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Field of glory empires trade guide

Field of Glory: Empires is a great strategy game where you will have to move in a complex and living surface of nations and tribes, each with their own unique culture. Set in Europe and the Mediterranean sovereign during the Classical period, the hotel experiences the true significance of running an empire. Moderator: Pocus jimwonsor Captain - Heavy Cruiser Posts: 900 Joined: Friday February 08, 2013 8:54am Post by jimwonsor » Thu Jul 11, 2019 15:19 Hi everyone, I'm Grognerd, one of the playtesters for Field of Glory: Empires. I just wanted to let you all know that in addition to testing, I was working on a steam instructor for the game. The guide is a work in progress, but so far includes all the main structures of Tier 1 to Tier III. Included are key statistics and my views on many of the structures in the game, plus a bonus listing of all trade goods as well. You can now view it in the Guides section of the Glory Field Empires Community page. Or check out the link here: ... 927808211 / Streaming as Grognerd on Twitch! Typhoon Rabette Administrative - SdKfz 251/1 Posts: 128 Joined: Thu July 19, 2007 10:00 am Post by Typhoon » Thu Jul 11, 2019 21:27 Fantastic Reading. Great contribution to a great game. ess1 Rabbat - Strongpoint Posts: 55 Joined: Thursday October 10, 2013 13:40 pm Post by ess1 » Friday July 12, 2019 3:35 PM Thank you so much for the time and hassle of taking out this excellent guide. budd rabat - 5 cm pak 38 posts: 32 Join: J Nov 30, 2010 02:17 post by budd » Saturday 13 July 2019 16:03 Very helpful guide, thanks for putting it together. Any chance of downloading PDF for this guide, I want to print it as I'm sure I should continue to refer to it. Devoncop Colonel - Fallschirmjäger Posts: 1403 Joined: Friday November 20, 2009 8:46 am Post by devoncop » Saturday July 13, 2019 16:06 Just read it all today. So, so useful. Thank you captain jimwonsor - heavy cruiser posts: 900 Joined: Friday February 08, 2013 8:54am Post by jimwonsor » Saturday July 13, 2019 22:58 10:58 Bud wrote: ♥ Very helpful guide, thanks for putting it together. Any chance of downloading PDF for this guide, I want to print it as I'm sure I should continue to refer to it. yes, I've had a few requests for that so far. So the PDF file is on my do list! Streaming like Grunard on Twitch! is a trade guide based on the idea of major trade. After reading this you will know more about trade range, export, import, bonus goods, missing goods, Acumen, trading structures and building chains. You also learn about the trading center and how to generate tons of cash with it! Some basic knowledge of trade is recommended but not mandatory. It's just about optimizing trade revenues by making heavy use of moving trade goods around and using commercial centers for that purpose. Because centralized trade also affects the optimization of direct income produced by buildings. You do this by establishing one or more centers of transactions in your country, which are primarily responsible for the production and distribution of trade goods. Below you can set up a network of trading center, any other trading center at a healthy distance to cover all your areas with goods. If you set up a chain of CoTs you can also easily move rare goods around the map. It also has the potential to generate a lot, I mean really a lot of cash! Besides you don't need so many buildings anymore to make the goods available. It saves construction slots! In one sentence I would describe a centralized trade: maximizing profits by pushing a lot of trade only to fully developed commercial centers. 1. What to do: Find an appropriate area to be your trading center in the sense of maximizing profits by insider/external trade in an area that needs access to ports and be all over the territory but not picked up. It should also counties around which there is a demand for light trade goods (goods you can produce quite easily). But it's also fine if you only have empty areas around because basic demand is easy to establish in any county. Take the smokehouse, for example: he needs cattle. If you plan to set up smokehouses in a lot of your districts there is an opportunity to get many trade deals with cattle. A very basic and easy resource acquire is as easy as building the smokehouse which is a LVL 1 health building and pops up frequently. There is also a true example at the beginning of the game with good trade which is distributed centrally, although its not easy and good trade. Take a look at the seleucids area that produces luxury goods. All satrapies palaces of seleucids need luxury goods! So far only 4 palaces are within range but still a reasonable income. Imagine how you could expand this income by increasing the commercial percentage and trade range of other areas with Satrapy palaces. Commercial percentages I'm talking about later. That's what it looked like then... Why exits? Trading ports are one of those buildings that increase the commercial percentage and trading range of the area. Income from trading in the region varies by the commercial percentage of this region! So to have ants in the arsenal of a trade center is pure gold. For example, the commercial port increases the commercial percentage by 16% and the trading range by one, while its upgraded trade port building produces 30 percent commercial! Trade ports also provide very good direct income to the region if you fulfill their demand for goods and bonus trade meaning a trade port can produce up to 48 gold by having tools, weapons, pottery and glass around (in its area or nearby areas). Not only that, don't forget the direct bonus given by the matan buildings Goods for the trade port. And these support structures may be in demand for bonus products as well as giving even more trading and building opportunities! - Okay, but what's in trade range? Another trade range is good for importing goods remotely forward to increase the potential to improve the area and surrounding areas with buildings that need remote resources ahead. You can also reach your next centre. I made a picture of what a chain of CoT looked like. It describes how import/export works and what is about trade range. NOTE: There is no circuit for trade center import range 2 for a better overview, but it should be the same size as trade center range 1. The White Arrow marks the possibility of trading between the two trade centers. Trading range for the areas around a trade center and how to check the trading range: You also need to check how far a potential center of trade can distribute its goods to the regions. It doesn't depend on the trade range of the CoT but the trade range of each area around the trade center. You can check the trading range of each region by clicking Trading Details on the bottom menu. The trading range is imagined by a flashing light on the map. - Then why no netins? Simply because you can't build paved roads (commercial LVL3 building) in the mountains that provide a bonus of 20% trading percentage and +2 trade range. Trading percentages are a percentage of an area's commercial income. This value is added to your total revenue. Which natural resource is suitable for a trade center? It is also good to have a natural resource in this province which is or will be used frequently in the future. Goods that can be exported to building chains (more on this later) are a very good choice as there will simply be a lot more routes created than for goods used by just 1 building. Another factor is what you can build in an area with a good given trade. Some very strong trading buildings are only allowed to build in areas with one of their bonus commodities and must be present in the area. These economic buildings are: trading tents (necessities or dates, frankincense, ivory or silk), trade mail (amber, coral, drugs and herbs, furs), trade house (amber, furs, ivory, WildBeasts), market (leather, color, cloth, salt), fair (wine, OliveOil, leather, salt). Of course you can deliver the goods later but it's not so bad to get early on your hands on a trade mail with the potential of 32 gold in total or having a market there to build a very profitable chain of buildings early on. Also have a look at the value of trade goods you plan to distribute! Here's a list. Note: The number says how much money is generated by each good bonus trade a building has access to: - What should be in the vicinity of a trade center? At best a lot of districts which require something or will be in demand soon. At the beginning of the game test Resource areas, buildings, actual construction potential, their imports, missing trade goods and what they need bonus resources. The latter is not at first to get quick trade deals, but plan ahead for which buildings and goods you need to fulfill the demand for bonus trade goods and in return which resources are needed by these bonus-trade-good-produce-structures. This way you can plan ahead for large building networks and lots of potential for new deals. One problem occurs frequently: You find that one of your regions already produces the desired goodness for a central distribution by only one area. You can simply remove this building and produce this goodness but before checking if the bonus of the building is not critical for this area/district. That is, if you want to concentrate cattle and you want to disable cattle ranching in your country, check if the region/county is ok with losing the extra food given by the farm and also check if the cattle are exported from there, especially to other areas. If you destroy the building these areas may import cattle at heavy costs if you destroy the building and cut the supplies to visit. Do you have a plan to set up a trade center? So let's go to the next level! Keep in mind to trade a lot through this center that's essential to boost this type of income. You do this by increasing the commercial percentage of the region, the sophistication and trade range of the region. Because this area may also be populated at the end, the Equiling tax bonus should be a priority as well. So here's a list of buildings that encourage all these values: remember that there are important economic structures that do need the resource that needs to be built. Near buildings that produce bonus trade goods for other buildings you can start producing lightweight goods in your hub that adjacent areas require to establish the first trade routes. For example you are building a salt mine to supply existing or planned salt houses and I have prepared a small list of common goods which I am sure can be improved and expanded. This list is based primarily on the more developed ground at the start of the game, but it is not far to make use of the table and set up a lot of trade in underdeveloped areas. There are indeed some highly developed commodities there as well. I put them on the list as well as an example to show what's possible in later stages of play. The structures aligned to the left of the table are more basic than on the right. Now that you've set up more ore trade routes, let's go to the next level! The adjacent CoT areas may be developed to serve the CoT by saving building slots and establishing heavy commercial construction networks around the centre. Saving slots for the CoT-Region by producing food and heavy infrastructure outside (while not producing new trade goods) and heavy commercial construction networks tracking with more information in Step. For the other areas in the range there is only the idea to continue developing new demand for already existing CoT trade goods or for pre-planned trade goods. You always have to remember to create a chain of buildings based on this good trade to maximize profit. Now we're starting to roll around hordes of trade goods! Well, let's start at the beginning. So far you've

