

**Unification Wars' Strategy / Spoiler's Guide:
"Collective Missions and Rewards"**

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**Overview of Unification Wars' Strategy / Spoiler's Guide:
"Collective Missions and Rewards"**

Unification Wars is a Massively Multiplayer Strategy Game (MMOG) developed by GamesTotal.com which emphasize on resource management, tactical warfare, and teamwork game play. This game offers the players on variety of ways to achieve their goals. One of the best ways to maximize an empire's potential is to know what obstacles are ahead that your empire must face. In Unification Wars, "Missions" have two purposes: (1) to familiarize new players with the in-game mechanics and the in-game interface; and (2) to reward players who accomplish moderately difficult tasks. In this guide, we will focus on the 2nd purpose of Unification Wars' Missions. With the ability to know what obstacles are ahead, both new and older players will be able to maximize their potential in building a strong empire.

Disclaimer

This strategy / spoiler guide was created specifically for the Collective race only. This guide is also full of spoilers for the Collective race. If you do not wish to know what tasks and rewards are in the later missions, please do not read on. You may have more fun finding new surprises. This guide also does not include Collective Act 1 Missions because it can (optionally) be skipped.

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I. Maximize Benefits

A. Knowing What's Ahead

Like the quote "time is money," it also holds true that being able to spend lesser time doing missions will allow more time for a player to be able to plan and expand the player's empire. To be able to restart into the Collective race (whether using the paid projects, DNA / DNA2 Restructure, or not), it is required to finish the Terran's Act 1 Mission 10. After restarting into the Collective race, it would be wise to save time by skipping Act 1 Missions. From Act 2 and so on, knowing what's ahead of the missions will allow a player to plan a strategy in which he will be able to maximize the benefits of mission rewards.

B. Free Systems From Missions

As the Collective race, an empire can build a restricted maximum of 8 systems total. However, the maximum amount of systems that any race can have is 10 systems. To have more than the restricted 8 systems, mission-rewarded systems can expand an empire's number of systems further than 8. The paid projects, Lost System I and Lost System II, can also expand from the restriction of 8 systems. From the Collective Missions, Act 2 Mission 15's reward is the Orion System, and Act 2 Mission 17's reward is the Urania System. Both systems come with 10,000 planets. To maximize benefits, players should build and finish upgrading their systems to the restricted number of 8 systems before starting on missions. If an empire has 8 systems and completes a mission that rewards a system, that system will be added on as the 9th system. Without paid projects, the Collective race is able to have 10 max total systems (the original 8 built systems plus the Orion and Titan systems).

C. Researching Ahead

It is advisable to research ahead of time before starting on missions so the process to complete the missions would be a lot smoother. The follow is a list research that should be done before starting to work on missions:

1. Spy Recon (Prerequisites: Mega Projects, Spying Capabilities)
2. Infrastructure Research Level: Agriculture at Level 50 (Prerequisites: none)
3. System Defense V (Prerequisites: Mega Projects, Upgrade System, Destroy System, System Defense I, System Defense II, System Defense III, System Defense IV)
4. F Class Ships (Prerequisites: none)
5. Ministers Office (Prerequisites: Mega Projects)
6. Ministers Training Facility (Prerequisites: Mega Projects, Ministers Office)

D. Ample Supply Of Credits

Most of the missions in Unification Wars are resource gathering missions. Resource gathering missions will be the easiest type of missions as long as you keep an ample supply of credits. These missions test an empire's ability to make income or test an empire's diplomatic ability. Diplomatic ability is the ability to find allies that would provide you with an ample supply of credits for you to be able to purchase your resource and move on to the next mission.

II. Collective Act 2 Missions

Mission 1: Spy Network

Objective: Research Spy Recon

Reward: The loyalty of your population increases by 50 in all your systems!

