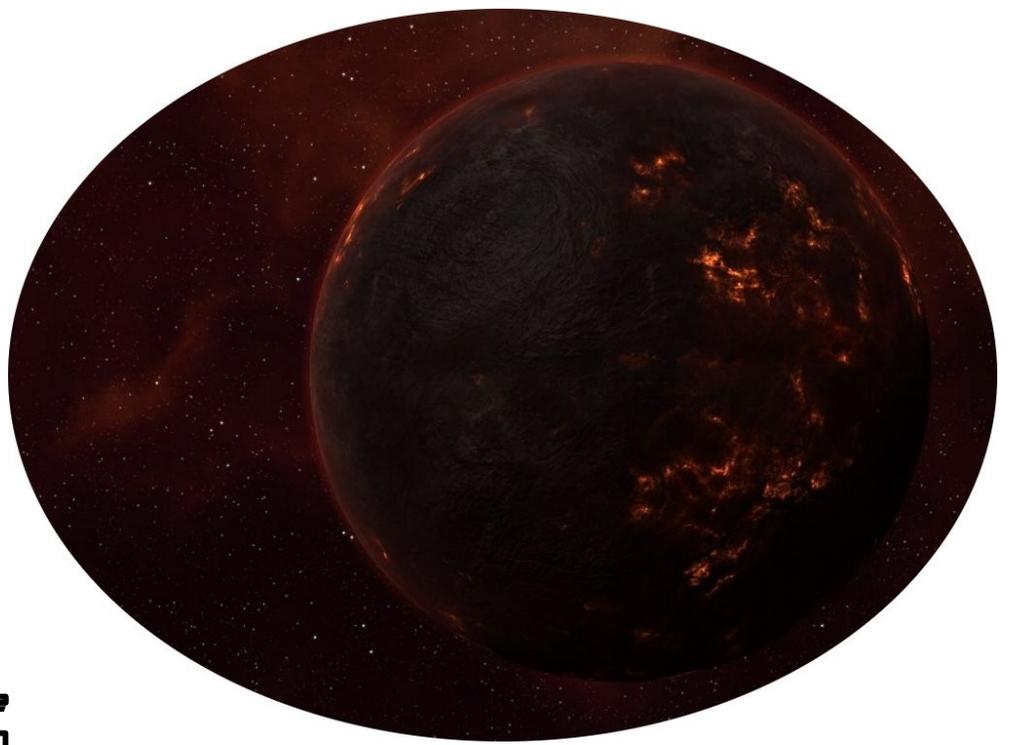
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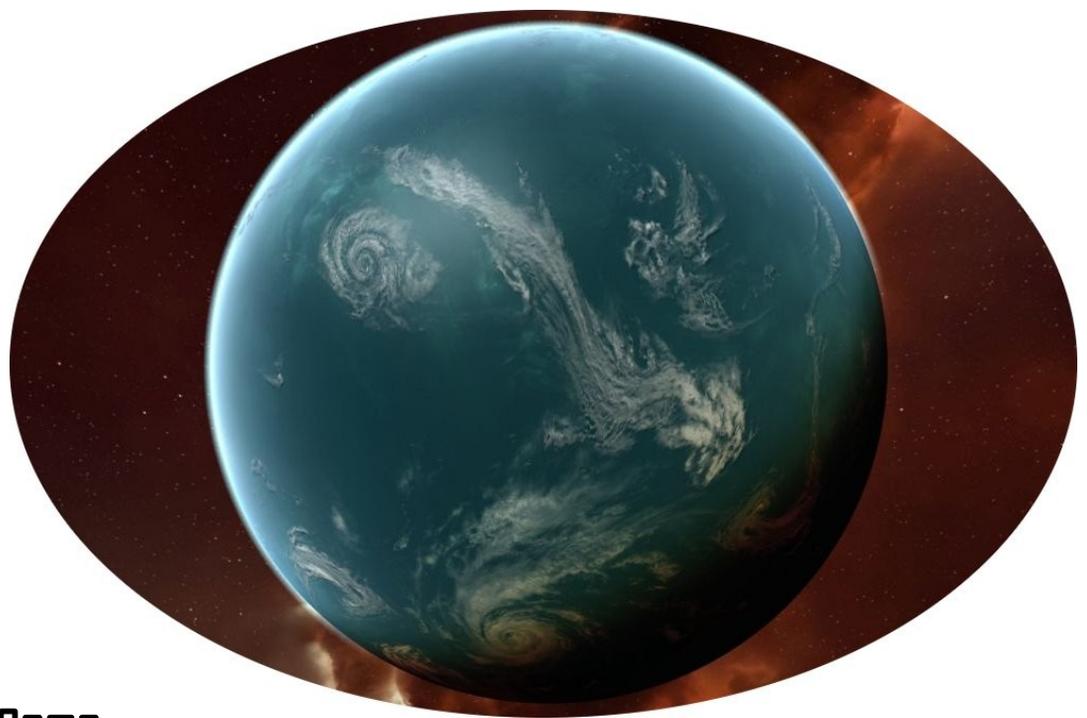
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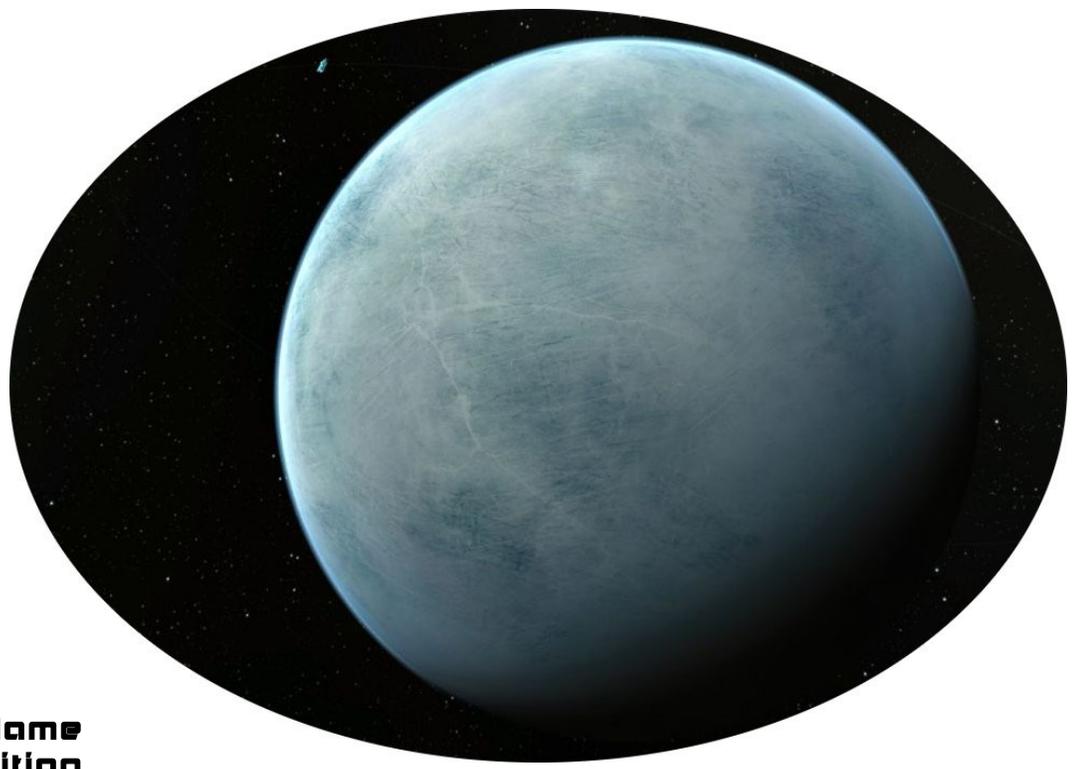
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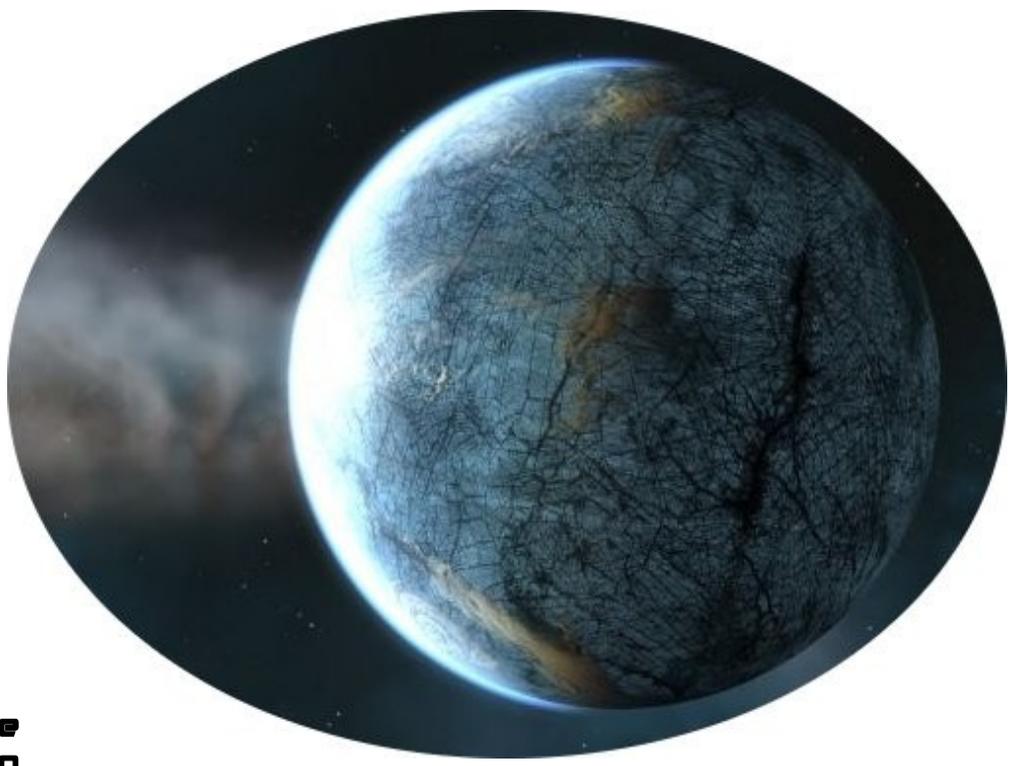
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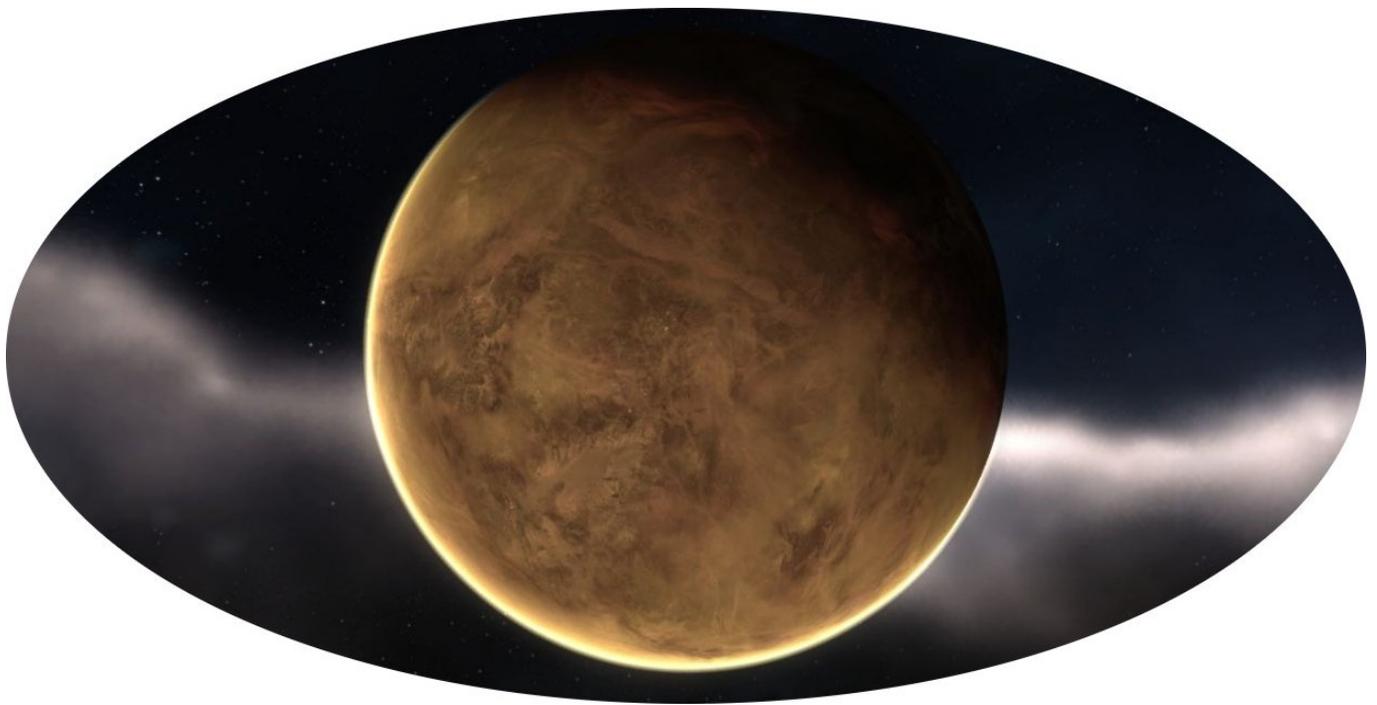
