

OVERVIEW OF UNIFICATION WARS DEATHMATCH STRATEGY GUIDES

Unification Wars is a Massively Multiplayer Strategy Game (MMOG) developed by GamesTotal.com which emphasize on resource management, tactical warfare & teamwork game play. This game offers the players on variety of ways to achieve their goals. Deathmatch (DM) offer unique gameplay experience compared to standard gameplay.

DISCLAIMER

This strategy guide is for GamesTotal.com DM tournament only. GamesTotal.com would not be responsible if the strategy provided doesn't work on you. There are thousand of strategies you can use to play Unification Wars and this is just among of them. Use it at your own risks.

TABLE OF CONTENTS

How to begin playing (Registration).....	2
Join / Create New Federation.....	2
Federation Management.....	2
Missions	3
Playing the Game.....	3
The Biggest Federation.....	3
Set Your Goals.....	3
Establish your empire	3
Tactical Warfare.....	4
The Richest Federation	6
Set Your Goals.....	6
Establish your Empire.....	6
Tactical Warfare.....	6
Conclusion	7

CONTENTS

How to begin playing (Registration)

Before you can participate in the DM, you are required to register as players at <http://dm.gamestotal.com>. The registration will only take a minute. Reminder: Please use your current empire name (if you play on any other servers) and use the same email. This will make management of players easier. For more info, please go to <http://dm.gamestotal.com/dm.htm>.

Join / Create New Federation

After you have register yourself as players, login into the game. This DM is teams based and require you to join a federation or create new federation if none is available or others are full already.

Each federation is limited to 5 members but only 3 members can participate during each DM session. Each federation must have leaders as representative of the federation. GamesTotal.com will contact leaders if any issues arise regarding their federation.

To join a federation, go to Manage Empire > Diplomacy > Federation (Clan). Click on the list to search for the federation you want to join & apply. Your application will take sometime for approval so you have to contact the leader either via email, private message, MSN or anything you can think of.

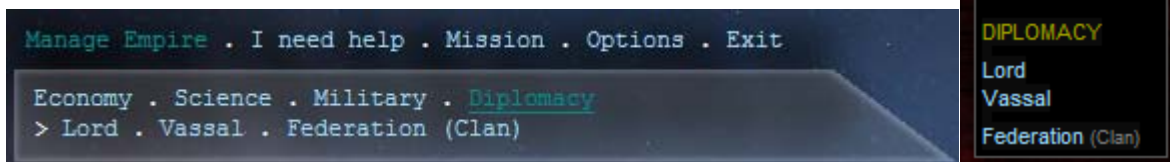


Figure 1: Command Menu Interface for Js (above) & HTML (right).

Federation Management

Federation management will be done by the leaders & lieutenants. The tasks can be anything but the important one is coordination members who will play & who will not play. This can avoid issues such as having more than 3 members login for each session of DM.

Leaders are required to upload federation icon. The icon will make others or your

fed members identify your fed at ease. The dimension is 20 (width) x 8 (height) in pixel.

Missions

During the DM, players are not required to do the missions and this feature is not available. Why? Because it is not useful at all in DM. So, all players will have more time to focus on winning the game.

Playing the Game

The Biggest Federation

In the Biggest Federation DM, winners will be evaluated based on total planets the federation has. This is the most challenging game in the DM. It is not easy to maintain your planets because there will be constant wars in the DM server. But with proper strategy execution, chances of winning the game will be higher.

Set Your Goals

Everything you do must have goals associated with it. For this game, the main goal is to get most planets for yourself and your federation. It can be achieved in many ways such as via exploration or galactic warfare and mostly depends on the situation of the DM itself. Either way you can still win if proper measures and strategies are executed.

Establish your empire

After you begin your DM, your income would be \$5,000,000 with 1,000 planets in Sol system. Your main priority (1st goal) at this moment is to bring credits (\$) into your empire. There are a number of ways to get credits, but the best way is to get credits on a per turn basis. In DM, the market is not an attractive alternative in generating credits for your empire. So, it is recommended to focus on commerce for Terran, housing for Guardian & the rest also should be the almost the same.

In order to achieve this, assign all planets in Sol system to commercial (duty). Go to Science > Research Command Menu and begin increasing Infrastructure Research Level (IRL) up to the maximum amount of your available turns. This should



Figure 2: IRL HTML Interface

increase your IRL above than 20 levels. At this level, your income should be sufficient for exploration purposes. With enough credits in your empire account, build few hundred scout spaceships (in Sol system) which should give you 1,000 planets per turns. Use 53 turns and you have at least 54,000 planets on Sol system, create new system that will give you higher income per turn such as Capital or Eden and use at least 52,000 planets. This will make new system with 50,000 planets. Assign all planets on commerce for Capital or housing for Eden. For Eden, you have to increase system population for higher tax collection.

After you have created your 2nd system, go back to IRL page and begin research again. Use as many turns as possible until the IRL higher than level 20. Once desired IRL achieved, start research for more powerful and advance offensive & defensive spaceships. For this purposes, use few Big Time Capsule (BTC) which could boost your speed in gaining your IRL. You don't have to do research on projects or on technology that you don't use because this will waste your very valuable turns. Make sure you plan ahead what type of spaceships best for your tactical warfare strategies which will be discussed later.



Figure 3: IRL Js Interface

Begin building scout spaceship which should give you around 1,000 planets per turn of exploration. The amount of planets you can search per turn will decrease every time you use your turn. Exploration became harder when your total planets climbing to reach 100,000 planets. During this period, you should have at least few hundred million of credits. With enough credits, you can start financing your fleets. Once you have 53,000 planets in Sol system, use 52,000 create new Capital system (Terran) or Eden system (Guardian) and assign all planets to their duty. Once you done, you can either proceed with increasing your IRL or building your offensive force.

