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Endless legend vaulters research guide



You can access every Strategic Resource (titanium, glassteel, etc) and Luxury Resource (dyes, spice, gold etc.) via Extractors. Also, once you've unlocked the mercenary market you can sell troops for cash, though be aware that other players can buy them as well. What happens if you start building one and then someone else finishes first? Play the tutorial and read the in-game documentation when in doubt. Afterwards the Vaulters for straightforward science-based play, or the Broken Lords to learn the importance of rivers and oceans. 4.The Allayi want all the pearls ASAP, being able to cross oceans from turn 1 helps them maximize exploration and thus amount of pearls gained. Do they both get it, or is it turn order based, or? The trouble and joy of Endless Legend is tips for one faction are generally made useless by the special rules for any other faction. They'll trickle in throughout the fight, though, so you won't have to worry about having to deal with a horde at once, but you'll have to deal with them eventually. The Industrial Megapole thing is really good. Avoid the Necrophage, Roving Clans and Cultists until you have some experience. 5.The Megapole is probably the most plug-and-play of the wonders but it's not necessary, the Broken Lords and to a lesser extent the Roving Clans don't need much production since their gimmick is having all the money, and the Drakken and anyone going for a diplomatic victory want the Museum of Auriga. You want to take the +dust on citizens on dust policy and get as much dust as you can to immediately pile back into heroes. And yeah, the megapole is fantastic. It's often worthwhile to do this, even if one of adjacent hexes are kinda shit, but absolutely branch out to resources and whatnot. Broadly speaking, how does playing on Slow or Eternal change the dynamics of the game? The Wild Walkers are probably the closest to a standard 4x game, relying mostly on stacking industry to get ahead. The best beginner faction is the Wild Walkers, who get an easy questline, production bonuses and the best Tier 1 military unit in the game. Proper triangles are often hard to lay out on tiles with bad terrain or impassables, and a ribbon can let you cover much more worked area and anomalies. How you expand your cities is really important and is something you should think about early on by at least skimming a link like (removed bad link). Depends. When a District has four others surrounding it, it grows to Level 2, providing a +15 approval bonus and increased outputs. Am I missing some kind of crucial early-game dust-saving strategy here? A 2 by X 'block' format only gives 4 lvl 1s as opposed to a triangle's 3, and tends to be easier to site and reach anomalies with. The most efficient setup for a city to have max lvl 2 districts is a triangle. 1. Depends. In my first game, I kinda screwed up and didn't get the tech to do it until like turn 100 or something, but then when I looked at the market they were all hideously expensive anyway. More generally, if I find a discussion online, it's usually Fast or Normal game speed, right? 3. But there's still some little nuances I don't really get. Whichever faction you choose, prioritize their storyline quest. As for affording them, stick a few citizens on dust production per city as soon as pop growth starts taking six or so turns, get the policy that buffs citizen dust growth, and try to stay at the maximum happiness category, it buffs empirewide dust and science by 30%. Technically any quadrilateral works, too. I've played Endless Space before, so FIDS made sense. I mean for Cultists. You can only have 1 City per Region. Which seems like a really out-of-left-field pick compared to Forgotten starting with Pillage or Dragon Guys starting with diplomatic stuff. The most efficient setup for a city to have max lvl 2 districts is a triangle. If you have any tips feel free to share with us! Things to Know Before Playing The game length you pick affects the production cost of improvements/units/etc. The Drakken are also fun for beginners as their units are very durable and they are diplomatic powerhouses, able to force peace on warring factions, making a diplomatic victory that isn't a bloodbath possible. Resources are much more balanced now after some patches, although buying out units with Dust is still a great strategy if you have some good dust-producing cities (and the linchpin of the Broken Lords, of course). You really want the triangle (as opposed to the ribbon) for Cultist cities, though, right? I tried to do some pen-and-paper figuring and it seems like your best shapes will have 1s in the corners, 2s along the edges, and 3s throughout the center. 4. I was able to play a game all the way through vs. You'll probably want to get the new resource extractors when you hit a new Era, and work in some science improvements to prevent research taking too long. I figured out I could delete a harvester structure from an already-claimed node, but it wouldn't let me build anything on it besides the basic harvester. So, I picked up Endless Legend and its various DLCs during the big ol' holiday bundle sale on Steam. Districts Leveling! For every two Citizens in a city (or one for the Necrophage), you can build a District in a hex adjacent to your city. Other patterns just suck in comparison though. -- Follow-up question: how come I don't see the AI making their cities particularly big? Recommended for You Vaulters By Dimensio This guide will give you a sense of general direction on how to play the