

Six eras of industry:

0: medieval era

1: industrialisation heyday

2: steam&steel

3: era of electricity

4: plastic fantastic

5: go green

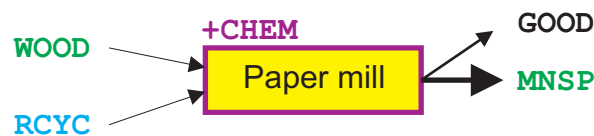
Explanation of symbols on the following examples:

gray: primary industry, cyan: intermediate industry, yellow: final industry, white: sink;

colours of cargo and industry outline: era when cargo/industry is introduced
(some cargoes may be available earlier, but with small effectiveness of production)

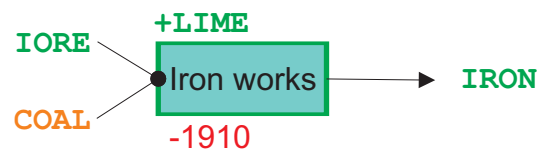
+ sign: cargo doesn't produce output, but work as stimulant
(higher production rate on delivery of base substrate,
if booster was delivered within 3 months)

production is triggered
if any substrate was delivered



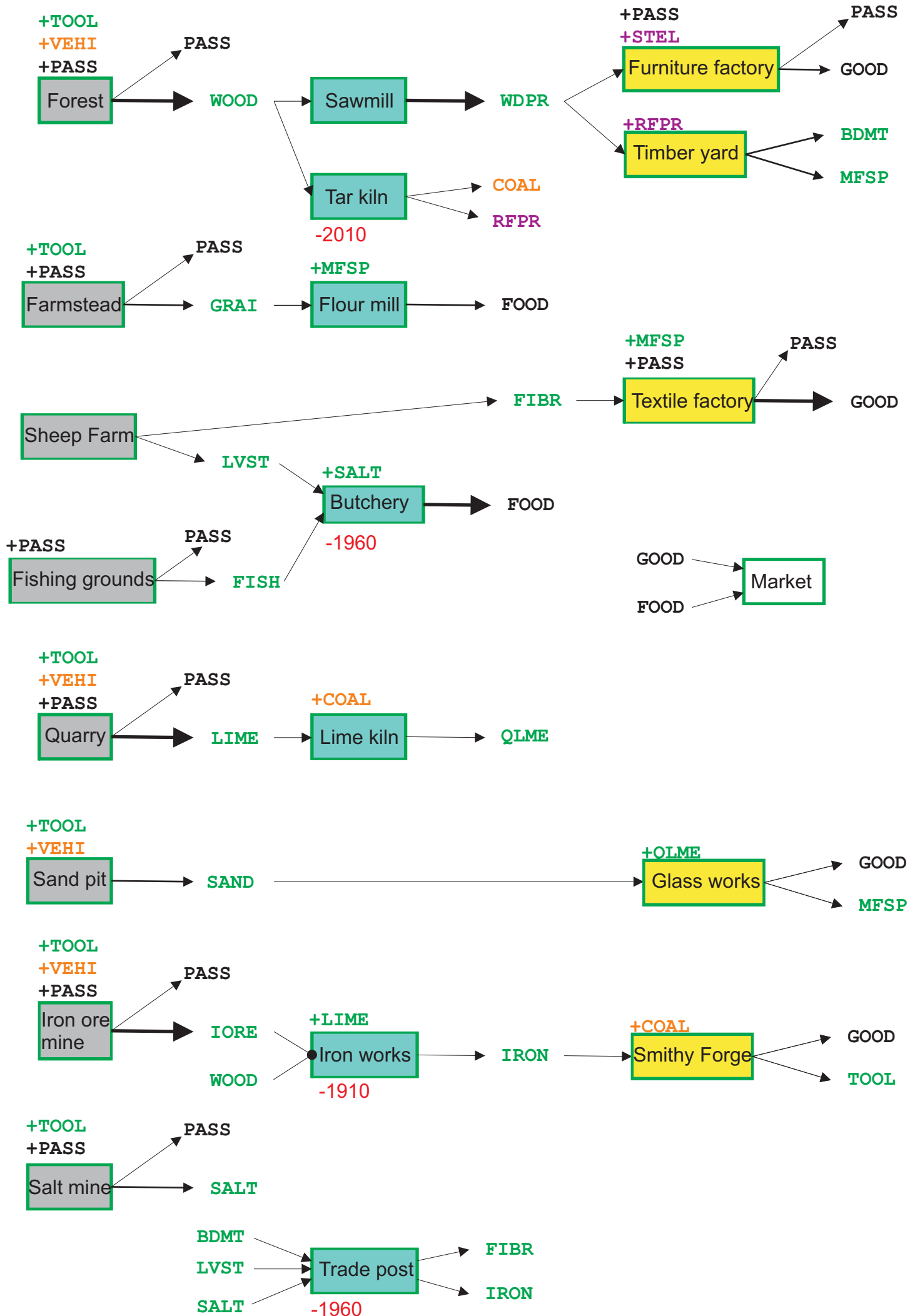
thick arrow: high production rate
(if boosters were delivered),
thin arrow: always low production level

