

Founding a New Settlement

- Arcanisches Settlement
- Desert Settlement (Dune)
- Ozeanisches Settlement
 - Arktisches Settlement
 - In Toxic Environment

Arcanisches Settlement

I title this Arc – anisches Settlement, because it goes for blank places and you have to bring all with you.

It goes from the point you have at least atmosphere and the place is not a rock. If this is not the case you need to search by Terra-forming plan.

A fare empty place will have low oxygen, you need to put this in movement calculation, to any oxygen needing bio-life-form.

If you have portable water and vegetation you just join in the plan from there, I start nothing on place.

Like you just landed with you arc.

Landing and planing

- If possible land with you arc in the center of the new Settlement so you can take the arc as a capitol for the beginning
- So the arc should be the main starting life support for the first settler.
- There are two possible situations you settle on a new Planet with oceans or a global natural event was not in favor for life...
- Set you Capitol few miles away from the ocean since you do not know the tides
- Build rivers from the ocean to small sea and fix them with lined up Trees (*Rhizophora mucronata*) The trees adapt to Salt containing water as well. That saves you from the use of portable water. (use the magnetic / heat plant stream direction plus to minus pole direction)

- From the river you also lead water filtered channels to fields for corn, beans, potatoes, cacao. (Use Cacao oil to unlock vitamins and minerals, in combination with the beans, from the corn. Using it in one heated meal)
- To herbs and small fruit plants, beery s all as mix culture
- Put sea plant in the sea
- To hold the water you can (sound) shock wave compress the sea- river- and channel ground a bit
- Set in garnels and other ocean habitual animals with low plankton and algon need. As the sea vegetation it allows you set in bigger plant eating fish eggs till certainly you can put in predator fish eggs and reptile eggs build water bird nest's (separate – protected) and set eggs in there and let them sun supported bread out. (Human support will be needed for the cold night time)
- At the flowering time of the plants set out a bee queen (nation)

- Seed out grass and flowers between the trees, and start to breed out sheep's from embryos, so you have small ones if the grass is grown (it helps also to stabilize the ground)
- if the grass is flowering set out insect eggs according to the flowers (not against the vegetables yet) use the „no enemy system“
- Start to build a „safety system“ by the harvest time
- Since the plants will not create much shadow at the beginning build sunlight dimming collector roof's, half transparent collector plates, lumen and heat coordinated sun shield's
- For Hyman and animals use a mud heat and sun radiation shield, where there not textile covered
- Start to create dark earth (terra petra) from the binning possible and add this earth between the trees and to the fields at spring. (before you have predator reptiles you can make reptile skin collecting schooling games for the children)

System's

No enemy system

The no enemy system calculates the art starting point. If you start the set out a kind of animal, example frogs, you look out there is enough food which will not vanish because of the naturalized frog's if the frog's have stabilized and grown that the food comes in danger to vanish, the no enemy time ends and you can add for example storks...

Safety plan

From the harvest you split 10% for the next year, 30% to use 30% to expand, 30% for natural animal harvesting.

Resources from the arc keep 10% in the arc set out 6% on 5 independent places in 3 years intervals. (if you loose a resource on one place by any event, you space to rebalance by the harvest of the other places)