

Cybernations Guide

Religion

Taoism:

Your people approve of this national religion but the majority of your people would prefer something else. They do not believe in a single god but instead believe in oneness and freedom from personal desires.

Sikhism:

Your people approve of this national religion but the majority of your people would prefer something else. They desire a belief system which blends Hindu traditions with Islamic monotheistic traditions, the belief in one God and the teachings of the Ten Gurus.

Shinto:

Your people approve of this national religion but the majority of your people would prefer something else. They believe that god is present in all walks of life, both in living and non-living things.

Mixed:

Your people approve of this national religion but the majority of your people would prefer something else. They cannot make up their minds when it comes to religion.

Judaism:

Your people approve of this national religion but the majority of your people would prefer something else. They desire a religion that follows divine scriptures with ethical principles embodied chiefly in the Torah and in the Talmud.

Jainism:

Your people approve of this national religion but the majority of your people would prefer something else. They are primarily non-materialistic and wish for a national religion that supports atheism and that teaches that every single living thing is an individual and eternal soul, called j?va, which is responsible for its own actions.

Christianity:

Your people approve of this national religion but the majority of your people would prefer something else. They desire a monotheistic system of beliefs and practices based on the Old Testament and the teachings of Jesus Christ as embodied in the New Testament.

Confucianism:

Your people approve of this national religion but the majority of your people would prefer something else. They desire a Far Eastern philosophical religion emphasizing love for humanity, high value given to learning and to devotion to family and ancestors, peace, justice, and respect for traditional culture.

Buddhism:

Your people approve of this national religion but the majority of your people would prefer something else. They desire to follow a religion that seeks freedom from greed, hatred and delusion, and enlightenment through realizing the Four Noble Truths and following the Eightfold Path.

Baha'i:

Your people approve of this national religion but the majority of your people would prefer something else. They desire a modern middle eastern religion that focuses on monotheism.

Hinduism:

Your people approve of this national religion but the majority of your people would prefer something else. They believe in reincarnation and Karma and desire a religion that supports this philosophy.

Voodoo:

Your people approve of this national religion but the majority of your people would prefer something else. They want a religion that believes in the conjuring of dead spirits.

None:

Your people approve of this national religion but the majority of your people would prefer something else. Perhaps they do not desire a religion.

Islam:

Your people approve of this national religion but the majority of your people would prefer something else. They wish to worship a supreme being that they call Allah.

Norse:

Your people approve of this national religion but the majority of your people would prefer something else. They wish to follow an ancient religion followed by Germanic tribes living in Nordic countries under pre-Christian period.

*** Events ***

Events are random occurrences that have an in-game impact on your nation. They can be either good, bad, or neutral, and they will present you with three choices: Option 1, Option 2, and No Response. For good events, simply pick the option that gives you the most extra income (+1 to environment (below cap) > 1 happiness and 1 happiness point > \$2 income). For bad events, when calculating what course of action to take, follow this flow chart:

- Do any of the options reduce your land area? If so, pick the option that does. If not, move on.
 - Do any of the options reduce your military? If so, choose the option that does. If not, move on.
 - Do any of the options raise your infra upkeep costs? If so, pick the option that does. If not, move on.
 - Do any of the options do anything other than decreasing your income (remember that losing a percentage of your citizens loses the same percentage of your income). If so, pick that option. If not, move on.
 - If all of the options reduce your income (by reducing happiness, citizen income, or citizen count), calculate which option reduces income the least (once again, 1 happiness point > \$2 income). When in doubt, you can always ask in our Discord Channel, <https://discord.gg/xYushD4>. Be prepared to provide financial data for your nation.
- Special Case 1: If two options seem to be the same eg +1 Happ & +\$2 or -\$3 & -1.5 happiness use the following rule of thumb to pick the best option for your nation:
- If the Happiness and Income Changes are equal and increase your income choose the Happiness Increase eg: in a choice between +1 Happ or +\$2 choose the +1 happiness.

- If the Happiness and Income Changes are equal and decrease your income choose the Income Decrease eg: in a choice between -1.5 Happiness or -\$3 choose the -3 Income.

