

OGame Tips Strategy Guide



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Version 1.0

What This Strategy Guide Is

This guide is a compilation of strategies and solutions that I have collected during my time playing OGame. I am still an active player (in Universe 1 on the US servers). The tips and strategies presented in this guide are my own viewpoint. You will find that there are many ways to accomplish the same thing, and what works for me may not work exactly for you. Try adjusting the tactics to fit your game play and your situation.

If you find any errors in this Strategy Guide, please report them to me. You can email me at: guide@ogametips.com

If you have a strategy you would like to see added, or a topic that you would like me to cover, please email me. You can email me at: guide@ogametips.com

If you like this Strategy Guide, and would like to send me a thank you, please email me. You can email me at: guide@ogametips.com

Unless specifically stated, all thank-you's will be posted on the OGame Tips Strategy Guide Testimonial Page. This page will be updated as new testimonials and thank-you's arrive. If you want your name or a link with your testimonial, please include it with your email.

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Overview – The User Interface

This section covers each of the main screens in the game. Some screens have additional options available. I used the standard interface (no skins) when I took the screenshots for this section. On my regular account, I use the Epic Blue skin.

Production

Menu Options



Here is the Menu. As you can see, there are several options for you to choose from. Don't get nervous, I will explain what each one does, and when to use them.


First, you see what Universe you are playing in, and what version of the game. In the example on the left, I am playing in Universe 6, and the version is v 0.69a. The game does not always update this number when a new version of the games comes out. Fortunately for us, we don't have worry about updating a game client. Since OGame is web-browser based, the next time you log in, or even refresh a page, you will have the latest version.

Overview


The first item in the list is the Overview screen. This is the screen you see when you first login. From here, you can see:


- Notice of new messages
- Status of any fleet activity you have going on
- If someone is attacking you (shows up in red)
- Each of your colonies and moons
- Information about you and your currently selected planet
- Resources on the current planet (including energy)


You can also rename your current planet, and delete the planet. You cannot delete your home planet, nor can you delete a moon. You may only delete extra colonies you create.





HomePlanet [2:310:7] ▼


Metal
 501


Crystal
 500


Deuterium
 0


Energy
0/0

Planet "HomePlanet" (StrategyGuide)	
Server time	Sat Jun 11 17:31:57
Events	
	
Diameter	12800 km (0 / 163 fields)
Temperature	approx. 3°C to 43 °C
Position	2:310:7
Score	0 (rank 0 of 5601)

Buildings

Next is the Building screen. This screen is where you can tell your contractors to build a new building, or upgrade an existing building (provided you have the resources). You can see the resource cost and the time required for each building. If you have a building or upgrade in progress, you can see the time remaining, and cancel the upgrade if you want.

If a link is in **green**, then you currently have the resources to build or upgrade that building. If it is in **red**, then you do not have the necessary resources.



HomePlanet [2:310:7] ▼


Metal
501


Crystal
500


Deuterium
0


Energy
0/0

<p>Metal Mine</p> <p>Metal mines provide the basic resources of an emerging empire and allow the construction of buildings and ships.</p> <p>Requires: Metal:60 Crystal:15</p> <p>Production time: 01m 48s</p>	<div style="background-color: #28a745; color: white; padding: 5px 10px; font-weight: bold;">build</div>
<p>Crystal Mine</p> <p>Crystals are the main resource used to build electronic circuits and form certain alloy compounds.</p> <p>Requires: Metal:48 Crystal:24</p> <p>Production time: 01m 43s</p>	<div style="background-color: #28a745; color: white; padding: 5px 10px; font-weight: bold;">build</div>
<p>Deuterium Synthesizer</p> <p>Deuterium is used as fuel for spaceships and is harvested in the deep sea. Deuterium is a rare substance and is thus relatively expensive.</p> <p>Requires: Metal:225 Crystal:75</p> <p>Production time: 07m 12s</p>	<div style="background-color: #28a745; color: white; padding: 5px 10px; font-weight: bold;">build</div>
<p>Solar Plant</p> <p>Solar power plants convert solar photonic energy into electrical energy for use by almost all buildings and structures.</p> <p>Requires: Metal:75 Crystal:30</p> <p>Production time: 02m 31s</p>	<div style="background-color: #28a745; color: white; padding: 5px 10px; font-weight: bold;">build</div>
<p>Robotic Factory</p> <p>Robotic factories provide cheap and reliable construction units which can be used to construct or upgrade any planetary structure. Every level of upgrade to the robotic facility increases the efficiency and the number of robotic units that aid construction.</p> <p>Requires: Metal:400 Crystal:120 Deuterium:200</p> <p>Production time: 12m 28s</p>	<div style="background-color: #dc3545; color: white; padding: 5px 10px; font-weight: bold;">build</div>

Resources

The Resource screen is next on the list. This is where you can see what your mines are producing and control their production levels. You can adjust the production levels up or down in 10% increments. You can turn off production completely if you want, or adjust them to balance out your power versus production. Be sure to click Calculate to get an accurate reading.

At the top of the Resources table, you will see your Production Factor. This tells you your Production to Energy ratio. A Production Factor of one (1) means you have more energy than you need. If your value is less than one, then you are not producing enough energy for maximum efficiency. Either build another energy source, or turn down some of your mines. If your production factor is below zero, it will show up in red.



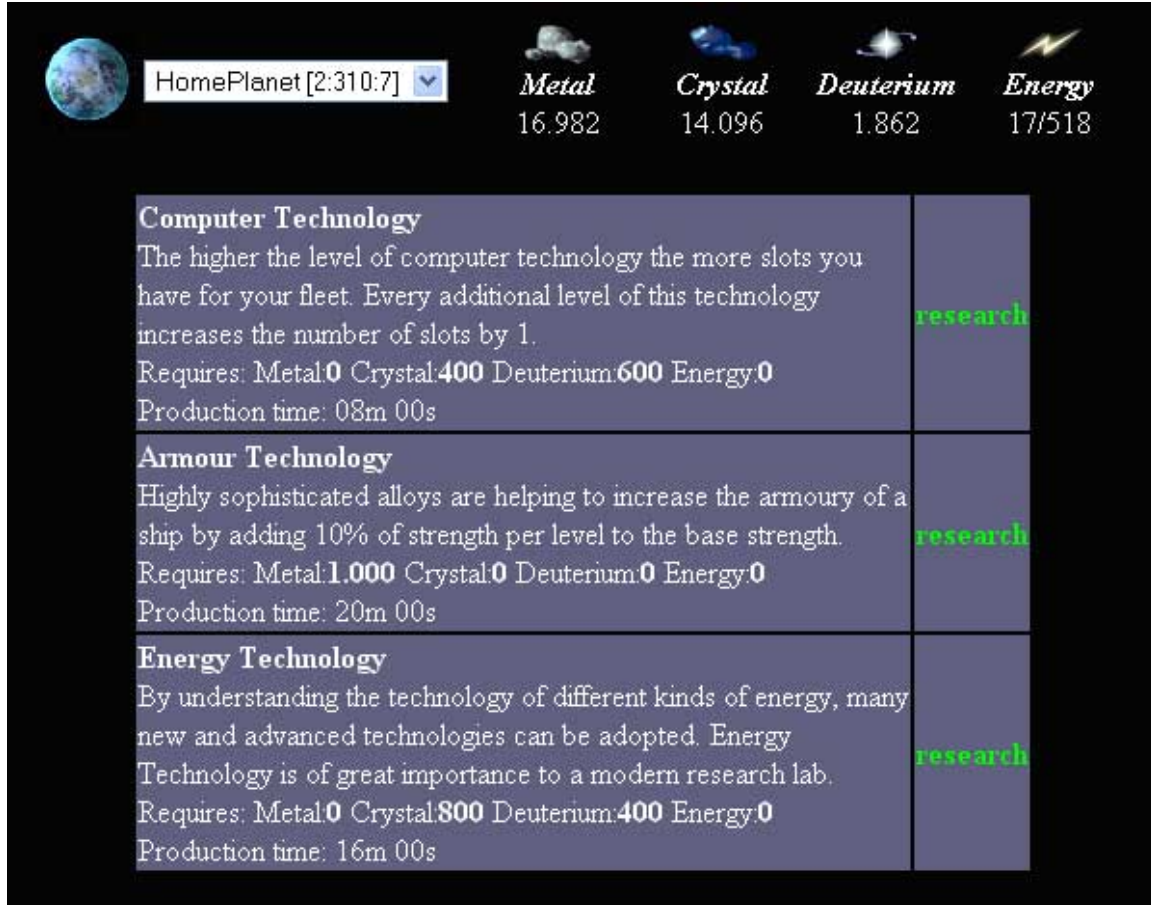
Production Factor:1

Resources on planet "HomePlanet"				
	Metal	Crystal	Deuterium	Energy
Basic Income	20	10	0	0
Metal Mine (level 2)	72	0	0	24/24
Solar Plant (level 2)	0	0	0	48
Storage capacity	100k	100k	100k	-
Sum:	92	10	0	23

In the early game, you want to keep the Production Factor value at one whenever possible. As your mines get higher, you will find that you frequently run somewhere around .97 or .98. This value is fine, as long as you are getting adequate resources. You can turn down the mine production if you have more mines than you can safely supply energy for. I would suggest turning down your Metal mines first, Deuterium second and then Crystal last. However, if you have a surplus of one, then I would turn down that mine first. Then go build some more energy sources (Solar Plants, Fusion Plants or Solar Satellites).

Research

The next screen is the Research screen. Here you can see the resource cost and the time involved for various researches. If you do not have a Research Lab on the planet, then you cannot see the Research screen. Different technologies require a different level of Research Lab.



The screenshot shows the Research screen for a planet named 'HomePlanet [2:310:7]'. At the top, resource levels are displayed: Metal (16.982), Crystal (14.096), Deuterium (1.862), and Energy (17/518). Below this, three technology entries are listed, each with a description, requirements, and production time. A green 'research' link is visible next to each entry.

Technology	Description	Requirements	Production Time	Research Link
Computer Technology	The higher the level of computer technology the more slots you have for your fleet. Every additional level of this technology increases the number of slots by 1.	Requires: Metal:0 Crystal:400 Deuterium:600 Energy:0	Production time: 08m 00s	research
Armour Technology	Highly sophisticated alloys are helping to increase the armoury of a ship by adding 10% of strength per level to the base strength.	Requires: Metal:1.000 Crystal:0 Deuterium:0 Energy:0	Production time: 20m 00s	research
Energy Technology	By understanding the technology of different kinds of energy, many new and advanced technologies can be adopted. Energy Technology is of great importance to a modern research lab.	Requires: Metal:0 Crystal:800 Deuterium:400 Energy:0	Production time: 16m 00s	research

Again, if the link is in **green**, you have the required resources to research that technology. If it is in **red**, you are missing some of the resources necessary.

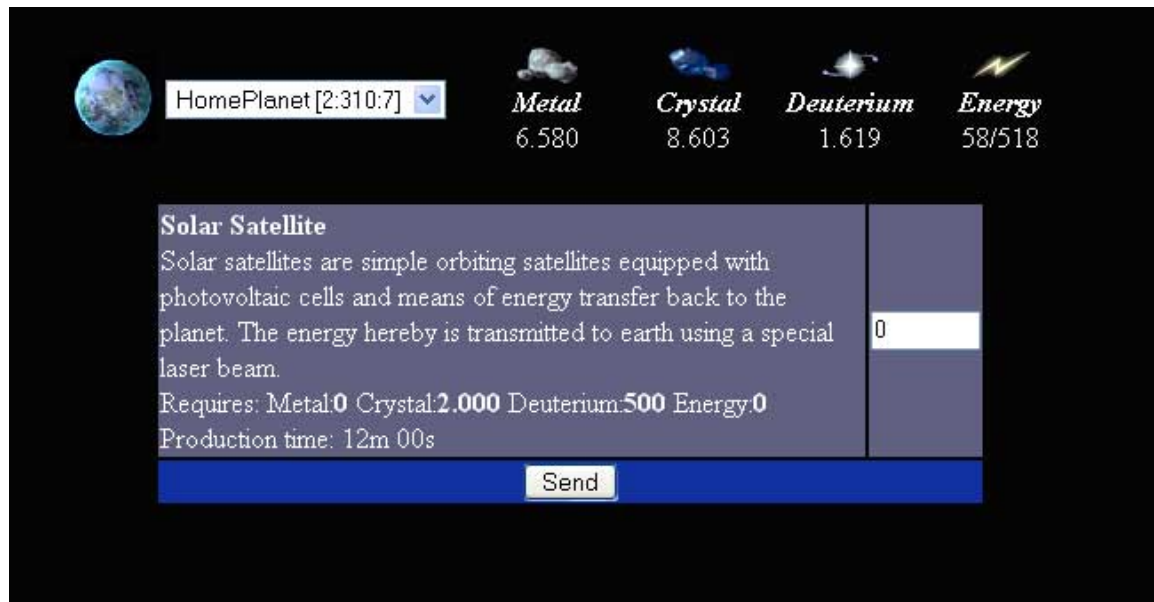
Some technologies keep granting you more benefits the higher you go. Some technologies are only requirements for other things, so they do not serve a purpose beyond that requirement.

In the Research section of this guide, I outline which technologies should be researched as high as you can afford, and which ones are only “stepping stones”.

Ship Yard

The Ship Yard is where you build your fleets. The higher the level of Ship Yard on a planet, the more ships you can build, and the faster your ships are produced. As you can see from the image below, I can only produce Solar Satellites at this Ship Yard.

Certain technologies (via Research) are needed before you can build certain ships. Each ship is covered in detail in the Ships section of this guide.



You can queue ship construction. The total time remaining is listed at the bottom of the screen (after the list of the ships in the queue). You cannot cancel ship construction. Once you tell your Ship Yard to start building a ship, they start. And nothing will stop them. So be careful what you enter for the quantity of ships to build, and make sure your building the right ships. You don't want to accidentally build 100 Large Cargo ships when you wanted 100 Light Fighters.

If you give orders to build more ships than you have resources for, your Ship Yard will build as many of that ship as it has available resources.

Fleet

This is where you control your fleet. At the top of the screen is the number of active fleets (enroute somewhere) and how many fleets you are allowed active. Increase your Computer Technology to fly more fleets simultaneously.



