

Composed by : Michiel du Toit  
Empire name : OmniUno #528931  
Website : <http://uc.gamestotal.com/?in=528931>

## **ARTIFACTS MADE EASY**

Once you've played the game a while - and decide that you want to continue playing, you'll most probably need to get to know all of it's aspects. A major aspect of the game, that can affect you financially and help you in early battles, is artifacts. This guide is specific to Unification Wars - Real Time, but most if the information will be applicable to UC Hourly and UC Daily as well.

### **1. Getting started**

Before you get all excited, there are two major facts you need to know:

- You need to have the Capsule Lab Project researched and built to assemble artifacts - without this you won't get far - at all.
- There are certain times that digging is more effective than others - if you can't play at least some of this time you won't be able to get the required components and thus you won't be able to make artifacts for yourself. If this is the case, continue reading, as buying and using is not out of your grasp just yet.

### **2. Digging times**

If you dig in the following hours you will have (exceptionally more, infinitely greater, superior, <words of your choice>) better chances of discovering the artifact type mentioned. This is not the only time you will find these, but it is the only time worthwhile to dig for them. The times listed are in server time (GMT +8):

04:00PM – 06:30PM  
07:00PM - 08h30PM  
09:00PM - 10h00

Uncommons  
08:31PM – 09:00PM

Rares  
06:31PM – 07:00PM

*Hint: see 7. for links to websites that provide information on which artifacts fall under which classes*

### **3. How to maximize your digging efficiency**

OK, so now you're online at the right time and you know what you want - but how do you get the most of it? There are a few simple rules to follow to maximise your efficiency - I only know a few, but there might be many other factors that affect your success:

- The type of system you dig on - Orion is the best to dig on, but for combat reasons or race you might find yourself without one. In that case, make use of a Dark system.
- The amount of turns you spend digging at a time - many players differ in what the best amount of turns is to spend with a single click, I have found 3 or 6 to be the most efficient - explore for yourself till you find one that works.
- System loyalty - digging on a system where the population is loyal to you helps a great deal, that way you get more of the artifacts that they find.
- Luck - this can't be stressed enough - using luck artifacts on yourself is a critical aspect of digging. Always use 100 luck or more on yourself to get the best results - Minor/Major Suerte/Afortunado give you luck.
- Excavation Minister - you need to find a minister with the Excavator trait and maximise it.
- The rest you will have to discover for yourself - amount of population, what your planets should be assigned to, etc. Play around, until you find what works for you (or feels like it)

#### 4. Other ways to get artifacts

So you can't dig, or it isn't giving you what you want or need. There are two other ways to get artifacts:

- The excavator projects - these projects (which you can buy with Donation Points) give you 5 or 10 (depending on which) Regalos every 18 hours.
- Buying from other players - other players can use artifacts on you can repay them with food or credits for doing this. Good artifacts to buy are:

Regalos

Big Time Capsules - these give you 100 turns (or max in RT), make sure you make enough in the turns to pay for it and make some profit

Minor/Major Suerte/Afortunado - you can buy these from players right before using Regalos or during dig times to get better artifacts.

Historia's - these let you lose 40 turns and the effects build up.

Don't use them on yourself - pay someone to use them on a foe before attacking

Minor/Major Barrera - these are shield artifacts - they prevent people from using Historia's and other harmful artifacts on you.

#### 5. Recap on the most important artifacts

Before we proceed, you need to know what each artifact will do for you. Here

are the most important one's and their effects:

Big Time Capsules - gives you +100 to turns (in RT it maxes out your turns, ie 30/45)  
Regalos - give you 1-10 random artifacts of any type except Regalo Planetary Core Capsules and Major Gordo's - adds planets to all your systems  
Major Afortunado - Gives you +100 to luck  
Minor Afortunado - Gives you +20 to luck  
Major Suerte - gives you +5 to luck  
Minor Suerte - gives you +2 to luck  
Historia - Empire used upon loses 40 turns. The empire can receive negative turns due to this and effects stack  
Barrera's provide you with shielding that prevent **bad** artifacts from affecting you.

There are hundreds of other artifacts that have important effects, but these are the ones that will affect you the most.

## 6. Using regalos

Regalos being used on your empire (bought or used on yourself) is one of the best ways to gain artifacts that you can use. There are a few factors that make the results better:

- Use luck artifacts: You should use up to 500 luck on yourself before using regalos to maximize the yield. Remember that using 5 Major Afortunado's on yourself and then one regalo isn't really worth it - match the luck up with the amount of regalos you have available.
- Use in the right time: You will get a better yield from your Regalos if you use the during Rare or Uncommon time, or even Common time versus a time that is not special.

## 7. How to fuse your own arti's

So we've covered everything but how to make your own artifacts and what to do with them when you start off. The formulas for the artifacts are commonly available, you can find them (at design of this guide) at

[www.artifacts.tk](http://www.artifacts.tk)  
[www.iam837.org/unique](http://www.iam837.org/unique)  
and on several other websites.

A few formulas for the artifacts mentioned above are covered here. Please note that these formulas are order specific. Get the required elements and then fuse them using the Capsule Lab project.

Regalo

Minor Gordo

Garnet Dinero

Traicione

Minor Alimento

Minor Cosecha

### Major Afortunado

Major Suerte

Minor Requerido

Minor Gente

Minor Alimento

Minor Gente

### Major Suerte

Assimilated Base

Silver Dinero

Bronze Dinero

Gold Dinero

Platinum Dinero

## **8. Building for resale**

Once you get a grip on fusing artifacts, you will want to either build for yourself - or to sell. The best artifacts to sell are Regalos, Major Afortunado's and Big Time Capsules, and the easiest of these to build are Regalos. So, if you are a novice empire, start off by building Regalos - you'll easily get a decent income from just selling these.

## **9. Building for combat**

You can use negative artifacts on other empires when they are out of Damage Protection. Use historia's on your opponents to rob them of turns and then attack

them in short succession while they can't build ships. Also, use Barrera's on yourself to protect you from players trying to attack you from artifacts. Where possible, use negative Dinero's on an empire to test if it has a Kho Shield (used a Barrera) running in stead of wasting your Historia's.

## **10. Artifacts you will need for fusing**

The following artifacts you will generally not have enough of when building:

- Assimilated Bases (UnCommon) - can not be fused and you have to dig for them

  - Minor Gente (which require Assimilated Bases)

- Yellow Orbs - these are required for Amber Dinero's (amongst other) and are generally short

  - Pink Orbs

- Organic Bases (UnCommon) - can not be fused and you have to dig for them

## **11. Done**

If you've read up to here you will have a general grasp on artifacts. Making use of artifacts for resale (Regalos, BTCs, etc) can give you a financial advantage and using them for combat (Historia, etc) can give you an offensive advantage. At all times, remember to use Barreras on yourself to protect you from other people who are aware of artifacts and their use.