

ASK **EVA** Eldermann's **V**ersatile **A**id for beginners

The official website <http://resources-game.ch> is and stays the most important source of help. You'll find loads of informations and good explanations there I pack into EVA and amplify with personal facets. Ingame you should activate the "tutorial" which shows important tips and instructions on every screen: Press the "menu" sign in the top right corner (or your smartphones "menu button" respectively) and choose "Show tutorial".

EVA puts no value on completeness or correctness. I cover the following topics within EVA: Quality and condition, conveyors, trade: buy and sell, chat behaviour, crates and containers, HQ and special buildings, combat system, FAQ and also Links and Helpful Tips.

QUALITY AND CONDITION: Percent or percent?

Ingame there are two percentages for your conveyors (called "mines" hereafter) which interact but are entirely different and unfortunately being mistaken easily: Quality and condition.

Quality

The quality decides on the maximum mine output value and can be increased up to 505% by using TechUpgrades. Mines with bad quality (everything below 50-60% is considered "bad") are more prone to plagues and accidents which may cost really heavy money then. When a plague or accident happens not necessarily the mine is affected which triggered the accident but a random one is chosen.

Condition

The condition can be at a maximum of 100%. Every mine loses 4% condition per day, or approximately 1% every 6h. By no later than 20 days your mine would be at 20% condition and would get demolished automatically so it should be maintained before the accident can happen. If at some time you should need some extended offtime from the game itself don't simply go offline but activate the "vacation mode" via the game's menu thus you have nothing to fear for 30 days. Both quality and condition together decide on the actual mine output (see "Helpful tips" below).

CONVEYORS (called "mines" below) and their maintenance (repair)

Try to build mines with a quality as high as possible! Your scanner isn't able to indicate more than 27% in the beginning even if you would stand on a 100% quality spot. Therefore pay attention to finest distinctions and upgrade the techcenter. (Watch out: Scan price increases with every techcenter level and with every new mine built, see the chart at the end at "Links and helpful tips"). Depending on the tech center level you'll tell the following maximum values, which in the end constitute 100% quality:

Tech center level = maximum quality to be expected by indication of the scanner:

0 = 26% / 1 = 34% / 2 = 42% / 3 = 49% / 4 = 56% / 5 = 63% / 6 = 71% / 7 = 79% / 8 = 85% / 9 = 93% / 10 = 100%

So if you have techcenter level 1 and find a coal mine of 33,79% quality then it's damn near to 100% and building that mine is literally required. You'll see the real quality right after building the mine. It won't change later at higher tc levels but can be increased more than fivefold by using tech upgrades (exact upgrade value is 5.05). Remember the fertility according to the colour spectrum to already estimate before the scan WHERE to scan: dark red is the best, at white you can't build.



Mines have distinct colours on the map: mines of your own are GREEN, mines of other players are RED, the ones of players on your friendlist are BLUE and GREY mines have either been attacked or built within the last 24 hours. The difference gets clearly visible by a flame symbol on the map and even remains in place for 24h when an attacked mine gets repaired.

By building a mine the construction price of the next mine increases by 2% - even resource-across. Who therefore is building many cheap clay mines may not be surprised when the prices for rough diamond mines get unaffordable some day. You can calculate the exact costs by using a certain formula (see "Links and helpful tips").

It's more fun doing it together

An awesome feature is to be able to built mines with friends (or family members) on the exact same spot so you don't have to take anything from each other. Trot off together and scan for resources. If you manage to find a promising spot the procedure is as follows: All players scan → press building symbol → confirmation prompt opens → wait until EVERYONE has this prompt → confirm construction. It is just VERY important that all of you scan and build the SAME TIME, at THE SAME PLACE. You can NOT stack mines afterwards. Don't come up with the idea to fake a friend by using a second device: the support staff detects such frauds and takes decisive action against such cheaters by banning the concerning accounts.

Maintain your conveyors !

The more mines you own and the worse the condition and quality is, the more likely accidents and plagues are which lead to high indemnity claims. Repair your mines at a condition of 80% or better 85% and later even 90% or higher else you are threatened with expensive accidents or plagues with indemnity claims (the special building "Law firm" reduces the costs, "Hospital" reduces the risk of an accident). Your account balance can even drop to a negative value ! If a mine falls to a condition of 20% or less it will be demolished automatically. Related to the "Hospital" you can receive high premiums if you permanently watch out for good condition (there are no exact values on this), coincidence is a big factor here too.

