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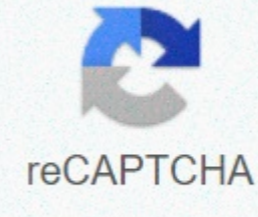**Continue**

Grand ages medieval guide ps4

Play 6 tips for conquering strategy epic Grand Ages: Medieval, today on PS4 Video Hello again PlayStation fans! Today, the title of our strategy Grand Ages: Medieval for PS4 will be published. To prepare future emperors, we've created a special How to Play video on the PlayStation blog that introduces you to game mechanics, as well as six tips to help you become a master merchant. Grand Ages: Medieval is a major strategy title for Gaming Minds Studios and the first strategy title released on PS4. In the great ages: In the Middle Ages, your goal is to use trade, commerce, diplomacy and war to conquer all 20 million kilometers of our medieval European gaming world set in 1050 a.D. The road to being emperor is long, but these trading tips will help you start the right path to economic dominance. First-timers should start with campaign mode, which provides the perfect introduction to all the mechanics of the game. When settling in a new city in campaign or isolation mode, locate the location with the most diverse resources to increase the total number of goods produced. There are 20 different things that can be made in the game. Not all goods are available from the start – some must be opened in the development diagram. The more items you open, the easier it is to balance your finances. The best return on trade routes comes from creating routes between 4-5 towns that produce a total of all the goods available in the game. The more items you open, the easier it is to balance your finances. Create diplomatic allies – once you start, carefully assess who your neighboring cities are and what they produce. In the beginning, you always have one trade agreement with a neutral city. Inquire about other nearby neutral cities and strengthen your alliance with them to create a trade agreement and generate profit from the start. Your aim should be to take over a neutral city, so you should check the goods they produce and try not to produce the same products as unnecessary merchandise will slow down your economic growth. Military control – at the beginning, it is best to keep a standing army small while soldiers absorb resources from the nearest city. Each group also needs gold for maintenance, which you can only afford once your finances have become more serious. As you expand your territory and come across AI esthours who have declared war on you, then it's time to strengthen your forces vigorously. Money speaks – If the city manager is not receptive to your trade offers, you can buy more sympathy and influence with trading partners out of hand and eventually buy the city manager for wholesale. Long-term trade is more cost-effective, but sometimes the golden rule is faster. Even if you buy a city, you have to be popular popular Selling goods with demand increases your position and offers the best profit. And there it is! Follow the tips described above to get the perfect financial platform to start expanding your empire during grand ages: medieval. Where do you go from there is very much up to you – which countries do you conquer, which alliances you fore and what resources do you make the most of? On behalf of all gaming minds studios customers, I really hope you have fun being pulled into our sophisticated financial system. Many players have problems with the economic part of the Middle Age. When a player has more than two cities, the budget goes to the less confident. Although training is about merchants and showing how to interact with them, but it is not quiet to properly build a path. Now we understand all this. Let's start with the basics. The amount of any commodity is measured with barrels. Under «Production», each city provides information on all built enterprises: the strength of the company, the number of employees, the maintenance costs and wages for the week, the number of barrels of production per week and the price of each barrel of production. Creating a new business, creating new jobs and attracting people from the countryside surrounding the city. Each company can employ up to 25 people, but since they also take their families with them, and all those who work in the city arrive with 3 extra residents, as a result each company will increase the population by a total of 100 people. The economic system is based on simulating the production, transport and consumption of 20 products: 6 types of commodities.6 types of raw materials.6 types of finished products.2 luxury products. Large products are needed to produce certain types of raw materials. Original products are needed for the production of finished products and luxury products. Since each city can only produce 5 different goods without active inter-city trade, it cannot do so. During the transaction, companies and merchants will act on the following logic: Companies produce goods and sell them at current prices in the city market. You'll get proceeds from the sale. Some of the stuff consumed in the city itself. The rest can buy one of your merchants. Expenses deducted from your money. A merchant sells goods in another city at a higher price. The level of stocks of goods displayed in the store. Displays in the form of barrel volume: 0-1 – shortage of goods, high price; 2 — more goods than necessary, the price falls to an acceptable level, but is still higher than the price of production; 3-4 – available surplus goods, price in the city market below production costs, you are losses. You can hire a merchant from the property, and on the next tab you can order wagons to form commercial wagons. When the shopkeeper is right in town, select it and click on the icon cart, the carriage will give him as many as you want. Trade route – a series of cities. To put it on, select the merchant and select «Plan route». The maximum length of the merchant's path — 14 cities, he tries to maintain a balance in the number of inter-city products: buy goods that the city is surplus to and sell where they are needed. After each circle, information about the merchant updated (title Benefit from Trade). That's the amount of money he's earned buying and selling things in a circle. When the merchant makes two laps, the activated button function «Route change analysis,» in this window you can see what goods between cities from the trade route surplus and any shortfalls. Important! The merchant only buys those goods that are more in the city than necessary and does not take into account the needs of other cities. So often there are situations where carts with «unnecessary» goods do not buy elsewhere. In such cases, it is necessary to change the path, add the city to the absence of