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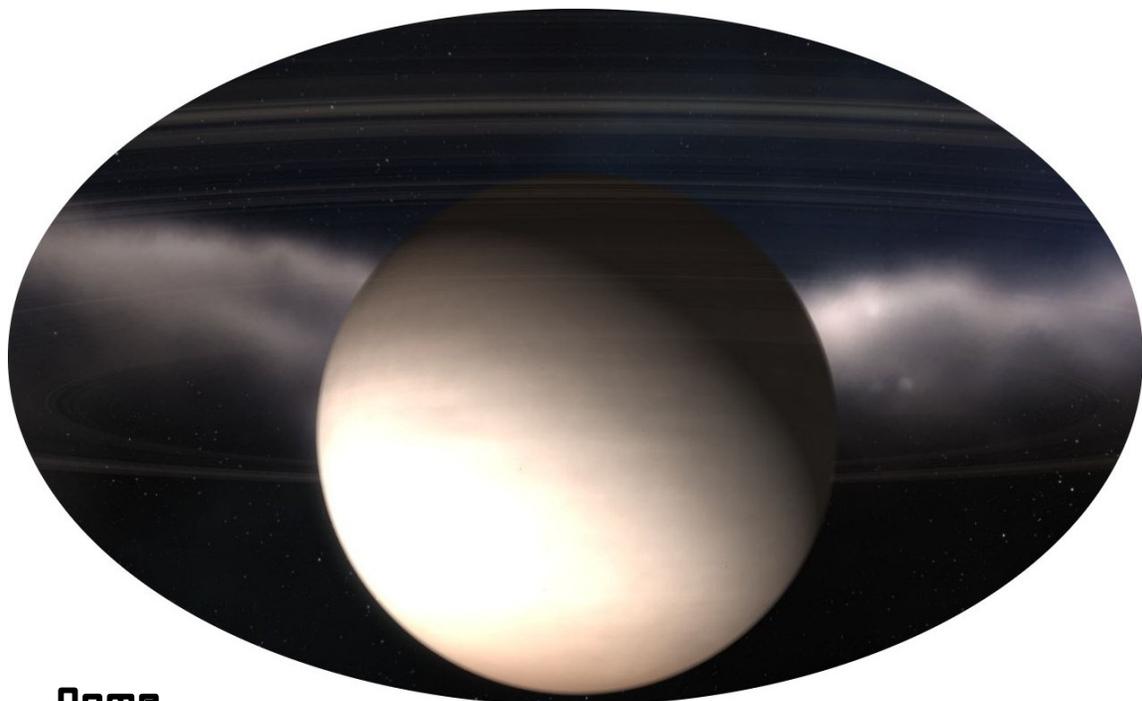
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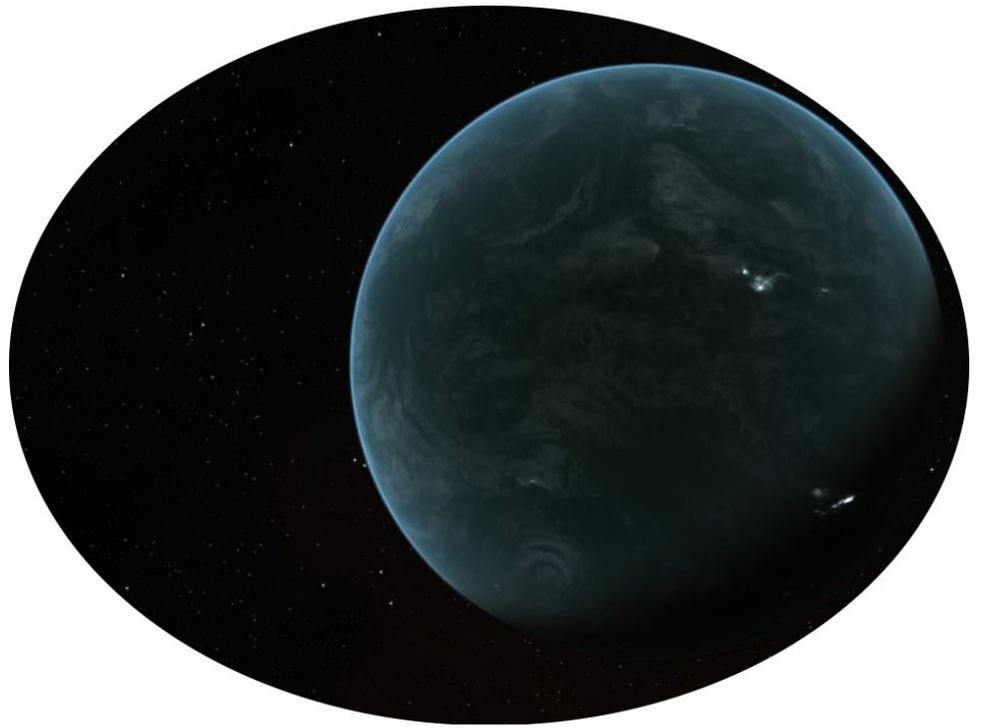
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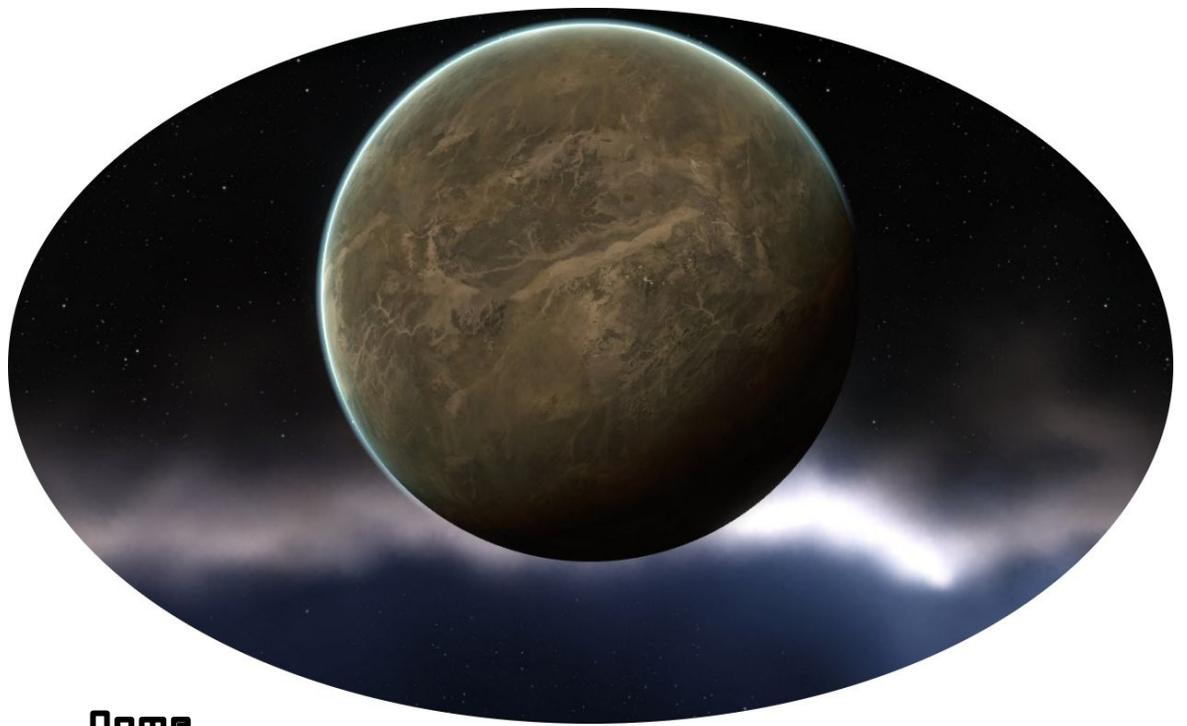
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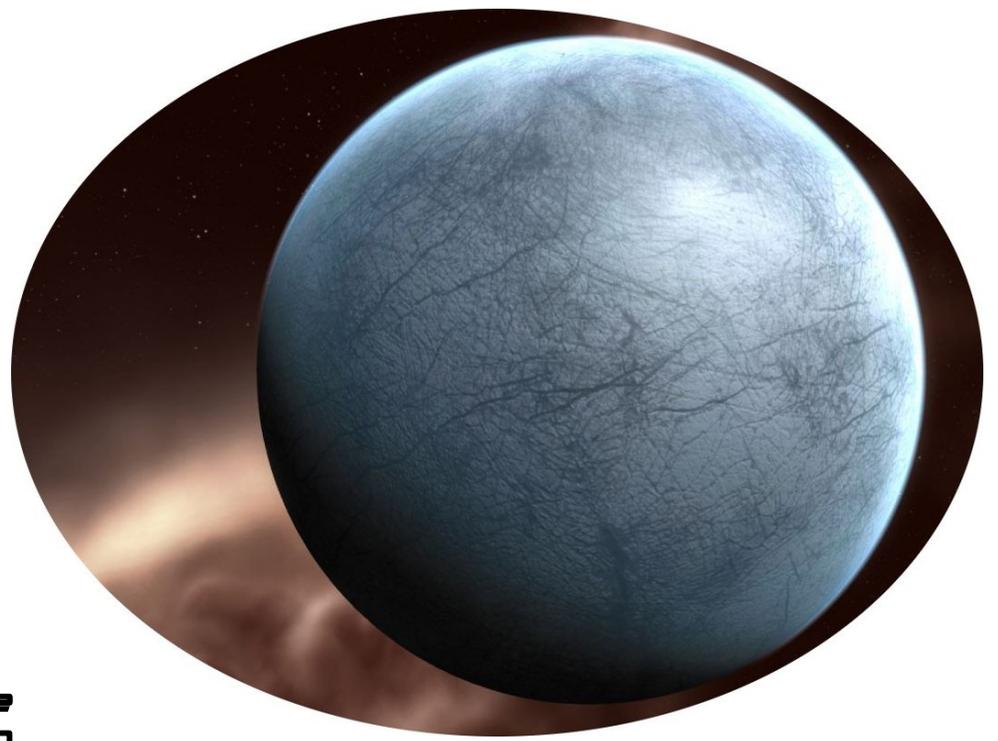
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Moons

