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Forge of empires best great buildings

At the beginning of this site we released an article stating that GBs were right for you. It really wasn't a complete list of all the GBs in the game though, and didn't really discuss which style of play (s) they work best. So this article is going to change that. The original is still good for the absolute basics of planning, but it will be something that really gets into nitty-gritty. You can read the entire article and really learn about all the GBs in the game, or you can skip around the ones that interest you and/or match the style of the game you most closely align with. This usually falls under one of several categories (or combo varieties): Goods based on GE/GvG Farmer Products This style of play will focus mainly on using goods to get where possible. You will probably negotiate most if not all of GE; You farm goods for the treasury to help with GvG if you are in that style guild; and you can negotiate to get sectors on the map of the continent. In fact, you hardly ever fight. Someday, you may even have enough empire goods amassed to be a merchandise seller. Fight-based GE/GvG Fighter This style of play will focus mainly on brute force to get through where possible. You probably fight the most, if not all of GE; If your guild is involved in GvG you would like to break the war map; and it would be inconceivable that you should negotiate a map of the continent. You could be your neighborhood's worst nightmare. In essence, the only thing you need goods for is a tree of technology and certain quests. You rarely use them elsewhere, except maybe trade with guild mates to help them. You love to fight as much GE as possible, if not all of it. And you can even fight a lot of maps of the continent. Sometimes, you can loot your neighborhood, but it's not that often for you. If your guild does GvG, you'll probably help by planting DAs because you're not so eager to fight on maps (or you're mobile based, and it's too hard to fight the device). Troops and attacks are important to you, but you are not adverse for using goods here and there to help yourself together. Balanced (with a subtle preference for goods or fighting) is probably the most difficult style of play to achieve, a balanced player tends to use troops and goods equally. If it's you, you'll probably jack-out-all-trade, master none. This is good in this game because it means that you are much more self-sufficient, usually than any Player. Even so, you'll have a preference for either merchandise or fighting, no matter how insignificant it may be. You want the troops to be able to fight as you please, and also want the goods to give around as you want and/or need. Knowing how you play will help you decide which GBs you are going to get the most out of. These are of course the only basics, your individual style will have nuances that just can't be accounted for here. As an example, a fighter jet may not just like to fight with GE and/or GvG, but they can be an avid headhunter in the hood too, who may or may not rob people. Not all fighters are attacking their neighborhood and looting, but some do. Similarly, whoever farm goods can actually rob their hood as a way to get more goods! It's kind of like DnD alignment here. You're a fighter, but where do you get into the nine leveling chart? Chaotic evil? Legal good? This will make a difference, so just keep this idea in the back of your mind moving forward. The GBs help chart below is a quick table that refers to all the GBs released in the game to date (or as to date as the latest edit on this article anyway). This is a quick link for those who may not have time to read, or don't need to read, or don't want to. Whatever it is, here are your cliff notes. These are, of course, all just suggestions. You may feel that what is offered as useful (even temporarily) to your style of play will not actually benefit you/fit into your style, and that's fine. You don't have to agree with everything here, it's just meant to be a handy reference—especially for those who have no idea and need additional help. A quick note on the columns: GBs are listed with the era (and era number for sorting) first, then their bonuses/what they do, and then with the markings for who should build them. If the era is 00, that is GB, which is released in a special way and thus, BPs cannot be obtained by assistance. The above styles are simplified if you basically fight, farm/use goods, or a balanced player. If it says a personal choice, then it's GB that you don't need, but might want, and the choice is yours. Sometimes they are very discussed. The ones listed as don't hold are the GBs you'll probably use as a stepping stone, so don't invest too much in them because it's very likely you'll destroy them eventually. Finally, those that say don't build because 30% of people will tell you that they are absolutely pointless and a waste of resources. That doesn't mean you can't, just know that in the end you could use that space for better stuff. Era #Era#Great Building#Primary Bonus#Secondary Bonus#Fighter#Farmer# Negotiator#Balanced#Personal Choice#Don't Keep#Don't Build #00N/A#Observatory#Treasury Goods#Support Pool#XXX #00N/A#Oracle of Delphi#Supplies#Happiness#X #00N/A#Temple of Rewards in GE---XXX #01B#Statue of zeus#Bonus in Atk/Def attack---XXX #01B#ATower#bake#Goods#Unrefined Goods#Population#X #02I#Colosseum#Medals#Happiness#X #02I#Lighthouse Alexandria Buyer Goods#XXX #03EMA#Cathedral from Aachen#Bonus to Atk/Def in attack#Coins#XXX #03EMA#Hagia Sophia#FPs#Happiness#X #04H#Manotre Dame#Su use#Happiness#X #04H#Masi. Basilica#Coin Boost#Goods / Unrefined Goods#XXX #05LMA#Castle del Montebonus in Atk / Def attack#FPs#XXX #05L#Masi. Basilis's Cathedral#Fierce Resistance# Support Pool#Coins#X #06CA#Deal Castle#Fierce Resistance# Support Pool#Medals#X #06CAF#Frauenkirche of Dresden#Goods#Unrefined Goods#Happiness#XX #07IE#Capitol#Population#Supplies#X #07IE#Royal Albert Hall#Supply Boost#Goods#Unrefined Goods#XXX #08PE#Alcatraz#Troops#Happiness#XX #08PE#Château Frontenac#Quest Reward Boost#Coins#XXX #09MEA#Atomium#Treasury Goods#Happiness#X #09ME#Space Needle#Coins#Happiness#X #10PME#Cape