Other players can destroy badly maintained mines faster: Via the special building "Mafia HQ" you can buy units to attack nearby players' mines. "Nearby" here means up to 400m radius – depending on the attacker's mafia HQ level. The combat system will be explained further down. A successful attack approximately destroys 35 to 68% of the mine's condition, mines within the HQ radius are more resistant. If the value drops to 20% or below the mine will be demolished instantly and you can instantly build on the free building lot as well. If possible, repair IMMEDIATELY after an attack to prevent major damages ! You can let the system inform you when you got attacked via the game settings. It is also possible to maintain all own and outside mines by "long click" (hold the mine down for 2 seconds) if it's nearby. Therefore the mine has to be within the smallest circle, the radius is 100m in the beginning and can be increased up to 200m by upgrading the special building "Haulage firm". Repairing own mines is called "boss maintenance" while repairing other players' mines is called "external maintenance".

To either repair your mines by maintenance kits or assigning an "experts team" is decided by a simple calculation: Each maintenance kit repairs a single mine to 100% condition, no matter if the condition before was 21 or 99%. If the costs for [# of mines]*[maintenance kit price] exceed the sum for the experts maintenance, then choose the experts team.

External maintenance

Other players can repair your mines too and you can also repair other players' mines. This procedure is called "external maintenance", it exactly works like "boss maintenance" and gets the player who repairs a reward as well if the following requirements are met:

- The mine is within the smallest circle on the map, therefore in a maximum distance of 200m from

you (depending on the "Haulage firm" upgrade level, it's only 100m in the beginning)

- The mine has 96% or less: at the game's settings/map: Show mine condition indicator you can activate that mines with a condition less than 96% are provided with coloured condition bars on the map

- The mine either has no attack protection or the attack protection is less than 12h

- The mine's owner has to be logged into the game within the last 120 days

External maintenance can also be done by "long click" (hold the mine down for 2s).

TRADE AND BLACK MARKET (BM)

I will use the synonym "goods" for all resources, products, finds and units to keep the overview.

Trading is hidden behind the button TRADE which is also called "black market" (BM). Here you can purchase and sell resources however the price almost always is many times more than the AI offers (AI = artificial intelligence, the game itself). In the top left corner there are two stock values: green means stock value at AI prices, yellow means stock value at BM prices and therefore is always higher.

Sell

Click the goods you want to sell and a list of other players' requests opens up. The most profitable requests are at the top. At the bottom there always an AI demand is listed (Artificial intelligence = npc/non player character), which buys infinite amounts if there shouldn't be any player request. In rare cases you'll notice player requests below AI price, that's because the goods' price also changes and gets ahead of the player prices. You don't have to satisfy the player requests completely but you can also satisfy it by only selling a partial quantity: If, f.i., a demand for 2m units exists and you only have 1m units but just want to sell 600k you can still choose the request and sell the favoured amount by using the slider bar or by figure input. Keep the prices in mind as sometimes you will find a really good offer in the overview and should react fast to sell.

Clicking the goods' symbol opens up another window where you can consult the last days' rate to get a decision aid whether to sell or not. You can also extend the warehouse and set a price alert. It sends you a message when a certain price is reached. Then you only have to react fast as prices vary every 5 seconds. The graphic rate history can be contracted or pulled open by using 2 fingers to get exact values. Clicking the green/yellow writing "current rate/highest bid" switches between AI- and BM price.

Buy

You can't buy goods instantly but have to make a "request" at the trade and wait for other players to sell you the desired goods. For that reason click the button "Request+" on the right side and create a black market request: You determine what amount you want to buy at what price per unit. At that point you should attend: The higher the price you're willing to pay, the higher your request is set in the trade and therefore will be served by players earlier. So if you have an urgent need for the requested goods maybe because you want to upgrade a building or for performing a production then you should bid as high as possible. But if you want to just buy the goods ahead, you can also bid less and hope for the rate to drop that far that your demand will be serviced.

You cannot choose a price more than 25% above the actual top bid to prevent profiteering and misentries. There will always be a predefined price which is set at 5% above the actual top bid, that means a good choice for a request but you're of course free to change the price.

