



THE URBAN ALCHEMIST'S MANUAL

A Beginner's Guide to Lotting, Geography
Recycling, and Human Recharge Stations

BEGIN JOURNEY

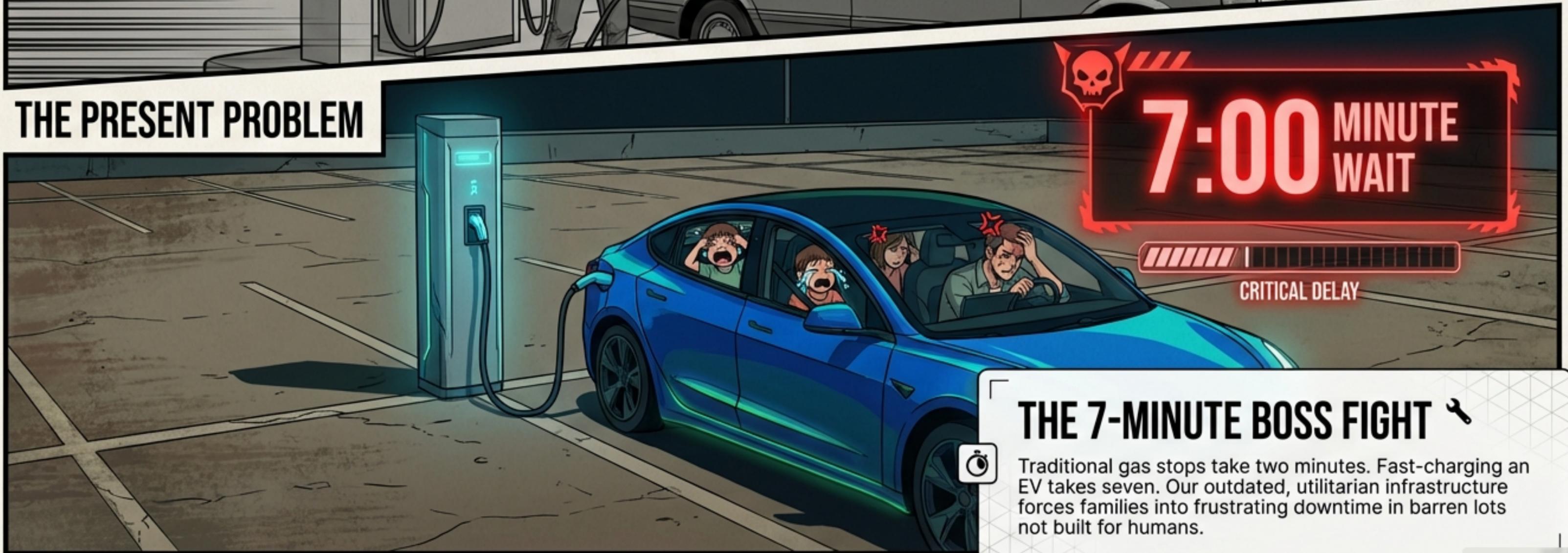
SETTINGS

CREDITS

THE PAST



THE PRESENT PROBLEM



THE 7-MINUTE BOSS FIGHT

 Traditional gas stops take two minutes. Fast-charging an EV takes seven. Our outdated, utilitarian infrastructure forces families into frustrating downtime in barren lots not built for humans.