Canaveral#FPs---XXX #10PME#Habitat#Population#Coins#X #11CE#Innovation Tower#Population#FPs#XXX #11CE#Lotus Temple#Coins#Happiness#X #12TE#Dynamic Tower#Bonus Goods when Aiding#Supplies#XX #12TE#Voyager #V1#Supplies#Chance of Bonus Goods upon Plunder#X #13FE#Arc#Treasury Goods#GB Rewards Boost#XXX #13FER#Rain Forest Project#Goods#Unrefined Goods#Blueprint Boost#XX #14AF#Arctic Oranger#FPs#Critical Hit Bonus#XXX #14AF#Gaea Statue#Medals#Happiness#X #14AF#Seed Vault#Chance of Resource upon Aiding#Supplies#X #15OF#Atlantis Museum#Goods#Unrefined Goods#Chance of Double Plunder#X #15OF#Blue Galaxy#Medals#Chance of Double Collection#X #15OF#Kraken#FPs#First Strike#XX #16VF#Himeji Castle#Supplies#Chance of Resource upon Battle Won#XX #16VFTerracotta Army#Advanced Tactics---XXX #17SAM#The Virgo Project#Missile Launch#Coins#X #17SAM#Star Gazer#Previous Era Goods---XX #18SA#ABSpace Carrier#Special Goods#Medals#Chance of Resource upon Successful Negotiation XX Details on Each GB The following are all GBs listed in alphabetical order, with a brief summary of what it does and therefore why you may or may not want to plant it. Please use the list with jump codes to quickly move to a specific GB as needed. Clicking on Back to the top below any of them will lead you to that area rather than the top of the page. Alcatraz Arch Arctic Greenhouse Museum of Atlantis Atomium Blue Galaxy Cape Canaveral Capitol (en) Castle del Monte Aachen Cathedral Chateau Frontinak Coliseum Deal Castle (en) Dynamic Tower Frauenkirche Dresden Statue gaia Habitat Hagia Sofia Castle Himeji Innovative Tower Delph's Project Rain forests Royal Albert Hall Cathedral St. Basil Basilica St. Mark's Sanctuary Seed Shelter (en) Space Needle Star Gazelle Statue of zeus Temple Relics Terracotta Army Babylonian Tower Project Virgo Voyager V1 Last update: May 8, 2020 Last GB released on the basis of the above: will not be listed below yet. Please wait for updates for this information. Alcatraz Alcatraz is what you want if you do any combat at all seriously because of his bonus that gives you troops. This GB will be troops of any barracks that are currently located in your city, no matter if they are fully built or connected to the road. The number of troops produced depends on the level of GB. It will always be a random amount based on all the barracks in your city, but it's percentage (so if you have five rogue hideouts, two jaegers, and three howitzers built and Traz produces 10 troop collections, you get 5 crooks, 2 jagers, and 3 howitzers each collection). It should also be noted that Traz will benefit from any bonus set your guild level currently enjoys. So if you have a reduction in recruitment time of 2 hours, The Res will produce troops ever 22 hours, not every 24. As an added bonus, this GB offers happiness, and since this is one that a fighter will definitely want to take far beyond level 10, you will almost never have a happiness problem again. Back To Top Arc The Arc is without a doubt the most powerful GB in the game because of its bonus. From the outside this GB looks like it's good for the guild and that's because it's donating a lot of goods to the treasury. The reality though is that this GB is good for the user in that any rewards you get for placing in the top 5 of another GB gets multiplied by a percentage bonus. Of all the GBs, this is definitely the one that gets pushed far beyond level 10. It's GB that lets the bank a lot of FPs, get BPs faster, and just generally start to move your city progress much faster. Used maliciously, it is a tool to snipe other GBs and get more for yourself than you give. Used kindly is a great tool to help create your guild mates and friends. So make no mistake, this GB will help the user more than the guild if you decide to use all your bonuses to help your guild. It really changed the way FoE plays and it's discussed if it was for better or for worse. You will have to decide for yourself what it is, but no matter what you want this GB no matter what your style of play so you are not left behind. It's your choice when you get this one though. Back to the top of the Arctic Greenhouse Although this GB is most effective for fighters, it is absolutely beneficial for all players because it affects not only the units you use to attack, but also your home defense with its chance of a critical hit. The critical hitting bonus limit though is that it will only happen if you attack a unit from the same era as what you are attacking with. While expensive to take, it's often the one you want to push past level 10 if you those who are not fighters can find other GBs to take priority and worry about AO as much. Back to the top of the Atlantis Museum This GB is one that is not very helpful if you do a lot of robbery. While it gives goods (unrefined from me and beyond), it takes up a decent chunk of space and there are plenty of other GBs that will make goods without adding to Atlantis (or AM). For an avid robber though, it may be a gold mine because it offers the ability to double up everything you rob. It's percentage-based, but it doesn't have a set number of applications per day, which makes it pretty awesome in that aspect. At 6x7, although it's GB that you only have to build, if you're going to benefit from both bonuses, so if you're not a player who robs others regularly, then that's not something to build. Back to the beginning of Atomium This GB is the one that donates to the treasury of the guild, making it a somewhat selfless build. Of those that donate to the treasury though, it's the worst of them to build. It's a big footprint, donates a moderate amount of goods to the treasury, and gives happiness. In the grand scheme it's not bad GB to have as a stepping stone, but once you put in an arc and some other GBs that offer happiness and bonuses that better fit your city, it will be GB you want to remove. The arc will provide a lot more goods to the coffers than anything else, and there are other GBs that give happiness that will do best for you. So build this one, knowing that you'll probably demolish it eventually, and don't invest too much in it. If you don't need happiness, then this GB you don't even need to bother building at all. Save yourself