

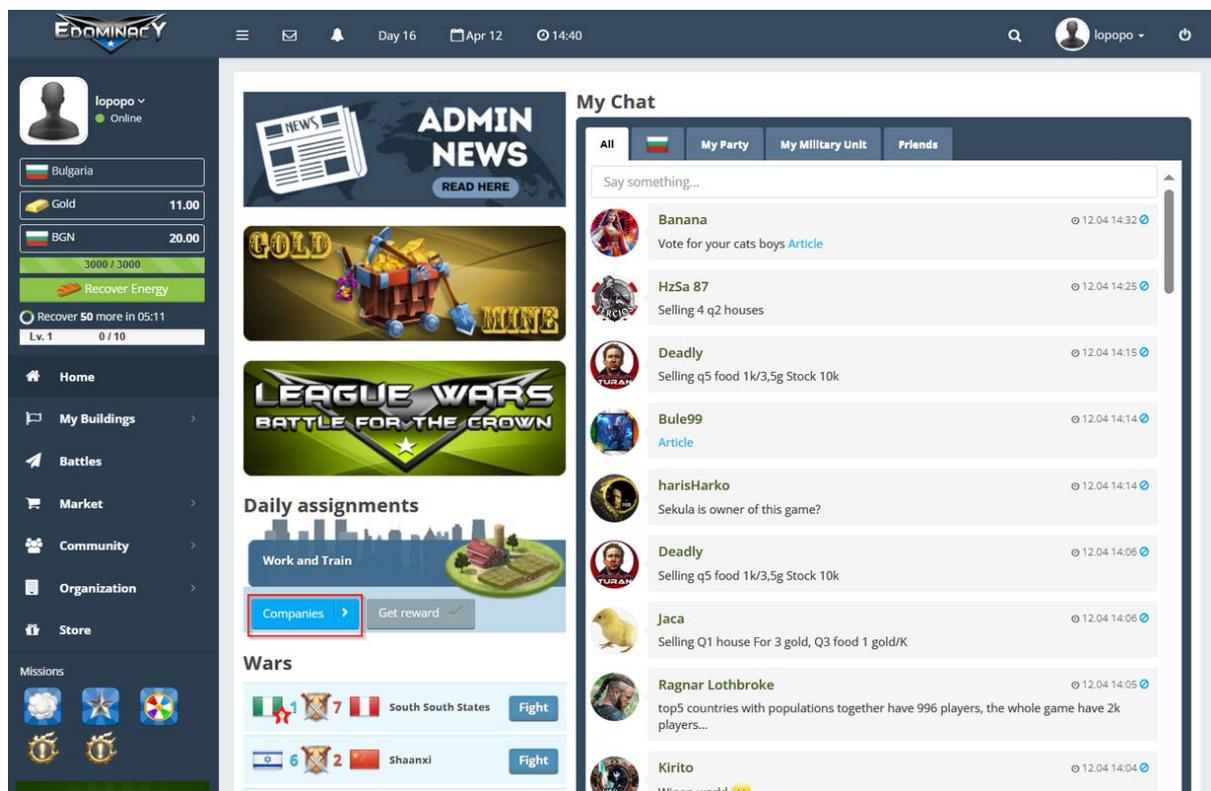
Comprehensive Guide for Beginners

In this guide, we used the first ©Admin article and a ™BattleHero article as sources.

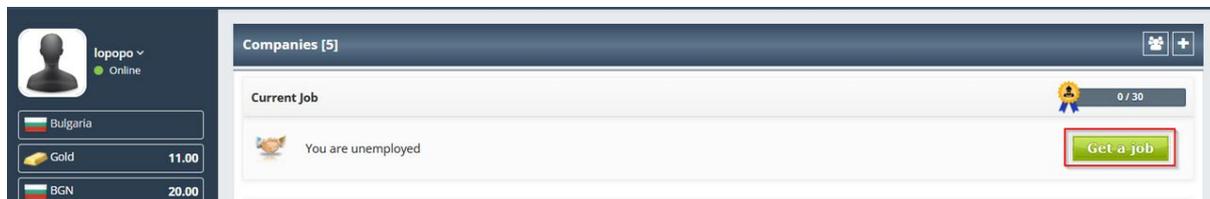
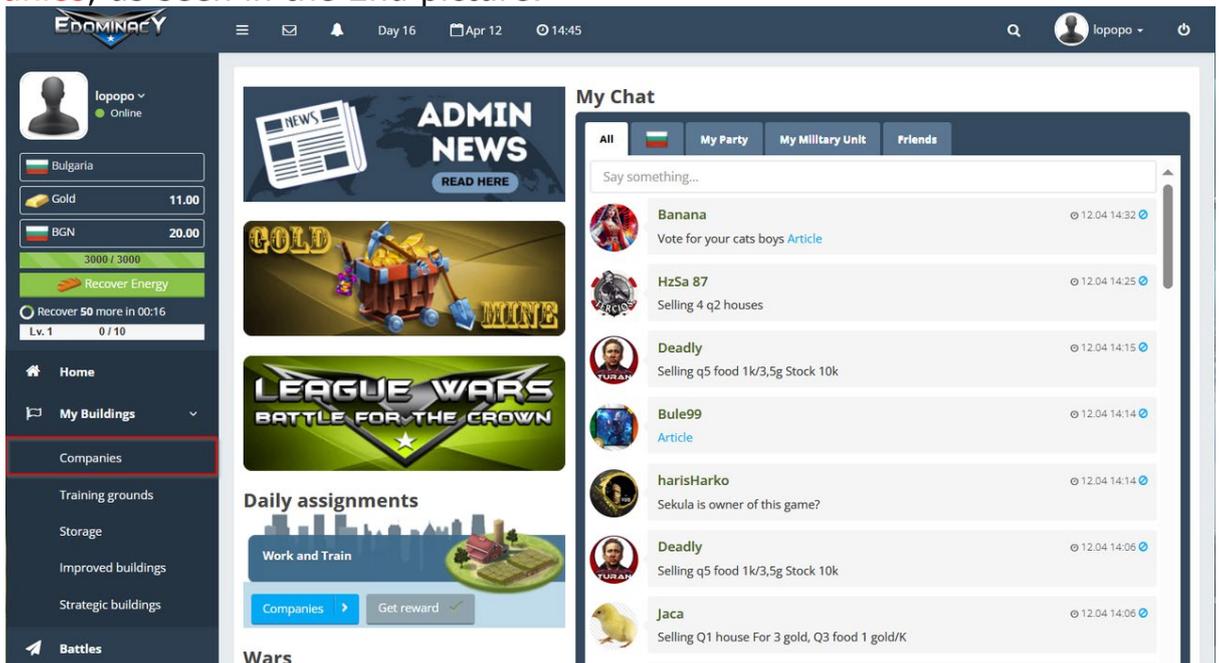
In this article, we'll outline some of the initial steps for new players. Whether you're completely new to this type of game or just looking for a refresher, you'll find it easy to get up to speed in no time. In addition, we will address some of the questions that many of you have been asking in recent days.

The first thing you need to do is get a job and work in your own company. When you sign up, you get a Q3 company for food, a Q1 company for weapons, and a few RAW companies to get you moving. In the first 5 days after registration, you will get a 50% discount on all company upgrades. With every day you work, train, and fight, you'll accumulate more resources to expand your business.

This is the first page when you open edominacy.vom and log in to the game.



We select **My Buildings**, the menu opens, from where we select **Companies**, as seen in the 2nd picture.



"Rest" **Rest** option and after clicking on it, you can click on "Work" again. **WORK**

Now that you have a job and have worked, you can work in your own companies and place an offer for employees. You can place an offer for new employees when you click on the **Manage your employees**



button Here you can write how many employees you want to have and what their salary should be. See what is the upper limit of employees you can hire, based on your companies, as well as some useful statistics about them.



You will earn additional employees by doing missions, from events, and generally playing the game.

Note : ((Because very expensive employees are very expensive, it is not feasible especially at the beginning to hire someone and you have chosen to use them in small companies.