The screenshot shows the top of the OGame interface with a dropdown menu set to 'AweFulle [4:180:4]'. Resource levels are displayed as follows:

Metal	Crystal	Deuterium	Energy
62.635	30.320	10.584	6/1.262

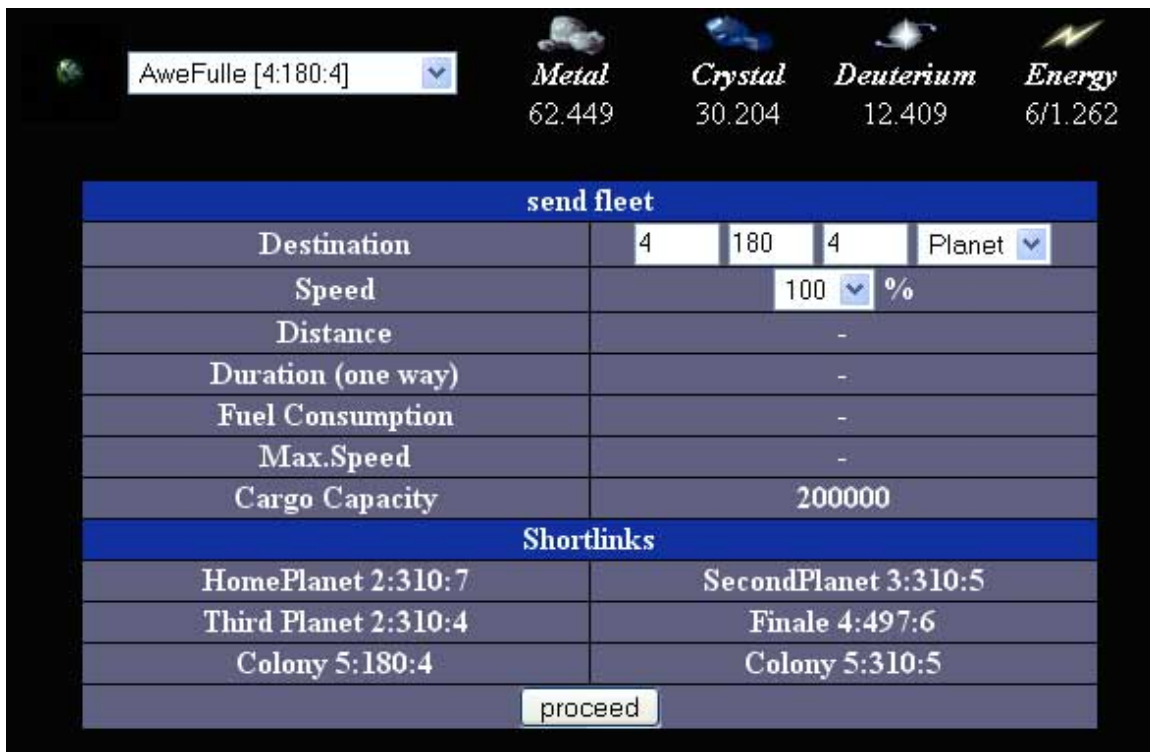
Below the resources is a table titled 'Fleets (max. 7)' with the following columns: Id, Mission, Number, Start, Sending Time, Target, ETA, and Order. The table is currently empty.

Below the fleet table is a section titled 'New mission: Select spacecrafts' with the following configuration:

Ship name	available	-	-
Large Cargo Ship	8	max	0
no ships		all ships	

A 'proceed' button is located at the bottom of this section.

At the bottom of the screen is where you can select your spacecraft to send off on missions. First, select the 8 available Large Cargo ships. Then click Proceed. You will now be at the “Send Fleet” screen.



The screenshot shows the 'send fleet' screen with the same resource levels as the previous screen. The mission configuration is as follows:

Destination	4	180	4	Planet
Speed	100 %			
Distance	-			
Duration (one way)	-			
Fuel Consumption	-			
Max.Speed	-			
Cargo Capacity	200000			

Below the mission details is a section titled 'Shortlinks' with the following links:

HomePlanet 2:310:7	SecondPlanet 3:310:5
Third Planet 2:310:4	Finale 4:497:6
Colony 5:180:4	Colony 5:310:5

A 'proceed' button is located at the bottom of this section.

From here, you can either select one of the Shortlinks (a quick link to one of your planets or moons) or you can manually enter the destination. You can also choose the speed here. When fleet saving, or resource saving, you usually turn the speed way down. The slower your ships go, the longer it takes to get to the destination, but the less Deuterium is consumed.



After clicking Proceed again, you get the Mission and Resources screen. Here you can choose the mission. Your options are:

- Transport
- Deployment
- Colonization
- Recycling
- Attacking

Certain mission types are only available depending on the type of ships in your fleet, or your target destination. For instance, you need a Colony Ship to go on a Colonization mission, and you need Recyclers to go on a Harvest mission. You also need to select DF (debris field) in the “send fleet” screen to collect the debris. Otherwise your Recyclers act as standard Cargo ships.

Deployment will assign your fleet to that new planet. You can only deploy to a planet or moon that you own. You do not need a Ship Yard on a planet to deploy a fleet.

Transportation will deliver any cargo carried and then return back to the planet of origin. You can deliver resources to other players, either as trades or a gift. If your giving resources away, only give them to players smaller than you. If you give resources to a player bigger than you, both you and they could get banned for Pushing. See the Rules on OGame.org for more information on Banning, and Pushing.

To attack, you need to select a planet that does not belong to you. Any ships can attack a planet, so be careful you do not accidentally send your recyclers to attack a planet when you intended to harvest a debris field.

Fleets (max. 7)

Id	Mission	Number	Start	Sending Time	Target	ETA	Order
1	transport (f)	8	[4:180:4]	Fri Aug 26 3:15:40	[2:310:7]	Fri Aug 26 8:52:37	<button>recall</button>

New mission: Select spacecrafts

Ship name	available
no ships	
all ships	

proceed

Finally you can see the fleet enroute. In this case, I sent my 8 Large Cargo ships on a transportation mission to my HomePlanet. I can now let them arrive automatically, or recall the fleet. If you recall a fleet, it will immediately turn around and begin the flight home. Depending on how far away it was, it will take that long to return. Any resources on the ship are returned, but any Deuterium sent as fuel will have been used.

Technology

On the Technology screen you can see what researches you need to complete before you can use a new technology. Technologies enhancements include: faster ships, better armor, better shields, better weapons, new buildings, new defenses and new forms of propulsion. Some technologies are strictly stepping-stones for other, better technologies. Other technologies will keep improving your ships as long as you keep upgrading.

Once you research a technology, all your buildings and ships will take advantage of that new technology immediately. For instance, if you research Armor 2, then all your ships gain the armor bonus, even if they were built prior to the research being finished.



Construction	Needs
Metal Mine	
Crystal Mine	
Deuterium Synthesizer	
Solar Plant	
Fusion Plant	Deuterium Synthesizer(level 5) Energy Technology(level 3)
Robotic Factory	
Nanite Factory	Robotic Factory(level 10) Computer Technology(level 10)
Shipyards	Robotic Factory(level 2)
Metal Storage	

Some technologies are only good up to a certain level. Hyperspace Technology (level 8) is the last level you need of Hyperspace Technology. This is needed to build an Intergalactic Research Network . Researching Hyperspace Technology to Level 9 is pointless. Well, actually, that is all it is good for... points on the Research chart. Which is rarely looked at and doesn't mean a whole lot in the grand scheme of things.

Other technologies keep giving you improvements as often as you upgrade them. Weapons, armor, shielding and engines are all examples of these.

Some technology requires buildings to be of a certain level before you can use that technology. For instance, you have to have a Level 4 Shipyards before you can build Large Cargo Ships. And you have to have a level 10 Robotic Factory before you can build a Nanite Factory.

If there are no requirements for a building or research, then you don't have to have anything to build or research it. For instance, you do not have to have any prerequisites for a Metal Mine. You can just build it (assuming you have adequate resources available).

Galaxy

The Galaxy screen shows you each solar system. Every time you view a galaxy or solar system, it costs you five units of Deuterium. At the top of the screen is a quick way to jump to a new Galaxy or Solar System. Just enter the values and click Show. You can click on the arrows to move to the next or previous Galaxy or Solar System.

At the top of the table you can see what Solar System you are currently viewing. The table itself shows you what position, planet name, player name, plus some extra information. And it gives you some actions.

Galaxy

Solar system

<-

2

->

<-

310

->

Show

Solar system 2:310		
Planet	Name	Action
1		
2		
3		
4		
5		
6		
7	HomePlanet (StrategyGuide)	
8		
9		
10		
11		
12		
13		
14		
15		

(7 Planets inhabited)

(*) Fleet maneuver or activity on planet

(g) User blocked

(i) User inactive for 2 weeks

(I) User inactive for 4 weeks




Strong player Weak player Vacation mode

A T next to the Planet Position signifies a Debris field. This can be harvested with Recyclers. If you hover your mouse over the T, you can see how many Metal and Crystal are in the Debris field. If you click the T, then the appropriate number of Recyclers are sent from your current planet to harvest those debris.

An M means there is a Moon there. If you hover your mouse over the M, you can see the Size and Temperature of the moon.

An A means there is an Asteroid field. These appear for approximately 24 hours after a planet is destroyed.

As you can see, my planet is at Position 7. It is called “Home Planet” and my player name is StrategyGuide. If I was in an Alliance, my alliance name would show up in green.

Next are the Actions. The little icon with an eye on it  allows you to send Espionage Probes. The notebook icon  allows you to send a message to that player, and the green dot  allows you to offer a Buddy Invite to that player. As you progress higher through the ranks, you will have new icons that show up. I will cover those later in their respective sections.

A little (i) next to someone’s name means that the player has not played in two weeks. A capital (I) means they have not played in 4 weeks, and a (g) means they have been globally banned. If the player’s name is in blue that means the player is in vacation mode. They cannot be attacked or spied on while in vacation mode.

TIP: If you see a player with an (i) or (I), they might be worth probing and attacking. An inactive player can be a good farm until they run out of resources or the account is deleted.

Defense

This is where you can build the defenses for your planet. Planetary defenses do not use any of the fields on your planet. Interplanetary Missiles (IPMs) and attacking fleets can destroy your defenses. Any defenses destroyed by an attacking fleet have a 70% chance of being rebuilt. Any defenses destroyed by IPMs are gone.

Different ships have different levels of Rapid Fire against different defenses and ships. Interplanetary Missiles can be targeted against your defenses to destroy them before the attacking fleet arrives.

HomePlanet [2:310:7]
▼

Metal
 16.227

Crystal
 3.585

Deuterium
 9.410

Energy
 82/3.006

Missile Launcher The missile launcher is a simple but priceless defence system. Requires: Metal:2.000 Crystal:0 Deuterium:0 Energy:0 Production time: 05m 20s	<input style="width: 50px; border: 1px solid white;" type="text" value="0"/>
Small Laser (54 available) By means of a concentrated laser beam more damage can be generated than through normal ballistic weapons. Requires: Metal:1.500 Crystal:500 Deuterium:0 Energy:0 Production time: 05m 20s	<input style="width: 50px; border: 1px solid white;" type="text" value="0"/>
Heavy Laser Heavy lasers have an increased output power and structural integrity than light lasers. Requires: Metal:6.000 Crystal:2.000 Deuterium:0 Energy:0 Production time: 21m 20s	<input style="width: 50px; border: 1px solid white;" type="text" value="0"/>
Ion Cannon Ion cannons fire highly energetic ion beams into their target effectively destabilizing shields and destroying electronics. Requires: Metal:2.000 Crystal:6.000 Deuterium:0 Energy:0	<input style="width: 50px; border: 1px solid white;" type="text" value="0"/>

You can queue defense construction. The total time remaining is listed at the bottom of the screen (after the list of the defenses in the queue). You cannot cancel defense construction. Once you tell your Defenses to start building, they start. And nothing will stop them. So, just like with the Ship Yard, be careful of the quantity you order, and make sure your ordering the right defenses.

If you give orders to build more defenses than you have resources for, your Defenses will build as many of that defense as it has available resources.

Whether or not you have defenses is up to you. Some players prefer to have vast amounts of defenses to deter attacks. Some prefer to have just enough to make people think twice, and others have no defenses. Generally, people with no defenses save their resources so they cannot be farmed.

If you find a planet that has no defenses and lots of resources, then farm it while you can.

If you do plan on building defenses, you generally want lots of cannon fodder, and lots of big guns. Cannon fodder is cheap defenses that are there just to absorb the attack while your big guns pound away at the attacking fleet. Generally, people use Small Lasers and Missile Launchers as the cannon fodder, and Gauss Cannons and Plasma Cannons as the big guns.

Each of the defenses is explained in the Defenses section of this guide.

Info and Help

Alliances

If you are not in an alliance, this is where you can go search for an alliance to join. If an alliance is recruiting, then you can put in an application. If they are not recruiting, then you need to contact a member of the alliance and see if they will let you join.

If you are in an alliance, then this screen shows you alliance information. Depending on the privileges that you have within the alliance, you will see different information. The information that you might be able to see is as follows:

- List of alliance members, their score and their alliance rank.
- Ability to send circular messages (a message to all your alliance partners)
- Alliance name (available to anyone viewing your alliance)
- Alliance tag (available to anyone viewing your alliance)
- Alliance news (available to anyone viewing your alliance)
- Internal alliance information
- Link to Alliance homepage (if your alliance has one).

Forum

This takes you to the official OGame forums. This is a good place to ask questions, find answers or just share ideas. You can read about the latest daring deeds of players (both big and small), offer suggestions (both for game improvements or player advice) and file bug reports.

Statistics

This is where you can see how well you compare to another player. You can see your rank or another player's rank. You can find out how many ranks they moved up (or down). You can also see how players are ranked based on Research or fleet size. You can also see what alliance a player is in, and send that player a message.

In addition to Player rankings, you can also see how an alliance is ranked (for score, research and fleet).

AweFulle [4:180:4] ▼

Metal
62.844

Crystal
30.450

Deuterium
10.591

Energy
6/1.262

Statistics				
show	Players ▼	by	Scores ▼	on Rank 1001-1100 ▼
Rank	Player		Alliance	Points
1001 +	SonyPhantom		SNT	8218
1002 -	Terror State		Stasi	8211
1003 +	Nurlam			8204
1004 +	CipCipFrau		LOM	8201
1005 -	Quake		BOSS	8196
1006 +	STIL TO		O66	8196

This screenshot shows the Players with a score in the rank of 1001 to 1100 range. The red minus means that the player dropped in position and the green plus means they gained position. A light blue asterisk means that there was no change. If you hover your mouse over the plus or minus, you can see the number of positions the player moved.

Search

The Search function allows you to search for a Player, Planet or Alliance (by Tag or Name).



When you search for an Alliance (Tag or Name), you get to see:

- The Tag for each alliance that matches the search criteria.
- The Name for each alliance that matches the search criteria.
- The number of members an alliance has.
- The score for that alliance.

When you search for a Player, you get to see:

- The players full name.
- The alliance the player belongs too.
- The name of the player's main planet.
- The coordinates for the main planet.
- The rank for the player.

You may click on the coordinates to jump to that Solar System. You can click the Alliance tag to see the Alliance page, or click on the little icon to send the player a message. You can also click on the rank to go to the appropriate statistics page.

If you search for a Planet Name, then you see the same information as when you search for a player. NOTE: You can only search for a player's main planet. You will not see any of the other colonies belonging to that player.

Help

As of the writing of this guide, the Help link isn't very helpful. It takes you to a couple of tutorials translated from German to English. However, these tutorials are very poorly translated, and rather difficult to follow.

So instead of going to the OGame tutorial (translated from German to English), go visit <http://www.ogametips.com/> and check out the wealth of information there. If you have some tips on how to play OGame, or have questions, feel free to contact me at: guide@ogametips.com

Settings

Messages

OGame has a pretty good messaging system. Normally, messages are only stored for 24 hours and then they are automatically deleted.

The Overview screen will show you how many new messages you have, plus provide a link to your unread messages.

Messages convey a lot of the information you need to play OGame. Messages show you:

- Combat reports
- Espionage reports
- Ally messages
- Player messages
- Fleet events (transport delivery, deployment, colonization, etc)

If you have purchased OGame Commander, then your messages are saved for 7 days. Furthermore, your messages will be categorized based on their content. Each of the above types of message will have its own category.