this product. These 26 barrels of brick is not the first round ride caravan naturally, the ideal solution would be to organize the production chain. Establish the city with all the necessary resources and select a company so that finished products and luxury products produced in the same city that produced basic goods and raw materials for them. Beer is made from one grown in the same city of wheat and metal products - mined in the same metal and coal city I saw an industrial city you have to target your own merchant and show him a way that is not a tour of the city, as well as visits to one or two cities and back to store and go to other cities. Economy in big time: Medieval This route system is good because manufactured goods are sold very quickly, it is not necessary to wait until the merchant makes a full circle to take the goods again. With this route merchant, mainly engages in the sale of our products, not trade between other cities. Results: Run several merchants from the same city, but in a different order of visits. This shortens the time of receipt of the goods required by each city. Cities with strong production are addressed to individual traders. A trade route that every second city returns to the capital. These traders bring in a lot of money by selling goods, not by trading between other cities. Don't forget to look at traders and route analysis, customize the way if its income is lower than others or there are too many goods. When the cities in your shipment are too important to ensure that each city delivers the appropriate goods and And so is more than enough. with which with the right tips and tricks, it's easier to be in the game Grand Ages: Medieval successfully. The most important trade, siege and diplomacy include tips, see our training tips. Here are some things you should pay special attention to the fact that the game is starting to quickly create a basic service. You're playing a promotion instead of starting directly with a free game. This explains all the features of the game and introduces them only gradually. On many Windows, you will find practical tips when you click on the small i item at the top. For example, this works in a normal city window. You offer as quickly as possible to make sure you have four cities. To do this, you need to educate the settlers, the reasons for urban sedation sites. There are a total of 20 items. Each city was able to produce 5. So in four cities they should cover all 20 Were. First of all, in the first city of reason, such as wood, clay and plant plants. The following raw materials, coal, honey, metals, salt, wool and skins. Only then should you be metal and luxury products, such as clothes, to produce. In every city they should have the same number of businesses and steadily pull up so that you always have matching stuff. Only the amount of wood - and clay-powered - should be slightly higher. Then you have enough raw materials to build new plants. If you can't build new spaces, you have to build a chapel. Raises the population limit. If you start a new city, you should note that this one has enough distance from other cities. The effect of the circles must not overlap too much. Basic tips for the greater: Medieval Commerce is one of the most important tasks during Grand Ages: Medieval and is a determining factor in the balance of their account. You buy it as quickly as possible for more carts for your dealer, otherwise it can only carry 100 units. As close as possible to each other should always be four cities covering all 20 Werea. You must specify a trade route for each group of four. If you visit more than four cities on the route, use two retailers. Only in this way were they in the last city you have bought in the first city. Most of the trade routes, you should set it up auto, the AI dealer is usually very good at this. However, it is useful to manage the retailer manually so that you can take advantage of bottlenecks as much as possible. Exchange tips for majors Negotiations will allow you to bring down cities peacefully. Cost though, some Gold. If you negotiate with the mayor, it'll cost a lot of Gold. To get a trade license or buy a city, you should offer about 5 percent of your account balance. If the Partner does not accept the offer, you should pay attention to their reaction. He often gives like: Double the offer. If your first offer is clearly too low, partners, negotiations altogether. with which cities, you should contact us as quickly as possible in negotiations before your opponent does so. As long as the city is neutral, it will be easier to accept. You can buy the city if the population agrees to 95 percent and the mayor's 80 percent. Negotiations in the great age: Medieval Another way of formulating cities is the most aggressive way to cover. Note that in the event of a siege, in the nearest city, all soldiers must offer. Otherwise, it will reduce the morale of the troops. Troop morale has dropped to 0, prevent troops from siege. As long as the mountain endures a deposit, demo, troops, discouraging the city, the city's morale has been reduced to 0. You can see the siege in tents all over the city. The more the city's forces surround it, the sooner the city loses its morale. If the group's tent is attacked, he will break the siege to fight. Then it will take even longer to discourage. To prevent this, you should not kidnap attacking troops early with other troops so that they reach the tent party. If your city is surrounded, if they attack tents, a procurement delay. After a successful acquisition, you should break up some of the troops, as they cost a lot of maintenance. Grand Ages Medieval: Battle tips

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