HERO CLASS: THE LOTTER

ROLE: URBAN GEOGRAPHY RECYCLER



**TRAIT 1:
ASSEMBLER,
NOT INVENTOR**

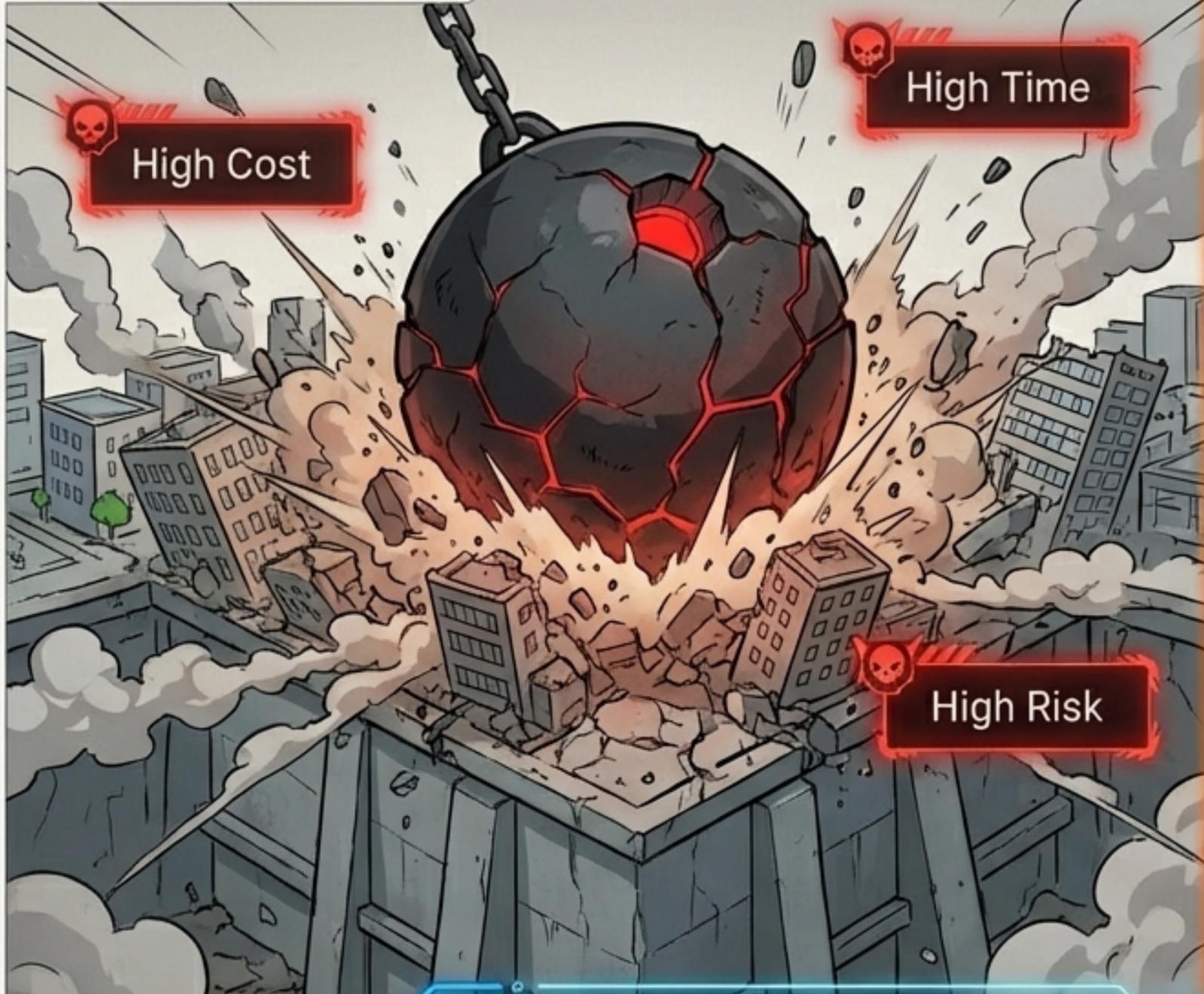
You don't build from scratch; you use off-the-shelf assets to fill unsatisfied city needs.



**TRAIT 2:
MASTER OF THE
EXISTING**

You target poorly used parking lots and aging gas stations—assets at risk of becoming stranded—and transform them.

REVOLUTION



EVOLUTION



EVOLUTION OVER REVOLUTION

Lottery don't rely on expensive, time-consuming overhauls. We advocate for evolutionary planning: adapting what the city already has to meet modern technological needs.

SKILL UNLOCKED: GEOGRAPHY RECYCLING

The ultimate crafting recipe inspired by Danish infrastructure: combine stranded urban assets with human-centric amenities to forge a functional community space