Atmosphere
Pressure 00000 00000
Gravity 00000 00000
Geomagnetic Shield 00000 00000

Surface
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Ecology

Sentient Species

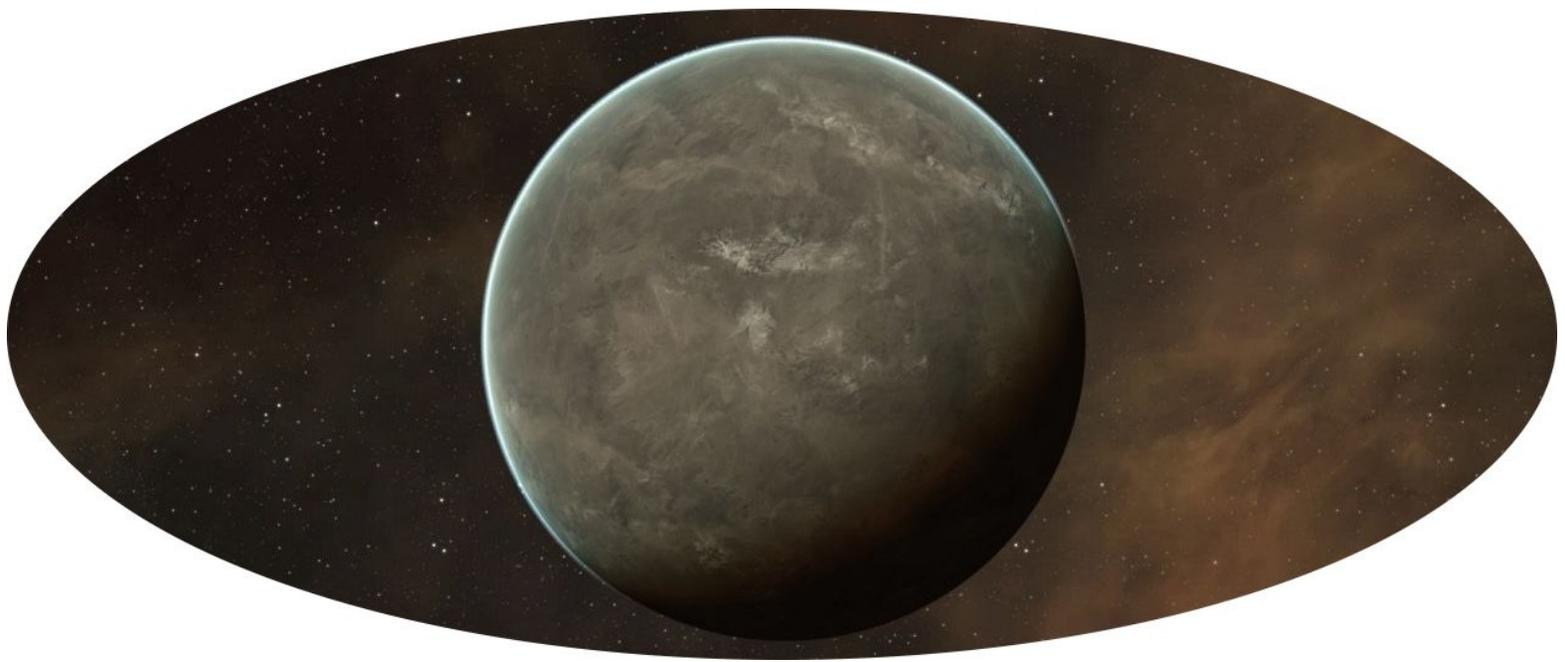
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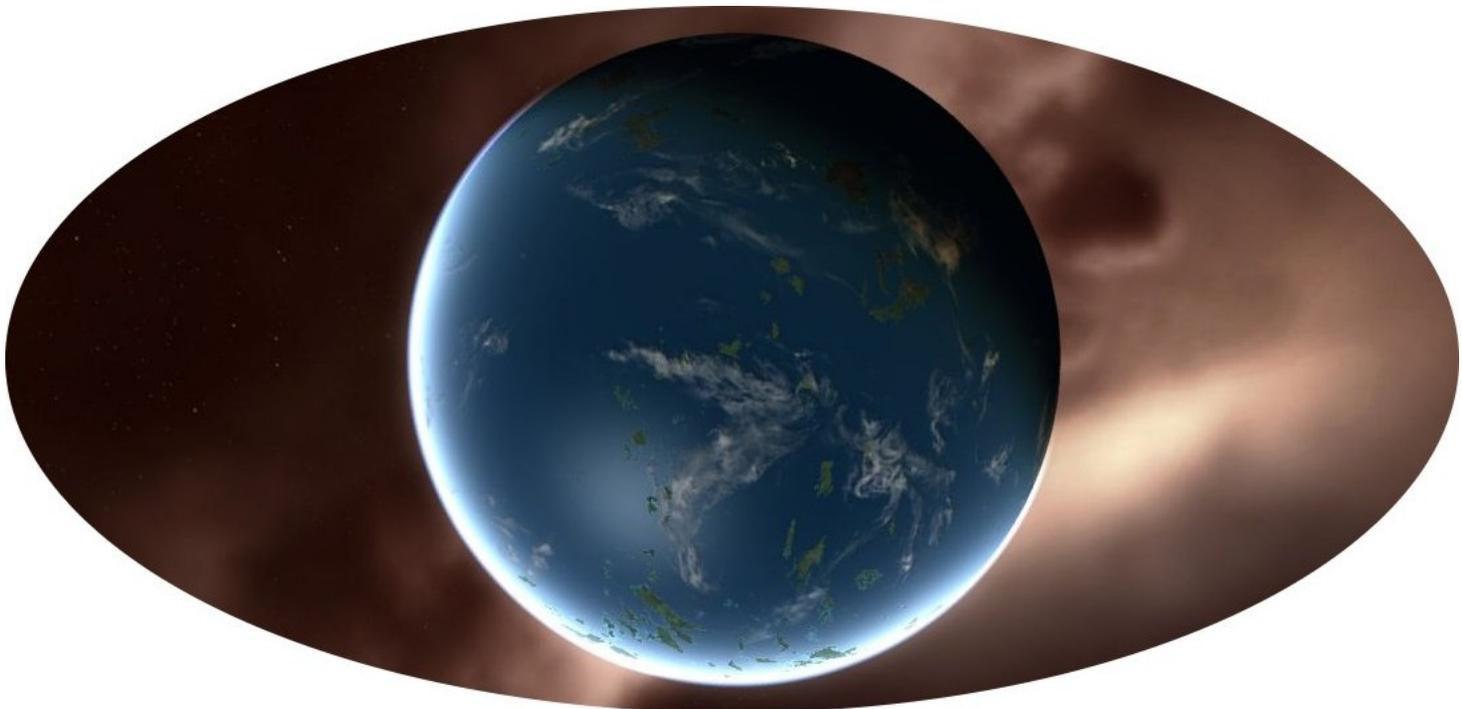
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Allies
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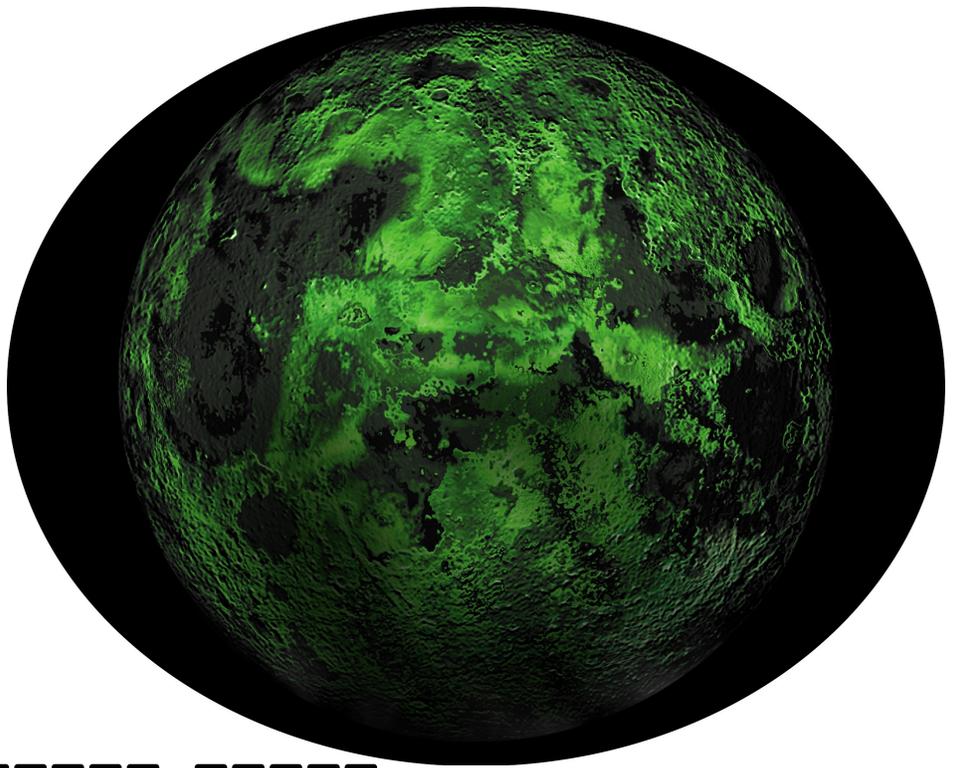
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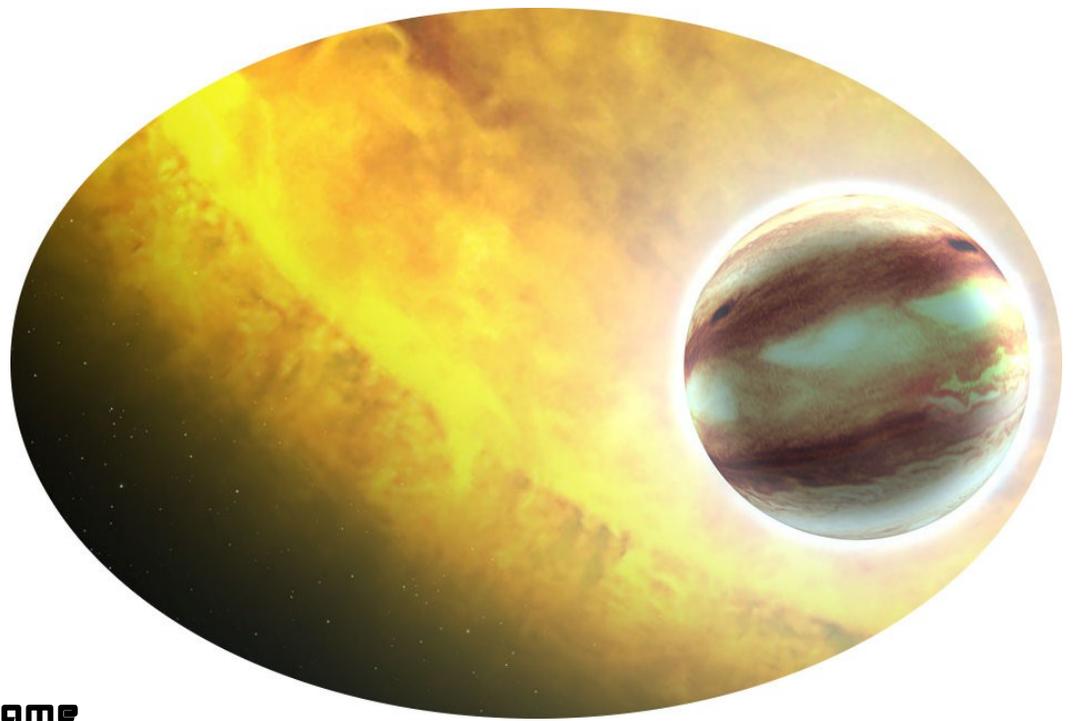
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System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
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Surface		
Habitats		
Ecology		
Sentient Species		
Population Density	00000	00000
Population Diversity	00000	00000
Common Vocalizations	00000	00000
Languages		
Interstellar Trade	00000	00000
Economy		
Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