Transport costs incur for every request which percentagewise arise as a result of the request's value of goods. Depending on the upgrade level of the special building "Haulage firm" you will pay 5 to 15% of the goods' value as transport costs. After clicking "publish request now" the total sum will be instantly deducted from your account balance. You can't expend more cash than you have therefore you should take care for having enough cash. Sending credits via chat stays free of charge. If you're in hurry with getting the goods, then shortly write your offer into the chat, e.g. "iron ore in BM, top price 4000" or "iron ore in BM please", but don't expect a lower price to be serviced faster

just because of posting it in the chatroom. Players are capitalists and no samaritans. Some take pity on low level players when they bid less than the top bid and write, e.g.: "iron ore for a newcomer, can't bid more than 3500 unfortunately". Just ensure that your request is among the top 10 offers because many players only filter the top 10 offers by the system settings. If the price is below it your request won't even be seen or taken seriously. Your total number of bids will be displayed as a green digit behind every product. If you even are the top bidder then also the price besides will be shown in green otherwise it will be of yellow colour. A blue digit indicates a request coming from a player on your friendlist (see "NETIQUETTE"). Your request will stay active for exactly 2 days and you will get the request's remaining money back afterwards as well as the transport costs. Frequent trading makes you get a feeling some day for what price you should take for your intentions. Some players become exasperated with players outbidding them for only \$1/unit but that is absolute legitimate and if you outbid someone for \$1 or \$100 doesn't make a difference in that matter: they have to hike their request up anyway or hope for their demand to be serviced.

CHAT NETIQUETTE

There's surely no need to discuss chatroom behaviour: kindness and respect should be well-known and self-evident. It is legitimate to point out an urgent bm request like "looking for some clay in BM" but you shouldn't overdo to hint. If you want to answer someone press the concerning nickname in the chatroom for 2 seconds. Thus his name will be carried over for your answer so it's easier for him to recognize it. Furthermore you save yourself writing the exact name.

Begging isn't welcome

An all players' plea: Please don't start begging in the chatroom – no matter if for credits or resources ! It will be tolerated for a while but some day many players will block and not ever read anything from you again, e.g. your urgent trade request; they're very down on asking for loans in the chat as well however others like to give loans to newcomers. Though there aren't any game mechanics or control for paying loans back and the support staff is certainly not caring about cases of obtaining credit by false pretences, most players don't get themselves into giving loans. Friendly asking for a loan with ideas how to pay it back (e.g.: "Hey, is anyone willing to give me a loan of 500m, will pay back 550m within 7 days") is also legitimate as long as you aren't asking obtrusively.

Friends and Blocking (Ignore)

If you get blocked by many (you'll notice it by scarcely anybody reacting on your messages) and letting your name change by the support staff you will stay blocked for those players cause of your ID. To block players yourself SHORTLY click the name in the chat and then the little red man in the top right corner. If someone you blocked wants to send you a PM (private message) it ALSO doesn't walk through and he realizes that you blocked him. At the trade blocked players's requests can still be seen but the name of the concerning player is shown in red colour. In spite of the blockage you can still sell goods to that player ordinary. Short reckonings also make long fiends, don't they? :) The same method you can declare players as friends whilst clicking the player's name in chat and choosing the green little man instead of the red one. Other players won't get ANY information whether they're added as friends or being blocked so you do not have to justify or reason that step. If a friend has a bm request you will notice a blue digit beside the resource, e.g. a blue "2" if two friend requests are existent. If you have someone added as a friend or blocked you can match with him via the "Statistics" tab (second from right in the bottom bar). By the way the number of mines built indicated there isn't the actual mine count but the total number of all mines EVER built. Trading via chat isn't advisable: Firstly other players are annoyed by the many negotiations, secondly the trade exactly covers what is to be negotiated: The price and the amount. Thirdly at the trade you have the assurance that both money and goods will be delivered safely to both tenants and no one will be cheated. You can send credits and goods as well using the PM feature, but only friends, prats and scammers do this – so think twice whom you send something. As mentioned above sending credits via chat is free of charge, sending goods costs transport fees.

CRATES & CONTAINERS

Collecting crates and containers (called "C&C" hereafter if BOTH together are meant) is a very good source of income. C&C arise on the map by player activity. The more players around, the more C&C arise. A C&C's content is the same for all players but not every player can see and pick up all C&C. With the museum level increasing more C&C will be unlocked for you. Thus it is recommended to collect C&C of rewards and not to instantly distribute them all by "cargo rain" cause there's no cap for collected crates. Every cargo rain then always drops 100 C&C exactly at your actual viewpoint (so pay attention if traveling by bus or train or by car). In wooden crates you can find giant diamonds, coins (copper & roman), TUs (tech upgrades), maintenance kits, scrap tyres, drone wreckages and fossils, in containers there can be waste glass, electronic scrap, scrap metal, used oil and plastic scrap where the red containers have the biggest chance on the highest quantities. When you pick up a C&C's content the concerning C&C remains in place for 10 minutes and every other player (who is able to see it) can pick up the same content. For every new pick up done by a player a fresh 10-minute countdown will be triggered – not added to the time remaining! After 10 minutes without picking the C&C up it will permanently disappear. After 2 to 3 days C&C disappear as well if not collected.

