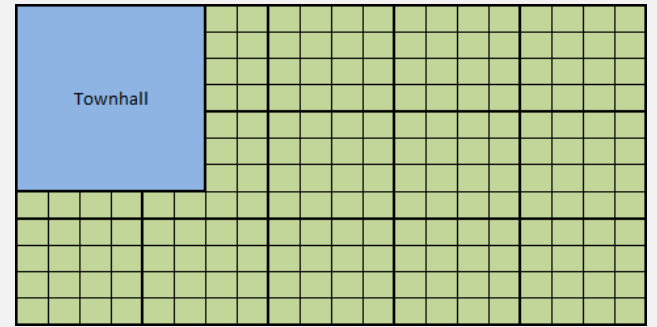


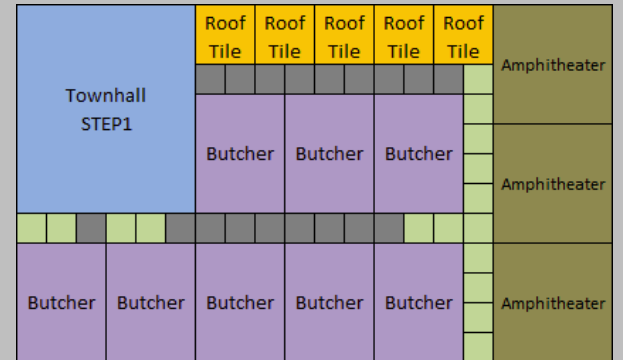
# SETTLEMENT STRATEGY (BUDGET:500)

- This strategy is a free to play version and based on the first round where you have only the starting amount of quantum shards.
- It may not be possible to follow in all cases, I will present a basic case. Total constructing days: 4 days.
- Preparation:** unlock 3 expansions with quantum shards (total costs 450), left or right side in a column keeping the rectangle shape of the city. We can remove 2 impediments with the remaining quantum shards. So, keep in mind, we need a clear rectangle! (10+25) PS: Do not spend your resources on donating!



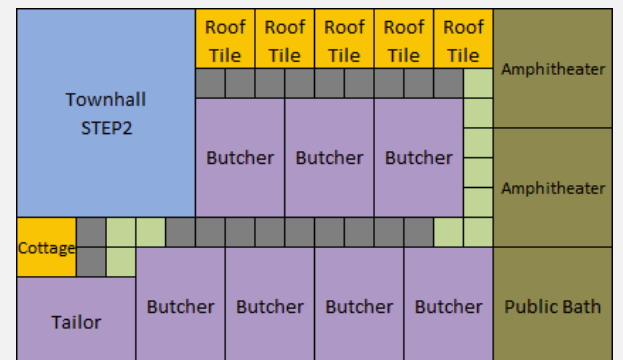
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Step 1		Coins	Supplies
Start		150 000	15 000
Townhall		-	-
Delete		-	-
Build	5 Roof Tile House, 8 Butcher, 3 Amphitheater, 18 Road	-53 500	-1 800
SUM	Happ. 450   Population 250	96 500	13 200
Production	45 000 coins + 75 000 supplies / 10 hours		



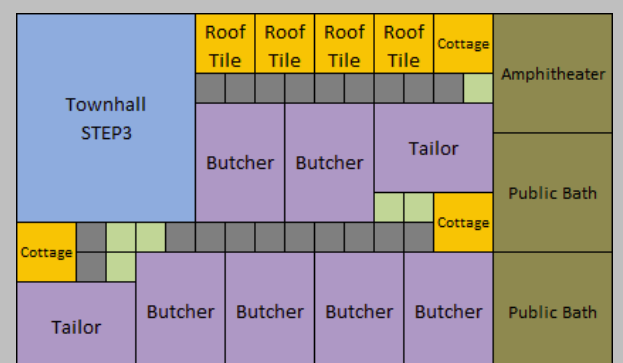
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Step 2		Coins	Supplies
Collect the production of 1 Roof Tile House, then delete it, so you can collect the rest with 1,5 multiplier.		142 125	88 200
Townhall		-	-
Delete	1 Butcher, 1 Amphitheater	+875	+0
Build	1 Cottage, 1 Roof Tile House, 1 Tailor, 1 Public Bath, 2 Road	-42 000	-75 200
SUM	Happ. 450»600   Population 250»350	101 000	13 000
Production	63 750 coins + 84 375 supplies / 10 hours		



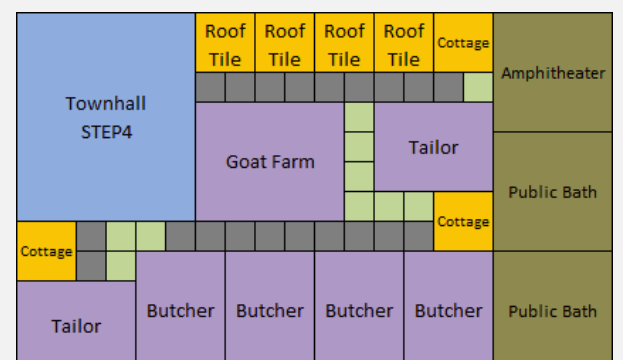
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Step 3		Coins	Supplies
Collect the production of 1 Roof Tile House, then delete it, so you can collect the rest with 1,5 multiplier.		165 375	97 375
Townhall		+10 000	+10 000
Delete	1 Butcher, 1 Amphitheater	+875	+0
Build	2 Cottage, 1 Tailor, 1 Public Bath	-43 750	-100 000
SUM	Happ. 600»750   Population 350»500	132 500	7 375
Production	88 125 coins + 93 750 supplies / 10 hours		