Tips: None (Refer to Section I-C)

Mission 2: Information Access

Objective: Have a total ship upkeep of \$100,000

Reward: Your population's loyalty increases by +100 on all your systems!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. The type of ship that's the best to increase upkeep cost are F Class Ships: f.Axe, f.Sword, f.Spear. You will spend a lot lesser turns to meet the upkeep requirement. At the same time, you will be able to provide reinforcement to your allies. Make sure to use the "very fast" option to build these ships to save turns.

Mission 3: Unexpected visit

Objective: Gather 10,000,000 credits

Reward: The loyalty of your population increases by 200 in all your systems!

Tips: None (Refer to Section I-D)

Mission 4: The feast

Objective: Research Agriculture to level 25

Reward: You received +50 Organic Bases and +50 Major Suertes!

Tips: None (Refer to Section I-C)

Mission 5: Hunting game

Objective: Gather 700,000 Terran Metal

Reward: +100 s.Viator II are added to your fleet!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 6: Parting gift

Objective: Gather 500,000 Red Crystal

Reward: You received +15 Minor Barrera!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 7: Planning and preparation

Objective: Gather 20,000,000 Credits

Reward: You gained +500,000 Rutile!

Tips: None (Refer to Section I-D)

Mission 8: Precaution

Objective: Have a total power rating of 10,000,000

Reward: You received 10,000,000 Strafez Organism!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. Again, the best type of ship to use are the F Class Ships: f.Axe, f.Sword, f.Spear. This is because F Class Ships builds at a higher PR rate than most of the other ships available to the Collective race, and they increase upkeep cost at a higher rate. F Class Ships will be able to efficiently satisfy both the PR requirement missions and the upkeep cost missions. Make sure to use the "very fast" option to build these ships to save turns.

Mission 9: Increasing productivity

Objective: Have a total 70,000 planets

Reward: The loyalty of your population increases by 100 in all systems!

Tips: The Collective race does not have their own scout-type ship(s) to explore for planets. However, they have integrated ships that are used to explore, attack, etc. These ships are the r.class ships: r.Sloop, r.Schooner, r.Snow, r.Monitor. The best way is to use to build these r.class ships on your system(s) to explore and attack for planets.

Mission 10: Sabotaging

Objective: Increase your Empire to level 7

Reward: You received +10 Regalos and +20 Minor Afortunado!

Tips: Increase your population to 500,000 on an Eden, an Orion, a Titan, or a Parthenon, vassalize other empires to increase Total Pop & Planets, or a combination of both.

Mission 11: Ship production

Objective: Gather 10,000,000 Terran Metal

Reward: You received additional +1000 r.Schooners in your fleet!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 12: Discovery at last

Objective: Gather a total of 20,000,000 Composite

Reward: Agriculture Infrastructure has increased 5 levels!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 13: Converting Raw Materials

Objective: Gather 500,000,000 Raw Materials

Reward: You received a Carnival: Agriculture Project!

Tips: Purchase the raw materials from the market. (Refer to Section I-D)

Mission 14: Invasion

Objective: Have a total ship upkeep of 1,500,000

Reward: +500 p.Thors are added to your fleet!

Reward: Your population's loyalty increases by +100 on all your systems!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. The type of ship that's the best to increase upkeep cost are F Class Ships: f.Axe, f.Sword, f.Spear. Make sure to use the "very fast" option to build these ships to save turns.

Mission 15: Assimilation

Objective: Gather 50,000,000 Red Crystal

Reward: You received +1 Orion system with 10,000 planets!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 16: Mistake?!!

Objective: Research Agriculture to level 50

Reward: You received +10,000,000,000 Credits

Tips: None (Refer to Section I-C)

Mission 17

Objective: Gather a total of 400,000,000 White Crystal

Reward: You received +1 Urania system with 10,000 planets!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

III. Collective Act 3 Missions

Mission 1: Cleaning nano contamination

Objective: Gather 100,000,000 Red Crystal

Reward: You received +250,000,000 Rutile!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 2: Implanting core

Objective: Gather 170,000,000 Strafez Organism

Reward: You have added +50 r.Monitor to your fleet!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 3: Scouting for clue

Objective: Have a total of 2,500,000,000 Credits

Reward: +1000 r.Schooners are added into your fleet!