dot instead of arrow:
production is triggered
if both substrates were
delivered within last 3 months

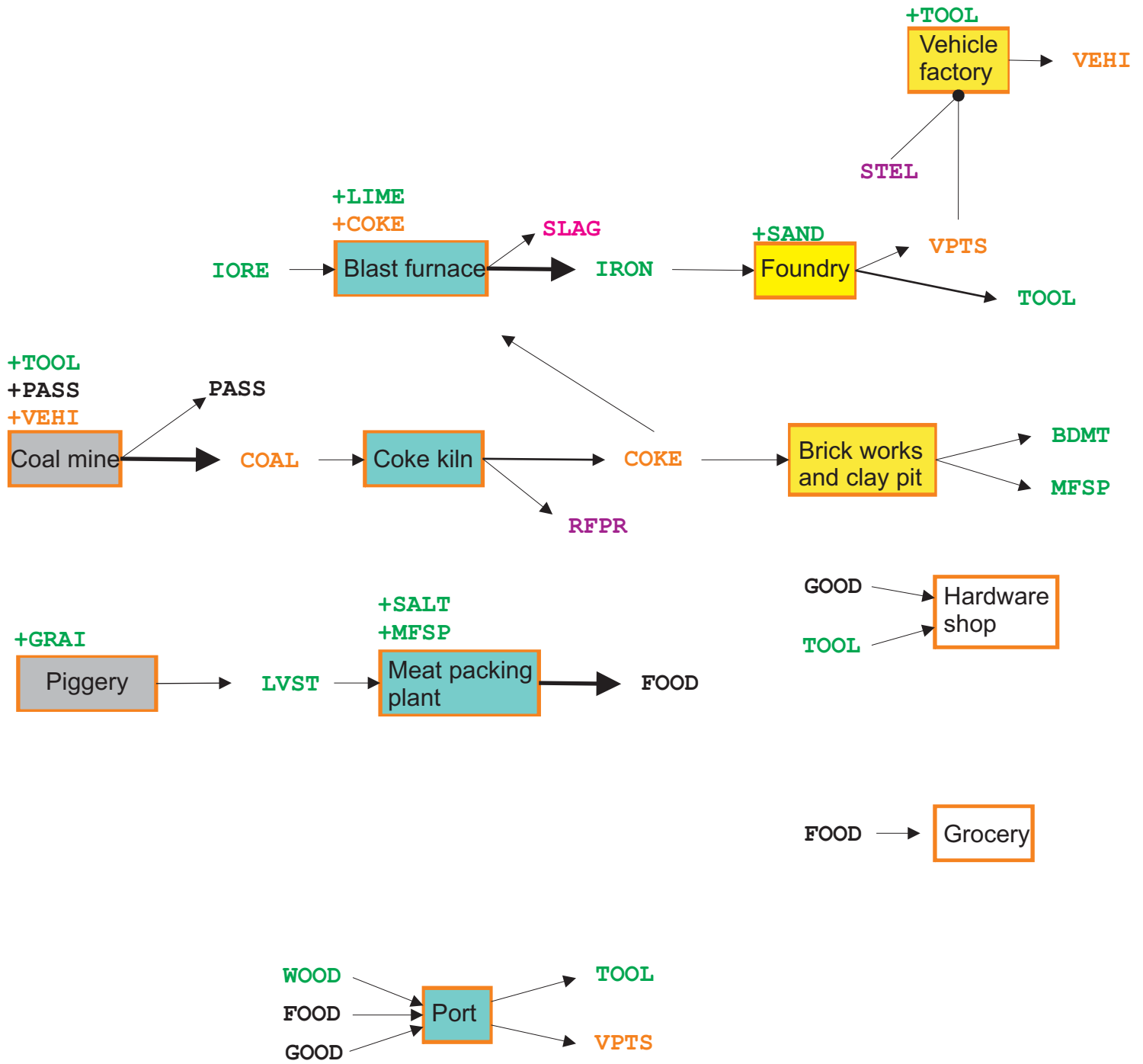


some industry are obsolete later

