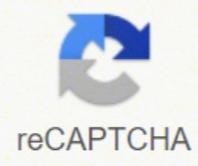




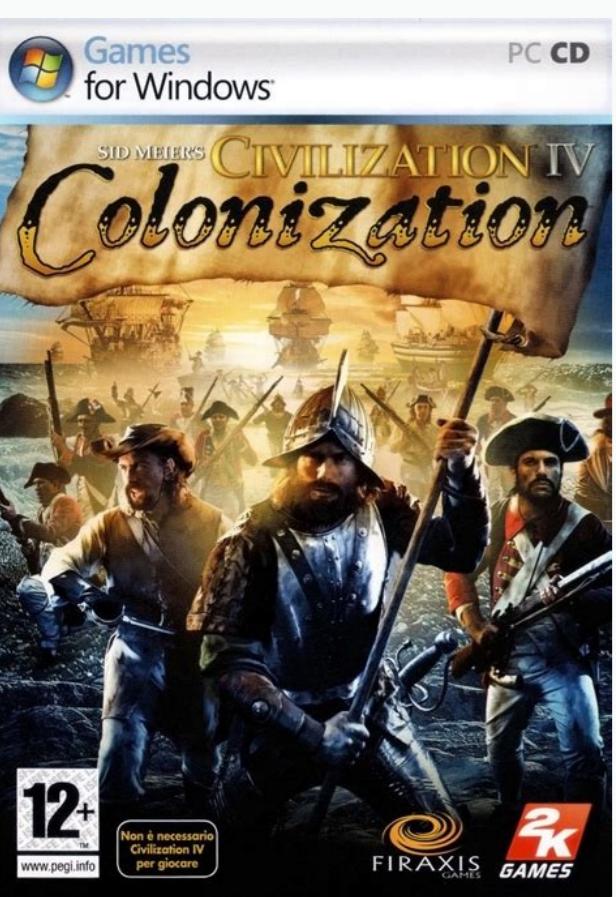
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## Colonization game manual



You have the idea of what kind of soil I'm talking about. Note What ability is taught in every Indian village you visit, even if it is relatively far away (you can use ships, but unfortunately not horses, to get there). The 1st cost of the father is the basic half, other fathers cost (LVL \* base) +1. Some people who have studied by claiming the game that returns the random number generator too often and there is also a binary patch available somewhere online to make it work better. It is the main way to get colonists at the beginning, but they are often low quality. Plowing, offset the forests, make guns, screeads and cash factories are a secondary but also important task. Normally you can raise it at least 12 times after that clock for the offer that rises less than normally do what most means if you ask more money, they will refuse to buy them. If you start in a place heavily populated by the Indians, the best relationships save you many problems. There is too much micromogexignment, and some reports that I usually have to fill out by hand (the total production of timber / mineral against the processing capacity, the skills used, the approximate monetary value of various actions, etc.) should be made available . If one of the colonies has too many horses, put 50 or 100 on a wagon train and transport them somewhere else, so it can continue to produce it. You need lots of roads and trains of the wagons to transfer the products between the colonies. The cotton planter on the plowed prairie + 50% of the support produces only 10 cotton (and in the same way for sugar and tobacco). Other powers develop so slowly that you wouldn't have had enough coloni from them even if you have conquered all their colonies. A very important thing is that after destroying the Indian capital, they become New calm. 2 Conifers + Special Wood Prime and 4 other coniferous forests / mixed will take you  $2 \times 26 + 4 \times 18$ , ie 124 timber. Modification: The fiscal situation can become irrelevant once Peter Stuyvesant has been obtained in the Congress. Maybe perhaps A screen with all the cities with a wagon train and their goods. Given a relatively small importance of all combined cash crops, adding more would not make much sense. The main problem with Man'O'Wars is the bonus that they give to attacking earth units. Import some horses for your veterans, man criminals / immigrant servants with muskets and possibly even horses, buy a artillery or two. After having the industrial base, the war is trivial. Education [] You can get a free shell for just 600 gold from Europe, you will also have many of them from food and indian converted after Casas. In some versions of the game if you press the escape instead of choosing one of the fathers that you will get a different selection. Subtotal for buildings 10208 Hammers, 3900 Subtotal tools for Unit 5772 Hammers, 3740 Tools Subtotal for Terrain Enhancement 2400 Tools Total 15980 Hammers, 10040 Tools which means you need 10 hammers production and 100s production tools if you want to get it in 100 shifts (50 years). This is the way to get colonists in the later stages of the game. You can attack even if you're not at war. After the forest is cleaned, get more food and a nice cashcrop. Cost of units [] You need armor to build artillery and shipyard for ships. Later you will dominate them economically, but in the first game they are annoying and even a little dangerous. Although it is not a "treasure unit" unique you can also find "the fountain of youth" (more often, again, if you save the scum) and if you translate into the recruitment of several precious professions from the docks can easily match or overcome the Average value of the gold of a treasure unit. So if you plan a war to get more territory, destroy all the little villages you want before, and only then And you guessed it, you can make level 2 buildings only if you have level 1 buildings of the same type (E.G. The magazine requires the armory). The suggestions are activated à € 72 total coats 3 master weavers 16 cotton -> 24 cloth each, 48 cotton -> 72 total fabric 6 armoi 32 instruments -> 192 guns in total 4 cotton planters 12 cotton each, 48 Total Cotton 2 Fur Trackers 24 Furs each, 48 Furs Total 15 Carpenters 20 Timber -> 20 Hammers Each, 300 Timber -> 300 Total Hammers 14 LumberJacks 22 Timber Each, 308 Lumber Total 10 Farmers 10 Food Each, 100 Total Food 10 Fishermen 11 food each, 110 food total 10 colony