Additional options to get C&C:

30 C&C for every level up, 15 for every mission passed successfully, 15 C&C for every purchase in the ingame shop (for real money) and 0-4 C&C for every external maintenance (amount depends on your service center level).

C&C generated by cargo rain contain considerably less resources than the ones generated by the system. According to some players' experiences they only approximately contain 20% of the normal generated C&C.

Another fun coop option is the so called "cargo rain party", at which various players release cargo rains the same time, the same place (or close together) because every player is able to collect every C&C from all players around – if he is able to see them because of his museum level. So everyone should decide on one's own behalf whether to wait for having museum level 10 to release the collected cargo rain or to relinquish some possible C&C being on a lower level (cause you cannot see them) but to be able to sell the content of the recovered C&Cs to progress ingame by using the profit.

When upgrading the special building "haulage firm" even the odds are that C&C within your "boss maintenance range" are being collected automatically without you having to do anything. You can also collect C&C by using scan drones; see "Special buildings: Drone research" below for instructions.

HQ AND SPECIAL BUILDINGS

Headquarters (HQ)

You best build your HQ thus to have as many mines as possible within its effect range. These mines thereby earn a good "production boost", the production itself increases enormously as a consequence. The HQ can be shifted again and again for free provided that you're at the place you want to plant your HQ or at a maximum distance of 100m respectively. The boost factor increases with every upgrade level and upgrading it to its maximum (HQ10) is a challenge which may cost you a playtime of at about a year (in good case!). See "Helpful Tips" for a listing of boost factors.

Special buildings

All special buildings can be upgraded to level 10 just as the HQ – but by no means as expensive as the HQ. Warehouses and factories are upwardly open as well as your own level. Which special building are most profitable:

- **Museum:** The higher your museum level is, the more crates you're able to see cause always new finds will be unlocked (also see "Helpful tips").
- **Tech center:** As already mentioned above at "Conveyors" the reliability of the indication of

quality increases with every tech center level which is why also the scan costs escalate (see the spreadsheet at "Helpful tips" below). Both tc-level in association with the drone research level determine the maximum range of your scan drones.

- **Drone research (DR):** You can deploy drones outside of your scan radius and hence find good resource deposits further afar. Every scan drone can only be used once and then is consumed. With every level upgraded the scan drone's range increases up to 2.8km distance as well as the picking up-radius: With DR level 5 you can send drones to collect crates being out of your normal scan area in particular: Move the reticle in order that as many crates as possible are within the movable circle, then press the scan drone button and scan for a random resource. The deposit will be displayed and you are now able to collect all C&C within the circle by tapping them. As from DR level 10 you can even build mines by using drones but it costs a giant diamond every time and is possible every 12h only.

- **Hospital:** The higher the hospital level, the higher the premiums turn out for good health care of your employees and the less frequent mine accidents and plagues happen.

- **Law firm:** It decreases the value of damages actions after an accident by 5% per level, therefore at least by 50% at level 10. At higher levels it's kind of a difference whether to pay 300bn or 150bn.

- **Recycling plant:** Recycling finds is if anything only worth it at level 10 – but that also isn't invariably the case, not on every find nor permanently. Due to price fluctuations recycling can be profitable at the present moment but can earn less than selling the finds by itself a few seconds later.

- **Casino:** Yay! A casino ! Um...well no! Big players will tell you: "Keep your hands off it!" Upgrading it may yield you points but you should only use it as an amusement. It is no source of income but rather a financial grave! Some may make profit but they're simply fortunate. If you want to play, give yourself a limit and stop when reaching it! Only one player can hit the jackpot simultaneously – and almost always it's someone else instead of YOU!

- **Training camp:** Upgrading isn't expensive and if you get attacked more often, upgrading training camp to level 10 is required because every level increases the defence value and makes it more difficult for the raider.

- **Mafia HQ:** The higher the level, the higher your troops' attack value and the more likely your attack is (also see "Combat system" below).

- **Service center:** If you have many mines of other players nearby you can repair via external maintenance then upgrading the SC is worth it. Otherwise wait with the expansion.