Employees are used when we have maximum Q5 companies, weapons, bread or sometimes even raw materials (raw)

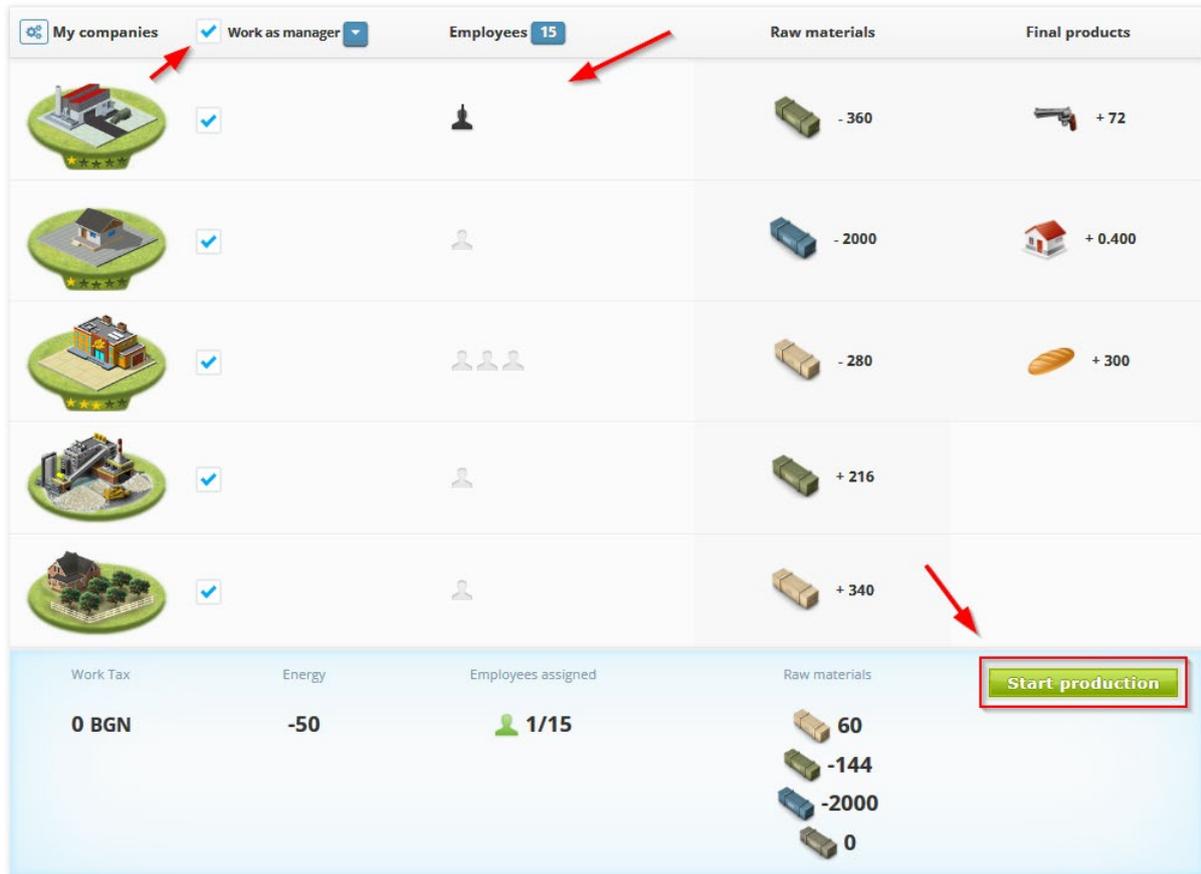
We can also keep the employees for future missions, they are very valuable, so make sure you work somewhere where you are well paid or have other benefits))

When you have employees, you can place them in your companies. Note that you can only use employees if you first select Work as manager, assign workers, and produce. If you work as a manager first, you will have to wait until the next day to be able to use the employees. It is not necessary to use employees, it is your choice.

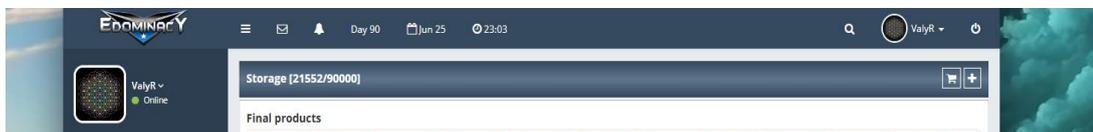
When you set up the production strategy that you want, scroll down. You will see what taxes you will pay to the country, how much raw material

you need, how much energy it will cost and how many employee tokens you have allocated. If everything is correct, click on "**Start Production**"

As you can see in the fig below, on the left we work as a manager (independent of employees, then we put the employees on the right)



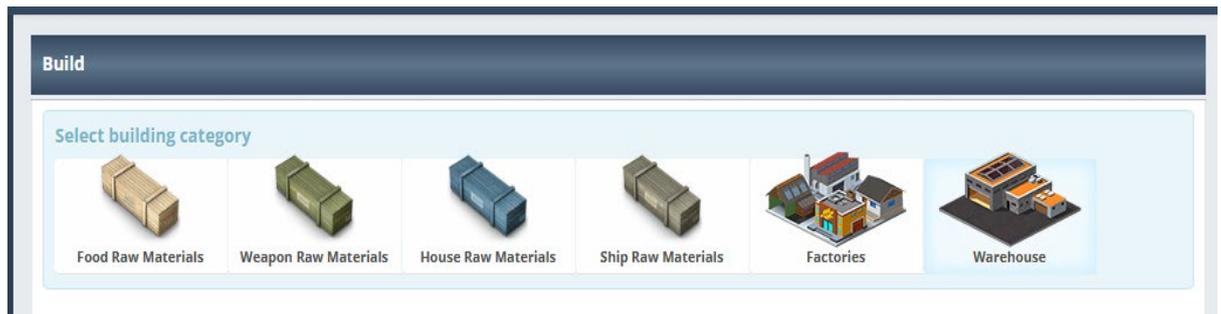
Note: If you go to the same My buildings/ Storage menu, we will see how much space we have in the warehouse.



→ You see, here I have 90k warehouse space and I have 21.5k merchandise in it, so I still have room, you will start with a small warehouse, a few thousand, you have to make sure that there is room in the warehouse for the products you produce.

→ The products cannot be destroyed, they can be used, donated or sold, it is very important to manage the correct warehouse.

→ The time will definitely come when we will have to increase the warehouse, if we click on + as seen in the figure, the construction menu appears where we select the warehouse



Deposits are expensive at the beginning, it will be a great effort to increase the first deposit, you will see that there are 2 options

- 175 RON for 1000 storage space, approx 8 gold
- 35 gold for 9000 space, it is more cost-effective now to use gold, because the national currency RON is expensive

As you can see, this is the menu where we build factories and raw materials. To give you a guideline in this guidelines use the article of Battle™Hero [eDominacy](#)

The

No. 1 priority of every player should be **the production of bread.**

The most efficient way to get your daily bread requirement is to build **q3 bread companies** (+ raw related).

Low-quality companies (q1/q2) are also good but the products take up too much space in Storage.

3xq3 bread companies can produce, only as a manager, 900 loaves q3= 5400 Energy(1800 q3=10800 Energy with BP)

Enough to fill the bar (2500 Energy) 2 times a day(4 times with BP).

As you increase the energy bar you can build more q3 companies.

**The q5 bread companies are as profitable as the arms companies at the moment, but the cost of building is almost double. Profit 1.2g/worker (2.4g/worker with BP) calculated at the price of 1k Food q5 = 4g.

Weapons/Ships

Once you've built your bread companies and can be self-sustaining, you should focus on arms production.

Q5 gun/ship company can produce 60 guns/worker (120 with BP), 360 (720 BP) total per company.

By far the most profitable companies in the game (by investment/profit ratio).

Production: 1.2g/Worker Token (2.4g/Worker Token with BP)

Profit 7.2Gold(14.4 BP) by using 5x Worker Tokens

*Weapons/Ships have been calculated at the price of 1k=20g

Raw Companies

The most efficient raw companies at the moment are the Q4 ones, which can be built with 300RON (15g).

I mention that in these companies you **should never** use Worker Tokens, they are extremely **unprofitable**.

Build as much as you need to meet the demand for raw, 1xWork as

manager in such a company takes the place of 1xWorker Tokens that you can use in q5 companies to make a profit.

* I've written a long-term economic development guide on discord:

<https://prnt.sc/S-N0kLxmP4eW>

In an ideal scenario, to maximize profit, try to build enough q5 companies where you can use Worker Tokens obtained for **free** from events/missions. 5-10-15-20 Q5 companies, differ depending on how active/involved you are at events and personal ambitions.

Once you exceed the maximum number of companies you can support with Worker Tokens, the ideal investment is Companies q3 and q4. You can use the **work as manager** to produce **for free** (*if we don't take energy into account).

The most profitable companies for work as managers at the moment are:
Arms companies q4 = 60 weapons q4(120 with BP) = 0.9g(1.8g BP)/day at the price of 15g/1k

Food companies q3 = 300 loaves q3(600 with BP) = 0.6g(1.2g BP)/day at the price of 2g/1k

*All calculations are performed with a 100% bonus on bread and weapons

Strength, intelligence, becoming stronger and why is it important?

Strength and intelligence are the attributes you develop to be stronger on the battlefield (along with military level and rank). You can see how many of them you have at any given time on your page. (just click on your avatar).

You can train once a day on the training grounds. You need to go to **My Buildings>Training Grounds** or the **"Training Area"** in **daily missions**.

EDOMINACY

Day 16 Apr 12 14:52

lopopo Online

Bulgaria

Gold 11.00

BGN 39.80

2990 / 3000

Recover Energy

Recover 50 more in 05:08

Lv. 1 2 / 10

Home

My Buildings

Companies

Training grounds

Storage

Improved buildings

Strategic buildings

Battles

ADMIN NEWS

READ HERE

GOLD MINE

LEAGUE WARS

BATTLE FOR THE CROWN

Daily assignments

Work and Train

Training grounds Get reward

Wars

My Chat

All My Party My Military Unit Friends

Say something...

