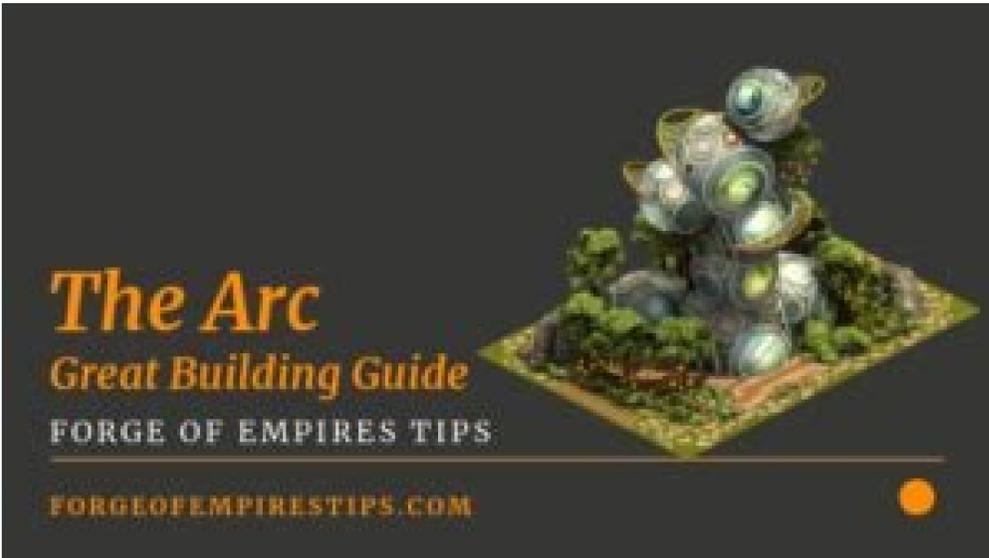


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À - Open the keyboard control user interface (keyboard icon, area at the bottom right or sidebar) to set the shortcut keys for your game. This will give you a maximum size army as quickly as possible. The most efficient production in these buildings is always the first two options, 4 or 8 hours. From a cost and production point of view there is no difference between these two options. The longer ones have significant drops in efficiency. Marylings Flights you want to have at least two barracks of some kind that are updated to contain four units as soon as possible. These will be your primary or sub-houses up to the center of the east of iron when you want to search and move to Cottages Cottages will take you in the first Middle Ages. You want to have at least two barracks of some kind that are updated to contain four units. À - Note: Never spend the last point on someone else's great building. The longest ones have significant drops of efficiency, but if you are going to only be once a day or not to provide a higher performance. Milest buildings like this guide focuses on advancement through a full-expanding economy that is not necessary to have a vast army. I will try to give how to complete a walk for various styles of play I can. All troops, except the spear-men, take a long time to replace when they die. Many may discuss, not with the validity, that there are more efficient options in the middle. À - Unfriend other players who are no longer active if you want. So please indulgence while I work through what I hope will be a very useful guide. These first mission are well balanced and the prizes provided with the resources needed to continue the expansion of your empire. À - in your neighborhood, send to friendship requests to people who are active. Those who are attacking your city. Avoid resource collection costs if your population is unhappy, you will receive 50% less resources. - In addition to helping them, too their taverns every day. Now the fun starts since you have two important game style choices to make! By the end of this section you should have zero strengths and still have research on houses, ceramics and spears. The supplies created and not collected soon soon will decay. This is the least efficient option, but the generation of power for your style of play is maximized. Generally about a third of my city is covered in houses. Supplies: Start by building several ceramics. Discover and forge your empire! The way to success lies in the wise use of your resources and find the right balance between revenue and expenses allows you to unlock and use new technologies efficiently. A defensive army reduces the risk that your buildings are plundered. Sub-Forum: Forge of empires Early to Mid Game Guide "by Jpricethis Guide was written for anyone who has just started or who has difficulty being effective for a style of play. When you advance a little, a space becomes more close. I suggest building school houses and, if you just have to update the wheel, (4) Fionni, (5) chalet, (6) horses on horseback, (7) (8) (8) cultivation, (9) Faglis Houses, (10) Falange, (11) Smitine, (12) Siege Weapons, (13) Paths, (15) Teaching, (16) Manuring (17) Brewinciron Age (14) Roof Tile Houses, (18) Militia, (19) Architecture, (20) Processions, (21) Processing, (22) archery, (23) Stock breeding, (24) Cottage, (25) military tactics, (26) fortification, (27) chain of command, (29) butchers, (30) mathematics, (32) medium term early (Middle Ages (28) more floors houses, (31) tanning, (33) Frame Houssi would suggest collecting expansion and production searches along the path as they adapt or while waiting for the resources to unlock a research. Section you are at: the long term inerval very slow journey of "The Speedy Merchant" Merchant! À € à, ~ à "the owner absent" this is still an approach based on the economy that I support strongly uses trampoline houses and accepts a loss of revenue. At this point you will probably update to frame the houses that have a slight drop Golden generations for a large increase in the dimensions of the population. I would suggest a standard army of four lace and four harnesses until you get more advanced troops. When you ever can keep eight units in your defensive army. If you detach do not panic. Another empire of one of the other servers begins while waiting for the resources. - all buildings (except decorations) must be connected to your roads to work and all roads must be connected to your town hall. Manage your buildings and build the roads as possible. If you know you will not return in time to collect when your houses are ready to choose more time for your supplies. The building me Recommended quarrel to maintain still are rogue hiding places. However, it is not necessary to excessively estimate your long-term commitment for the growth of your empire. Do not build too much as you are blocked and you will run out of resources. I don't think these updates are worth the effort. I have to insert a disclaimer here and note that I have a strong prejudice towards the economic way and as such the following guides favor this approach. If you literally want to own the world and concentrate with a strong expansion economy, go to one of the driving subsections. If your empire is expanded from the sword or at all and you will focus with the construction of an army that would have Sparta wet, go to one of the subsections of the guide B. Section Four in: The Speedy Merchantin My opinion is the Better option, even if he tried to give