- **Haulage firm:** Every request you put on the trade as well as sending goods via the chat costs you transport fees in the amount of 15% of the goods' value. With every upgrade level you reduce the costs by 1% down to a minimum of 5% at level 10 and increase the radii for both "boss maintenance" and "external maintenance". At level 5 there's a small chance for C&C to be collected even automatically if within boss maintenance range, so to say while "passing".

- **Human Resources Department (HR):** Decreases the probability of strikes and the value of the related claims. Strikes only affect active factories and the chance for a strike to occur increases with every factory level whereby there's an (unknown) maximum limit for the sum of all factory levels what bounds the value above. If you pay off the strike by money (press the money symbol) the probability decreases for the next strike to happen however it increases when sending in elite troops. You should consider paying it off instead of sending troops if you suffer strikes frequently, otherwise calculating if elite troops are cheaper is worth the effort.

COMBAT SYSTEM

It is impossible to concisely explain the combat system because many things are based on your own personal experience. Thus here only a short treatise follows but you will find more at "LINKS" below. If you want to attack someone, the following factors are being included: your own level, your opponent's level, amount and attack value of your troops (depending on your mafia HQ level), amount and defence value of the defender's troops (depending on the training camp level) and maybe the HQ bonus if the attacked mine lies within the HQ area. Furthermore there comes a big factor in addition: **Coincidence!**

There is no calculating tool for attacking issues you might know from other games as even coincidence looms large. Partly because the game's developer himself (fortunately) keeps the detailed mechanics a secret you just should have a try at it yourself. Here is a rough outline of a possible attacking process:

Let's say, just hypothetically, that you attack one of my mines with 1,000 combat dogs, 100 gangsters and 50 private armies and my mine has stationed 1,000 watch dogs, 100 security staff and 50 elite troops. Let's say your level is 50 rungs below mine, you have mafia HQ 5 and my training camp level is 10.

You gain an (unknown) bonus because you are 50 levels below me. Your mafia HQ will grant the following attack values to your troops (REMEMBER THEM!): Dogs 7.2/gangsters 72.2 and private armies 144.4. My defence values are: dogs 10, security staff 100 and elite troops 200 because of my training camp level 10. If you know the board game "Risk" then you are probably able to understand the procedure more simply:

It's always ONE ON ONE!

Your first dog rolls a 7.2-sided dice (attack value 7.2). Thus he will dice a random value between 1 and 7.2 and my first watch dog rolls a random number between 1 and 10 with a 10-sided dice (defence value 10). You will also get a bonus on top of this because your level is below mine, so the probability is fairly balanced. The winner will dice against the next dog until someone hasn't any dogs left. Let's assume that you were fortunate and have 100 dogs left out of the initial 1,000 and my dogs are defeated. The first of your remaining combat dogs now attacks my first security staff and dices a random number between 1 and 7.2 and my security staff dices a random number between 1 and 100 because the defence value is 100. Your bonus is also added to this. Your dogs now have bad chances because it would really be a stroke of bad luck for the security staff to dice really low and therefore to lose against a combat dog. You will now lose all 100 dogs but I will lose 10 security staff at least because even my security staff has diced a low number below yours once in a while.

Now your 100 gangsters will attack my remaining 90 security staff. Your gangsters each dice from 1 to 72.2 (attack value 72.2) against my security staff who roll from 1 to 100, your bonus based on the level difference is added on top as well. It again depends on a lot of the factor "luck". Let's assume that I lose my 90 security staff and you only lose 60 gangsters at the end, you still have 40 left. These 40 gangsters now each dice between 1 and 72.2 against my elite troops who dice a random number between 1 and 200 (because they have a defence value of 200) and have a fairly good opportunity to resist your 40 gangsters although your bonus for the lower level gets added to your dice as well. Let's just say you have bad luck this time and lose your remaining 40 gangsters while I don't lose any elite troops.

Now your private army attacks my elite unit (1 to 200) with a 144.4-sided dice (1 to 144.4) and your bonus still gets added. The whole thing also is fairly balanced. I would have better chances without your bonus but the factor "luck" is unpredictable at dice. By accident it can of course turn out really badly that even 10 private armies always dice a maximum 10 out of a 1-144 possibility and actually lose against 10 security staff. If the fight takes place within my HQ area I would have gained a bonus in addition and you would've suffered higher losses. Defenders who benefit of the HQ area have higher defence values thus you have to attack with a strikingly increased amount of troops. If the attack is successful the affected mine loses condition at a random value of approximately 35 to 68%. Mines within the HQ area are more robust and lose less condition, also mines boosted by tech upgrades lose less condition than the ones not boosted. The defender's troops are certainly defeated. After repairing the mine the "default defence" 200/5/1 will be restored without the need for buying them. If a mine's condition drops down to 20% or less it will be demolished instantly and the attacker can immediately build an own mine there. Thus you should be swift to react to attack messages because you can guard against these consequences by repairing fastly. As captured goods the attacker gets up to 100 times the mine's hourly production rate (depending on the "Mafia HQ" upgrade level) what can therefore mean up to 6m rough diamonds on a fully upgraded rough diamond mine within HQ10 area! The prey the attacker gets will be

