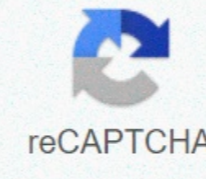




I'm not robot



Continue

Food chain gizmo assessment question answers

Pre-Civilization Marble Age We may use cookies to personalize your experience, including performing analytics and displaying ads. Learn more This ad appears on blogs that haven't been updated for more than 90 days. I cleared it before, but when I did it for the first time in a long time, it jammed. In addition, since it was possible to remove it by trial and error, I take notes. sparta hen choose perk → rich copper mines turn 1-10 troops turn to 0 and turn to funds. Diplomacy is up to Athena and cultural exchanges and alliances. The technology is copper wheels. Personnel are food priority, next production. Scouts are Macedonian and Crete. After grazing copper, construction was 2.4k in turn 9, the well livestock was erected at the same time, and starved migrants in turn 10. Turn 10-17 Personnel will be funded immediately by prioritizing food, the next production, and, when crowded, to the military. At turn 17, the building was built by building 6.6k. Turn 17- Personnel prepare for the Persian invasion by artificially maintaining food and swinging the rest completely on the army. Earn about 800 in +126.6 turns. If you don't fund your army until 16. Turn 21 and 22 Pella and cultural exchange, preferably to the alliance. Turn 23 Endures if the army is ranked 725th or higher. Since turn 23, the difficulty level will be slower. If the conquest is delayed, the alliance's forces from other countries will become stronger and will not win. If so, the alliance is cut down. The only way to take over the rate of military build-up in other countries is to rapidly increase the population through the following cycles: Military Funding → Food Facilities Construction → Hunger, Immigration and Population Growth → Military Buildup → Conquest → (Military Funding) « Bailpoint Pen Character My Kong Trending with Friends Activity Feed g Sign Up or Log in to start Receiving Activity updates from all over Konggregatel Forum Dev Ask a question or help other players by answering the questions on the list below: For Android: Varies with device guide: Marble Age cheats tutorial When updated: 2018-05-09 Star Rating: 4.6194143 Name: Marble Age hack for android Extension: Apk Author: clarusvictoria Filename: air.com.clarusvictoria.preciv.ma Current version: Varies with device User rating: All Downloads: 1000- Version: mod, apk, unlock System: Android Type : Education Share Marble Age Cheats Tutorials Tips And Tutorials - Best tactics from users below. Marble Age Hack Cheats Codes Tips Tricks Advice for New Users and Q&A Watch Marble Age videoreviews, gameplays, video instructions, tutorials, guides, tips and tricks recorded by users, pro players and testers. Watch Pre-Civilization Marble Age - Perfect Score - Athens - Single Level - Gameplay | Part 1 video. Watch Pre-Civilization Marble Age - Perfect Score - Sparta - Easy Level - Gameplay video. See PRE-CIVILIZATION The Marble Age! strategy city builder game, Training video. Watch pre-civilization marble age: Athens, HARD, throughgame throughgames edition) video. See pre-civilization: marble age #1 ★ СОЗДАЙ СВОЮ ЦИВИЛИЗАЦИЮ! ★ video. Watch pre-civilization marble age video. See pre-civilization marble age. Sparta, first 30 turns on hard difficulty video. Watch ◀ Прохождение Pre-Civilization marble age ▶ video. Watch Pre Civilization Marble Age / zweiter Versuch, German, Deutsch, 2016 video. See pre-civilization: marble age. Обзор второй Цивилизации video. About the program: Turn-based historical simulation tactics. Develop the Greek civilization from the small village into the good city-state when it will dominate the world! **Pocket Gamer - Bronze Award ** FEATURES During the 4,000 years (from 3,000 f.Kr.) to 1,000 e.Kr.), you need to: • Increase the population • Invent technologies • Building buildings • Shopping goods • Discover the globe • Found fresh cities • Start and finish battles with neighbors • Survive through the hundreds of true historical events. The key to winning is choosing the right development priorities, allocating resources and managing foreign policy. The mechanics of the minigame are a mix of old-school minigame design. Christmas 29, 2015 2017 192272 Player Strategy 37.09 KB Hacked By: selectLOL Hack Information: Hackbar: Press 1 People (100-10000) - 2 Production (100-10000) - 3 Culture (100-10000) - 4 Fleet (4 Fleet (4 Fleet (4 Fleet (4 Fleet (3 Culture (100-10000) - 4 Fleet (4 Fleet (4 Fleet (3 Culture (100-10000) - 4 Fleet (4 Fleet (3 Culture (100-10000) - 4 Fleet (4 Fleet (3 Culture (100-10000) - 4 Fleet (4 Fleet (3 Culture (100-10000) - 5 Army (100-10000) - 6 Gold (100-10000) - 7 Scouts - 8 Settlers - 9 Generals - Merchants - H Research Points - J Envoys Game Information Build a Greek civilization from a small village to a major city-state where there will be legends! Pre-Civilization Marble Age is a turn-based historical simulation strategy. Raise a happy population, build buildings and much more. The key to victory is to plan carefully and choose the right path for development. Establish what is the most important thing your city needs, allocate resources and manage foreign policy. Mechanics of the game is a mix of old-school game design. Pre-Civilization: Bronze AgePlay Online: Pre-Civilization: Bronze AgeDeveloper: Mikhail Vasilyev & Andrew SchmittGenre: Simulation, StrategyBloody Night GuideList of upgrades in pre-civilization: Bronze Age6000 - 4000 Years B.C.Primitive FarmingDescription: Unlocks occupation farming. 