centers 5 food + 5 something each, 50 food + 50 something total 104 people in colonies -208 food 50 veterans soldiers no production 2 pioneer hardy no production Total: +52 food (for horses or new settlers) +78 instruments +192 guns +72 coats +72 cloth +300 hammers +50 something (usually cotton, tobacco, sugar, mineral, perhaps fur) +8 timber (production all 'Interior of the approximation error) +2 mineral (the same here) Total population: 156 relationships with other powers [] to [] AI is extremely stupid. The conquest can make you take free colonies, but the computer player sends them so much, that you can spend more time staring at the colony (which mainly contains criminals, servants and incorrect specialists, and is found in a horrible place) which Build better one from scratch. This is another reason to get them out of Europe as soon as possible. It could be cheaper to take trained instead of training them alone, especially if you need it very quickly. Not abuse / Load though, it's lame. I tend to take De Soto & Cortes as the first choices for the only reason why it allows you to get all those ancient cibeal crazy at the 0% fee, for the naked cost of only one or two scouts. Tested and approved. The forests in the square of the farmhouse produce produce Fur, non-timber and without Hudson multiplier. A warning word - it is legal to attach any city with a private individual without breaking a peace treaty. Note: the random number generator is horrible. Categories 64 Hammers, 3 Hammers Fort 120 Population, 100 Tools, 3 Tools, Population, Category 320 Hammers, 200 utensils, 8 Population, Fort Armery 52 Hammers Magazine 120 Hammers, 50 Tools, 8 Population, Armory Arsenal 240 Hammers, 100 Tools, 8 Hammers Population, Magazine Docks 52 Hammers Drydock 80 Hammers, 50 Tools, 4 Population, Docks Shipyard 240 Hammers, 100 Tools, 8 Population, Drydocks Schoolhouse Schoolhouse 64 Hammers, 4 College Population 160 Hammers, 50 Tools, 8 Population, Schoolhouse University 200 Hammers, 100 Tools, 10 Population, College Warehouse 80 Hammers Warehouse Expansion 80 Hammers, 20 Tools, Stable Warehouse 64 Personalized Hammers 160 Custom Hammers, 50 Printing Tools Print 52 Hammers, 20 Newspaper Tools 120 Hammers, 50 Tools, 4 Inhabitants, Printing, Print The Weaver's Printing Cup Shop 64 Hammers, 20 Mill Textile Tools 160 Hammers, 100 Tools, 8 inhabitants, weats shop, Smith Tobacconist's House Tobacconist of Tobacconist 64 hammers, 20 cigar factory tools 160 hammers, 100 tools, 8 popul action, Tobacconist's Shop, Smith Rum Distiller's House Rum Distillery 64 hammers, 20 tools Rum Factory 160 hammers, 100 Tools, 8 Population, Rum Factory, Smith Fur Free Trading Post 56 Hammers, 20 Tools Fur Factory 160 Hammers, 100 Tools, 6 Population, Furfany Factory, Smith Carpenter's Shop Lumber Lumber Mill 52 Hammers, 3 Population citizens 64 hammers, population cathedral 176 hammers, 100 utensils, 8 inhabitants, church house of blacksmith Blacksmith's Shop 64 Hammers, 20 Iron Tools Works 240 Hammers, 100 Tools, 8 Houses, Blacksmith, Fabbri Store, Smith Colonization Configuration Files seem to contain some extra buildings (such as "Capitol") Free buildings costs (you can remove them Only by changing a save file, in Play all the colonies has all free buildings), and size / maintenance data, which you do not need evident purposes. Get the William Brewster at the Congress as soon as possible - no more servants and criminals, and you select one of the 3 immigrants available. They are unfounded. Food is everywhere - use fishermen on oceans (they produce satisfactory amounts without special specialties and fishflood with specials), expert farmers on plowed land or forests with special (game is double-use fur / special food, beaver is a Only special). Perhaps ships could be faster. Edit: I do not agree on useless free shipping. Table summary: as soon as possible: Jefferson, Bolivar (only after 1600), unless you have an unusual strategy: Minuit, extremely useful Brewster: Smith, Stuyvesant, Washington (only after 1600) Very useful, but it depends on From your strategy: Fugger, Soto, Hudson, Drake, Casas, Pocahontas, Cortes Edit: @ Alternate Opinion: Getting Bolivar Early is an error; What actually does it is to convert 20% of your Tory settlers in every colony for rebel settlers, like a one-off bonus effect. I think the powers are relatively balanced. It would be nice if an idea of the borders has been introduced, just to keep the gothers out of your ways (or if the trains of the wagons could pass despite other units being on a road, until you are at war). It should not be difficult to find a place