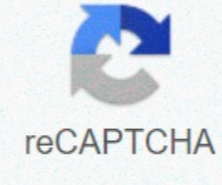




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Archeage commerce guide

Trade packages are a huge part of ArcheAge: Unchained and also a great way to easily archeage unchained gold. In fact, some players use Trade Packs as their only way of making gold. Let's see how the trade package works and how you can make tons of gold liquid trade packages. Are Trade Packs For Everyone? Although running shopping packages can be a great way to make ArcheAge gold, many players do not download the system. That's because it has a high cost of time and not everyone has much free time to play the game. Not only do they last a long time, but some players don't consider it an engaging gameplay as well. However, it is usually the largest method of making gold that requires the most effort. If that doesn't delay you, let's get on with it. How to make a trade package Make trade packages at Speciality Workstations located near community centers that are found in each region. Each station will allow you to produce specific trade packages that are native to the region. For example, if you're in Dewstone, you can make dewstone packages like Dewstone Fine Local Speciality, Dewstone Gilda Speciality, and so on. Ynstere Pack If you scroll into your craft menu and scroll down to the Blue Salt Pack, you'll see a ynstere package. The Ynstere package has great potential for making gold, but it costs a who price of 600 points of work. When you make your Ynstere package and turn it on, you're going to make about 90g! That's huge. Another great thing about the Ynstere pack is that although the cost of work is high, it means that you need to complete fewer runs than other packages if you wanted to issue all your workpoints. If you wanted to use all your 5000 workpoints, you could run 8 Ynstere packets instead of running other packages that would require more runs and eat more time. Tips For shopping packages Look at the demand for the trade package and the price offered for it. Some packs will fluctuate, so make sure you look at what packages make sense. If many of the shopping packages have already been delivered to specialty buyers, then demand for more of the same trade packages will be low and they will offer you less gold for the package. Consider whether the launch of old packs is worth it. There are trade runes for old products such as Rookborne Preserved Aged Honey, which will net you around 22 gold. This may sound tempting compared to the gold offered on the run, but you should consider how long it takes for products to grow old. It usually takes 3 days, making it a run not worth it for most people. For local special packages, you must own a house in the region to be eligible for packaging. For example, for Dewstone Fine Local Speciality, you should own the land in Dewstone. When breaking down profit, there are always factors of material cost. Some materials are more expensive than others or require much more time to acquire. If you collect more gold than you need for your own, you can always exchange it into a hard currency on this website: eldorado.gg Trading system involves crafts or purchase packages and then transports them for profit. When you create or buy a package, it will physically go on your back like a backpack. You can still use skills, but the speed of movement is greatly reduced. To speed up the delivery of a package, you can drive a donkey or use an agricultural vehicle to carry several packages at once. Merchant ships also allow you to store many packages on your ship. If you get killed while wearing a pack, it will fall to the ground and be freely preyed on by any player. Trading has changed completely over the years and is now completely different compared to back at the start of the game. Since the last patch (6.0), commercial packages are now only inland packages and are no longer transported overseas, while freight packages are packages that you need to buy from cargo vendors at set locations and transport across the sea. Trade Packs Trade Packs are manufactured packages that can only be transported inland. You can no longer take a craft package across the sea and hand it over to another continent! Pack types You can view all available packages and their necessary materials by going to Folio (O) &t; Commerce &t; Nuain/Haranyan Specialities. Tier 1 (T1) – Normal and Gilda Packs Tier 2 (T2) – Fertilizer and Local Speciality (Fellowship) Packages Tier 3 (T3) – Old Honey/Salve/Cheese Packages (Larders) Conventional packages are manufactured on a Speciality Workbench in the range of your choice and will cost 50 manpower. Each zone has different packages that require different materials to produce. Normal packs usually require at least two different materials. The Hellswhamp Normal package, for example, requires Orchard Puree x200 and Mushroom x15, while the Gweonid Normal package requires chopped production of x180 and Apple x5. Each package also has different sales prices. Gilda packs are just like normal packs, but require different materials and also use Gilda stars to create a pack. Gilda packages typically have a higher sale price than normal packages, but cost 180 manpowers for crafts instead. Fertiliser is manufactured in an upgraded building or house in a commercial house. You will then be able to use a working bench on the house to make fertilizer packaging. Fertilizer packs cost 60 works to manufacture and the following materials: Chopped Produce x50, Ground Grain x50, Trimmed meat x50, Dried flowers x50. Local packages can only be made if you are resident in this particular zone. This means that you must have a fully built house (farms do not count) in the area you are trying to create a package. You must then make a package for 60 working benches in the Community Centre for each package. Old packs are packs that you need to create with larder. Make larvae and then place them on your farmland. When you place the squid, you have 10 minutes to insert it into the There are three different