Name		
System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
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Surface		
Habitats		
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Enemies		
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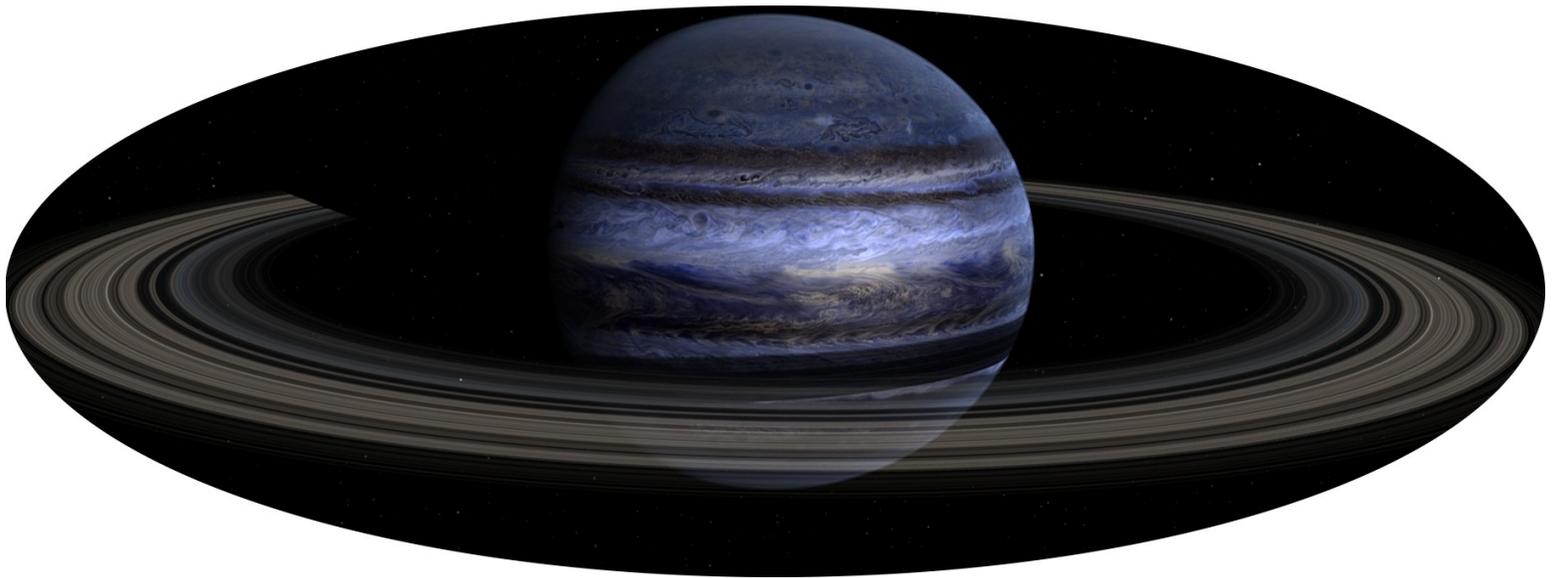
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Moons		
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Enemies		
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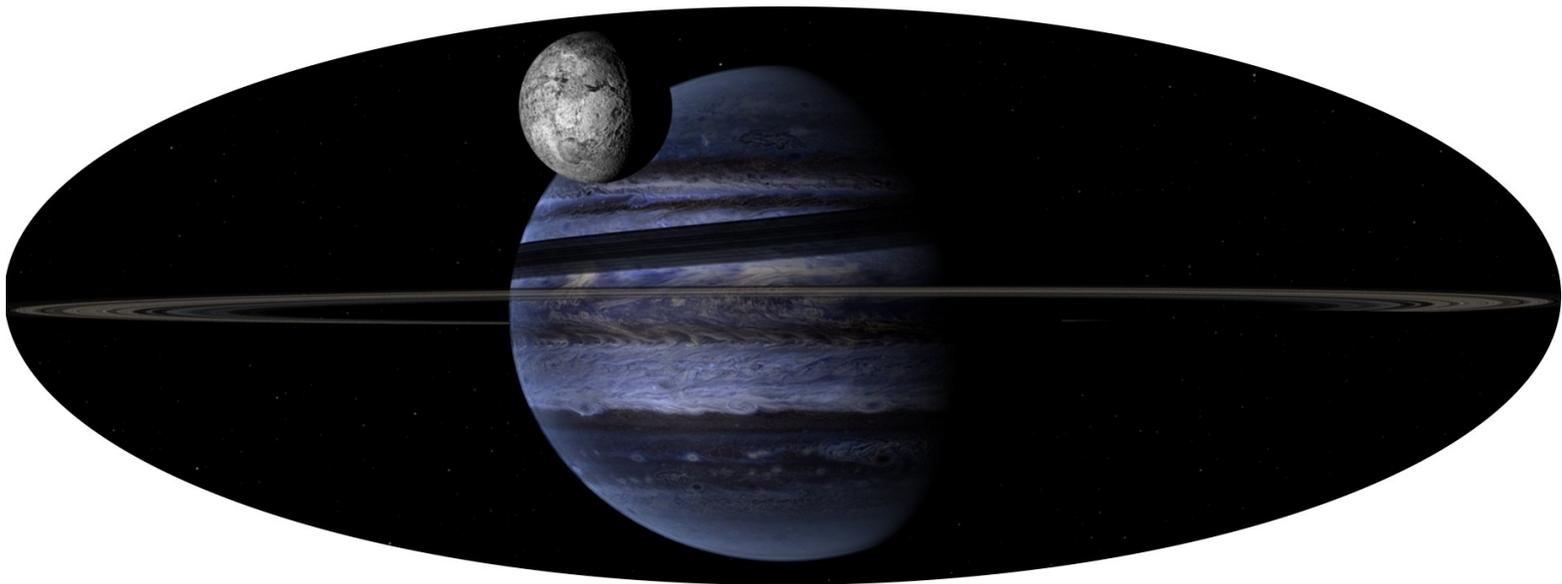
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Habitats		
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Enemies		
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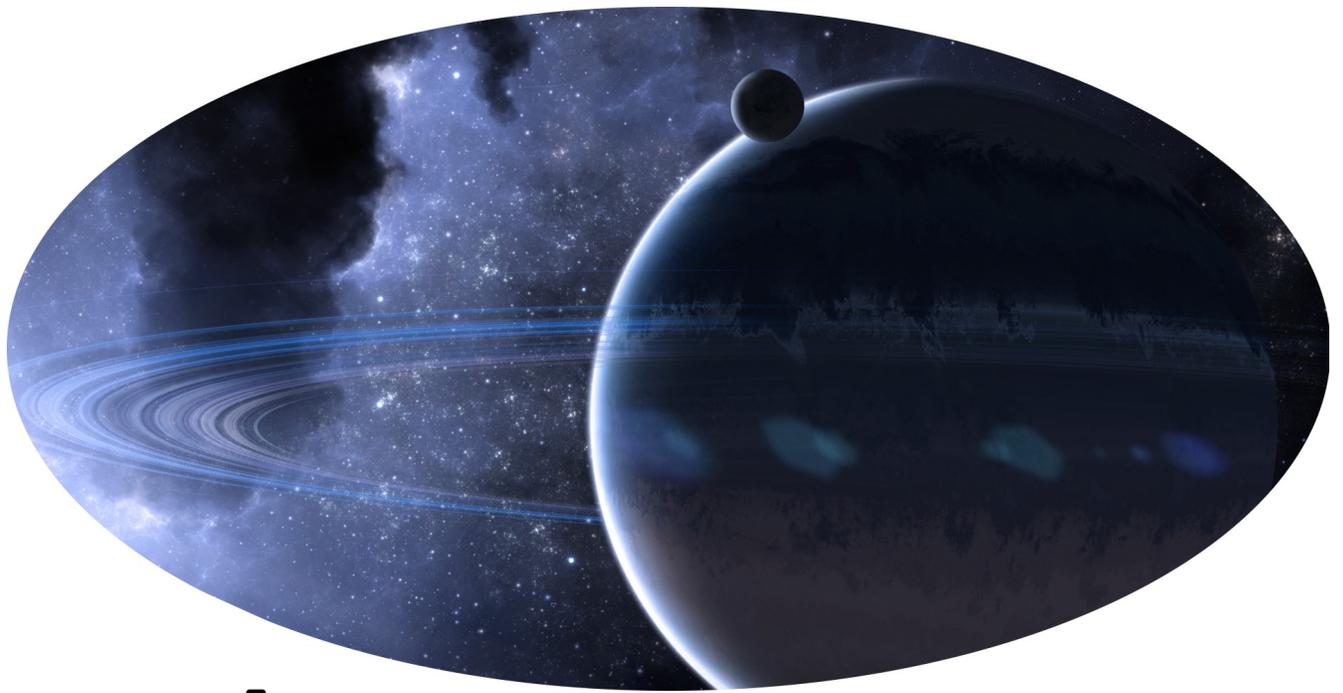
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Allies		
Enemies		
Remarkable Features		



Name		
System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
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Habitats		
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Common Vocalizations	00000	00000
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FTL		
Fortification	00000	00000
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Enemies		
Remarkable Features		



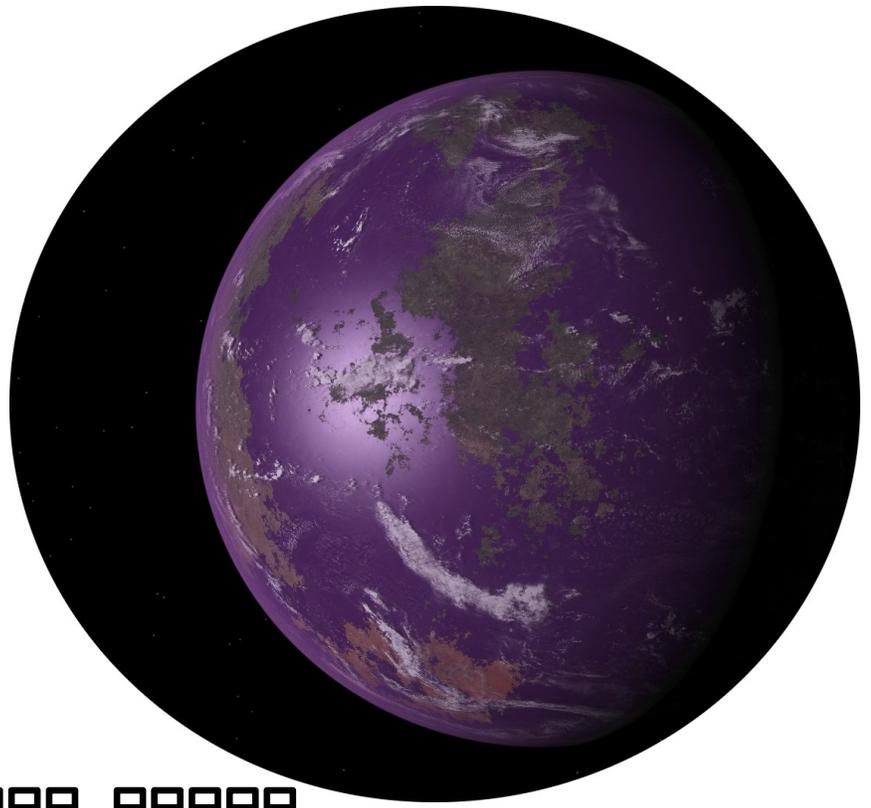
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Habitats		
Ecology		
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Technology	00000	00000
FTL		
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Enemies		
Remarkable Features		



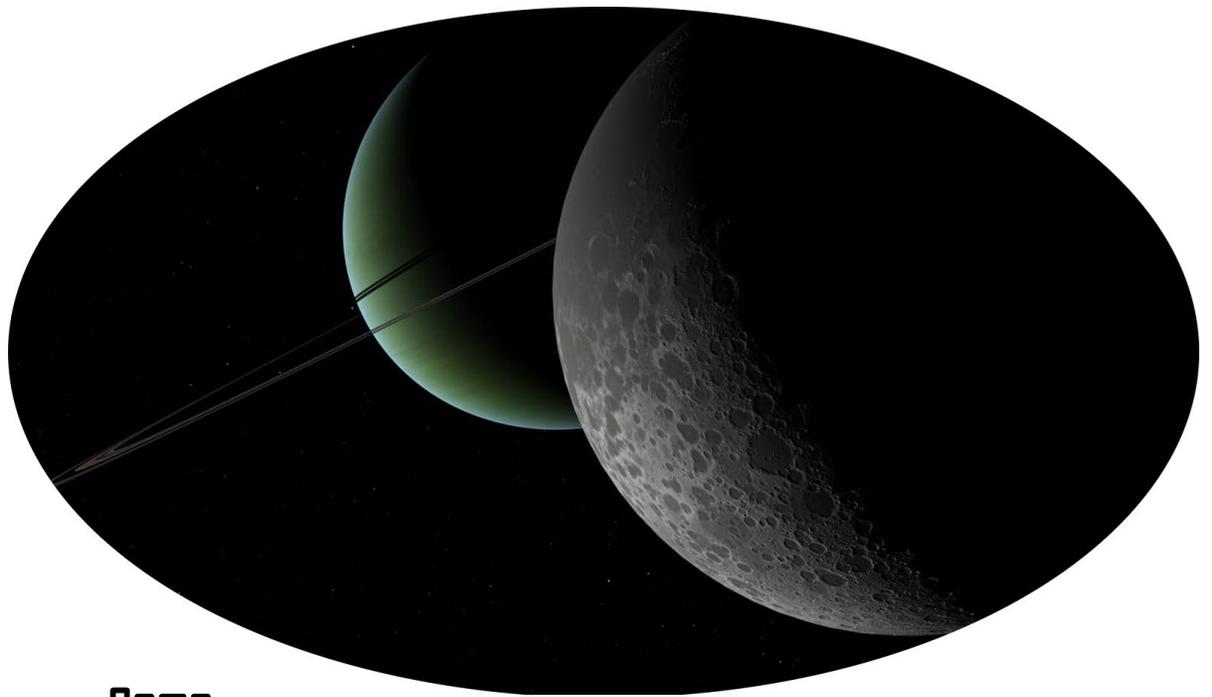
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Habitats		
Ecology		
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Common Vocalizations	00000	00000
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Economy		
Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



