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Empires and puzzles stronghold level 15

in: Base, Stronghold, Gameplay, Buildings Comments Share Stronghold is the primary structure of your base. This level specifies the level to which you can level up all other buildings. It can be upgraded to a maximum level of 25 and get additional space on which to build with the respective potential buildings to fill these spaces, at the following levels: Stronghold Upgrade Space Level New Buildings 3 Farm, Mine, Food Storage, Forge 5 Farm, Iron Storage, House, Training Camp 8 Farm, Go, Iron Storage, Forge 10 Unlock Barracks * 11 Farm, Food Storage, House, Training Camp 15 Farm, Mine, Iron Storage, Forge 20 Farm, Food Storage, House, Training Camp 21 Unlock Hunter's Lodge and Advanced Buildings ** 22 Allows you to convert another advanced Farm, Go, Food Storage, and Iron Storage 23 Opens alchemy Lab *** 24 Allows you to convert third advanced Farm, Food Storage, and Iron Storage. 25 Opens Hero Academy **** Stronghold Level 10: Barracks, Hunter's Lodge and Buildings Marked Advanced are for Every Advanced Buildings. These buildings turn already leveled buildings into advanced buildings. For more information about your conversion requirements, see each page. Since this conversion, no new building slots have been acquired at SH level 10 or 21. Upgrade Costs Level Iron Cost Time Iron/hr 2 4,900 1m 294,000 3 12,300 10m 73,800 4 26,500 55m ~28,909 5 47,700 2h 15m 21,200 6 75,600 4h 25m ~17,117 7 113,000 7h 35m ~17,538 8 162,000 11h 45m ~13,787 9 228,000 17h 5m ~13,346 10 301,000 23h 35m ~12,763 11 388,000 1d 7h ~5,791 12 489,000 1d 17h ~6,351 13 619,000 2d 3h ~5,033 14 753,000 2d 15h ~5,578 15 903,000 3d 4h ~4,908 16 1,073,000 3d 19h ~5,391 17 1,260,000 4d 12h 5,000 18 1,490,000 5d 6h ~4,869 19 1,719,000 6d 2h ~4,776 20 1,969,000 7d ~4,688 21 2,108,000 8d 1h ~4,383 22 2,367,000 9d 4h ~4,351 23 2,439,000 10d 9h ~4,005 24 2,545,000 11d 15h ~3,770 25 2,591,000 12d 19h ~3,506 Base Stronghold Gameplay Buildings Community content is available under CC-BY-SA unless otherwise noted. More Empires and Puzzles Wiki If you want to build a strong hero roaster Empires & Puzzles need a strong fortress - otherwise you won't make it far. I know that a lot of people are fighting using the right strategy for building their own fortress so I wanted to write this guide that will show you the best way you should max it out so you can succeed as quickly as possible. Building Maxed Stronghold Fast In Empires & Puzzles So, building time is fixed, the amount of buildings is fixed and there are only limited options that can be made when you upgrade buildings, right? Then why do we need a guide? Let's take two examples of players who end up in the wrong eye... Player 1 just rushes into the fortress and builds the minimum necessary storage to do so - at some point, it needs so many resources to upgrade its More that it's going to take him weeks to get them... He is now forced to turn back and upgrade other things and in the meantime can not recruit to rise to his heroes. Player 2 always max out anything before going to a higher fortress level - it doesn't get him stuck, but the moment he finally gets 3-Star heroes he already has to spend a lot more time than needed, so his success is much slower. So, if both players use the wrong building technique, which one is right? There's a middle ground between them and both. My guide here is for all players and the focus is progressing quickly without getting ☹ the stronghold level & Farms/Mines Always try to keep farm levels and your fortress level even or max 2 levels lower than Stronghold - earning farms is exponentially and this ensures that you always get enough resources from them to make the upgrades needed. Also, every day your farm or mine is at a higher level giving you more resources to not waste time here. Also, don't forget the storage so you don't exceed them and stop production - especially food storage is essential for leveling up and rising at some point. If you keep them at the same level you're doing fine ☺ training camps get all the training camps level 4 as soon as possible! This is the best way to get the recruit level up for your heroes (I've written about it here). Then use one of them and upgrade it with your Stronghold so you can train occasionally for 3-Star heroes - it will help because you very likely haven't got all the 3-Star heroes on your team. You should still only do that training in one training camp while the other should run extra inexpensive training recruits that you use to level up the 3-Star heroes you have. Houses Get housing space like 100 recruits as quickly as possible and from there it's only optional - especially at the beginning you stock up on a lot of low star heroes until you get a 3-Star+ hero that's worth leveling up. Forges Not so crazy important at first because you need resources - upgrade them so you can make arrows and Minor HP Potions and then you can put them to rest until you reach Stronghold 13 + Watchtower I like to recommend updating it with mines and fortress if you have the resources - additional income is coming in handy on several occasions. Hi. I've read some different players' strategies and would like to hear about both of you that made it to Stronghold 20. I see how there is no general strategy for progress or maybe there is and I have not figured it out yet. I've read where it's best to level up your farms as soon as you level up your Stronghold and you can leave your watchtower a few levels back if you're worried about being