the goods and FP investments that it will take to the factory, especially because ME goods are not always easier to purchase than those that do not need refinement. Back to Top Blue Galaxy there was a lot of hype around this GB when it first came out, and unfortunately it didn't really live up to cheating for the most part. This GB offers medals, and the ability to double the collection of buildings in your city a certain number of times a day. It's also a great footprint, and expensive at the level. Once you take the Arc your stock of medals will take care, so then it's a big question whether the chance of a double payout is worth it. Some will say yes, some will say no, what GB does is up to you about whether it. This will depend on if you have a free space for it. If this is THE GB you really want, then you will probably be able to find/make space for it without compromising your ability to play the game effectively. Higher-level players who are struggling to get enough help to maximise their city's aid believe it's good GB that can help make up for that loss, so it's more food for thought. Just know that in order to Make it effective, you have to be ready and able to Well above the baseline of 10 levels. The payout won't actually be there until you do. Back to the top of Cape Canaveral The only thing is GB creates FPs, but it's worth every good you invest in it to build, and every FP that you spend to take it to another level. With a relatively small footprint, it is a very efficient FP manufacturer even at level 10. Most prefer to take it far beyond this because the return on investment is worth it. It's GB that it doesn't matter what your style of play is, you're going to get a lot of use out of it. Space is at an absolute premium in this game, and FPs are the currency that buys you a strong city by raising your GBs; so the cape fills for both of these needs pretty nicely. Not to mention GBs don't have to be motivated/polished to produce, so they're guaranteed FPs unlike Temple of Knowledge or Sacred Sky Watch, which won't produce that lovely income unless they're helped by a friend, neighbor, or guild mate. For reference, the cape is smaller than the Terrace Farm, and at level 10 it will give you twice as many FPs that TF will be, and it can't be plundered (which TF can). That's how good the FP manufacturer is this GB. In fact, if you are out of space, it would be worth replacing the TF with the cape. Back to the top of the Capitol many players get very excited when they are able to put in the Capitol because it is the first population of GB that really makes a difference in the number of homes you need in their city. Not too excited though, because the GB Capitol, which won't stand the test of time. It produces population and materials, and while supplies are desirable, not in the ratio that the Capitol offers them. It will be very expensive to make the Capitol give enough population to remove all your homes forever, what other GBs groups can do. Not nearly homes will clear a lot of space for other essential items to facilitate a city that functions smoothly into the upper ages; which means the Capitol is a good stepping stone until you can get a better GB, but it's certainly not a keeper. Not even for supplies, you will be able to get a lot from other sources. Back in the upper castle del Monte castle del Monte is one of the three GBs mentioned when the player mentions the fighting trifecta (the other two Aachen Cathedrals and the statue of zeus). These three GB are basic for any style of play due to the fact that they help in the fight and are not expensive to acquire. Even if you are a player who deals with goods most of the time and does not struggle, there are situations in which a quest or activity requires you to fight. At all time these GBs, at least at 10, will help you. For the main bonus they offer additional attack and defense bonuses for units, you use to attack with (so not your home defense) and it can make a huge difference even on in their levels! Cdm is awesome in that it's secondary bonus FPs. At level 10 you also get 6 FPs a day from Cdm, which is not bad at all for its size. If you're not a fighter you can take it for level 10 just for some extra FPs, but probably you'll have other priorities. Fighters will want to take this sooner though, because an attack bonus will be important to them. Cheap to build, easy to align; what's not to like about this little GB? Back to the upper cathedral of Aachen's Aachen Cathedral is one of three GBs mentioned when the player mentions the fighting trifecta (the other two Castel del Monte and the Statue of zeus). These three GB are basic for any style of play due to the fact that they help in the fight and are not expensive to acquire. Even if you are a player who deals with goods most of the time and does not struggle, there are situations in which a quest or activity requires you to fight. At all time these GBs, at least at 10, will help you. For the main bonus they offer additional attack and defense bonuses for the units that you use to attack with (so not your home defense) and that can make a huge difference even early on in their levels! CoA is the largest of the three, but it's equally valuable in that it's easy to get and cheap to borrow. It has a secondary bonus offering coins that are a little easier to purchase than any other resource in the game, but still very necessary to advance in the game and do most things. If you're basically working with goods, then it's unlikely to be GB on the radar to push past level 10, but for a fighter you're going to want to pick up this one decently (it just can't be the first you work). Back to the top of the Chateau Frontenac This GB is sometimes overlooked as not being a useful tool that it is. For those who love the quest (which should be everyone considering a story quest), this is a good GB to have. This gives the player a bonus to the resources they receive from the quest payout (if it is coins, supplies, goods, medals or diamonds). This can change the rules of the game if you want to earn a lot of your resources from quests, or if you don't want to spend real money on the game, but like what Diamonds can do for you. The