

SAGA



NATION GUIDE

-Nation Management-

Welcome to your nation, the plot of land that you will control. A nation comprises two main parts: your home city and your territories. From your home city you will control the development of your nation, manage your army, assign peasants to gather resources, and from which you will embark on quests and start battles with other players. Your surrounding territories, however, will primarily increase the production rate of valuable resources.



NATION LEVEL



In the top left corner of your screen is the nation level bar. This bar shows you your nation's level, how much experience you have gained, and how many experience points are necessary to reach the next level. Experience is gained from battle. As you gain levels, you will be able to command more armies at the same time and your armies will be able to use more powerful items.

RESOURCES



Visible at the top of the screen, your resources are the lifeblood of your nation. There are four primary resources — gold, wood, stone, and food — and two special resources: god favor and mana shards. You can also see your peasant population and their happiness, which will be discussed later.



GOLD, WOOD, STONE AND FOOD

Gold, wood, stone and food are produced by gold mines, lumber mills, stone quarries and farms, respectively. For more information on constructing buildings, see Construction. Once these buildings have been constructed, you must assign peasants to labor in each

facility to gain the resources. Assign peasants by selecting the Stronghold and choosing the Peasant Management icon or pressing hotkey 'P'. This is further discussed in '[Peasant Management](#)'.

Once you have assigned peasants to gather resources, you will begin to see your resources slowly accumulate. Resources are delivered and used at regular intervals called ticks. Each tick is roughly 15 minutes in real time, so be aware of this as you run your economy.



GOD FAVOR

Material things are certainly required to keep a nation running, but in times where the very Gods themselves are at war, you need further help. That means you must learn to cultivate god favor. God favor is critical because it allows you to raise your fallen troops from death at your temple, cast spells in battle and it may be used to increase your chances of success during espionage. In addition, it can be used to enchant weapons and armor, or buy weapons and armor from the market.

God favor is gained through combatting enemy units in battle, assigning peasants to worship and by making offerings at your temple. The more you fight and successfully campaign against the enemy, the more favor you will be shown from your god. Similarly, the more peasants that are devoted to prayer each day, the more favor you gain. You can augment your god favor the quickest by visiting your [Temple](#), and clicking on the 'Offerings' icon. Once at the offerings screen you can give your god precious resources and in return be granted an additional supply of god favor.

Your maximum god favor is limited by the lands you control. Your city has a limit of 2000 while each additional territory will increase that limit by 1000.



MANA SHARDS

Magic is a part of everyday life in the world of Gaia. It aids efforts in healing, provides insight and power for item enchantments, and comes in many different and varying manifestations. It is also relied on heavily for battle, as it can create flame, ice or devastating destructive blasts. Mana shards are the physical manifestation of magic itself, and are required for the most powerful rites.

A commander who has gathered enough mana shards can employ them to transport a large number of troops and conduct raids on enemy territories. For more on this, see the Raids section of the [Battle Guide](#).

The other use of mana shards is the enchantment of items. Imbuing your unit's weapons and armor with magical properties can help even the most basic troops overpower stronger and more experienced foes. There is no question of the usefulness of mana shards; the key is gathering and using them effectively.

There are two ways to harvest mana shards. The first way to gather mana shards is to simply mine them from the land itself. **Wilderness territories each have four mana shard mine build locations.** You can convert a territory to a wilderness territory once you have constructed a keep on it. It is not necessary to assign peasants to gather these resources, as with gold or stone; they are automatically harvested by your servants. Building the structure alone is enough. The other, more effective method is pitting your forces against other commanders' armies in a PvP conflict through battles and territory raids. The aftermath of battles wherein magic is used and relied on heavily, as it is in Gaia, will always leave mana shards. Each commander, win or lose, receives mana shards after any PvP conflict. Of course, the rewards for victory are greater than the bits one manages to scrape from a defeat.

Mana Shard mines can ONLY be built on wilderness territories.



STOREHOUSES

Storehouses are extremely useful and effective tools which will help your economy gain momentum. Storehouses can be built through accessing the 'Build' menu. **Each storehouse gives a 2% resource production bonus to the territory it is built on,** with a limit of four storehouses per city/territory. This kind of boost can easily propel your Nation to greater heights more quickly, so don't neglect to take advantage of this prospect.

PEASANTS

Peasants are extremely important to a nation's survival. As a nation, you can have a base peasant population of up to 100. As you gain additional territories, your maximum peasant population will increase by 50. Peasants are the workforce in your nation, and can be given tasks in the Peasant Management screen.

If you do not keep your peasants happy they will become less effective laborers. If their happiness falls low enough, they may leave your lands. In the worst of scenarios, your peasants will riot, destroying buildings, stealing resources, and leaving you destitute.



The number of peasants you have, as well as peasant happiness, is displayed as a number at the top of the screen along with your resource count. When peasant happiness falls below 70, your peasants will begin to leave your lands. When it is 70 or higher, population will slowly increase. You can see the estimated population increase by visiting the Peasant Management page. See [Peasant management](#) for more information.

