

I'm not a robot























Using Hidden Defenses in Ikariam: A Strategic Advantage ===== Sending troops on defense missions can be an effective way to neutralize powerful neighbors while minimizing losses. By choosing a city belonging to a large and aggressive player outside of your alliance, you can gain access to valuable resources without exposing your own troops to danger. When selecting a target city, consider the military score of the defender to determine the optimal number of troops to send. A well-defended city will require more troops to breach its defenses, making it easier for you to succeed while reducing the risk of failure. Sending troops to defend an enemy player's city can also be beneficial, as they will not be able to harm your soldiers. One key advantage of this tactic is that your troops are protected by the defender's high walls and large army, giving them a safe haven in case of attack. However, it's essential to remember that troops without cooks will eventually become hungry and flee, reducing losses for both sides. The ideal defense mission duration varies depending on the distance between cities and travel time. A 6-8 hour mission is usually sufficient, allowing you to calculate when your troops will return based on their expected arrival time plus sailing and loading times. This tactic can be particularly useful in situations where you're trapped or need time to gather resources. Another creative approach involves using cargo ships to transport large numbers of troops across the map. By capturing a small neutral town on an enemy island, you can establish a temporary base for your soldiers before sending them on another mission. This strategy allows you to target high-profile players while minimizing risks and maximizing fun. When executing these tactics, be prepared for unexpected situations, such as being outnumbered or having all escape routes cut off. In these cases, loading troops into hidden hideouts can provide a temporary reprieve, allowing you to regroup and resume the offense at a later time. The art of alliance building in online games requires careful planning and strategy. Once an account is created, it's impossible to use them to attack another player again shortly after. However, occupying enemy cities with warships in harbour can lead to a blockaded initial landing spot, making escape seem impossible. Instead of going into "Vacation-mode," some players consider sending their army to defend any enemy city on the island. Setting the mission time to 8 hours allows the enemy to liberate their cities, and upon recall, troops will arrive safely at your cities by tomorrow. A useful undocumented feature, although not always available due to a bug that causes troops to return home in just 4 hours, now takes 4 hours plus travel time. This feature is particularly handy when raiding powerful enemies using the "hit-n-run" style. Sending an army without cooks allows them to scatter after 5-6 rounds if cornered. The key to alliance building lies in creating and maintaining a strong embassy. Exploring the "Other Cultures" field of seaworthiness research can help determine the best location for construction. Each level of the embassy awards one point of diplomacy, with the first level giving three points. To join an existing alliance or create a new one, players need to accumulate at least three points of diplomacy and complete other contracts that require one point each. Terminating a contract returns all spent glasses to the player. The process of joining an alliance involves finding the desired alliance through the embassy's search menu. Players can use the "Offer Union" button or manually enter the alliance name and statistics. The application process requires clicking on the alliance's name and sending a message with the "Hand" icon. Creating a new alliance requires going to the embassy, writing a unique tag and alliance name, and clicking "Create Alliance." Be cautious, as tags and names have character limits and cannot contain special characters. Administering an alliance provides additional options, including participant options that allow players to send messages or gifts. I'm looking forward to seeing everyone at the meeting tomorrow and discussing our strategies for the alliance. ===== Overview of troops - You can see in detail how many and what troops and ships are available with members of your alliance (worth out separation by colonies). Options Minister Of Internal Affairs Resources overview - You can see how many and what resources are members of your alliance at the moment (the resources exhibited in the shopping post and already expelled for sale are not taken into