packages that you can create with Larder, but each one requires a certain amount of professionalism for the craft. If you use cultivated Ginseng x20 and Olives x20 you will create a Salve package. If you use Honey x4 and Hay Bales x20, you will create a honey pack. Finally, if you use milk x50 and lemon x30 you will create a packet of cheese. After placing the materials in the larvae, you will have to wait 3 days before you can collect a package from this. To create packaging, interact with larvae. Other packs such as Blue Salt Packs are also available. These can only be produced in certain zones and also require you to reside in the zone. Blue Salt Packs require Blue Salt Bond x1, Small Root Pigment x1, Small Seed Oil x1 and Opaque Polish x1. They cost 600 workers to build, but they have a high sale price. There are also Loot packages that are available in some zones and these require certain materials that have just fallen out of monsters around the world. Looting packages cost 60 workers to craft. Where to deliver shopping packages There are 3 locations that you can deliver packages on each page. Remember that you cannot take these manufactured packages across the water! When you deliver the package, it will cost up to an additional 70 business days and the payment will arrive by post 8 hours later. You'll also get 2% interest through the mail. Handing over the pack in Cinderstone/Ynstere during the war will also give you an additional 15% bonus! If the package is delivered by anyone who did not initially create the package, then the seller will receive only 80% of the price and the original artisan will receive the remaining 20%. It's also worth noting that the longer you take a package, the higher the basic sale price is worth, but sometimes it's better to sell them the closer it takes because of the time it takes or the current demand package and other factors. From Archeage Wiki Production Knowledge, which focuses on creating shopping packages and auction house sales. Trade focuses mainly on the act of creating and turning in trade packages. There are two main types of cargo that can be traded in cargo. Cargo is a commercial package that can be carried around continents and other locations to turn to craft material. Specialities: Commercial packages that remain on the mainland that have been manufactured. These can be handed over to a local pile of gold specialties. Cargo [edit code] | edit source] Cargo is a special type of commercial package that is intended for transport to another continent and introduced in certain areas and locations. Players can not craft cargo, and you can buy cargo only from one of the cargo vendors at either Nuia or Haranya. The cargo will take 75 Work to buy from the seller of the cargo, and the price of the cargo is based on how many cargo packages have been purchased and if enough queues have been purchased in this particular area, as it requires the usual specialties, fertilisers and old larders reduce the price of the package. Cargo vendors and buyers are located in the following zones: the cargo is affected by freshness and the value of the package will collapse over time. Features [edit code | edit source] No tools are required for the store, but it is much easier to carry commercial packages if it has a vehicle, such as a car or a carrier. It also sometimes takes craft items needed to create a trade package. Most shopping packages require 70 jobs (or less depending on professionalism) Routes and prices[edit source] See Trade Packs Items[edit | edit source] To view a list of all craft trade packages and resources needed to produce, see Trade Packages Reference[edit | edit source] There are many ways to make money in Archeage, but the supply of trading packages is one of the most interesting. A trading package is a package of goods created by a player with the profession of Commerce. Also the packaging is made, your character wears it on his back and can deliver it to another location to sell and make money. As you can see, general mechanics is simple, but many players see that it is difficult to earn gold or gilda stars. I don't think so. If you know what to produce and where to deliver it, Commerce can bring you a lot of money. This guide will help you understand the mechanics of the store in ArcheAge. How to create a package The first thing you need to know is how to create a package in order to sell it for profit. First, you need a special merchant certificate. This certificate can be purchased for 50 silver coins from Crafting Merchant. You can't make a package without him. When you get the receipt you need to raise funds to produce. Different packages require different resources, and you can find a list of the necessary resources in the Commerce trade menu. Once you have collected enough funds and purchased the certificate you need to search for a special work bench. The easiest way to find a working bench is to use the map. Open the map and open the infrastructure - Speciality Workbench from the filters on the right. That's how you'll show you what you need. All craft campaigns in ArcheAge require working power, and commerce profession is no exception. Any packaging you create will cost you 60 works, so if you don't have enough work you won't be able to craft. Restrictions When packing is complete, it limits your character, reducing their speed of movement. This makes you an easy target for all deployed enemies. Because of your limited speed, they will attack you with their abilities from afar, which gives you weakness. If you want to kill the enemy, you'd better put the packages on the ground. You can drop your package: You can drop the package on the floor, but any other player can pick it up. You can also pick up packages from other players. To protect your packaging, you can put it on special protected by a scarecrow, farm or house. This territory can be used by your character and other characters who have access and can't be stolen by other players, but if they don't pick it up in 