

# SGW MANUAL



This little manual is made on the basis of some posts in Forum <http://nos.mojforum.si> – (Asgaria)

## ➤ Some advices!

1. How to get planets?

- Create one on the market (this action will cost all 3 of your Market Turns for the week)
- Send out your MS (you may or may not find one)
- Steal someone else's (usually not a good idea)

2. Which one planet is good?

What planets are good to keep depends on what you want your account to be. If you want a large attack, keep attack planets. If you want a large defense, keep defense planets. I would advise against keeping any income planets at this point, because your defense can't hold what you make now. Covert are ok (you should always have SOME covert action) and UP are good. If you have a planet with a low bonus (under a bil or two) that is larger than size normal, you may as well get rid of it (unless you've already sunk a bunch of naq into its defense).

3. What should be minimum defence of planet?

This depends on a few factors - who you have protecting you, what resources you have to defend yourself, your alliance/CO, and the bonus of the planet. (Example: If you have an income planet that gives +14,000,000 income/day, you don't need any defense on it, because that is a crap planet. But if you have a planet that gives +10,000 Unit Production, then you need at least 1000 defense.)

#### 4. What is Nox:

Nox means that after X successful attacks on you, your realm \"phases out\" which means that until the next turn passes, no one can attack you and you cannot attack anyone. This gives you time to repair weapons (if you're lucky) or maybe use a PPT.

#### 5. How to get NAQ?

The best way to get naq is to find inactive accounts - usually people with 0 defense are inactive, so you can attack them (for you 200mil+ is a good amount to attack for).

#### 6. How should be construction of MS - attack, shields, gliders?

This depends on what you want to do with your account. If you want to earn G and R points to either get FSS or to ascend/thus getting FSS, then you need to have a total MS power of about 9-10bil. However, if you do not care about your rank, then you only need to have volleys and shields depending on what you want your MS to do for you when you attack someone or when they attack you.

#### 7. PPT-Protected planets treaty

You buy PPT at the moment you want it, and it lasts for exactly 48 hours.

#### 8. Abbreviations:

- Asl/Acl - Anti spy level/Anti-Cover-Level
- AT - attack turns
- C - chaos
- CC - command center
- Co - commander
- Miners - mining drones/lifers
- Mk/Mkt - market
- MS - Mother ship
- Mt - market turn
- PPT - protected planets treaty
- Q - quantum
- RAL - Realm Alert Level
- Raw UP - Your base amount of UP (before officers and bonuses)
- Reg - register
- SI - Spy level
- Supers - super soldiers
- SS - supporter status/Super Soldiers
- SGW - stargate wars (same as The Gate Wars)
- TIP - Turn Income Produced
- TGW - the gate wars
- UM - untrained mercs
- USS/FSS – ultimate/full supporter status

#### ➤ **How to get more UU (Gepard-NOS)?**

I suggest you all go after more UU's and army size as it gives you more power and enemies will think twice before hitting you if you're powerful. If you want more UU's go after one or more of these solutions:

- increase your UP (unit production) but beware if you want to ascend it will be costlier if your UP is high
- make more officers (invite them via ingame mails, via SGW main forum or invite Pax Universalis members)
- go after more UP planets (don't forget to make defences on them!!) - Ortega might find you some UP planets
- trade for UU's (naq for UU's, AT's for UU's, planets for UU's...)
- do some raiding!!
- buy UU's (for \$, €...) - extra option

Out of that some raising of your army size could be done fast with buying some mercenaries which are quite cheap.

### ➤ **How to raid (Ombreman)?**

First you have to find the right targets...

Targets should not be in strong alliances or have strong commanders. They should not have strong defences - the best is they do not have any defences at all.

First you have to spy the targets. The minimum amount of uus they have to have out is about 65k uus at the moment. If target is okay, then set War. (this way you will keep this target memorized in your attack menu (rankings by relations))

You start to raid with 15 ATs per attack and you have to get about 1500uu for attack. You raid till you get about 900 uu per 15 ATs. Then you have to find another target. You can come back to this one after a day or two, so it can recover.

You can click on RAID button several times in one attack with your mouse, this way you will decrease the time, you use for raiding... If you are planning to do a lot of raiding i suggest that you have only 1 or 10 armed attackers on offense. This way you will minimize cost of repair to minimum.

**DONT FORGET TO REPAIR YOUR WEAPONS!**

### ➤ **IN war time (Ombreman).**

Before war there is always diplomacy - it usealy solves all problems.

In war time you should:

- Sell all your defense weapons (leave about 1 bio defence) so they could not kill your spies without loss.
- Have enough naquadah in bank to go to PPT.
- Have some spies (so you wont get sabbed easily) - from 10 - 50k (not more)
- Put yourself on critical and nox, so you wont make a lot of naquadah...
- Build your UP or spy level from loot you take from enemy. They can not take that from you.

Attacking: Depends of your playing style - you could be masser (blow their defences away), you could kill spies (when massers will do their job) or you could be Mariner - you could destroy their motherships... Its all to you.