BANNER MENUS

The banner menus at the top of your screen are the first of two ways that you will access the various different options of the game. From the flag menus, you will set out on quests, declare war, expand your kingdom and set up how you will communicate with allies.



QUESTS

When you click the 'Quests' menu, you will be presented with a map of the known world. From this screen, you are able to undertake various quests, including the battle tutorials for new players. For more information, see the [Quests](#) section.

BUILD MODE



To construct a building, open build mode and select the building type from the 'Build' window on the right. If you have enough resources to construct a building, the icon will be in color. If you are short on the necessary resources, the icon will appear grayed. Click the appropriate building, and then take a look at your kingdom. Most buildings can be built anywhere. If the ground is a specific color, it means that a specific type of resource building can be built there.

Yellow: Gold Mine **Grey:** Stone Quarry
Orange: Lumber Mill **Purple:** Mana Shard Mine

All other buildings can be built wherever appropriate. You will not be able to surround buildings with other buildings, nor will you be able to build on terrain that is too steep.

On a city territory, you can build:

- | | | | |
|---------------|----------------|------------------|------------------------|
| 3 Gold Mines | 3 Lumber Mills | 3 Stone Quarries | 4 Storehouses |
| 8 Watchtowers | 80 Walls | 6 Gatehouses | 20 Wall tower upgrades |
| 15 Houses | 12 Farms | 1 University | |

On a safe lands territory, you can build:

- | | | | |
|---------------|----------------|------------------|------------------------|
| 2 Gold Mines | 2 Lumber Mills | 2 Stone Quarries | 4 Storehouses |
| 8 Watchtowers | 60 Walls | 6 Gatehouses | 20 Wall tower upgrades |
| 12 Houses | 12 Farms | 1 Keep | |

On a wilderness territory, you can build:

- | | | | |
|---------------|----------------|------------------|------------------------|
| 3 Gold Mines | 3 Lumber Mills | 3 Stone Quarries | 4 Storehouses |
| 8 Watchtowers | 80 Walls | 6 Gatehouses | 20 Wall tower upgrades |
| 15 Houses | 12 Farms | 1 Keep | 4 Mana Shard Mines |

NATION STATUS



The Nation Status screen is a breakdown of your income and your expenses. It shows you how much of a given resource is being produced each day, and how much of it is being used.

This is a wonderful resource for managing your peasants and where they are assigned, because you will be able to see exactly how much of a given resource you stand to gain each day.

NATION STATUS						
	PRODUCTION			BUILDINGS		
ESTIMATED DAILY PRODUCTION						
	Food	Wood	Stone	Gold	Iron	Crystal
Normal Production	40	64	0	104	0	0
Happiness Bonus	10	15	0	25		
Damage Deduction	0	0	0	0		
Storehouse Bonus	0	0	0	0		
Bonus from Upgrades	0	0	0	0		
Overstaff Production	0	0	0	0		
Food Consumption				-175		
Building Upkeep	-48					
Repair Costs	0					
Taxes	35					
Army Training Costs	0	0	0	0		
TOTAL	37	80	0	-45	0	0

TERRITORIES



In addition to your home city you currently have the potential to gain 8 territories, which will improve your nation's strength both economically and militarily.



To gain a new territory you must complete the Territory Quests (see [Quests](#)). Most territories require that a player first complete a number of objectives or pay a special fee to gain access to the territory quest. Once a territory has been gained, you can access it by clicking on the appropriate territory icon in your lands map. This map is accessed by clicking on the compass banner on the top right of your interface.

WAR



War should be the main pastime of your nation. Here you can join battles against other players, join structured tournaments, send spies against enemy nations (espionage), or raid other nations for valuable resources. You can also create PvP battles of your own, and compete with other players to try and improve your Battle Rating. For more information on these, please see the [Battle Guide](#).



SOCIAL



The Social menu allows you to add Friends to a list, add people to your Ignore list (if you don't feel like listening to their obnoxious rantings), and change how the four Chat windows are configured (which channels display in which windows). Also, from these options, you can disable the language filter. For more information on communicating with other players and the various chat commands that are available, please see the [Communication](#) section.

GUILDS



In the Guilds menu you can create a new guild or join an existing one. Guilds provide a support network of friends with whom you share plunder and resource production. You can battle against other guilds for vast rewards and bragging rights. Only factions from the same alliance can be in a guild. Members of The Brotherhood and The Order can not be in the same guild. For more information on the benefits of being in a Guild, please see the [Guilds](#) section.

PURCHASE TROOPS



Clicking on the Purchase Troops banner will open a web browser and send you to the SAGA website, where you will be able to log in and purchase additional Booster Packs, which contain troops and spells that you can use to bolster your armies.

HELP



The Help banner, when clicked, will give you a menu of options designed to help explain the various features of SAGA. You will need to make sure that Adobe Acrobat Reader, Foxit Reader, or some other program capable of viewing .pdf files is installed to view the various guides. Users should go to the manual for help, as it is searchable and constantly being updated. If you still require assistance, or a topic isn't covered in the manual, try asking in the Help channel. (See [Communication](#))

MENU



The menu screen allows you to change game options, ranging from the video and audio settings (like image quality and volume) to changing the control setup and hotkeys. You can also access the Main Menu where you can manage your nations, or log into a different nation. Lastly, you are able to exit the game entirely, closing SAGA and sending you back to your desktop.