a fair and accurate relationship in the following sections. A list of the types of construction on which you should focus as you progress in this style of play. Gold Primoti resources generators: to maximize the homes for towards the population and gold, they should be your primary time or only the house until the iron eth when you are looking for and build the roof of tiles. If you often want to be more than an hour to be, you should look at the long-time houses. If you want the most fast growth possible, you will focus on 15 minutes houses and you will head to one of the guides of section four. If you want the faster growth you can, but knowing about growth will also focus on 4-hour houses, but go to one of the guides of the six section. Section Tre: "The art of war" or "the economist" after determining the frequency with which you will hit the access button you need to make another important game style decision. When you advance a little, a space becomes more tight, I suggest building school houses and, if you just have to update to the taverns. 4) Chalet, (5) La Ruota, (6) Construction, (7) Cultivation, (8) Straw Houses, (9) Svero, (10) Silingshots, (11) Horses on horseback, (12) Falange, (13) Paths, (14) Siege weapons, (16) Teaching, (17) Brewing, (23) Manuringron Etâ (15) Roof Houses, (18) Architecture, (19) Processions, (20) Stock breeding, (21) Cottage, (22) butchers, (24) Militia, (25) processing, (26) archery, (27) fortification, (28) CHATTER OF COMandarily Average (29) Houses with more floors It would suggest collecting expansion and production searches along the way while adapting or while waiting for resources to unlock a search. Section Five B: The careful lust of the blood of fighters is not my favorite game style, this guide may not be as it is just as Like the others. We advise you to build many houses! The empires are expensive to maintain and even more expensive to expand. À, the best way is to use them only for the purchase of diamond expansions, especially for F2P players. À - try to find a good guild and exchange points forge with each other, this would be easier to earn projects and progress during the game. In this case you will be able to grow rapidly. I often put my troops wound from my striker army in my defensive army to rest. Serious generators that I mainly suggest using obelisks and trees to generate your happiness at the beginning because they are cheap and fit everywhere. In the early stages try to preserve your resources. The main reason is because when people help them, you will have much more general increase. Side note: À € Set some troops in your defensive army, because if you don't, you are more likely to be sacked. The roof house will last through the eth of the iron until the Middle Ages. This guide walks through the game options that lead from the first mission to the first Middle Ages. Please don't read the whole post! It is very long and most of the section is rather redundant with only the variation needed to accommodate different styles of play. Introduction: The chopsticks of an unbalanced mental speech were an avid player from the original Warcraft, yes, they are so old, this is the first guide I've ever written. This is because on my server there is no one else to exchange resources and the 10/1 NPC rate is horrible. See also ahead and research that you want to train and look at the cost to complete them after having all the forge points. À - you can sell older buildings while progressing in the game, so they don't take up space in your city. In my experience when you plan allows you to be For every time of the house collection, it is better to make the supply option that corresponds to the completion times of the house. home. Suggest sticking with blacksmiths until late in the Iron ouge until the butcher is looking for. Think about this as a heating that you will soon have to make decisions about playing style preferences. Also, collect your supplies and coins as soon as they become available. À, à, - if you find some players who are contributing in the great buildings of the player, they send their requests for friendship, because they could even invest in your great buildings! À, à, - active players are usually high commands, have large buildings and developed taverns. When I get a bit of a space becomes more tight I suggest building school houses and only the update to the taverns if it is necessary. The following is a suggested search order. Age (1) Clipping houses, (2) Ceramics, (3) Spears, (3) The Wheel, (4) Singshots, (5) Chalet, (6) Horse riding, (7) Construction, (8) cultivation, (9) Thatched houses, (10) Phalax, (11) Smithery, (12) siege weapons, (13) paths, (15) Teaching, (16) Manuring (17) Brewinciron Age (14) Tile houses, (18) Militia, (19) Architecture, (20) Processions, (21) Processing, (22) Archery, (23) Breeding of stocks, (24) Cottage, (25) military tactics, (26) fortification, (27) command chain, (28) butchery, (29) mathematics, (31) mediumematic spas (30) tan, (32) frame would recommend to collect expansion and production research along the road while adapting or waiting for Resources to unlock a search.section five to: The Absente Landordin My opinion is a great path, although not so fast or efficient as À € à, ~ à "The Speedy Mercha NTÀ € à, ~ - the following It is a list of buildings types you should focus while progress Stand under this style of play. Resold resource generators. Golden generators: you will need to use still houses at the beginning and accept a certain loss in revenue. The Decay also seems to match the construction time, a longer construction