

Aspha Miners from rags to riches (UC-RT)

...Brief

In this guide I will explain how to be very successful with the A.miners race economically. I will cover military actions briefly. With the amount of players who are enjoying this game I dare say at least 99% of you have tried the A.miners race, even for just a short time. And many of you decided that they were unsuitable for battle. Now i'm not going to lie it isn't easy fighting with miners but the ability to make trillions far outweighs the militaristic shortfalls.

...The start

If you're new to the game or experienced the missions are the best way to start. The urge to hit that skip button is high but just try to keep on track and go through the missions one by one. They will explain the game play and the tactics best used for your race in this case miners. Economic stability can be difficult with miners because depending on the way you go your income could always be in the negative. But money will still be coming in from the market. Now you have 3 options, which you have to decide on to make money realistically.

1 Industrialist

Industry buildings make goods (as long as they have a supply of raw material) and goods sell incredibly well because quite frankly there is very little produced by current empires (correct at time of creation :p). This means that you will make decent money and be guaranteed a decent income, the problem is goods only sell for 4 per unit at the most. So your income wont be huge to start but will still be considerable.

2. TAX MAN

Miners have the highest tax income in the game. Tax in my opinion is the best source of steady income in the later stages of an a miner empire, this is because the money will roll in and will be able to support a huge fleet without having to worry about going into negative \$. Tax because of its great income !!!Potential!!! Is obviously the most difficult to maintain. You receive tax from your population which in turn expect food to live, a good earner on tax will be able to cover there food prices many times. Population must also be increased manually, this also can be a long and irritating process but it is there to make it harder like it should be. Also loyalty must be kept high at all times. This will protect you empire from certain forms of attack and also increase your income.

3. Almighty miners

A.miners are called A.miners for a reason they have and incredible mining ability. I will follow the mining route in my walk through because I find it the most efficient to make money at the early stages of an A.miners empire. Miners have huge bonuses in mining ability, which makes this the most reasonable income of them all.

Glossary

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A

Act one

This is the start of your empire and these missions will go through the ways to build up your empire. These missions are a great way to learn. And give you a goal to accomplish.

B

Research

Here is how I would do my research

1 all ship types

2 mega projects

3 ministers office

4 ministers training

5 upgrade system

6 destroy system

7 then start on infra research (mining preferably) this can always be changed at a later date.

C

Exploring and setting up systems

Ok now we have some research done and you should have a small amount of planets. Set your planets to housing and agriculture. Once set. Increase your population on that system, be very careful not to over do the population and make them starve. You will now notice that your money is slowly increasing. If you have done the ship research as indicated earlier you will notice in the shipyard a ranger ship. This is an exploration ship that can find new planets for you. Build a very small amount of these ships so that your income is still in the positive. And start to explore. I suggest doing this 1 turn at a time, which will occasionally give you slightly more planets.

Ok so now you have a few planets and are balanced on your income with your scout ships, go to your home system and increase population and agriculture to use up the planets you have found. Make sure you keep the food in the positive though unless you will lose all of your population. Repeat this process until you have generated around 30000 – 60000 planets. If you click on this system you will be given some options one of which is create a new system, which will cost 10 turns. Create a rich system with as many planets as possible (you will first need to remove the population, this may take some time but needs to be done). Make sure you disband your scouts first unless you will go into debt. You now have a sparkling new rich system with a nice amount of planets on it assign the planets to mining and start to mine your new system, it may seem to be slow but it is very worthwhile. Set yourself a goal mineral amount then sell. (When selling small amounts of minerals and ore I suggest selling between 1 – 50 below the price they are already selling for. This almost guarantees a quick sale. Once you have saved up a nice amount of money from your mineral exploits start to explore again. You will be losing money while exploring now so be careful not to go into debt. Once you have around another 10000 – 20000 create an Eden system and a farm about equal amount of planets increase population on one and add agriculture to the other. This will increase your empire level, which in turn allows you to build projects. You can continue this process if you wish up until 500k planets but will be much easier if you stop at this point.

D

Making decent money

Ok you are the best money making race in the game and you want to take advantage of this the next few sections will cover all of the aspects of making your empire rich from training your ministers to converting to taxes.

E

The art of minister training

Now that you have a nice little Eden with around 100000 population you should be able to make the minister projects. First you invest in the minister's office project on the projects screen and then do the same with the minister training project, you will notice these projects take a few hours to complete this is a great time to increase your credits by mining you will need a decent amount of credits to train your ministers.

Ok your projects are ready to use now you go hiring, find yourself a minister with a mining trait this may take some time but don't worry you will find one eventually don't worry about bad traits they can be removed later, once you have found yourself a mining minister you can go and train him in the minister training facility. It is quite cheap to get you minister up about 100 levels then it starts to get really expensive. Once you use up most of your money training your minister and improving his mining trait assign him to your rich system this is done through the ministers office. Now start to mine again. Your money will increase greatly over the next few days if you repeat this process. When you feel as though you have got a comfortable income you can increase the amount of planets you have by exploring. Thus increasing your income from minerals.

F

Making MORE money

This is where things start to get interesting. I increased my a miner to incredible heights using this method, I used 45 turns mining 45 turns mining research continually until I reached a high enough amount of minerals to sell them for half a trillion that's 500 billion credits, this wont seem very hard at this point may take a few hours but not much longer then I invested 450billion in my ministers and repeated the process.

G

More missions

Now you have a decent minister and a decent mineral income it is a perfect time to do some more missions but don't go to fast unless they will be over far too soon and that would be no fun ☺.

H

Levelling of empire

You now have the money to level your empire this means increase your planet count as much as possible and if you haven't already research the upgrade system project and increase your system levels which in turn increase your income further. Don't rush thing all games are about patience and strategy if you go slowly but surely you will succeed.

I

The conversion (optional)

A.Miners make the most money from taxes in the game (correct at time of print ☺) so most people decide to go population once they have the funds to create a decent Eden system. But first I suggest you level a tax minister to level 999 then create a large Eden system while having enough money to spare try to keep as close to maximum cash as possible throughout this process invest in the destroy system project and destroy all systems but your farm and Eden. Invest in the itech library and finish the project and convert all of your research to population. You now have a level 999 tax minister and a

decent amount of housing infra research fill your Eden with population and the rest comes naturally.

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