increase in CF is just for the diamonds you get from the quests here and there's plenty of reason why everyone should build this GB. Diamonds may be a rare reward quest, but it's all the more reason to maximize how many of them you get. Aside from the excellent boost to the rewards quest, CF will provide you daily with coins. Back to the Beginning of the Colosseum this is one of the GBs that is recommended never, ever to be built for being useless even as a stepping stone. You may also notice that most of them offer the same two rewards too, medals and happiness. is one of the GBs. The reason why it's recommended not to build for several reasons: it's pretty big, you really don't get a good enough return from any GB medals to make it worthwhile for that reason, and how much happiness goes it not only doesn't stand up to the test of time, but it also doesn't give enough to make that big impact early on for the number of places it's going to take (and if you think your city is full of event points and such, remember when you had an almost wide job... yikes). So it's GB that's best to just admire from the BPs in your inventory, from which FoE will make sure you have a lot. Back To Top Deal Castle is GB, which is an absolutely personal choice, but most prefer to either never build it, or remove it later. It has a great footprint and it's not very effective in what it does, even if you take it beyond level 10. A GB deal that offers medals (and not much on this) and a bonus called Fierce Resistance. Fierce resistance is an incentive to attack your army's defense home and defense power (it doesn't help the units you use to attack at all) and donate to support the pool guild (support pool like GvG sectors get defense bonuses when held by your guild). Even as what offers pool support is usually not recommended. The deal is actually less efficient with space at level 10, then if you have filled the same area with basic watchfires, so definitely think twice before planting it. Back to Top Dynamic Tower it's GB that you can claim to be useful for all styles of play, but the styles it will enjoy most are those who have balanced players, or who use the goods for most of their games (farmers). This is because DT offers a random good from the building era that you motivate/polish when you help another player a certain number of times a day. From the beginning it may not seem exciting, but the charm of it comes when you have players from eras that are above your own and you help them and get goods that would be hard to trade for which you still can't create. So you may have got this GB ahead of age in ME, and there's a player on the friends list in VF, so now you're going to the city of this player to motivate/polish the VF building and get the occasional VF well. Do this seven days a week and these 7 VF goods can become 996 ME goods if you are patient with trading down on the 1:2 ratio. That's a lot of merchandise! In addition to bonus goods, when you help, it also creates deliveries at a decent rate. Back to Top Frauenkirche Dresden if it's Fully Focus on Products for Your Style (Farmer), then this GB will be a must-have. As a balanced player it's not bad FOR GB to have, but if there was one that you could pass it on, most likely it is. For a fighter this GB really isn't all that FoD offers the player products (unrefined from ME and beyond) and happiness. As a farmer these goods will certainly benefit you and this may be the case for a balanced player as well depending on how you work your city. Commodities farmers may also need happiness if you do so little fight that Alcatraz doesn't make sense to you. A fighter who has Alcatraz (and especially one that robs for goods) will not have much, if any, to use for FoD. So in an attempt to save space, this GB you can put on your list doesn't need if you're a fighter. The good thing about FoD is that it doesn't have a big footprint, so it can fit into town well. Even so, if you don't need it, save room for something else. You may not need that space right now, but eventually something will come along that you want to fill it. FoE runs enough events with interesting buildings that you'll find something to put there after a bit. Or if you're a fighter, that space will probably go to the barracks for good. Back to Top Gaea Statue this is one of the GBs that is recommended never, ever to be built for being useless even as a stepping stone. You may also notice that most of them offer the same two rewards too, medals and happiness. Gaea is one of these GBs. The reason why it's recommended not to build for several reasons: you really don't get a good enough return from any GB on the medals to make it worthwhile, and how lucky it really does doesn't give enough to make that big impact compared to other GB you'll build or have already built. So it's GB that's best to just admire from the BPs in your inventory, of which FoE will eventually make sure you have a lot. Back to the beginning of Habitat until you go beyond level 10, Habitat offers the best population-to-space ratio in the game. Aside from level 10 it can't keep its weight against the innovation tower, so when building this GB that should be kept in mind. Some of them prefer to keep both Habitat and Inno, but just as many (if not more) will choose to occupy the space that Habitat occupied and use it for something else. Especially since tribal areas give the population too, making it very easy for Inno to handle the rest of the population's needs on its own once it goes beyond level 10. This will depend entirely on how you play the game and what your needs are to determine if Habitat is just a stepping stone, or if it is GB that you keep around in the long run. In addition to a very good population growth, Habitat offers the player a daily coin bonus. Back to Hagia Sophia Hagia Sofia is the first GB (based age GB) player can build which gives FPs as a bonus after collection. His secondary bonus is happiness, which at the beginning comes because he gives FPs can be a good boost for a young player player it's a good stepping stone like level 10. Many players prefer to remove Hagia later, but there are those who decided to keep it around and push it beyond level 10. If