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## ASPHA MINER FROM BEGINNING TO END

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### 1.) INITIAL RESEARCH

First and foremost is getting your initial ships and research completed. Researching all your ships is very crucial as obviously thought because you will need to explore and fight. Just research them all; it will just be a hassle later on to do it. Also for the beginning you should research major projects and both the Minister Office and Minister Training projects. These are keys to the game. Also research Upgrade System and Destroy System. You must open these projects so open up them under projects make sure to open up Upgrade system first, worry about the rest a little later. Do not worry about opening temples, they are a waste of your time until you are a massive player, and even then they are still a waste of your time. For now research to level 25 mining, it will be necessary for the missions. Also, DO NOT use your I-Tech Library, this will be used later on for switching how you make money. This is also how you will make your initial money.

### 2.) INITIAL SYSTEM

Onto your systems, IF this is a BIG if you started with a Titan as your original system, KEEP IT. IF you did not then create a Rich system immediately and DO NOT do any missions outside the first act even if you did get the Titan do no go past the first act of missions. Not doing the missions yet is very crucial, this will determine if you receive an extra 6% system defense (if paid) or 2% system defense (if free to play). Either way anything extra you can get as an A.miner is very important so do not continue with the missions after act 1. Which ever of the 2 systems you have now get it to level x, (Rich level x is level 10)(Titan level x is level 20). Going back to the ships you have researched, build scouts to explore as you have done in your missions. Explore up to your systems up to upgrade them, do not fight it is a waste of turns and time for anything below level 7. Fight if you find yourself having a very difficult time exploring the systems up due to low planets per turn but make sure that you are about to upgrade your system and not just trying to get your system planets when it would be easily explored. Also being out of dp is much better for exploring but also a little risky sometimes as you may lose all of your built scouts. A. miner only receives 6 total systems and I will continue with systems later on.

### 3.) MINISTER CREATION

Now that you have your leveled up system, you should be using as many turns as possible on mining with 0 fleet. You should be making no money from taxes or commercial, its a waste of your time at this moment to try to make money in that fashion. You will be making tons of money comparatively on just mining and selling both ore and minerals. This money should be used to increase your minister levels, open up projects, increase your food surpluses; you will need food badly as a miner later on. You should create for the time being a level 999 mining minister first to increase your profits as much as possible and get through this time in the game as quickly as possible. When you are done with the level 999 mining minister create a level 999

tax minister as well with 3 war traits. This minister will be used in the future as your main minister if you are unpaid or just your money making minister if you are paid, the 3 war traits if you are paid will be there incase you accidentally leave that minister on and it will give you a fighting chance out of DP (Damage Protection). If you are paid the next thing would be to create an industry minister of level 999 and 5 farmers of level 999. Do not worry about a war minister yet, that will be the minister replacing your mining minister. Once you have finally created all your ministers it will be time to create your systems.

#### **4.) SYSTEMS BEFORE CONTINUING ACT 1 MISSIONS**

There are several ways to go about this, read all the way through before making a decision :).

Systems, these are very important to keeping your hard earned planets. First we will assume you have received a titan to start with. Take planets off your high planet count titan to create your first system, make sure you are down to 10k planets if out of dp or 1k planets if you are in dp. **MAKE SURE YOU HAVE LOTS OF TURNS BEFORE DOING THIS.** Also **REMEMBER** to up the amount of planets on your titan before stopping. You will create 5 darks one at a time, making sure to get your dark up to level x before moving onto the next dark, this will save you lots of turns. If you still have plenty of turns after creating a dark make sure that when going to the next dark to only have 1k planets on that dark, or even 100 planets if you are willing to go that low. Don't do this if you are out of dp obviously. If you are out of dp, keep your systems at 5k planets and before you log off increase each system to at least 10k planets to ensure that you don't lose your systems that you've worked so hard for. This is what your systems will look like still assuming you have the titan after leveling all of your darks to level x.