BUILDINGS



Buildings are the second way that you will access various options as you play SAGA. To build new structures, click on the blue build banner, found on the top right hand side of your screen. This will bring up the build menu.

There are many building types in SAGA. Key buildings allow you to access various screens such as Army Management or the Resurrection screen, while others serve to generate resources, like gold mines and lumber mills, and some are purely defensive structures.

Here is a basic introduction to the various buildings. For buildings that allow you to access other screens, there are detailed explanations of those options following this overview.



Stronghold

HP	DR	AR	Range	Damage	Att/S
32,000	63	70	50	50-175	0.25

Your stronghold is the command center of your nation. From your stronghold you will access your Peasant Management, Espionage, Army Management, and Guild information. Strongholds are among the few buildings that can also attack enemy units that come too close. For more detailed information on the options accessible from your stronghold, see the [Stronghold](#) section.

Market

Buying, selling, and trading take place at the market. Here you can Access the 'market', allow you to trade troops, spells and resources with other players, as well as purchasing resources and common troops for fixed prices. You can also access the Item Shop, which allows you to buy, sell and enchant items. For more information on its usage, see the [Market](#) section.

HP	DR
13,000	45



Carrier Pigeon Roost

HP	DR
12,000	45

Mail from other players is sent and received here. You can even attach troops and resources to messages, if you like. Also, market transactions will be retrieved here, such as purchased resources and troops. See [Carrier Pigeon Roost](#) for more information.

Temple

Your temple is the religious center of your nation. Your temple gives you access to quests, allows you to resurrect troops who have died in battle and allows you to make offerings of resources to increase your nation's god favor. See the [Temple](#) section for more information.

HP	DR
32,000	45



University

Level	HP	DR
1	13,000	45
2	20,000	54
3	24,000	63

The university is the learning center of your nation. You can purchase valuable upgrades here which will increase your resource production, your ability to commit espionage and allow you to build stronger walls. For a detailed guide to available upgrades, please see the '[University](#)' section.

Shrine

A shrine to your god. Each territory has four shrines. These buildings are vital in PvP, because if all four shrines are captured or destroyed, that nation loses the battle. You may want to consider defending them with watch towers.

HP	DR
10,000	65



House

HP	DR
2,000	45

Each house provides space for 5 peasants. If your population doesn't have sufficient housing, happiness will start to plummet.

Farm

Farms produce food. Peasants must be assigned to them at your stronghold to gather and produce food. Each farm allows space for 5 peasants to work.

HP	DR
4,000	45



Gold Mine

HP	DR
6,000	45

Gold mines gather a certain amount of gold per day. Again, peasants must be assigned to gold mines at your stronghold in order to gather gold. Each gold mine allows space for 5 peasants to work. Gold mines are built on golden/yellow colored build squares.

Lumber Mill

Lumber mills are used to harvest wood. As with all resource structures, peasants must be assigned to them in order to gather lumber. Each lumber mill allows space for 5 peasants to work. Lumber mills are constructed on orange/brown colored build squares.

HP	DR
6,000	45



Stone Quarry



HP	DR
6,000	45

Stone quarries are used to produce stone. You can assign up to 5 peasants to work at each stone quarry. This is done from 'Peasant

Management' at your stronghold. Stone quarries are built on gray colored build squares (they will be twice as large as other build locations)

Mana Shard Mine

Mana shard mines produce one mana shard per day and require no peasants to operate. **Mana shard mines can ONLY be constructed in wilderness territories**, which each have four mana shard mine build locations. Only secondary territories (that is to say, not your city) can be converted to wilderness. This can be done by first building a Keep in the territory, then selecting the 'Move to wilderness' option at the keep. Mana shard mines are built on purple colored build squares.

HP	DR
6,000	45



Storehouse



HP	DR
10,000	45

Storehouses are very useful in the production of resources for your nation. Each storehouse increases all nation resource production by 2%. Each territory can have up to 4 storehouses.

Keep

HP	DR	AR	Range	Damage	Att/S
30,000	63	60	80	50-150	0.25



A powerful defensive structure which will shoot enemies and may also be used as a spawn and garrison point during battle. Building a keep on your secondary territories will allow you to change them between wilderness and safe territories (See Territories).

Gatehouse



Level	HP	DR	AR	Range	Damage	Att/S
Gatehouse	3,075	36	n/a	n/a	n/a	n/a
Stone Gate	4,900	39	25	25	15-45	0.25
Portcullis	8,000	48	30	30	25-60	0.25

Gatehouses are built along the walls of your city to allow troop movement into and out of your city. Gatehouses can be upgraded (see University) to increase their defenses, and even to allow them to attack enemy units in battle.