got here and there some trade goods coming out of your hub for individual buildings. Boring... But what if you supply one or more commercial goods to larger building chains or even Uber chains? That's what I'm showing now so I just set an example of a bigger chain in the game and how the buildings interact with each other inside the chain. By interaction I mean how they fill the demand for bonus products of other buildings and even generate more income. Ideally the network I show now can be built around CoT but is anywhere else possible and creates a lot of trading opportunities. The idea of this network is to build major economic buildings like markets, fairs, banks and buildings for manufacturing goods in the center while most other demanding commodities buildings that also provide bonus trade goods and direct income are in a nearby area to create trade deals. Later you get even more than that if you build in all markets in the region etc export commodities like gold to banks or pottery to markets and fairs. So here's this simplistic picture. This network is based entirely around fair and market. The first-level buildings contribute to the market/fair, the buildings on the second floor contribute to the operation of bonus revenues of all other buildings. I also list some trade goods which can be exported by the Trade Center. You do that by building one of the buildings and importing it well. Remember not to build them inside the trade center! Put these buildings next to good trade. There's plenty more of those chains. It's so amazing to find out I'm leaving this to you. This information is collected from the Guide. Look at that, by the way, good read! So you wonder that you produce so many things but your export rate into foreign territory is very low. Now you can handle it by measuring these: increasing the chance of getting your best traded: Acumen higher the sharpness, the more competitors are your traders in foreign countries. Acumen is a stat area which can be affected by nation statistics, events and one building. The guide states a higher sense: ... And will continually hijack deals from other countries, even sometime to replace domestic trade with one of their own. What heightens human sense: The building's trade center increases it by 5. There are also trade decisions to increase acumin. The amount of goods offered according to the guide states: To get more goods, the more likely you are to choose your best for the Treaty and Alliance cooperation trade deal For trade it's growing. Get rid of other providers by blocking their trading routes (blocking ports). Or just by killing them.

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