Banana Vote for your cats boys Article 12.04 14:52

HZSa 87 Selling 4 q2 houses 12.04 14:25

Deadly Selling q5 food 1k/3,5g Stock 10k 12.04 14:15

Bule99 Article 12.04 14:14

harisHarko Sekula is owner of this game? 12.04 14:14

Deadly Selling q5 food 1k/3,5g Stock 10k 12.04 14:06

Jaca Selling Q1 house For 3 gold, Q3 food 1 gold/K 12.04 14:06

lopopo Online

Bulgaria

Gold 11.00

BGN 39.80

2990 / 3000

Recover Energy

Recover 50 more in 04:13

Lv. 1 2 / 10

Home

My Buildings

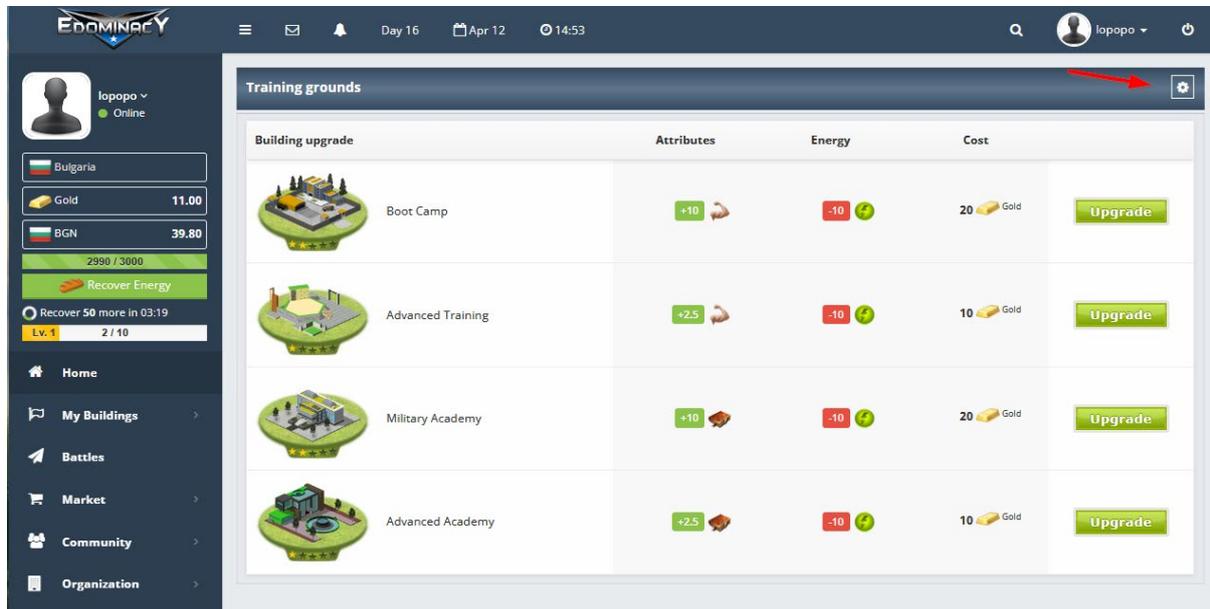
Battles

Training grounds

Training grounds	Attributes	Energy	Cost	1 / 250
Boot Camp	+5	-10	0 Gold	<input checked="" type="checkbox"/>
Military Academy	+5	-10	0 Gold	<input checked="" type="checkbox"/>
	+5 +5	-20	0 Gold 0 BGN	<input type="checkbox"/> Train

Boot Camp	Boot Camp Q1	Boot Camp Q2	Boot Camp Q3	Boot Camp Q4	Boot Camp Q5
Upgrade	0 Gold	20 Gold	70 Gold	170 Gold	370 Gold
Efect	5 Strength	10 Strength	15 Strength	20 Strength	25 Strength
Advanced Training	Advanced Training Q1	Advanced Training Q2	Advanced Training Q3	Advanced Training Q4	Advanced Training Q5
Upgrade	0 Gold	20 Gold	70 Gold	170 Gold	370 Gold
Efect	2.5 Strength	5 Strength	7.5 Strength	10 Strength	12.5 Strength
Cost Zilnic	5RON	10RON	15RON	20RON	25RON
Military Academy	Military Academy Q1	Military Academy Q2	Military Academy Q3	Military Academy Q4	Military Academy Q5
Upgrade	0 Gold	20 Gold	70 Gold	170 Gold	370 Gold
Efect	5 Intelligence	10 Intelligence	15 Intelligence	20 Intelligence	25 Intelligence
Advanced Academy	Advanced Academy Q1	Advanced Academy Q2	Advanced Academy Q3	Advanced Academy Q4	Advanced Academy Q5
Upgrade	0 Gold	20 Gold	70 Gold	170 Gold	370 Gold
Efect	2.5 Intelligence	5 Intelligence	7.5 Intelligence	10 Intelligence	12.5 Intelligence
Cost Zilnic	5RON	10RON	15RON	20RON	25RON

To upgrade a training ground or build a new one, you can click on the "Building Upgrade" cogwheel at the top right of the page.



NOTE: The modernization of the training ground is expensive, after Lvl3 it is recommended to wait for upgrades these generally occur 1 time a month

EDOMINACY Day 16 Apr 12 14:55 lopopo

lopopo Online

Bulgaria

Gold 11.00

BGN 39.80

2990 / 3000

Recover Energy

Recover 50 more in 02:12

Lv. 1 2 / 10

Home

My Buildings

Companies

Training grounds

Storage

Storage [3704/7000]

Final products

Food 3450	Energy 50	RPG 200	Life Kit 3	Nuke 1
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Sell post new offer Buy from marketplace

Product	Quantity	Price	Market	
C	1	1	Bulgaria	Add on sale

EDOMINACY Day 16 Apr 12 14:55 lopopo

lopopo Online

Bulgaria

Gold 11.00

BGN 39.80

2990 / 3000

Recover Energy

Recover 50 more in 01:23

Lv. 1 2 / 10

Home

My Buildings

Battles

Market

Community

Build

Select building category

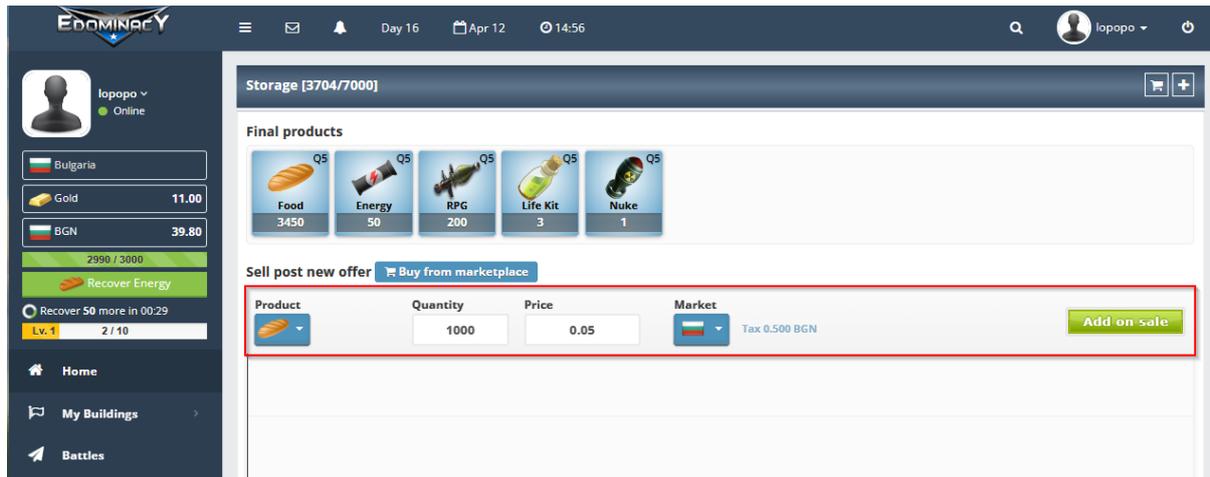
Food Raw Materials	Weapon Raw Materials	House Raw Materials	Ship Raw Materials	Factories	Warehouse
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Warehouse

	Normal Warehouse	+1000	+0	175 BGN	Build
	Large Warehouse	+9000	+0	35 Gold	Build

How to sell something on the market?

It happens from storage. First, choose the type of product you want to sell, then the quality of the product. When you choose it, it will be selected and you choose how many products you want to sell and at what price. When you do this, you will automatically get information about how much tax will go to the country's treasury when the product is sold.

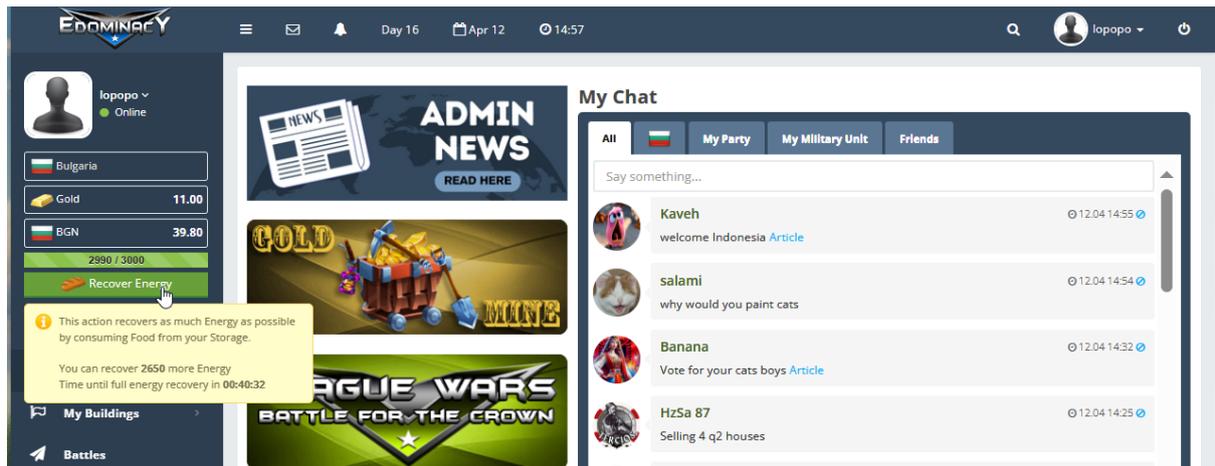


Items that cannot be sold are: boosters, Energy Bar, missiles, nuclear bombs, and RPGs.