Vaulters. But I'm not quite sure I did it right. And I'm finding it hard to find the right info online because it seems like most of the new-player-centric discussion is two years old and doesn't incorporate the new factions and subsystems, whereas the discussion of DLC content tends to be focused around experienced players and doesn't really "integrate" the information much. When combat is initiated, reinforcements can come in from stacks a certain distance away, so be aware of that. I usually run a pretty hero-light game -- 1 main stack hero, 1 main city hero, and then a few more as needed, but I rarely need more than 1 or 2 more. 2. In general, though, don't neglect your politics (star resource); you need that for a lot more than you'd think, and a good five-year plan (or whatever it is they call you) can more than make up the time you spent scumming for politics. In terms of unit upgrades, prioritize Damage a little more over Attack, and try and get Initiative as high as possible. You'll never get enough Hyperium or Mythrite to support armies unless you're the Vaulters, so just give your Heroes those weapons. Each District reduces city approval by 10 and any food on the hex by one, but increases production, science and influence output by one. I haven't much participated in the community and only have my own personal experiences to speak from, but heroes are really staggeringly worthwhile once they're trained up a bit (and particularly when properly equipped). I did okay at battles through tech superiority. They don't affect every harvester AFAIK though, just the ones belonging to a specific tier. Try and get access to them whenever possible. Last edited: Jan 10, 2017 5. There are a lot of details and mechanics that are different from the standard 4x formula. I generally shoot for as many as I can afford to support and maintain, for as a general rule I'd take a hero to a fat dust bank anyway. Before you play the Endless Legend game, you will definitely want to know these simple but useful tips and tricks. I've been mucking around in the Custom screen and I notice Allayi start with Shipyards. Is the Shipyards, like, crucial to their strategy somehow? What's the right pace for buying heroes? I hope this guide gives you a deeper understanding and many victories while playing the Vaulters. Note also that if you surround one district with a certain number of other districts, you can level up that central district, which gives it more bonuses. And, err, how do you afford them before midgame? Although research paths are very flexible, you will generally start the same way every time -- Seed Storage and Mill Foundry, swapping the two depending on what you need more at the moment. Rivers and Ocean tiles are vital, as there are a multitude of improvements that improve the Dust, Food and Science output of those tiles. How do you use the extra-good harvesters you get from the Temple of Auriga techs? Winters get brutal halfway through the game, and the hero skill that nullifies winter penalties makes a tremendous difference. Really, though, it's a great asymmetrical game, and you should just wander around and explore in it. If you don't have a specific thing you're going for and can spare the resources and build time it's always worth a shot, though. And yeah, the megapole is fantastic. Is that just a matter of them getting resource bottlenecked on lower difficulties? And, I think I mostly get it. Titanium and Glassteel are good enough weapons and armors for most of the early game, especially if you get a Tier 3 Titanium/Glassteel tech. IMO you want a hero for every city ASAP, and 1-3 generals depending on how fighty your strategy is. There are also tips and guidelines on Strategy, Military and Economy for you to consider. So, I picked up Endless Legend and its various DLCs during the big ol' holiday bundle sale on Steam. Hoping folks around here can help me bridge the gap a bit. The missions unlock some really nice rewards like research and hero units that are otherwise unavailable. 3.They upgrade automatically, you don't need to do anything special. The difference at the end is just 3 lvl 1 districts vs 4, so I wasn't impressed using triangles. Should everyone in Era 2 be rushing the Megapole or is there, erm, more nuance to it than that? The actual structures are just a side benefit. Essentially, this means making a "core" of level 2 Districts before expanding towards Anomalies and vital terrain features is the best way of expanding a city. For combat purposes not much else is competitive with an experienced hero, and at least along the resource axis that aligns with a given hero's potential skill set, are a massive multiplier to cities. Also: what happens if two players both finish it on the same turn? Who have the T3 districts. Every faction has dramatically different gameplay mechanics, unlike Civ. mediocre AIs and crush them with a pretty boring Vaulter research + production strategy. Most of the things are similar enough to Civ to come pretty easy, but those weird city bonuses and penalties were something I wished I had known before my first game. Here are some questions I had based on my first playthrough and clunking around trying to plan a second: 1. I certainly never have one hero per city (unless I'm Cultists, of course). I don't know if the AI does it, but if you don't kill off a Broken Lord unit, they'll be at full health again since they just pay Dust to heal, instead of having to wait for time. You really want the triangle (as opposed to the ribbon) for Cultist cities, though, right?

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