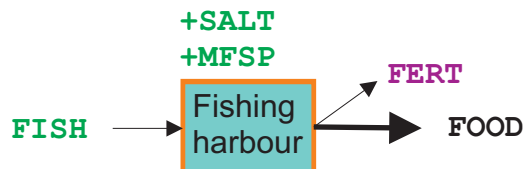
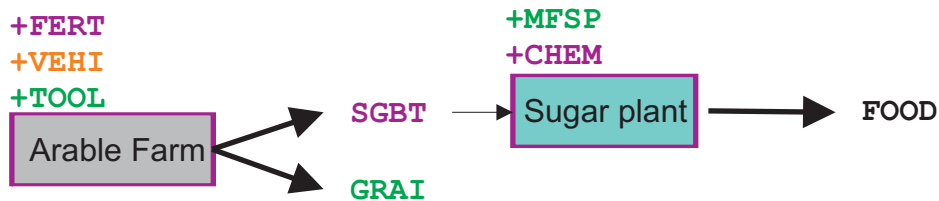
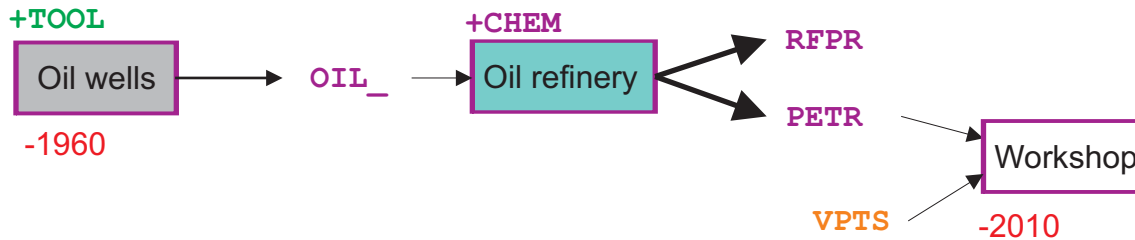
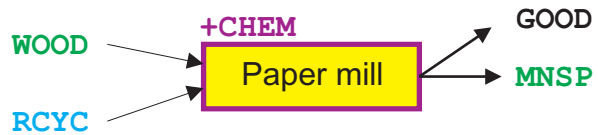
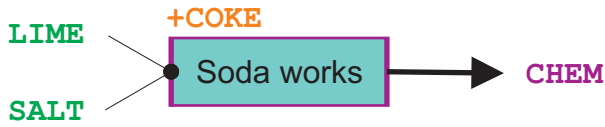
TIER 0