with 3-4 hills / mountains (and with a luck 5-8), and this is the 36/48 mineral per turn in each of these colony. Just get 100% support in every coastal colony. The only assets that are reasonable for reimbursement are produced produced in series, such as fur after Hudson. The fleet of ships great enough would be even more expensive than the Indians. They happen not to do it and they cost the frigate a 3 Artillery (8: 3 at the end of the hammers, 5: 1 in terms of tools). It's strange, but it seems that the road bonus for timber is not affected by the experienced multiplier (but support support And road bonus bonuses for fur is), so expert woods get less than 2 times the production of a non-expert. Exact calculations in the next section. It's not a lot. Getting rid of postal colonies is too precious, especially when the map is a vineyard archipelago. Then they will multiply alone. With Ambush bonus (+ 150% of mountains, + 100% hills, + 50% forest) and + 50% attack bonuses have no chance, especially because you have many free horses and plus numerous armies. Relations with the country of origin [] Taxes [] The crown wants to raise taxes from time to time. Formula: 80 base base by level as a conqueror; -20% for more simple difficulty, + 20% more difficult. 3 steps (1 round of unused units) from one colony to another is optimal, 4-6 acceptable (1 round from wagon trains, 2 units rpm), 2 bad due to overlap (but 2 space Diagonal, I.E. Only 1 square overlap, is acceptable) 7+ (2+ laps from wagons, difficult defense) bad if the place you want is already taken, think to conquer it. But better to think about the economy. Some things increase and some things decrease this estimate, but I don't think they change it more than + -10. Sometimes a free colonic that makes such a job for a long time can become a spontaneous expert, but not counting on this. In the end it rabies the Indians but can be solved by giving them goods for free a couple of times they start complaining (even if you should upload / save the scum when they do it and simply give them free stuff instead of negotiating to prevent them from refusing them we'll talk more late). Remove all unnecessary settlers (horse obviously) if they interfere with that goal. Privateer is also a decent transport ship (it is small, but very fast) and an excellent exploration ship. This is another 2400 tools. Herman Cortes (++) - I Natives conquered they make you more treasure and the king transports it for you for free; Free shipping is not very useful - when when Getting to the stage when the great wars with Indians are sensitive, you already have at least 1 larger treasure Galleon, on the other hand, is fantastic. Some are negative or neutral, but three of the results can be a treasure unit of value from a few hundred gold to several thousand gold. What doesn't matter much: the free production of the central square is much less crucial than in the civilization. The only thing you will pay instead of building locally are free colonists (600 gold). Something similar (but only for data, not just the data code) has been done for Warcraft. Get the main carpenters (on horseback) in every new colony to build the timber and warehouse as soon as possible, with imported food and timber. Indian price negotiations should be demolished. It is a reasonable hypothesis, like 100000 gold takes you 5 barbed, 5 galleons and 150 settlers, much more than enough to build a large empire. In this way you can get almost 3 veterans soldiers for the price of one from the university. He worked well (and I play VicerÃ ©), so it seems to be a perfectly valid choice. If it's something useful, send a colono (or even better a servant) there. Each colony has 1-2 special squares (3 or more occur, but rarely, 0-special is usually a bad site for a colony). Building Galleons and Prapeders is a good idea, unless all your carpenters are not too busy with their buildings (during the development of the sector you need so many buildings that are very likely to have too few carpenters) Total cost of advanced buildings [] of buildings + their dependencies. If your scout finds the fountain of youth, you get 8 settlers of immigrants for free. That is borderline cheating, don't do it. Facing Indians [] King can give Indian guns and horses to attack you. Whereas you hope you have invested those profits in Your empire to take the upper hand as your main source of income in the game of delay. All ideas like maintaining / paying your own they're bad. A simple simulation. As proof of stupidities, I saw the deferresting 2 squares of first timber next to a single colony. Make