Tips: None (Refer to Section I-D)

Mission 4: Hidden signal

Objective: Gather 150,000,000 Terran Metal

Reward: You received +5 Planetary Core Capsule!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 5: Unearthing the ruin

Objective: Gather 7,000,000,000 Credits

Reward: You received +10 Regalos!

Tips: None (Refer to Section I-D)

Mission 6: Studying the ruin

Objective: Gather 100,000,000 Rutile

Reward: You received +20,000 planets in your innermost system!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 7: First test

Objective: Increase the food production to 50,000,000

Reward: Your Agriculture Infrastructure Research increased by +3 levels!

Tips: Possibly the hardest mission from the Collective race. The fastest way to finish this mission is to hire a farmer minister and level the minister up. Then assign the minister to a system best fit for agriculture, assign planets into agriculture, and increase the planet count (through exploration or attacking other empires) on that system to assign more planets into agriculture.

Mission 8: Second test

Objective: Have a total ship upkeep of 50,000,000

Reward: They award you with +5 Big Time Capsules as rewards!

Reward: Your population's loyalty increases by +100 on all your systems!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. The type of ship that's the best to increase upkeep cost are F Class Ships: f.Axe, f.Sword, f.Spear. Make sure to use the "very fast" option to build these ships to save turns.

Mission 9: Final test

Objective: Have 100,000,000 Pr

Reward: The loyalty of your population decreased by -200 in all your systems!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. Again, the best type of ship to use are the F Class Ships: f.Axe, f.Sword, f.Spear. This is because F Class Ships builds at a higher PR rate than most of the other ships available to the Collective race, and they increase upkeep cost at a higher rate. F Class Ships will be able to efficiently satisfy both the PR requirement missions and the upkeep cost missions. Make sure to use the "very fast" option to build these ships to save turns.

Mission 10: Escape

Objective: Have Gather 500,000,000 Red Crystal

Reward: You received a System Restructure project!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 11: Adjusting your empire

Objective: Gather 7,500,000,000 Credits

Reward: The You received +150,000,000 Red Crystal

Tips: None (Refer to Section I-D)

Mission: 12: On your own

Objective: Have a total of 300,000 planets

Reward: The loyalty of your population increased by +500 in all your systems! You received +5,000,000,000 Consumer Goods!

Tips: There's no faster process for this unless you purchase Planetary Core artifacts by donating to the game or have your friend cede planets to you, which needs the purchase of the Cede Planet project. Best way is to fight your way up to 300,000 planets (which may already be satisfied from working on Act 3 Mission 8)!

Mission 13: Broken

Objective: Gather 175,000,000 Terran Metal

Reward: +3 levels to Agriculture Infrastructure Research!

Tips: Purchase these minerals from the market. (Refer to Section I-D)

Mission 14: Defense Technology

Objective: Research System Defense V

Reward: You You received +5,000,000,000 Credits! You received +100,000,000 Strafe Organism!

Tips: None (Refer to Section I-C)

Mission 15: Standing Firm

Objective: Have a total fleet upkeep of 100,000,000

Reward: You received +5 Planetary Core Capsules! You received +10 Regalos!

Tips: If you are in Damage Protection (DP), the best and safest way to finish this mission is to build ships in your Outpost. The type of ship that's the best to increase upkeep cost are F Class Ships: f.Axe, f.Sword, f.Spear. Make sure to use the "very fast" option to build these ships to save turns.

IV. Conclusion

The Collective Missions ends here. Out of all races, the Collective Missions have the best rewards. In fact, many players would restart into the Collective race just to reap the benefits from these missions. Then these players would use the DNA Restructure II project to change into a race they truly want to be and keep great the awesome Collective rewards: a Titan system (beginning system for all Collectives), mission-rewarded Orion system, mission-rewarded Urania system, mission-rewarded Carnival: Agriculture project, and lastly, mission-rewarded System Restructure project.