Dark (level x) 0%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Titan (level x) 30%

Now, if you were unfortunate enough to start with something else, heres what you do. Create an Eden with the planets on your Rich system. Yes you are done making tons of money with mining, and it almost time to fight. This is where you should use your destroy system to get rid of the Rich system that has served you well, but its time is over. You will now create 5 level x darks after the Eden system has been completed. Your systems will look as such when you are completed

Dark (level x) 0%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Eden (level x) 30%

#### **5.) SYSTEMS AFTER COMPLETING ALL MISSIONS**

After all is said and done here, make sure to keep 15k planets at least on each of your Dark systems and explore your Eden or Titan up to 200k planets. Then finish all of the missions. In the missions if you are free to play you will received an Orion system. This you may as well just consider a minor boost to your empire level and nothing else as well as treat it as a Dark system, just a system to increase system defense. Your systems will now line up like so.

Orion (level x) 0%

Dark (level x) 2%  
Dark (level x) 8%  
Dark (level x) 14%  
Dark (level x) 20%  
Dark (level x) 26%  
Eden (level x) 32% (Titan if you received it)

Now if you happen to have a paid account you will also received a titan, just attack from this system to upgrade it slowly making sure to move your ships back to your main. If you don't wish to do it this way good luck on exploring it will be difficult as well but this system will prove to be helpful. Your systems in the end will look as such.

Titan (level x) 0%  
Orion (level x) 4%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Dark (level x) 30%  
Eden (level x) 36% (Titan if you received it)

## **6.) SYSTEMS IF YOU BUY A SYSTEM RESTRUCTURE**

On the off chance you want to purchase a system restructure you can create 6 darks then finish the missions to get the single Orion or Orion and Titan. Here is what it will look like before and after.

(Before If Paid account)

Titan (level x) 0%  
Orion (level x) 4%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Dark (level x) 30%  
Dark (level x) 36%

(after if Paid Account)

(this one will give you the Highest system defense without buying more systems or using a DNA from Collective to get more systems) (Use the titan to produce consumer goods)

Dark (level x) 0%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Dark (level x) 30%  
Titan (level x) 36%  
Orion (level x) 40%

(before if Free to play)

Orion (level x) 0%  
Dark (level x) 2%  
Dark (level x) 8%  
Dark (level x) 14%

Dark (level x) 20%  
Dark (level x) 26%  
Dark (level x) 32%

(after if Free to play)

Dark (level x) 0%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Dark (level x) 30%  
Orion (level x) 36%

## 7.) SYSTEMS IF YOU PLAN TO USE DNA 2

Using a DNA project that you would purchase would be the greatest way to get the best system defense without paying for Parthenons or Acherons. The best way to do this is to be a paid account and i will only go over this section for paid because i assume that if you are going to pay for DNA 2 project you are already a paid member. I am also going to assume you have a way to pay for this and get it all done, it does take some serious effort and requires you to have already been rich or have a lord and federation that will help you with it. You WILL need 7 farming ministers.

First, restart as collective. Create 7 Dark systems at level x. DO NOT go passed act 1 in the missions. Now destroy your Titan and create an 8th Dark. Go through all the missions. In the Missions you will receive a System Restructure and a Carnival Agriculture. Keep The Urania you receive and make sure to level it up as fast as you can, this will be a very important outer to have because it will help offset the massive amount of negative food you will eventually incur.

Now that you have gone through this major headache, it is time to use the DNA 2 to Aspha Miner. In This step remember to put 25 infrastructure research points into Mining, and keep the rest into Housing. You will receive an Orion, when you do destroy it. You will then receive a Titan. Once you have received the Titan you will be using your System Restructure Project. Your systems will before using the project look like this.

Titan (level 1) 0%  
Urania (level x) 1%  
Dark (level x) 5%  
Dark (level x) 11%  
Dark (level x) 17%  
Dark (level x) 23%  
Dark (level x) 29%  
Dark (level x) 35%  
Dark (level x) 41%  
Dark (level x) 47%

After using the system restructure your systems will look as such.