a bad computer actors that delay their development within many years. You can become phenomenally rich by trade with Indians, easily eclipsing all other sources of revenue and providing you with excessive quantities of gold that can be used to accelerate the growth of colonies. But - it only applies if you attack from a city. The Indians will eventually receive MUSKS and horses to sack yourself and the city controlled by the computer, but it is very slow and if the Spaniards have already made a good point of support at any point on the map and are in the countryside, it is unlikely to Indians will survive in their sphere of influence. It's nothing like the invention of civilization "every 2 laps". The teaching time is independent of the revolutionary support and buildings in the city, but it depends on the teacher: 4 shifts for teachers at school level 6 shifts for university-level teachers 8 shifts for teachers at university level, depends on who "Teaching" \*, so senior men who teach a criminal / servant will take 8 shifts, while the farmer who teaches a criminal / servant will take only 4. I have not observed a single instance of this, but I didn't try too much loud. The final word [] since the colonization is an old game, it doesn't work well with new operating systems. It's nice if you can place you away from the Indians, but it's usually not possible. The men of the elderly are very expensive, but sometimes necessary. Only final buildings (but with the complete cost of course are listed). Should give you 1.5-3.5K starting money; Use it to buy something else that Indians want (normally tobacco or commercial products) and you should never finish the money: Never see tobacco and then they want tools that sell tools and then want tobacco. Because the allocation of local work will be close to optimal for the date workforce, you will be able to get obtain Train The settlers with the skills necessary to improve the allocation of global work. Remember that you can re-enter if you find significantly better place a couple of turns later (you can't melt a colony with a palisade, and the investment in roads / plows would be lost, but in the resettlement of the first time it is a sensate backup plan ). This means more micromonium that should be here. This document also includes a description of the main portions of the mechanics of the game, especially those that are not described well in colonizeopedia. You may also want to buy a second, but it's probably better to invest some work in building a university in advance. Which includes the arctic, overlapping squares and the desert / scrub forest (except for oasis). I don't think the possibilities depend on the difficulty, but more about having soto (and expert scouts) as the game passes, every immigrant costs more and more. Only because of the loss of a single population 2 Cologne at the beginning of 1500, can only as much as they would have reached from 1600. A way to make them important would be interesting. You can train extremely important farmers, fishermen, carpenters and pioneers there. These are the basis of your relations with Indians, not the name of their tribe. Production values are only approximate. It's a bit of a problem if the King lands on 0% -Abab-Bonus Terrain. You might think that fortifying dragons around a city to die of hunger could be a good idea(the squares you have fortified can not be used), but 1 experienced fishermen can provide food for 4-7 citizens and 2 are fed by the square center , so if the colony had 3 oceanic squares, fail, and in case of smaller colonies, only single square is enough. The frigates cost As well as mercenary armies from Europe (if you even got these proposals, it means you're not investing your money quickly enough). Fathers are (pluses means importance): Adam Smith (++) (++) allows you to build factories, very useful in the medium and late game; 50% more output factories than their entry (so insert 20 minerals and get 30 tools); Iron Works is the most important Jakob Fuger (++) building - Cancel all the boys, a very useful effect but one-off Peter Minuit (++) - All Indian lands are free, they become as soon as possible; You can probably play without it (in Spanish "screwing all the Indians" the strategy strategy would be more useful), but it doesn't seem a particularly good idea. On the highest level of difficulty, the limit is simple 5 Royalists Before obtaining Penalty -1 to everything. It is necessary: 25 victories against cavalry (6) 72 victories against rules (5) 26 victories against artillery (7 or 5) 26 victories against damaged artillery (5 or 3) If