*** Wonders ***

Wonders are sort of like powerful improvements. However, there are some important things you should keep in mind about them:

You may only purchase one wonder every thirty days. If you're a day late in purchasing your next wonder, you will be a day behind forever, so do not delay purchasing wonders ever once you have started purchasing them.

You should hold off on purchasing wonders until you hit 3999.99 infra. They are too expensive to start buying them before then.

Here is a link of the list of all the wonders you can buy, with their effects listed:

http://www.cybernations.net/about_topics.asp#Wonders

The top three military wonders are, in order, the MP, SDI, and CIA. The first two are mandatory from 6k infra, while the second two are highly recommended as soon as possible:

- Federal Aid Commission
- Disaster Relief Agency
- Stock Market
- Social Security System
- Great Temple
- National Research Lab
- Internet
- Great Monument
- Foreign Air Force Base
- Anti-Air Defense Network

- National War Memorial
- Agriculture Development Program
- Space Program
- Movie Industry
- Universal Health Care - Has priority over all previous economic wonders if your nation is over 11k infrastructure
- Nuclear Power Plant - Has priority over all previous economic wonders, including the UHC if your nation is over 12k infrastructure
- National Environment Office - Has priority over all previous economic, including the UHC and NPP wonders if your nation is over 13k infrastructure
- Scientific Development Center - Has priority over all previous economic wonders, including the UHC, NPP and NEO if your nation is over 14k infrastructure

Special Wonders

- Manhattan Project - Mandatory purchase - has priority over any wonder in the list once you pass 5999 infrastructure.
- Strategic Defense Initiative - Mandatory purchase - has priority over any wonder in the list, save for the MP, once you have 5999 infrastructure and 4 economic wonders
- Hidden Nuclear Missile Silo - Don't buy unless you have the MP.
- Central Intelligence Agency - Mandatory purchase - has priority over any wonder in the list, save for the MP and the SDI, once you have 5999 infrastructure and 5 economic wonders
- Interstate System - Purchase after you've acquired MP and SDI becomes extremely beneficial when buying up infra for WRC 6000 infra to 8500
- Pentagon - Purchase the month before you plan on purchasing the WRC. Its benefit is marginal, but is needed for the WRC.
- Weapons Research Complex - Purchase as soon as possible. This is the most useful military wonder, and it is the priority for anyone who can afford it. Build to 8500 infra and buy it if you can afford to. Consult military or government to get a warchest exemption to help buy this wonder.
- Great University - Purchase before Internet if you have 2700 tech, before National War Memorial if you have 2200 tech and before Space Program if you have 1700 tech.
- Mining Industry Consortium - Purchase before Space Program if you collect taxes with all four of the following resources: Coal, Lead, Oil and Uranium. Otherwise, purchase after the Movie Industry.
- Fallout Shelter System - This is a joke put in by admin, don't buy it. If you buy it, be ready to delete it: it will mean you take more damage in a nuclear war most of the time.

*** Improvements ***

Improvements give you important bonuses that help your nation grow. You may purchase one improvement for every 1000 citizens that you have.

Here are all the improvements that you can purchase (via link), with their associated bonuses listed:

http://www.cybernations.net/about_topics.asp#Improvements

There is a certain order in which you should purchase improvements. You should never deviate from this order unless special circumstances exist.

Here is the order in which you should purchase improvements, with special notes denoted with *:

Harbor

Factories

Factories

Factories

Factories

Factories

Foreign Ministry*

Banks

Banks

Banks

Banks

Banks

Stadiums

Stadiums

Stadiums

Stadiums

Stadiums

Clinics**

Clinics

Hospital

Clinics

Clinics

Clinics

Schools

Schools

Schools

Universities

Universities

Schools

Schools

Police Headquarters

Police Headquarters

Police Headquarters

Police Headquarters

Police Headquarters

Intel Agency***

Intel Agency

Intel Agency

Intel Agency

Intel Agency

Church

Church

Church

Church

Church

Satellite****

Satellite

Satellite

Missile Defense****

Missile Defense

Missile Defense

Shipyards*****

Shipyards

Shipyards

Shipyards

Shipyards

Drydock*****

Drydock

Drydock

Drydock

Drydock

Naval Construction Yard*****

Naval Construction Yard

Naval Construction Yard

Naval Academy*****

Naval Academy

*Most guides have this at a lower level of importance, but here in the Kingdom you will need this extra aid slot so get this after you get Factories.

