


Forge of empires continent map guide

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As the king/queen of your kingdom, you must explore and conquer the world of the Forge of the Empires. This part of the game is important and not intended for the faint of heart, but we are sure that you will be able to plant a banner all the way through the map of the world! Map of the world You can see that the campaign map consists of continents. Some of them represent an advanced era, but you will also find access to GvG and your city. The central continent is a provincial of the lower ages. With a virtual future, you'll leave your common ground and enter a new digital campaign map. With Mars of the Space Age you will enter a new campaign map. Scout province When you enter the map of the world for the first time, you will notice that almost the whole world is unknown to you. You can send a scout to neighboring provinces to gather more information about them, and as you scout new areas the clouds will disappear. Scout will require more and more coins and time to get to your destination, but the result is worth the cost. You can also pay diamonds to instantly scout the province if you don't want to wait. Sectors Once the province is scouted and discovered, you will see more information. Your scout provides you with everything you need to know to conquer the province. This information includes the province's reward, rewards for the acquisition of each sector, what the leader offers in exchange for his sectors and the army he has to protect them. Negotiate If you are good with trade and business you can purchase provinces without a fight. Your understanding of the sales business and your negotiating abilities will be useful for expanding your empire. By producing the products for which you have received a production bonus, you will produce large volumes that will allow you to make trades in the market to purchase all kinds of goods. You will be able to arrange the acquisition of provinces that you will find. But be careful, the goods are needed in other areas of the game, so don't forget that you can always fight to win too! Fight If you have a warrior spirit you can express your talents on the battlefield on your way to conquering the world of forge empires. On each site you will find an army stationed in defense of the land of its master. You can use 8 of your best units to defeat each defense. You can also weaken the enemy's defenses by infiltrating the coin sector. This action will weaken your opponent's units. During your conquests you will encounter more and more resistance and new struggers (e.g. barbarian or American natives). The battles will become more difficult, but your forces will also increase as your empire expands and your city develops. Rewards your wins will help you purchase a one-off reward and other long-term implications for your empire. In addition to the combat experience (which comes with points in tournaments and in general Sector will provide you with coins or materials. When the province is won the award is granted. These awards have different types and meanings: Long-term awards 1. Tower: To participate in your district's PvP tournament, you will acquire a province containing the PvP tower of that era. 2. Manufacturing Bonus: Each era allows you to get production bonuses allowing you to increase the output of your goods buildings for that particular benefit. 3. Expansions: Some provinces will provide you with an extension to increase the size of your city Short Term Awards Example Below, the player has won 25 of each type of colonial century merchandise. Diamonds are rare, but Campaign Map is a place where you can find some of these gems. As you can see above, you can win medals too. This is the most common reward you can win. Amounts increase as you move on the cards. This article needs additional quotes to verify. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: Forge of Empires - Newspaper News Book Scientist JSTOR (February 2019) (Learn, how and when to delete this template message) Forge of empiresDeveloper (s)InnoGamesPublisher (s)InnoGamesPlatform (s)browser, iOS, AndroidRelease17 April 2012Genre (s)Browser games, strategy, citybuildingMode (s)Forge Multiplayer of Empires is a browser strategy developed by InnoGames. The game was released on April 17, 2012 (open beta phase). In 2013, television advertising helped the game reach 10 million user registrations. It was later released for iPhone and iPad in 2014, as well as for Android in 2015. The game is similar to both SimCity and Clash of Clans, but includes elements of strategy in turn. The game forge of empires City Management Screen The main goal of the game is to expand and develop a city evolving from the Stone Age to the colonization of the asteroid belt. The city has houses that provide coins and population, production buildings that provide supplies, buildings that produce goods, and finally decorations and cultural buildings that provide happiness. Forge points, with a meter that refuels in time (one forge point per hour to 10 at a time), allow you to explore technologies that open up new buildings, more building space and other bonuses. Forge Points also allows you to contribute to large buildings that can be assembled when a player finds the right drawings. There are special buildings that can be purchased in special events, Daily Calls, and antiques dealer who buy things to trade coins, and sells them for more. Some may even have to purchase with gemstones, a currency that is harder to acquire. larger buildings as well, based on historical structures that provide higher benefits; But But