What is energy and how to recover it?

Players use the energy to work, train, and fight in battles. You can see how much energy you have in the left corner under your profile. Each player starts with 2500 energy points and the energy recovers over time.

When you go over the energy, you have a timer that tells you how much energy you can recover right now and after how long you will reach the limit. You can have the maximum energy charged and the same amount available for recovery. So, make sure to use up your energy from time to time, so you can recover more during the day.



Energy can be replenished with food, hyper bars, life kits and energy bars.

Each energy bar restores 200 energy.

Health kits restore a percentage of the total energy limit.

Hyper Bars allow you to recover a complete limit of energy by consuming food from the warehouse.

You can produce food or buy it from the market. You can receive energy bars through missions and events, or you can buy them from the store. The same goes for Hyper Bars, but you can also produce them in a strategic building (more on that below).

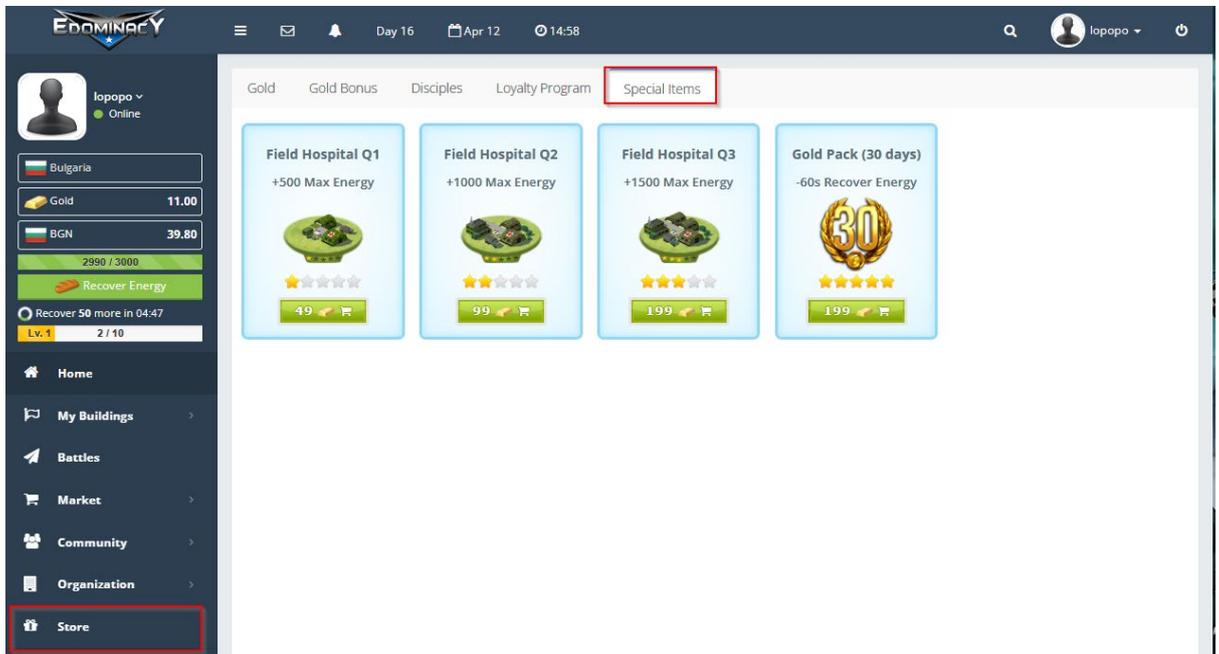
By completing your daily order every day, you get 5 energy bars and 100 RPG.

You can raise the maximum energy bar by buying or producing houses (they last 7 days each) or by buying field hospitals from stores (they are permanent). Field hospitals in the store can be bought at any time, they give 500 Energy, 1000 and 1500 Energy.

Note: If you can't recover energy and the Recover energy bar is gray, it means that you no longer have bread in the warehouse and you have to buy, produce or ask for help on the feed, surely a bigger player will donate bread to you, there are cyclical government aid programs, for constructive factories, TG, RAW, or simply transfer products from state warehouses.

In Romania it is easier to develop because of these aid programs (non-electoral sic) and more experienced players are almost always eager to help or respond.

In the next picture we see in the Store / Special items, they are very good for advanced players, because they increase the energy bar, but they are expensive to begin with, if you do not use VISA hard, I advise you not to buy in the first months of life of your account. Then after you have some base and money, I'm ok



- Gold section shows you the products that are bought with real money, if you want to buy first get advice from someone experienced
 - **Research center**
-In addition to Worker Tokens, starting with Q3 it also offers 1 **Hyper Bar** (x2 with BP).
Hyper Bar fills renewable energy to the maximum (*not the bar itself), but you need food.
 - ***Gold Pack-It** can be purchased from Store-Special items. In addition to unlocking the Passport Stamp, it also gives +100 Experience per hit (1k Energy) until you reach level 500.
 - ***Business Pack**-Can be purchased from the Store for 119 Coins and offers: 35 Gold, 100 Worker Tokens, 200 Energy Bars, 2x Power Pack and, most importantly, **Double Production in all companies for 15 days**. You don't have to buy it with real money if you don't want to. After you pass a certain number of q5 companies (3-4-5 q5), you can purchase the Business Pack from **the profit** obtained from **the production difference (x2)**. There are many players who sell Coin Packs for gold.
-
- Gold Bonus, is money received from referees, i.e. players who started on the link of your account. You have great benefits if

you bring other players but **ATTENTION – Do not try to make clones as it can easily end up blocking your account.**

-Disciple 3 is the only box worth buying, it costs 5 Gems and contains 10 Gold, 35 Worker Tokens, 6x Hyper Bars (temporary) and 30 Missiles q5. You can get Gems from referrals or events like Quest Season.

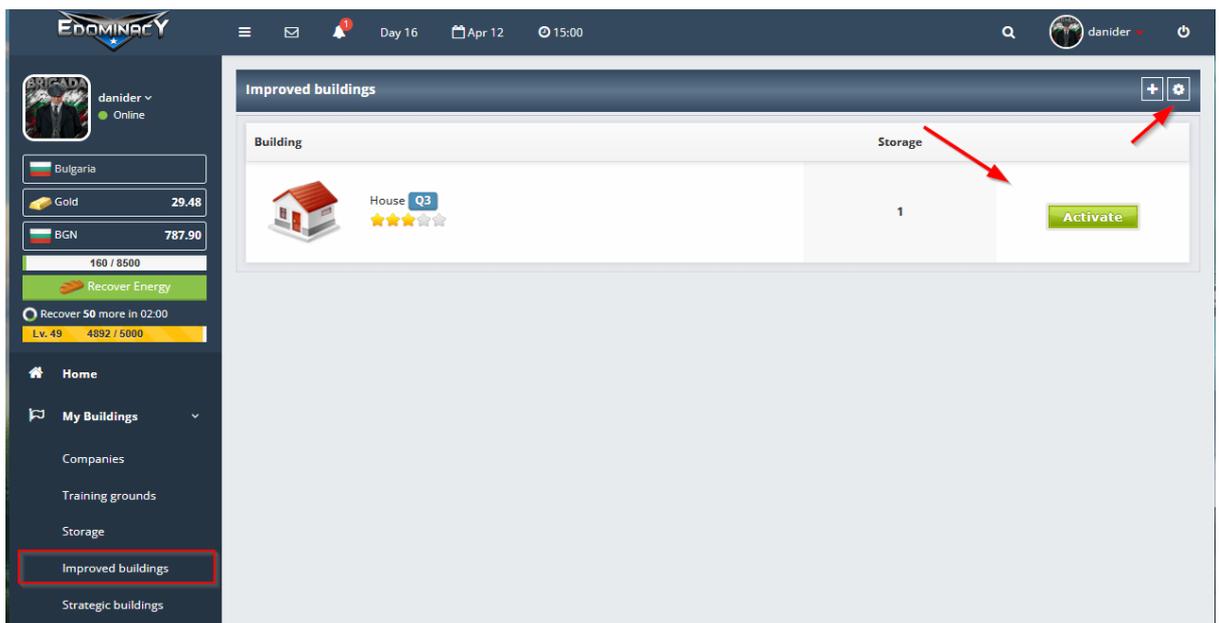
Loyalty program is a discount program from the Admin, for those who have bought a lot of gold.

HOUSES

The houses have a quality from 1 to 5 and can be produced or bought on the market. Productivity and what each house offers will be shown in the following table:

Quality	Company Cost	Raw Materials Per Work	Regeneration	Energy
Q1	10	1000	-6 seconds	100
Q2	20	1200	-6 seconds	200
Q3	70	1600	-6 seconds	300
Q4	170	1600	-8 seconds	400
Q5	370	2000	-10 seconds	500

To activate a house you need to go to My Buildings>Improved Buildings. (My **Buildings/Improved Buildings**) Then click on the "Building" button in the upper right corner (in the shape of a gear). The houses you have in your warehouse will be displayed there and can be activated.



