



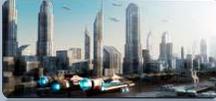
# Barons of the Galaxy - Open Challenge Event Cheat Sheet & Reference Guide

The intent of this sheet is to provide a quick reference guide to units, combat and structures and was created to help the participants of the BotG - Open Challenge Event.



**\*\* Page 2 of 2 - Economy \*\*\*\*\***

## Table of Structures (used inclusively in the Open Challenge Events)

	<p><b>1 x APC Item</b> Build Cost: \$150,000</p>		<p><b>1 x MCP Item</b> Build Cost: \$10,000,000</p>		<p><b>1 x OCP Item</b> Build Cost: \$100,000,000</p>
	<p><b>Water Purification</b> Used to harvest RAW water from specific planet resource locations.</p>		<p><b>Arcology</b> Must be built in a city. Increase population growth of the city.</p>		<p><b>Warp Gate</b> Must be built in a planet's orbital position. Enables warp speed travel.</p>
	<p><b>Farms and Lumber Mills</b> Used to harvest meat, crops and lumber from specific planet resource locations.</p>		<p><b>Hypernet Tower</b> Must be built in a city. Reduces production costs in the same city.</p>		<p><b>Spaceport</b> Must be built in a planet's orbital position. Reduces production costs on planet.</p>
	<p><b>Mines and Plants</b> Used to harvest RAW products from specific planet resource locations.</p>				
	<p><b>Factories</b> Used to manufacture Components and End Products.</p>				
	<p><b>Service Centers</b> Used to provide civil services to the city it is built in.</p>				

## City Building Strategy

For a city to grow, a corporation must **SELL** products to the city through a Distribution Center or directly using a unit. **BUYING** from a city will *increase the demand and reduce the city's growth*.



Category / Product	Demand	APC %	Value	Volume
Raw Materials	220.9	337	2588	
Components	96.4	241	1188	
Civilian Services	101.5	759	990	
End Products	96.7	484	900	

### Product Priority:

**Priority Products:** Water, Meat, Crops > then all other Raw Materials

**Secondary Products:** Components

**Tertiary Products:** End Products

**Quaternary Products:** Services

### Steps:

- 1 Following the **Priority** shown to the <LEFT, check which products are in the highest demand
- 2 **Trade** or **collect** (*gather using Farm, Mills, Mines or Plants*) the product and then sell it to the city
- 3 Repeat steps 1 to 3

**On average:** every 500,000 citizens in a city will require 5,000 units of a specific product to reduce the demand.