

Aspha Miner Guide

This guide is commonly written for UC

When you decided to play again as Aspha Miner, you already know some things about the game. Therefore I advise you to skip Act 1.

As you did that, you're ready to make money.

There are some ways to gain money fast and nice:

- Industry
- Commercial
- Taxes
- Mining
- (if you play UC)Agriculture

P.S. it's good to have a Lord for you to provide you from the needed food & cash.

Industry

The strenght of this way to make money is turning Raw Material into Consumers Goods.

First build up a strong empire and explore 25k planets. Then create a new heavy system with the max. planets.

Then research Mega projects → Upgrade system. Upgrade your system to lvl 2, explore, upgrade to lvl 3. finally explore to 50k planets and put everything on Industry. Buy lots of Raw material and start researching industry until you are at lvl 20. (keep in mind that your may have turned all your raw material into CG so keep buying new ones)(to get money out of this sell the CG's you made) when you done that you have to research the Ministers Office & Ministers Training Facality. After doing that “buy” one Minister, put much of your money into training it and keep training new treats until you got the Manufacturer trait. Lvl that one up to a lvl you like. After doing that research:

1. A.Frigate
2. A.Destroyer
3. A.Cruiser
4. A.Battleship
5. A.Dreadnought
6. A.Ranger

Then explore till 100k planets and create a new Heavy system, give it a Minister and explore 50k more planets. Research Destroy System, destroy your Sol system, create as much Dark systems as possible for defence. Then explore both systems as you like and keep building Industry.

Commercial

The strenght of this way to make money is having commercial buildings and gaining money on those.

First build up a strong empire and explore 25k planets. Then create a new capital system with the max. planets.

Then research Mega projects → Upgrade system. Upgrade your system to lvl 2, explore, upgrade to lvl 3. finally explore to 50k planets and put everything on commercial. Start researching Commercial until you are at lvl 20. When you done that you have to research the Ministers Office & Ministers Training Facality. After doing that “buy” one Minister, put much of your money into training it and keep training new treats until you got the economist trait. Lvl that one up to a lvl you like. After doing that research:

1. A.Frigate
2. A.Destroyer
3. A.Cruiser
4. A.Battleship
5. A.Dreadnought
6. A.Ranger

Then explore till 100k planets and create a new Capital system, give it a Minister and explore 50k more planets. research Destroy System, destroy your Sol system, create as much Dark systems as possible for defence. Then explore both systems as you like and keep building Commercial, keep researching Commercial and keep lvling your Minister.

This was the Commercial part, after here you need te find things out yourself because I haven't been there yet.

Taxes

The strength of this way to make money is having taxes high and gaining money, one big advantage you have here is that your pop also increases your empire lvl. One problem is that you need lots of Food for this.

First build up a strong empire and explore 25k planets. Then create a new Eden system with the max. planets.

Then research Mega projects → Upgrade system. Upgrade your system to lvl 2, explore, upgrade to lvl 3. finally explore to 50k planets and put everything on housing. Grow your population and don't forget to keep your loyalty at 50+. Start researching housing until you are at lvl 20.

When you done that you have to research the Ministers Office & Ministers Training Facility. After doing that "buy" one Minister, put much of your money into training it and keep training new treats until you got the Tax Collector. Lvl that one up to a lvl you like. After doing that research:

1. A.Frigate
2. A.Destroyer
3. A.Cruiser
4. A.Battleship
5. A.Dreadnought
6. A.Ranger

Then explore till 100k planets and create a new Eden system, give it a Minister and explore 50k more planets. research Destroy System, destroy your Sol system, create as much Dark systems as possible for defence. Then explore both systems as you like and keep building Housing, keep researching housing and keep lvling your Minister.

This was the Housing part, after here you need to find things out yourself because I haven't been there yet.

Agriculture

The strenght of this way to make money is having Agriculture buildings and gaining money on selling Raw Material & Food.

First build up a strong empire and explore 25k planets. Then create a new Farm system with the max. planets.

Then research Mega projects → Upgrade system. Upgrade your system to lvl 2, explore, upgrade to lvl 3. finally explore to 50k planets and put everything on Agriculture. Start researching Agriculture until you are at lvl 20. When you done that you have to research the Ministers Office & Ministers Training Facality. After doing that “buy” one Minister, put much of your money into training it and keep training new treats until you got the Farmer trait. Lvl that one up to a lvl you like. After doing that research:

1. A.Frigate
2. A.Destroyer
3. A.Cruiser
4. A.Battleship
5. A.Dreadnought
6. A.Ranger

Then explore till 100k planets and create a new Farm system, give it a Minister and explore 50k more planets. research Destroy System, destroy your Sol system, create as much Dark systems as possible for defence. Then explore both systems as you like and keep building Agriculture, keep researching Agriculture and keep lvling your Minister.

This was the Agriculture part, after here you need te find things out yourself because I haven't been there yet.

Mining

The strenght of this way to make money is having Mining buildings and gaining money on selling Minerals.

First build up a strong empire and explore 25k planets. Then create a new Rich system with the max. planets.

Then research Mega Projects → Upgrade System. Upgrade your system to lvl 2, explore, upgrade to lvl 3. finally explore to 50k planets and put everything on Mining. Start researching Mining until you are at lvl 20.

When you done that you have to research the Ministers Office & Ministers Training Facality. After doing that “buy” one Minister, put much of your money into training it and keep training new treats until you got the Miner trait. Lvl that one up to a lvl you like. After doing that research:

1. A.Frigate
2. A.Destroyer
3. A.Cruiser
4. A.Battleship
5. A.Dreadnought
6. A.Ranger

Then explore till 100k planets and create a new Rich system, give it a Minister and explore 50k more planets. Research Destroy System, destroy your Sol system, create as much Dark systems as possible for defence. Then explore both systems as you like and keep building Mining, keep researching Mining and keep lvling your Minister.

This was the Mining part, after here you need te find things out yourself because I haven't been there yet.

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