

# CentraCore's Efficient System Leveling Strategy

This is my first attempt at writing a guide but this strategy has allowed me to level up all my systems within the allotted time of on DP session in RT and in Hourly but with slightly different costs and time. If I lose you at any point refer to I have assigned my guide into five different sections. My strategy can be used with any race but the differences come in the number of systems that the races are allowed to keep. I have tested this will all races except for maru and viral but I have come out with the same outcomes within no more than an hour's difference and \$35 billion between my starting and my ending point.

## **Introduction: Amassing Wealth.**

Firstly, if your like me and don't like to lose planets while being out of DP then I suggest you either get yourself a rich lord who can supply you with \$90 billion worth of food a day or who can provide you with a nice amount of credits per day but the more money you can get the quicker you can save the cash needed to use my guide and level up your newly acquired systems. I suggest when you find yourself a lord you look for the ability of the lord to buy you a transport or two from other lords just in case you need it later if you're strapped for cash. I also suggest you do not do ACT 2 Mission 1-10 for the obvious reason of inefficiencies and wasted capital not to mention that it plays havoc on your exploration rates.

My exploration figures and costs are for 7 systems of which there is the following setup in this scenario.

### Terran System Setup

- 1). Dark System Lvl. 1 (or any max able X system)
- 2). Dark System Lvl. 1 (or any max X system)
- 3). Dark System Lvl. 1 (or any max X system)
- 4). Dark System Lvl. 1 (or any max X system)
- 5). Farm System Lvl. 1 (or any max X system)
- 6). Eden System Lvl. 1 (or any max X system)
- 7). Rich (Terran Metal or any Mineral you want) System Lvl. 1

The time it takes you to explore and level up these level one systems depends on how much time you're willing to put into this process but the faster you do it the quicker and more deadlier your empire may become. Before we begin I assume that you have managed to save up at least \$300 billion in cash. If you are collective then be sure to add in another \$50 billion to the pot since you are exponentially making exploring more expensive but that is a totally different guide since it requires a tweaked version of this guide. I also assume that you have researched the Terran hulls so that you can research the Viator 2 scouts and you have just finished researching the system destroy and upgrade projects and now are just waiting for them to become activate-able. Destroy takes three hours and the upgrade takes six hours to become active. All you can do it wait or proceed to stage one but you will be at the mercy of another empire since they will be the only ones able to invade your empire and win over the 100 planet systems in order to destroy unwanted systems.

## **Stage 1: (Hunt for the Terran Metal Rich)**

Goals:

- First as Terran our goal is to destroy that sol once you have explored or won at least 9,000 planets.
- Create a Rich System with your choice of mineral.

Procedure:

I will use 10,000 planets as total planet count as an example but your planet count may differ but that is not what is important but rather that the system that you using to create a new system has only 100 planets left after then new system relocates your planets to the new system but all this will be explained shortly. Once you have attained another 9000 planets from attacking or exploring be sure to have 9900 free planets since you are then going to create a “New System” which is located in the system menu. When you click on “Create New System” there is a drop down menu where the default option is “Sol” System but you need to create a new rich system and leave only 100 planets behind on the Sol system which we have already taken into account when we input 9900 in the text box because instead of us using 10,000 planets which are on the Sol System we are going to create the new system with only used 9,900 planets. 100 planets minimum must stay behind on the old system. I prefer to create a Rich System with Terran Metal as Terran because Terrans get a 500% mining bonus on that mineral.

Once you have created a new system you will then choose to see if it has the mineral you would like to mine on it so unless you're Aspha Miner there is no point in a Terran mining any other mineral aside from TM (Terran Metal) and vice versa for a Aspha Miner mining Terran Metal as you will be producing very little of it and not worth the turns spent mining. I should warn you that Terran Metal is rare and because of this you may have to destroy and create many countless rich systems just to find a rich system that has Terran Metal. As you go searching for TM you will need to attack or explore to add planets to that rich system so that you don't lose that rich system the minute you're attacked. I like to keep my rich system with no less than 15,000 planets so that I can create a rich system fast and if I don't get the mineral I repeat the new system creation until you hit a total of 7 systems. Then I just ask people to destroy the unwanted systems except for the rich system that I want to keep which is where you should have the bulk of the planets located on.

During all this I only leave the rich system which I don't want with 100 planets because I will destroy it myself or I will ask someone to invade it. The “Destroy System” project is located within in the science tab. It normally took me around 13 different attempts to get a Terran Metal system but I have heard of people trying over twenty times and still no luck. What ever the case you may get do not let you main rich system go below 7,500 planets and remember to keep 10 turns available as each system takes 10 turns to create another system along with a minimum of 4500 planets. You may either search for the rich metal system under damage protection or out of it but you do not have access to the “Destroy Project” then I suggest you search for the Terran Metal Rich system out of Damage Protection so you can message your closest neighbor who is also out of Damage Protection to invade your unwanted 100 planet system to destroy it. Once

you have decided to quit looking for the mineral that you want then your setup should be as follows

#### New System Setup

- 1). Rich System Lvl. 1 (Your choice of Mineral)

### **Stage 2: System Creation**

Goals:

- Search for Damage Protection.
- Create 6 new systems.