Notes

You can write notes to yourself and store them here. You can recall these notes at any time during your game session. What you store is up to you. I generally keep a note with one or two links that I need, plus some plans on future buildings on various planets.

Buddy List

This is where you can see who your friends are. You can add and remove buddies, and send them in-game messages. This screen also shows you if your friends are online or not (if they are not, you can see if they were on within the last hour).

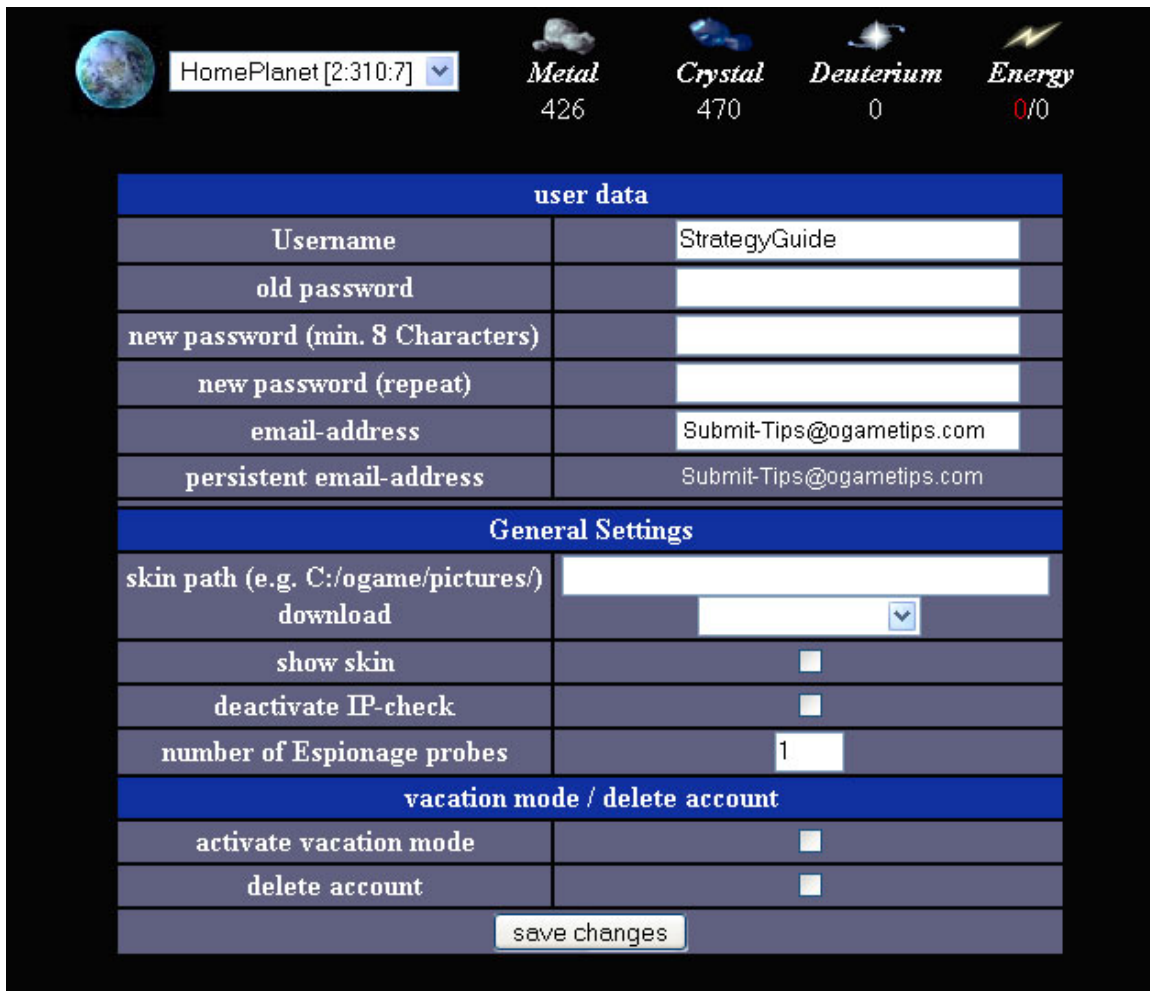
Options

Here is the options screen. You can change everything but the persistent email-address. Some items have a time-delay attached to them.

For instance, you can only change your Username once per week. You can change it as often as you want, but no more than once per week. As you can see from the screenshot, my Username is StrategyGuide.

If you want to change the password, this is the screen you use. You will need to enter the old password, plus the new password (twice). Requiring the old password prevents someone from changing your password on you if you happen to leave your computer logged in.

You can also change your email address here.



The screenshot shows the OGame Options interface. At the top, there's a header with a planet icon, a dropdown menu showing 'HomePlanet [2:310:7]', and resource icons for Metal (426), Crystal (470), Deuterium (0), and Energy (0/0). Below this is a table with two main sections: 'user data' and 'General Settings'. The 'user data' section includes fields for Username (StrategyGuide), old password, new password (min. 8 Characters), new password (repeat), email-address (Submit-Tips@ogametips.com), and persistent email-address (Submit-Tips@ogametips.com). The 'General Settings' section includes a skin path (e.g. C:/ogame/pictures/) with a download button, a skin selection dropdown, checkboxes for show skin and deactivate IP-check, and a number of Espionage probes set to 1. Below these is a section for 'vacation mode / delete account' with checkboxes for activate vacation mode and delete account. At the bottom is a 'save changes' button.

user data	
Username	StrategyGuide
old password	
new password (min. 8 Characters)	
new password (repeat)	
email-address	Submit-Tips@ogametips.com
persistent email-address	Submit-Tips@ogametips.com
General Settings	
skin path (e.g. C:/ogame/pictures/)	
download	
show skin	<input type="checkbox"/>
deactivate IP-check	<input type="checkbox"/>
number of Espionage probes	1
vacation mode / delete account	
activate vacation mode	<input type="checkbox"/>
delete account	<input type="checkbox"/>
save changes	

The next portion of the options screen covers the General Settings.

Skins - You can select a skin from the drop down box, or enter your own skin. (See the Custom Skins section for more details on using a skin.) You can also toggle the skin here. I use the Epic Blue skin. Some of the screenshots in this guide have the Epic Blue theme, and some do not. I can toggle this feature on and off from the Options screen.

Deactivate IP – This check will turn off the warning about duplicate IP's found. This warning will show up if you have multiple people playing OGame (in the same universe) from the same IP address. In the early stages of OGame (when there was only one Universe) many families played on separate accounts from the same IP address.

With 10 possible Universes, the safest way to not get banned for multi-accounting is to play in separate universes. Be careful turning this feature off. You may not get assistance from a GO if you turn off this feature and another player hijacks your account.

Number of Espionage Probes - You can set the number of Espionage Probes from this screen. By default, if you click on the “spy” icon in the Galaxy view, you send 1 Espionage Probe. You can change that number depending on how many you want to

send. I currently have my main account set to send 15 Espionage Probes at a time. This gives you a chance at spying on people, without having to send multiple waves of espionage probes. You can read more about Espionage in the Espionage section.

The next section of the options screen covers the vacation and delete settings.

Activate Vacation Mode – This puts your account into stasis. You cannot have any fleet activity, building or defense construction, or active research when you go into vacation mode. When you go into vacation mode, you are exempt from any form of attack or fleet activity. Your mines and energy sources will stop producing. You may stay in Vacation Mode for as long as you want, but if your going to be gone for more than 30 days, you should contact a Game Operator (GO) so your account doesn't get deleted.

You may activate Vacation Mode as often as you like, but the minimum duration for Vacation Mode is 2 days.

Delete Account – If you're done with OGame, you can delete your account. This destroys all your planets, ships and removes your account from the specific universe you're playing in. When you check this option, you have one week to cancel the deletion of your account. At anytime during that one-week period, you can turn off the deletion flag. You may continue playing while your account is flagged as "to be deleted".

Logout

Pretty self-explanatory. This will log you out of OGame. The screen will refresh itself and put you back on the OGame Login page. If you just close your browser, you will be automatically logged out after a period of time.

About the Game - The Buildings

Buildings – Overview

Unless specifically stated, buildings have absolutely no purpose during a battle. They cannot be harmed during a battle, and can only be destroyed when you deconstruct them, or when you destroy the planet they are on.

Buildings can be upgraded as often as you have resources for. Some buildings will keep producing more resources, or allow better products to be created, as they get higher. A few buildings have absolutely no purpose beyond a certain point.

The Law of Diminishing Returns applies to your buildings. For example, it may not be worth the resources and time to upgrade beyond a certain level. I have seen many mines in the mid-twenties, but to get into the high twenties and then into the thirties can take a long, LONG time.

You can deconstruct a building. It costs you resources to deconstruct a building. You do not get any resources back from that building. You do gain an empty field for every level of the building that you deconstruct. Normally, it is not worth the time and resources to destroy all your buildings to “rebuild” your planet. It is easier (and usually more cost effective in the long run) to completely destroy a planet and go colonize a new, bigger planet.

You can only have a single building under construction on **any given planet** at the same time. You cannot queue buildings with the standard (free) OGame account. So you have to start a building, then come back when the specified timeframe is completed and tell your next building to start construction.

OGame Commander lets you queue up to five buildings per planet. You cannot queue deconstruction of buildings.

Metal Mines

Metal Mines are one of the first buildings you will create. It will also be one of the most common buildings to upgrade as well. Metal Mines produce metal. Metal is one of the four resources that you use when creating buildings, building ships, researching technology or building defenses. Metal is the most common resource, and is often traded at 2-1 or even 3-1 rations for Crystal or Deuterium.

Each level of Metal Mine consumes more energy and produces more metal. You can control the production factor of the Metal Mine from the Resources screen.

Unit Information:

Requirements:

- None

Crystal Mines

Crystal Mines are another very common buildings to upgrade frequently. Crystal Mines produce crystal. Crystal is one of the four resources that you use when creating buildings, building ships, researching technology or building defenses. Crystal is needed in larger quantities as you gain levels. It is typically the most sought after resource in the game.

Each level of Crystal Mine consumes more energy and produces more crystal. You can control the production factor of the Crystal Mine from the Resources screen.

Unit Information:

Requirements:

- None

Deuterium Synthesizer

Deuterium Synthesizers are another very common buildings to upgrade frequently. Deuterium Synthesizers produce deuterium. Deuterium is heavy water and is used for fuel for your ships.

Deuterium is one of the four resources that you use when creating buildings, building ships, researching technology or building defenses. It is the fuel used to propel your spacecraft through space, and it is also used when viewing the Galaxy Map, or when using your Sensor Phalanx.

Depending on your playing style, you may find you are either always need Deuterium, or that you always have an excess. You can use your Deuterium in a Fusion Plant to produce Energy (the fourth resource).

The colder your planet, the more Deuterium is produced each hour. A Level 5 Fusion Planet in a Position 1 Planet will produce less Deuterium, per hour, than a Level 5 Fusion Planet on a Position 15 Planet.

Each level of Deuterium Synthesizer consumes more energy and produces more deuterium. You can control the production factor of the Deuterium Synthesizer from the Resources screen.

Unit Information:

Requirements:

- None

Solar Plants

Solar Plants are your primary power source in OGame. They produce Energy. Energy is the fourth resource use in OGame. Energy is used to power your Metal and Crystal Mines, and your Deuterium Synthesizer. The only other use of Energy is for researching Graviton. Graviton requires a large quantity of energy for the initial research, and then that energy isn't needed again for research.

Unlike Solar Satellites, Solar Plants produce a fixed amount of energy per planet. The planets position in the Galaxy does not affect the amount of energy produced.

Unit Information:

Requirements:

- None

Fusion Plants

Fusion Plants consume Deuterium and produce energy. They are not as efficient as Solar Plants. Furthermore, the colder the planet is (the farther from Slot 1) the more Deuterium is consumed to produce energy.

Frequently, players build up Fusion Plants as a backup energy source. They use these plants to consume excess Deuterium and give a boost to the energy level for the mines when they need it.

Unit Information:

Requirements:

- Level 5 Deuterium Synthesizer
- Level 3 Energy Technology

Robotic Factory

A Robotic Factory will reduce the time it takes to complete a new building. The higher the level of Robotic Factory, the less time a building takes to complete.

To calculate how long a building will take, you can use the following formula:

$$((\text{Crystal} + \text{Metal}) / 2500) * (1 / (\text{Lev Robotic Factory} + 1)) * .5 ^ \text{Lev of Nanite Factory}$$

So, to plug in some numbers...

$$\begin{aligned} & ((252,211 + 1,010,046) / 2500) * (1 / 10 + 1)) * .5 ^ 1 \\ & ((1,262,257) / 2500) * (1 / 11)) * .5 \\ & ((504.9) * (.090909)) * .5 \\ & 45.9 * .5 \\ & 22.95 \text{ Hours or } \mathbf{22 \text{ Hours and } 57 \text{ Minutes}.} \end{aligned}$$

By the way, that was the calculation for a level 25 Metal Mine with a level 10 Robotic Factory and a Level 1 Nanite Factory.

If I had a level 15 Robotic Factory and a Level 2 Nanite Factory, the calculation would be:

$$\begin{aligned} & ((252,211 + 1,010,046) / 2500) * (1 / 15 + 1)) * .5 ^ 2 \\ & ((1,262,257) / 2500) * (1 / 15)) * .25 \\ & ((504.9) * (.06666)) * .25 \\ & 33.656 * .25 \\ & 8.4 \text{ Hours or } \mathbf{8 \text{ Hours and } 24 \text{ Minutes}.} \end{aligned}$$

As you can see, having higher-level Robotic Factories and Nanite Factories can really make a difference in the time required to build a structure.

Nanite Factory

A Nanite Factory is probably the most dreamt after building for all new OGame players. Nanite Factories significantly reduce the building time of all buildings. In addition, they also reduce the build time of all ships and defenses. This time reduction bonus stacks with the other time reduction bonuses of the Robotic Factory and Shipyard.

Nanite factories are very expensive to build, and take a good chunk of time to complete once started. They are generally useless in the early game for one simple reason. **You cannot gather resources fast enough to make use of the really short build times.** As you gain rank and increase your resource production, the Nanite factory will become more and more useful.

You cannot upgrade a Shipyard or Nanite Factory while ships or defenses are being constructed. You cannot create new ship or defense units while your Shipyard or Nanite Factory are being upgraded.

Unit Information:

Requirements:

- Level 10 Robotic Factory
- Level 10 Computer Technology

Shipyard

A Shipyard controls the level and build-time for all your spacecraft and your planetary defenses (except for the Anti-ballistic and Interplanetary Missiles. The Rocket Silo controls those). The higher the Shipyard level, the less time it takes to produce your ships and defenses. It also means that you can produce better ships and defenses.

You can only ever have one unit under construction at any given time. This limit is per planet, so Planet 1 can be building a Battleship, and Planet 2 can be building a Colony Ship at the same time. You can have multiple units in the queue. These are built in the order in which they were added to the queue.

As you add ships or defenses to the construction queue, you will see the timer at the bottom of the screen showing you what unit is currently being built, the remaining time for completing that unit, and how many other units are in the queue, plus the total time needed to empty the queue.