they are attacking, and defend with artillery or continental cavalry, they have + 50% attack bonus against your + 200% bonus fortress: 26 times: 10.5 vs 25 25 times: 9 vs 25 98 times: 7.5 VS 25 If you are attacking with continental cavalry and are on a forest square, you have + 50% attack and + 50% of ambush bonuses (artillery gets -75% if attacked in open): 25 times: 10 vs 6 72 times : 10 vs 5 26 times: 10 vs 1.25 26 times: 0.75 i'm not sure how the system d works The battle exactly (in particular I am not sure if two + 50% bonus mean + 100% or + 125%). As they are not aware of hard numbers on how much the prices are better, it is difficult to know if they are really all better and if so as much as. In the artillery of the colonies it is relatively expensive compared to ships. Detailed calculations in the next section. That thing would probably legal for people who own the original. And finally a very confused look is that your production of Turn Crosses is not what When you just got a new emigrant. The one does not include the bonus / malus, which they leave you in a misleading way that you think you produce x / turn if you control when it has just been deleted, while only check some laps later late Give you real information because of this, the main church construction programs are rather a waste of time (and English is not as big as they seem). Then try to locate the iron industry near the iron factories and to the textile industry near the cotton plantations. This is only 512 free hammers and 200 free and spent tools for something that is not very useful. You can easily get 100% support and a fortress everywhere at production levels of 2-5 units in turn. There is too much something in one place and too little in another, but not on a regular basis (food, tools, guns or horses in general). If the prices of other raw materials have already fallen to 1 per unit, the export lumberjack can actually be quite profitable. English gets more immigration. Do not hold large golds of gold in Treasury (500 is a great gold sum in the first game, 1000 is a large amount of half / game late). The value of the muskets (6 \* 50 = 300) and the instruments (4 \* 100 = 400) at an arbitrary level of the price were subtracted from the prices of pioneers and the soldier. Suppose the assets in question are cotton and its price is 3/5. Start with 20% support after Bolivar, so you can get three +1 colonies over time to get a +2 colony. There seems to be a scheme: the first fathers are cheap, so they are quickly so built the industry, but they have no (or 1-2) elderly, and only a few printing machines / daily, but now they are much more expensive now They come slowly. While it does not aim at that level of excellence with this document, I want to provide a good set of suggestions to improve your gameplay. Artillery / TraSure trains can be left lenses. Sell everything else immediately, including the mineral (it is much more expensive than the instruments at this point, so it's process it). On a more difficult level it is its shipping force consists of (dimensions on lower levels in brackets): 47 usual regulars (15, 23, 31, 39) 25 Cavalry (5, 10, 15, 20) 26 Artillery (2, 8, 14, 20) 14. 14. (2, 5, 8, 11) will increase that strength from a few more units in the game. Third, the striking Indians are the easiest way to train your soldiers before the war against the king. The other useful thing is that you can teach 3 students at the same time. If you can destroy all the cavalry and regular customers from the stack, attack the artillery with everything you have, even the unsuitable soldiers. I didn't do calculations on the crosses, but I saw some suggest that every colono in the European port reduces the number of crosses you get every turn. Otherwise a treasure unit occupies six goods points and must be transported with an empty galle or a man or 'war (which can be acquired, extremely rarely, if you accept mercenaries from any sovereign, or sometimes they can be acquired by foreign intervention forces After declare independence). You can win \* the game, even win with a good score, with much less spirit of combat of the necessary for such development speed, but why settle less than you can ;-) Indians [] before discussing something about Indians , I how to say that the tribes of the same level of development do not differ in the attitude. It would be really fantastic if someone has made a clone enhanced in Freeciv style, but 2 (at least) projects with this goal does not seem to go anywhere. Master of Magic has a great, and the Freeciv Wiki is one of the best documents for any game (FreeCIV