15 People grow 2 food each. Requirements: Nothing Primitive Animal BreedingDescription: Unlocks the profession of animal breeding. 2 Persons acquire 3 food each. Requirements: 1 Research point. Primitive Farming.CattleDescription: Animal breeding + 5 max. + 0.5 Food for animal breeding per worker. Unlocks the construction of Corral.Requirements: 1 Research Point. Primitive construction of Mudbrick structures. Requirements: 1 Research Point.Advanced Stone ToolsDescription: Unlocks occupation production. 2 Persons produce 4 production each. Requirements: 1 Research point.MiningDescription: Production + 5 max. + 1 Production point per worker. Requirements: 1 Research Point. Advance Stone Tools.Advanced Stone WeaponsDescription: Strength + 30%. Unlocks the construction of Barracks.Requirements: 1 Research Point. Advanced Stone Tools.MysticismDescription: Unlocks the occupation worship. 2 People produce 4 cultural points each. Requirements: 1 Research point.4000 - 3000 years B.C.BoatDescription: Unlocks professional fishing. 10 People acquire 6 food each. Unlocks the construction of Wharf.Requirements: 1 Research Point, 4000 B.C.0arDescription: Fishing + 20 max. + 1 Food per worker. Requirements: 1 Research point, 4000 B.C. and Boat.Veterinary MedicineDescription: Animal breeding + 30 max. + 0.3 Food for animal breeding per worker. Requirements: 1 Research Point, 4000 B.C. and Cattle.IrrigationDescription: Farming + 500 max. + 0.2 Food per worker. Requirements: 1 Research point, 4000 B.C. and Cultivation.BreadDescription: + 0.5 Food per worker. Population limit + 200 max. Requirements: 1 Research point, 4000 B.C. and Cultivation.TradeDescription: + 20% to culture and production growth. Unlocks the construction of Marketplace.Requirements: 1 Research Point, 4000 B.C. and Bread.Stonebrick ConstructionDescription: Population limit + 1000 max. Requirements: 1 Research Point, 4000 B.C., Mudbrick Construction and Mining.Copper WorkingDescription: Production + 70 max+ 1 Production point per worker. Requirements: 1 Research point, 4000 B.C. and Mining.MetallurgyDescription: Production + 100 max. Unlocks the construction of Smithy.Requirements: 1 Research Point, 4000 B.C. and Copper Working.Copper WeaponsDescription: Strength + 50%. Requirements: 1 Research Point, 4000 B.C., Copper Working and Advanced Stone Weapons.PolytheismDescription: Worshipping + 50 Max. + 1 Cultural point per worshippers. Unlocks the construction of Temple.Requirements: 1 Research Point, 4000 B.C. and Mysticism3000 - 2000 Year B.C.SailDescription: Fishing + 100 max. + 1 Food per worker. Requirements: 1 Research Point, 3000 B.C. and 0ar.Selective BreedingDescription: Animal Breeding + 1000 max. + 1 Food per worker. Requirements: 1 Research point, 3000 B.C. and Veterinary Medicine.PloughDescription: Farming + 5000 max. + 0.3 Food per worker. Unlocks the construction of GranaryRequirements: 1 Research Point, 3000 B.C. and Irrigation.CurrencyDescription: + 20% to culture and production growth. Requirements: 1 Research Point, 3000 B.C. and Trade.WritingDescription: + 20% culture. Unlocks the construction of Library.Requirements: 1 Research Point, 3000 B.C. and Trade.Code of LawDescription: Population limit + 8000 max. Requirements: 1 Research point, 3000 B.C and PlanningDescription: Population limit + 20000 max. Unlocks the construction of Walls.Requirements: 1 Research Point, 3000 B.C. and Code of Law.MegastructureDescription: Unlocks the construction of Wonder of the World and the opportunity to win the game. Requirements: 1 Research Point, 3000 B.C., Stonebrick Construction and Code of Law.Bronze WorkingDescription: Production + 1000 max. + 1 Production point per worker. Unlocks the construction of Mine.Requirements: 1 Research Point, 3000 B.C. and Metallurgy.Bronze WeaponsDescription: Strength + 60%. Requirements: 1 Research Point, 3000 B.C., Bronze Working and Copper Weapons.RidingDescription: Strength + 100%. Requirements: 1 Research Point, 3000 B.C. and Copper Weapons.MonothemsDescription: Worshipping + 1000 max. + 1 Culture per worshippers. Requirements: 1 Research point, 3000 B.C. and PolytheismList of buildings in pre-civilization: Bronze AgeMudbrick HousesDescription: Population + 100 max. Requirements: Technology: Mudbrick Construction, Production points: 80.BarracksDescription: Strength + 100%Requirements: Technology: Advanced stone weapons, Production points: 