When you click on **Activate**, then the house is activated and you can see how long it will last. Along with what bonus it gives you - energy, reducing energy recovery time.

You can use a house of each quality at the same time. The limit of energy they offer accumulates. If you activate more than one house of the same quality, it will stack for another 7 days.

What are strategic buildings, how can I build them and what are they used for?

In **My Places>Strategic buildings**, you can build rockets. Missiles are also a type of weapon that you use in battles, but with much higher and fixed damage, so unlike weapons, your damage will not depend on your military strength and rank, the damage will always be the same.

You can see the requirements for building rockets here:

Building	Requirement	Product
Strategic Weapon	<ul style="list-style-type: none"> Q1 Army Weapon -150 Q1 Navy Weapon -150 	<ul style="list-style-type: none"> Q1 Missile +1
Research Center	<ul style="list-style-type: none"> Q1 Food Mat. -1000 Q1 Weapon Mat. -1000 Q1 House Mat. -1000 Q1 Ship Mat. -1000 BGN -10 	<ul style="list-style-type: none"> Q5 Hyper Bar +1 Employees +7

You can only build 1 rocket per day. OBS (With the Business Pack you can do 2 per day)

The damage that each level of quality offers, the requirements for building rockets of different quality, and the prices for upgrading the strategic building are listed in the table below:

Quality	Upgrade cost	Land Weapon	Navy Weapon	Damage
Q1	10	150 Q1	150 Q1	100000
Q2	20	150 Q2	150 Q2	200000
Q3	70	150 Q3	150 Q3	300000
Q4	170	150 Q4	150 Q4	400000
Q5	370	150 Q5	150 Q5	500000

Note: In the meantime, the game has progressed and the damage caused by missiles has been increased

Missile	Quality 1	Quality 2	Quality 3	Quality 4	Quality 5
Fire Damage (old)	100 000	200 000	300 000	400 000	500 000
Fire Damage (new)	150 000	300 000	450 000	600 000	750 000

Here you can also find a research center (My Buildings/ Strategic Buildings)

Strategic buildings ⚙️

Building	Requirement	Product
 Strategic Weapon	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  Army Weap... - 250 </div> <div style="text-align: center;">  Navy Weap... - 250 </div> </div>	<div style="text-align: center;">  Missile + 2 </div> <div style="text-align: right; margin-top: 10px;"> Build </div>
 Research Center	<div style="display: flex; flex-wrap: wrap; justify-content: space-around;"> <div style="text-align: center; width: 30%;">  Food Mat. - 1200 </div> <div style="text-align: center; width: 30%;">  Weapon Mat. - 1200 </div> <div style="text-align: center; width: 30%;">  House Mat. - 1200 </div> <div style="text-align: center; width: 30%;">  Ship Mat. - 1200 </div> <div style="text-align: center; width: 30%;">  RON - 12 </div> </div>	<div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;">  Hyper Bar + 2 </div> <div style="text-align: center;">  Employees + 6 </div> </div> <div style="text-align: right; margin-top: 10px;"> Build </div>

NOTE: With the business pack, these rewards are doubled!

Quality	Upgrade cost	Resources Cost	Reward
Q1	10	200 RAW from each type	1 Employee
Q2	30	400 RAW from each type	2 Employees
Q3	100	600 RAW from each type	3 Employees + Hyper bar
Q4	200	800 RAW from each type	5 Employees + Hyper bar
Q5	300	1000 RAW from each type	7 Employees + Hyper bar

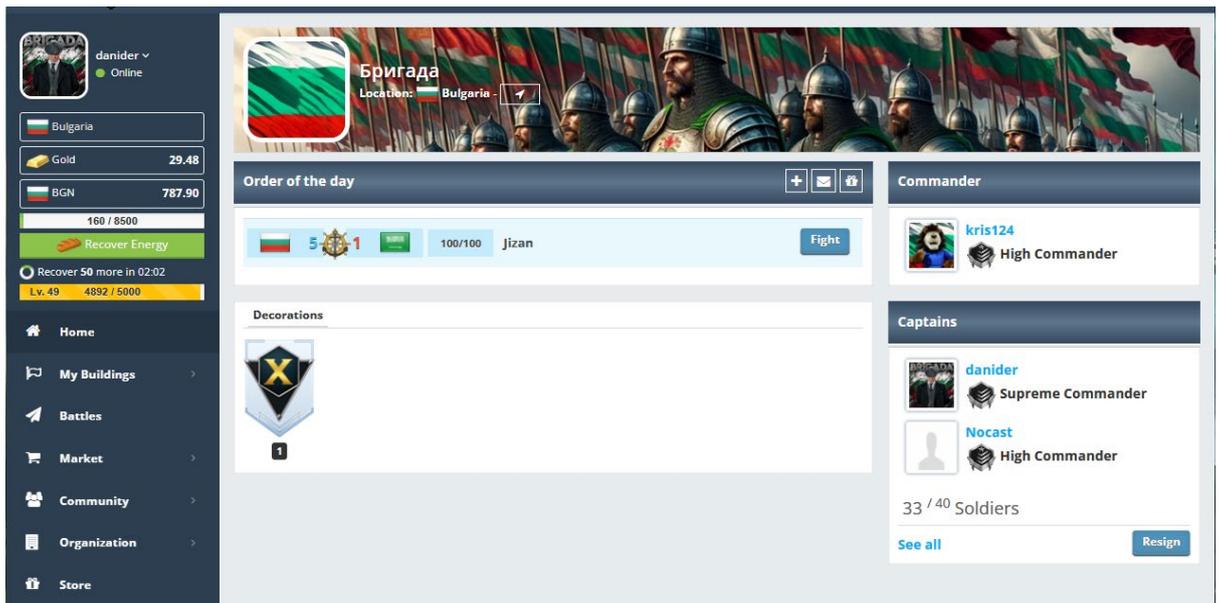
What is the military unit, how to join and why?

A military unit (or MU) is an organization of players who fight together for a common goal. You can access the MU panel in the Military Community>Unit. ([Community/Military Unit](#))

If you are not already a member of the MU, it will show you the available UMs you can join, and if you are a member, the military unit page will open.

The screenshot shows the 'Military Unit' interface in Edominacy. The sidebar on the left displays the player's profile (Iopopo, Online) and various resources: Gold (11.00), BGN (39.80), and Energy (2990/3000). The main content area is titled 'Military Unit' and contains a message: 'You are not a soldier of any military unit. You can join an existing military unit or you can create your own military unit if you cannot find the right one for you.' Below this message is a 'Create a military unit' button. A grid of 28 military units is displayed, each with a flag, name, and member count. The units include: Бригада (33 members), Mongolo Tata... (30 members), Black OPS (9 members), ShooT77 (1 member), Serbian Speci... (39 members), Persian Empire (39 members), Swedish Thun... (38 members), SPARTANS (36 members), Tercios Españ... (36 members), National Guard (35 members), Türk Silahlı K... (35 members), Óglaigh na hÉ... (30 members), EDINSTVO (29 members), Phoenix Legion (29 members), Штрumpfои (28 members), KOPASSUS (26 members), Freikorps (26 members), DENSUS 88 (26 members), Unión Militar... (25 members), 14e Régiment (24 members), Patrioti (23 members), and NERVS ARMY (19 members).

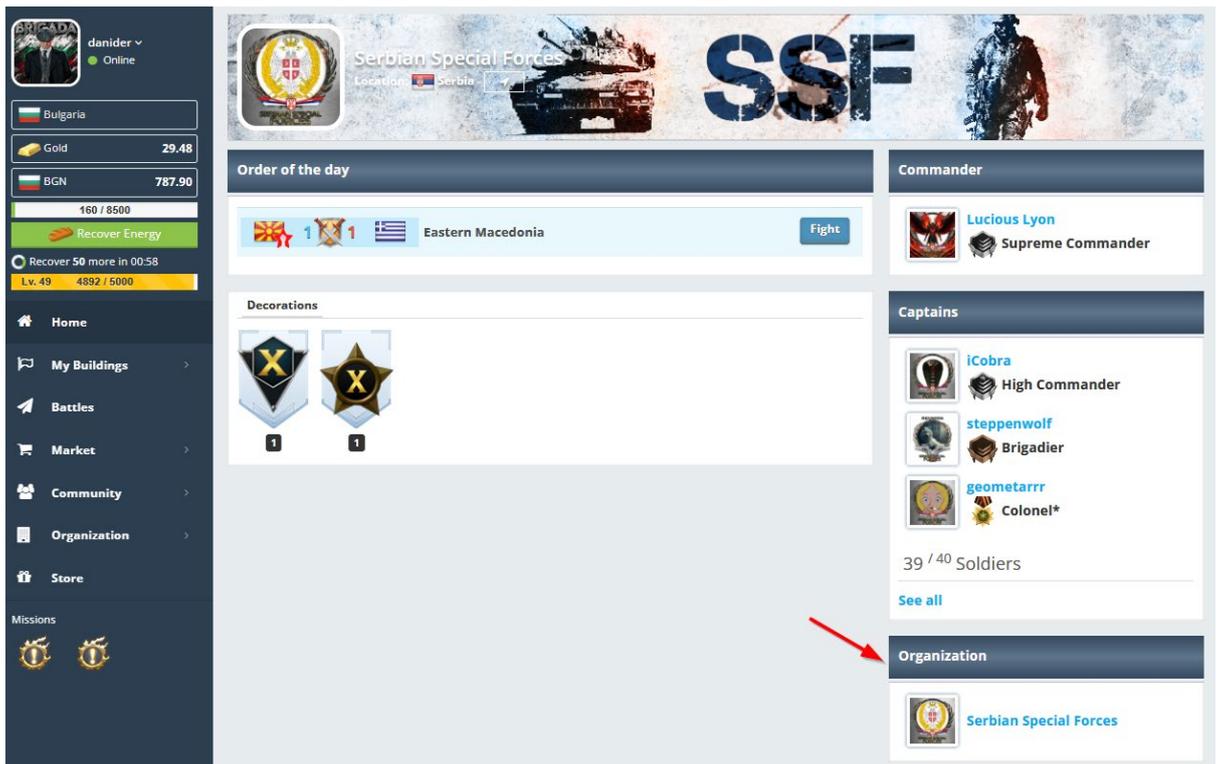
The commander is the owner of the unit and, together with the captains, can establish daily orders and thus direct other players where to fight. The commander may also form an ORG military unit, which will be discussed below.



