Materials provided by villagers at ANY tech level:
- Nether Star
- Obsidian
- Copper Ore
- Redstone
- Coal
- Iron Ore
- Graphite
- Bauxite
- Silicon Ore

Tech Level 1
- House building material: Dirt
- Max. house height: 4 blocks
- Number of floors allowed: 1
- Max. footprint house: 25 blocks
- % of building material in house: >=85% Dirt
- Number of occupants per floor: 1
- Bed: Hay Bale Bed
- Population needed to advance tech level: 16
- Community Building:
  - Bathroom (1 Toilet)
  - Storeroom (1 Community Chest; build this one first)
Materials provided by villagers:
- >=5 level 1 pop.
- Dirt
- >=16 level 1 pop. and a Bathroom
  - Fibers (PAN)

Tech Level 2
- House building material: Wood
- Max. house height: 4 blocks
- Number of floors allowed: 1
- Max. footprint house: 40 blocks
- % of construction material in house: >=75% Wood
- Number of occupants per floor: 2
- Bed: Acrylic Wool Bed
- Population needed to advance tech level: 32
- Community Building:
  - Workshop (1 Machining Mill)
Materials provided by villagers:
- >=32 level 2 pop. and a Workshop
  - Stone
  - Processor
  - Fibers (PP)

Tech Level 3
- House building material: Stone
- Max. house height: 8 blocks
- Number of floors allowed: 2
- Max. footprint house: 55 blocks
- % of construction material in house: >=65% Stone
- Number of occupants per floor: 3
- Bed: Olefin Wool Bed
- Population needed to advance tech level: 48
- Community Building:
  - Laboratory (1 Chemical Processor)
Materials provided by villagers:
- >=1 level 3 pop.
  - Chemical Processors
- >=48 level 3 pop. and a Laboratory
  - Zinc Ingot
  - Canister (Hydrogen)
  - Canister (Carbon Monoxide)
  - Drum (Methacrylic Acid)
  - Iron Block
  - Fibers (PES)
  - Flask (Methane)
  - Flask (Ethane)
  - Beaker (Gas Oil)

Tech Level 4
- House building material: Polexiglas
- Max. house height: 8 blocks
- Number of floors allowed: 2
- Max. footprint house: 70 blocks
- % of construction material in house: >=55% Polexiglas
- Number of occupants per floor: 4
- Bed: Polyester Wool Bed (Beginner)
- Population needed to advance tech level: 64
- Community Building:
  - Commissary (4 Dining Table)
Materials provided by villagers:
- >=64 level 4 pop. and a Commissary
  - Amplifier
  - Processor
  - Drum (Acrylonitrile)
  - Leather
  - Drum (Butadiene)
  - Gold Block
  - Drum (Styrene)
  - Fibers (PET)
  - Flask (Methane)
  - Flask (Ethane)
  - Beaker (Gas Oil)

Please turn to the next page.
Tech Level 5
House building material: ABS Bricks
Max. house height: 12 blocks
Number of floors allowed: 3
Max. footprint house: 85 blocks
% of construction material in house: >=50% ABS Bricks
Number of occupants per floor: 5
Bed: Polyester Wool Bed (Intermediate)
Population needed to advance tech level: 80
Community Building:
Library (10 Bookshelf)
Materials provided by villagers:
>=80 level 5 pop. and a Library.
  - Block of Copper
  - Block of Tin
  - Fibers (Nylon 6)
  - Diamond Block
  - Flask (Methane)
  - Flask (Ethane)
  - Beaker (Gas Oil)
  - Leather

Tech Level 6
House building material: Bronze
Max. house height: 16 blocks
Number of floors allowed: 4
Max. footprint house: 100 blocks
% of construction material in house: >=45%
Number of occupants per floor: 7
Bed: Nylon Wool Bed (Beginner)
Population needed to advance tech level: 96
Community Building:
School (3 Enchanting Tables)
Materials provided by villagers:
>=96 level 6 pop. and a School.
  - Temperature Sensor
  - Amplifier
  - Processor
  - Block of Nickel
  - Block of Chrome
  - Graphite
  - Leather
  - Flask (Methane)
  - Flask (Ethane)
  - Beaker (Gas Oil)
  - Bioreactor

Tech Level 7
House building material: Stainless Steel
Max. house height: 20 blocks
Number of floors allowed: 5
Max. footprint house: 115 blocks
% of construction material in house: >=40% Stainless Steel
Number of occupants per floor: 8
Bed: Nylon Wool Bed (Intermediate)
Population needed to advance tech level: 112
Community Building:
Clinic (1 Bioreactor)
Materials provided by villagers:
>=112 level 6 pop. and a Clinic.
  - Temperature Sensor
  - Amplifier
  - Processor
  - Block of Nickel
  - Block of Chrome
  - Graphite
  - Iron Block
  - Fibers (Nylon 6,7)
  - Block of Titanium
  - Flask (Methane)
  - Flask (Ethane)
  - Beaker (Gas Oil)
  - Leather
  - Bioreactor

Tech Level 8
House building material: Carbon Fiber Resin
Max. house height: 24 blocks
Number of floors allowed: 6
Max. footprint house: 130 blocks
% of construction material in house: >=35%
Number of occupants per floor: 9
Bed: Nylon Silk Bed (Advanced)
Population needed to advance tech level: 128
Community Building:
Art Gallery (25 Paintings)
Materials provided by villagers:
>=128 level 6 pop. and an Art Gallery.
  - Surprise...

Hints:
. Build the Storeroom first to receive the donations from the villagers. The Storeroom can have up to 1 Community Chest per Tech Level.
. For a house to be valid, windows must have glass. Holes will not do.
. When a house is validated, the information on the top left of your screen will change.
. Increase your score and villagers’ happiness by decorating the houses with plants and paintings.