during raids. I see and some people in my union have shifted strategy lately and are making a rush to upgrade Iron Storages and whatever it takes to get their Stronghold maxed out so they can build their own training camps to produce Epic and Legendary Hero.s. Is there a strategy that shifts when you open some extra building at level 15 then leave farms, forges, training camps, etc. and just focus on Iron and Stronghold promotion. Is this recipe for some shorts coming I wonder? That's why I'd like to hear from guys who are already there to hear their advice from their personal experience. I'm currently at Stronghold 16 and my Farms are level 16, but my food storage and forges are level 15, train bearings level 13 and watchtower level 12. Should I rush to my Stronghold max level now or reach my other buildings first? Thank you in advance for taking the time to read this long post and maybe give me your review. 4 likes on your farms are bigger than most of mine and I have been including 20 months. You need all iron storages 18, but not higher. Your watchtower is bigger than mine. Including training camps and forges is what I worry about 2 Likes was about saying the same farms. I have sh 18 and farms LVL 7-8. And I never have food and training often. Edit: I checked again, it turns out that my farms are LVL 8-9. I didn't drive them for over a month. 1. As there the only thing that made me only level my fortress was that I could train camp with Max. But in the end, we're all going to get the maximum out of town. So if there is anything you want to be fast then prio fortress. I agree with the farms. Your Farms, Food Storage, Forges and Watchtower are very well developed already by someone who has not yet completed their Stronghold (SH) lvl 20. Your watchtower can wait. Mine was LVL 5 until I had my SH done. Yes, there is a strategy. Your forges are also very advanced by someone who has not yet reached sh lvl 20. You can leave your Farms, Forge, food storage and watchtower where they are until you've made your Stronghold. I think my food storage was level 10 until I finished my SH. I had 1 forge lvl 15, 1 LVL 8 and the second LVL 10. My farms ranged from anywhere in lvl 10-13 to most of them 10 until my SH was complete. Ok, it's said: I don't think you ever said what level your Iron Storages were at the moment. Let's say they are 16 lvl. If all your iron stores have LVL 16, then you have enough memory to get lvl 18 SH. At any moment, when you get all your iron storage to the same level, it has enough storage to produce SH two levels higher. This means that you currently have enough space to hold the iron lvl 18 SH above the assumption. Get your SH LVL 17, then LVL 18 right now. It's a very long wait, but it's Yes, it is. As soon as your SH is lvl 18 bring all your Iron Storage lvl 18. At this point you are fully made progressing with your iron storage. There is really no reason to improve them in the last LVL 18 except to achieve a fee for making Iron Storage LVL 20. I don't know about you, but I'd rather work in my training field to produce higher-level heroes than to do 20 iron warehouse jobs on 30 gems. Now that all your iron stores are LVL 18, push SH LVL 20. It's a very long wait. That's my advice. 7 Like Thanks to everyone. Looks like it's better to force stronghold 20. 2 likes of Pitguy. Thanks to everyone. Looks like it's better to force stronghold 20. It's for almost everyone. While people who claim farms are not needed, the hunt is probably lower than their crew's power would allow. If you ever push a dish, if you're still building heroes, you want them to be farms, but they can wait until the SH 20 is received. I'm sh 20 and building out farms as quickly as possible actually, so before anything else at this point my main ... desperately trying to alternate ham economy goes before I am asked to move 2400 cups, which is likely to happen at some point in the future -/. 2 Like I went to a very lean build rush fortress 20 As soon as possible. The real goal is to get to training camp 20 as soon as possible with the possibility of pulling 5+ troops. In terms of logistics, you need all 5 iron storage levels at level 18 to build sh 20, and need all 4 food storage (1 of which you can get SH 20) at level 12 to research legendary training. As long as you are farming and raiding consistently, farms and mines don't matter. Mine are 11 and 8 respectively and I'm almost always full of both resources. I also left my craft level 4 and idonts and arrow attacks, but nothing more. In my opinion, this is the fastest build reasonably possible. Two important points before SH 20 are SH 11 and SH 18. 11 opens a new construction area and opens up cheap additional training that is most effective training for quarterbacks. SH 18 is where you have to prepare for the final push for sh 20 by getting all your iron tanks up to the max. Something else you want to upgrade is not necessary, but will help make the climb easier. 5 Like Well You Have Enough Food and Iron for Your Needs. If you do, be sure to rush to the 20th century. Normally, there is no need to level all farms and mines before updating SH. They might be a little behind. Sh20 provides another farm, so it's a big reward too. Revelate, I'm sorry, but of course I understand. What do farms have to do with cups? And hunting = raiding, or something else? Higher cups = fewer targets for raid for good food supply. So farm leveling turns into alternating current. 