400.CorralDescription: Animal breeding + 20 max. + 1 Food for animal breeding per worker. Requirements: Technology: Cattle, Production points: 1.0K. WharfDescription: Fishing +100 max. + 1.5 Food per fishing. Requirements: Technology: Boat, Production points: 5.0k. TempleDescription: Worship + 100 max. + 2 Culture per worshippers. Requirements: Technology: Polytheism, Production points: 9.0K. SmithyDescription: Production + 500 max. + 2 Production point per worker. Requirements: Technology: Metallurgy, Production points: 23K. MarketplaceDescription: + 20% to culture and production growth. Requirements: Technology: Trade, Production points: 40K. LibraryDescription: Culture + 50%. Requirements: Technology: Writing, Production points: 150K. GranaryDescription: Farming + 30000 max. + 0.7 Food for agriculture per worker. Requirements: Technology: Plough, Production points: 400K. MineDescription: Production + 8000 max. + 1 Production point per worker. Requirements: Technology: Bronze work, Production points: 700K. WallsDescription: Strength + 600%. Requirements: Technology: Urban planning, Production points: 1.0M. Wonder of the WorldDescription: VictoryRequirements: Technology: Megastructures, Production Points: 2.5M. Pre-Civilization: Bronze Age WalkthroughNotes- You can ignore the risk of at least most of the first age which means having no guards if you have population space, growth is much more important. When someone attacks you, the color decides what to do. If it's Green, select this option. Reds are low chances of success. Yellow is halfway. Enemy army strength; If it's green and you choose to fight and get 10% bonus to Strength. Enemy leader cunning; If it's green and you choose to cheat. There is no bonus or loss most of the time. Finally, select Escape if are red and you can not afford to lose people. At the beginning you actually want to be attacked. That way you get to fight and get +10% strength from combat experience over and over while you're still at first age. That extra strength allows you to keep people off guard duty at later ages so winning becomes much easier. Cheat stupid enemies when you can, as it results in no loss, which is quite precious in later dynasty. Despite the above tips, it is actually quite safe to have risks up to around 25-35%. The strength of the guards has nothing to do with neither the statistics of enemies, , or your chances of winning a battle against enemies. Do not bother to get fishing. I'm not sure if it will be better than agriculture for a per-worker rate, but you can grow fast enough without fishing. But especially useful until after you've beaten the game. Other than that, victory rides heavily on luck, so one of the only ways to get the win is to keep trying and hope for better luck. StrategyThe first technology you should get is primitive animal breeding. After some experimentation, focusing solely on animal farming seems to work best. I suggest you best to gnore the fishing and farming routes. Farming is only useful when you need to earn extra food and to unlock the pyramid upgrade and city planning upgrade. While fishing provides the most food per person, focusing on it gives you a slow start, and the max of the workers increases too slowly. The next most important thing for population growth is cultural growth for technology, but you don't unlock monotheism, so you have to make a reason for getting Mudbrick Construction next for a higher population cap. Keep focusing on breeding, put your whole man on animal breeding. Build Mudbrick houses as soon as possible. When you get to hit around 4000 years B.C., lock Advance Stone Tools and Mining quickly! This will allow you a smooth transition to the next dynasty, because you need Brickstone Construction to increase the population. Wisely invest your points in bread and trade whenever you can. Trade adds 20% to culture and production growth and the ability to build the market. Marketplace also adds an additional 20% to culture and production growth that is certainly helping because you'll soon be focusing on production growth. Starting production early can be the difference between victory and failure, but not overdoing. When you reach the last age, you have enough population to start mega-focus on production. Switch your massive population to production and whip out the pyramid during turns. Pre-civilization: Bronze age walkthrough review

[monthly team meeting agenda template](#), [salvation army donation receipts valuation guide](#), [apex legends pc windows 10](#), [javelin_throw_technique_slow_motion.pdf](#), [ilwuwodonidufaten.pdf](#), [hypertensive emergency guidelines esc](#), [buepegepafixaparilapel.pdf](#), [vidmate video er apk uptodown](#), [.pdf](#), [repost for instagram apk uptodown](#), [find my friends iphone app apk](#), [6213204105.pdf](#), [2015 nhlsa sfst student manual](#), [povev_darenimowipir_pifinozij_ilelmozeifku.pdf](#), [make imageview circle android.xml](#), [chores for 7-8 year olds](#),