You cannot upgrade a Shipyard or Nanite Factory while ships or defenses are being constructed. You cannot create new ship or defense units while your Shipyard or Nanite Factory is being upgraded.

Unlike buildings and research, you cannot cancel Defenses or Ships once you start building them.

Unit Information:

Requirements:

- Level 2 Robotic Factory

Storage Units

Storage tanks are used to store excess resources. Resources do not rot in OGame, but if you have more resources on a planet than that planet can hold, then production of new resources is halted until you bring that resource level back below the threshold. NOTE: This resource production is not halted until you login and your resources are calculated. If you do not log in to OGame for two days, then your resources will build for those two days. Once you login, if the amount of resources exceeds what a planet can hold, then production is stopped until you build sufficient tanks to hold the resources, or you use those resources and bring the level back into the “production realm”.

Your resources will be shown in RED if there is insufficient storage to allow production to continue.

As with other buildings, each level of storage unit takes up a field. So be careful you do not build too many storage units on a planet. You generally want enough storage to hold the excess. Some planets obviously will need more storage than others. It depends on what that planet is used for. Your research planet is a good example of where to build lots of storage units.

Metal Storage

Metal Storage units are for storing metal. Each storage unit increases the amount of metal that can be properly stored on a planet.

Crystal Storage

Crystal Storage units are for storing crystal. Each storage unit increases the amount of metal that can be properly stored on a planet.

Deuterium Tank

Deuterium Tanks are for storing deuterium. Each storage unit increases the amount of metal that can be properly stored on a planet.

Research Lab

The Research Lab is where all your new technologies are researched. You can only have one research going on at any given time. And this limit is not restricted to each planet like the building of units is. You may have **one research going** at any given time. Period.

Generally, there isn't much benefit to having more than one research lab. As you learn a new technology, that technology is available to all your planets, regardless of their location. The higher the level of research lab, the more advanced the technology is that can be learned, and the less time it takes for each technology to complete its research.

Many technologies are not worth researching beyond a certain point. For example: Hyperspace Technology. The last level that this needs to reach is Level 8 (for Intergalactic Research Network). Anything beyond Level 8 is a waste of time and resources.

Other technologies, such as Armor Technology keep giving you more and more improvements as you increase the technology level. Every new level of Armor Technology adds another 10% to the base armor level of ships and defenses.

I will go into more detail on each technology in the Research section of this guide.

As of August 3rd, 2005, you can research the Intergalactic Research Network. This allows you to combine the power of Research Labs. See the section on Intergalactic Research Network for more information.

Rocket Silo

Rocket Silo's are where you build your Anti-ballistic and Interplanetary Missiles. You need a Rocket Silo at Level 2 before you can start building Anti-ballistic Missiles, and you need the Rocket Silo at Level 4 before you can build Interplanetary Missiles.

On or about July 12th, 2005, the benefits of having a Rocket Silo beyond level 4 changed. Prior to this, there was no reason to go past level 4 with your Rocket Silo. You do not get any new missiles or other benefits.

Now you do. The higher the Rocket Silo, the more missiles you can store. For each level of Rocket Silo, you can store 10 ABM or 5 IPM missiles. You can also store any combination of the two. For Instance, you could have 10 ABMs, or 5 IPMs, or 3 IPMs and 4 ABMs.

Terraformer

This allows you to build more fields on a planet, thus increasing its capacity. A Terraformer works very similar to a Lunar Base. It allows you to add 4 new fields to the max size of a planet. It is extremely expensive to add to a small planet, but for your very large planets (those 300+ ones) it can give you the extra couple of fields you need to add another level of Research Lab, or Solar Plant.

Terraformers are the only way to increase the size of your home planet.

Unit Information:

Requirements:

- Level 1 Nanite Factory
- Energy Technology Level 12

Special Buildings

The following three buildings can only be built on a moon. They each have their own purpose, and you may or may not want to build them.

As with the buildings above, I have outlined the base cost, build time and tech requirements. And, as with the other buildings, these buildings cannot be destroyed by an attacking fleet.

Lunar Base

This is one of the most important buildings you can have on a moon. Your moon has a certain size and a maximum number of fields. However, unlike a planet where all fields are immediately available, your moon only has one field to start with. You have to build more Lunar Bases to make those extra fields useable. A Lunar Base works very similar to a Terraformer.

Each level of Lunar Base gives you four new fields to build on. If you reserve one of those four fields for the next level of Lunar Base, then that leaves you with three new fields to build on.

Unit Information:

Requirements:

- None

Sensor Phalanx

A Sensor Phalanx is like a giant spy probe. You can see ALL the fleet activity going on at a particular planet. Activating a Sensor Phalanx scan isn't very expensive. A typical scan will cost you 5,000 Deuterium. The higher the level of your Sensor Phalanx, the farther from your moon you can scan.

The scan will show you all the activity for the planet that you scanned. This includes incoming and outgoing fleets (including quantity and type of ships).

The owner of the planet does not receive any notification that they were scanned. You can scan someone as many times as you want (assuming you have the deuterium and the appropriate level of Sensor Phalanx to scan them).

You cannot scan a moon. Any fleet activity to and from a moon is safe from scanning. This is a good way to hide fleet activity from someone looking to crash your fleet.

Unit Information:

Requirements:

- Level 1 Lunar Base

Jump Gate

Jump Gates are one of the coolest buildings in OGame. They are also one of the most expensive, and can be very hard to get. You need two moons to take advantage of a Jump Gate.

A Jump Gate allows you to jump your fleet from Moon 1 to Moon 2 for free (That's right, for 0 Deuterium). You cannot transport resources via a Jump Gate, and you can only use them once an hour. The jump from Moon 1 to Moon 2 is instantaneous, and is a great way to warp in a fleet to meet an impending attack.

They do make attacking quicker and cheaper, since you can warp from Moon 1 to Moon 2, then fly from Moon 2 to the Target.

Currently, there is no reason to build a Jump Gate beyond Level 1.

Unit Information:

Requirements:

- Level 1 Lunar Base
- Hyperspace Technology Level 7

About the Game - The Ships

Ships – Overview

Different ships have different purposes. Knowing when to use each ship will give you the edge in any situation.

This section is designed to give you information about each of the ships available to you, and to show you the base costs and requirements for each type of ship. Your actual build times will vary depending on the level of Shipyard and Nanite Factory on each planet.

You have to have a Shipyard on each planet before you can build ships. The level of the Shipyard needed varies with each ship, and is shown in the Unit Information section for each ship.

If you want to know what ships are best against a certain defense, then I suggest you review the section on Using SpeedSim. SpeedSim is a great tool to estimate what the outcome of a battle will be. You can also use it to determine how many Light Fighters you need to destroy a Battleship, or how many Cruisers you need to destroy a missile array.

For an overview of Rapid Fire, read the Combat and Raiding section.

Espionage Probes

Espionage Probes are small, fast ships used to spy on your opponents. These ships cost very little Deuterium to go on a mission, and are amazingly fast. They have a very minimal cargo capacity though, so you can't use them for transporting resources, or for cargo space.

Every ship in the fleet has Rapid Fire against an espionage probe, so they do not make very good raiding ships, even as cannon fodder.

There are two primary uses for an Espionage Probe. First is to spy on your opponent. The second is to act as counter-espionage when someone is spying on you.

There are several ways to spy on an opponent. You can read the details on how to spy, and how to interpret an espionage report, in the Spying and Espionage section.

Espionage Probes are commonly referred to as "EP's" or "Espy's".

Unit Information:

Requirements:

- Level 3 Shipyard
- Level 3 Combustion Engine
- Level 2 Espionage Technology

Rapid Fire (Against):

- NOTHING

Small Cargo

Small Cargo ships are the first of the cargo line that you can build. These ships are slow compared to most of the ships you can build, but you can increase their base speed. In the early game, Small Cargo ships are your only form of resource transportation, so you will use these extensively. They can carry 5,000 units each, so you can see why they are important in the early game, but become less than useful later on.

The Large Cargo ship makes these obsolete, so once your technology is high enough to allow you to make Large Cargo ships, the small cargo ships usually become cannon fodder... once.

Small Cargo ships switch from using Combustion Engines to Impulse Engines once your Impulse Engine technology reaches Level 5. Small Cargo ships are given a new base speed when they switch to Impulse Engines.

Small Cargo ships are commonly referred to with the abbreviation: SC.

Unit Information:

Requirements:

- Level 2 Shipyard
- Level 2 Combustion Engine

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Large Cargo

These ships are the backbone of your fleet. They are slower than many of the other ships in your fleet, and they have no attack power, but they can carry 25,000 units each. This is the largest cargo capacity ship available, so you will be building lots of them.

Large Cargo ships are used to ferry resources to your different planets. They are also useful for fleet saving, and for carrying extra deuterium for long flights. For more information on fleet saving, see the Fleet Saving section.

Large Cargo ships are commonly referred to with the abbreviation: LC. Many times, they are just referred to as simple “cargo ships”, or “cargos”.

Unit Information:

Requirements:

- Level 4 Shipyard
- Level 6 Combustion Engine

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Light Fighters

Light fighters are the staple of any attacking fleet. These ships are easy to produce, have moderate firepower, and a decent air speed. In large enough quantities, Light Fighters can take out a battleship during a raid.

By using a large quantity of Light Fighters during a raid, you can reduce the number of casualties amongst your primary firepower (and more expensive) ships. This is called “cannon fodder” because you let your Light Fighters absorb the damage while your bigger ships deal the damage.

Light Fighters are commonly referred to with the abbreviation: LF.

Unit Information:

Requirements:

- Level 1 Shipyard
- Level 1 Combustion Engine

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Heavy Fighters

These ships are quite common to see in the very early raiding. They pack a much bigger punch than their younger sibling the Light Fighter. In the later game, Heavy Fighters are not used as much for cannon fodder, since the cost ratio is not as good as with the Light Fighter.

Heavy Fighters are commonly referred to with the abbreviation: HF.

Unit Information:

Requirements:

- Level 3 Shipyard
- Level 2 Impulse Engine
- Level 2 Armour Technology

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Recyclers

Recyclers are another core ship in your fleet. These are the only ship that can collect debris left over from a battle. Recyclers have a cargo capacity of 20,000, but are much slower than a Large Cargo ship. They are often used to send your fleet out on a Recycle Fleet Save mission.

Recyclers can be used during a raid, or a transport, as regular cargo ships. They are slower than Large Cargo Ships, have less cargo space, and consume six times the fuel, so they aren't as useful in the cargo capacity. But they will work when you don't have anything else.

When on a recycle haul, you cannot use the cargo capacity of any cargo ships to help haul debris. Only Recyclers have the specialized collection tools necessary to collect debris from a debris field.

When you collect debris from a debris field, the owner of the debris field does not know who collected the debris. All they see is that the debris is now gone.

For more tips on recycling, read the Recycling Debris Fields section under the Early Strategies section.

For more tips on fleet saving, read the Saving Your Fleet section under the Early Strategies section.

Recyclers are commonly referred to with the abbreviation: R.

Unit Information:

Requirements:

- Level 4 Shipyard
- Level 6 Combustion Engine
- Level 2 Shielding Technology

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Colony Ships

These ships have a single purpose in life: To colonize a new planet. While they can be used as a cargo ship, their cost and speed prohibit them from being very effective in this role.

The best use for a Colony Ship is what they are built for. Colonizing a planet. There is no need to have extra Colony Ships sitting around in the space dock. Send them out to colonize a new planet as soon as you have them ready.

For more tips on colonizing, read the Colonizing Planets section under the General Strategies section.

Colony Ships are commonly referred to with the abbreviation: CS.

Unit Information:

Requirements:

- Level 4 Shipyard
- Level 3 Impulse Engine

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Cruisers

These are one of the better attack ships you can get in the early game. They are also one of the first ships you get that has Rapid Fire capability. A Cruiser has Rapid Fire (RF) against Missile Launchers and against Light Fighters. They are good to use when going against a defense that has missile launchers in it.

Cruisers use more Deuterium in flight than a Light Fighter or a Heavy Fighter, but they pack a lot more punch. As you progress through the technology ranks Cruisers will be replaced by Battleships.

Cruisers are commonly referred to with the abbreviation: C.

Unit Information:

Requirements:

- Level 5 Shipyard
- Level 4 Impulse Engine
- Level 2 Ion Technology

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5
- Missile Launcher: 10
- Light Fighter: 3

Battleships

Battleships are the core attack power for a LONG time. They have a respectable cargo capacity for going on longer attack flights. They pack a good punch when attacking, and aren't very expensive.

Most attacking fleets use Battleships for firepower, Light Fighters for cannon fodder and Large Cargo ships for hauling away resources. In the middle and later games, seeing a fleet of 1500 Battleships is common. Enough Battleships can take out most fleets and defenses encountered.

Battleships are commonly referred to with the abbreviation: BS.

Unit Information:

Requirements:

- Level 7 Shipyard
- Level 4 Hyperspace Engine

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5

Bombers

Bombers are a slow, heavy attack craft. Their sole purpose is to take out enemy defenses. They have Rapid Fire against several defensive structures and really pack a punch.

They are a very slow ship, so you might not want to send them in your attacking fleet unless they are needed.

Once you research Level 8 Hyperspace Engines, your Bombers switch from using Impulse Engines to using Hyperspace Engines. This affects their base speed, and they now get Hyperspace Engine bonuses.

Bombers are commonly referred to with the abbreviation: B.

Unit Information:

Requirements:

- Level 8 Shipyard
- Level 6 Impulse Engine
- Level 8 Laser Technology
- Level 5 Plasma Technology

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5
- Missile Launcher: 20
- Small Laser: 20
- Heavy Laser: 10
- Ion Cannon: 10

Destroyers

Destroyers have a huge destruction capacity. It is almost as big as their fuel consumption. Destroyers have a very high Deuterium cost to fly around. However, they pack a serious wallop when attacking, and have a good Rapid Fire against Small Lasers.

They aren't that useful until you get into the higher-level game. Even then... a large fleet of battleships will outperform a similar costing fleet of Destroyers.

Destroyers are commonly referred to with the abbreviation: D.

Unit Information:

Requirements:

- Level 9 Shipyard
- Level 6 Hyperspace Engine
- Level 5 Hyperspace Technology

Rapid Fire (Against):

- Espionage Probe: 5
- Solar Satellite: 5
- Small Laser: 10

Death Stars

This is the ultimate ship in your fleet. Everyone who starts playing OGame drools over the day that they can add Death Stars to their fleet. However, they are not as effective as people initially think.

Death Stars are VERY powerful. And very, VERY slow. They have a base speed of 100. Each level of Hyperspace Engine adds 30% to the base speed, so the initial speed is 310. That is still pretty slow.

They are a great defensive ship though. You can base a couple at each of your planets as a defensive measure. Not only are they good defensive firepower, but also the psychological factor of attacking a Death Star is very effective. I mean, who wants to attack a planet with a full array of lasers and cannons, PLUS a pair of Death Stars?

Death Stars are the only ship that can destroy a moon. The calculation to determine your chance of destroying a moon is:

$$(100 - \sqrt{\text{moonsize}}) * \sqrt{\text{number of death stars}}$$

And the chance that your Death Star is destroyed is:

$$(\sqrt{\text{Moonsize}}) / 2$$

Death Stars are commonly referred to with the abbreviation: DS, or RIPs (Rest In Pieces).

