**Navigating Cosmic City Builders: Game Levels 1 to 30**

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**Introduction**

Welcome to Cosmic City Builders, a 3D casual game where you'll embark on an interstellar journey to become a cosmic master of city planning, building, and resource management. You will face increasingly complex challenges and learn to unlock powerful structures and technologies as you move along. In this blog, we will guide you through game levels 1 to 30.

**Levels 1-10: Laying the Cosmic Foundation** - In the early stages of Cosmic City Builders, your primary focus is building basic residential, commercial, and industrial zones while managing energy and water resources.

* Level 1:
  + Unlocked Items: Pre-requisite items - Basic Residential Building, Small Solar Panel
  + Power-up: Speed-up Construction
  + Structures to Unlock: Build a Small Solar Farm (Generates more energy than the Small Solar Panel)
* Level 2:
  + Unlocked Items: Pre-requisite - Basic Commercial Building, Wind Turbine
  + Power-up: Double Resources (Doubles resources collected for a given time)
  + Structures to Unlock: Build a Small Wind Farm (Generates more energy than the Wind Turbine)
* Level 3:
  + Unlocked Items: Pre-requisite - Basic Industrial Building, Water Extractor
  + Power-up: Instant Upgrade (Instantly upgrades a building to its next level)
  + Structures to Unlock: Build a Small Water Treatment Plant (Provides more water than the Water Extractor)
* Level 4:
  + Unlocked Items: Pre-requisite - Small Park, Community Center
  + Power-up: Alien Attraction (Attracts more alien residents to the city)
  + Structures to Unlock: Build a Recreation Center (Provides more happiness and attracts more settlers)
* Level 5:
  + Unlocked Items: Pre-requisite - Basic Alien Habitat, Alien Communication Tower
  + Power-up: Cosmic Vision (temporarily reveals hidden resources on the planet)
  + Structures to Unlock: Build an Alien Embassy (Attracts a specific alien species and boosts city happiness)
* Level 6:
  + Unlocked Items: Pre-requisite - Alien Retail Store, Cosmic Market
  + Power-up: Double Taxes (Doubles tax collection for a limited time)
  + Structures to Unlock: Build a Galactic Trading Post (Allows trade with alien civilizations)
* Level 7:
  + Unlocked Items: Pre-requisite - Advanced Residential Building, Fusion Reactor
  + Power-up: Power Surge (Temporarily boosts energy production of all power plants)
  + Structures to Unlock: Build a Large Fusion Power Plant (Generates more energy than the Fusion Reactor)
* Level 8:
  + Unlocked Items: Pre-requisite - Advanced Commercial Building, Spaceport
  + Power-up: Instant Construction (Instantly constructs a building)
  + Structures to Unlock: Build a Cosmic Commerce Hub (Allows trading with other players)
* Level 9:
  + Unlocked Items: Pre-requisite - Advanced Industrial Building, Advanced Alien Habitat
  + Power-up: Hypergrowth (Temporarily accelerates the growth of all buildings)
  + Structures to Unlock: Build an Intergalactic Tourist Attraction (Boosts city prestige and attracts more tourists)
* Level 10:
  + Unlocked Items: Pre-requisite - Medium Park, Advanced Community Center
  + Power-up: Alien Assistance (Aliens help complete construction or upgrades instantly)
  + Structures to Unlock: Build a Mega Park (Generates more happiness and attracts more settlers)

**Levels 11-20: Cosmic Expansion and Technological Advancements** - As you progress, you'll expand your city with advanced buildings and technologies while dealing with dynamic cosmic events and the needs of various alien residents.

* Level 11:
  + Unlocked Items: Pre-requisite - Cosmic Lab, Research Center
  + Power-up: Cosmic Research (Accelerates technology research temporarily)
  + Structures to Unlock: Build a Cosmic Innovation Center (Unlocks advanced technologies)
* Level 12:
  + Unlocked Items: Pre-requisite - Advanced Alien Communication Tower, Advanced Alien Retail Store
  + Power-up: Cosmic Winds (Increases resource collection from wind-based structures temporarily)
  + Structures to Unlock: Build an Alien Exchange Center (Allows exchanging resources with alien civilizations)
* Level 13:
  + Unlocked Items: Pre-requisite - Advanced Fusion Reactor, Quantum Power Plant
  + Power-up: Quantum Leap (Instantly completes all ongoing research)
  + Structures to Unlock: Build a Quantum Energy Nexus (Generates vast amounts of energy)
* Level 14:
  + Unlocked Items: Pre-requisite - Advanced Spaceport, Cosmic Trade Depot
  + Power-up: Cosmic Prosperity (Increases tax collection and resource production for a limited time)
  + Structures to Unlock: Build a Galactic Market Hub (Enables interstellar trade routes with other players)
* Level 15:
  + Unlocked Items: Pre-requisite - Advanced Alien Retail Store II, Advanced Alien Communication Tower II
  + Power-up: Cosmic Expansion (Unlocks a new planet for colonization)
  + Structures to Unlock: Build an Alien Interstellar Embassy (Increases happiness and attracts various alien species)
* Level 16:
  + Unlocked Items: Pre-requisite - Large Park, Advanced Alien Habitat II
  + Power-up: Infinite Resources (Resources regenerate automatically for a limited time)
  + Structures to Unlock: Build a Cosmic Museum (Increases city prestige and tourism)
* Level 17:
  + Unlocked Items: Pre-requisite - Cosmic University, Advanced Research Center
  + Power-up: Knowledge Boost (Boosts technology research progress temporarily)
  + Structures to Unlock: Build an Intergalactic Research Institute (Unlocks advanced technologies faster)
* Level 18:
  + Unlocked Items: Pre-requisite - Advanced Quantum Power Plant, Cosmic Reactor
  + Power-up: Cosmic Frenzy (Temporarily accelerates construction and upgrade times)
  + Structures to Unlock: Build a Cosmic Energy Network (Enhances energy distribution across the city)
* Level 19:
  + Unlocked Items: Pre-requisite - Advanced Cosmic Trade Depot, Cosmic Resource Silo
  + Power-up: Universal Market (Opens up trading with all alien species simultaneously)
  + Structures to Unlock: Build a Cosmic Exchange Network (Facilitates global trading with other players)
* Level 20:
  + Unlocked Items: Pre-requisite - Advanced Quantum Energy Nexus, Advanced Spaceport II
  + Power-up: Cosmic Evolution (Unlocks a new advanced building category)
  + Structures to Unlock: Build a Cosmic Megaport (Increases trading capacity and income)