Tip: If you upgrade and lose the upgrade ability be sure to raise your planet count to at least 50,000 and wait for hourly refresh.

Procedure:

The kind of empire you wish to be later in the game depends on what your about to do in this stage and will guide your empire in the high ranking or to the gutter. Terrans are allowed to keep 7 systems in total and the way you go about creating these new systems is the same as the way you created the rich system except that it takes more planets to create 6 more systems. If you're under Damage Protection then I suggest you create these new systems with only 500 planets left on each system as you creating new systems. The fewer planets you have on each system the more efficient you will be in leveling the systems and not to mention the cheaper it will be for you in the long run. Since you're in DP it doesn't matter how many planets each system has as long as you don't come out of DP prematurely. In case you come out of DP on accident be sure to be quick and explore to add planets to all systems below 7,500 planets and players love to destroy leveled up systems. Assuming I have not lost you at any point then your new system setup after should be as follows.

#### New System Setup 2

- 1). Any System Lvl. 1(or any max able X system)
- 2). Any System Lvl. 1 (or any max X system)
- 3). Any System Lvl. 1 (or any max X system)
- 4). Any System Lvl. 1 (or any max X system)
- 5). Any System Lvl. 1 (or any max X system)
- 6). Any System Lvl. 1 (or any max X system)
- 7). Rich System Lvl. 1 (Terran Metal or any Mineral you want)

### **Stage 2: System Creation and Initial Leveling**

Goals:

- Create 360,000 Viator II Scouts.
- Explore at least 60,000
- Level Up ALL Systems to Lvl 3.

Conditions:

- Must have Upgrade System researched and be ready to use.

- Do not upgrade 5 minutes prior to the Hourly refresh rate.

Tip: If you upgrade and lose the upgrade ability be sure to raise your planet count to at least 50,000 and wait for hourly refresh which occurs at the end of the every hour.

Procedure:

Our initial goal is to have full turns available and will vary depending if your paid or not. Our next goal it to create 60,000 Viator II scouts on the rich system (where you create the scouts doesn't matter but for our purposes I always start on the 7 th. system and explore at 1 turn intervals until you the total planet count to 61,000-63,000 planets. This total planet count may be found in the vassal link and there is shows your total planet assuming you have no population which at this point you shouldn't have any. Your planet exploration count should be 1,000 per turn but when you explore you should be getting a minimum of 2,000 and it will taper (decrease) down with the more planets you have. I have usually explored more than 900 planets per turn until I have explored about 85,000 total planets. The reason you want at least 60k planets is so that you are able to build with the very fast mode and at the same time your upgrade project will be available at the next hourly refresh assuming the initial 6 hours have passed and since you will be above the 50k planets. The hourly refresh rate occurs every hour but the UC servers are 5 minutes ahead of the schedule but the sever's time is located in the bottom of the game.

Next just wait for the next hourly refresh time with the 61k-63k planets. This will activate the upgrade project as previously stated.

Once the "Upgrade System" project becomes active you then have to figure out how much time you have until the next hourly refresh time. Now that you have the upgrade project available I suggest you upgrade the rich system to level 1 then to level 2 then to level 3 and you should have a thousand planets left. If you seemed to have over 5,000 planets left after leveling of the system then I suggest you explore another 36,000 planets so that you keep the fewest amount of planets in each system.

Now that we have leveled the rich system you should wait for the turns to fill up and since your hourly refreshed you should have access to the "V. Build" mode so now you just need to build another 300k scouts so that your scout total should be at 360,00 Viator II scouts. Once you have created the scouts you should group them together assuming you created them on a different systems and you need to explore on system 6. Again system 6 is my example but you can explore on what ever system you want just don't confuse yourself by not following the guide. Your new fleet upkeep should be 1.5 Billion per turn which is the normal. You need to also explore until the system level matches the Rich system level so if you explored and leveled up your first system to level 4 then you need to explore and level up the other six system to level 4 also but I am using level 3 since 60,000 planets is enough for leveling the system three times.

Now when I did explore I managed to keep an exploration rate of 900 planets per turn until I got to the total planet count of around 85,000 then it decreased to 200 by the time I had 110,000 planets. This rate will jump from 900 to 2000 planets per turn and then go down to 900 planets within this 85,000 total planets but that is where you need to figure

out at what total planet count the 2,000 planets per turn kicks in. At low levels it usually around 18,000 total planets but it varies with races. You need to explore and level up the systems so that it has the following setup.