Tactical Warfare

Each player will have unique tactical warfare. The best tactical warfare is on how to manage your fleets so it could last longer. An effective tactical strategy is to move your fleets from a system to another. This will reduce the chances your rivals will destroy your fleets. The fewer spaceships you lost in war, more credits can be saved for doing something else. If you let rivals invade your empire, you can retaliation them for more planets than they get but make sure they don't capture planets when they invade.

Your 2nd goal is to get planets as much as possible for yourself and your

federation. Therefore, it is important to get your federation members to work together to achieve this goal.

There are numbers of ways to coordinate federation members, it is up to the leaders to decide which strategy they want to use. Each member must be assigned roles as defender or attacker. Or it can be in term of rotation such as every member will rotate their duty as defender or attacker. How does this strategy works? During the galactic warfare, everyone is so busy attacking each other but they forgot to defend each other. By defending federation members, you can prevent them from losing planets. This will benefits your federation as overall. Leaders must be able to coordinate how defend & who will attack. Each member should build at least 24% fleet Pr from members average Pr. For example, lets assume average Pr for your federation is 10,000,000 (base Pr + offensive fleets Pr + outpost Pr). This means that your outpost Pr should be 2,400,000 Pr. This means that each member will receive 4,800,000 Pr of reinforcement if attacked. At this amount of reinforcement, it is very hard for any attacker to overcome this strategy.

For experienced players only:

The above strategy is derived from the concept of below (average members Pr is 10,000,000):

Member	Offensive Pr (24%)	Outpost Pr (24%)	Total reinforcement Pr for defender	Offensive Pr used in as defense	
				In 1 system	Distributed equally to all system (3)
A	2.4M	2.4M	B+C = 4.8M	2.4M	800k
B	2.4M	2.4M	A+C = 4.8M	2.4M	800k
C	2.4M	2.4M	A+B = 4.8M	2.4M	800k

Based on the above, each member will receive 4.8M Pr reinforcement. This is almost equal to 48% of defender Pr and it will be very hard for others to win if they attacked the defender. To make it harder, the defender can either allocate 24% of offensive fleet into 3 fleets & defend each system (if defender only has 3 systems). This means that, defender fleets Pr is equal to 5.6M Pr. Or if defender only want to defend one system, defender fleets Pr would be 7.2M Pr. This is almost 75% of defender overall Pr.

The above calculation proved that if members within federation support each other, they can easily overcome any treats.

Few minutes before the DM end, you should use up all your credits to build most powerful fleets. Attack every single person that out of DP and keep on attacking them until DM ends. Use BTC if you don't have enough turns. Also protect your largest system because this will be primary target for others. Move your fleets from one system

to another just to avoid it being destroyed (there are players purposely attack your fleets in order to give way for fed members to attack). Also, don't bother to destroy other players' fleets because few percent of your fleets will be destroyed. This will lower down your Pr and signal others that you are getting weaker. Remember, your main goal is to get planets not to destroy your rivals.

The Richest Federation

In the Riches Federation DM, winners will be evaluated based on total credits the federation has. This is the easiest gameplay offered.

Set Your Goals

Everything you do must have goals associated with it. For this game, the main goal is to get highest credits (\$) for yourself and your federation. It can be achieved in many ways such as via exploration or galactic warfare and mostly depends on the situation of the DM itself. Either way you can still win if proper measures and strategies are executed. Do you believe if I told you that you can win this game without attacking rivals? Well, I will have to let you find it out by yourself.

Establish your Empire

You can establish your empire using the same strategies mentioned in the previous section. Your main priority is to bring income into your empire and explore for planets. Begin with exploring and get at least 50,000 planets. Build new systems, and start focus on increasing your IRL to a minimum of 20. When you choose IRL to focus on, make sure you choose the one that can give you the highest income per turn (i.e. Commerce for Terran). Once you have this, explore for more planets until at least 100,000 planets.

Then, go back to IRL and begin research for a few more levels until you satisfy and credits increase to a few hundred million (maybe billion). You can use BTC to boost the speed of your research. Now, you will have enough credits to support your fleet.

Tactical Warfare

For tactical warfare, you can use whatever knowledge you have since there is a variety of spaceships available. But, the most important aspect is to make sure your fleets survive for longer periods. You can apply the tactics mentioned in the previous Tactical Warfare section. Also don't forget to use BTC; it can help you boost your speed in building fleets or getting turns to attack others. But in this game, you don't have to waste

lots of credits on fleets.

You should focus on getting planets since the more planets you have, the higher income you will have per turn. Majority players do mistake that they invest lots of credits into building fleets and keep on building them until they get into debt. Majority of them think if they attack rivals, it can keep rivals at bay. This is not true for this game because although you manage to capture their planets, you don't get their credits for that. Don't be surprise if players with 10k planets can win this game due to billions of credits in the empire.

Before the game end, try getting yourself into DP or you may disband all available fleets. Use all BTC and use your all turns so that you can increase your credits in reserve drastically. Keep on doing it until the DM ends. By doing this, you eliminate your fleet upkeep and bring more credits into your empire.

Conclusion

Deathmatch is fun if you know how to play the game. Strategies discussed above are just one of thousand of strategies used by players. Players must learn how to utilize every aspect the game such as artifacts, income, Pr, system type, Damage Protection and others. The strategies discussed have been tested for efficiency and effectiveness several times; and it works.

With proper strategies execution, you can even win the game within few minutes. You must know when to attack, how to defend yourself and most important is team work. Have fun.