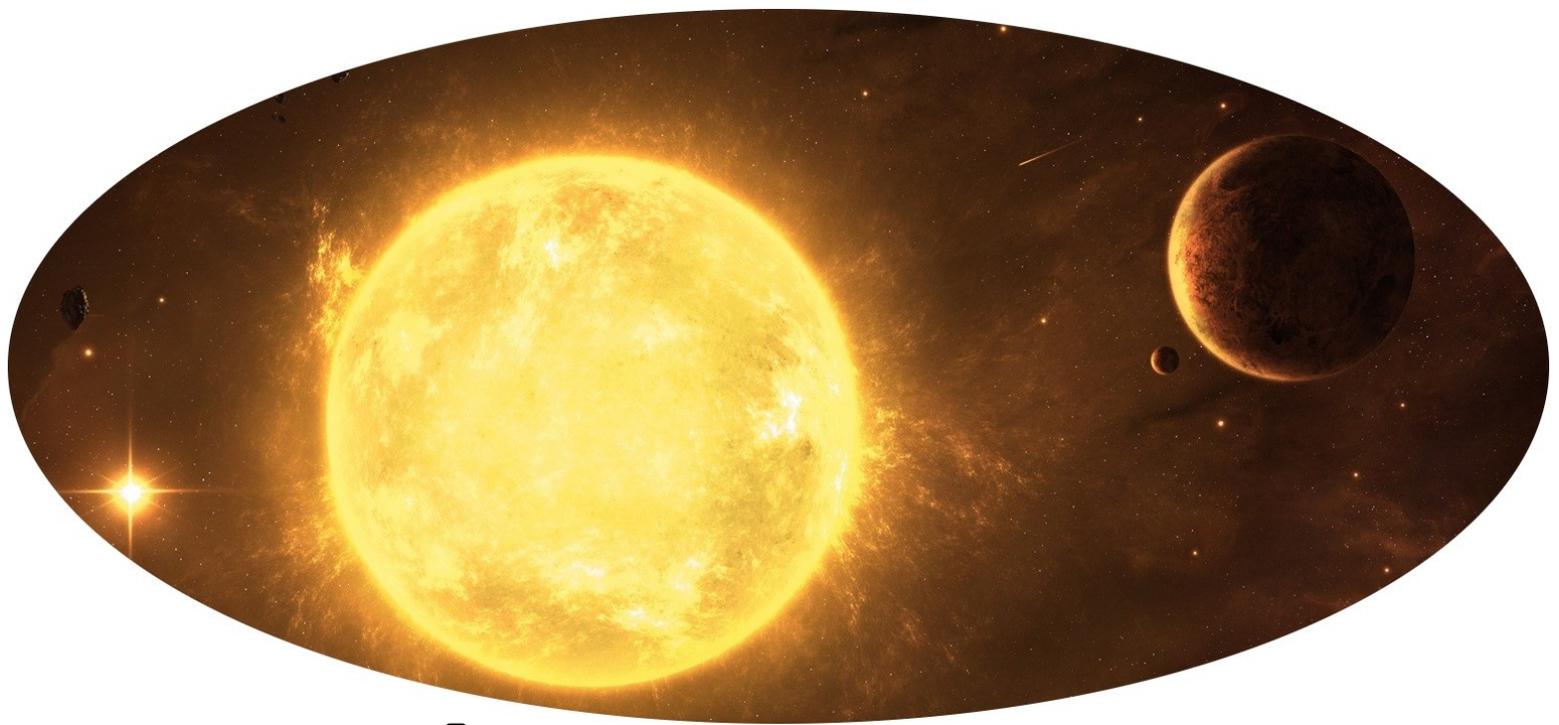
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Surface		
Habitats		
Ecology		
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Common Vocalizations	00000	00000
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FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



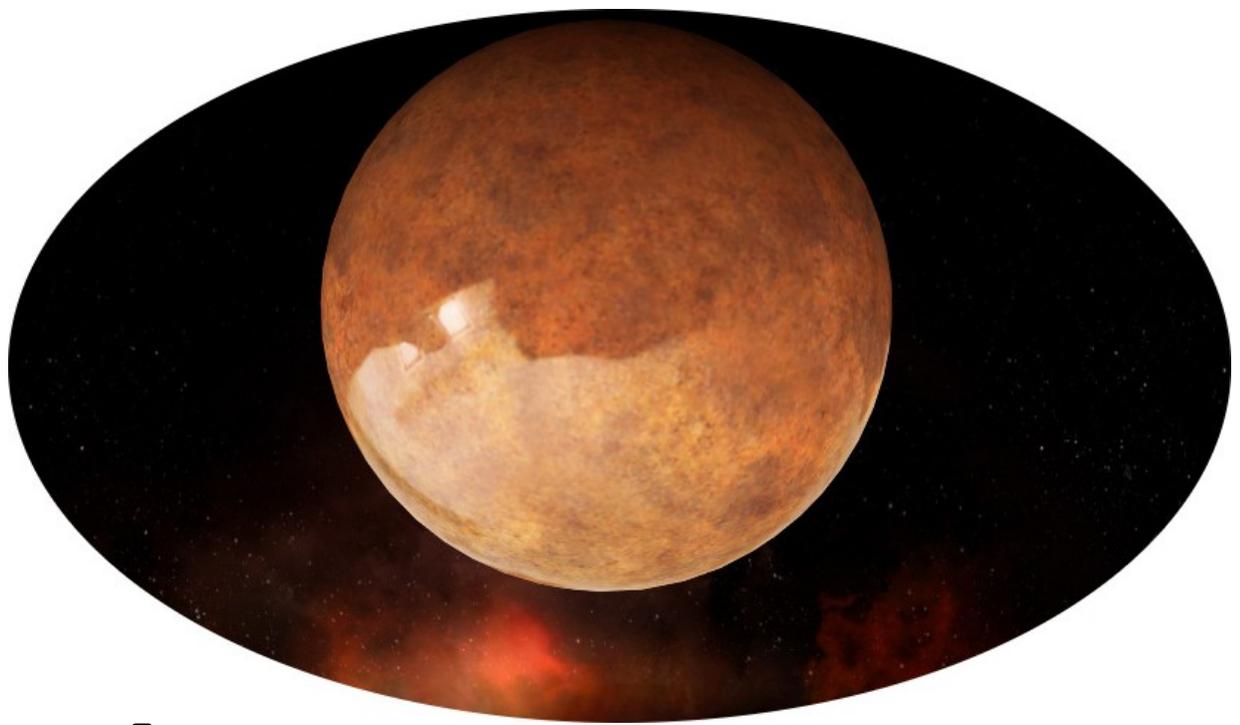
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Surface		
Habitats		
Ecology		
Sentient Species		
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Population Diversity	00000	00000
Common Vocalizations	00000	00000
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FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



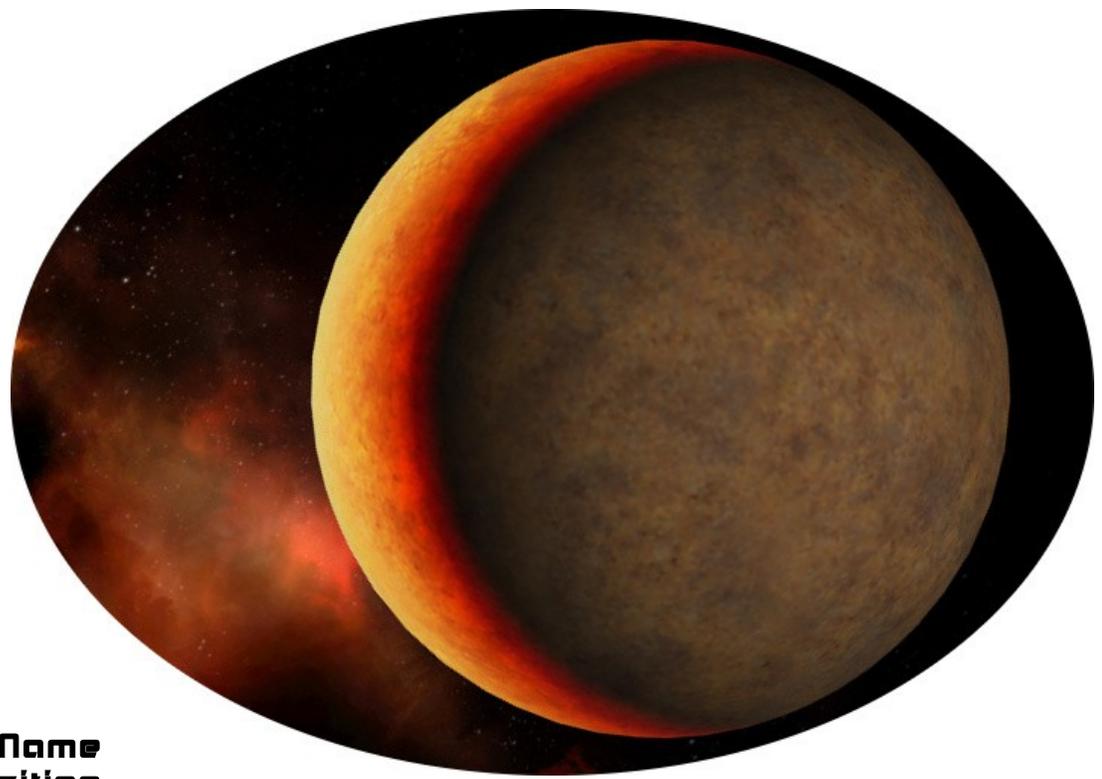
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	Atmosphere		
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Geomagnetic Shield		00000	00000
	Surface		
	Habitats		
	Ecology		
	Sentient Species		
	Population Density	00000	00000
	Population Diversity	00000	00000
Common Vocalizations		00000	00000
	Languages		
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	Technology	00000	00000
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Fortification		00000	00000
	Allies		
	Enemies		
Remarkable Features			