Once you have the following setup

- 1).Any System Lvl. 3(or any max able X system)
- 2).Any System Lvl. 3 (or any max X system)
- 3).Any System Lvl. 3 (or any max X system)
- 4).Any System Lvl. 3 (or any max X system)
- 5).Any System Lvl. 3 (or any max X system)
- 6).Any System Lvl. 3 (or any max X system)
- 7).Rich System Lvl. 3 (Terran Metal or any Mineral you want)

Your total upkeep should be around 1.5 billion per turn but that rate is fine since that is normal fleet upkeep. Now what I do NOT want for you to do is to level one system to level X(ten) and keeping the other systems at level 8 or less. Here is an example of what you should NOT do. The reason for this is explained in the next paragraph.

- 1).Any System Lvl. 8 or less (or any max able X system)
- 2).Any System Lvl. 8 or less (or any max X system)
- 3).Any System Lvl. 8 or less (or any max X system)
- 4).Any System Lvl. 8 or less (or any max X system)
- 5).Any System Lvl. 8 or less (or any max X system)
- 6).Any System Lvl. 8 or less (or any max X system)
- 7).Rich System Lvl. X (Terran Metal or any Mineral you want)

### **Stage 3: System Leveling cont...**

Goals:

- Level Up ALL Systems to Lvl 8.

Conditions:

- Must have Upgrade System researched and be ready to use.
- Do not upgrade 5 minutes prior to the Hourly refresh rate.

Tip: If you upgrade and lose the upgrade ability be sure to raise your planet count to at least 50,000 and wait for hourly refresh.

Procedure:

At this point you should continue leveling up the each system to level 8 and then move the fleet to the next system and level that system up to level 8. You should be in hour 3.5 by this time and your only 1.5 hours away from completion so just be sure to take advantage of the 85k planet total rate where the rate is more than 1,000 planets per turn but yet the explore rate says its at 900 planets per turn. The reason you should not explore one system at a time to level 10 is because the system level affects the minimum planet count rate in which your 2,000 planets per turn kicks in. If the systems are within one level difference once you get past level 7 it costs you more money to explore since

the minimum planet count marker has gone up a few thousand planets. I normally find that rate at 20,000 total planets but at level 7 systems I find the rate at 24,000 total planets so I have to explore at 900 planets per turn and I only get 900 planets per turn until I hit these planet markers before the 2,000 planets per turn kicks in. Once I hit these minimum exploration markers I still show a rate of 900 planets per turn but I actually get 2000 planets per turn and again I cannot stress the 1 turn intervals as there is a bug where you can explore for more than one turn and you only get one turns worth of planets. It is be a waste for you to explore 30 turns and only get 900 planets. Again I stress that you do not keep more than 1,000 planets on each system after you have upgraded them as they deduct from the explore-able planets at which you get the 900 planet per turn interval.

#### **Stage 4: Completing the System Leveling**

Goals:

- Level Up ALL Systems to Lvl 10.

Procedure:

Well all you have to do now is to level up each system to level 10 on at a time and be sure to not to keep more than 1,000 planets on system after you upgrade it. Once you have the following setup you may then continue my guide.

- 1).Any System Lvl. X or less (or any max able X system)
- 2).Any System Lvl. X or less (or any max X system)
- 3).Any System Lvl. X or less (or any max X system)
- 4).Any System Lvl. X or less (or any max X system)
- 5).Any System Lvl. X or less (or any max X system)
- 6).Any System Lvl. X or less (or any max X system)
- 7).Rich System Lvl. X (Terran Metal or any Mineral you want)

Your bank account should be running somewhere around 35 Billion now assuming you did it properly but if not just ask your lord for some cash. I managed to do all this within 200 billion credits but it just takes practice and most intermediate players can do this in fewer than 250 billion credits so \$300 billion was a lot of extra money to pay for any errors you may come across. Your next step once you have leveled these systems to level X (10) is to add at least 12,000-13,500 planets to each of your systems by exploring and be sure to keep that rich system at around 20,000 but these numbers are just a guide but they are chosen so that you can take an assault of four back to back invasions without losing any of these newly leveled systems and not to mention the low cash funds which you are now running on.

#### **Stage 5: Completing the System Addons**

Goals:

- Complete Act 2 Terran Missions.

Procedure:

Now that you have added all the planets to your systems and are no longer going to be exploring for planets then you should disband your fleets and complete the Terran

Act 2 Missions so that you may collect the Orion Systems. Your new system setup should be as follows

- 1). Orion System Lvl. S (special)
- 2). Orion System Lvl. S (special)
- 3). Any System Lvl. X or less (or any max X system)
- 4). Any System Lvl. X or less (or any max X system)
- 5). Any System Lvl. X or less (or any max X system)
- 6). Any System Lvl. X or less (or any max X system)
- 7). Any System Lvl. X or less (or any max X system)
- 8). Any System Lvl. X or less (or any max X system)
- 9). Rich System Lvl. X (Terran Metal or any Mineral you want)

Now you're ready to focus on research or pure attacking or a combination of both but now you will be reaping the rewards of having max system level. Just be sure not to have less than 7,500 planets on any of your systems or you risk losing that system. Good luck and see you on the battlefield.

Prepared by:

**CentraCore**

#78241 (UC-RT)

# 68018 (UC-Hourly)