Completing the 100 Daily Order of the MU hits will be rewarded with an Energy Bar and 5 RPGs.

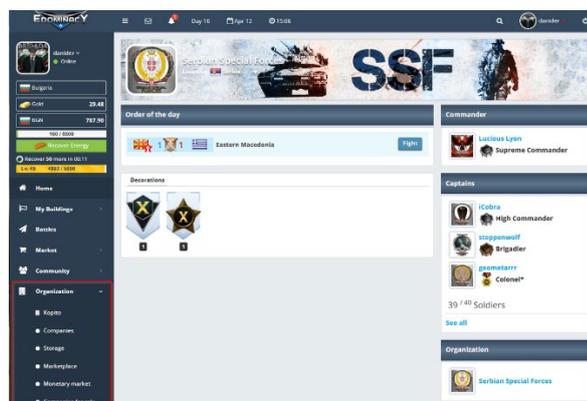
What is an ORG military unit?

The commander can choose to create an organization. In it, he can build companies for UM. ORG has its own warehouse and can sell products on the market. The commander can donate the production to the MU members via the MU interface. MU members can see the donation log and what companies exist in the ORG. Only the commander can access the organization and produce/distribute resources.



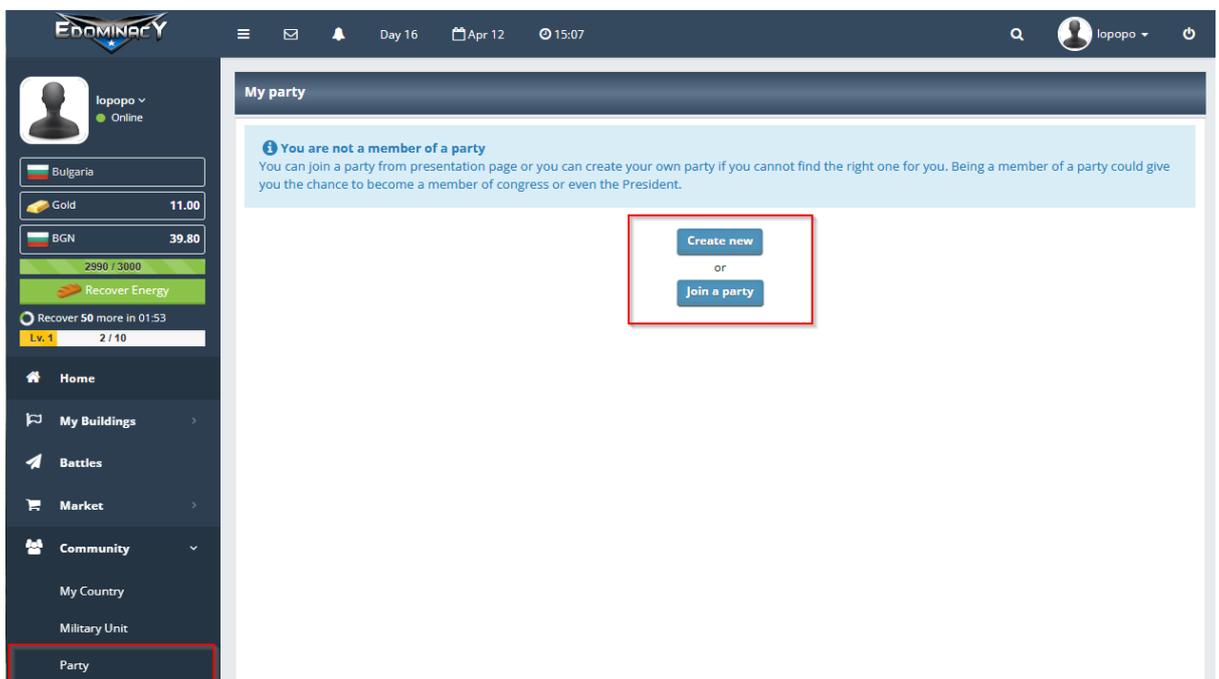
To create an organization, the commander should go to the upper right corner, click on the cogwheel and then write the name of the ORG organization he wants. It costs 50 gold.

Once created, the organization can be accessed from the menu where you will see all the options. It mimics a gamer profile so that production, storage usage, and everything else are the same. As shown in other sections of this article.

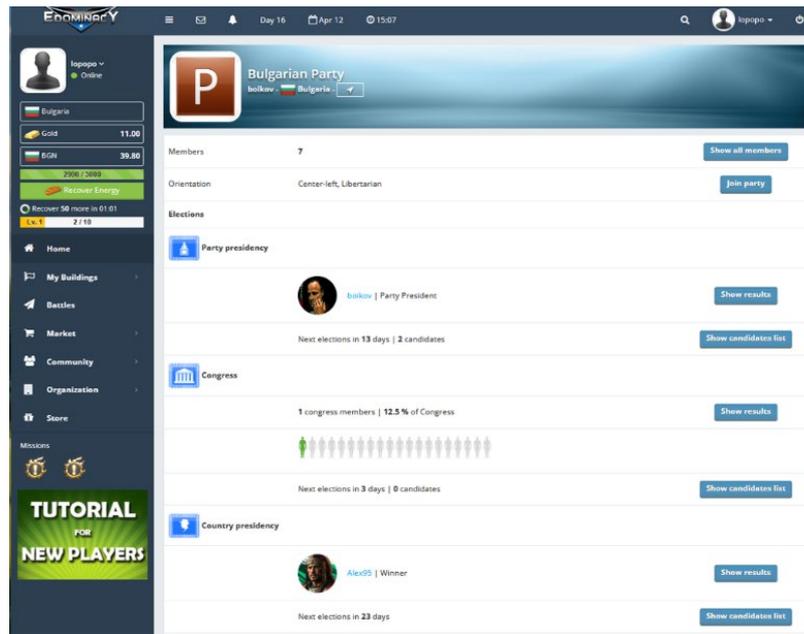


PARTY

What is a party and how to join one and run for political



NOTE: The president of the party proposes the people in the congress and the president of the country for elections. You cannot run for these positions without the consent of the party president. He is the only one who can nominate these positions



What types of companies are there and what are they used for?

There are 6 different types of companies: food, military weapons, naval weapons, home, hospital, and defense system. We'll write a little about each of them below.

You can demolish all of your companies except the ones you received upon registration or the ones you upgraded during a 50% discount. To produce food, you need food raw material. You can see the base production*, the amount of gold needed for the upgrade, the amount of raw material needed for each worker, and how many workers you can use in the tables below.

Food companies produce the food needed to recover energy. 1 Q1 Food recovers 2 Energy Points, 1 Q2 Food - 4 Energy Points, 1 Q3 Food - 6 Energy Points, 1 Q4 Food - 8 Energy Points and 1 Q5 Food recovers 10 Energy Points.

* Base Production - Production when there are no regions that offer resource bonuses. If a country has all 5 resource regions and they are connected to the capital, they offer a bonus production of 100% to the base production. This applies to all types of companies.

Arms companies produce weapons, which you can use in combat and missile production. These can be army weapons for land battles that are related to force or naval weapons for naval battles, which are related to intelligence attributes.

To produce weapons, you need raw materials for weapons. Each weapon quality level provides a different damage bonus to the initial damage. The damage rate, base production* (see above), the amount of gold needed for the upgrade, the amount of raw material needed for each worker, and how many workers you can use are shown in the table below.

Home companies produce houses. To produce a house, you need to use the raw material of the house. Houses provide you with extra energy that is added to the energy pool and shortens the time you need to replenish the energy. In addition, it gives you the opportunity to work 2 times a day in the company where you work (it does not refer to the manager's work). Each house lasts for 7 days and can be activated in upgraded buildings. The amount of energy each house provides, the time they subtract from the energy reserve, the base production* (see above), the amount of gold needed for the upgrade, the amount of raw material it needs per worker, and how many workers you can use are in the table below.

Hospital companies supply hospitals for a country. To make a hospital, you need to use the raw material of the house. After being placed in a region of the country, they provide energy recovery to all players who have the nationality of that country and are located in that region. To use energy from a hospital, you need to be on the battlefield, and to the left of the Battle button you will see a hospital icon, which means you can use energy from it. You can use energy from the hospital once a day. Hospitals last for 30 days, and if a region is conquered, the hospital is wiped out of the region. The basic production* (see above), the amount of gold needed for the upgrade, the amount of raw material it needs per worker and how many workers you can use are in the table below.