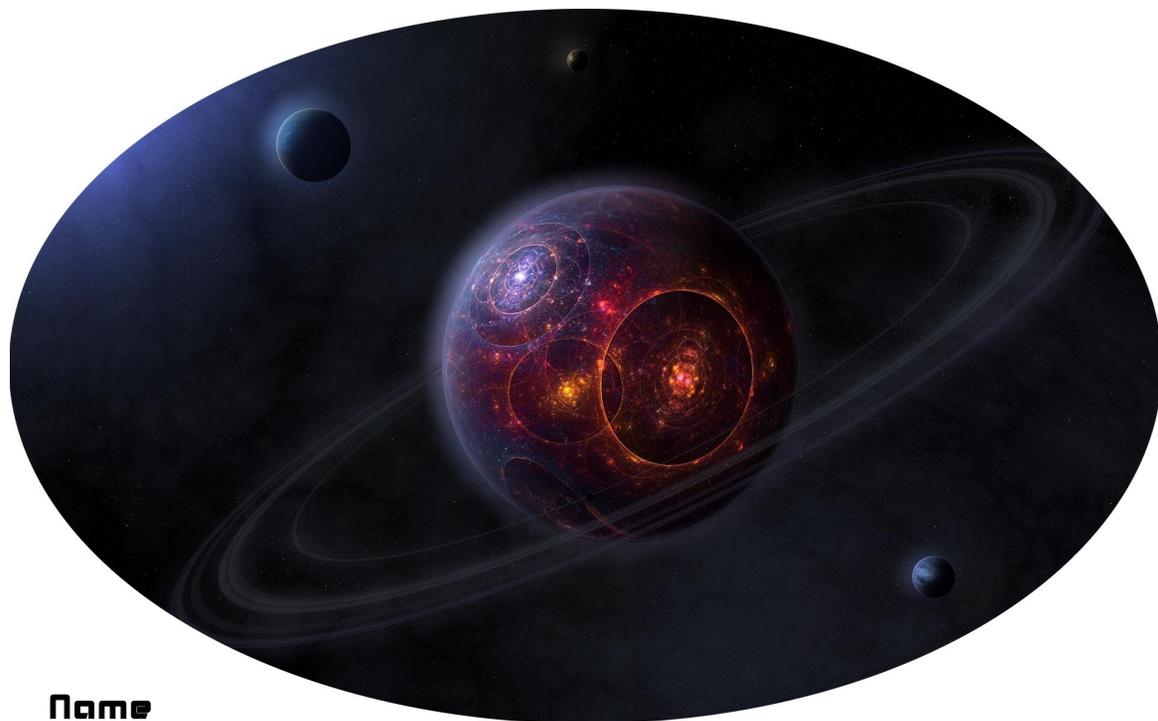
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Habitats		
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Common Vocalizations	00000	00000
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FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



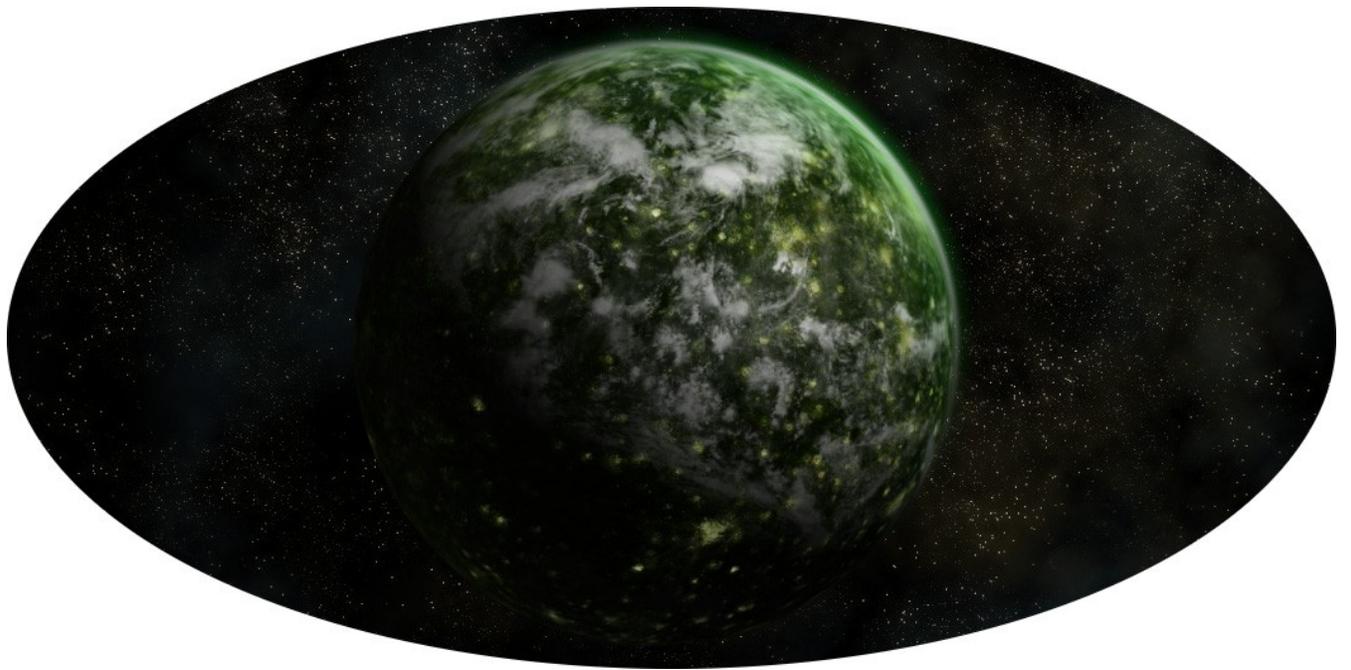
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Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
Geomagnetic Shield	00000	00000
Surface		
Habitats		
Ecology		
Sentient Species		
Population Density	00000	00000
Population Diversity	00000	00000
Common Vocalizations	00000	00000
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Technology	00000	00000
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Fortification	00000	00000
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Remarkable Features		



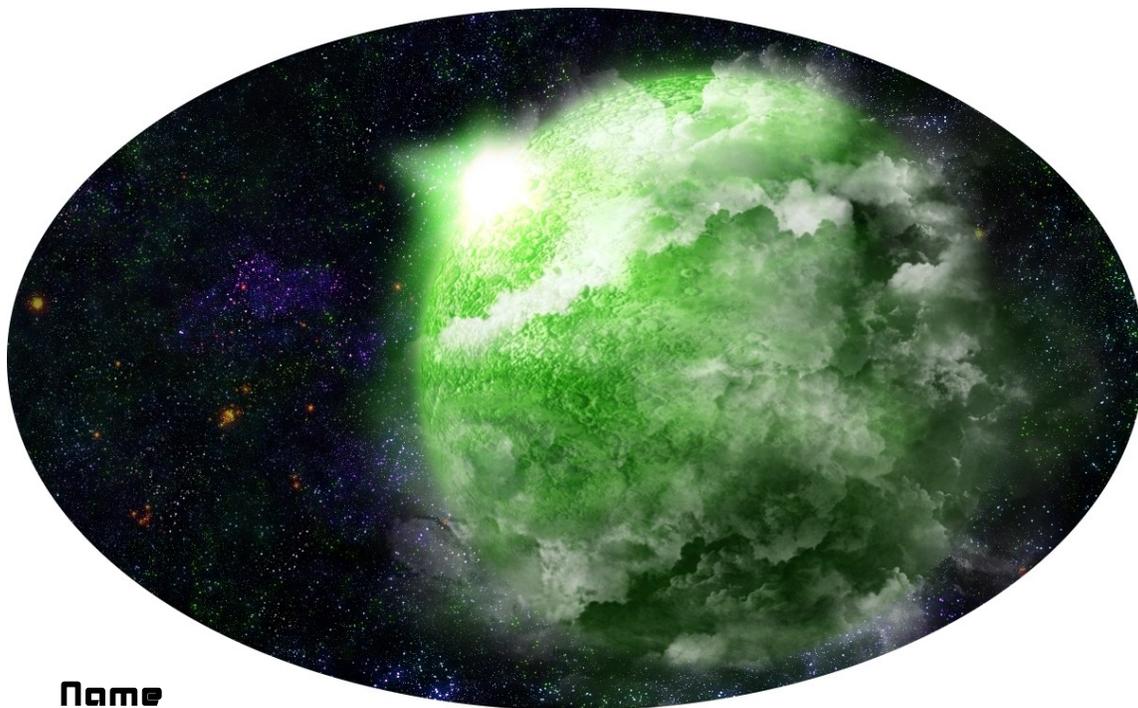
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Pressure	00000	00000
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Geomagnetic Shield	00000	00000
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Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



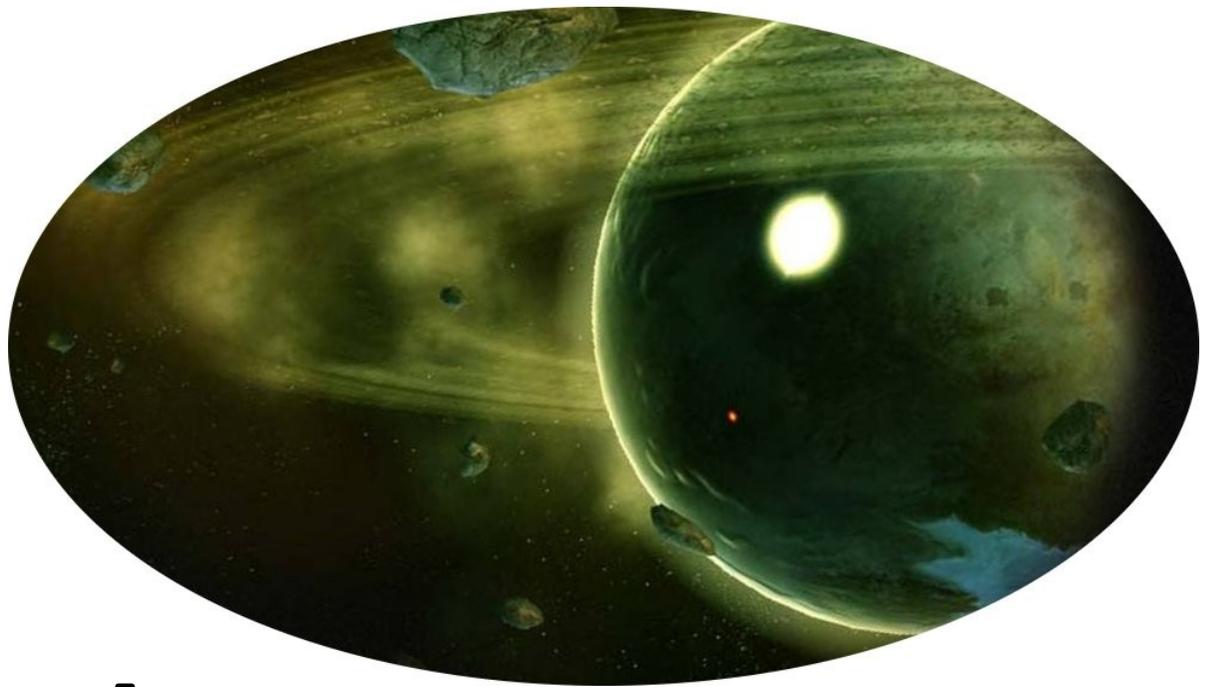
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Population Density	00000	00000
Population Diversity	00000	00000
Common Vocalizations	00000	00000
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Fortification	00000	00000
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Enemies		
Remarkable Features		



Name		
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Fortification	00000	00000
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Enemies		
Remarkable Features		



Name		
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Allies		
Enemies		
Remarkable Features		



Name		
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Common Vocalizations	00000	00000
Languages		
Interstellar Trade	00000	00000
Economy		
Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



Name		
System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
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Habitats		
Ecology		
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Common Vocalizations	00000	00000
Languages		
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Economy		
Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



Name		
System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
Geomagnetic Shield	00000	00000
Surface		
Habitats		
Ecology		
Sentient Species		
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Population Diversity	00000	00000
Common Vocalizations	00000	00000
Languages		
Interstellar Trade	00000	00000
Economy		
Technology	00000	00000
FTL		
Fortification	00000	00000
Allies		
Enemies		
Remarkable Features		



Name		
System - Position		
Proximity to Jumpway	00000	00000
Moons		
Atmosphere		
Pressure	00000	00000
Gravity	00000	00000
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Habitats		
Ecology		
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Population Diversity	00000	00000
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Remarkable Features		