**Levels 21-30: Cosmic Trade and Prosperity** - As you reach higher levels, mastering cosmic trade and resource management becomes crucial. You'll unlock more powerful structures and research advanced technologies, attracting intergalactic visitors to your thriving city.

* Level 21:
  + Unlocked Items: Pre-requisite - Advanced Cosmic Trade Depot II, Advanced Cosmic Resource Silo II
  + Power-up: Infinite Energy (Generates unlimited energy for a limited time)
  + Structures to Unlock: Build a Universal Trade Nexus (Enhances interstellar trading capacity)
* Level 22:
  + Unlocked Items: Pre-requisite - Advanced Cosmic Reactor, Advanced Quantum Power Plant II
  + Power-up: Cosmic Resilience (Increases the city's resistance to space events)
  + Structures to Unlock: Build a Cosmic Energy Core (Stabilizes the city's energy supply during emergencies)
* Level 23:
  + Unlocked Items: Pre-requisite - Cosmic Park, Advanced Alien Embassy II
  + Power-up: Alien Harmony (Boosts alien residents' satisfaction and productivity)
  + Structures to Unlock: Build an Intergalactic Diplomatic Center (Promotes inter-species harmony and alliance)
* Level 24:
  + Unlocked Items: Pre-requisite - Advanced Alien Retail Store III, Advanced Alien Communication Tower III
  + Power-up: Cosmic Fortune (Provides a chance to double all resource production)
  + Structures to Unlock: Build a Cosmic Prosperity Shrine (Boosts overall city prosperity)
* Level 25:
  + Unlocked Items: Pre-requisite - Advanced Fusion Reactor II, Quantum Energy Nexus II
  + Power-up: Cosmic Wonder (Instantly completes the construction of all buildings)
  + Structures to Unlock: Build a Cosmic Energy Nexus II (Unlocks vast cosmic energy potential)
* Level 26:
  + Unlocked Items: Pre-requisite - Advanced Cosmic Trade Depot III, Cosmic Resource Silo III
  + Power-up: Alien Harmony (Enhances relations with alien species for a limited time)
  + Structures to Unlock: Build a Cosmic Resource Network (Optimizes interstellar resource trade)
* Level 27:
  + Unlocked Items: Pre-requisite - Cosmic Sanctuary, Advanced Alien Habitat III
  + Power-up: Cosmic Foresight (Reveals upcoming cosmic events in advance)
  + Structures to Unlock: Build a Cosmic City Shield (Protects the city from harmful space events)
* Level 28:
  + Unlocked Items: Pre-requisite - Advanced Alien Embassy III, Advanced Alien Retail Store IV
  + Power-up: Cosmic Boost (Boosts all city functions for a limited time)
  + Structures to Unlock: Build a Cosmic Beacon (Attracts space travelers and boosts tourism)
* Level 29:
  + Unlocked Items: Pre-requisite - Advanced Quantum Power Plant III, Cosmic Reactor II
  + Power-up: Infinite Construction (All ongoing constructions are instantly completed)
  + Structures to Unlock: Build a Cosmic Mega Reactor (Generates colossal energy output)
* Level 30:
  + Unlocked Items: Pre-requisite - Cosmic Amusement Park, Advanced Cosmic Park
  + Power-up: Cosmic Jubilee (A grand celebration boosts all city aspects)
  + Structures to Unlock: Build a Cosmic Theme Park (An iconic attraction promoting tourism)

**Conclusion**

This guide will hopefully be useful to you as you master your interstellar architecture, construction, and urban management. The succeeding tips on the intricate game levels 31 to 50 of Cosmic City Builders follow to complete your adventure into these uncharted planets. Visit [www.cosmiccitybuilders.co](http://www.cosmiccitybuilders.co) today!