**If buying a Clinic would get you another improvement, always buy a Clinic.

***These may be more important for you depending on when you buy spies but generally Intel Agencies should be bought here.

****Don't buy MD's and Sats until you're capable of buying the Strategic Defense Initiative wonder (Requires only 3 of each), or if we're at war in which case you should max out.

*****Don't buy Navy Improvements until you're ready to start building up a navy (Over 8000 infra).

Notes about improvements, and those not listed in the above order:

- Labor Camps: These are used for sledding, which is covered in another guide. Never collect taxes while you have labor camps.
- Border Walls decrease your citizen count but also increase your happiness and environment bonus. The advantages often outweigh the citizen reduction up to a certain point which varies from nation to nation (depending on trade set, infrastructure/land ratio and other variables). To determine how many border walls you need for maximum income, simply check your "Collect Taxes" screen after you buy every Border Wall (you should see a moderate increase of your collection after each purchase) and stop buying when your collection amount drops.
 - Do not keep border walls during war, the citizen reduction will result in less troops for you.
- Barracks and Guerrilla Camps: These improvements come down to personal preference, but in general you don't need them. Don't collect taxes while you have Guerrilla Camps.
- Shipyards and Drydocks can't be destroyed if supporting naval vessels.

*** Infrastructure ***

Infrastructure (commonly referred to as Infra) is the back-bone of your nation. Infra gives your more citizens, which in turn gives you more improvements and increases the amount of revenue you take in each day.

Some important notes on Infrastructure:

- Always buy Infra in units of 100
- There are several discontinuities in the relation between infra level and infra upkeep cost called "infra jumps" where infrastructure upkeep costs rise suddenly and by a significant amount. Known infra jump points are located at 999.99, 1999.99, 2999.99, 3999.99, 4999.99, 7999.99, when you reach one of these increments STOP BUYING INFRA. The infra jump amounts required can be approximated as follows. For the first 4 jumps you will need roughly 250 infra, and for the next one its 200 infra. The 7999.99 jump requires about 150 infra. The preceding numbers are rough estimates, so your situation may be different depending on trades, government choice, environment, etc.
- Make sure you keep your soldier count between 20% and 60% of your citizen count

- Having a high infrastructure level gives you an extra edge in ground attacks as you'll be able to deploy more soldiers and will also give you access to essential military and economic wonders. You should continuously work toward increasing infrastructure levels as long as it doesn't put you under Doom Squad's warchest requirements.

*** Technology ***

Technology (referred to as Tech) is a valuable commodity within CN. It has three main uses:

- Happiness: Tech gives you a happiness bonus up to 200 tech as defined by this table:

Technology = 0 then happiness = -1

Technology > 0 and <= .5 then happiness = +0

Technology > .5 and <= 1 then happiness = +1

Technology > 1 and <= 3 then happiness = +2

Technology > 3 and <= 6 then happiness = +3

Technology > 6 and <= 10 then happiness = +4

Technology > 10 and <= 15 then happiness = +5

Technology > 15 then happiness = + 5 + (Tech purchased * .02) up to level 200 tech

- Military Strength: The more tech you have, the more effective you will be in combat. Tech increases your Ground Attack bonuses, increases your chances of spy operation/counter-operation success (with the following equation: $\text{Number of Spies} + (\text{Technology Purchased} / 20)$) and increases damages caused in ground battles, cruise missile attacks, nuclear missile attacks, navy attacking and defending naval attacks, and aircraft bombing attacks by 0.01% per level of technology. Owners of a Weapons Research Complex enjoy a significantly larger (2x) tech bonus (0.02%/level compared to the standard 0.01%)

- Nation Strength: 1 point of tech = 5 Nation Strength

- Technology lowers infrastructure upkeep costs up to a maximum 10% discount based on the following formula: $(\text{Technology Level} * 2) / \text{Nation Strength} = \text{Percent off infrastructure upkeep bill}$.