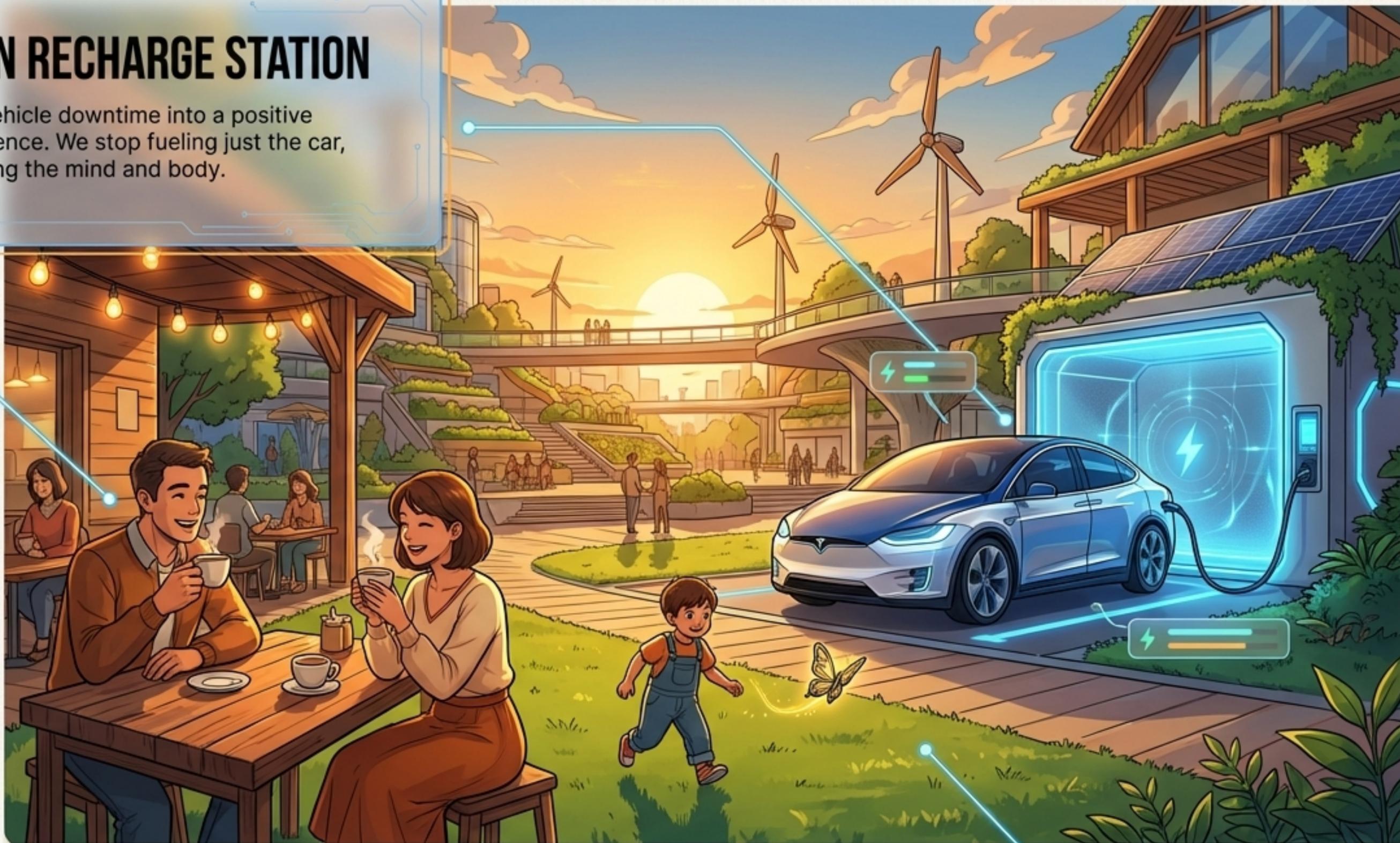
Underutilized Land

Off-the-Shelf Amenities

Human Recharge Station

THE HUMAN RECHARGE STATION

Turn mandatory vehicle downtime into a positive community experience. We stop fueling just the car, and start recharging the mind and body.



CHOOSE YOUR BUILD SCALE

Letters adapt their designs to the specific geography of a city or highway network, scaling amenities from tight urban constraints to massive inter-city motorways.

Tier 1: Small Station



Tier 2: Medium Station



Tier 3: Large Station



SKILL PROGRESSION UNLOCKED

RESOURCE EFFICIENCY BOOST

TIER 1: SMALL FOOTPRINT DEPLOYMENTS

Target Geography: High-density urban areas with limited space, or quiet 2-lane national highways.

Core Inventory: EV charging points, public toilets with baby changing stations, quick food trucks/coffee kiosks, and a playground for kids to burn off energy.