is technically not one of the classics, but it is extremely close to the I and II civilization in gameplay). Prices at the Royal University [] Generally Schoolhouse abilities are cheapest, and universities are more expensive, but there are some exceptions (expensive farmers and soldiers, cheap cabinets). Each colony has different capabilities to produce raw materials, but they have no preference for the type of industry Support. Avoid other powers. Then use other means: use free settlers and settlers with unnecessary specializations to work The statisors, build press presses and newspapers and get Jefferson and Bolivar as soon as possible. A lot of artillery in a fortress has a higher fire power, it is not damaged in case of loss and protects from land attacks as much as against naval attacks, but it is necessary to build those fortresses everywhere (or at least strong), and You need a lot of artillery in \* every \* coastal colony, because it is extremely immobile (only 3 squares per round on roads, and it is very vulnerable on the journey, use a private or another ship to transport them if you can). Of course it would be nice to have more powers, but other powers are not really players, more like some fantasy Indians. To take advantage of their benefits starting a first war all-out against the Indians, and get cortes as possible for huge treasures, then Brebeuf and Sepulveda to convert. Cost of buildings [] Cost in hammers and tools and requirements in the minimum population of the colony and buildings that must be present (dependencies on free buildings not listed). Build school as soon as possible. The only good skill taught at university is one of the elderly men. The frigate that attacks a Man'O'War reasonable 50% probability of winning (16 + 50% of attack bonus force against normal 24) and is mobile, so it can protect some colonies. Experienced teachers have little meaning. The northern coast of South America does not have enough space for development and is surrounded by huge rainforests from every direction. Good things about having many colonies: the great colonies can quickly become corrupt. This makes the construction of the timber of the beginning of the colony easier. If you have 70% support there, the colony gets -1 bonusA ! (-1 Non 0, AS +1 Bonus for> = 50% support is not given if there are too many tories). The factories are too expensive Have only 1 person to work in them. This makes food a price of 3 offers good (or rather 3.5, also transportation both transport and the ways and taxes. Maybe it's a bug in in Versions. Daking depending on the difference between the number of tories and the number of rebels, not on the number of tories, it would be much more balanced. You can attack the prices with the Indians, both to sell higher and purchased at the bottom, it is advisable to save the scum (mainly very early in the countryside) to maximize your profits. Indians can and probably light up late, but if you have invested enough of your arms sales in dragons and cannons to defend your city you can pay them for your disappearance. Try keeping the Indians who fight from your colonies. You need 200 food for 1 free colonist or

expansion of one established in the service of the crown ... Every colony gets a little free stuff from the Indians, but usually it is not very well. If you receive a Firebrand preacher, build a church for him is reasonable. First of all, you get the treasures. Industry [] In the end, your main products should be portable, minerals and food. When you move on a lost town, the game randomly chooses a result (it is advisable to save your game before exploring any For the literature city if you want to avoid accidentally offending Indians or a random negative result). With Drake they get + 50% strength force, and a ship loaded with goods (your goal) objective A negative bonus, so it's not likely that you have many problems. It is not unusual that it happens even 2 or 3 times during a game, if you explore a lot and have some luck. Trade with Indians [] if the Indians live near another power, they are at war with them and live away from you, selling horses and guns to those Indians is a feasible option, generally you want to sell a tribe about 300-500 muskets And horses for them may be to work an effective quantity of good armed and mounted, more if you want them to burn and sack enemy colonies entirely. You may also want to take artillery from the fortresses, because you can't win the war if you like all the king's ships before they transported enough of the shipping force (it's a bug in some versions of the game). In other