Defense system companies produce defense systems, which provide a shield to protect the region in which it is installed by reducing the attacker's damage. To produce a defense system, you need to house raw materials. A defense system lasts for 30 days and is wiped out if a region is conquered. Note that the DS only grants damage reduction to the defender in direct battles, it does not affect damage in resistance wars. You can check the percentage of damage reduction, the base production* (see above), the amount of gold needed for the upgrade, the amount of raw material needed for each worker, and how many workers you can use in the table

below.

Commodity companies produce raw materials for other companies.

There are 3 types of raw material companies: food, weapons and household materials. Keep in mind that you cannot sell to raw material companies and that raw materials cannot be donated, but only put on the market. You also can't update raw material companies. You can create them using gold or local currency, depending on the quality of the company you want to build. You can demolish all the raw companies you build and receive 50% of your investment, except for the free ones provided at the beginning of the game. You can see their base production* (see above) and the gold/coin needed to build them in the tables below.

Company:	Quality	Upgrade	Workers	Products per work	Raw needed per work
Food	1		1	150	100
	2		2	150	120
	3		3	150	140
	4		5	150	160
	5		10	150	200
Army Weapon	1		1	20	100
	2		2	20	120
	3		3	20	140
	4		4	30	160
	5		5	30	200
Navy Weapon	1		1	20	100
	2		2	20	120
	3		3	20	140
	4		4	30	160
	5		5	30	200
House	1		1	0.2	1000
	2		2	0.2	1200
	3		3	0.2	1400
	4		5	0.2	1600
	5		10	0.2	2000
Hospital	1		1	0.02	1000
	2		2	0.02	1200
	3		3	0.02	1400
	4		5	0.02	1600
	5		10	0.02	2000

Defense system	1		1	0.02	1000
	2		2	0.02	1200
	3		3	0.02	1400
	4		5	0.02	1600
	5		10	0.02	2000
RAW food& wep	1		0	30	/
	2		0	70	/
	3		1	120	/
	4		1	170	/
	5		4	250	/
House RAW	1		1	30	/
	2		2	70	/
	3		3	120	/
	4		4	170	/
	5		5	250	/

[Questions / Answers](#)

I want to add a player as a friend, how can I do that?

If you want to add someone as a friend, the first thing you need to do is visit their profile link. Under their basic profile information (location, citizenship, MU, and party membership), you can see how many friends they have and a few players from their friends list.

Click "**Add as Friend**" to send them a friend request.

I would like to buy something on the market, how does it work?

On **the Market>Marketplace** you can find products such as raw materials, food, weapons, houses, hospitals, and defense systems.

The raw materials have only one type of quality, but all other products are from quality 1-5. Choose the one you need, see if there are any offers for it, type the amount you want to buy, and then click Buy. Make sure you have enough local currency to buy.

You can only buy products in the country where you are located. If you want to buy something from another country, you need to move there first. Also, if you want to buy something from another country, you need to use the local currency.

How does the money market work?

The money market is a place where you can exchange gold for your local currency and vice versa. You can visit it through **the Money >Market** and you will see the offers posted in the country where you are. In the top left corner, you can choose between **Gold>Currency** and **Gold>Gold** exchange rates. You can see offers from other countries by choosing a country in the top right corner, but you can only buy (or post your own offer) after you move to that country. When you find an offer that suits you, enter the amount of gold/coin you want to buy and click "**Buy.**"

If you want to post your own offer, click on "**Add Offer**". Then enter the amount of gold/coin you want to sell, write the exchange rate you're selling it at, and click "**Save.**" The same rule for location applies here, for example, if your location is in England and you want to sell gold for USD or sell USD, you must first move to the US to place a bid. You are limited to 3 offers in total. You can view your offers. by clicking on "**My offers**", where you can delete them. If you want to go back to all offers, click on "**All offers**".

Can I buy companies and how do I do that?

You can sell companies, except for the commodity companies and

the initial companies that you received when registering in the game. Click on **Market>Companies for sale**, click on the type and quality of the company you are interested in, and see if there are any offers. Companies can be sold exclusively for gold and do not succumb to any form of taxation.

However, if you want to sell a company, you need to go to **Buildings > My Companies**, click on the company you want to sell, enter the price, and click "**Sell.**"

Important note:

1. You can only buy a company in your country of citizenship; However, you can place it for sale in any country, you just need to move there first.
2. You cannot sell a company for 10 days after you have created or bought it.

How to create a newspaper and write an article?

You have to go to **the Community and then to the Newspaper**. You will see the button to create one and once you do, there will be a "**Write an Article**" button. Once you publish an article, share it in shoutouts and Discord to get the mitigation. People can subscribe to you, which will award you one medal for every 100 subscribers. They can also support your currency items.

FAQs:

I accidentally registered in another country, can you change my citizenship?

We don't do that anymore. The elections are already over, the presidents of the country are appointed and can grant you citizenship, the administrators will not interfere in it.

Is it possible for 3 people to register from a 1IP address?

No, we do not allow more than 2 players per 1IP address and only allow this if they are reported in Support.

Mission 10:

For "Around the World Travel", do I have to buy currency in each country or can I buy currency in my country and travel? Also, do there have to be 20 different countries, or can I move between a few of them? You can use gold, currency, and energy to travel. And you have to travel to 20 different countries to complete the mission.

Can I donate gold that I earn from my referrals to them?

Yes, you can donate gold to the player you earned it from.

Can I donate gold that I bought from the store and how much?

You can do anything you want with the gold you bought from the store.

Can I sell or demolish the companies I received upon registration?

You can't sell or demolish the companies you've received. You can't sell raw companies at all. They can only be demolished. You can't demolish or sell a company that you upgraded during a discount.

Can I be located in a MU that is located in another country?

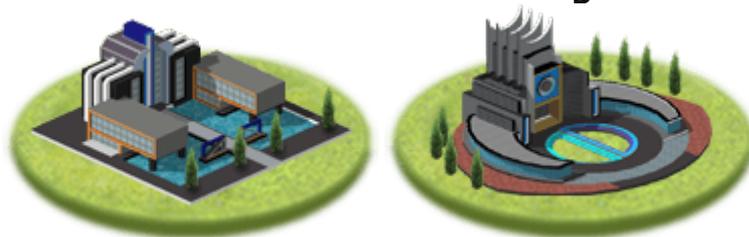
Yes, you can be in a military unit that has a different nationality than you, but note that after changing your citizenship 2 times you will be removed from the military unit (if you were in the same) and you will have to join again.

MISSIONS

Missions are very important in our development as beginners, many prizes and advantages are obtained. Do they offer a quick way to develop as well as catch up with older players?

It's not hard, beginners have special training ground that give you strength and intelligence.

The first mission is to train daily
2 buildings that provide +75 strength and intelligence have been recently added. It lasts until we reach strength 3500



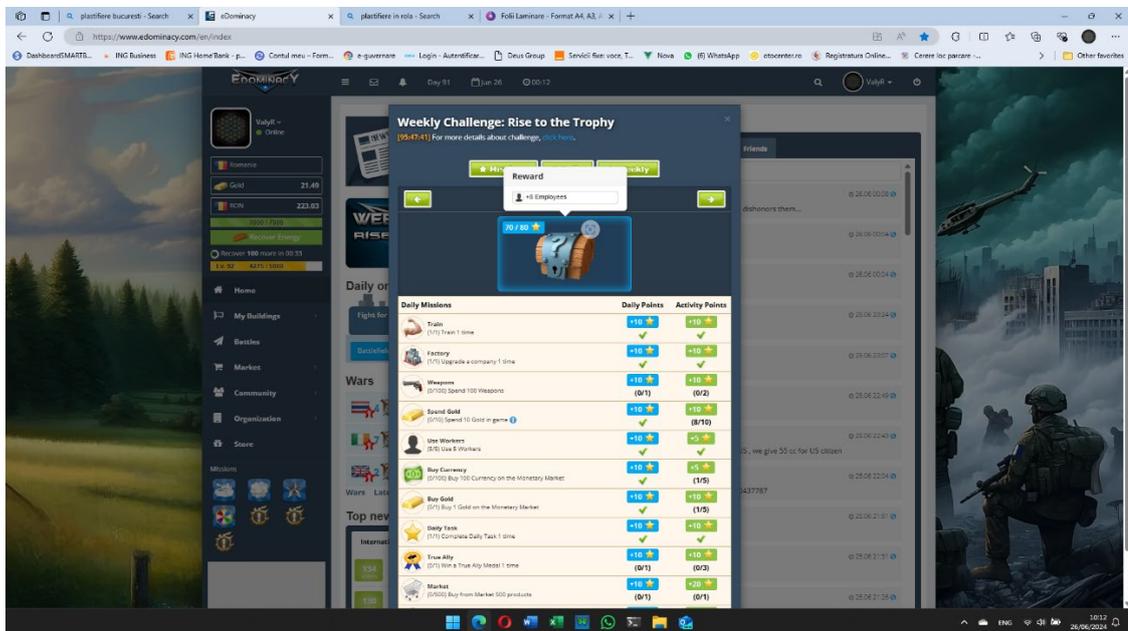
Taking into account that at the moment a maximum level player has up to 4000 strength with a maximum rate of +40 / day we have double compared to them, even with unupgraded TG.