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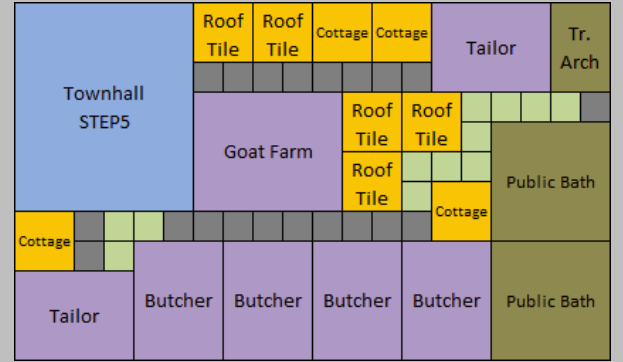
Step 4		Coins	Supplies
Collect the production of 3 Roof Tile House, then delete that 3, so you can collect the rest with 1,5 multiplier.		222 500	101 125
Townhall		-	-
Delete	2 Butcher	+1 250	+0
Build	1 Goat Farm, 3 Roof Tile House	-207 500	-50 000
SUM	Happ. 750   Population 500	16 250	51 125
Production	88 125 coins + 75 000 supplies / 10 hours		



# SETTLEMENT STRATEGY (BUDGET:500)

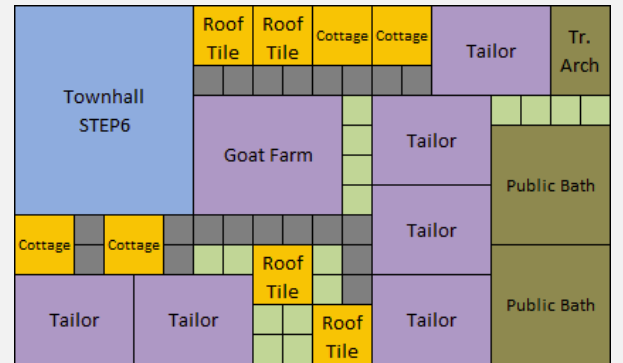
DAY 3

Step 5		Coins	Supplies
Collect the production of 3 Roof Tile House, then delete that 3, so you can collect the rest with 1,5 multiplier.		106 250	126 125
Townhall		+10 000	+10 000
Delete	1 Amphitheater	+250	+0
Build	1 Triumphal Arch, 1 Cottage, 4 Roof Tile House	-116 250	-125 000
SUM	Happ. 750»1275   Population 500	250	11 125
Production	120 000 coins + 140 625 supplies / 10 hours		



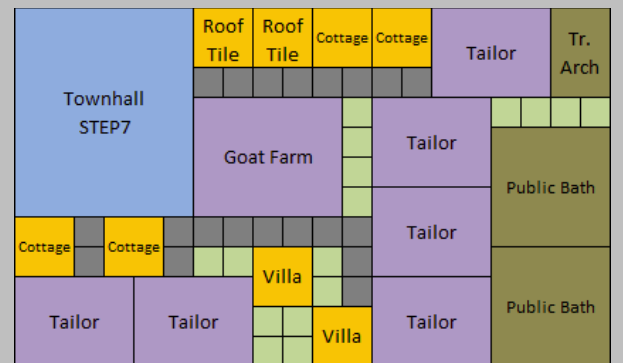
DAY 3

Step 6		Coins	Supplies
Wait for the Triumphal Arch, then collect the production of 1 Roof Tile House, then delete it, so you can collect the rest with 1,5 multiplier.		120 875	151 750
Townhall		-	-
Delete	4 Butcher	+2 500	+0
Build	4 Tailor	-25 000	-100 000
SUM	Happ. 1275   Population 500	98 375	51 750
Production	112 500 coins + 178 125 supplies / 10 hours		



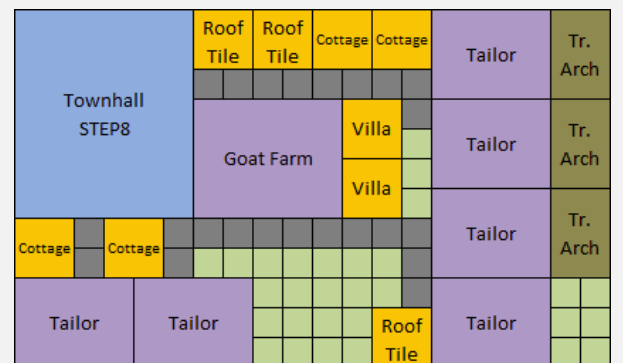
DAY 4

Step 7		Coins	Supplies
Collect the production		210 875	229 875
Townhall		+10 000	+10 000
Delete	2 Roof Tile House	+1 250	+0
Build	2 Villa Build it 5-10 minutes later! or you won't be able to collect the next production with 1,5 multiplier.	-50 000	-200 000
SUM	Happ. 1275   Population 500»800	172 125	39 875
Production	93 750 coins + 178 125 supplies / 10 hours		



DAY 4

Step 8		Coins	Supplies
Collect the production before Villa built!		265 875	218 000
Townhall		-	-
Delete	2 Public Bath	+12 500	+12 500
Build	2 Triumphal Arch, 1 Roof Tile House, 3 Road	-205 500	-200 300
SUM	Happ 1275»2025   Population 800»850	72 875	30 200
Production	178 125 coins + 178 125 supplies / 10 hours		



The next day, the amount produced may turn out to be small, because you have only just started using the 100,000 action points. After that day after day, you will have more resources. Build another Triumphal Arch when you feel like it, then decorations, maybe sell 2 Roof Tile House and build 1 Cottage instead. At least you will be able to collect enough that you will be able to do the same for the next season.

My experience:

Guild	Max difficulty level	Spent Qunatum Actions	Progress
few participants	Lv 4	1,1M+	577