Watch Tower



A defensive structure which will

HP	DR	AR	Range	Damage	Att/S
8,000	54	50	60	35-110	0.25

shoot any enemies within range. It can also be used as a spawn or garrison point during battle for your troops. Watch towers are a good first line of defense for your city.

Walls



Walls prevent enemy forces from marching into your city. They can be upgraded with the proper technology researched in the University.

Walls can be upgraded into either **Square Towers** or **Round Towers**.

Square Towers are stronger than walls, and cheaper than Round Towers. Round Towers are the most durable, but also the most expensive. Walls can be rotated while placing them by right-clicking.

Level	HP	DR	AR	Range	Damage	Att/S
Wooden	3,675	45	n/a	n/a	n/a	n/a
Stone	6,125	54	n/a	n/a	n/a	n/a
Reinforced	9,800	63	n/a	n/a	n/a	n/a
Sq. Tower	18,375	55	20	30	25-70	0.25
Rnd Tower	24,500	63	30	40	35-80	0.25

CONSTRUCTION GUIDE

As your nation grows, you will build many structures. The speed that your structures are built at is determined by a few important factors. The following is a basic formula you can use to estimate their build speed:

$$\# \text{ of Peasants } \times 10 \text{ HP (x Modifiers)}$$

This equation represents how many Hit Points of a building will be constructed in one 'tick'. **Peasants** represents the number of peasants assigned to 'Build & Repair' in Peasant management. Each peasant assigned will contribute 10 HP to the building under construction every tick (1 tick = ~15 minutes). So under normal conditions, 20 peasants can construct a 2,000 HP building in ten 'ticks.' (about 2 and 1/2 hours)

There are three **modifiers** that can speed up the construction of buildings:

Speed - Most buildings build at normal speed. However, some buildings have speed bonuses.

- 2x speed - Wooden walls
- 5x speed - Gold mines, lumber mills and stone quarries
- 10x speed - Farms
- 11x speed - Houses

Thus, it would take 40 peasants to build a farm in 1 tick (about 15 minutes).

University Upgrades - The university has several upgrades available that will increase your build/repair efficiency. All upgrades that affect 'peasant efficiency' and 'build/repair efficiency' will contribute to your build speed. (Up to a 58% bonus)

Peasant Happiness - If your peasants are happy, they work harder. Peasant happiness contributes small bonuses to your build speed.

Example build times (with Speed modifiers only):

Building (HP)	5 Peasants	20 Peasants	35 Peasants
House (2,000)	4 ticks (~1 hour)	1 tick (~15 minutes)	1 tick (~15 minutes)
Gold Mine (6,000)	24 ticks (~6 hours)	6 ticks (~90 minutes)	4 ticks (~ 1 hour)
Store House (10,000)	200 ticks (~50 hours)	50 ticks (~12.5 hours)	29 ticks (~ 7.25 hours)
University (13,000)	260 ticks (~65 hours)	65 ticks (~16 hours)	38 ticks (~9.5 hours)
Round Tower (24,500)	490 ticks (~123 hours)	123 ticks (~31 hours)	70 ticks (~17.5 hours)
Keep (30,000)	600 ticks (~150 hours)	150 ticks (~37.5 hours)	86 ticks (~21.5 hours)

STRONGHOLD

ARMY MANAGEMENT



Before battle can commence, you must conscript and rally an army for yourself. You may construct your army according to your strategy and desires, and there are virtually endless combinations of troops and spells at your disposal. All of this is done at the Army Management interface, which can be found at your stronghold when you select the sword icon.

The main purpose of the Army Management interface is to enable you to create and modify the number of troops in each unit, equip your units with gear you have acquired through successful campaigning, and to shift the strategy in your army's structure as needed. Recall that a troop is an individual, while a unit is multiple troops. If you have not yet created any units from your pool of troops, no units will yet be shown.



CREATING UNITS

To create a new unit, click on the 'Create Unit' button. The different troop and spell types available to you from your card list will be displayed to choose from. Choose the troop or spell type from which you want to create a unit, and then add troops to the unit by clicking on the plus or minus symbols.



Notice that you must add at least one troop or spell to a unit for the unit to be created. Keep adding troops until the unit is full, you have no troops of that type left, or the unit is big enough for your liking. For spells, adding additional spells of the same type will increase the spell's power. You can create units until you have no more troops to draw from or until your CP limit has been reached, as indicated on the right side of the interface.



COMMAND POINTS

Each troop has a CP (Command Point) cost associated with it, and each unit is limited to 30 CPs or less. Also, as a rule, 5 CPs is every unit's base cost, which means no more than 25 CPs of troops can be placed in one unit. Therefore, a unit made up of 25 troops that are 1 CP each (e.g. orc infantry) will have 25 troops, 2 CP troop units (e.g. paladins) will contain a maximum of 12 troops, a maximum of 8 for troops that are 3 CPs, and so on. Dragons, siege weapons and other enormities, which have 13 or more CP, have only a single troop to make up a full unit.

You will need to create as many units as you can in order to have a diverse enough army to do well in battles. Preferably put at least several troops into each unit to be economical, since the unit has an initial cost of 5 CPs.