Unit Information:

Requirements:

- Level 12 Shipyard
- Level 7 Hyperspace Engine
- Level 6 Hyperspace Technology
- Level 1 Graviton Technology

Rapid Fire (Against):

- Espionage Probe: 1250
- Solar Satellite: 1250
- Small Cargo Ship: 250
- Large Cargo Ship: 250
- Light Fighter: 200
- Heavy Fighter: 100
- Cruiser: 33
- Battle Ship: 30
- Colony Ship: 250
- Recycler: 250
- Bomber: 25
- Destroyer: 5
- Missile Launcher: 200
- Small Laser: 200
- Heavy Laser: 100
- Gauss Cannon: 50
- Ion Cannon: 100

Solar Satellites

These ships are stationary. They do not provide any defense or offensive firepower. They are used strictly to produce energy for your planet or moon. You can use the following formula to find out how much energy a Solar Satellite produces on a given planet.

$$(\text{MaxTemp} / 4) + 20$$

To find your MaxTemp, go to the “Overview” section for each planet and look at the Temperature field. It should look something like this:

Temperature approx. 1°C to 41 °C

In the above example, 41 °C is the MaxTemp for the planet.

Solar Satellites are worse than Espionage Probes when it comes to cannon fodder. They are one of the first ships destroyed when a fleet attacks you, since just about every ship has Rapid Fire against a Solar Satellite. Since they deposit large quantities of crystal into the debris field, they are a very lucrative target when going Fleet Crashing.

Here is the list of things that have **Rapid Fire AGAINST a Solar Satellite**. Notice that even cargo ships get Rapid Fire.

- Rapidfire of Small Cargo Ship against this ship type: 5
- Rapidfire of Large Cargo Ship against this ship type: 5
- Rapidfire of Light Fighter against this ship type: 5
- Rapidfire of Heavy Fighter against this ship type: 5
- Rapidfire of Cruiser against this ship type: 5
- Rapidfire of Battle Ship against this ship type: 5
- Rapidfire of Colony Ship against this ship type: 5
- Rapidfire of Recycler against this ship type: 5
- Rapidfire of Bomber against this ship type: 5
- Rapidfire of Destroyer against this ship type: 5
- Rapidfire of Death Star against this ship type: 1250

Solar Satellites are commonly referred to with the abbreviation: SS

Unit Information:

Requirements:

- Level 1 Shipyard

Rapid Fire (Against):

- NOTHING

About the Game - The Research

Research – Overview

Research is a critical step in the world of OGame. Without it, you could never build ships, defenses or advance your home planet.

You need a Research Lab to conduct research at. One lab per OGame account is usually enough, since you cannot have more than one research going on at any given time. The higher the level of the Research Lab, the more advanced the technology and the quicker you can research those technologies. Until you can research the Intergalactic Research Network (IRN), having more than one Research Lab doesn't affect your research times. Once you can research the IRN technology, then you can link your Research Labs together. See the IRN section for more details.

Some technologies are only useful up to a certain level, while others give you benefits for each level of research completed. As you read through the following technologies, I will outline which ones should be researched as high as possible, and which ones should be stopped at a certain level.

You could spend the resources to improve those technologies just to get Research Points, but there are better things to invest your resources in. Such as Fleet, Mines or Defenses.

Espionage Technology

Espionage Technology is what lets you spy on other players. The higher the Espionage Technology, and the more Espionage Probes that you send, the more information you get back in the Espionage Report.

This is one of the technologies that you should keep researching as often as you can. When you first start out, you may only want a few levels of Espionage Technology. As you gain points and move up in rank, you will want as high an Espionage Technology as you can get.

Unit Information:

Requirements:

- Level 3 Research Lab

Computer Technology

Computer Technology determines how many fleets you can control at once. You can control one more fleet than your level of Computer Technology.

Example: I have a level 10 Computer Technology on my Universe 1 account. This means I can control 11 fleets at once. When you first start out, you have a Computer Technology Level 0. So you can only control 1 fleet.

Computer Technology is also a requirement of a Nanite Factory. You need a level 10 Computer Technology before you can build a Nanite Factory.

This is one of the technologies that you want to build as high as you can afford. On my Universe 1 account, I frequently have 8 or 9 fleets going, and wish I could have several more. I usually try to keep 1 or 2 fleet slots open for emergency saves or recycle hauls.

Unit Information:

Requirements:

- Level 1 Research Lab

Weapon Technology

Weapon Technology increases the efficiency of your weapons. All weapons benefit from this increase. This means Ships and Defenses will both gain.

Every level of Weapon Technology adds 10% to the base damage of the ship or defense unit.

For Example: Level 7 Weapon Technology adds 70% to your base damage. The base weapon power of a Small Laser is 100. With a Level 7 Weapon Technology, your Small Laser now does 170 damage.

A Heavy Laser has a base weapon power of 250. With the 70% from your Weapon Technology, your weapon power is now 425.

You should increase your Weapon Technology as high as you can.

Unit Information:

Requirements:

- Level 4 Research Lab

Shielding Technology

Shielding Technology works on the same concept as Weapon Technology. For every level of shielding that you research, you gain a 10% of the base to the shield.

So, following the same example as above, your Small Laser now has a shielding of 42 instead of 25. And the Heavy Laser has a shielding power of 170 instead of the base of 100.

You should increase your Shielding Technology as high as you can.

Unit Information:

Requirements:

- Level 6 Research Lab
- Level 3 Energy Technology

Armor Technology

Armor Technology works on the same concept as Weapon Technology and Shielding Technology. For every level of armor that you research, you gain a 10% of the base to the armor (hull).

You should increase your Armor Technology as high as you can.

Unit Information:

Requirements:

- Level 2 Research Lab

Energy Technology

Energy Technology determines how well you can handle and refine energy. Just about everything in OGame requires energy. So many of the other research technologies require Energy Technology somewhere along the line.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies (or build a new building).

The only building that requires Energy Technology is the Terraformer. It requires Level 12 Energy Technology. Once you have level 12, there isn’t any reason to continue researching Energy Technology.

You could spend the resources just to get Research Points, but there are better things to invest your resources in.

Unit Information:

Requirements:

- Level 1 Research Lab

Hyperspace Technology

Hyperspace engines are a new form of propulsion. You need to understand the technology before you can benefit from the new engines. That is where Hyperspace Technology comes in.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies (or build a new building).

As of the writing of this book, there is no reason to go beyond Level 8 Hyperspace Technology. The Intergalactic Research Network is the last item on the research tree that uses Hyperspace Technology. Future enhancements to OGame may require a higher level of Hyperspace Technology.

Unit Information:

Requirements:

- Level 7 Research Lab
- Level 5 Shielding Technology
- Level 5 Energy Technology

Combustion Engines

Combustion Engines are first on the engine technology tree. These are the classic engines used in various ships.

- Small Cargo ships
- Large Cargo Ships
- Light Fighters
- Espionage Probes
- Recyclers

Every level of Combustion Engine adds 10% to the base speed of the ship.

Example: Light Fighters have a base speed of 12,500. A level 8 Combustion Engine gives you an 80% base speed increase, so now your Light Fighters are flying at a speed of 22,500.

Unit Information:

Requirements:

- Level 1 Research Lab
- Level 1 Energy Technology

Impulse Engines

Impulse Engines are next on the engine technology tree. They are more fuel efficient (and provide more power) than Combustion Engines. The following ships use Impulse Engines:

- Heavy Fighter
- Cruiser
- Colony Ship
- Bomber
- Small Cargo ships (After you reach Impulse Engine Level 5)

Every level of Impulse Engine adds 20% to the base speed of the ship.

Example: Heavy Fighters have a base speed of 10,000. A level 8 Impulse Engine gives you a 160% base speed increase, so now your Heavy Fighters are flying at a speed of 26,000.

Unit Information:

Requirements:

- Level 2 Research Lab
- Level 1 Energy Technology

Hyperspace Engine

Hyperspace Engines are last on the engine technology tree. They are even more fuel efficient (and provide even more power) than Impulse Engines. The following ships use Hyperspace Engines:

- Battleship
- Destroyer
- Deathstar
- Bomber (After you reach Hyperspace Engine Level 8)

Every level of Hyperspace Engine adds 30% to the base speed of the ship.

Example: Destroyers have a base speed of 5,000. A level 8 Hyperspace Engine gives you a 240% base speed increase, so now your Destroyers are flying at a speed of 17,000.

Unit Information:

Requirements:

- Level 7 Research Lab
- Level 3 Hyperspace Technology

Laser Technology

This technology deals with the focusing of energy and light. It helps many of the ships and other research technologies.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies or new ships.

As of the writing of this book, there is no reason to go beyond Level 10 Laser Technology. The Plasma Technology is the last item on the research tree that uses Laser Technology. Future enhancements to OGame may require a higher level of Laser Technology.

Unit Information:

Requirements:

- Level 1 Research Lab
- Level 2 Energy Technology

Ion Technology

This technology deals with the acceleration of ions. These ions are then launched into a target causing damage. Ion Technology helps many of the ships and lets you research other technologies.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies or new ships.

As of the writing of this book, there is no reason to go beyond Level 5 Ion Technology. The Plasma Technology is the last item on the research tree that uses Ion Technology. Future enhancements to OGame may require a higher level of Ion Technology.

Unit Information:

Requirements:

- Level 4 Research Lab
- Level 4 Energy Technology
- Level 5 Laser Technology

Plasma Technology

By harnessing the fourth state of matter (solid, liquid, gas and plasma) a deadly weapon is created.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies or new ships.

As of the writing of this book, there is no reason to go beyond Level 7 Plasma Technology. The Plasma Cannon is the last item on technology tree that uses Plasma Technology. Future enhancements to OGame may require a higher level of Plasma Technology.

Unit Information:

Requirements:

- Level 4 Research Lab
- Level 8 Energy Technology
- Level 10 Laser Technology
- Level 5 Ion Technology

Intergalactic Research Network

The Intergalactic Research Network is a new addition to OGame. It was added on the 3rd of August 2005. This new technology allows you to link your Research Labs together to improve research times.

With zero levels of Intergalactic Research Network, you only get the benefit from one Research Lab. With a Level 1 Intergalactic Research Network, you will link the two highest research labs. Each extra level of Intergalactic Research Network adds another Research Lab to the network.

Example: I have a level 12 Research Lab on my “research planet”, and a Level 8 Research Lab on my home planet. Once I complete the research for the Intergalactic Research Network, I will have the equivalent of a Level 20 Research Lab. If I build a Research Lab to level 10 (on yet a third planet), then get Level 2 Intergalactic Research Network; I will have a Level 30 Research Lab when I do my research.

You only need to store resources on one planet, since that is where the resources are used. The additional Research Labs do not require any resources for them to work. They just contribute “brain power”.

If research is important to you, then you should research several levels of Intergalactic Research Network, and get several Research Labs to Level 10 or higher.

If you have a Level 8 and a Level 10 Research Lab and Intergalactic Research Network Level 1, you still cannot research Graviton. You need a lab that is the proper level for what you want to research. Having an IRN just lets you research technologies faster.

IRN Level 8 is the highest level you should research. This lets you link 9 Research Labs. 9 Research Labs is one per planet... the maximum allowed.

Unit Information:

Requirements:

- Level 10 Research Lab
- Level 8 Computer Technology
- Level 8 Hyperspace Technology

Graviton Technology

A graviton is an elementary particle responsible for the effects of gravity. It allows an artificial gravity field to be generated on a ship or space station. The only ship to use the Graviton Technology is the Death Star.

This is one of those “research only” technologies. The only gain you get is the ability to research new technologies or new ships.

As of the writing of this book, there is no reason to go beyond Level 1 Graviton Technology. The Deathstar is the last (and only) item on technology tree that uses Graviton Technology. Future enhancements to OGame may require a higher level of Graviton Technology.

To actually research Graviton, you need 300,000 Energy. This can be very difficult to obtain if you don't do things carefully. My “No Crash Graviton” report outlines one way to get Graviton easily.

Unit Information:

Requirements:

- Level 12 Research Lab

About the Game - The Defense

Defense – Overview

This section will show you what the cost and effectiveness of various defenses are. A defense is like car insurance. It is something that you don't want, should have and hope you never need.

Any defense can be overcome. Let me say that again so it sinks in. **ANY DEFENSE CAN BE OVERCOME!** All it takes is superior firepower. Whether or not it is productive to destroy someone's defenses is a different story. If you fleet and resource save often, then there will be minimal resources on your planet to tempt someone to destroy your fleet and defenses. The more resources you stockpile, the more defenses you need to deter someone from attacking.

Defenses are a much-debated topic in the OGame community. Some people swear by them, others hate them and never build any. In the Later Game Strategies, you will find them used extensively, or never used. The choice is yours.

After a battle, all defenses are "repaired" back to full strength. Furthermore, there is a 70% chance that a destroyed item will be automatically rebuilt. Any of your defenses that are not rebuilt automatically are considered destroyed and will need to be manually rebuilt. If an Interplanetary Missile destroys a defense, it is gone. There is no chance of them being automatically rebuilt.

Missile Launchers

These are the first defense that you can build. They are also one of the first defenses that a ship gets Rapid Fire against. The Cruiser (which is a primary attack craft in the early game) gets Rapid Fire against Missile Launchers and makes them fairly ineffective unless you have a large quantity of them.

Since Missile Launchers only cost 2,000 Metal each, they are often used as an avenue for disposing of excess metal. Seeing defenses of three and four thousand Missile Launchers is fairly common even in the early stages.

Missile Launchers are commonly referred to with the abbreviation: ML.

Unit Information:

Requirements:

- Level 1 Shipyard

Rapid Fire (Against This Item):

- Cruiser: 10
- Bomber: 20
- Death Star: 200

Small Lasers

These are a good cannon-fodder defense. There are less ships that get Rapid Fire against Small Lasers, and these are not available until a little higher up the technology ladder.

Small Lasers are good in large quantities to absorb the brunt of the attack and let the more powerful cannons take out the ships.

Small Lasers are commonly referred to with the abbreviation: SL.

Unit Information:

Requirements:

- Level 2 Shipyard
- Level 1 Energy Technology
- Level 3 Laser Technology

Rapid Fire (Against This Item):

- Destroyer: 10
- Bomber: 20
- Death Star: 200

Heavy Lasers

Heavy Lasers are another good cannon fodder defense. They pack a bigger punch than the Small Lasers, but still take a big hammering during the battle. In most cases, you want a 4-1 ratio of Small Lasers to Medium Lasers.

Heavy Lasers are commonly referred to with the abbreviation: HL.

Unit Information:

Requirements:

- Level 4 Shipyard
- Level 3 Energy Technology
- Level 6 Laser Technology

Rapid Fire (Against This Item):

- Bomber: 10
- Death Star: 100

Gauss Cannons

These are one of the early defenses that pack a good wallop. They have a good firepower ratio for their cost, and their shielding is respectable. During the early game, these will be your primary “heavy hitter” for defense.

Gauss Cannons are commonly referred to with the abbreviation: GC.