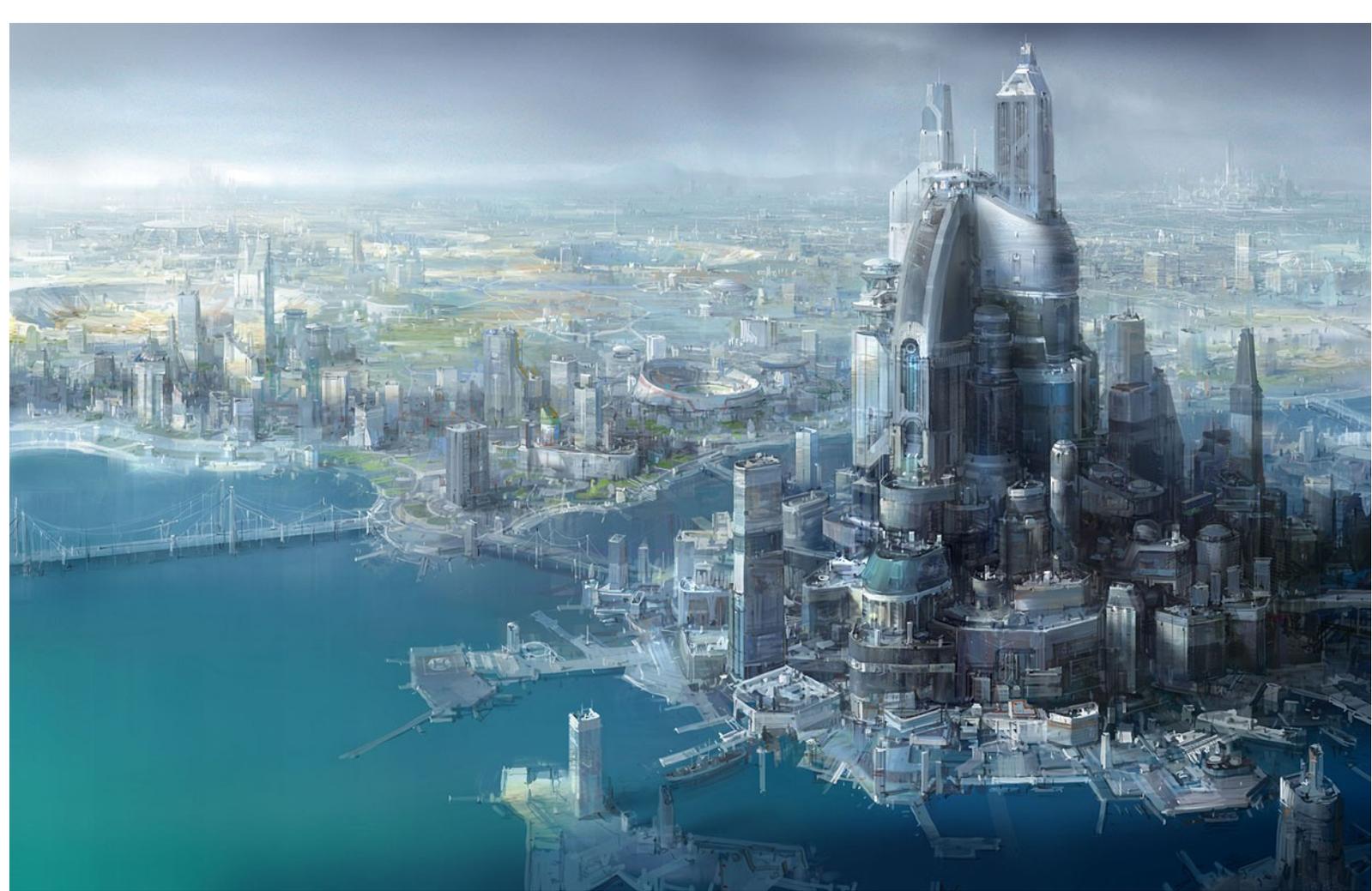


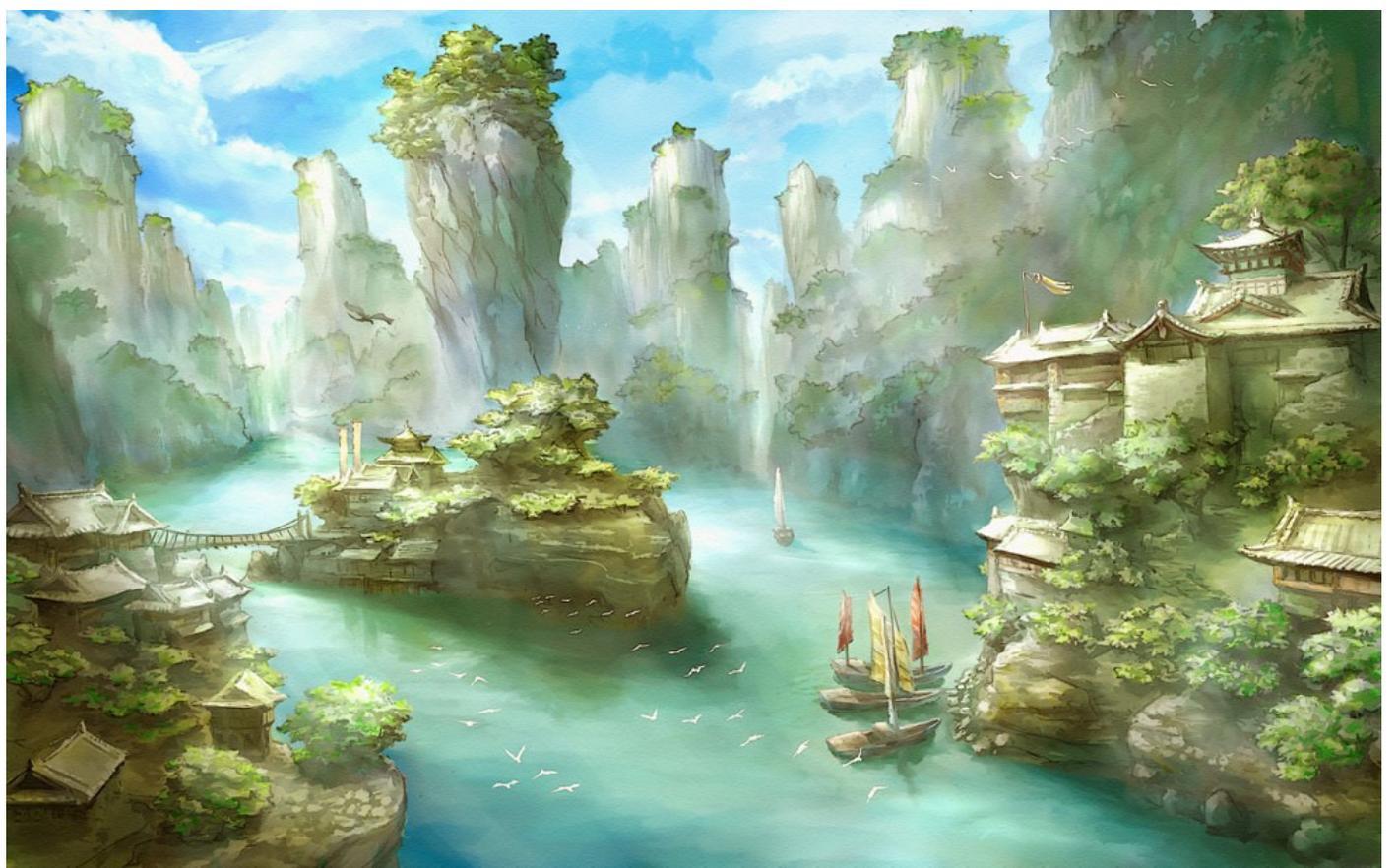








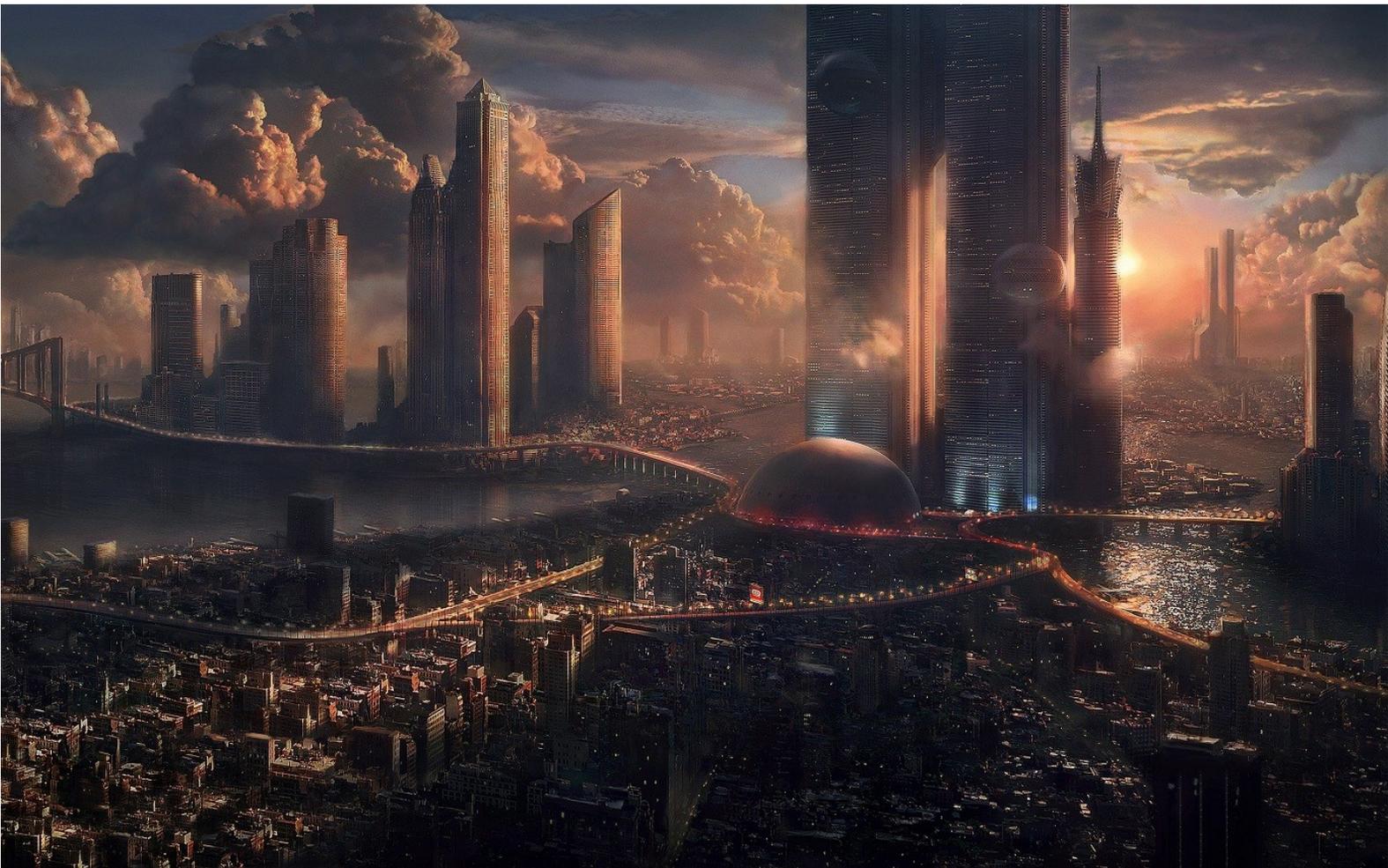
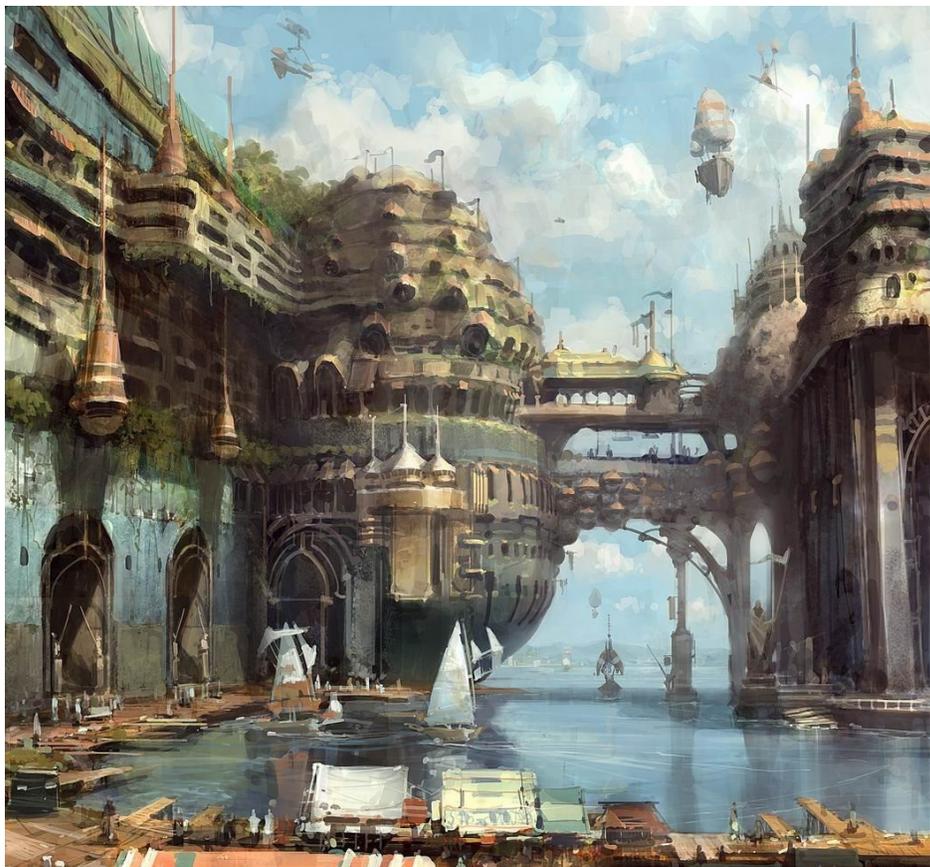