deducted from the defender over a 5 day period, thus the affected mine will produce the lost amount less what can be spotted by a red "-0.5" at the concerning mine. This minus value (called "malus") will gain 0.1 each day but can be raised by 0.5 by another attack again. The top end of the malus is unknown. If a mine is being attacked continuously over a number of days again and again even the amount of prey sags dramatically thus it gets non-profitable fast to attack it.

If the attacker should lose, the defender receives a part of the attacker's troops for his mine to defend them afterwards, they have "deserted" in a way.

As mentioned earlier this was just a SHORT sketch of the combat system which grew out of experience and Google+ posts and don't have to be 100% correct as a consequence. The most you learn by trying and I can really recommend to just try it.

FREQUENTLY ASKED QUESTIONS (FAQ)

What should I do to begin with?

Switch on GPS, scan and **MOVE YOURSELF!** Mines have to be at least 30m apart of each other otherwise the prompt "too close to other mines" will show up. At the very beginning you are admittedly able to stack conveyors by building various mines at the same place but this is a starting bonus and will be dropped once you reach level 3.

It is commonly recommended to newbies to upgrade the museum fast, to improve the tech center moderately (cause the scan costs will rise) and the hospital casually. All other things you should upgrade subject to whim and financial state. Personally, I think that in areas of high population density you should upgrade the museum fast because many players let emerge many crates which yield much money. At rural area where you probably play pretty alone, you're better advised to have a high tech center because you should prefer having good mines as the source of income and crates will just sparsely be in esse there.

How can I level up fast?

No sure formula exists cause all actions bring level progress: buying, selling, producing, building, upgrading, HQ deposits. Every action sometimes brings more progress, sometimes less, and there is no "best value" spreadsheet. By instinct HQ deposits bring the most progress. You may be able to level up faster if you'd have vast sums of credits at your command cause all actions are connected with money but the disadvantage of this is that all missions (requirements and rewards) would adapt this swift progress and you would have trouble to accomplish the mission objectives later on. You'd destruct a lot of your gameplay fun in this way.

What should I do with giant diamonds (mostly called gd below) ?

At the beginning you receive 5 giant diamonds (not to be confused with the resource **rough** diamonds!) which you are not able to pass to other players but if any to sell them to the system for approximately 70m to 90m credits which may sound much at the beginning but: Keep the giant diamonds for now and do NOT sell them! Applied appropriately you can make profits being many times higher than the average sales revenue. To give an example: At level 10 you can build the first level of the insecticide factory and make a profit of about 2bn credits by using the gd: expand your warehouses, go to the trade and buy 12k of copper as well as 36k of limestone and get yourself 2.8m credits (an aggregate cost of approx. 800m credits at the moment). A maximum production of 5 days can be finished instantly by using a gd, so start a 5 day production (also called "instant production") now via the numeric keypad and finish it with a gd (click the diamond next to the factory). As a result you will INSTANTLY receive the total production amount of 420k insecticides (3,500 insecticides per hour * 24h * 5 days) and approx. sales of 3.2bn credits by selling them which amounts to a profit of about 2.4bn credits to pay after the material costs (insecticide factory level 2 even means twice as much and so on). If despite all the warnings and perspectives you want to sell a gd: this isn't possible until level 10 hence you can give it a serious consideration once more. If you have upgraded your museum to level 10 you are able to find gd within crates but NOT containers. The chance is vanishingly low: only 1 out of about 2,500 crates contains 1-10 gd. It is

easier to buy them at the ingame shop from the developer and help in this way to keep the game running. Via the mission "Need more insecticides!" you can also earn 2 gd. These values are changing constantly so please recalculate yourself which "instant production" brings you the most.

When can I find rough diamonds?

From level 48, gold ore from level 38 and silver ore from level 33.

(When) Do I need defence?