A word of advice: Have a variety of CP values for your units. You may want to deploy a unit, but if its CP cost is 30 and you only have 25 CP remaining to field, you won't be able to.

If you have multiple nations on an account, the troops assigned to a unit in one nation will no longer be available for use in your other nations.

In addition, many troops are only available to their native faction. A red dragon is available only to nations of the War faction. Light lancers are available only to Light faction. Pikemen are available to all factions.

MODIFYING UNITS



Notice the Modify button on the Army Management interface. In the Modify Unit interface, you will be able to add troops to and subtract troops from a unit, or equip units with new weapons and armor, which you will find by completing quests. Add troops to enlarge and strengthen a unit or replenish it with newly-resurrected troops. Subtract troops to reduce a unit's CP cost, to make the troops available to another nation in your control, or to sell the troops in the market. The modify page can also be used to best

examine your troops visually in the enlarged viewer window, and admire the new weapons and armor that they have gained.

WEAPONS AND ARMOR

As you battle, you will find many valuable treasures. Some of these will be weapons and armor which can be given to your troops to increase their effectiveness on the battlefield. To equip an item, simply click on the item slot and then select the from the items displayed.



Items are of varying rarity and power. You can determine an item's rarity by looking at the item's background color and border color.

	Basic Siege Gear +7% AR, +4% Dmg
	Superior Sword of Dexterity +18% AR, +5% DR, +5% Movement, +3% Atk Speed, +8% Dmg
	Advanced Sword of Intimidation +14% AR, +20% Morale, +1% Atk Speed, +10% Dmg
	Lesser Siege Gear +5% AR, +3% Dmg
	Superior Bow of Greater Endurance +13% AR, +8% DR, +15% Sta, +3% Atk Speed, +7% Dmg
	Supreme Mace of Greater Hardiness +15% AR, +10% DR, +15% Morale, +4% Atk Speed, +8% Dmg

An item's name has up to three components: Quality, weapon type, and modifier

Quality is indicated by border color. The modifier is indicated by the background color.

Take for example the Advanced Sword of Intimidation. Its quality is *Advanced*, indicated by the green border. It is a Sword, which you can see from the icon. Its modifier is *of Intimidation*, indicated by the blue background.

For both the quality and modifier, the following color scheme applies:

- Grey - Common
- Green - Uncommon
- Blue - Rare

Apart from acquiring items in quests, it is possible to purchase items in the [Item Shop](#) at the Market as well. At the Item Shop, you can also enchant items to give them additional attributes (Health, AR, Speed, etc.).

DISBANDING UNITS

The time may come when you want to disband a unit, either to replace it with a different unit type, or to trade or sell the troops in the market. Be aware that once disbanded, all experience for that unit will be permanently lost. If you 'recreate' the unit, it will begin again with zero experience.

TRAINING YOUR ARMY

Next to the 'Units' tab, there is another tab labeled 'Training'. Here you are given the option of providing your troops with extra supplies, enhancing their effectiveness and performance in combat. For every rank you increase supplies, one of each resource is given per CP in your army, not counting the five CPs it costs to create the unit. For example, if you have a 300 CP army with 9 units in it, the total resource cost per day would be 255.



While this can be a very costly effort, it is very powerful and effective (keep in mind it will take a while for the effect to fully propagate throughout your army). Each rank you increase resource dedication ups the corresponding stat by 5% - as much as gaining an entire level for each unit. You may dedicate any of your resources to this end, with each resource type providing the following benefits:

Conditioning - Food - It is impossible to conquer anything with a starving, bedraggled bunch of beggars; such armies are cut down like grass in a field. Dealing out extra rations and keeping your troops' stomachs full will enable them fight longer, thus increasing stamina in battle.

Weapons Training - Gold - Your troops enjoy the art of warfare and will spend most of their hard-earned money on their own training if you will simply put forth the funds. There is an old adage that says "Men will always war if there is money to be made." Paying your troops extra gold will encourage them to fight harder and will boost their AR.

Defensive Drills - Wood - There's no better training than lots of training. However, building training grounds is costly. By donating a share of your wood your troops will be able to train more effectively increasing their DR in conflicts.

Obstacle Course - Stone - With excellent conditioning and training comes greater confidence. Your donations of stone will guarantee your troops are the best trained on the battlefield and as any good commander knows; a well trained a has a strong morale on the field.

PEASANT MANAGEMENT

The Peasant Management screen allows you to specify how many of your peasants are assigned to any of seven different tasks.



Build & Repair - You will need peasants to construct new buildings. Many hands make light work, and the more peasants you have set to Build & Repair, the faster your buildings will be constructed.

Police - Police protect your nation from espionage. The larger your police force is, the harder it will be for your enemies to succeed when they attempt espionage on your kingdom.

Farm Food - Each farm you have allows you to use up to 5 peasants to harvest food for your nation. Additionally, any excess peasants will generate an overproduction bonus, which though it produces food, is less effective than if there were space for them on a farm. (Example: If you have a farm, 5 peasants will have places. If you put 6 peasants to farm food, the first 5 peasants may each produce 10 food a day, where the 6th peasant will only produce 3 food a day)

Mine Gold - Mining gold functions exactly the same way as farming food. Each gold mine that you build has room for 5 peasants to work in. Additional peasants may be assigned to this task for an over-production bonus.