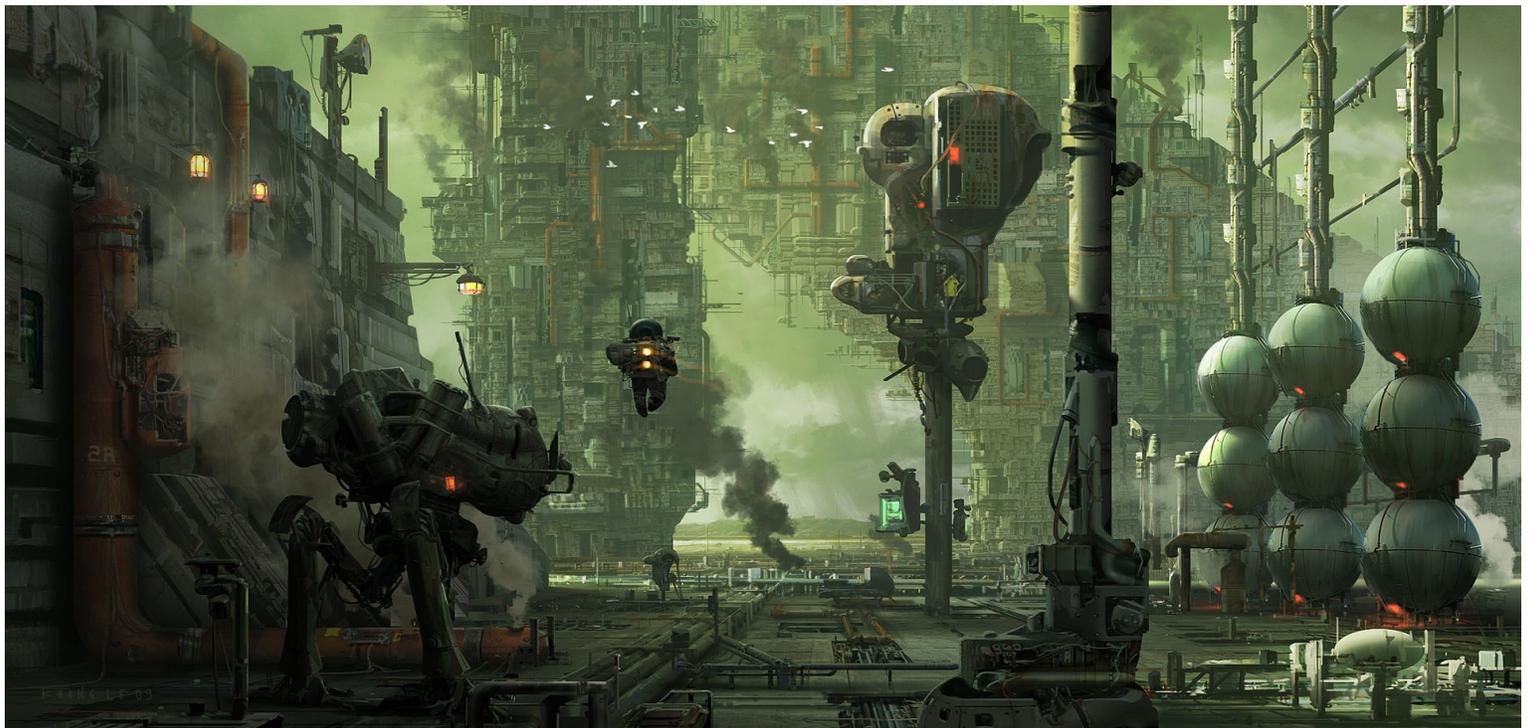




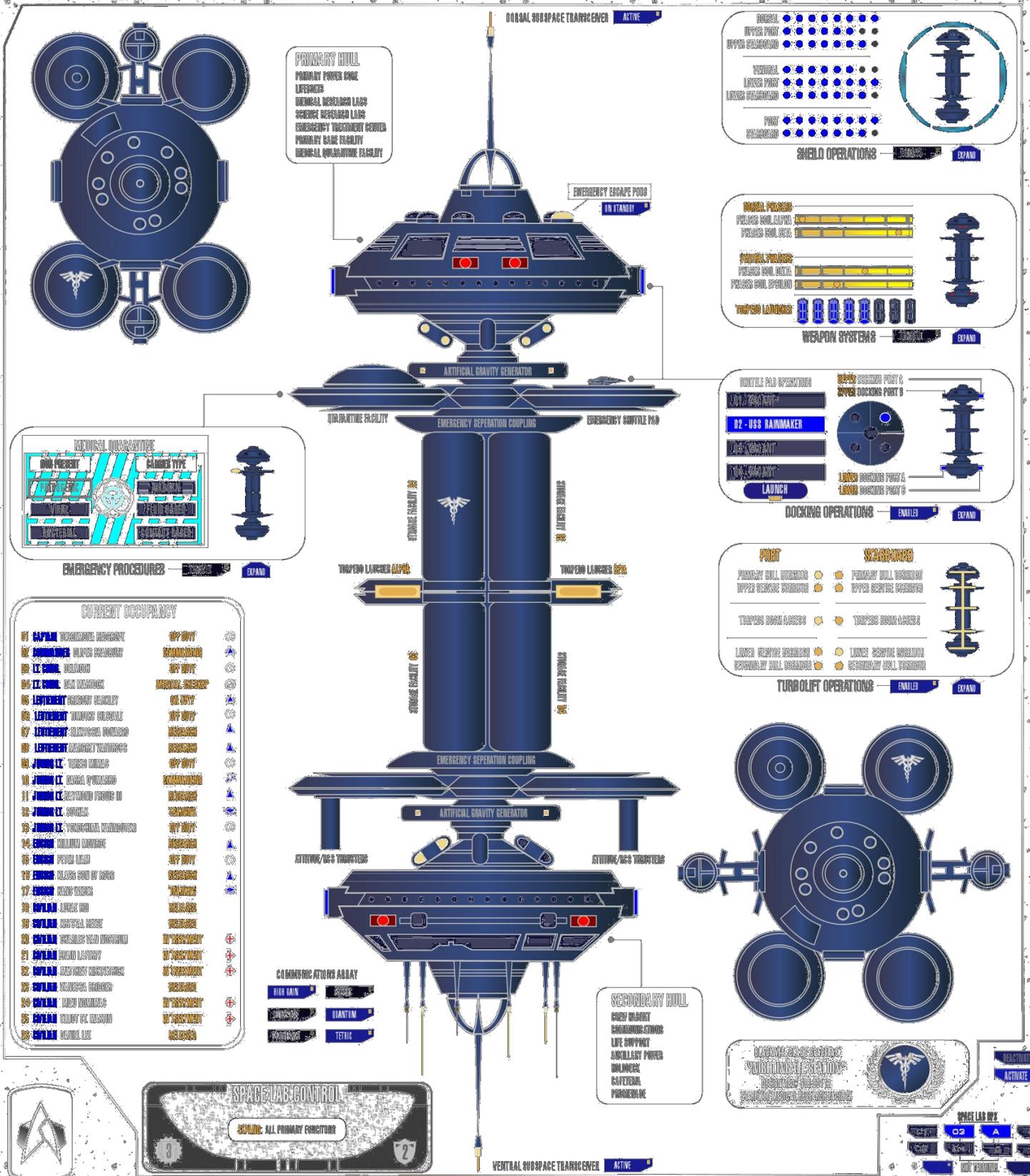












PRIMARY HULL
 PRIMARY POWER CORE
 LIFEHOLDS
 MEDICAL MERCHAND LABS
 SCIENCE MERCHAND LABS
 EMERGENCY TROUSERT GENTR
 PRIMARY GAZE FACILITY
 MEDICAL QUADRANTINE FACILITY

EMERGENCY ESCAPE POD
 IN STANDBY

SHIELD OPERATIONS

UPPER PADD: [Grid of 12 blue dots]
 MIDDLE PADD: [Grid of 12 blue dots]
 LOWER PADD: [Grid of 12 blue dots]

STATUS: [Active]

WEAPON SYSTEMS

UPPER PADD: [Grid of 12 yellow dots]
 MIDDLE PADD: [Grid of 12 yellow dots]
 LOWER PADD: [Grid of 12 yellow dots]

STATUS: [Active]

DOCKING OPERATIONS

UPPER DOCKING PORT A
 UPPER DOCKING PORT B
 LOWER DOCKING PORT A
 LOWER DOCKING PORT B

STATUS: [Enabled]

TURBO-LIFT OPERATIONS

UPPER STATION: [Grid of 12 yellow dots]
 LOWER STATION: [Grid of 12 yellow dots]

STATUS: [Enabled]

EMERGENCY PROCEDURES

MEDICAL QUADRANTINE
 EMERGENCY ESCAPE POD
 EMERGENCY SEPARATION COUPLING

STATUS: [Expanded]

CURRENT OCCUPANCY

01 CAPTAIN DOUGLAS BERRY	OFF DUTY	[Icon]
02 COMMANDER OLIVER BERRY	COMMANDER	[Icon]
03 LC CORNELL	OFF DUTY	[Icon]
04 LC CORNELL	MEDICAL SPECIALIST	[Icon]
05 LEUTENANT GREGORY BERRY	ON DUTY	[Icon]
06 LEUTENANT GREGORY BERRY	OFF DUTY	[Icon]
07 LEUTENANT GREGORY BERRY	RESEARCHER	[Icon]
08 LEUTENANT GREGORY BERRY	RESEARCHER	[Icon]
09 JUDGE J.C. BERRY	OFF DUTY	[Icon]
10 JUDGE J.C. BERRY	RESEARCHER	[Icon]
11 JUDGE J.C. BERRY	RESEARCHER	[Icon]
12 JUDGE J.C. BERRY	RESEARCHER	[Icon]
13 JUDGE J.C. BERRY	OFF DUTY	[Icon]
14 JUDGE J.C. BERRY	RESEARCHER	[Icon]
15 JUDGE J.C. BERRY	OFF DUTY	[Icon]
16 JUDGE J.C. BERRY	RESEARCHER	[Icon]
17 JUDGE J.C. BERRY	RESEARCHER	[Icon]
18 JUDGE J.C. BERRY	OFF DUTY	[Icon]
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20 JUDGE J.C. BERRY	RESEARCHER	[Icon]
21 JUDGE J.C. BERRY	OFF DUTY	[Icon]
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38 JUDGE J.C. BERRY	RESEARCHER	[Icon]
39 JUDGE J.C. BERRY	OFF DUTY	[Icon]
40 JUDGE J.C. BERRY	RESEARCHER	[Icon]

COMMUNICATIONS ABAY

HIGH GAIN
 MEDIUM GAIN
 LOW GAIN
 TETRIC

SECONDARY HULL
 CREW QUARTERS
 LIFE SUPPORT
 BATTERY POWER
 BATTERY POWER
 BATTERY POWER

SPACE LAB OPERATIONS

REACTIVATE
 ACTIVATE

SPACE LAB OPS

[Buttons: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100]

SPACE LAB CONTROL

SCHEM: ALL PRIMARY FUNCTIONS

VERTICAL SUBSPACE TRANSMITTER ACTIVE