Generally speaking, you should stop buying tech on your own after 150 tech, as the cost becomes too prohibitive after that. Instead, you should participate in a practice known as tech-dealing. A tech deal is where a larger nation will send money to a smaller nation (usually \$6 million), and the smaller nation will send tech (generally two packets of 100) back to the larger nation. This is a useful practice because it allows the larger nation to receive tech at a much lower price than they would be able to buy on their own and the smaller nation can use left-over money from the transaction as they see fit.

You can never have too much tech, absolutely never, regardless of nation strength or infrastructure level! Once you get past the seller stage and are able to buy your own tech, you should invest in as many tech deals as possible and continuously work toward increasing your tech levels.

***** Land *****

Land is possibly one of the most underrated commodities you can purchase. While it is nowhere near as important as infra or tech, it still has uses:

- If your population density (as defined by total population divided by land area) is above 70 citizens/mile or 120 citizens/mile with water, there will be a small economic penalty
- 1 mile of land = 0.2 extra citizens. So, in other words, every 1000 miles of land will equal 200 extra citizens (note: this is a base number that can be modified through population modifiers). The Agriculture Development Program will increase the citizen-bonus for land from 0.2 to 0.5.
- Land gives a slight bonus in battle odds in the defense against regular ground attacks
- Land also plays a role in defense against spy operations (With the following formula: $(\text{land total} / 70)$)

If you purchase land, always purchase it in bulks of 100.

***** Trades *****

Resources and Trades

Base Resources, Space Resources, & Resource Effects link:

http://www.cybernations.net/about_topics.asp#Resources & Trades

Trade sets

It would not be an exaggeration to claim that there are as many combinations as there are resources. However, there are two setups better than the rest. They are the following:

3br/Agriculture set

Resources: Water, Wheat, Aluminum, Lumber, Marble, Iron, Cattle, Sugar, Pigs, Spices

Extra Resources: +2 Fish, Uranium

Bonus: Beer, Construction, Fast Food

Pop/Infra

-This trade set-up is the best for nations who don't want to deal with trade swapping. Uranium can be substituted for anything.

FJ/AP

Resources: Silver, Gems, Coal, Gold, Fish, Furs, Wine, Cattle, lumber, Iron, uranium, wheat

Bonus: Affluent Population, Fine Jewelry, Steel

Pop/Hap/Inc

-This is a genetic set-up for bank nations who just collect and send out money. Don't buy infrastructure with this because you will lose a lot of money.

Your optimal trade set

With the ability to change your resources once every 30 days, you should be focusing on obtaining a 3BR if you're kinda inactive or don't want to hassle with trade swapping, other go for FJ/AP. Once you become a member head over to the trading harbor and you can apply to be put into one of the above trade sets.

Trade Circles

A trade circle is a set of six players that are all trading with each other. You need a harbour to participate in a trade circle. The main reason why you should make the effort to be in one is that it offers stability. How to make one then? Well, you can either build one on your own, by messaging people ingame,

asking them to participate in a trade guild with you, or you can try to join one either at our forum or on that of another maroon alliance.

Trade Swapping

There are basically two occasions on which you should consider trade swapping with the above circles, provided that your trade partners are willing to allow it. The first is if you happen to be in the FJ/AP set. Then you should make sure that you have access to the trades required for construction (Aluminum, Iron, Lumber, Marble) before you buy infra, as you would otherwise lose a substantial amount of money. The second situation is when you are collecting. If you can arrange so that you can swap away resources that won't help your collection (such as lumber, iron, or uranium) for ones that will, like sugar/pigs/water.

*** Government Type ***

Government Type - When you first create your nation and select your government type a random government type will be selected for your people's desired government. If your nation's government type is not the same as your people's desired government then your nation's population happiness will be negatively affected.