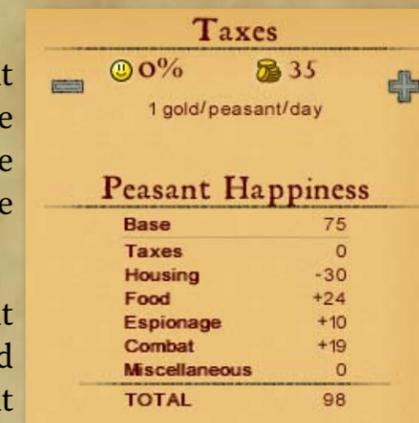
Cut Wood - Cutting wood requires the construction of lumber mills. Each lumber mill has space for 5 peasants to work in. Additional peasants may be assigned to this task for an over-production bonus.

Quarry Stone - Quarrying stone requires the construction of stone quarries. Each stone quarry has space for 5 peasants to work in. Additional peasants may be assigned to this task for an over-production bonus.

Worship - Peasants assigned to worship will increase your god favor. For information on the maximum amount of god favor you can have, see the Resources section.

TAXATION, BRIBERY AND HAPPINESS

In order to supplement your income, you may tax your peasants. You can change your tax rates from the Peasant Management screen [Hotkey P]. While doing so will increase your gold supply, it may also cause unhappiness among the peasantry. Bribing is an excellent (if costly) way to restore happiness among the populace in desperate times.



Peasants are simple folk with simple pleasures; all they want is to have enough food being produced to feed them and to have enough housing to live in. If you have insufficient housing, happiness will drop. You can check this by clicking on a house and seeing the used/limit number displayed when the building is selected. Each house can support 5 peasants, and each peasant eats 5 food per day.

You may need to prioritize your buildings. Insufficient housing can lead to -30 from your happiness, though you can counteract this with low taxes and success in battle.

ESPIONAGE & GUILD INFO

See the PvP section of the [Battle Guide](#) for more information on these screens.



THE MARKET

The market has three primary purposes:

- I) trading troops and spells
- II) buying and selling resources
- III) buying, selling, and enchanting weapons and armor

Each player begins with a market. To use the market, click on your market building (it usually will look a little like two houses that have been put together). In the bottom right corner of your screen, you will see a small window appear with three icons, the **Market** (looks like a coin), the **Item Shop** (looks like a sword) and **Purchase Boosters** (looks like cards).

All transactions made at the market must be picked up at your Carrier Pigeon Roost, with the exception of purchasing Boosters.

MARKET

The coin icon will take you to the Market screen, where you may exchange with other players. You can exchange troops, spells or even resources. You can also buy and sell resources, troops and spells. Trading can be crucial to the building of your armies.

In the Market screen, you will see 6 tabs: Browse, Add Trade, My Trades, My Offers, Buy, and Sell.

BROWSE

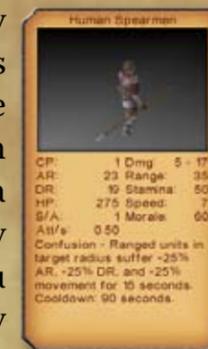
From this tab, you can browse the various troops, spells and resources which other players have placed on the market. There are five columns of information. In the 'Trade Items' column, you will see the troops, spells or resources that someone is wanting to trade. In the 'Buyout Items' column, you can see what the player is willing to trade for immediately. The third column will show you the icon representative of the player's faction. The 'Time' column lets you know how long the offer will be available. Lastly, if a player wishes, they can add a note to clarify the details of what they're looking for.



If you want to make a trade for a particular troop, spell or resource that is listed, you have two options. You can click the option 'Make Offer' to manually select what you would be willing to trade. If you select 'Make Offer', a list of troops, spells, and resources you own will be displayed. Select one of these and then select the quantity you wish to offer. You can add two different items. Once you feel your offer is acceptable click the 'Submit Offer' button. You can also click the option 'Buyout' to accept the set buyout price, if a buyout price was set. The advantage to a buyout is that the trade will go through immediately. Otherwise, a seller will consider his options and select the best offer that was made.

ADD TRADE

To submit your own troops, spells or resources for auction, select the 'Add Trades' tab. Select the troop, spell or resource you wish to place on the market and then specify a quantity by clicking the plus and minus buttons near the bottom of the screen. You can have two unique items in a single trade, but it is usually best to simply choose one. You can also set a buyout price by clicking the 'Set Buyout' option, allowing others to simply pay your asking price, which in turn allows the transaction to occur instantly without any bothersome haggling. Click the 'Add Note' button to add any notes or descriptions to your listing.



MY TRADES



The 'My Trades' tab displays your current auction listings. You can select any of your trades to see what offers have been made. You have up to 72 hours to accept an offer or the trade will be cancelled by the market system and the items up for auction will be returned to you. To accept an offer, simply select the best and most profitable one and hit the 'Accept' button. If any offers are less than suitable, click the 'Reject' button.

