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Lords mobile guide building

Privacy Policy 2015-2020 gamesguideinfo.com © (via DreamHost VPS). All rights reserved. For comments and improvements, like many other Victory games, send an e-mail for information on GameGuideinfo.com, Lords Mobile has a wide variety of buildings and structures that can be built, each of which come with its own unique functions and an importance that can vary depending on the stage of the game you are currently in. In fact, this variety is actually one of the most advertised aspects of the game, given that, with a few exceptions, it is emphasized that you can demolish and build different buildings according to your needs. However, in a game with so many different buildings, how can you know which are the best for every occasion? In this article, we are going to list most of the buildings in Lords Mobile, as well as their functions and relative importance in each section of the game. The production buildings we have already talked largely about these buildings in the Resources and Buildings Guide to Lords Mobile. Production buildings, like their names suggest, are those structures that are specifically dedicated to producing resources for their city. However, unlike other games, production buildings in Lords Mobile are charged not only with the production of resources; They also store said resources in their warehouses. That's right, all the materials they produce are stored right there in the same building. In terms of gameplay this means that, once that building reaches maximum capacity, production is stopped. As a general rule of thumb, you would never want production to stop. In this sense, you should always build or research something, or simply upgrade your production buildings to increase your storage capacity. There are 5 production buildings in total: mines, farms, timber mills, quarries, and houses, which produce ore, food, wood, stone and gold respectively. Be sure to check out our production guide to find out if you should focus on every stage of the game. Castle It is one of the most important buildings in the game. The development of each structure is intrinsically tied to your castle, given that buildings cannot be upgraded to the current level of the castle. For this reason, you should always try to improve your castle to its maximum possible level at that time. In addition to allowing you to upgrade other buildings, leveling your castle will also increase the army's ability of your grounds, as well as increase your power, and the number of helps you can get. Upon reaching castle level 5, you will gain access to trading posts. Also, when reaching castle level 17, you'll gain access to treasure trove, Academy of great utility and importance. At the academy, you can perform various development projects that allow you to achieve permanent improvements for your turf, including upgrading its construction speed, At which you produce resources, the time it takes to train new troops, and even the capacity of your production buildings, among many others. Your academy should do some research at any time, so be sure to swing often so you don't waste time spending on developing technologies to improve your odds of success in the game. Barrack barracks are the only structures in which soldiers are trained in this game. Unlike other conquest games where different types of soldiers are trained in different structures, every single unit in Lords Mobile is built in barracks: From the standard infantry unit, even to siege weapons. By upgrading your barracks, you will increase your power and be able to train more units simultaneously. In the first level, your barracks will be trained for 20 units at a time. However, when reaching its maximum level, a barracks can train up to 5,000 units at a time. In addition to his soldiers the wall of the castle, the walls of his castle are the main source of defense against any would-be attackers seeking to rob his city. By upgrading their walls, they will have more HP, and will also be able to accommodate more traps to prevent attackers from breaching their city. With enough traps, even if they manage to break the wall, their forces will be significantly weakened, so your ground troops can sweep the rest. When damaged, your walls are automatically revived. The embassy of the extremely important in late games, considering that, through the use of this building, you will be able to host allied troops in your turf to defend against enemy attacks. In the same way, through the embassy, you will be able to send your troops to your allies to assist them in their defense against the invaders. As you progress through the game, the importance of the embassy will be evident as you will need to defend against attacks of great magnitude and will likely need to rely on your colleagues to do so. Infirmary Play Lords Mobile on Bluestack! Another important building in any part of the game. Disabled saves wounded soldiers in war and allows you to recover them to get them back in fighting ability. In this building, you will be able to recover any and all soldiers who were injured in the battle in your field, or up to 60% of soldiers who were injured in a battle outside your field, such as in sieges and rallies. However, your invalidity is limited by its potential; If full, all soldiers that are wounded are immediately executed instead of sent for treatment. We always suggest swinging by the infirm to verify that there is no unit in medical need so that your army is in top condition at all times. In the advanced stages of the prison game, your forces will be able to carry prisoners of enemy leaders during siege on other turf, which will be held in your prison. The prison is open on upgrading a manor to level 10. Times when you upgrade the prison to your maximum level, your Allied troops will receive one For their attack if you have an enemy leader who is imprisoned inside. In addition, when reaching prison level 17, you will be able to execute the prisoner (which is a long process). Trading post This building allows allied players to send and receive more resources. The business post is, arguably, one of the most important buildings in the late stages of the game. Since you won't need them, you'll probably demolish all your fields when you reach a certain level, which you'll immediately replace with wooden mills, mines and quarries. For this reason, all your food supplies will come from mobilizing missions and exchanging resources with your partners through trading posts. Shelter and vault while slightly different, these two buildings perform essentially the same function. In case of enemy attack, you can send your heroes and some units to the shelter. Units that occur in the building during the attack are impervious to damage and cannot be captured in any way. Shelter is available from the beginning of the game; It cannot be upgraded and can provide protection to selected units for a minimum of 3 hours and up to 12 hours at a time. The vault, essentially the same as shelter, but with units and heroes rather than resources. A good vault ensures that a portion of