you do not intend to take Hagia beyond level 10, then you should be prepared to remove it at some point in favor of buildings that are more useful to your city. It's still a big debate among some players if it's worth taking outside level 10. There are definitely better FP manufacturers in the game, but depending on your city and the style of play Hagia can still be used for you. It's definitely a personal preference. Back to the top of Himeji Castle If you don't fight regularly, or hardly at all, then Castle Himeji is not GB for you. For everyone else, this GB is worth its size and cost. Since Himeji is the virtual future of GB, it is, very expensive to take even at level 10, for level 10 is brutal. So if you don't really have the use for it, it's probably best to pass it on and invest your FPs in something that will help you more. The main bonus of Himeji, called Spoiled Wars, is to offer a chance at a random reward after winning the battle a certain number of times a day. Trophies of War can be really awesome too, on hundreds of goods, troops, FPs (some of them got 200 FPs as a prize), and more! Unfortunately, because it's only a chance and it's limited to how many times you get this chance, it usually comes in waves. So you get a bunch of prizes for a while and then go through a dry spell for a while. In addition to the war trophies, Himeji offers supplies as a secondary bonus in a hefty amount (but not enough to make it worth building if you're not struggling). Back to the top innovation tower while Inno can't compete with Habitat as far as the population-to-space ratio to level 10, it boasts (marginally) less footprint and FPs as its secondary bonus. As far as the GBs population go, this is one keeper for any player. The higher your era, the more population you need, and the more homes get (TE excluded) along with the need to use two-lane roads. At home take up enough space that it is in the best interest of any players to get rid of them as soon as possible for the best stuff, you will get a lot of coins elsewhere. The innovative tower is the best way to do this and it's GB you're going to want to push past level 10. Fortunately, despite the relatively high era, it is also quite easy to go beyond level 10. Getting FPs on top of the population is nice a little bit more because the population bonus is just enough reason to build this. Back to Top Kraken It Could Be a Fan Favorite because who doesn't like a good Kraken story? Despite the awesome and awe-inspiring fun of the tales behind Kraken, this GB is not one that everyone needs to build. It has a small footprint and offers FPs, but in the grand scheme of things it's expensive to push over level 10 (or even get to 10), which makes it not as great as other things that can be staged in a city that doesn't struggle much. Kraken gives a bonus called First Strike, which will potentially kill one unit of the enemy's army at the beginning of the battle a certain number of times a day. So it's a limited number of applications, and only a small chance of activation. It's very nice when you see an enemy unit disappear into a puff purple Kraken tentacles though. As a secondary bonus Kraken gives FPs, but if you plan to use its main First Strike bonus, it would be very expensive to plant as a source of FPs and raise up to a level where it is worth having for FPs alone. Back to the Upper Lighthouse of Alexandria this is one of the first GBs you have a chance to get, and it's absolutely basic GB that you'll have forever. With a very small footprint and a very good outlet, this should be one of the first things you get to your city and work to cheer up. LoA's main bonus is to offer a percentage increase in the amount of deliveries you collect for a certain number of collections per day. The percentage and number of times you can use it goes up as you raise the level of this GB. It is also important to note that this momentum works on any building that is not GB. So all these special building events that you have won that give delivery will also qualify for this bonus. This seems trivial, but it does add up, especially since supplies are harder to obtain than coins (coins seem to be a bonus on more useful GBs than not, and you'll get them from help regularly, as well as from many specialized buildings you probably like SoKs), and you'll need a lot of them for free technology later (and producing goods early on). Later in the ages you'll be able to build an RAH that can add up your supply boost bonus on top of the LoAs to give even more supplies per day. In addition to increasing supplies, you also get goods (unrefined from ME and beyond). It seems like something that's skewed to be for goods based on the player and farmer, but there will never be time that you need deliveries, so it's GB that every player needs. Back to the top of Lotus Temple this is one of the GBs that is recommended never, ever to be built for being useless, even as a stepping stone. You may also notice that most of them offer the same two rewards too, medals and happiness. Lotus Temple is one of the useless GBs, but unlike most of them it offers coins and happiness. The reason why it is recommended not to build is because you get coins from the lucky of other sources, and how much luck it really doesn't give enough to make that big impact compared to the other GBs you'll build or have already built. So it's GB that's best to just admire from the BPs in your inventory from which FoE will eventually make do You have a lot. Back to Top Notre Dame this is one of the GBs that is recommended never, ever to be built for being useless, even as a stepping stone. You may also notice that most of them offer the same two rewards too, medals and happiness. Notre Dame is one of the useless GBs, but unlike most of them it offers supply and happiness. The reason why it is recommended not to build twice: first of all, the amount of supply it gives is negligible and does not scale well as you spend FPs to level this GB up; and as far as happiness goes not only does he not stand up to the test of time, but it also doesn't give enough to make that big impact early on on the amount of space it's going to occupy (and if you think your city is full