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<p>Tier 1: 1–4 members 6 flow 12 000 MRCZ Half a cargo container Matter printer (≤ handheld-size) Basic recycling hardware (except nanologicals) Cultivation (plant/pet/raw mat./simple mach.) Mobbing bench (keysoft installation etc.) Backed up once upon joining</p> <p>Tier 2: ≤8 members 14 flow 1 000 MRCZ Shipping container or similar Matter printer (≤ man-size) Recycling hardware Cultivation (plant/pet/raw mat./clockwork) Mobbing chair for tweaking Backed up on reaching tier 2</p> <p>Tier 3: ≤ 16 members 30 flow 250 MRCZ Dormitory living convertible to office/bullpen Matter printer (≤ man-size) Recycling hardware Cultivation (garden/pod/LR mats/clockwork) Mobbing suite (R&D)</p>	<p>1 pt data/founder Backed up starting each session</p> <p>Tier 4: ≤32 members 14 flow 1 000 MRCZ Semiprivate apartments, workshop/garden Matter printer (≤ fridge size) Recycling hardware Cultivation (as T3) Mobbing suite (R&D) 2 pt data/founder Backed up starting each session</p> <p>Tier 5: ≤64 members 126 flow 12 MRCZ Dedicated space in tower/capsule. Garden/theatre/ workshop/warehouse. Public area. Matter printer (≤ room size) Recycling hardware Cultivation (garden/pod/ind. mat./clockwork) Mobbing suite (R&D) 1 pt data/member GL/XP/LTM constant. One interface.</p>	<p>Tier 6: ≤128 members 254 flow 6 MRCZ Tower/capsule (live+work). Public area. 2 matter printers (to spec) Recycling hardware Cultivation (garden/pod/ind. mat/engine) Mobbing suite (R&D) 2 pt data/founder GL/XP/LTM constant. Two interfaces.</p> <p>Tier 7: ≤256 members 298 flow 3 MRCZ Tower/capsule, lge. workshop etc., public area. 3 matter printers (to spec) Recycling hardware Cultivation (field/herd/ind. mats/engine) Mobbing suite (R&D) 1 pt data/member/session GL/XP/LTM/Int/Mods constant.</p>
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