Dark (level x) 0%  
Dark (level x) 6%  
Dark (level x) 12%  
Dark (level x) 18%  
Dark (level x) 24%  
Dark (level x) 30%  
Dark (level x) 36%

Dark (level x) 42%  
Urania (level x) 48%  
Titan (level 1-x) 52%

I would suggest you now level up your titan through fighting all the way to level x as fast as possible to gain the most out of it. This of course will be used to produce money based on tax. This very high system defense is the best way to go and is very well worth the money and time if you wish to become a tough target to beat.

### **8.) A LITTLE UNDERSTANDING OF THE SYSTEM SETUP**

Now that you have your systems set, use all of your darks to produce food, and IF you are paid to play you should now be using those extra Farming ministers you created on your darks to hopefully offset some of the costs of being a tax A. miner. Also now use your I-Tech Library to move all of your infrastructure research to Housing. This is where you should place ALL of your research from now on. You now have a set income every turn you play and you can now fight while maintaining a fleet and not having to hope on the market which you have now seen how long it can take for your ore and minerals to sell. You now also have a reliable system defense as high as you can get from an A.miner as this will help drastically. Most A.miners will only have approximately 24% system defense and the ships have been based on this fact. Now you have a much better chance of defending yourself from hits as high as 150% above or 4bil pr above you.

### **9.) A RANDOM SPEACH**

Everything after this is up to you on how to get all of your planets. You will have to fight, you will have to learn how to stack as well as you will have to learn how to use your ministers to maximize your possible wins. Researching Housing is the key to your income now and you can make more money than any other race in the end.

### **10.) STACKING AND FIGHTING**

Stacking and fighting will now be your key to gaining planets as well as keeping them. There are many ways to go about this, but I will only go over a few to get you thinking. Fighting against spamming, spamming, and stacking.

Fighting against spam is relatively easy in a general aspect; there are several ways to do this as an A.miner. One way is to have 6 stacks and put Small Strafe Fodder in your first stack. Being hit you will find that you will not receive much damage so you can easily deal more damage to the person spamming you. Another way is to spam back, note this is much more dangerous and can wind up destroying you. Spamming back means you need to get the right type of ships to fight the ships that are attacking you and that would mean you would have to know who is going to attack you with exactly what ship.

Spamming, the most dangerous way to fight as well as the most powerful and possibly rewarding. Spamming means that you will be using 1-3 stacks of ships to fight with. You will generally have Small Strafe Fodder and Large Strafe fodder as well as come C. class ships to defend you from being flanked. Normally those stacks will each consist of approximately 5% of your total fleet pr, so a total of at most 25% of your fleets pr, and minimum of 10-15% of your fleet pr.

Stacking, this is a pretty safe powerful way to play. This is not only a great way to fight against spams but if done right fights well against other stacking. 4-6 stacks is what falls under stacking category, most go with 6 stacks, but sometimes its better to have 4 or 5 to increase the pr between your attacking stacks. 6 stacks would best work with Small Strafe Fodder in your first stack and highly powerful attacking ships like the A.aragonite and Strafe Queen in your

bottom 2 or 3 stacks.

### **11.) FEDERATIONS AND ALLIES**

This is very important and this alone will make or break you in the end. Being in a good heavily outpost using feds will help you keep your planets better than anything else. Being able to receive 4 stacks of 24-25% of your pr means you can defend yourself with almost total certainty. Obviously this changes from day to day but it does increase your chances substantially.

If you become large enough and produce enough money you can then try to get vassals and pay them a large amount of money (or food) to build op for you while they are in dp. This of course requires you to be huge, but it is a great way to protect your planets even if the entire feds out post gets destroyed. This also requires you to pay them for the turns they use every couple of days to build you ships in outpost as well as the costs of the ships and minerals used, then on top of that make it worth their while.

Good luck and be creative, that is the name of the game. :)