Here is the link of a table of the effects that different governments provide. Note that a red star gives you a positive environment boost, whereas a white star hurts environment:

	Happiness Bonus +1	Land Area +5%	Soldiers Effic. +8%	Initial Infras. -5% Cost	Improv. & Wonder -5% Upkeep	Military Upkeep -2%	Attack Spy Strength +10%
Anarchy ☆							
Capitalist ★		✓		✓	✓		
Communist ☆		✓	✓			✓	✓
Democracy ★	✓		✓				
Dictatorship ☆			✓	✓		✓	
Federal Government			✓	✓	✓		
Monarchy	✓	✓		✓			
Republic ★		✓		✓			✓
Revolutionary Government	✓			✓	✓		
Totalitarian State	✓	✓				✓	
Transitional ☆		✓	✓		✓		✓

Here are the governments you should use and when:

Peace Time

Collection: Democracy, this is the only government type that gives both a +1 happiness benefit and helps your environment. However, if Capitalist or Republic are your citizens' desired choice, pick those, as they both also provide the environmental bonus and the +1 happiness for having the desired government type will make up the +1 that you don't get from Democracy, and Capitalist and Republic both give a land bonus which will help your citizen count and environment.

Paying bills/buying infra: Capitalist, Federal Government, or Revolutionary.

If you are about to buy infra and then collect and can't swap. If you're in a situation where you've changed governments in the past 3 days and are going to buy a noticeable amount of infra and then collect, pick Capitalist. You lose the +1 happiness bonus from Democracy but save 5% on buying infra.

War Time

If launching spy attacks and (Military Bills >2.5*Improvement and wonder Bills): Communist

If launching spy attacks and (Military Bills <2.5*Improvement and wonder Bills): Transitional

If you're not launching spy attacks: Democracy

*** General Timeline of how to build your nation part IV ***

7999-8500 infra+

This is mostly the same as before but there are a few changes.

- Stop buying infra. Infra above 8K takes a long time (it can be a year or more) to pay for itself. You usually will get in a war before then. You should generally ONLY buy infra to get a WRC (at 8500 and then stop) or for the high level wonders. After 14K infra, you should NEVER buy infra. There is no economic benefit as increased bills cancel out collections. There is some military benefit to higher infra, but it's not worth the cost and would be better put into warchest or tech.
- High infra wonders. The only general exception to the stop buying infra rule is to push to buy the high level economic wonders that require 11-14K infra. You should only do this after asking gov and:

- You already have every other useful wonder.
- War is unlikely in the near future.
- You're complying with warchest requirements.
- Manually buy tech. Once you have a very massive warchest, at LEAST 3 billion, you can consider dumping money into manually buying tech with your excess money. Make sure you temp for microchips (requires gold, lead, and oil) when buying tech.

*** General Timeline of how to build your nation part III ***

4999/5999-7999.99/8500 infra and acquiring nukes.

- Buy nukes. You should not get nukes before 4999 infra at minimum, and 5999 infra in an ideal world. You should also have 3-5 economic wonders first. Once you're ready, buy a Manhattan Project and get nukes. Note that MK nations at 5999 are required to have or be working towards full spies, an MP, full nukes, and a SDI.
- Build a HUGE warchest. Once you have your Manhattan Project or hit 6000 infra, emphasis is put on maintaining a full warchest. Nuclear war is expensive and the larger warchest you have the better. You should build it up in line with Codex requirements.

Continue buying wonders. Continue buying wonders as suggested in the section below. Keep buying economic wonders as well. If you are going beyond 6000 infra at a quick pace (putting large portions of your income into infra), you need to have an interstate system to make your infra purchases cheaper. It is often good to alternate economic with military wonders. Whether you focus on economic or military wonders will often depend on how likely war is in the new few months.