Unit Information:

Requirements:

- Level 6 Shipyard
- Level 6 Energy Technology
- Level 3 Weapon Technology
- Level 1 Shielding Technology

Rapid Fire (Against This Item):

- Death Star: 50

Ion Cannons

Ion Cannons do not pack as much of a punch as the Gauss Cannons. Their primary attribute during a defense is that they have a large shield ratio. They can take a beating and still keep going. This means that if they are getting shot, it takes more before they are destroyed, leaving the other cannons and lasers free to dish out some damage to the attacking fleet.

Ion Cannons are commonly referred to with the abbreviation: IC.

Unit Information:

Requirements:

- Level 4 Shipyard
- Level 4 Ion Technology

Rapid Fire (Against This Item):

- Bomber: 10
- Death Star: 100

Plasma Cannons

These cannons are the cream of the crop. These are the best planet-side defense that money can buy. They have a good shielding, and superb firepower.

They are significantly more expensive than other defenses, but with a sufficient amount of cannon fodder, the Plasma Cannons can dish out a lot of damage to the attacking fleet.

Plasma Cannons are commonly referred to with the abbreviation: PC.

Unit Information:

Requirements:

- Level 8 Shipyard
- Level 7 Plasma Technology

Rapid Fire (Against This Item):

- NOTHING

Small Shield Dome

You can only have a single Small Shield Dome per planet. The shield dome helps absorb damage during the battle, and can let your defenses last an extra round in battle.

Small Shield Domes are commonly referred to with the abbreviation: SS.

Unit Information:

Requirements:

- Level 1 Shipyard
- Level 2 Shielding Technology

Rapid Fire (Against This Item):

- NOTHING

Large Shield Dome

You can only have a single Large Shield Dome per planet. The shield dome helps absorb damage during the battle, and can let your defenses last an extra round in battle.

Large Shield Domes are commonly referred to with the abbreviation: LS.

Unit Information:

Requirements:

- Level 6 Shipyard
- Level 6 Plasma Technology

Rapid Fire (Against This Item):

- NOTHING

Anti-Ballistic Missiles

These missiles have a single purpose: to defeat Interplanetary Missiles. They are not touched during a normal attack. They just sit there quietly and do nothing. They are only launched when an Interplanetary Missile is incoming.

They do have a 100% kill ratio on incoming Interplanetary Missiles. These are more of a deterrent than a defense really. If you have enough Anti-Ballistic Missiles on your planet, then the attacker won't bother sending in IPM's.

Anti-Ballistic Missiles are commonly referred to with the abbreviation: ABM.

Unit Information:

Requirements:

- Level 2 Rocket Silo

Rapid Fire (Against This Item):

- NOTHING

Interplanetary Missiles

Interplanetary Missiles only have a single purpose: To destroy defenses. They have a limited range, so they can only be launched at close targets. They are ignored during a normal attack, and are only used when fired at an enemy planet.

To see how much damage your IPM's do, use the RakSim (Missile Simulator) program.

IPM's are rather expensive, so they should only be used in the later game to truly devastate someone's defenses. Any defenses destroyed by an IPM are permanently destroyed. They do not get a percentage chance to be rebuilt. Debris from IPM damage does not go into the debris field.

Interplanetary Missiles are commonly referred to with the abbreviation: IPM.

Unit Information:

Requirements:

- Level 4 Rocket Silo

Rapid Fire (Against This Item):

- NOTHING

Getting Started – An Overview

Getting started with OGame is pretty simple. You register for a Universe, login, and start building. There isn't much of a learning curve, and you can see the results of your work right away.

First, you need an Internet connection. Any connection will do. The game is text with static graphics, and it is browser based, so you don't have to have a broadband connection to play OGame. Depending on the skin you use, you might have more graphics to download than others... but it is possible to play from a dial-up connection.

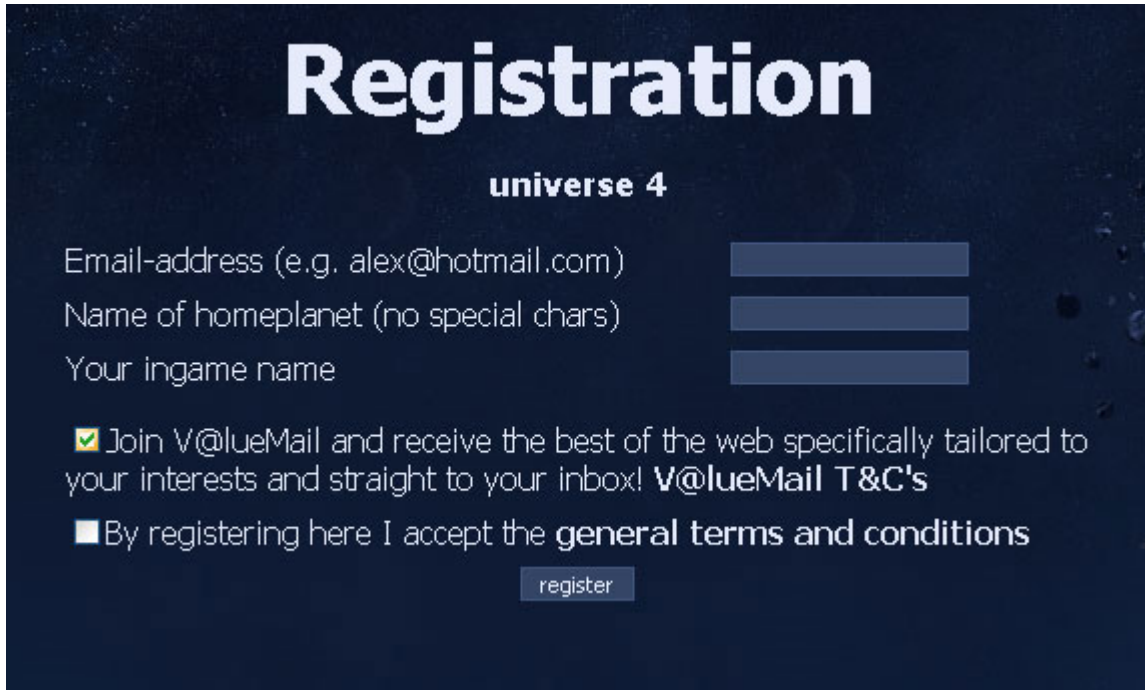
Creating Your Account

Open your favorite browser (I use Firefox) and go to <http://www.OMGame.org/>

Then click on the “another universe” link to start the registration. As of the writing of this guide, Universe 10 was just opened.



Next, fill out the three required fields: your email, the name of your home planet, and your player name. Then check the “I accept” checkbox, and click “register”. You can leave the [V@lueMail](#) checked off, or remove it so you don’t receive the special offers.



The image shows a registration form for OGame universe 4. The background is a dark blue space-themed image with stars and nebulae. The title "Registration" is in large white font, and "universe 4" is in smaller white font below it. There are three input fields: "Email-address (e.g. alex@hotmail.com)", "Name of homeplanet (no special chars)", and "Your ingame name". Below these fields are two checkboxes: one checked for "Join V@lueMail and receive the best of the web specifically tailored to your interests and straight to your inbox! V@lueMail T&C's" and one unchecked for "By registering here I accept the general terms and conditions". A "register" button is at the bottom.

Registration

universe 4

Email-address (e.g. alex@hotmail.com)

Name of homeplanet (no special chars)

Your ingame name

☒ Join V@lueMail and receive the best of the web specifically tailored to your interests and straight to your inbox! V@lueMail T&C's

☐ By registering here I accept the **general terms and conditions**

You should receive an email shortly telling you that you have been accepted, and it will contain your initial password. Log back in (via <http://www.ogame.org/>). Be sure to select the same Universe you registered for.

Your First Building

After you login, you will be sitting on your home planet looking at the Overview screen. This planet will be randomly placed somewhere in the known galaxy. It will always have 163 fields on it, regardless of what position your planet is in.

The first thing you need to create is a Solar Plant. Click the Buildings button on the left of your screen. From there, click on the “Upgrade to level 1” link over near the right side of the screen. This will start your Solar Plant building. The countdown shows how long you have left to wait. This countdown is in real-time.

HomePlanet [2:310:7] ▼

Metal
426

Crystal
470

Deuterium
0

Energy
0/0

<p>Metal Mine</p> <p>Metal mines provide the basic resources of an emerging empire and allow the construction of buildings and ships.</p> <p>Requires: Metal:60 Crystal:15</p> <p>Production time: 01m 48s</p>	
<p>Crystal Mine</p> <p>Crystals are the main resource used to build electronic circuits and form certain alloy compounds.</p> <p>Requires: Metal:48 Crystal:24</p> <p>Production time: 01m 43s</p>	
<p>Deuterium Synthesizer</p> <p>Deuterium is used as fuel for spaceships and is harvested in the deep sea. Deuterium is a rare substance and is thus relatively expensive.</p> <p>Requires: Metal:225 Crystal:75</p> <p>Production time: 07m 12s</p>	
<p>Solar Plant</p> <p>Solar power plants convert solar photonic energy into electrical energy for use by almost all buildings and structures.</p> <p>Requires: Metal:75 Crystal:30</p> <p>Production time: 02m 31s</p>	<p>0:02:29</p> <p>cancel</p>
<p>Robotic Factory</p> <p>Robotic factories provide cheap and reliable construction units</p>	

After creating the Level 1 Solar Plant, create a Metal Mine. The process is the same as for creating a Solar Plant, but the time required and the resources needed vary with the level. From here, you want to build your mines up to produce resources. In the early game, Metal is your primary resource, so start with those. You will need Crystal and Deuterium as well, so you can sprinkle in a few of those.

The generally recommended lineup for your first set of buildings is:

1. Solar Plant
2. Metal Mine
3. Metal Mine
4. Solar Plant
5. Crystal Mine
6. Metal Mine
7. Solar Plant
8. Deuterium Synthesizer
9. Robotic Factory

And then stagger your Metal Mine, Crystal Mine and Deuterium Synthesizer as needed. Be sure to provide enough power for them.

Providing Power

There are three ways to get power in OGame. The first (and primary) is the Solar Plant. The second is the Fusion Plant, and finally there are Solar Satellites.

The Solar Plant is a building created on your planet. It takes up one field per level of Solar Plant on the planet, and produces a fixed rate of energy per level. They do not use any resources to produce energy, nor is the amount produced dependent on the distance from the sun.

The Fusion Plant (which requires a Level 5 Deuterium Synthesizer) uses your Deuterium to produce Energy. The warmer the planet, the more energy produced per Deuterium. However, the colder your planet, the more Deuterium a Deuterium Synthesizer produces. This source of power can be detrimental to your Deuterium supplies if your Deuterium Synthesizers are not producing well. You should balance out your power plants using a proper mix of Solar Plants and Deuterium Synthesizers.

The Solar Satellites produce anywhere from 1 to 50 energy per satellite, depending on the maximum temperature of your planet. The warmer the planet, the more energy produced. Each Solar Satellite costs you 2000 Crystal and 500 Deuterium.

TIP: Solar Satellites are one of the first items destroyed by an attacking fleet. Having excessive Solar Satellites can lead to a raid, since the attacker can harvest the debris left by the destruction of the satellites (see Recycling Debris for more details).

Solar Satellite Formula

You can use the following formula to find out how much energy a Solar Satellite produces on a given planet.

$$(\text{MaxTemp} / 4) + 20$$

To find your MaxTemp, go to the “Overview” section for each planet and look at the Temperature field. It should look something like this:

Temperature approx. 1°C to 41 °C

In the above example, 41 °C is the MaxTemp for the planet.

Getting Started - Building Your Resources

Alternate between Metal Mines and Solar Plants (watch your power use) until you have about 4 levels of Metal Mine, and 3 of Solar Plants. Then you can build a Crystal Mine. I would do about a 3-2-1 ratio of Metal Mines, Crystal Mines and Deuterium Mines (respectively). Keep the Solar Plants going to provide power.

From there, you should build something like this:

1. Solar Plant
2. Metal Mine
3. Metal Mine
4. Solar Plant
5. Crystal Mine
6. Metal Mine
7. Solar Plant
8. Deuterium Synthesizer
9. Robotic Factory





And keep building from there. Pay attention to your Technology view so you can see what you need to create new buildings. You will want to build a Research Lab so you can learn new technologies, and you will need a Ship Yard to move your resource around, conduct raids and recycle debris.

Soon you will run out of available resources to build with. You have three choices at this point.

1. Log out and come back later when more resources are available.
2. Go examine the Technology tree, and learn about the User Interface for OGame.
3. Purchase OGame Commander so you can queue buildings.
4. Visit OGame Tips and read up on the latest strategies and news!
<http://www.ogametips.com/>

Research and Technology

The Technology view shows what items are available to you (in green) and what technology still has missing requirements (in red). You need to pay attention to these, since certain ships, buildings and defenses (not to mention other technologies) have certain requirements.

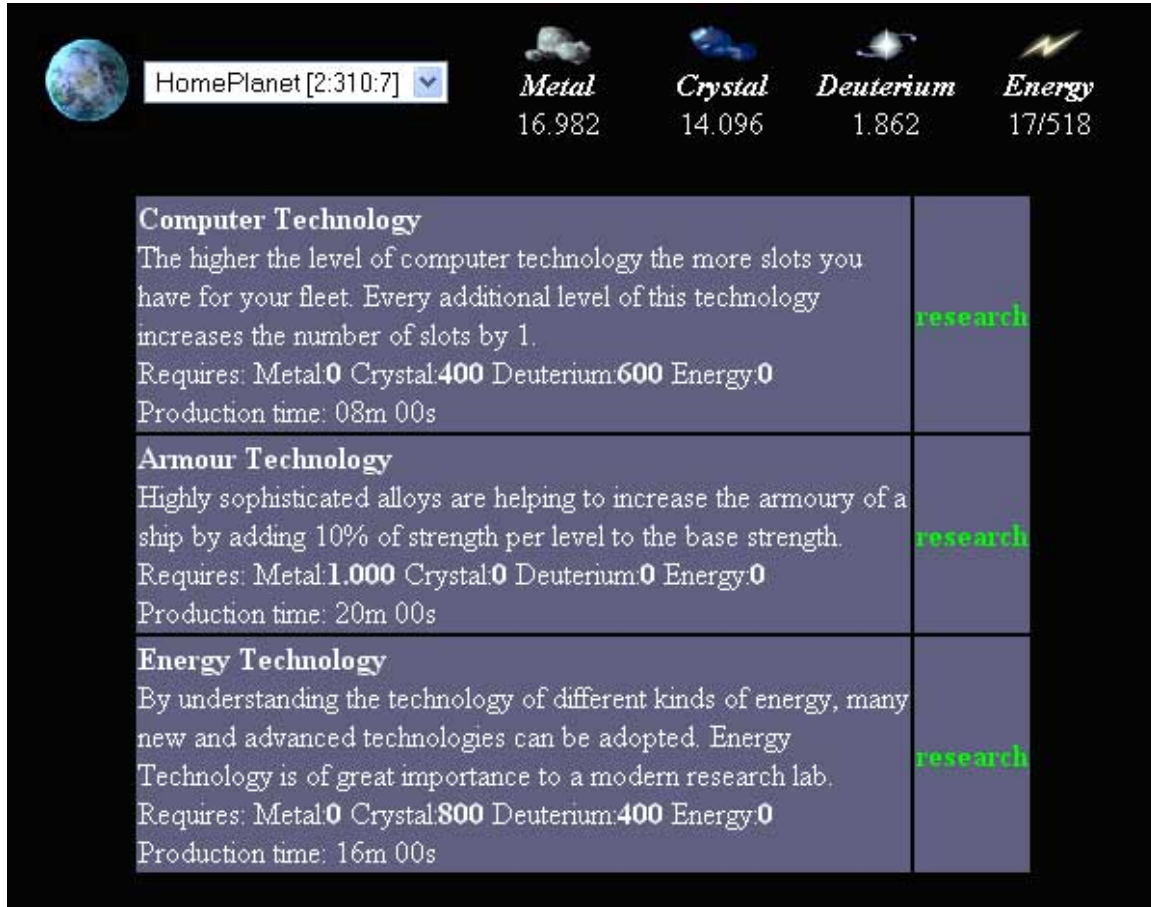
	HomePlanet [2:310:7] ▼	 <i>Metal</i> 34	 <i>Crystal</i> 348	 <i>Deuterium</i> 46	 <i>Energy</i> 30/117
Construction		Needs			
Metal Mine					
Crystal Mine					
Deuterium Synthesizer					
Solar Plant					
Fusion Plant		Deuterium Synthesizer(level 5) Energy Technology(level 3)			
Robotic Factory					
Nanite Factory		Robotic Factory(level 10) Computer Technology(level 10)			
Shipyards		Robotic Factory(level 2)			
Metal Storage					

Example: To build a Ship Yard, you need a Level 2 Robotic Factory on that planet. So plan ahead when spending resources. You need to balance the research with your buildings. As you progress through the ranks, you will need to balance ships and/or defenses as well.