MY OFFERS

The 'My Offers' tab displays items you have made offers on. You will also see what your offer was and how long the auction has remaining. If you wish to remove a bid you have placed, click the 'X' at the far right side of the offer in question.



BUY



The Buy tab allows you to buy troops, spells, and resources directly from the market. Be aware, though; only common troops are available here. To make a purchase, select the desired item, the quantity, and click on the Buy button. Your total cost for the purchase is displayed at the bottom as well. If you have enough money to make the transaction, your purchases will be sent to your Carrier Pigeon Roost.

At times you may find the need to sell something to get some easy gold, or sell an item that you have no use for. If this is the case and you desire to rid yourself of the thing, select the troop, spell, or resource type, adjust the quantity as desired, and click the 'Sell' button. The gold you receive for the sale will await retrieval at the Carrier Pigeon Roost.

FILTERS



The Browse, Buy and Sell screens all have a 'Filters' option up at the top. You can sort these lists by specific factions, Troops, Resources and Spells. If an item in the 'Filters' section is highlighted, then it will appear in the list below. You can search for specific units by clicking on the magnifying glass icon.

ITEM SHOP

The sword icon will open the Item Shop. Items are used to equip your own troops with, and doing so will increase their effectiveness. To see more information about equipping your units with items, please see the 'Army Management' section. At the item shop you can buy, sell and enchant items.

BUYING ITEMS



Items can be purchased from the 'Buy' tab. Here, you will be able to see the items for sale, the minimum level requirement to use the item, any bonuses that they give to the troops using them, and their cost. The cost can include both gold and god favor, depending on the power of the item. You can narrow down the number of items in the Shop by clicking the 'Filter' button at the bottom. This brings up a screen that allows you to specify what kinds of items are displayed.



For each of the categories, clicking the icon will activate/deactivate that item. Items that are grayed will not display in the Item Shop.

SELLING ITEMS

Items can be sold to the Item shop as well. To do so, click on the 'Sell' tab, and select the item you wish to sell. The display is very similar to the 'Buy' tab, with one important difference. If an item is equipped by one of your units, a small sword or armor icon will appear directly above the sale price. Items can be filtered the same way as in the 'Buy' tab. The more powerful the item, the more you stand to gain when you sell it. When you sell items, they will be available for other players to purchase. Similarly, you will be able to purchase items that other players have sold.



ENCHANTING ITEMS



To increase the power of your items you can also select the 'Enchant' tab. Here you can add a single additional power to any item. Select the item you wish to enchant and then press the 'Select' button at the bottom of the screen. You can now select which enchantment you would like to place on the item. **If you wish to place a new enchantment on an item, it will replace the old enchantment, so be wary when selecting the item to enchant.**

Once enchanted, the item will retain that power until you replace it with a new enchantment. Enchanting requires gold, god favor and mana shards.

PURCHASE BOOSTERS

Clicking the Cards icon will allow you to purchase Booster Packs from the SAGA website. When you click, it will open up your web browser to the SAGA website where you will be able to login to your account.



CARRIER PIGEON ROOST

Your Pigeon Roost is a highly important structure; it is where you will read and send mail to and from other players. The Pigeon Roost also functions as the medium by which all troops, items, and resources acquired at the market are sent for you to pick up.

If you have unread messages, a mail icon will appear near the top left of your screen. You can select that icon or simply visit the Pigeon Roost to access new messages.

All market transactions appear at the Pigeon Roost. By opening the Pigeon Roost all transactions waiting for you are automatically added to your nation.



UNIVERSITY



Your university is where your greatest potential for growth lies. The university allows you to research various upgrades for your kingdom, ranging everywhere from better wall structures to increasing your Espionage capabilities. Universities themselves can be upgraded. There are three levels of university, and as you upgrade to a level two and level three university, more upgrades will be available.