Quick Food Truck/Coffee Kiosk

Playground for Kids

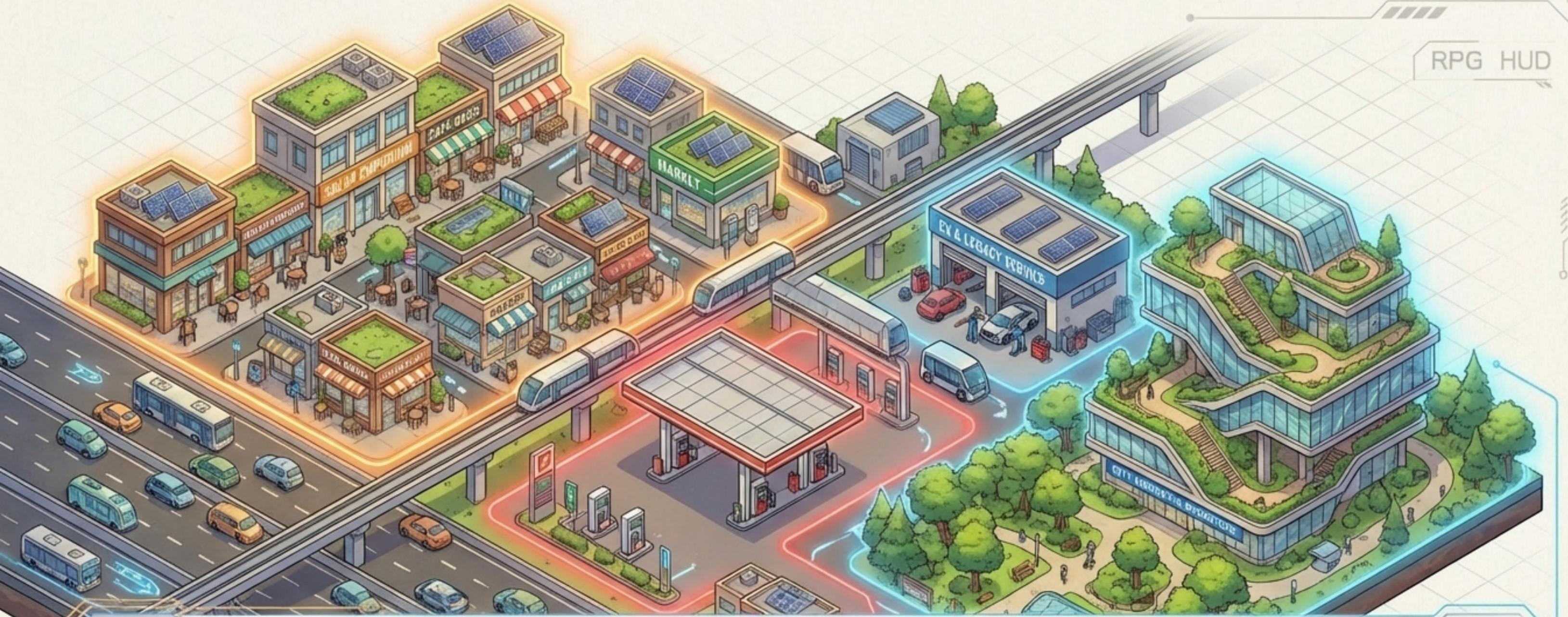
Public Toilets + Baby Changing

TIER 2: MEDIUM STATION EXPANSIONS

Target Geography: Lower-density urban areas or 4-lane expressways where space is less constrained.

Upgraded Inventory: All Tier 1 amenities, plus the addition of full sit-down cafes, fast-food joints, supermarkets, and retail shops to run errands while waiting.





TIER 3: THE OUT-OF-CENTRE HUB

Target Geography: Major 4-to-8 lane inter-city motorways or massive 8-lane city avenues. **Ultimate Inventory:** Rolls everything into one massive site. Exclusively features legacy gas stations to aid EV transition, vehicle repair centers, and a dedicated library/bookstore for extended rainy-stats, and a dedicated library/bookstore for extended rainy-day waits.



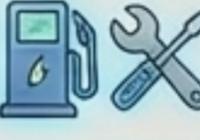
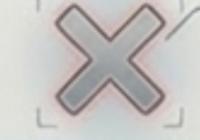
THE MASTER LOTTER'S SECRET: SYSTEMIC SUPPORT

To sustainably operate a massive Tier 3 hub, Lotters integrate a dedicated residential village next door for workers. A public bus route physically connects this village back to the main urban center, ensuring sustainable staff transit.



THE LOTTER'S INVENTORY MATRIX

A rapid-reference guide to feature scaling based on available urban geography.

	SMALL	MEDIUM	LARGE
 Toilets & Baby Changing	 ACTIVE	 ACTIVE	 EQUIPPED
 Coffee & Food Kiosks	 ACTIVE	 ACTIVE	 EQUIPPED
 Playgrounds & Gardens	 ACTIVE	 ACTIVE	 EQUIPPED
 Supermarkets & Retail	 INACTIVE	 ACTIVE	 EQUIPPED
 Gas & Repair Centers	 INACTIVE	 LOCKED	 EQUIPPED
 Library & Bookstore	 INACTIVE	 LOCKED	 EQUIPPED



GAS

THE FUTURE IS RECYCLED

The shift to sustainable transport doesn't require tearing down our cities. It requires vision. Look at the stranded assets around you, gather your inventory, and start lotting.