account; without separation by colonies) Edit internal page of The Alliance - The ability to correct The alliance (only members of the alliance can see The internal page). Options for chapters Alliance information - you can change the name of the alliance, tag and change the brief description of your alliance. Distribution of responsibilities - here you can appoint A diplomat, General and minister Of The Interior (The Head Of their functions of creating An Alliance). Transfer of the alliance management rights - here You can transfer The alliance management to another member of the Alliance. Mural Alliance - here You Can Delete Your Alliance. Result: All members of the alliance Will Be Excluded, And The alliance will cease to exist. Point Transformation of Diplomacy - Here you can turn your diplomacy glasses to the glasses of alliance diplomacy (you can also turn the unused alliance diplomacy glasses into our diplomacy glasses). Resource bonus - a list of resources that every member of the alliance sends the leader. At the moment does not work. RANKS IN THE ALLIANCE Chapter gets a small amount of resources every day. Depends on the number and strength of each member of the Alliance. CAN CHANGE THE NAME AND TAG ALLIANCE. CAN appoint Members of the Alliance to various posts (Diplomat, General, Minister Of The Interior). CAN DISSOLVE THE ALLIANCE. Can Appoint A New Chapter If He Has Enough Free Diplomacy Glasses to Accept Leadership. Minister Of Internal Affairs Responsible for the adoption of new members of the alliance and The Exception of old. CAN view The resources of Alliance Members. CAN hand out RANKS INSIDE THE ALLIANCE. May edit The inside of the Alliance, Which Is Only Available for Alliance Members. GENERAL CAN see all the soldiers and ships Of The Members of The Alliance. CAN see All Attacks from/to alliance members. May Cancel The Alliance. Diplomat May edit The Main page of The Alliance. This page See All Users Want to Learn More about the Alliance. Can Sign Alliance Agreements. May Consider agreements Concluded by Members of the Alliance. Accepts Messages Sent By The Alliance. Member Of The Alliance CAN send common messages. VII. FAQ by Alliance Why I can't create An alliance? DO NOT FORGET THOULD BE UNIQUE WITHIN THIS SERVER (YOU CANNOT CREATE AN ALREADY USED BY Another Alliance). The Teg should also contain from 3 to 5 characters and not Have special characters. The name of the Alliance Must Contain From 3 to 15 Characters. WHO CAN TRANSFORM DIPLOMACY GLASSES? Why I Can't Transform Diplomacy Glasses? Can Members of the Alliance Convert Diplomacy Glasses ONLY THE CHAPTER CAN TRANSFORM HIS GLASSES DIPLOMACY IN THE GLASSES OF ALLIANCE DIPLOMACY. If you do not have A glasses conversion option, then you are Not the Head Of The Alliance) ===== I created a guide in English, hoping for wide dissemination, which is why I'm posting it on the Ikariam forum section. Unfortunately, it's my first attempt at writing in English, so its quality is poor, but I hope it can be understood. This guide is not definitive and may need to be expanded or modified in the future. The included content might not be entirely accurate, so why am I sharing it? After investing time in creating it, I think it's worth it. Writing a thesis on Ikariam requires Olympic-level expertise. Genius #Respect. Computation can be terrifying for me, as I dislike seeing numerous numbers and statistics. However, this guide is useful for beginners who want to grasp the battle and damage system. I appreciate your efforts, sir. Due to inactivity, I haven't fought a real battle in about two years, so if the battle system hasn't changed, I believe I can still comprehend how it works. Let's see how it holds up. One notable change is the 9.9 third line wave, which deploys 4 subs, 3 rockets, 3 rockets, 3 rockets, 5 subs). In the past (around 2015-2016), you only suffered losses in submarines (2 and 2). However, at some point (possibly around 2018), losses began to occur in submarine incomplete slots and one rocket ship slot. The Italian Ikariam servers are notoriously difficult! Think Barbarossa is a genius? He's a noob for us. Regards from Italy Kappa: Ministro B-RO / Diplomatico D-A / Generale KAPPA / La Resistenza Lambda: SHOCK Charon: Ministro UniKA Ares: END Kaikias: Leader MAMMA Ares03: 9-1-1 Ares : DANTE I have a question for you regarding Barbarossa's formula. Is there an error when formulating it? Dark So, you have solution articles for every system in the game? Yes, I do. Barbarossa has learned everything from me, but he knows only 20% of Ikariam, and I think other servers are worse than him. Italian servers are so hard, and Barbarossa can confirm this. So, I'll ask