

Hub Islands

→ HUB-Islands

Features:

- HUB islands are composed by **6 "zones"** around a **central area**
 - Zones can be unlocked by spending gold coins at the corresponding zone landmark (located at zone entrance)
 - If the player moves to another HUB-island, the zones he bought **will still be unlocked on the other hub island**
 - Unlocked zones allow the player to build on them and crewmates to roam around

Note: player can walk on certain locked zones to visit the hub but can't do anything else until they actually unlock them

- Zones prices increase each time a new zone is bought:
 - 1st zone: 100 coins
 - 2nd zone: 500 coins
 - 3rd zone: 1000 coins
 - 4th zone: 2000 coins
 - 5th zone: 5000 coins
 - 6th zone: 10000 coins
- In the HUB, you can find **several buildings** like:
 - **Hub buildings** (laboratory, townhall, houses, factories...)
 - **Island buildings** (port, elevators) that are specific to the chapter
- On each HUB island, Central area **MUST** include:
 - Stele Plaza
 - Townhall
 - Harbour
 - Order board

Unlock:

- In order to access the HUB-Island of any chapter, you need to:
 - **Clear all the islands** from the chapter in **Story mode**
 - **Clear all the islands** from the chapter in **Dream mode**

Once done, the last island of the chapter will appear on the world map "Chapter X HUB-Island".

Phase 1 : Terraforming

- Player needs to remove all vegetation before being able to rebuild the stele plaza
- All vegetation should be on the central area of the hub
- The difficulty to clear the island is equal to the difficulty of the chapter in dream mode (except chapter 1).
- Player will have access to rock & wood supplies and storages, and a workshop for the terraforming phase
- A HUB-island dedicated slot bar in UICrew will allow the player to bring in crewmates to help him clear the hub island

Note: bar appears when a hub island is unlocked, and will disappear if all hub islands are cleared

- Once all vegetation is cleared, player can rebuild the Stele plaza (large building) at the center of the central area
- Once the Stele plaza is rebuilt, expedition buildings and crewmates disappear
- **Players must finish terraforming a hub before beginning to terraform another one**

Attempting to access another uncleared hub island will result in a warning saying that the player must complete his current terraforming first

Phase 2 : Hub relocation

- Player can interact with the stele plaza and choose to relocate his hub for **15 gems** (works like a landmark)

- **Player cannot have more than one HUB activate at a time!**
- Moving in a hub will place all hub buildings to predetermined locations (except decoration).
 - In case the location is somehow unavailable, building is placed back in the housing menu to be placed manually
- Active hub will have crewmates roaming around it
- Player can still move the movable buildings after he moves in (houses, factories)
- All decoration items are placed back in the housing menu to be placed manually again by the player
- If the player decides to go back to a hub he already owned in the past, **his preset** (*furnitures/buildings*) will automatically be restored.
- Player can save up to **one HUB-island preset** per HUB-island.