

# Factorio

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# Spaghetti Factory

## Rough goals

- No bus
- No hyper-optimisation
- Get to spidertron

## Current tasks

- ~~Get to Logistics chests~~
- ~~Fix Iron (will need landfill)~~
- Figure out what's wrong with science - **it's BLUE CIRCUITS**
- Defences for all outposts & smelter
- Remake mall based on requestor chests
- Remake low-throughput items with requestor chests

# Factory Ideas

## Factory-in-factory Factory

Using [Factorissimo](#), build a factory that minimises any construction built outside

## Vanilla+

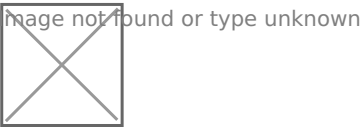
A set of QoL mods - like long reach, logistic manager, squeak through, etc. - nothing too overhaul-y.

## Ratios

Using production-reporting focussed mods - calculate proper ratios, caring about belt throughput, etc.. Will be very bus-y

# Basic Designs

## Basic Smelter



# Factorissimo on rails, to space

## Mod List

### Game

- Factorissimo
- Space Exploration
- Loader Redux
- Waterfill

### QoL

- Squeak Through
- Alien Biomes
- Afraid of the Dark
- Helmod