of event items and such, remember when you hardly have an extension to work with... yikes). So it's GB that's best to just admire from the BPs in your inventory, from which FoE will make sure you have a lot. Back To Top Observatory Observatory is the only truly selfless GB in the game, and unfortunately it's pretty hard to get. As far as an individual player goes he does nothing to enhance the game. This GB is designed solely to benefit from the guild. If you don't have an era, and the only way to get BPs is to win them during an event, or earn them from a rewards spot at another player's observatory (unless you buy them with diamonds). Fortunately, it is a very small footprint and very cheap to build (low age goods) and not expensive to bring up to level 10. It's not really GB that's worth taking over level 10, so you don't have to worry about collecting a ton of BPs at least. This GB donates goods to the treasury in small quantities (but enough to cover your participation in GE as far as current products of the era are concerned), and offers pool support for the guild. Of all the GB that offer pool support, this is the one to have. The GvG Guild often asks all their members to have an observatory for precisely this reason. Although other GBs do offer pool support, the observatory is really the only one worth building. Arc and Atom both provide a lot more goods to the treasury, but neither offer that support pool. So if you're a really honest guild assistant, you'll do your best to get an observatory (but no one should ever expect you to spend diamonds to do so if they find the best people to play this game with). Back to the beginning of Oracle Delphi This quirky little GB earned early on from the quest line teaching about BPs and GBs. It's not that you can get BPs outside of this quest line and by placing on GB in a reward location, and that's ok because not GB you'll keep. Oracle offers supplies and happiness in a small footprint, but it will not stand the test of time. It's very fast to outgrow usefulness, and you'll find that there are other buildings that could better serve you in the space that it occupies. However, it serves the purpose of educating a beginner on how to earn BPs, how to build GB, and what it means to level one. Since the training tool, it's fantastic. Just don't get attached to this GB because it will be removed in favor of the best things. Back to the Top Rain Forest Project is GB, which sounds very useful, but the truth is, it turns out to be useless as we would like. The Rain Forest project takes a decent footprint and offers goods (unrefined from ME and beyond) and boost potentially earn BP while helping a person. As far as goods go, if you are a player who relies on goods and having them available, then you should consider creating this GB. It won't be top of the list or a must-have, but it would be helpful to you. If you're a fighter and don't have nearly as much use for merchandise, then you don't want to waste precious space in your city with this GB. This sounds like a bonus to potentially get BPs when helping is really desirable, but the truth will be told once you get the arc you'll find that you're earning a lot of bp by posting on other GBs. The need to increase the chances that you might get one when helping is quickly reduced once the arc is purchased, making the secondary bonus on this GB not as awesome as it otherwise sounds. Back to Top Royal Albert Hall, like LoA, it's GB that offers momentum for your collection of supplies for a certain number of collections per day, making it a very desirable GB to purchase. It's much bigger and more expensive than LoA, but because the momentum will stack up with LoA it makes it a pretty powerful acquisition for any player (please bounce back to LoA to understand why). Many believe that it is very useful GB to get, but there are ways to play without having to build it if you need space for other things. So while it is highly recommended if you have to choose between it and LoA, go with LoA. In addition to increasing supplies, it creates goods (unrefined from ME and beyond). Back to the top cathedral of St. Basil's It's GB, which is used mainly to offer the defense of the city, and for this fact it is not always recommended to build. On the other hand, it has a much smaller footprint than Deal Castle, so if you really want one of these, this would be the best option. As a bargain look though, you can get more protection in the same space just building basic watchfires instead. Basil will offer you what is called Fierce Resistance and coins as two bonuses. Fierce resistance is an incentive to attack your army defense home and defense authorities won't help the units you use to attack at all) and donate to the pool guild (support pool like GvG sectors get defense bonuses when held by your guild). Even though which offers a support pool, it is usually not recommended. As for the coins, you'll have many other better GBs in your city that will give you a bonus coin (many GBs offer this); Plus you can get coins from aid and many other special buildings (like SoKs), so it's not worth building Basil for coins either. Ultimately, even if you build Basil you may find that you demolish it later to put in something better, so don't invest too much in it and definitely don't take it over level 10. Back to the Upper St. Mark's Basilica Many ignore this GB because of its huge size at the beginning of the game, but it's actually a very good GB to consider. If you are a commodities-based farmer player, then you absolutely need to put in St. Mark's. For its size, this GB offers a lot of merchandise (unrefined on me and beyond), so it's well worth the space. On top of that, it offers a bonus to the coins you collect a certain number of times a day. It's the early equivalent of LoA, but for coins. It's just very complicated because of the trail. Even if you don't have room in the HMA right away to get it planted, you should watch out to make space as soon as you can plant it, after all. Since it's the lower ERA of GB, it's also pretty inexpensive to go beyond level 10, and it's worth doing with for goods alone. Like LoA, coin momentum will also work on events and specialty buildings (just not other GBs), so you can earn a lot of rapid-fire coins even from St Mark's Level 10. Back To Top Seed Vault Seed Vault is a GB that is an additional build based on your own individual style of play. If you're doing a lot of robbery, it's probably not GB for you because it works off to help other players. This bonus is called Helping Hands and it's a chance to earn a reward every time you help someone. So if you're in the habit of just aiding and abetting, and helping a lot of people regularly (guild mates, friends list, and maybe even all your neighbors), it would be really good for GB to consider landing in your city. These resources will vary between coins, supplies, goods, medals and possibly (albeit very rare) diamonds. Since this is only a chance to earn resources, it will most likely come in waves when you get extra goodies and when you don't. Along with helping hands, Seed Vault will give you materials on your daily collection. Back to the beginning of the space carrier this is the only GB that is being released for the Space Age Asteroid Belt (SAAB for short), and it is a match in the Castle Of Himeji thus, based on its secondary abilities, diplomatic gifts. Of the GBs out there, that farmer/negotiation style of play would desire, it's which is not recommended to get too early. First of all it's expensive in general because it's such a late-era GB just just Take it to level 10, but another reason is its basic ability to give special goods not to kick until you reach the Arctic future. In the Arctic future you need Prometheus, in Oceanic Future we add to Oriachalum, nothing new comes from the virtual future, and then so far both SAM and SAAB have added each to their special good. Special goods are something you can't trade, making them a little harder to purchase. Before AF this GB will give you medals, and once in the AF and beyond will randomly produce every day one of the special goods that fit your era or below. Thus, the more era he has to choose from, the more watered down your chances of getting the special good you need. For this reason it is GB's personal choice for those who are unlikely, if ever, to negotiate. If you tend to do most of your GE and GBG with negotiations then this GB will be great for you, especially at higher levels, because it might produce a random reward of goods, FPs, rogues, or a selection set consisting of a choice between well, wanting to well squeeze the set, or a set of renovations at a successful negotiation a certain number of times a day. Basically it behaves just like The Himeji Castle when you're struggling. If you're a balanced player who does put some effort into negotiations, this may not be a bad choice for you. The key point here though is that in order to make this GB shine you have to be prepared to push it beyond level 10, so don't plant it too early. Set yourself first and then look into this. Back to the top of the space needle this is

one of the GBs that is recommended never, ever to be built for being useless, even as a stepping stone. You may also notice that most of them offer the same two rewards too, medals and happiness. The space needle is among the useless GB, but unlike most of them it offers coins and happiness. The reason why it is recommended not to build is because you get coins from the lucky of other sources, and how much luck it really doesn't give enough to make that big impact compared to the other GBs you'll build or have already built. It may not appear as such, but Space Needle is actually like a really big footprint at 6x5. It's a lot of places that can be used for something that gives you a lot more use like SoKs or heck, even Hagia Sofia. After all, this space hogs for some coins and happiness, and ME goods are a little more expensive as they are refined, and the ME GBs naturally cost more FPs than some of the early GBs, which are more useful than this one. So it's GB that's best just from the BPs in your inventory from which FoE will make sure you end up eating a lot. Back to Top Star Gazer When Star Gazer was first released with Mars there was a lot of debate about whether this GB is worth the space it will occupy. After all, Inno was a good good us with the release of a lot of good event buildings to make goods, so we really need such GB? It turns out, with the release of GBG, we do. Star Gazer has only one function, and it's for the production of products of the previous era from the one you're in (and if you somehow manage to build it in the Bronze Age, you just get a Bronze Age product). That's right, this is the first GB that will produce refined goods rather than unrefined when collecting! Prior to the release of GBG, though, you could simply get the goods you needed from GE, trade and building events. The rate of exhaustion in GBG, though, and the fact that negotiations can be very costly gives this GB a whole new spark and purpose. If you're someone who does a lot of negotiation, especially in GBG, then you'll do well to add this GB to your city. Only at level 10 it produces 50 goods, which is about 2 goods per square. This is a fantastic bet for refined products! Back to the top of the Statue of zeus The Statue of zeus is one of the three GBs mentioned when the player mentions the fighting trifecta (the other two Castel del Monte and the Cathedral of Aachen). These three GB are basic for any style of play due to the fact that they help in the fight and are not expensive to acquire. Even if you are a player who deals with goods most of the time and does not struggle, there are situations in which a quest or activity requires you to fight. At this time these GBs, at least at 10, will help you. For the main bonus they offer additional attack and defense bonuses for the units that you use to attack with (so not your home defense) and that can make a huge difference even early on in their levels! Unlike the other two in the trifecta, zeus actually only gives this bonus. Fortunately, it's the smallest footprint of any GB at 2x3, so it's not only easy to acquire, but easy to find a place to plant it too. If you're basically working with goods, then it's unlikely to be GB on the radar to push past level 10, but for a fighter you're going to want