- Buy a navy. Military guides should be consulted on the exact nature and make-up of your navy, but you shouldn't buy navy until you're at least 8k infra and your warchest is up to par, unless war is imminent
- Buy a WRC. Work towards 8500 infra, so that you fulfill the minimum requirement needed for a Weapons Research Complex. The WRC is crucial because it doubles the tech damage modifier and allows you to buy 2 nukes every day. How much we are pushing for WRCs (instead of just focusing on warchests) will depend on how likely war is in the next few months... ask around if you are unsure.
- After all this, congratulations! You have done pretty much everything this \$%&*ing game has to offer. Just continue to buy wonders, tech, and possibly infra (if your warchest is good).

*** General Timeline of how to build your nation part II ***

3999-5999 infra and before nukes

At 3999.99 infra you will take many first steps. You will be camped out for a while as you collect money and first start spending money on several new things. At this point you'll generally split your money between bills, buying tech, wonders, and infra.

- Make the 4K infra jump. 4k is by far the biggest jump (relatively) in terms of infra upkeep costs. Use the calculator to find an exact amount, but it's going to be several hundred infra costing tens of millions.

Buy your first wonder. At 3999.99 infra is when you should first start buying wonders. Your first wonder should be a stock market, as it is the cheapest that still provides a good boost. A social security system is more beneficial but costs more; you are better off buying the stock market first and getting your wonder clock started.

- Concentrate on economic wonders at first. These will help serve as your economic base. Always buy wonders every 30 days, don't delay on buying one (always make sure you are going to have the money on that day). During the end of this period, you should have a Stock Market, Social Security System and a Disaster Relief Agency at the very bare minimum.
- Switch to buying tech. At this point you've made millions selling tech as a tech seller, it is now time to start buying tech. Finish all your tech deals. After all your tech payments are done, manually buy up a nice stockpile of tech. How much depends on what you can afford, but it should be somewhere in the range of 250-500 tech. Then find some sellers and start buying. Remember that you'll need about 15 mill to pay to sellers, several million to buy up your tech stockpile, and enough to continue with whatever sleds you have in progress. Once you've started buying tech, never stop. You can never have too much tech as the military benefits are endless, every level of tech increases your damage output.
- A decent Airforce. Once you have 500 tech, buy a standing Airforce of level 9 planes (1 or 2 bombers, the rest fighters). Upkeep is minor, it's a 2700 NS boost, and its protection in the air if you're ever attacked.
- Acquire Spies. Have a goal to acquire at least 50 spies. When you can afford it, buy 50-100 spies after every sled

Make the 5k infra jump. This one is much smaller than the 4000 infra jump. You will only need to buy a few dozen or at most 100-200 infra to make this jump.

Common myths:

- I now have plenty of tech - 2000 tech at 4k infra. Any more will surely needlessly bloat my NS? No, never stop buying tech. Its military benefits are endless.

- I should buy military wonders first. Wrong. The one wonder you should absolutely not buy at 3999 infra is the Manhattan Project. Your economy is not developed enough to support the \$100M purchase or the nuke upkeep. FAC should be your first wonder, since it is cheap and allows you take in 50% more income from tech deals.
- I should always buy a wonder before the end of a sled. Economic wonders generally don't have as much of an immediate return as infra, before 5K infra at least. Sometimes you may want to buy infra before ending a sled, collect, and then buy the wonder right after your collection. However if you're not going to buy infra, always buy the eco wonder before your collection if you can. If you're wondering why you're buying wonders if they don't have as much of an immediate return on investment, eventually they will.

During this period, you will spend most of your money buying tech, wonders, and infra.

***** General Timeline of how to build your Nation Part I *****

0-3999 infra

As a brand new or young nation, your primary focus is buying infra, lots and lots of buying infra. Due to tech deals and other aid, you should grow relatively quickly (in CN terms, it will still be a couple of months). Here are the things you should do to maximize your growth:

- Sell Tech. You should be using all your foreign aid slots for active tech deals. Selling tech is still a must if your slots would otherwise be empty. A guide to tech dealing can be found here. The market-rate tech deal is 3 million for 100 tech, with a net profit of about 1.4-1.6 million per deal. If you use 5 slots for deals, that's \$7-8 million a month. While it requires you to stay at 100 tech or below, it is worth doing until you pass 4k infra.