you the same question: Is there an error when formulating it? Explain your question, as I'm having trouble reading it now Kappa: Ministro B-RO / Diplomatico D-A / Generale KAPPA / La Resistenza Lambda: SHOCK Charon: Ministro UniKA Ares: END Kaikias: Leader MAMMA Ares03: 9-1-1 Ares : DANTE When it comes to Vi+1 or Vi+1, which one is correct? Quote from Chuck "Bee" Bashlick Is there an error when formulating (in the attached part)? In my opinion, no; why do you think there's an error? I'll write > and < in this forum instead of leq qeq inequalities using v(0) > v(1)+1, v(2)> v(3)+1 and v(4)> v(5)+1. The paragraph on 2.5 is one of the most unhelpful, as it doesn't add much to theories and is hard to read. As for why Italian servers might be harder than others, apart from language barriers, don't all servers use the same software? Looking forward to the challenge of playing Italian servers in IkariaMafia.it, I am curious about why they are considered more difficult than other servers. Apart from language barriers, do all servers use the same software? With the best skills in war around the world, it's hard not to be drawn into this game. Formulating during the conversation, I noticed an error: "Formule srasinda bir bata var mi (ekli kismida)?" translates to "Is there a formula error in that section?" I think Italian servers might be harder due to their unique strategies and tactics, such as using multi-accounts or having to agree on MV in the 2nd round. This can make it difficult for players from other countries like me, who are not used to these customs. Moreover, I've heard that Italian servers have a higher rate of banned accounts than others, which can be frustrating for players. When I'm playing, I feel like I need to adapt to the local culture and customs, rather than just relying on my own skills. For example, when fighting against an Italian player, I know that I'll likely face a different type of opponent who may use underhanded tactics. To beat him, I'll need to learn how to counter his strategies and utilize my own units effectively. I've been wondering if there's another country where players can make similar determinations about server difficulty. In this case, it seems like IkariaMafia.it is the most unfair but also challenging server for me. With a strong island defense, he has 43 hoplites, 18 slingers, and 2 ram ships. To defeat him, I'll need to use my own units in proportion and employ a strategy that works well with my resources. The city of level 25 brings new challenges, with phalanx units becoming a dominant force in battles. To optimize our strategy, we need to consider the average damage dealt by these units. ## Calculating Phalanx Damage Phalanx units lose an average of 23 swords per box when they fall. With 7 boxes of phalanx, this translates to approximately 1449 swordsmen lost in a single round. ## City Resistance and Countermeasures Aries is very resistant to enemy bombers, but its effectiveness wanes after 6-9 rounds. To counter this, we can employ mortars, which are ideal against any wall. However, they come at a high cost in terms of sulfur. ## Air Units: Gyrocopters and Gyros Gyrocopters have 4 boxes of ammo, requiring 160 gyro units when both you and your opponents' balloons are depleted. Without balloons, gyrocopters can deal significant damage to enemy bases. ## Auxiliary Units: Kitchens and Doctors Kitchens provide moral support, offering a 1% increase in losses per round. Doctors, on the other hand, can heal phalanx units from line 1, providing a crucial advantage in battle. The importance of understanding garrison limits cannot be overstated. Walls serve as an additional defensive layer, allowing for damage to be inflicted on the enemy before any breaches are achieved. While the game's mechanics can be complex, the primary objective in land battles typically involves breaching the wall while minimizing unit losses. A well-structured army is essential for success. Recruiting numerous Steam Giants or Hoplites as front-line units is crucial, as they provide a substantial defense against enemy advances. However, their effectiveness varies depending on the tactic employed. In contrast, Swordsmen excel in long battles, particularly when flanking maneuvers are successful. A typical battle structure involves the Long Range Fighters forming the initial line, followed by the Front Lines. This configuration enables units to attack the enemy's front-line troops and cause significant casualties. However, running out of Swordsmen results in a loss. In aerial combat, Gyrocopters play a pivotal role as the 'swordsmen of the sky'. They target balloons first and ignore other gyros when unopposed, giving them