to pick up this one decently (it just can't be the first you work). Back To Top Temple Relics Temple relics is GB designed exclusively to offer the player a chance at additional goodies in the form of relics while playing them through the weekly GE contest. It has no other bonus other than offering the opportunity to spawn a relic after each meeting is completed. Part of the bonus also speaks to how likely you should get a rare heirloom, but the real talk: Golden Relics is where it is. Jade relics seem really cool and awesome, but gold is usually the most useful (especially when they fall 100 FPs or a ton of goods), followed by Silver Relics that offer a chance at troops (especially good if you era'd-up after GE started so you can prepare for next week). Unlike chests, relics will always be for your era, so if age during GE they will give things to your current age. Chests still give for the age you were when GE opened. Since GB is for GE, the only way to get BPs is through GE or place in a reward spot on someone else is ToR. It's usually not worth taking it for level 10 either, so all the extra BPs you earn at GE won't cost much. Back to Top Terracotta Army At first glance one would think that this GB was done with the fighting in mind, but the reality is that it's good for both combat and defense, the first of its kind (as far as era to go). This bonus is called Advanced Tactics, and while it's the only bonus that this GB offers, it's well worth landing for this bonus alone. Extended tactics offer attack and enhanced defense both for your army that you are currently attacking with, and for your army defense home that will protect your city from attackers. Since he does both, it is absolutely worth landing any player. Since it's VF GB though, it's expensive to plant, and expensive to take even only at level 10. Fighters will at least want to take it outside level 10 eventually, but everyone else will want to consider if FPs could be better spent elsewhere as it would be very expensive. Back to the upper tower of the Tower of Babel Babylon will probably be one of the first GBs that you plant, and probably one of the first that you also demolish later. This GB offers some population, but it's really insignificant compared to the amount that you'll need (especially in the long run), so it's not able to keep up as you age. Of the GB that offer the population, it is at the bottom of the utility heap. In addition to the population, it offers goods (unrefined on ME and beyond), and the attitude of goods to the space it occupies is not too bad. So for those who are really avid about merchandise and have a more farmer approach to the style of the game, it may be GB that you keep a lot longer than the other player. You may find that you can get us use from it forever, but there will probably be something else that serves you much better for the space it takes (even if it's not much, either). It's just one of those GBs that are really great early on with something, and then later it gets phased out of new, better GBs models, so if you build this and intend to keep it for a while, it's best not to invest too much into it (and certainly not take it over to level 10), knowing that you're probably going to get rid of it later. There's no point putting FPs in GB even as cheap as ToB when you know you're going to end up removing it. Back to the top of the Virgo Virgo Project is one of the funny GBs that you will probably either love or hate, and for that reason it is a very personal choice. The benefits of the Virgo Project can offer a lot (since it's Mars GB) and the potential to defeat half the enemy troops when entering the battle. Now, the battle thing probably sounds awesome, but keep in mind that it doesn't work in the PvP area. so if you think it's rock to attack your neighbors, think again. Inno has no intention of restoring this function because it was deemed too problematic. Also, being able to beat these units is only a percentage chance of a certain number of times a day. So there are two things to keep in mind when considering a Virgin construction project: first, you plan to align it well into the 60s or higher to get a percentage of at least 50% or more that it will shoot, and two, are you ready to time its collection, so you can best use those multiple chances? Even well into the 60s, the Virgin Project fires only five times (it seems to be possibly a cover). So it sounds awesome, but it's really too good to be a true camp if you're super willing to bother it. Back to Top Voyager V1 This GB is one that is not very useful if you do a lot of robbery. This is the TE cousin of the Dynamic Tower, and where the dynamic tower offers the occasional good certain number of times a day based on help, Voyager offers the occasional good that it is the same era of buildings looted a certain number of times a day. This way you will only activate the bonus to get some extra merchandise if you rob people. Unlike the Museum of Atlantis, it's limited, so you could argue usefulness, even if all you loot are the lower tier of your neighborhood (you know, players, those who are clearly just agricultural diamonds and/or really don't have strong cities), but it's 4x7 and very strange form because of that, so you have to consider if it's really worth the place. In addition to the goods for the first few robberies of your time, just like Dynamic Tower it offers deliveries in the daily collection. It's probably not GB, which will be your first choice to go beyond Level 10, but if you're robbing a lot of it and space might be worth adding to your city. Unlike DT, you're only likely to plunder goods your age and lower (unless you get that weird odd hood ball with a range of eras), so it doesn't have the same flexibility. Back to the top forge of empires best great buildings to have. forge of empires best great buildings for goods. forge of empires best great buildings to level. forge of empires best great buildings 2019. forge of empires best great buildings 2018. forge of empires best great buildings foe forge points. forge of empires best great buildings for farmers. forge of empires best military great buildings

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