time gives a longest time window before the decay. Secondary resource generators such as vineyards and timber are I'm still working. Finally, the online strategy game is now also available for Android and iOS users, providing access to multi-platform platform! À - Forge of empires will allow you to build your city and experience all the history of the world from its perspective ~ from the Eye of Stone through the centuries. I currently have one of each building I trained. The longer ones have significant drops in efficiency. Milest buildings like this guide focuses on advancement through an economy in full expansion, it is not necessary to have a vast army. This will allow you to always keep eight units in your defensive army. À, À - optional method: it is also possible to use some to buy the last piece of blueprint you need, but only if you have enough diamonds to save. Initially I go for three as soon as possible and expand up to six when resources and space allow. If you are usually more often you should place you fast homes. The morale of history is choosing a time to build the supply that closes when you expect to return online. Secondary resource generators like Vineyards and Lumber Mills are something I'm still working. What are the best systems? I always found it always interesting when several different Choose lines-your-adventure are finished on the same page. À, ~ good luck and good game! ^ ~ Come conquer the Forge of Empires territories? À, À "You can move your buildings, town halls, decorations and roads wherever you want. They require a lot of moving cities and have not provided enough of an increase to enlarge the effort in my opinion. On the other hand, more than the construction time is less efficient. A nice thing that only counts what the level of happiness is when you hit the building to collect. If you are registering twice the day or This is the best housing option, but you will have a substantial decrease in gold gold building several ceramics. Always make sure that your people are enthusiastic before "Harvest" your resources. There are three turnover of the general house 15 minutes, 1 hour and 4 hours. Although I used a stone circle when the space was limited and I need more happy. Join over 250 million people playing their games for mobile devices on their PC using BlueStacks! E- Download and install this Android game platform on your PC first: Other, click on the game icon below to redirect you to the official download page. In addition, it is better to motivate your other buildings if more people will help your city, rather than your trees (by default), for example, which is not ideal. The time of decay also seems to correspond to the construction time, a more long construction time of a more long window of time before decay. If you can be turned on every hour, you will often find yourself more often or not often. However, since this style of play can be fun, they are in the process of trying it. Are you willing to be chained to your computer to download houses every fifteen minutes? Although in my humble opinion the houses of one hour are a waste of time. However, in the game from the beginning of the middle you will have to concentrate your resources a primary research. You should also have a couple of fixed houses, a ceramic and a built barracks. Section two: until death does not separate us or a random flingy you must first understand how busy you are to build the largest empire that your server has ever known. - Some large buildings are really beautiful to have. I would recommend targeting St. Mark's and Al Faro. I would build a second spear barracks as soon as the resources are available. This guide will be formatted something like an old adventure book. One section: at the beginning the beginning is better to follow The BREAD CRUMB mission line. Many probably answer both and I have no doubt to Mid to End Game Game You can have your cake and eat it too. Guide and further improves your city, follow the path to fame and glory! - Start as a leader of a small tribe in the stone era and travel through the bronze age, the eth of the iron, the various phases of the Middle Ages, the colonial age and industrial ages. À, you can't find anyone, because the tavern ("your current view") is located in the northwestern area of your city, just surf the screen to locize and return to your city. In general I have about one out of my city dedicated to the supply of buildings generated. À, If you are using BlueStacks 4, just drag and set the new key map that supports zoom in or out. The efficiency of the short-term house is terrible if you start to register just a couple of times a day. The houses you search and build determine your style of play. To attract more visitors, unlock and buy at least the tablecloth with tavern silvers. I would also have built a second harness barrack as soon as resources allow it. So you can spend more recent times with the progressive age, the modern era, the post-modern era and the contemporary era. I would suggest a lance and a harness barracks until you get more advanced and / or more fighting desires. Pregnant generators I mainly suggest using obelisks and trees to generate your happiness at the beginning because they are cheap and fit everywhere. They are expensive and bulky. À - Once the stone circle has unlocked, try having cultural buildings instead of decorations (vents). With BlueStacks, playing Android games will take you to another level because now you can use the flexibility of the keyboard and mouse to give you the À €

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