You can even write an entire book on the subject because it's so voluminous. First of all it is all-important to emphasize that attacks performed by other players are utterly legitimate and equally constitute in-game content as well as scanning, building and trading. If being attacked you should definitely not insult or threaten your opponent! We can say that you don't need defence if you haven't been attacked yet as a rule of thumb. There's no overall defence but you have to assign defence to each single conveyor. If you want to avoid raids because they're annoying and your plant would produce less as a result, you should assign defence to your most lucrative conveyors (rough diamonds, gold ore, iron ore...what is currently expensive). 500 to 1000 watchdogs or 200 to 400 security staff or 50-100 elite troops are recommended per conveyor. It is mainly a matter of deterrence and to push up the attacker's costs that high that he drops his intentions. Due to a high amount of defence the maintenance costs of the affected mine also rise and therefore you have to check from time to time if maintenance kits aren't cheaper than an "experts maintenance". By the way, tech upgrades cut the maintenance costs again. "Tech-upgraded" mines influenced by your HQ area are profitable objectives which should be defended. Undefined mines within the HQ area are like a buffet invitation, undefined AND tech-upgraded mines within the HQ area we also call an invitation to the "land of milk and honey". If it's about rough diamond mines within a HQ10 area the attacker's profit can average up to 30bn (!) - PER mine! Ultra-lucrative!

Sometimes it also helps to send a friendly private message to the attacker and to look for a potential solution. Maybe he just wants to accomplish the "Aggressiveness" mission and handles it within 3 days. However, if he desires the building lot your mine occupies you can also look for alternate places collectively and maybe trot off and build together.

Shall I suffer a plague?

Preferably not! You shouldn't manage these missions but they somewhat help over the drop you incur by experiencing a plague/accident. By the way, not only cash assets are added to calculate the amount of loss but also all the money slumbering in BM offers as well as 5% of the stock value. Due to indemnity claims (which can be reduced by the "law firm" special building) the account balance can also become negative. But that isn't a reason to quit because at best you should have mines still producing and be able to sell their resources. If you're acutely pinched for money you have the following options: selling resources, collecting crates, performing missions ("Wanderer" mission e.g.) or conducting external maintenances.

Are there guilds or clans?

Some players have combined to small groups, but this happens non-official. You can commonly recognize them by their unified "tag" at the end of their nickname, e.g. [CTO] or [Mafia]. However, there aren't ANY in-game capabilities you might know of other games which support groupings (no group chat, no guild tasks, no clan funds or the like). It's merely a solidarity symbolism. Other players also help each other and you should be attentive not to be abused as a cash cow when joining.

Why aren't my steps counted while doing the "Wanderer" mission?

First of all you have to realize that there are no "steps" counted but meters calculated. On that point, there are some certain conditions which have to be met for the mission to be updated:

GPS has to be activated and must have reception – being in a thick winter jacket this can potentially

become problematic. Additionally you mustn't move faster than 3.3 m/s, that's about 11.88 km/h. Therefore cycling is ruled out, and driving by car anyway, fast jogging is marginal – but then the mission is called "Wanderer", not "Jogger". Added to this you should be in motion continuously if possible: pausing or frequent stops, e.g. when doing a dog walk will cause the calculated distance to be insufficient to be recorded. You aren't allowed to play in the casino as well because location updates are disabled there to reduce energy consumption. Also you have to walk at least 1 minute as the distance transfer to the server happens every 60 seconds. Just jumping out of your car to walk 50 meters there and back doesn't count either. Resources Game has to be open all the time as there is no background service to track the distance run. You should also have updated Google Play Services as it's needed to track your activity. Last but not least it must be said that the app will quit itself after 30 minutes without any action.

LINKS AND HELPFUL TIPS

Helpful tips

Scan costs (guidelines)

Scan costs based on # of mines and techcenter level

Tech center level	Actual # of mines							
	20	50	100	200	400	600	800	1000
1	24.480	25.200	26.400	28.800	33.600	38.400	43.200	48.000
2	58.752	60.480	63.360	69.120	80.640	92.160	103.680	115.200
3	141.005	145.152	152.064	165.888	193.536	221.184	248.832	276.480
4	338.412	348.365	364.954	398.131	464.486	530.842	597.197	663.552
5	812.188	836.076	875.889	955.515	1.114.767	1.274.020	1.433.272	1.592.525
6	1.949.250	2.006.581	2.102.133	2.293.236	2.675.442	3.057.648	3.439.854	3.822.060
7	4.678.201	4.815.795	5.045.119	5.503.766	6.421.060	7.338.354	8.255.649	9.172.943
8	11.227.682	11.557.908	12.108.285	13.209.038	15.410.544	17.612.050	19.813.557	22.015.063
9	26.946.437	27.738.979	29.059.883	31.701.690	36.985.306	42.268.921	47.552.536	52.836.151
10	64.671.449	66.573.550	69.743.719	76.084.057	88.764.733	101.445.410	114.126.086	126.806.762

Formula for scan costs: $(10,000 * 2.4^{[techcenter level]}) * (1 + [total \# of mines]/1,000)$; rounded to the nearest multiple of 5,000.