a strategic advantage. Balloon-Bombardiers can decimate armies if skies are clear or serve as bait to protect gyrocopters while they engage enemy copters. Cooks and Doctors are vital for maintaining morale and minimizing losses. While numerous cooks can sustain high morale levels, doctors are less essential when Steam Giants are present due to their inability to be healed. Waves, Morale, and Garrison Limits all play critical roles in determining the outcome of battles. Waves dictate how long a battle will last, with low morale leading to shorter battles. Morale is influenced by factors such as unit losses, town walls, army size differences, cook presence, and alliances. Understanding these elements is crucial for making informed strategic decisions. Garrison limits impose significant defensive advantages on the defending side. By forcing attackers to fight in a larger battlefield format, defenders can employ surprise tactics, such as open flanks and walls, which can result in devastating losses for the enemy. These strategic considerations highlight the importance of understanding garrison limits in optimizing battle strategies. When an attacker's artillery units run out of munition, they will exhaust their artillery capability. The battle will shift behind the Town wall, increasing the attacker's chances of defeat if they are low on ammunition or cannot send new artillery reinforcements. The size of the Town hall affects the battlefield size, with each advancement deploying a larger number of troops at once. Units from different categories, such as Light Infantry and Long-Range Fighters, will replace Heavy Infantry units if they fall, but they will die faster and in greater numbers. To succeed, attackers should bring fully upgraded units to fill all corresponding spots, including Steam Giants, Hoplites, Swordsmen, Sulphur Carabineers, Mortars, and Auxiliary troops. The Heavy Infantry will create a strong defense, while the Swordsmen attempt to flank enemies, and the Sulphur Carabineers provide long-range firepower. Attacking with inadequate forces, such as a small army of Hoplites and other types, can lead to failure due to lack of Heavy Infantry and Artillery units. It is essential to fill all squares with fully upgraded units to ensure success. Tips for attacking big towns include sending Light Infantry and Heavy Infantry units to protect Long-Range Fighter and Auxiliary units, or using only Light Infantry, Heavy Infantry, and Artillery units if necessary. ===== Artillery units have a limited capacity, allowing only 1/5th of the available "slot spaces" on the battlefield charts. Units with strong weapons are positioned first, followed by those that can't fit due to size constraints. The strongest units go front, then flanks, and finally long-range battle lines. For artillery units: Strongest units take the front line. Long-range fighters like Slinger, Archer, Sulphur Carabineers, occupy designated spots. Their placement is crucial as they require a specific sequence for deployment. Units of size 4 can only fit 1/4th of available slots on the battlefield charts. Deployment Strategy: The order matters - follow it or your troops might not be deployed efficiently. Different stages and sizes of battlefields have different formation limits and rules. Each stage offers more flexibility as you progress up in levels, providing users with a broader range of options for building up their armies. Different Units Offer Varying Capabilities: Heavy Infantry are the backbone, forming the front line. If they're not present in sufficient numbers, Light Infantry or Long-Range Fighter units fill the gaps. They attack enemy Heavy Infantry and/or Town walls. The Role of Artillery and Siege Engines: Artillery units occupy 1/5th of available slots but require strategic positioning. Each stage has its own capacity limits for different formations and unit deployments. There are three types of units for your army: Light Infantry, Long-Range Fighter and Fighter Pilot. Light infantry can fill a slot on the battlefield with 30 men, and they protect you against flank attacks. They attack the front line of your opponent until his unit is empty. Then, they go after the long-range units and heavy infantry units. They will stop in their tracks if the frontline begins to break down. Long-Range Fighter units can also fill a slot on the battlefield with 30 men. They are used for attacking the front lines of enemy units. They have limited ammunition and can only attack other air units, but not land-based ones. Long-Range Fighter units will keep fighting until their ammo runs out. If there's a long-range unit of the same type in reserve, they can share its ammo.