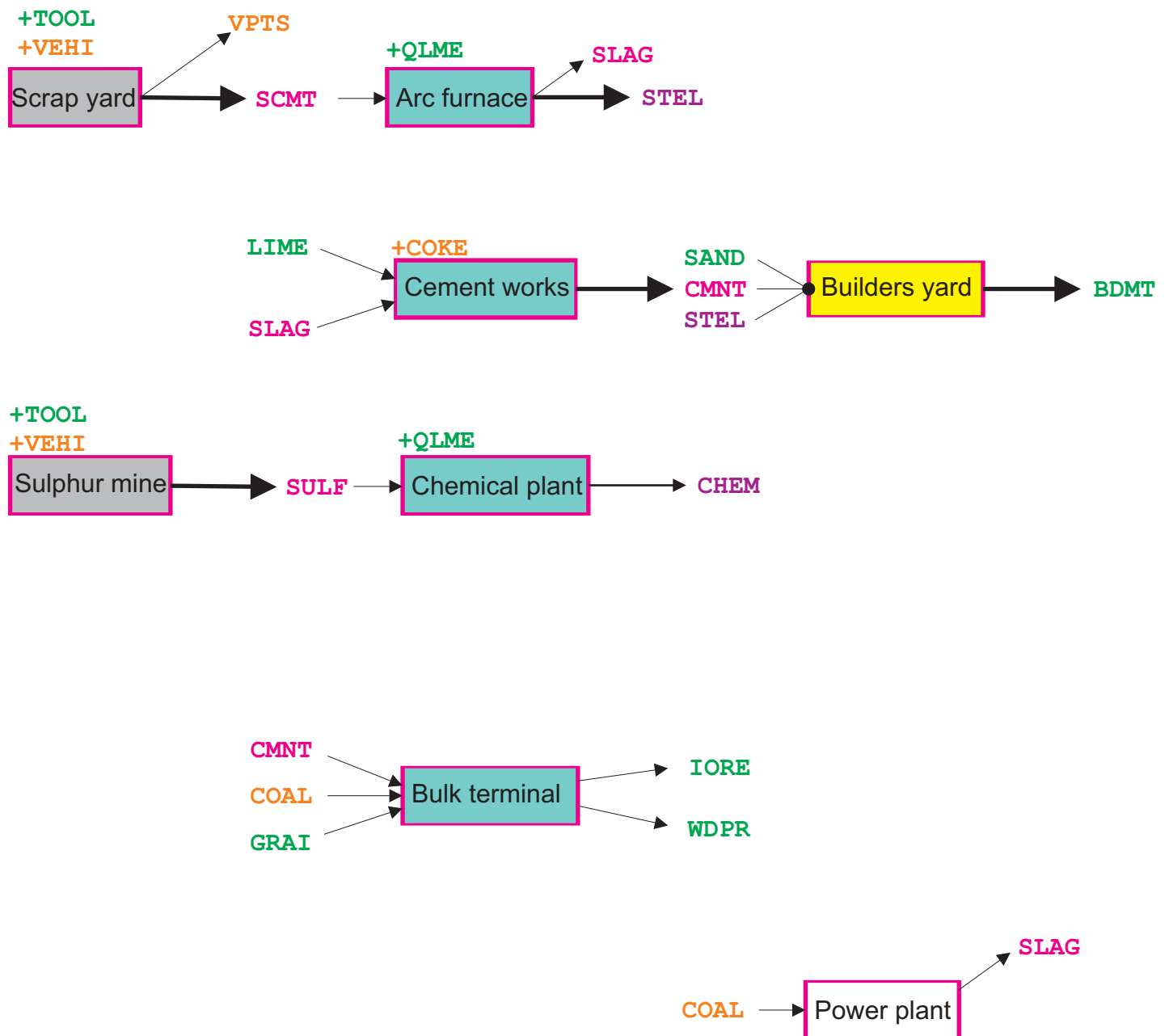
TIER 1 (1810+)



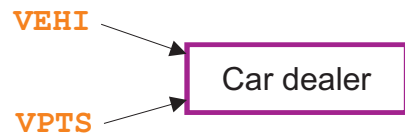
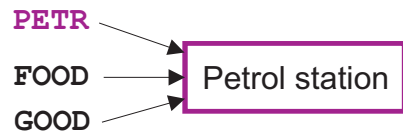
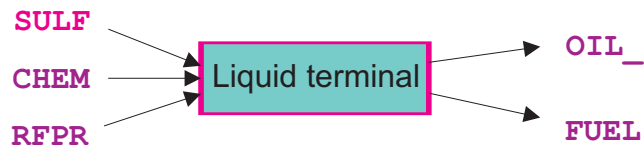
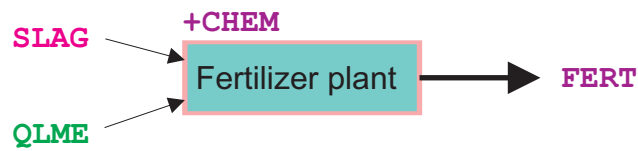
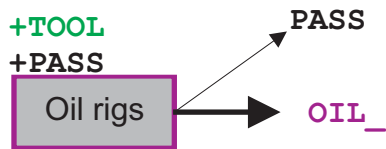
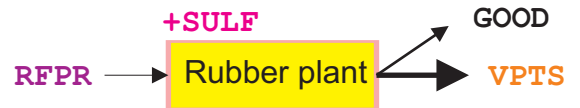
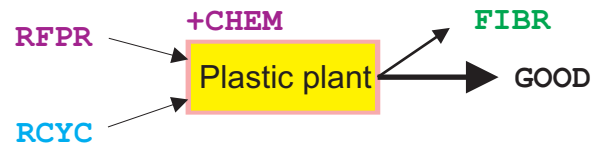
TIER 2 (1860+)



TIER 3 (1910+)



TIER 4 (1960+)



TIER 5 (2010+)

