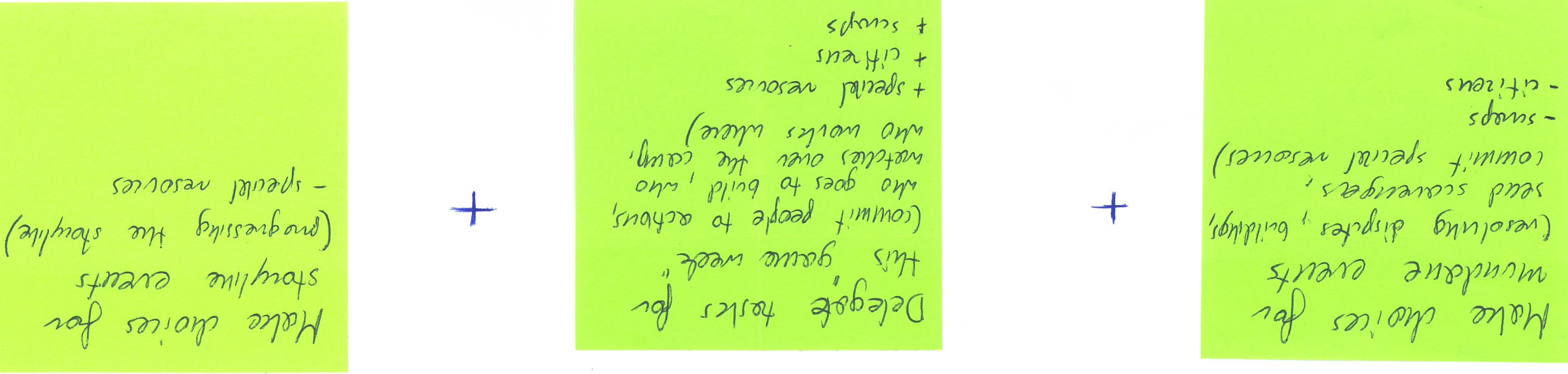


Available resources:

Resource	Value	Notes
Scavengers (building blocks)	6:0	let's you make the base bigger / pay citizens (workers) → they make buildings with
Arms (security resource)	6:0	→ security measure
Food (food/resource)	6:0	→ food measure
Tech (special building resource)	6:0	→ special buildings

Detailed Loop for "Week Actions" (second - to - second)



week passes by

Overlaid Loop for the game (hour - to - hour)

