

Building Effects	
<p>For certain building types, many new structures will be less effective. The Next Generation of buildings will be more effective. The Next Generation of buildings will be more effective. The Next Generation of buildings will be more effective.</p>	
Total	Current Effects (effect of next 1%)
	<p>Increase max population by 400 Increase birth rates by 22.03% (3.03%)</p>
	<p>Produce 2,478 bushels per day</p>
	<p>Lower building costs by 0.0% (3.51%) Reduce exploration costs by 0.0% (2.63%)</p>
	<p>Produce 2,213 gold coins per day 15.37% higher income (0.73%)</p>
	<p>0.0% higher offensive efficiency (1.31%)</p>
	<p>0.0% lower military training costs (1.31%) 0.0% lower military wages &amp; draft costs (1.75%)</p>
	<p>0.0% lower attack times (1.31%)</p>
	<p>0.0% higher defensive efficiency (1.31%)</p>
	<p>0.0% lower resource losses when attacked (1.75%)</p>
	<p>0.0% chance to cure the plague each day (1.75%) 0.0% lower military losses (2.63%)</p>
	<p>6.4 wizards trained per day</p>
	<p>Produce 743 runes per day</p>
	<p>25.65% higher thievery effectiveness (2.05%) 34.2% lower losses in thievery operations (2.74%)</p>
	<p>0.0% less damage caused by enemy thieves (2.63%) 0.0% chance of preventing enemy thief missions (1.75%)</p>
	<p>15.28% increase in science effects (1.65%)</p>
	<p>0.0% decrease in science costs (1.31%) Protect 0.0% of science from enemies (3.07%)</p>
	<p>Hold 0 horses</p>

UpoOpu

Kingdom of mmm - mythology (2:13)  
 Spell on The\_Library (2:13)  
 Spell on Dragulonia (2:13)  
 Op on Dragulonia (2:13)  
 SoT on KillEr\_KingS (2:7)

# UpoOpu

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## (Online) Formatter fixes

Seems that in my (futile) attempts to quick fix the firefox extension, I broke parts of the formatter. This has been fixed.

The firefox extension is still work-in-progress, stuff works again, wiring it together needs a little time (there are 5 message senders/recievers (parser,config,auth,uto-overlay,upo-overlay) that need to work together, not hard, just ugly).

1 of 1 - [Remove Notice](#)

## My Account

Below you can manage your account. Add a province to your account and add this province to a group to share your data with that group.

If you want to create a group for your kingdom, this is the place as well. Both you as user and your province can join a group and read a group. Only users can be admin of a group while only provinces can write to a group. **This means that in order to add intel to a group your user must have a province that has write access to a group!**

## My Provinces

Below is a list of your provinces. You can change their details!

KillEr\_KingS [edit](#)

To create a new province in your account [click here](#)

📁 0.1 kB in 1 sets

[Report an issue or email me](#)