Here is a table of which museum level you need to spot certain finds:

Without museum: Old tires, fossils, copper coins, roman coins, maintenance kit

Level 1: Scrap metal // Level 2: Used oil // Level 4: Waste glass, electronic scrap // Level 5: Plastic scrap // Level 7: TU1, drone wreckagees // Level 8: TU2 // Level 9: TU3 // Level 10: TU4, giant diamonds

Tech center level = maximum quality to be expected by indication of the scanner:

0=26% / 1=34% / 2=42% / 3=49% / 4=56% / 5=63% / 6=71% / 7=79% / 8=85% / 9=93% / 10=100%

HQ boost factor increases by 0.9 from level 2 on, level 1 is a factor of 1.9:

Level 2: 2.8 // Level 3: 3.7 // Level 4: 4.6 // Level 5: 5.5 // Level 6: 6.4 // Level 7: 7.3 // Level 8: 8.2 // Level 9: 9.1 // Level 10: 10

Quality and condition in synergy: A 100% quality clay mine continuously delivers 1,530 clay per hour into the warehouse – but only if the condition is at 100%. The condition decreases by 1% at 6 hourly intervals so the mine now only delivers 99% of the 1,530 clay, what is equal to 1,514.70

clay. Any such mine if enhanced by tech upgrades and improved to 505% by way of example delivers 5.05 times the amount of 1,530 clay, what is equal to 7,726.50 clay. If the condition drops to 99% the concerning mine now also only delivers 99% of it (7,649.24 clay). So if above and beyond this you place your HQ 3 with the mine it gains a boost of 3.7. The tech-upgraded value of 7,726.50 clay now additionally gets multiplied by 3.7 and the mine then delivers 28,588.05 clay per hour, at a condition of 95% still 27,158.65 clay/h, at 70% only 20,011.64 clay/h.

To magnify the display you can hold the level progress bar at the top of the screen. You can bring the magnified display to an end again by tapping the 3 white dots at the upper left.

Tech upgrades on mines decrease the maintenance costs, defence on mines increases them. Both tech upgrades and defence are stationary assigned to the concerning mine and cannot be used again or removed. They remain installed until the mine gets destroyed or demolished.

There is a simple option to get hold of all possible informations straight from the game: click the NEWS tab at lower left of the bar, then in the upper right you will notice the link to "FAQ & Help". It opens the mobile Resources website. Click the 3 strokes top left and choose the wanted section, e.g. "Game info".

Links

The official website is <http://www.resources-game.ch> and from there you can also come at regional G+ communities (Germany, Austria, Switzerland, english speaking etc.) with a lot of handy tips, tricks and discussions.

A good (english) list of all enlargements with costs and a calculator can be found on <http://r.jakumo.org> or also on <http://resources.one.pl/>

A table of optimal tech upgrade combinations can be found on <http://epis.ch/rl> (equal to: <http://r.jakumo.org/upgrades.php>) Depending on costs the best combination for the maximum 505% is 22/19/33/1 or 7/39/23/2 or 71/4/15/8 or for the lazy ones 111/26/0/0 (but not 505% exactly).

A helpful (german) YouTube video from Lirai (ca. 55 minutes) for beginners can be found on <http://epis.ch/ru>

(German) Explanation of troops, combat values, combat system, even in many sentences from the developer himself:

<http://epis.ch/qx> and <http://epis.ch/s6>

My collection of interesting G+ messages and discussions: <http://epis.ch/s7>

Last but not least an awesome (english) reference text with lots of formulas and else unknown values: <http://resources-game.wikia.com/>

EVA 1.3 german basic version was compiled by **ELDERMANN GmbH** on 07/12/16, last revision on 07/27/16, complete english translation EVA 1.0e was compiled on 09/22/16 by **JackyCola™** - No demand for completeness and correctness! Thanks to LCC Metall & Oel for constructive criticism and hints as well as to JackyCola™ for the construction of the english translation. Criticism, improvement suggestions, questions or any support-related issues **regarding the ENGLISH version of EVA** please send ingame to **JackyCola™** or leave me a message at G+: <http://epis.ch/sr>