3 Like I thought so, but wasn't sure. However, I do not press roll quite a bit, no based on food, and I have enough food. So if you don't have to roll 30+ times for each attack, I still don't understand why you need more food. For me, these are not re-reels that are the primary ham-sink. Train heroes, leveling heroes, training troops, crafting materials. It eats all my hammies. 6 Like It Would Be Interesting to See What True Bare Minimums Are In The Last Iron Storage 18 and Farm Storage 12. You also need a force storage of at least 100 I think to actually train tc20, and there's probably a sweet spot for food and iron where you don't always max the volume - that's one lesson I wish I learned in the past. More food and iron production can only be so useful. It seems that iron production 5 and food production of 7 or so are mentioned here. I'm sure there's math in the repository of troops. But like most things is balance - what do you sacrifice? I don't know that I could stop advanced challenge events without crafting 18 time stops. In fact, I know that I probably couldn't clear stage 10 without them. The rewards of advanced graduation are usually worthy of someone in our shoes (I am researching legendary training when we talk). 1 As the Wharfford: I also left my craft level with 4 antidotes and arrow attacks, but nothing more. In my opinion, this is the fastest build reasonably possible. Two important points before the SH 20 are SH 11 and SH 18. 11 opens a new construction area and opens up cheap additional training that is most effective training for quarterbacks. ... Something else you want to upgrade is not necessary, but will help make the climb easier. ... Something else you want to upgrade is not necessary, but will help make the climb easier. I find forge 8 for the axe attack useful. I'm going to start my titanium battles with an axe-wielding attack and an arrow attack to have my healers build mana and attackers to implement the debuffs. The team's power 2800 combination seems dramatically increasing its damage on the alliance's energy. Training Camp 13 allows elite training that can store food if you want to collect food (Hoarding recruits and food). In a side note recommend that many of my Alliance associates level at least one training camp with your confidence to avoid the shock of the prosperity of the 20 nider, you will have to wait forever for at least one training camp 20. 1 As the benefits of getting extra buildings in the SH20 are important, especially to the fourth TC. Don't build buildings you don't need, like TC tracking. 2 Likes I have in the last 10 hours until my LVL 20 SH is completed. In the last month and a little bit all I've been updating is Iron Storage and SH. IMO, you must always level your Iron Storage max level you can before lving your fortress. For example, I determined that all my IS were level 17 before I started the LVL 18 SH upgrade although I could have covered the cost of SH17->18 LVL 16 Iron storage. If you reroll for raiding a lot, it saves ham, the only reason. Secondly, I'm always iron capped because there aren't enough iron sinks in the game if you have bottleneck mats in the craft and there are gaps in the week where you upgrade the building ... so I found no reason for the level of my mines last LVL 8 ... one is lvl 4. Farms are LVL 12, if you can always bank extra food. Food storage and houses don't really need to level much at all. My houses are leveled just enough to be able to meet the needs of 70 recruits in LVL 13 training ... and the habit must be renewed until I have lvl 20 camp. I use LVL 4 (or 11) training camp to save recruits for extra long/inexpensive training, and I use LVL 13 camps for food storage. Don't bother wasting time leveling these buildings until you cap your SH. This is my 2c my exp I did like this: I have upgraded Stronghold and maxed iron storage according to SH (up to LVL 18) I upgraded to training camp (s) as eligible at the following key levels: 4, 11, 13 (iirc). Getting a very cheap training option for all tc's is not mandatory, but very convenient and something you'd like sooner or later anyway. And as others have said, epic training is good for both training and storing food. I upgraded (a) forged key levels: 4, 6, 8, 10, 17. I got farms to a respectable level (I've taken them 12/13, and never regretted that) got food storage at key levels (you need power 4 @ LVL 12 or so to research epic training). My mines are LVL 12, which is probably good over the need level. When I got to sh 20, I updated my fourth food storage to achieve the necessary power, while my highest tc was @15. Now I get this tc to LVL 20, and it starts spewing out 5+ * is like there's now tomorrow for 20 days (including science). Before that, I got my fourth tc LVL 4. All in all, you can only rush things so much without losing things and some game depth. For example, I prioritize points of titanium battles to make up for my heroes' imperfections, so I upgraded the forges and farms (food intensive potions). I have had luck with TC 13 as well, and have been constantly updating the heroes since I started playing. 2 Like mines, it depends on whether you want to stock up on high-level battle themes - time stop and tornado so require ~100k iron each (give or take a bit every way), so if that's what you want to stock up on, you want your mines higher. 2 Like all good points. I've definitely lost some power not to improve my craft. I just think it's a small price to pay for faster access to top tier heroes, especially since you get a decent nap in the battle items wanted by missions, titans and guests. next page, - ->

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