

Strategy Guide
Aspha Miner Systems Stacking

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1. First things Come First

1a. What you must research

Of course if you are reading this guide you should know that you need to complete act 1 of the terran to become this race.

If not please do so before continuing reading this guide.

- First thing you do is put all the planets you have into population in you Sol system or explore with Seeker ships and get 50k pop either way is best to acquirer level 5 empire to use Upgrade System.
- Then you must do as an A.miner is to go to research and research Mega Project to get The Destroy System Project and the Upgrade System Project you will need both of these to continue the guide.
- Research and invest (pay money/credits) the Upgrade System Project first because you have to wait the longest for that once done researching go to Projects and research again (Very Much Required)
 - Then repeat the same steps for the Destroy System Project While waiting you can research housing you will need it very much for empire levels
 - Or you can Research Minister for upcoming events

1b. The amount of time you will spend

- You will spend a lot of time on completing this guide if you are on this game all day you will be done it in that time period or 2days at the most other wise you will take longer
 - Researching is the main thing that will set you back a lot
 - The Upgrade System Project in order to activate it you must wait a total of 6 hours
 - The Destroy System Project will set you back a total of 2 hours.

2. Getting Your Lord

2a. What type of lord you should have.

- First is I strongly suggest that you find some one that will give you 200billion food everyday then you will be able to do this guide in very little effort at all.

2b. advise for searching for a lord

The best way that I suggest that anyone A.miner or not is to look in the Top 100 ranks someone that is active a lot that will like I said in (2a) give you a lot of food to sell daily and that is very generous to helping you in any way he/she can.

3. What you must Accomplish

3a. Researching Technology

- The Technology that you will have to research are
 - Mega Project 75 turns
 - Upgrade System 90 turns
 - Destroy system 110 turns
 - Aspha Frigate 60 turns
 - 5. Aspha Destroyer 70 turns
 - 6. Aspha Cruiser 80 turns
 - 7. Aspha Battleship 90 turns
 - 8. Aspha Dreadnought 100 turns
 - 9. Aspha Ranger 150 turns

that is everything you must research before starting to exploring

3b. Using the Projects you Need

- You will only need two projects for exploring and your systems those are Upgrade System Project like explained in Section 1B.
- And the Destroy System Project also explained in Section 1B.

4. The Systems you Shall use

4a. how many are max (non paid account)and what systems

- Now this is where the guide gets interesting good for me huh
- But the systems that I use and I think are the best is for you first to do the missions so you can get the Orion system and once your Destroy System Project is completed so you can activate it you should destroy your Sol system so now you should only have a Orion system and make sure you have the S.Ranger exploration ships they are much better then the Seekers but anyways buy I suggest 200k S.Rangers total and explore so you know have a total of 20k planets once done use 10k of those planets to create a Farm system for your pop so you wont have to buy food or really on your lord for the rest of the time you play the game to give you food Completely upgrade that system then all the rest of the systems should be dark systems witch will be 4 dark
- So in the end you should have a total of 6 systems and each one of them level x if you did get the order this is what it should look like in your Planet Manager

Dark
Dark
Dark
Dark
Farm
Orion

remember to start out with your orion before anything else

5. Exploration Tips

— 5a. To get explorations done faster

- Of course like I said in **Section 4a** that you should get the S.Ranger Ships for exploring as an A.miner (highly recommended) this is how you really cheat the game and im sure the game administrators now about it as well
- When you normally just use 9 turns to explore the game is cheating you straight up no jokes so what you need to do is instead of doing 9 turns do 1 turn you get 2k planets per turn so think about it 2 multiplied by 9 is not 10 it is 18 so instead of getting 10k planets you should be getting some where around 20k planets every 9 turns you spend on exploring so think about it 2k planets every 1 turn x 30 turns thats 60k planets in one set of 30 turn so if you just did 9 turns your taking twice as long because you will only get 33k planets if you do it that way so take that Unification Wars :)

and FYI (If You Didn't Know)

THE WHITE KEY DOSENT DO ANYTHING AS FAR AS I KNOW SO NEWBIES DON'T
BUG PEOPLE ABOUT IT

6. Planet(s) Set up

6a. organization of planets in systems

- Like I said in Section 4 you should have a stack of systems like
 - 1st system you make should be the orion
 - 2nd should be the farm
 - 3rd should be dark
 - 4th should be dark
 - 5th should be dark
 - 6th should be dark

I since there really is no use for the dark systems mix it up and put planets in both commerce and industry

farms of course just put them in agriculture

and orion of course just put them in population

since the main thing of the game is pop just keep putting planets in orion system

and just keep up with the farm so your not losing food and also keep an eye on your dark systems

incase people want to suicide them once you get a lot of planets and are really going I suggest

you put some where around 40-70k planets in your dark systems and around 100k in farm and

the most should be in your orion

by the way the reason I am telling you to put planets in your commerce and industry is for extra

credits they will come in hand trust me on that

7 . Planet Defense Points

Dark 0

Dark 6

Dark 12

Dark 18

Farm 24

Orion 27