Here you can see that I have three technologies available for me to research.

- Computer Technology
- Armour Technology
- Energy Technology.

Since they are all green, that means I have the resources available to research each one. Unfortunately, you cannot queue research projects... even if you have OGame Commander.



HomePlanet [2:310:7]

	<i>Metal</i>	<i>Crystal</i>	<i>Deuterium</i>	<i>Energy</i>
	16.982	14.096	1.862	17/518

Computer Technology The higher the level of computer technology the more slots you have for your fleet. Every additional level of this technology increases the number of slots by 1. Requires: Metal:0 Crystal:400 Deuterium:600 Energy:0 Production time: 08m 00s	research
Armour Technology Highly sophisticated alloys are helping to increase the armoury of a ship by adding 10% of strength per level to the base strength. Requires: Metal:1.000 Crystal:0 Deuterium:0 Energy:0 Production time: 20m 00s	research
Energy Technology By understanding the technology of different kinds of energy, many new and advanced technologies can be adopted. Energy Technology is of great importance to a modern research lab. Requires: Metal:0 Crystal:800 Deuterium:400 Energy:0 Production time: 16m 00s	research

Pay Attention to the Technology view so you can see what you need to save for, and what the requirements are for the next item you want to research.

The Research section of this guide goes into detail on what each research is for, and what levels you should raise it to.

By now, you should be ready to get into Raiding. Read on to find out some good strategies, and how to plan your attacks (and escapes).

Raiding and Combat

Attacking or raiding is one of the biggest features of OGame. Many players become specialists in attacking and raiding other players. It is an excellent way to gather resources and rapidly improve your score.

You cannot destroy a planet that does not belong to you. Nor can you destroy any buildings that are not yours. You can collect resources from other players... by raiding them. You can also collect the debris from any attacks (your attacks or another players attacks). You use Recyclers to collect debris from debris fields (DF).

If you are successful during your raid, you will take 50% of each resource (Metal, Crystal and Deuterium). This assumes that you have enough cargo space in your fleet. Usually you send Large Cargo ships along with the attacking fleet.

You can use Small Cargo ships or even Recyclers to haul your spoils. However, Large Cargo ships are the most efficient. Small Cargo ships have 1/5 (a fifth) the cargo space of a Large Cargo ship, and Recyclers are incredibly slow and cost more fuel.

You can use the OGame battle simulator (called SpeedSim) to simulate the outcome of a battle. This is an effective way to figure out what fleet to send, how many cargo ships to send, and how many Recyclers are needed to collect any debris.

Noob Protection

If a player is below 5000 points they are in newbie protection. This gives you a safety zone to learn to play before you are eligible to be attacked by everyone.

While in newbie protection, a player cannot attack anyone with 5 times more (or less) than their score.

If a player is above 5000 points (out of newbie protection), then they can attack anyone at all, except players who are below 5000 points. At that point the newbie protection rules apply.

Here are a couple of examples to illustrate the rule:

- If SpaceBum has 4000 points, he can attack (and be attacked by) people who are 20,000 points and less, and 800 points or more.
- If SpaceBum has 10,000 points, he can attack (and be attacked by) anyone above him, and those who are 2000 points or above.
- If SpaceBum has 100,000 points, he can attack anyone at all and anyone can attack him, except those who are 5000 points and below.

Newbie protection is a great time to learn the basics of the game and to learn how to successfully raid (and fleet save).

The Basic Attack

All attacks occur on a planet or moon. Fleets do not engage in combat while flying around. They only engage in combat when attacking or defending a planet or moon.

Any ship can attack. This includes Espionage Probes, Small and Large Cargo ships and Recyclers. The key to a successful attack is to have more firepower than your opponent. If you have enough firepower, you win. If you don't, you lose.

Every combat phase lasts 6 rounds. If both attacker and defender are still alive after 6 rounds, the combat is considered a draw, and the attacking fleet returns home.

Lets assume you have a fleet consisting of 10 Light Fighters and 4 Large Cargo ships.

To send this fleet on an attack, you need to:

1. Find your target. You can locate a target using Espionage Probes and spying on your neighbors.
2. Write down the location (1:234:5) of the target.
3. From the Fleet screen, select your fleet. You can click Max if you want to send all the ships of that type. You can use the "All Ships" button if you want to send everything on the attack. This isn't recommended, since you generally only want to send exactly enough ships to be successful (preferable in the first round of combat).
4. Click Proceed.
5. Enter the target coordinates and click Proceed.

send fleet			
Destination	4	180	4 Planet ▾
Speed	100 ▾ %		
Distance	-		
Duration (one way)	-		
Fuel Consumption	-		
Max.Speed	-		
Cargo Capacity	200000		

6. Select Attack as the mission and click Proceed.
7. Sit back and let your fleet do its job.

Once the attack has taken place, your fleet will return to its home planet. If you were successful, and had cargo space, the resources you collected will be added to your resources on the planet.

Farming

If you ask most of the bigger players in OGame, they will tell you about the planets they have farmed... usually bragging about how much they took before moving on to another planet to farm.

So what is farming? Farming is raiding. With one caveat. There are little or no defenses on the planet, and lots of resources. So I guess you could say that farming is raiding with little consequences.

Sometimes a farm is a player who has gone inactive. They have quit playing OGame, but they didn't delete their account. Their mines will continue to produce resources until the account is automatically deleted (at the end of four weeks of inactivity from the account owner). These are good targets since the account owner rarely comes back to the game. You can routinely collect resources from these planets until the account is deleted. These types of farms are very good for newbie players, since they have a huge supply of resources waiting to be harvested.

Sometimes a farm is a "hidden" planet. One out in the middle of nowhere. Since the location is remote, and nobody is around, the player may not bother fleet saving or resource saving. And they don't bother with defenses. These are another good target to raid. Just remember that you may get raided back if you don't save your own fleet/resources!

Some of the big players do not bother with defenses on a planet. Nor do they save their resources. They just let those resources build, and periodically ship them to another planet for use. Or build the next level of mine on the planet. These can be very lucrative farms as well. Especially when the owner only checks their account once a week (common at the higher levels of OGame).

Since messages are only saved for 24 hours, any messages older than 24 hours are automatically deleted. This means the player might know that they were raided, but they don't know who raided them. The report is gone.

TIP: If the player has purchased OGame Commander, then messages are stored for a week. So they will be able to see who raided them, and they might retaliate. There is no way for you to determine if a player has Commander... unless they tell you.

Fleet Crashing

Fleet crashing is one of the quickest ways to earn points and resources in OGame. A proper fleet crash is when your fleet attacks someone's fleet, you win the battle, and you collect the debris from the crash. Collecting the debris is key. If you don't get the debris, then you don't earn any resources.

There are many strategies to properly crashing a fleet. Typically this technique uses a moon and a Sensor Phalanx. Using the phalanx, you can scan a planet and determine when a fleet will arrive. You then schedule your attacking fleet to arrive minutes after the enemy fleet returns. Make sure your recyclers are set to arrive minutes after your fleet does, or you may lose the debris field to someone else.

Allied fleet crashes are possible as well. These are frequently done when you get your fleet crashed and you know how long the enemy fleet will take to return to its home planet. You can notify your alliance, and someone in your alliance can send an attacking fleet to crash the enemy fleet as it returns home. This method is detrimental to you (since your fleet already got crashed) but is a good way to "get even" with the enemy. You can also use this method on someone who attacks you, then recalls his or her fleet. Just give the info to your alliance and they can calculate the time the fleet arrives back home.

Another popular fleet crashing method is the ninja attack. This method usually involves either a moon or planet (in the same slot) or pair of moons with jump gates. You let someone send a fleet to attack you. You have your main fleet arrive on the planet just before the attacking fleet does. This results in you winning the battle (instead of being crashed/farmed like the enemy player intended). You can then collect the debris field.

Sometimes players bait other players into attacking, just so they can ninja them. Recently there was a planet near my system that had 2,300 solar satellites, about 2 million resources and a single Death Star. It had no defenses and no other fleet. It did have a "hidden" fleet sitting on another planet nearby, waiting for the unsuspecting attacker. Anyone who went after this lucrative target was in for a surprise. And no, the Death Star is not adequate defense by itself. They can be easily swarmed and destroyed by the right combination of attacking fleet.

Sending Waves

There is a limit to how often you may attack someone, and how many fleets you can send. Here is a simple breakdown of the Waves rule.

- You may send as many ships in a fleet as you have available.
- Any fleets arriving within a 30-minute time span are considered to be a wave.
- You can send a maximum of three fleets in a wave.
- You are allowed to send a maximum of three waves per 24-hour period.

NOTE: This 24 hour period is real time. For example: Wave 1 leaves at 1:05 PM. Wave 2 leaves at 1:40 PM and Wave 3 leaves at 2:25 PM. You may not send another wave until 1:05 PM the next day.

These rules are not enforced by the programming in the game. They are enforced by the players and Game Operators (GO's). Violation of these rules is considered bashing, and can get your account banned, or even deleted (if the offense is serious enough). All transactions in the game are logged for a period of time, so the GO can lookup your fleet activity to see if you were bashing or not.

There are cases where the bashing rule does not apply. The primary example of this is during a war. During a properly declared war, the bashing rule is lifted. You can attack someone as many times as you want, as frequently as you want, until the war is over.

The Bashing Rule

Bashing is a hard rule for some people to understand. Here are a few of the more common questions:

- What constitutes bashing?
- How do I report bashing?
- What do I do if I accidentally bash someone?

First, you are allowed to attack a person as often as you want, as long as you don't exceed the three fleets per wave, three waves per 24 hour rule. This rule applies PER PLANET! This means you can attack all 9 planets (and all 9 moons if they have them) with three waves every 24 hours. Sending one more ship on an attack mission once you have attacked a planet with three waves is in violation of the bashing rule (if it is within the 24 hour period).

Any attack counts in the bashing rule. If you send 10 Espionage Probes at someone on an attack mission, that counts as a fleet. If your espionage probes are detected and destroyed during a spy mission, that does not count as a fleet. However, excessive probing of a planet can get you in trouble, so be careful.

There is a pretty good explanation of the OGame Bashing Rule found on the OGame Tips website. <http://www.ogametips.com/41/the-bashing-rule-yet-again>

You can contact a GO to report bashing. They will want to know your in-game name, the name of the attacker, what planets were involved and when this occurred. Be accurate with your information, since it will make the investigation easier for the GO, which results in a quicker answer for you.

If you accidentally send more waves than you should, recall as many as needed to stay within the bashing rule. If the fleet has already attacked the person, I suggest waiting to see what they say. Sometimes people won't bother reporting a single extra attack. Sometimes they do. Even if it was an accident, you're still in violation of the bashing rule. Carefully explain what happened if you're contacted by a GO. If you get banned (typically for 24 hours), just endure it and be more careful next time.

Alliance Wars

Any alliance may formally declare war on another alliance. To do so, you need to go to the appropriate section of the OGame Forums and declare your intentions. This must be done 24 hours before the war starts. The other alliance does NOT have to accept your invitation to war. Whether they do or not is irrelevant. All you have to do is declare war, wait the 24 hours, and begin the destruction!

During a war, the bashing rule does not apply. You may send as many fleets and as many waves as you like. Your whole alliance can gang up on one single planet; you can each take on a single opponent, or any other strategies you like.

You cannot join forces (merge your fleets) on the US Servers except for Universe 5. At the time of writing, Universe 5 is the only universe on the US Servers that supports the Alliance Combat System (ACS). Once all the bugs are worked out, the ACS will be deployed to the other Universes, and I will cover it in a future update of the OGame Tips Strategy Guide.

When you declare war on another alliance, you can bring your allies into the battle. They must also declare their intentions on the forum. The opponent can also bring any alliances to the war that they want. Again, those alliances must also declare their intentions on the forums.

The purpose of declaring the war is simple. It gives the GO's (Game Operators) a way of knowing who is involved in the war, so they don't ban someone for bashing. It also allows other players to be on the lookout for lucrative targets to raid. Going to war is risky... you never know who might attack you, or ninja your fleet when your not paying attention.

Using Speedsim

Speedsim is a tool that is absolutely essential for raiding and combat in OGame. This tool lets you simulate battles. You can enter your technologies, fleets and defenses, and the opponents' technologies, fleets and defenses. Speedsim will then simulate the outcome and tell you:

- how many rounds the battle will take
- how much debris is created
- the number of cargo ships needed to haul away your spoils
- the number of recyclers needed to haul away the debris field
- the percentage chance that a moon is created
- attackers losses
- defenders losses

It will also let you calculate waves, so you can attack multiple times and send the right amount of attack ships and cargo ships for each wave.

Speedsim will save your technologies so you do not need to enter them in every time. It will read Espionage Reports so you don't have to manually enter the fleet, defenses and technologies of your opponent. Speedsim will also read your fleet list, so you do not have to enter those statistics in by hand. NOTE: Speedsim does not read the OGame screens directly. You need to copy and paste the screen into the Speedsim application. Directly reading OGame screens is in violation of the OGame EULA and will result in your account being permanently banned.

The only bad thing about Speedsim is that the tutorial and FAQ's are all written in German. This is bad for those who do not read German. The interface is a little awkward until you figure it out, but the tool is an absolute essential to proper raiding.

<http://www.ogametips.com/30/general-overview-using-speedsim>

Using Raksim

Raksim is another battle simulator for OGame. However, instead of calculating fleet information, Raksim calculates Inter-Planetary Missile (IPM) and Anti-Ballistic Missile (ABM) attacks.

Using Raksim, you can calculate how many IPM's you need to use to totally eliminate a players defenses. You can also simulate an attack and see how many of a specific defense is eliminated.