If we make a simple calculation in about 3 months we can be close to them

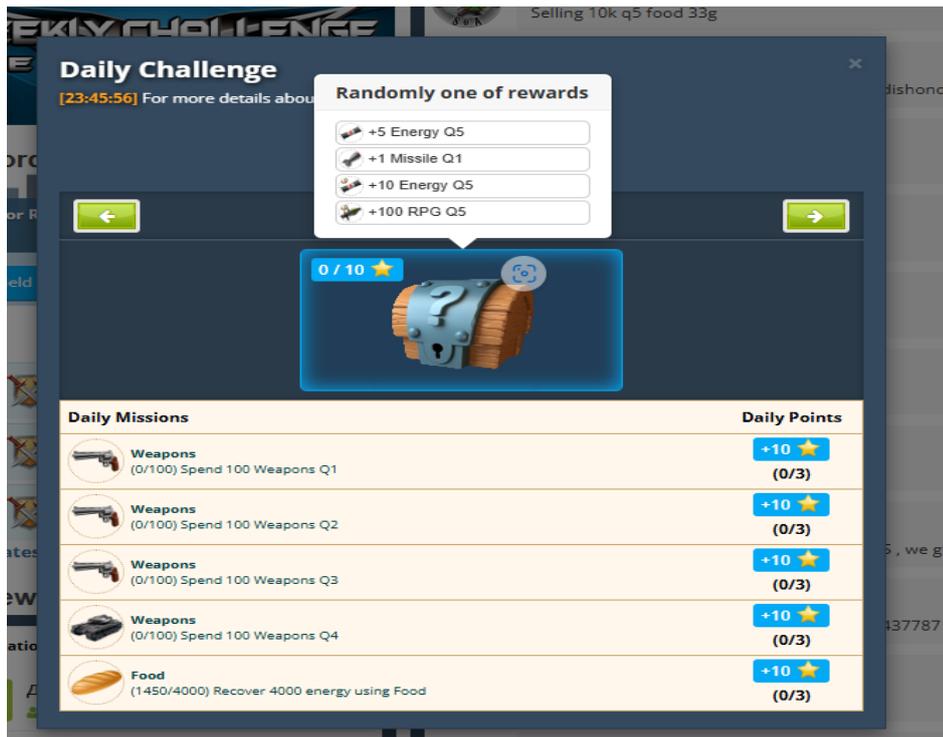
Very important !! The damage formula differs from other games, it's something like $(5 * \text{level} + 2 * \text{strength}) * \text{booster} * \text{weapons} * \dots$

It is also very important to increase in level, it doesn't help us much if we only work and train, we also have to fight, to increase in level, in order to become effective later.

DAILY MISSIONS



Weekly challenge, good rewards in terms of activity, it is recommended as much as possible to reach the 80/100 level in order to get employees.

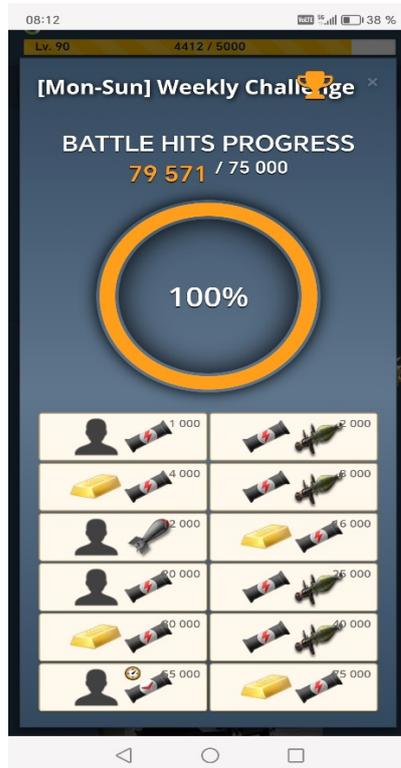


Mission on the left, daily challenge, mainly fighting with weapons, a bit hard at first, it's not a big loss if you only do a few levels



This is a hit mission, meaning you have to deal damage, hits, empty-handed, it doesn't matter the 1000 damage weapons on our

bar are worth 100 hits here. The prizes are very nice, I advise everyone to participate.



[4d 23h] Weekly Tournament 14

[Top M-Units](#)
[Top Soldiers ★](#)
[Top Soldiers ★★](#)
[Top Soldiers ★★★](#)

Top Soldiers ★ +150 Gold

1	 CetroReD 🇷🇺 †EFA†		141M
2	 MuMC 🇷🇺 Бригада		60M
3	 Jomiabe 🇷🇺 †EFA†		41M
4	 Kibrot hataava 🇷🇺 Black OPS		35M
5	 Vojvoda Pele 🇷🇺 Serbian Special Forces		32M
6	 shaumatrauma 🇷🇺 ZNG Croatia		28M
7	 Makarov 🇷🇺 ZNG Croatia		27M
8	 CT5555 🇷🇺 Fuerzas Especiales Chile		19M
9	 SimicTzar 🇷🇺 Штрумфови		19M
10	 Malaysia 🇲🇾 Pasukan Khas Laut PASKAL		19M
11	 Alapito 🇷🇺 Kárpát Dandár		15M
12	 Patches 🇷🇺 Illyrians II		14M
13	 Camello del Desierto 🇷🇺 Lupii Carpatini		12M

Mission for the warrior elites, most of them bought war packs to compete here, you pay high rewards but also very high investments, it depends on each one how they want to play. However, at levels 1 and 2 you can reach the 30th position with good rewards without invested money.

- Weekly Tournament tier

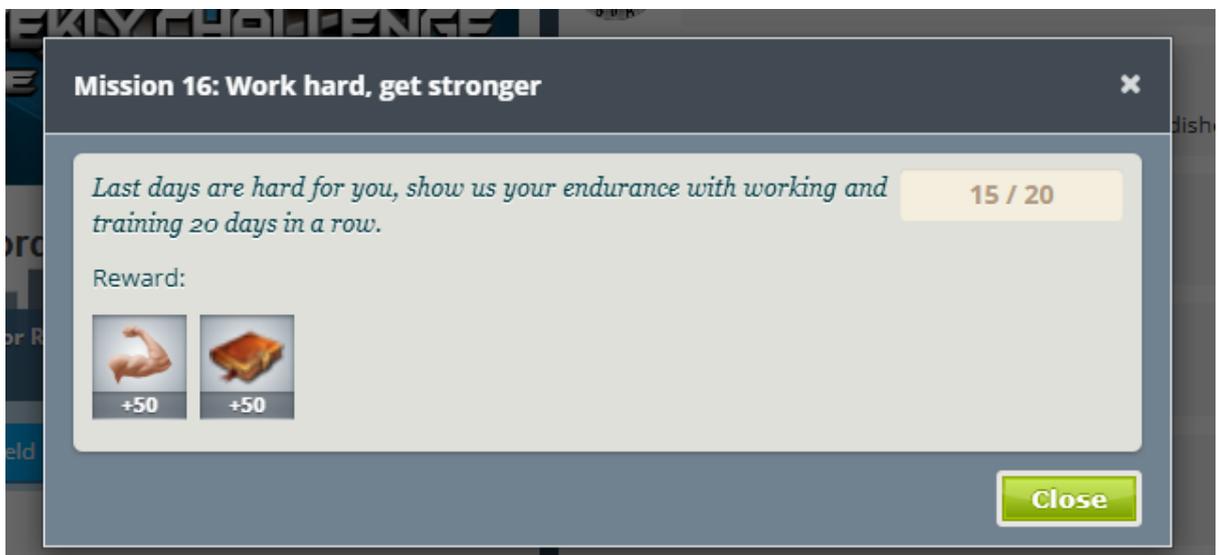
★ **1-1500 Strength**

★★ **1501-3500 Strength**

★★★ **3501+ Strength**



This is not worth it except in exceptional cases, you lose 10 gold on a roulette wheel where 99% drops 20 EB, for dinosaurs that have money in conditions of maximum urgency it is used. Otherwise, no.



Missions with ! from the left, they are generally worth doing but there is no hurry, they do not disappear until they are fulfilled

Real case of land combat

Battle



We posted this combat screenshot to warn you against using warfare. As you can see we have all the weapons in a ground battle, weapons, boosters, nukes bombs as well as the infamous **WARFARE**. Don't be fooled by pressing on the dance, it costs 300 ron (15 gold) and only consumes your entire bar at once. You have 7000 you have consumed 7000 with the related damage. For 3 min. It is (rarely) used only by extremely strong players to maximize damage in the last seconds of combat. Otherwise, it's a tragedy.

NAVY(NAVAL)

I'm posting now a naval battle, you can see that here we can only use ships and bazooks and missiles/nukes. We cannot use ground weapons (tanks/pistols)

Battle



This is the long-awaited end of the article, the game is strategic and requires enough knowledge, over time you will see that it becomes easy and generates satisfaction (in particular it can also generate nerves).

The most important thing is **People**, if you have the opportunity to bring someone into the game on referral or not, this is the most important, if we play alone or with few friends and the benefits are limited.

Our country will benefit enormously from each new person who enrolls here, he generates the social atmosphere, state receipts and later also damage, which leads to bonuses and a higher level of quality of "eLife". Do not hesitate if you have the opportunity to bring them too. The game can be played very actively and more easily, you can be a fighter and a farmer and an economist. Depending on your preferences.

Thank you!