Sort your trades out. If you aren't already in a trade circle, find a Trade Circle. You can change your resources. Don't change them unless you're instructed to as part of joining a circle.

- Buying infra and improvements. See the subsection in this guide below for both. You should always buy as many economic improvements as you can get.
- Infra Jumps. At 1000, 2000, 3000, 4000, 5000, 8000 and 15000 infra you will hit what are called infra jumps. At these points, your bills for infrastructure upkeep cost will jump up. At these points, you will make less after bills right after crossing those barriers. To avoid that loss in income, you should wait at just below the limit (for example at 1000 infra, camp out at 999.99) and collect enough money to make a big jump of infra buying that will increase your collections enough to make up for the jump in bills. You can use the infrastructure cost calculator spreadsheet posted in the link provided at the top of this guide to determine how much you should save; input all your values and use the net-income column to see

your net income before the jump, and then see how much infra you will need to get to that net income again.

- Improvement swapping (sledding). See the subsection in this guide below. You should start doing this around 2500 infra. As a military measure, you should also incorporate Defcon swapping into your sleds.

Common myths:

- Tech selling isn't worth it, it's too complicated and I'm better off having more tech. Wrong. Selling tech isn't that hard once you get the hang of it, and is well worth the limitation of 50 tech until you jump past 4k infra. For new nations, selling tech is a great source of funding.
- Improvement swapping isn't worth it. Wrong. Everyone above 2500 infra should be improvement swapping, as it cuts your infra bills in HALF.
- I should buy lots of land. No, you should buy enough land to keep your population happy (under 70 citizens/mile), but otherwise it isn't particularly worth the cost to buy it. You are better off buying infra.
- I should start buying wonders. Wonders are very expensive and only for big nations. You shouldn't worry about them quite yet.

Sleds and Improvement Swapping

Sledding is a crucial part of good nation building.

The basics:

- What is a Sled?

A Sled is a short way of saying an Improvement swapping cycle. The basic idea behind a Sled is that you wait several days without collecting taxes, switch around your improvements, and end up buying more Infrastructure and collecting more taxes than you would if you collected taxes every day.

- Is my nation suitable for Sledding?

Sleds are not beneficial for small nations unless they know that they will be receiving a large amount of financial aid a few days in the future and can back-collect on them. Once you get close to 2499.99 Infra, sledding for the purpose of swapping improvements start to become more beneficial.

- How is not collecting taxes every day a good idea?

Tax collection amount is based on your nation's current state, irrespective of how many days of taxes you collect. This is best illustrated by an example:

1. Five days ago, you had good trades and your nation was making \$1M in taxes per day.
2. Then you lost a couple of trades that were very important to your income.
3. This meant that your tax collection would only be 60% of what it had been, i.e. 600K per day.
4. You decided to stop collecting taxes while you fixed your trades.
5. Today, you got your trades back in order and collected 5 days' worth of taxes at \$1M per day.
6. You made \$5M instead of the \$3M (5 x \$600k) you would have received if you had collected them while your trades were messed up.

This is known as back-collecting: Collecting so that the benefits (fixing your trades, getting out of anarchy, buying new infra, improvements, and wonders, etc.) you have on the day of your collection apply to all the days where you didn't collect where your collections would have been worse.

- And how does this apply to Sledding?

When you Sled, you pay your bills when your bills are lowest, you buy Infra when the purchase cost is lowest, and you collect taxes when your tax income is at its highest. Win-Win-Win.

- How long should a Sled be?

Anything from 5 to 20 days depending on your nation. Note that your nation will be automatically deleted if you don't collect taxes for 25 days. More on timing your sleds below.

- Should I end a sled during war?

Not unless you have to, as your income levels will be reduced during a war. Always end your sleds before going to war. If you know when a war is going to end, try to time your sled so you can do a big back collect after the war once you're out of anarchy and can rebuild. Also note that once your nation is 13 days inactive, enemies no longer get loot from you when they successfully GA you.

- I've heard that Sledding is complicated. What will happen if I make a mistake?