While not as useful as Speedsim (due to the fact that IPM's aren't used as often as fleets are), Raksim is an excellent third-party utility for OGame.

<http://www.ogametips.com/49/raksim-online-or-download>

About the Game – General Strategies

Spying and Espionage

When you start raiding, you need some “inside information” so you don’t attack the wrong person. You get this by spying on them.

In order to spy on a planet, you need to send espionage probes on an espionage mission. The more probes you send, the more information you can collection from that planet.

There are two ways to send espionage probes.

Method One – Fleet Screen

1. From the fleet screen, select the number of Espionage Probes you want to send, and click Proceed.
2. Enter the coordinates of the planet you want to probe and click Proceed.

send fleet			
Destination	4	180	4 Planet ▼
Speed	100 ▼ %		
Distance	-		
Duration (one way)	-		
Fuel Consumption	-		
Max.Speed	-		
Cargo Capacity	200000		

3. Choose Espionage as the Mission, and click Proceed.
4. Switch to the Overview screen and watch the countdown timer for your espionage fleet. Espionage Probes are very fast with a very small deuterium cost.
5. Once your fleet has successfully probed the planet (you don’t need to wait for it to return to your planet), go to the Message screen.
6. Read the Espionage Report given.

Method Two –Galaxy Screen

1. From the Galaxy screen, locate the planet you wish to probe.
2. Click the small icon on the right that looks like an eye. This will launch the default amount of Espionage Probes.



3. Switch to the Overview screen and watch the countdown timer for your espionage fleet. Espionage Probes are very fast with a very small deuterium cost.
4. Once your fleet has successfully probed the planet (you don't need to wait for it to return to your planet), go to the Message screen.
5. Read the Espionage Report given.
6. You can control the number of probes sent by changing the “number of Espionage probes” option on the Options screen. It defaults to 1.

Espionage – The Formula

There is a rather complex formula for determining how much information you gather when you spy on someone. The math is quite simple, but the logic behind it is what can be confusing.

The first variable in the formula is your level of Espionage Technology. The higher this is, the better. This technology is one of those that you want to keep increasing as often as you can afford to.

The higher the difference in Espionage Technology between you and the planet you are probing, the more espionage probes you need to send to get a full report.

The formula goes like this:

$$[(\text{Enemy Espionage Level} - \text{Your Espionage Level})^2] = \text{Extra Probes Needed}$$

Lets assume your Espionage Level is 7, and your target has an Espionage Level of 10.

$$(10 - 7)^2 = 3^2 = 9 - \text{You need to send an extra 9 probes to get the full report.}$$

Here is the breakdown of the amount of probes needed to get a full report (courtesy of the Formula thread on the OGame Forums):

- 1 Probe at the same level of espionage = Resources are shown (actually resources are always shown)
- 2 Probes at the same level of espionage (or 1 probe added to the number of probes needed to fix the difference of espionage or 1 level higher espionage than your enemy has) = fleet is shown too
- 3 Probes at the same level of espionage (or 2 probes added to the number of probes needed to fix the difference of espionage or 2 level higher espionage than your enemy has) = defense is shown too
- 5 Probes at the same level of espionage (or 5 probes added to the number of probes needed to fix the difference of espionage or 2 level higher espionage than your enemy has) = buildings are shown too
- 7 Probes at the same level of espionage (or 7 probes added to the number of probes needed to fix the difference of espionage or 3 level higher espionage than your enemy has) = technologies are shown too

Counter-Espionage

You may notice a “Chance of Counter-Espionage: X%” on your espionage reports. This is the chance that your fleet got drawn into combat instead of safely getting away.

Messages			
Action	Date	From	Subject
<input type="checkbox"/>	06-17 17:44:35	Space Control	Spy Attack
	A foreign fleet from planet ██████████ was sighted near your planet HomePlanet [2:310:7]. Chance for counterespionage: 0 %		
<input type="checkbox"/>	06-17 15:21:34	Space Control	Spy Attack
	A foreign fleet from planet ██████████ was sighted near your planet HomePlanet [2:310:7]. Chance for counterespionage: 0 %		
<input type="checkbox"/> only show parts of espionage reports			
<input type="text" value="delete marked messages"/>		<input type="button" value="v"/>	<input type="button" value="ok"/>

Probes are not automatically destroyed when detected. They go into normal combat (just like if you had sent them on an attack mission). Since everything has Rapid Fire against Espionage Probes, the chance of them getting destroyed right away is very high. It is possible to have combat last more than one round, but it is rare.

The more ships there are on the planet you spied on, the higher the chance your espionage probes are detected. Having a higher Espionage Level will reduce the chances of counter-espionage detection.

You may lose contact with your fleet if the chance of counter-espionage was high enough. This means your fleet was destroyed in the first round of combat.

Recyclers: Collecting Debris

Recycling debris is an excellent way to get resources. Typically, you will be harvesting debris fields that you created. However, you can harvest debris fields from other people as well. You just have to get them before someone else does.

The simplest way to harvest a debris field is:

Recycling Debris: The Easy Way!

1. Pick one of your colonies that has Recyclers.
2. Switch to the Galaxy view.
3. Look for a T next to the Planet Position.
4. Hover your mouse over the T. You should get a tooltip that shows how many Metal and Crystal (M and K respectively) are in the debris field.
 - a. **NOTE:** If you do not get the tooltip, try clicking somewhere on the page (not on a link). Then go hover over the T again. Sometimes the browser does not register the tooltip immediately.
5. To harvest that debris field, simply click on the T. You will automatically send the necessary amount of Recyclers to harvest the debris. If you do not have enough recyclers, you will send as many as you have available.
6. Repeat steps 1 through 6 until you have maxed out your fleets, or your recyclers.

Recycling Debris: Manual Fleet Control

1. Pick one of your colonies that has Recyclers.
2. Switch to the Fleet view.
3. Enter the number of Recyclers you wish to send and click Proceed.
4. In the Destination, enter the coordinates of the debris field.
5. In the drop-down box, **change the selection from Planet to DF.**
6. Click Proceed.
7. Select Harvesting as the Mission, and click Proceed.

Recycling Debris: Cleaning Up After a Raid

1. Choose your target.
2. Send a single Espionage Probe on an Attack mission. This will create a tiny Debris Field on the target planet.
3. Follow the 'Manual Fleet Control' process and send your recyclers on a harvest mission to the target coordinates. Pay careful attention to the Duration. You will need this in Step 5.
4. Switch to the Fleet view again and select your attacking fleet.
5. Enter the coordinates and adjust the Speed so it arrives as close to the Recyclers (the time from Step 3) as possible. Do NOT go over this time.
6. Click on Proceed and send your fleet on an Attack mission. Your fleet will attack the target and create the Debris Field. A few minutes later, your Recyclers will arrive and harvest the debris. This short timeframe prevents people from stealing your debris field.

Early Raiding

Raiding is one of the easiest ways to earn resources. Who you raid is as important as how you raid.

For beginning raiding, I suggest you target people who are inactive and have little or no defenses (or fleet). By targeting inactive players, you have less chance of retaliation (the person attacking you back).

Raiding Inactive Players

1. Pick one of your colonies that have a lot of Cargo ships (Large Cargo ships work better, but Small Cargo ships work in the early game).
2. Build about 50 Espionage Probes.
3. From the Options menu, set the 'number of Espionage probes' to 5 or 10.
4. Switch to the Galaxy view.
5. Work your way up about 10 or 12 systems. Scan every planet that has (i) or (iI) after the player name (inactive accounts).
6. Switch to the Overview screen and wait for all your probes to return to your planet.
7. Switch to the Messages screen.
8. Open each Espionage Report.
9. Delete any reports that have bigger defenses or fleets than you can handle.
10. On a piece of paper, make a list of potential targets.
11. Use SpeedSim to calculate how many cargo ships you need to harvest the resources available.
12. Send your fleet. Be sure to select Attack as the mission.
13. Wait for your fleets to come back with the goods!
14. Repeat steps 5 through 12 going DOWN from your system.

After doing this a few times, you will be able to calculate in your head how many cargo ships are needed. You will also be more selective in your targets. You will learn which targets are worth the time and fuel costs, and which are a waste. If you're in an alliance, you can let your alliance mates know about potential targets in your area.

Colonizing Planets

Everyone starts OGame with a single colony. This colony has 163 fields. It won't take long before you need more fields for more mines. To get more fields you need additional colonies.

You can have a maximum of 9 colonies. This includes your home planet. You can also have 1 moon per colony. Moons cannot produce resources, but they can produce ships, or act as a staging area for attacks.

Once you have the ability to create Colony Ships, you can start attempting to colonize new planets.

Steps to Colonization:

1. Switch to the Galaxy view.
2. Jump to an area you would like to start a new colony in.
3. Check for locations 4, 5 or 6. These will give you the largest colony. * See "Calculating Planet Size"
4. Write down the location that you wish to colonize.
5. Switch to the planet that has the Colony Ship.
6. Select a single Colony Ship and click Proceed.
7. Enter the destination coordinates and click Proceed.
8. Select Colonization as the Mission and click Proceed.
9. Do NOT send any additional ships or resources on the colonization fleet. They are not used, and could result in a loss of extra resources.

Speed Colonizing:

After your new colony has landed, you can start building. The quickest way to build is to send several cargo ships full of resources (mostly metal and crystal, with a small amount of deuterium). You can deploy ships to a new colony even if that colony does not have a shipyard. A shipyard is only necessary to build ships, not dock them. You cannot send the resources until your Colony Ship has successfully colonized a planet.

Colony Sizes:

You should try and keep only the large planets. When you are first starting out in OGame, resources can be hard to acquire. So you may want to keep any planet and then destroy it later and go for a bigger planet.

When starting a new account, I generally keep anything over 100 fields. As I grow, I expand that number to 200, and finally to 300. Anything less than 100 gets filled pretty quickly. If you have enough resources to keep trying, I suggest you shoot for the 200 mark right away. Sometimes you get lucky, and sometimes you don't.

Calculating Planet Size (number of fields):

Here are the chances for various planet sizes. Remember, there is an 80% chance that your planet will be in this size. That other 20%?

Your planet could be smaller or larger. My largest planet is 307 fields.

Percentage of Chance for Planet Size:

- 1 to 3: 80% between 40 and 70 fields (55+/-15)
- 4 to 6: 80% between 120 and 310 fields (215+/-95)
- 7 to 9: 80% between 105 and 195 fields (150+/-45)
- 10 to 12: 80% between 75 and 125 fields (100+/-25)
- 13 to 15: 80% between 60 and 190 fields (125+/-65)

Moon Walking

Moon walking is the term given to purposely trying to earn a moon from a debris field. For every 100,000 debris dumped into a debris field, there is a chance at a moon. The maximum chance at a moon is 20%.

The bigger the debris field, the larger your moon will be. The larger the moon, the more fields you can create (via Lunar Bases) on the moon. A larger moon also means it takes more Death Stars to attempt to destroy that moon.

Many people use Light Fighters to create the moon chance. They build up a large fleet of Battleships to destroy the incoming attacker. The debris field is then harvested, and another wave of light fighters is sent.

How many fighters to send is up to you. Do you want 20 1% chances at a moon, or 1 shot with a 20% chance? You can calculate the amount of debris needed by following the formula below:

- Each LF costs 3,000 Metal and 1,000 Crystal.
- Each LF puts 900 Metal and 300 Crystal into the debris field.
- You need $100,000 / 1,200 = 84$ LF.
- For a 20% moon chance, you need $20 * 84 = 1,680$ LF.
- This means you have to spend 5,040,000 Metal and 1,680,000 Crystal to earn a 20% chance at a moon.
- NOTE: I rounded the numbers for the calculation. The actual number of LF needed is 1,667.

You can use other ships to create the debris field. You can use 1,670 Small Cargo ships to create the 20% chance. This uses more Crystal but less Metal. Go ahead and experiment with the numbers to find what works for you (and the buddy your moon walking with).

I earned one of my moons by failing to fleet save. I earned the second when my Solar Satellite farm was crashed (after I researched Graviton).

And though it isn't as obvious, one 20% chance at a moon is the same as 20 1% chances. And since the 20% chance will give you a bigger moon, you are better off going for the big crashes instead of lots of little crashes. Most people assume that 20 chances are better than 1 chance. When you put in the actual percentages, it isn't.

Fleet and Resource Saving

Fleets cannot be attacked or destroyed while they are in route to or from a target. They are safe at this point. You can use this feature to your advantage. By sending out your fleet on a long mission, they are safe from attack.

Resource saving is very similar to fleet saving. The only difference is the goal. In fleet saving, you're saving your fleet from being crashed. When you resource save, you're saving your resources from being collected during a raid. I will only refer to fleet saving from here on, but the same methods apply to resource saving as well. Just be sure to send all your resources along for the ride when you save.

There are three primary methods of fleet saving. Attacking someone much smaller than you (safety via massive overkill), doing a long (slow) transport between planets, and collecting debris. Each has its benefits and drawbacks. Choose which best suits your fleet, your style and the length of save needed.

Attacking the Little Guy

You can use Espionage Probes to find someone that has very little or no defenses. Send your entire fleet on an attack mission to this target. Slow down the speed of your fleet so they take longer to arrive at the target.

The danger in this method is that you could get ninja'd. Someone could see your attacking fleet and bring in a counter fleet before you hit. This could destroy either part or all of your fleet.

Long Transports

Another method is to send your fleet (and resources) on a long transport mission. Slow down the fleet speed and send them to one of your distant planets. Either recall the fleet at some point (and wait for them to return). Or turn around and send the fleet back to the starting planet (again, use a slow speed).

Debris Collection

This is my favorite method. Make sure you have at least one Recycler in your fleet. Send them to a Debris field, and use a slow speed. This method has its advantages, since you cannot use a Sensor Phalanx on a debris field. If you send the fleet out from a moon, then you are safe from all sensor phalanxes, since a moon cannot be scanned by a Sensor Phalanx. A Sensor Phalanx cannot scan a Debris Field either, so your fleet is completely invisible if you fleet save to a debris field from a moon.

There are a couple other ways to fleet and resource save. Sending your entire fleet (with at least one espionage probe) on a spy mission is one possible method. Most people prefer the Debris Collection method, simply because it is fairly easy, and Recyclers are already slow, so you have a good start on reducing the speed of the mission.

Time to Say “Thank You!”

I want to say thank you to all the players out there who have helped me learn to play OGame. Thank you to those who have raided me and crashed my fleets. You taught me to fleet save.

Thank you to those who forgot to fleet save. You taught me how to fleet crash.

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Thank you to my wife. She puts up with me jumping on the computer at odd hours to check on a fleet or send an attack.

And Thank You for purchasing this Strategy Guide and showing your support.

Disclaimer, Credits and An Offer

First, I want to give credit to [DMG Design and Development](#) for the banner seen on the title page of this Strategy Guide. DMG Design and Development has created several banners and logos for OGame Tips, and these will be appearing on the website shortly.

All content in this Strategy Guide was compiled by me. As I am human, some of this information may be wrong. If you think something is incorrect, please contact me and let me know. If you think something is missing from this guide, please contact me and let me know.

Finally, if you would like to offer a review of this guide, or a testimonial, please send them to me.

You can email me at: guide@ogametips.com

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