

# Collectives, the king of Agriculture

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## Collective's stats

Assimilate ships in battle.

Harder to get sabotaged.

Starts with Titan System

Able to get double the population

## Restarting

Before you restart, make sure you have a good lord to provide you with lots of credits and defences. When you have about 20 billion credits, about 50 infrastructure levels researched, a good agriculture minister with the farming trait about lvl 600, and a tax minister with the tax trait about lvl 600, you can now restart. If you have not restarted before, first select the collectives race, next set the infrastructure to both housing and agriculture, finally type in your password and you are ready to restart.

## Life as a Newbie Empire

When you are in Newbie protection, it is the best time to get some researching done. You should research everything except Space Programmes 3-5, Space Defences 2-5 and the Century Temple. After all that research, it is time to do the quests. A hint to you, DO NOT SKIP ACT 1. It will teach you the basics related to being an agriculture based Collective Empire.

## The Agriculture Carnival is your friend

The Agriculture Carnival Project gives you an extra 300% food to what you currently earn per turn. Example, if you are earning about 1 million food per turn, you will get 4 million food per turn if you pass them with the Agriculture Carnival. There is only 1 major problem; you must complete an Act 2 mission (I cant remember the exact number) to be able to hold carnivals. But there is another option; this project can be bought with 10 donation points. You can either donate real money to get donation points or you can go to this website to see the other ways you can get donation points.

(<http://uc3.gamestotal.com/hef.cfm?f=he&ch=22>)

## Systems good for Collectives

Your aim is to get either 1 set of these systems.

Dark lvl X, Dark lvl X, Dark lvl X, Dark lvl X,  
Dark lvl X, Dark lvl X, Farm lvl X, Titan lvl X.

The darks are for defence, the farm is for making food, the Titan is for population.

Dark lvl X, Dark lvl X, Dark lvl X, Dark lvl X,  
Dark lvl X, Dark lvl X, Farm lvl X, Orion lvl S.

The darks are for defence, the farm is for making food, the Orion is for population and excavating.

Dark lvl X, Dark lvl X, Dark lvl X, Dark lvl X,  
Dark lvl X, Dark lvl X, Urania lvl X, Orion lvl S.

The darks are for defence, the Urania is for making food, the Orion is for population and excavating.

Dark lvl X, Dark lvl X, Dark lvl X, Dark lvl X,  
Dark lvl X, Dark lvl X, Urania lvl X, Titan lvl X.

The darks are for defence, the Urania is for making food, the Titan is for population.

In order to get those systems, you need to get the upgrade system project, which requires empire lvl 5. As collectives only have very expensive scouts with lousy scanners, the best way to gain planets is by attacking players. First, build up a fleet with stacks of different ships (I will explain later) and attack people with lower pr than you. Before you attack, make sure their planet count is slightly lower, about the same or higher than you before you attack as their pr could be made of ships.

# Attacking

Collectives can't spam as their ships are very weak compared to the terrans. They must make a good stack utilizing the neutral ships and those made for collectives.

## Easy stack for early attacking

Large Strafez Fodder

Strafez Queen

C.Cancer 1 % pr

C.Aries 1 % pr

C.Taurus 1 % pr

Light frigate 1 % pr

Fodder blocks the enemies strongest stack and queen attacks enemies 2<sup>nd</sup> strongest stack. The rest are dummy stacks. You can convert it into a spam by removing the fodder and creating a new dummy stack. This strategy can be used by any race.

## Another stack worth using

Large Strafez Fodder

C.Aries

H.Pinnacle

R.Schooner

H.Barkentine

Strafez Queen

Fodder blocks attacks the enemies strongest stack, Aries blocks enemies 2<sup>nd</sup> strongest attack, the other ships do chemical dmg, which is good against Terrans. Remember, the main race you want to attack is the

Terrans as there are many of them and the collective ships are good against them.

## Ministers

If you have a paid account, make 4 ministers.

1. **Farming minister** – 3 battle traits 1 farming trait
2. **Taxing minister** – 3 battle traits 1 taxing trait
3. **Battle minister** – 4 attack traits
4. **Loyalty & Excavation minister** – both support traits

If you do not have a paid account only make ministers 1 and 2.

## Good paid projects worth buying

**Excavator** (both large and small)

**Lost system 2** (to get a Parthenon to replace either the food production system or the population system)

**Minister customize** (to get the battle minister to have the perfect traits you want)

**Plunder planet** (to get rid of planets if you have accidentally explored too many or if you want to lower your Pr to attack someone or to not get attacked by someone)

# Conclusion

To get to the top 100, you need to keep expanding, keep selling food, keep building more ships and attacking to increase your pr and keep owning.