6 days, it will disappear. You can also place it in a special box on the ship. The merchant ship has 20 boxes, Galleon and Tractor – 4 boxes. Only members of your party can take packages out of the box. You cannot miss a package: In territory owned by another player if you do not have permission to use it. Inside the buildings on board the ship. In the sea. If you get killed in the sea or a ship with your pack in a box has been destroyed, all packages will be dumped and any character can pick them up. This is the main basis of piracy in ArcheAge, which allows players to rob each other. Dealers and mountains After the package is created your character wears it on your back. The job is to deliver it to another province to sell it. However, there is one problem: as has been explained before, your speed of movement with goods is very slow. It's not a good idea to move on foot, and that's where the carrier will help you a lot. Many players prefer to use horses to deliver cargo because they think the horse is the best carrier for it. But that's a big mistake guys! There is a special carrier for merchants – donkey. Dons is one of the best mounts for delivering commercial packages due to the speed of movement. Just compare: if you carry a commercial package your horse will move 1.8 m/s while the donkey moves at 4 m/s. The base rate of a donkey is more than twice as much, which makes a big difference. In addition, dons have a special skill that increases their speed of movement by 30%. That's why they're even more superior than horses. The reward you receive for the delivery of the package depends on the customer's distance from where you made the package. You make the most of your profits by shipping to another island, and the ship will help you a lot. In fact, there's a special merchant ship called merchant ship. The difference with this ship is that there are 20 commercial package warehouses. You can put your package in a warehouse to defend your ship from pirates much better. Piracy Pirates are a real threat to all traders and if you are alone you have very little chance of completing your agreement. So it's better to get together in a group to better protect your cargo. If you have a merchant ship, you must ask your guild of comrades to help you deliver to protect against piracy. Big Czechs usually gather in a large group to protect their traders. If you are defeated by pirates the chances of getting your goods back are low. When they destroy the ship, all the cargoes from the boxes will be dumped and the pirates will be able to pick it up. As you can see, the risk of losing goods is very high and I do not recommend you deliver goods to another continent if you do not have enough people to protect ship. Awards Some players say that the supply of goods is one of the most profitable activities in ArcheAge. If you know what to produce, how to deliver goods and where to sell them, commerce can bring you a lot of money. But you need to know some basic rules to understand the mechanics of earning money. Trading packages may only be sold in other locations. You can't sell it where you make it. That way, you'll always have to go to other territories. The reward you get depends on the distance of the buyer from where the packaging was made. The longer the buyer is located, the more money you make. Very often you will get the highest prize for selling a package on another continent or Freeich. It's a risky journey, but the reward is worth it. The reward is reduced if other players deliver too many packages similar to yours at the location where you want to sell it. For example, if sanddeep has a large offer of wood packs, you will get a lower reward. If you want to increase profits, it is better to choose a place with a stable economic situation. Or you have to be quick and happy to deliver your goods faster than other players. Trade Packs can be delivered to special NPCs – Gilda Star Trader and Gold Coins Trader and can be mistaken for Gilda Stars and Gold. These NPCs can be found with a map; just filter Merchants - Gilda Stars Trader/Gold Coins Trader. These traders are usually not far from each other. If you sell gold packages, you receive it 22 hours after the transaction with a 5% profit. If you sell them for gilda stars, you get the prize right away. Where to sell? There are 6 locations on each continent where you can sell packages. Western Continent: The Solzreed Peninsula Gweonid Forest Marianople Two crowns ashrayr Mavr Sanddeep Eastern Continent: Solis Headlands Mahadevi Villanelle Falcorh Plains Arcus Iris Ynstere You can also deliver them to Freeich Island. Your invoice also affects the efficiency of the store. If you play as a western continent member of the most profitable place to sell packages is Freeich Island. If you are a member of the eastern continent, the highest profit can be received from delivery to the southern regions of the Western Continent. NOTE: The list of trade routes has been updated. List all Packing Name Work Working Bench Reagents Arcum Iris Roasted Eggs 60 Arcum Iris Specialty Workbench Quality Certificate x 1 Ground Spices x 50 Bay Leaf x 40 Dewstone Fine Thread 60 Dewstone Plains Specialty Workbench Quality Certificate x 1 Ground x 50 Kozja volna x 30 Dewstone Distilled Liqueor 60 Dewstone Plains Specialty Workbench Quality Certificate x 1 Medicinal Powder x 50 Narcissus x 190 Falcorh Snowlion Preja 60 Falcorh Plains Specialty Workbench Quality Certificate x 1 Medicinal Prah x 50 Goose Down x 30 Falcorh Plains Apple Tarts 60 Falcorh Plains Specialty Workbench Quality Certificate x 1 Ground x 50 Apple x 20 Gweonid Piquant Spices 60 Fellowship Workbench Quality Certificate x 1 Medicinal Powder x 50 Onion x 190 Marianople Crema za obraz 60 Štipendija Workbench Certificat kakovosti x 1 Sesekljani Proizvajajo x 50 Iris x 160 Dewstone Toy Roboti 60 Štipendija Delovno klop Certificat kakovosti x 1 Sadovnjak Puree x 15 Ginkgo List x 10 Solzreed Jagoda Gladkaies 60 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