multiple requirements to be built. You can speed up construction and research with diamonds, currencies that can be purchased for real money. However, diamonds can sometimes be purchased at the end of certain quests and through some buildings like crows nest and wanting well. Some players with big cities are starting new worlds at their own expense and filling them with these types of construction because the diamonds are currency on the bill, not the city. There are also buildings that allow the training of some military units. Some military units can also be acquired by conquering certain territories. The fight comes with one by turns tactics, and unit types work in the style of scissors to rock paper against each other. The fight can be used to promote territory on the world map, as well as in player fights against the player, including special tournaments. These tournaments are held between guilds, groups of players who fight together against other guilds. Languages At the beginning of the Forge of Empires was available only in English and German. Currently, there are 25 language versions available, including: American English Argentinian Spanish Spanish Spanish Portuguese Portuguese Czech Dutch Dutch Dutch Finnish Greek Greek Hungarian Italian (closed in 2016) Mexican Spanish Norwegian Polish Russian Russian Spanish Spanish Spanish Swedish Thai Turkish Award 2013 - MMO Award for Best Browser Strategy MMO 2013 - Deutscher Computerspielpreis (German Computer Game Award) for Best Browser Game browsergames.co.uk, April 12, 2012, archive from the original on April 19, 2015, January 7, 2015 - A TV ad lifts the Forge of Empires past 10 million users. MCV UK. Archive from the original on October 24, 2016. Received on February 1, 2015. The Forge of Empires is being optimized for the iPhone. TechnologyTell. Received on February 1, 2015. Forge of Empires launches on Android. Inquisitor. March 25, 2015. Received on April 18, 2015. It came from Canada: Forge empires, InnoGames' turn-based strategy to take on a clash of clans. 148Apps. Received on February 1, 2015. List of winners., GforGaming, January 7, 2015 List of Winners., Awardb'ro Deutscher Computerspielpreis Stiftung Digitale Spielkultur, January 7, 2015, archive from the original July 2, 2014. Further the Basics of the Study of the Prev Foundations of the Era in the Forge of Empires, the map of the world is hidden at the beginning - its entire surface is covered with fog, and the player must study it slowly to gain access to new secrets, rewards and new World Map - Scouting World Map Should Be Slow Slow The map of the world is divided into many continents, which reflect the new eras found in the game. Each player starts the game with a hidden map - gaining access to new provinces means that you need to scout the surrounding areas. To do this, switch to a map of the world and click on the glass field icon, which must be found above the nearby undisputed territory. You can spend a certain number of coins to start scouting, which will be completed as soon as the team reaches the place. The cost of scouting and its duration increases significantly with your progress in the game. Scouting has two limitations: you can only scan one area - the next group can only be sent after the first one completes its mission. You can only scan areas that are adjacent to an area that is already being scanned. If you can't send new scouts, it means you have to visit the province that lies along the way. The provinces and sectors of the Map are divided into provinces and sectors. The map of the world is divided into hundreds of provinces, each of which has a unique name. When the scout discovers the province, you will get more information about it, including the number of sectors, the rewards for their adoption (and the province itself), what resources are needed to trade, or what types of units must be defeated to take over the sector. Negotiations and sector A struggles can be taken over during hostilities or negotiations. Taking on new sectors and provinces means negotiating and/or fighting. The first mechanism allows us to send certain goods to take over the sector peacefully, while the second, as easy to imagine, sees us take it upon ourselves with force, defeating the enemy army. In the beginning, the amount of resources needed for peaceful capture will be low, while the military will be weak and easy to defeat, but over time, capturing new sectors will become harder and harder, requiring many different resources or a powerful army. This process is extremely important, even in view of the ensuing frustration and the high cost of taking on sectors. Taking over new provinces gives us access to new goods, cash rewards and/or supplies, or even expanding terrain. Without it, you can't keep up with other players. Province Takeover - TipsProvince takeover is one of the most challenging aspects of the entire game and causes a lot of frustration. Be sure to follow the tips below: If you want to take over the province, prepare yourself accordingly. Take a look at the units that protect the sector and make an attempt to counter them by choosing units that are effective against this type of enemy. Complete a spy mission before the attack. Enemy units will lose 10% of their health points, which will greatly facilitate them Sometimes it is better to skip the battle and solve the problem peacefully using the goods, rather than lose the entire army in a failed attempt to defeat the Remember that you can visit the market to pick up additional resources. The following basics of the Prev Foundations of Eras study

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