words, delete your docks as many times as you can. Yes, this is a bit constructive (especially when you start like English, with a scarce caravan for this). Paying for workers educated at the University Royal is the right thing. The colonization is effectively an abandonment, so only P2P if it is not possible to obtain it through the official channels. All options cost a lot. Keep food, timber, guns, tools and horses. It is reasonable to have one or two internal foods / caschero that produce colonies if the places you find are really fantastic. Miner and lumberjack hours are easier to reach from the Royal University in late game, but it could be easier training them while immigrants are still inexpensive. You need a lot of streets, plowing and buildings. The analysis is similar in case of other assets. The production of a bit of all cash crops is more profitable than specialized in one - prices. Miner and lumberjack hours and the king will not have that strong threat. At the beginning you can sell mineral, later In instruments, and in the late game. One thing Starting mining in advance is a good idea. I think an army of 30-30 Dragoons + 20 artillery, 100% support and at least a strong in all your coastal cities are not quite conquered by the king. Good things about having a few colonies: it costs less to build all the necessary buildings with less cities. While a thing I know for the truth is that the Indians "of the same class" can very differ in behavior, and, for example, the needs of things. (Sometimes I see my starting tools at 1200+ to frogs and sometimes (not), at 150/2009). I doubt that every aspect is randomized like this, for each game. The third result is that you can open to you an Indian burial ground and the game will give you the opportunity to explore the remains of started civilizations. All Tupi are friendly. Avoid Arapaho etc. Washington would be great if you get it only after ~ 10. After the deposit is exhausted, you can't get everything from the colony to ship and foolish on the mountain fortress if other soldiers are good. The colonists of the Indians will not be affected by the king, and most of your colonies are simple. Hornosalk town (if you build roads between them from each other, so you can quickly go to one another). If he has 2 artillery and 5 dragon veterans, the expected loss is 12.1 damaged artillery or 21.2 dragon veteran horse loss (he expects to lose 1062 horses). If someone else's colony is very close to you, and it's more helpless, think about getting 50 horses, editing a dragon and attack it. He would not be able to produce much more than he should eat anyway, since he is a non-expert job on a forest land not plowed and probably. Remember to have all the Dragons veterans / soldiers in the city with 100% rebellious feeling when the revolution begins. 200 bulls are necessary for population unit a Full support (without Bolivar). Peter Stuyvesant (++) - allows you to build a personalized home, important but not urgent Jan de Witt (+). Trade with foreign colonies becomes possible and foreign relationships have become more detailed. You will also need a lot of horses, warehouses and wagon trains (as transport in one direction could be larger than the other, it may be necessary to move horses). The Indian attitude depends very much on the level of play and your behavior - how far you are keeping your colony and military, as often exchanged with them, attacking them or stealing their land (before minimum), how many missions you have established. Or you have Pocahontas, are you playing french? So take only a no-minut strategy that I can think of it is a first-war against the Indians. Time disposable effects (Fugger, Casas, Pocahontas has a disposable effect, but its future effect is more important) very carefully. Sometimes the immediate effect, and the random fortune of the draw means that those settlers are more valuable for you are a spiffy empire of a straightened gold injection. I mean, quickly. 5x Fort (For Interior Colonies) 920 Hammers, 500 Tools 5x Fortress (For Coastal Colonies) 2520 Hammers, 1500 Tools 2x Arsenal 824 Hammers, 300 Tools 4x Docks 208 Hammers 1x Shipyard 240 Hammers, 100 Tools 5x Warehouse 400 Martelli 5x Expansion of Warehouse 800 hammers, 100 instruments 5x stable 320 hammers 2x custom house 320 hammers, 100 tools 10x newspapers 1720 hammers, 700 tools 1x mill textile 224 hammers, 120 tools 10x lumber mill 520 hammers 1x church 64 3x iron hammers work 912 hammers, 360 tools and some units (I assume you have 5 artillery and most of the vessels in a C

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