your resources will remain untouched by the enemy. If you're constantly cordoned off by enemy forces, consider switching to a better guild or, at least, upgrade your vault to a decent level. The workshop is very important for the creation of objects that can be equipped for your heroes to enhance their performance in heroes' attack mode. In the workshop, you will be able to use all kinds of materials to create powerful weapons, armor and accessories that will help improve the skills of all your heroes. This was our list of the most important buildings available in Lords Mobile. As you can see, there is a great variety. However, their usefulness will vary according to the point of the game you are in, as well as based on your personal approach to the game. In this sense, if you're a fan of heroes attack, you'll probably want to focus on the workshop. In the same vein, if you want to increase your military power, you will research the possibility of technologies to increase the power of your troops, as well as prioritize upgrading your barracks over everything else. Do you have any other suggestions on which buildings to focus on to improve your odds of success in the game? Let us know in the comments below! Download Bluestack now! Community content is available under CC-by-SA unless otherwise noted. You need resources to do almost anything in Lords Mobile. Each action requires a specific amount of resources and knowing how to generate them efficiently is the key to success. This is the real-time strategy part of Lords Mobile: to keep you generating resources and upgrading them is required. However, you have a limited number of tiles to manufacture these So you should know what to focus on. In this guide we will tell you how to do this. Basic Resource Information Lords Mobile has five types of resources: food, wood, ore, stone, and gold. These are required to carry out various sports activities in the form of research. Each activity spends a different amount of resources and this amount increases steadily. For example, a Level 1 research could cost 100 food, 100 ore, and 100 stone. The same research will cost 10,000 food, 10,000 ore and 10,000 stone at a later level. You should always keep a healthy amount of stock of resources as they are needed at every stage of the game. Building type Now, the only way to get resources is to build suitable buildings. There are five types of buildings in this regard: 1. Farm: Produces food. Can be upgraded to level 25. Food is used to maintain soldiers. A level 1 farm requires 1 minute 12 seconds to make it. Level 25 farms require about 48 hours to complete. A fully advanced farm can produce 38.210 meals per hour. 2. Mine: Production of ore. Can be upgraded to level 25. Ore is used for a lot of things, such as upgrading other buildings and research. At the beginning of the game is a turf search that asks you to build 10 mines. The reward is 120,000 ore. Quickly finish this quest to get a reward, and demolish unused mines later. A level 1 mine requires 1 minute to build. Level 25 mines require about 2 weeks to complete. A fully advanced mine can produce 22.940 ore per hour. Play Lords Mobile on Bluestack! 3. Timber Mill: Produces wood. Can be upgraded to level 25. Wood is used for a lot of things, such as training new soldiers. It also offers maybe. Like mines, they have a turf quest about rewarding 120,000 wood. A level 1 timber mill requires 1 minute to make. Level 25 mills require about a week to complete. A fully advanced mill can produce 30.560 wood per hour. 4. Quarry: Produces stone. Can be upgraded to level 25. Stone is mainly used to upgrade other buildings. It also offers maybe. Finish turf search like all other buildings to get 120,000 stone. Creating a level 1 mine requires 1 minute. Level 25 mines require about a week to complete. A fully advanced mill can produce 30.560 stone per hour. 5. Manor: Produces gold. Can be upgraded to level 25. Gold can be used to increase the training speed of barracks. Creating a Level 1 manor requires 2 days. Level 25 manors require approximately a month to complete. A fully advanced manor can produce 4.875 stone per hour. Understanding the system you can build these buildings only on top of tiles. You can see them on your main game screen, they are in white and a total of 22. Every building has storage capacity. Once this capacity is reached, no new resources will be generated. To increase this quota, you have to keep upgrading these buildings. There are also talents that you can use to increase storage capacity and production speed. This is important in late play: If you don't upgrade these buildings, you won't even have enough resources to complete a simple research. Producing thousands of resources per hour may seem impressive, but almost all activities require hundreds of millions of each resource during the end-game. Never miss the upgrade opportunity and always aim to increase the storage limit of buildings. What to build? Since there are only 22 tiles you can use, you should have a plan on which buildings to build. In this regard, there is no perfect setup that works at every stage of the game. You should keep changing buildings on tiles according to your level and each stage. Here are our recommendations: In the early game: Build 4 of the 10 farms and a second building (manors excluded). You can keep this setup up to level 20. Such a setup will provide you with a healthy amount of each resource at the beginning. Maintaining troops is particularly important at this stage, so we are focusing on farms. Food Lords is the most used resource in mobile and you should aim to collect as much as possible. You don't need manners during the opening game, gold should be at this stage. In the middle game: after level 20, you should focus solely on producing more food, up to level 25. This is because other resources can be achieved through the collection. This means you can click on an empty tile that contains resources and send your troops to collect that resource. In other words, buildings are not the only way to collect ore, wood, and stone at this stage. Since you focused on food production in the early game, you now have a large and healthy army. Focus on increasing the size of your armies during the middle game. This means that you need more food: you must aim to produce 2.5 million meals per hour. You can achieve this by constructing 15 farms, 2 mines, 2 timber mills, and 2 mines. You should already get enough gold through Quest, so there's still no need for a manor. In the end game: Once you reach level 25, demolish all the fields. You don't need any more food. In fact, you've already reached the maximum storage capacity, even if you've upgraded the fields. Food must come from members and objects of our society at this stage. Focus on a pure ore/stone/wood setup during the end game. For example, 10 mines, 6 mines, and 6 timber mills should be a good setup. You should decide according to your needs at this point. Hope you found the guide useful. Let us know what you think! Good luck with your game! Download Bluestack now! now!

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