

BECOME A TERRAN BILLIONAIRE IN HOURLY

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DISCLAIMER

The author of this guide will not be responsible if anything bad happens to you. If you choose to follow this guide, you are doing so of your own free will.

I.

INTRO:

This guide works best on hourly server but also works on the others. This guide lists many ways of making money, and it will also list the best combinations of these income sources. I personally like to use all of them in a special combination. You may not have to follow everything to be billionaire, but this is just a faster route.

II. Commercial

As a terran, commercial is one of your best sources of income. You start off with a Sol system, which specializes in exploring. Explore up to 60000 planets and make your first Capital system. Level it up but keeping at least 10000 planets on it at all time. I suggest that you get rid of the Sol system after you are finished with exploring (only explores less than 50 planets/turn). If you want to a pure commercial empire, then get 3 Capital systems, the rest Dark systems. Level up the all 3 capital systems to level 6.

If you have only one capital system, then, when you are attacked, your loss will be greater. (Unless you chose to have a high defense, but the upkeep will be a huge negative to your income and it takes a lot longer to get rich). If your planets are spread out among the 3 capital systems, you loss of planets won't be as much.

After you have a sufficient amount of income, (more than 1 mil per turn) get a commercial minister. When you get a new minister and you don't get a commercial ability with in 10 levels, sack it and start over. Because the higher level your minister, the harder to level up. When you find one, remove all bad traits and level up the ability to level 25-30.

After you've done all that, its time for infrastructure. If you're looking for a pure commercial empire, then only research commercial. While you're researching commercial (which will take any where around 6 days) your total

credit will increase to around 3 bil. But you've not yet become a billionaire. Its best that you get at least to around 100 bil.

III. Mining.

Terrans mines terran metal the best. If you decide to have a pure mining empire (not suggested), than you should have one Rich system with at least level 5 and 30000 planets. This way, every turn you spend mining, you will get at least 3000 terran metal and 1500 ore. It is suggested to have a Capital system so while you mine, you also get a lot of income.

After, sell all minerals and ore leaving 200000 of metal and 100000 of ore.

Mining infrastructure is a must if you plan to be a miner. Get at least around 20 infra levels to mining. This will increase your minerals per turn greatly.

When you are selling your minerals, you must know the market price. Before you post any thing, you must watch the market for several days and see the average price. For terran metal, you should sell it when the price is around 275. Sell for it 1 credit cheaper, this way, you can be the first on the list. Don't make it 50 \$ cheaper because you lose 500 mil if you post 10 mil.

The price for ore varies day to day, there's a range of 1000 credit. If you get a price higher than 3000 credit, than great! Above 2850 would also be a great price. Sometimes, you get prices higher than 3500 (very very rare), you must post it, empty out your ore!

IV. Population.

When you get an Orion system from the missions (250% to population), you can get taxes. You can get a lot of income from taxes but you must have a Farm system supporting the population with food. You should get your population's royalty increased so that the tax is greater, around 550. Royalty not only increase your tax income but also defend your system from sabotage attempts.

You can also buy food from the market, which is priced 15 and 14. Population may be a little more annoying because of the food needs. It is important to have food at all times, or your population will be starved and your income will be decreased a lot.

You also have to increase your population manually it takes a lot of turns

sometimes. Every turn you use to increase your population, the same number of royalty is decreased. It's best to not increase your royalty until you wish to stop increasing our **population because your royalty can not** decrease lower than 0 (can't go to -x)

But population income generates more than one sources of income. It generates tax but also gives you another income, the demands for goods. It is the same as you food demand. (If your population demands 100 million of food, it also generates 100 mill per turn)

Housing infrastructure is great. But every level you increase it, you must manually increase your population again.

V. Industry.

I strongly suggest that you do not use this type. It is complicated and does not generate a lot of income.

When you have agriculture, you generate raw material. Industry produces consumer goods from raw material. Than commercial exports it. Your raw material must be greater than industry for you to have extra raw material. Your industry must be greater than the commercial to have left over goods to sell in market. You can find out these if you click you total credits at the bottom.

VI. Trading.

This is a bit hard but it uses no turns. And there are many different ways. You must also have a large amount of cash for this to work.

1 Long term

You must know the market price first. Note down the average price of most minerals. Ore is the best as it has a price range of up to 1000\$. When you see a low price for a certain minerals (below average) buy large amount of it (the reason for the large amount of cash). Then sell it when it is above average.

Keep in mind "Buy low, sell high" is the way to profits.

This is called long term because sometimes a price dips in to the below average for a long time. But usually it goes back up.

1 Short term

This only works when the time is right.

Sometimes when a newbie or someone desperately needing money is selling minerals they post their minerals at a low price (50 or

above credits lower than the second post in line)

Price, Amount, Expire time

290, 10000000, 47

375, 39778631461, 23

375, 80000, 37

376, 76417345, 47

...

Buy the post priced at 290 (in order for this work, you must buy all)

Then, post what you bought at 374 (one lower)

Price of minerals will rocket up if the demand is great and the supply is low. Like during special game missions or federation war...

VII. Saving Money.

When you have to buy a huge amount of mineral (more than 20 mil) and you're not in a hurry (like in a mission). You can bring down the price of the mineral you want to buy. You need to have at least 2 mil of the mineral you want. Post the 2 mil for a lower price than the current one and wait.

People will start to post things lower than yours soon, than you should buy them and save your money

NOTE: this is a high-risk task. If some one buys the 2 mil before people start posting lower, you lose the mineral and the money (because the price is very low)

If you are restarting, and you do not wish to change your race, its better to use the destroy system project, since you can keep everything with almost the same affect of restarting.

VIII. Income combinations.

Having a pure commercial or housing or mining is not the best kind of empire. There should be combinations of those income, so that your money per turn is greater.

Commercial, Population:

Per turn credit

(Gets credit directly per turn)

Leftover agriculture (raw material and food) and Industry (Consumer goods):

Per turn market goods.

(Get per turn, must sell to turn into credit.

Mining:

Must spend turn to mine.

The combination:

Planets	Infrastructure
Commercial 50%	40%
Mining 10%	10%
Population 20%	30%
Agriculture 20%	20%

This is a good combination because after all the needed projects, technology trees and infrastructure is done; it is best to spend turns on something to get your income. Do it on mining so that you get minerals leftover agri. And also credit. If you don't have mining, you're missing out on the extra money from minerals. At the end, when you have no turn left you have three options:

Trade for BTC, marketing (uses no turn), and logging off to wait for turns.

BTC and STC.

Note* BTC = Big time capsules and generate 100 turns.

STC = Small time capsules and generate 10 turns.

Ask for people willing to sell BTC or STC on chat or look for people in >rank near me. If you are making 2 mil per turn, you should buy it for 90 mil since $2 * 100 = 200 / 2$ (because of tax) = 100 - 10 (so that you gain something).

If you follow the guide, you may soon find yourself to be a billionaire in no time.

*I will not be responsible for any misfortune that happens because of the guide.