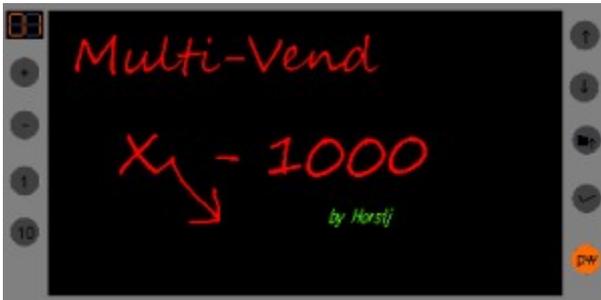


# Multi-Vend X-1000



*This is the Multi-Vend X-1000.*

*Left side from top to bottom:*

*product amount display (PA):*

*shows you how many agents will be injected.*

*add PA:*

*increases PA by one or ten.*

*reduce PA:*

*decreases PA by one or ten.*

*reset PA:*

*sets PA back to one.*

*steps of ten swich:*

*toggles wether to use steps of one or ten.*

*Right side top to bottom:*

*cycle products/categories (two buttons): selfexplanatory.*

*category up: brings you back to the startingscreen when in categories or to the mother category when in products.*

*OK-button: lets you enter the products of a category, or produces PA of the current product.*

*power: swiches the Multi-Vend X-1000 on or off.*

*Since the original C3 and DS agents have ingame help files they are not described here.*



*Energy-pellet.*

*This boring block of organic and anorganic rubbish gives you 1000 units of Bioenergy when you recycle it. It is quite usefull on the standalone Ark but rather useless on the Capilata or a docked world.*

*Classifier: 2 10 10854*

## Stasispod

freezes a creature and is carryable

gives no additional populationspace sorry



## Stasispod

can freeze and unfreeze creatures, frozen creatures do not age and have no needs. Unfortunately I have not been able to make it able to increase the population limit this might be added in a future update.

**WARNING:** Always unfreeze all Creatures before removing this Agent!

## Minecraft Creeper Toy

simple toy, careful he might explode



## Minecraft toys.

These are simple toys without animations or side effects. There are five types of them: Creeper, Zombie, Cow, Chicken and Pig.

## Minecraft Zombie Toy

simple toy, doesn't burn in sunlight



## Minecraft Cow Toy

simple toy, milk not included



## Minecraft Chicken Toy

simple toy and don't worry it isn't an Evilchicken



## Minecraft Pig Toy

simple toy, hit it as long as you want... no bacon



## first Plug-in

this adds 3 new features:

- hiding the Multi-Vend screen
- carrying it around with the HUD
- dropping agents straight into the inventory



*First Plug-in:*

*the buttons are (from top to bottom):*

- *Hide: allows to make most of the Multi-Vend invisible*
- *Carry: fixes the position of the Multi-Vend in relation to the GUI*
- *Drop-into-inventory: makes*

*products being dropped right into your inventory*