Providing you read carefully and follow the steps exactly, you'll be fine. In the end, if you do make a serious mistake, you may irritate a few people but the person who'll be hurt most is you. Sledding is a crucial part of good nation building.

Sleds and Improvement Swapping Part II

Phases of a sled

- Phase 0 - Preparation for Sledding: Decide how many days you will go without collecting taxes. This need not be fixed but you must make sure that you have enough cash to pay your daily bills, buy wonders, tech, improvements at the end of the sled, etc.
- Phase 1 - Minimize your daily bills: Buy 5 Labor Camps (5 x \$150k) as this will reduce your daily Infra upkeep bills by 50%. You'll probably need to destroy 5 other Improvements first. As a general rule, destroy the 5 cheapest Improvements. In order to better protect yourself from attacks during Phase 1, switch to DEFCON 1 and Severe Threat Level. However, do not even consider going into Peace Mode as this would render your Sled worthless.
- Phase 2 - Wait - the boring part: Pay your bills every day and fix any broken Trades.
- Phase 3 - Buy Infra/Wonder/Improvements: Pay your daily bills. Swap your trades for income boosters, if applicable. Purchase the wonder of your choice, if applicable. Destroy your 5 Labor Camps and build 5 Factories in their place. These Factories will reduce your Infra purchase cost by 40%. Buy Infra and Improvements until most of your money has been spent, but keep enough cash to buy 5 more improvements. When you've finished buying Infra, destroy your 5 Factories and replace them with 5 Improvements which increase your number of Citizens, your Happiness, or your Income/Citizen. Note that you should consult the Improvement and Wonder Order Guides before you decide which Improvements / Wonder to buy. Don't ever destroy factories if you have the improvement slots for them after buying all the income boosting improvements.
- Phase 4 - Collect Taxes: Switch to Defcon 5 and Low Threat Level, then Collect Taxes. Reconnect to your normal trade circle, if applicable. At this point, save your money so you can repeat the cycle from step 0.

Timing your sled

Timing your sled well is very important if you want to optimize the benefits of sledding. There are several factors to consider when timing your sled. If you need help figuring out what to do, ask around. In general you'll want to plan ahead about 30 days (sometimes more), figure out when your big purchases are going to be, and time your sleds around them.

- The longer the better. Don't let this override the factors listed below, but in general the longer the better. Having longer sleds will decrease the amount of money on swapping out improvements. However if you are new to sledding and/or very low on money, you may have to work up to longer sleds rather than starting on a long sled immediately. If you're reliably active and log in every day, 19 or 20 day sleds are usually ideal. If not, slightly shorter sleds are better because if you go over 20 days inactive you're wasting collections (they are capped at 20 days) as well as risking deletion if you get to 25 days inactive.

- Buy infra at the end of your sled. Infra should only be bought right before a back-collect at the end of the sled. By doing this, you can pay bills at the lower infra level for your sled, while collecting at the higher infra level for all of those days you were sledding. Extra bills often eat up about half of the extra collections from buying infra, when you back-collect you skip this extra bills for those days, saving millions.
- Buy wonders before the end of the sled. Same principle as above, except that the bills are minor. The more days you can back-collect on a new economic wonder, the better. The only general exceptions to this rule is for those at who won't have the money on hand before collecting to buy a wonder, to start or keep their wonder clock going. Or for 3-5K infra nations if they could use the pre-collection money to buy infra instead, since buying infra boosts collections more than wonders in the short run at that level. If you're basing your sled timing on your wonder cycle, you might end up alternating 10 and 20 (or 11 and 19) day cycles to keep them in sync so that you always buy your wonder at the end of a long sled.
- Foreign aid if you're a small nation without a Warchest, time your sleds around your aid slots. If you're going to receive lots of money, time the end of a long sled so that it comes right afterward, and you can put the money to use for a big back-collect.
- War ALWAYS end your sled before going to war. Anarchy and infra losses from war will severely hurt your collections. Never tech raid more than 10 days into your sled in case your opponent fights back and you won't have the time to recover before your collection.