Always listen to orders from your alliance - you are with alliance in bad and in good times. Deserters are usealy punished after the war is over and that is from both sides. Also dont be

a coward and dont whine after you got massed. Its a war game - not stargatepuppy.com Wars are part of this game. If you are not ready for that, you should play some other games. Alliance is helping eachother and you will be rebuild in notime after a war.

➤ **War instructions (Gepard-NOS).**

- The first thing when you realize the war has started set your Realm Alert Level to CRITICAL and set your Nox Insurance Policy to UPDATE.

Explanation:

Realm Alert Drains Naquadah, Increases Covert Defense, increases insurance effects; Nox Insurance drains 10% income, limits successful attacks on you, adds delay between attacks.

Both cost 3 turns to change; lose 1 glory per turn on insurance, if applicable.

- Sell your defence (weapons) and keep maybe just a little!! Why? In every war every defence has been destroyed so better sell your weapons and store the naq in your bank. If you're unable to bank all the naq put it in broker. BE FAST!
- HINT: For all this things it is better to enter PPT and work slowly without being hit.
- Train your Covert Units as Miners or Anti Covert units. Why? They will hit your Covert Units for sure!! They're easy to kill once the defence is down. Keep only a little of them to be able to spy on enemy (they'll also keep just a little of they're Covert arsenal if they're smart)
- If you're attack is huge (many attack weapons) be sure that you'll be hit by sabotage attempts so be fast with your attacks and make sure that you sell all of your attack weapons after you logout or go to sleep.

➤ **Fact abt ascension (Smradac-NOS).**

Q: What do i need for ascension?

A: To ascend you need at least 1001 Glory and Reputation score. You gain GR points by being in the top 2% (approx. rank 1000) player ranking. If you are in top 2%, you gain 1 GR/turn, if you are in top 0.2% (approx. rank 100) you gain 5 GR/turn. In addition, when you collect 1001 GR points, you`ll also have to pay some UU`s (depending on you raw unit production) and some nq. To find out the exact numbers, click on the picture below your stats (it appears when you have 1001 GR points). If your raw UP is about 4k, you`ll need to pay around 180k UU. The amount of nq necessary for ascension is about 3,5 bil. Additional note: when you ascend you lose everything except lifers. So it`s smart to untrain/sell everything you can and broker it to someone. When you ascend, that person rejects the brokers and you get back your resources.

Q: Why should i ascend?

A: You mean besides getting a nice shiny red text below your name? With every ascension you get 5% bonus on your stats, your bank size increases and with first ascend, you are no longer obligated to pay a 5% nq deposit fee. You also get Full Supporter Status, which lets you trade with order players (brokers etc ...). Also, when you ascend for the 6th time, you no longer get 5% bonus per ascension, you get only 1%. Also, every time you ascend you unlock special technology and better weapons. It`s true that weapons cause more damage, however they aer also more expensive!

Q: What are all the titles gained by ascending ?

A: First ascension: Prior

Second ascension: Prophet

Third ascension: Messiah

Fourth ascension: Incarnate

Fifth ascension: Living God

Sixth - Ninth ascension: Living God

Tenth ascension (also the max limit): Ancient God

Here will come new titles for levels 11-20

Q: Once i ascend, can i be descended and if so, how?

A: Yes, you can. It is done by completely destroying you on ascended server.

Q: What happens if someone descends me?

A: You lose all your bonuses on main account for 2 weeks. This also means race related bonuses. You get a 2 week ppt on ascended server and you aren't allowed to get descended for another month. You also aren't allowed to log in your ascended account for 2 weeks.

Help, someone descended me!! What do i do, omfg??!?

A: Relax, the descension will "disappear" in 2 weeks. This means you'll get your bonuses on main back in 2 weeks.

Q: I don't play ascended. Can i be descended ?

A: The answer is affirmative. Further more, you can be more easily descended, because you don't have any defence on ascended server.

Q: I'm so clever, i changed my name on ascended server. Noone will ever find my main name. MUAHAHAHA!!

A: Errmm, wrong! There is a way to figure out your main name from the ascended server. However, there is no search function. Which means, if someone is really eager to find your main name, he'll have to spy everyone on ascended server. Or he might get lucky and find you in the first try

Q: Is it possible not to play ascended and have protection from descension?

A: Yes, there are actually two ways how to do that. The first one (and the official one) is to simply put your ascended acc. to vacation, BUT, you lose 10% of the bonus on main! The second one (it's actually a bug) is to never, ever login in your ascended account. Even if you've simply changed your name on ascended, you can't do it. The thing is, if you never log in your ascended account, the ranking system doesn't give you any rank (you are unranked), that way, noone can attack you. However, players have reported that bug and there is no way to know, when it'll be resolved.

Q: Can i go to ppt on ascended account and that way keep all my bonuses and be protected from descension?

A: Actually, no. You can go to ppt on ascended only the first time you ascend and if you get descended.