Phase 1 Kiwi Army Clan Dojo Layout



The grey rooms above are either built or being built, the number of each room is its build order.

All Dojos start with a main hall & 100 Capacity & 5 Energy.

Each room or connector uses some of this capacity & energy to build it, as well as using resources picked up during the game.

Building a reactor will gain 25 Energy.

Building bigger Halls (only when we get more members) will give us more Capacity.

Here are the Capacity & Energy needs to build each structure:

Main Hall (it’s free, it’s what you start with)

Cross Connector 10C/3E

Reactor 5C/0E (We need this to give us energy to make more rooms)

Oracle 2C/5E (This must be built before any of the Labs can be built)

Energy Lab 2C/5E (Produces Blueprints for cool weapons such as Prova, Supra, Flux Rifle, Lanka, Spectra)

Bio Lab 2C/5E (Produces Blueprints for cool weapons, such as Torid & Acrid)

Chem Lab 2C/5E (Produces Blueprints for cool weapons such as Ignis & Ogris)

Duelling Room 10C/10E (For honing those weapon skills)

Obstacle Room 10C/10E (For honing your skills)(Very large room can only fit in certain areas)

Barracks 1C/1E (This has to be made if we have more than 10 members)

Elevator 2C/2E (Cool to have but not necessary for now)

Halls 0C/2E (Building bigger Halls gives us an extra 200 Capacity)

Gardens 10C/6E