UPGRADES

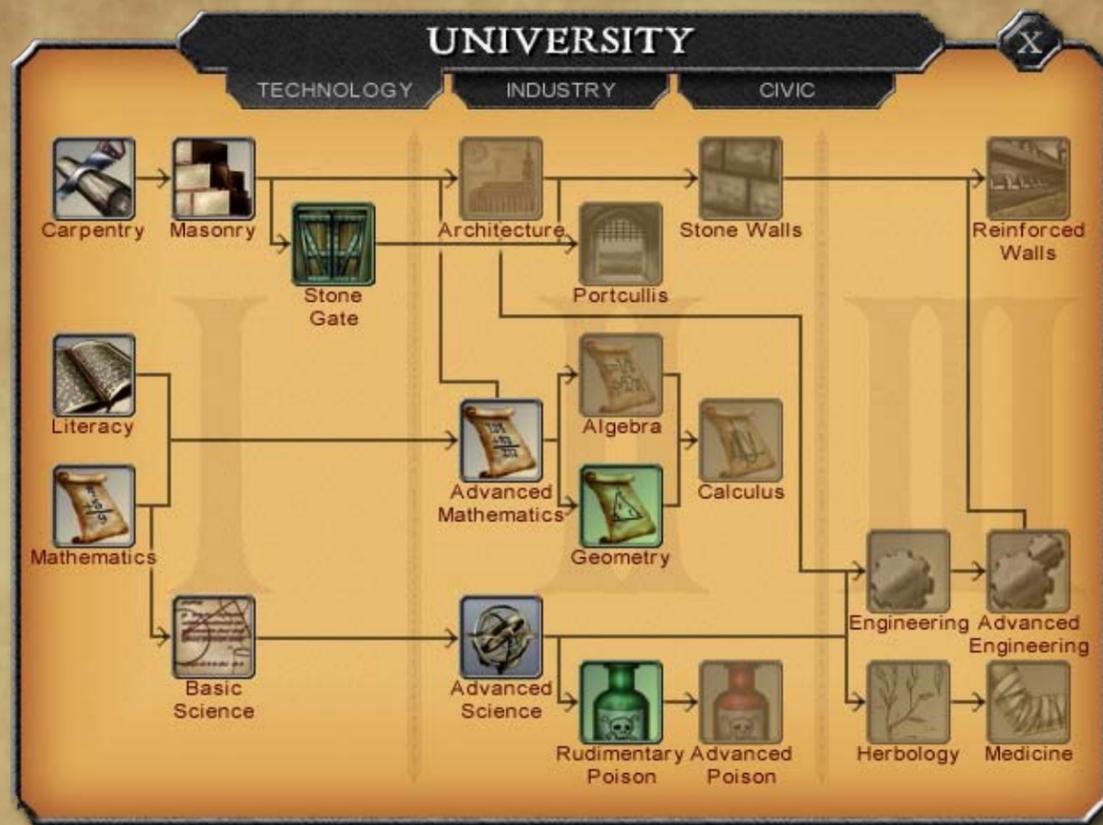
Upgrades are divided into three categories: Technology, Industry, and Civic. Each category has upgrades for each of the three levels of the university. Some upgrades have prerequisites, and will not be available to you until they have been met. Also, certain upgrades are only accessible once you have upgraded to a second or third level university.

Technology upgrades affect the overall advancement of your nation. Upgrades in this category range from improving peasant efficiency, build and repair rates and guild bonuses to defensive capabilities and espionage ratings.

Industry upgrades affect the production of resources. You can upgrade the overall efficiency at which your peasants harvest resources as well as adding bonuses to specific resources.

Civic upgrades affect your nation's populace.

There are ways to train your police force to better protect against espionage, as well as ways to train your spies to better commit espionage against your enemies. Should your university be destroyed in battle, don't worry, your upgrades will remain in effect.



Level 1 Technology Upgrades

	Carpentry	+5% build/repair efficiency	750
	Masonry	+10% build/repair efficiency	2,500
	Requires: Carpentry		
	Stone Gate	+10% gate DR and gate defenses	500
	Requires: Masonry		
	Literacy	+5% peasant efficiency	2,500
	Mathematics	+5% guild income bonus	800
	Basic Science	+5% peasant efficiency	1,750
	Requires: Mathematics		

Level 2 Technology Upgrades

	Architecture	+5% build/repair efficiency	4,200
	Requires: Masonry, Advanced Mathematics		
	Portcullis	+10% gate DR and gate defenses	2,000
	Requires: Architecture, Stone Gate		

	Stone Walls	allows stone wall upgrade	2,400
	Requires: Architecture		
	Advanced Mathematics	+5% peasant efficiency	4,800
	Requires: Literacy, Mathematics		
	Algebra	+3% guild bonus	4,000
	Requires: Advanced Mathematics		
	Geometry	+3% build/repair efficiency	1,900
	Requires: Advanced Mathematics		
	Calculus	+3% guild income bonus	2,800
	Requires: Algebra, Geometry		
	Advanced Science	+3% peasant efficiency	3,800
	Requires: Basic Science		
	Rudimentary Poison	+3% espionage success	2,200
	Requires: Advanced Science		
	Advanced Poison	+3% espionage success	2,800
	Requires: Rudimentary Poison		

Level 3 Technology upgrades

	Reinforced Walls	+5 wall DR	35,000
	Requires: Stone Walls, Advanced Engineering		
	Engineering	+3% build/repair efficiency	16,000
	Requires: Advanced Science		
	Advanced Engineering	+3% build/repair efficiency	18,000
	Requires: Engineering		
	Herbology	+3% peasant efficiency	20,000
	Requires: Advanced Science		
	Medicine	+1% troop survival rate after battle	24,000
	Requires: Herbology		



Level 1 Industry Upgrades

	Forestry	+5% wood efficiency	 500
	Bow Saw	+5% wood efficiency	 750
	<i>Requires: Forestry</i>		
	Agriculture	+15% farming efficiency	 450
	Moldboard Plough	+5% farming efficiency	 400
	<i>Requires: Agriculture</i>		
	Mining	allows advanced mining techniques	 700

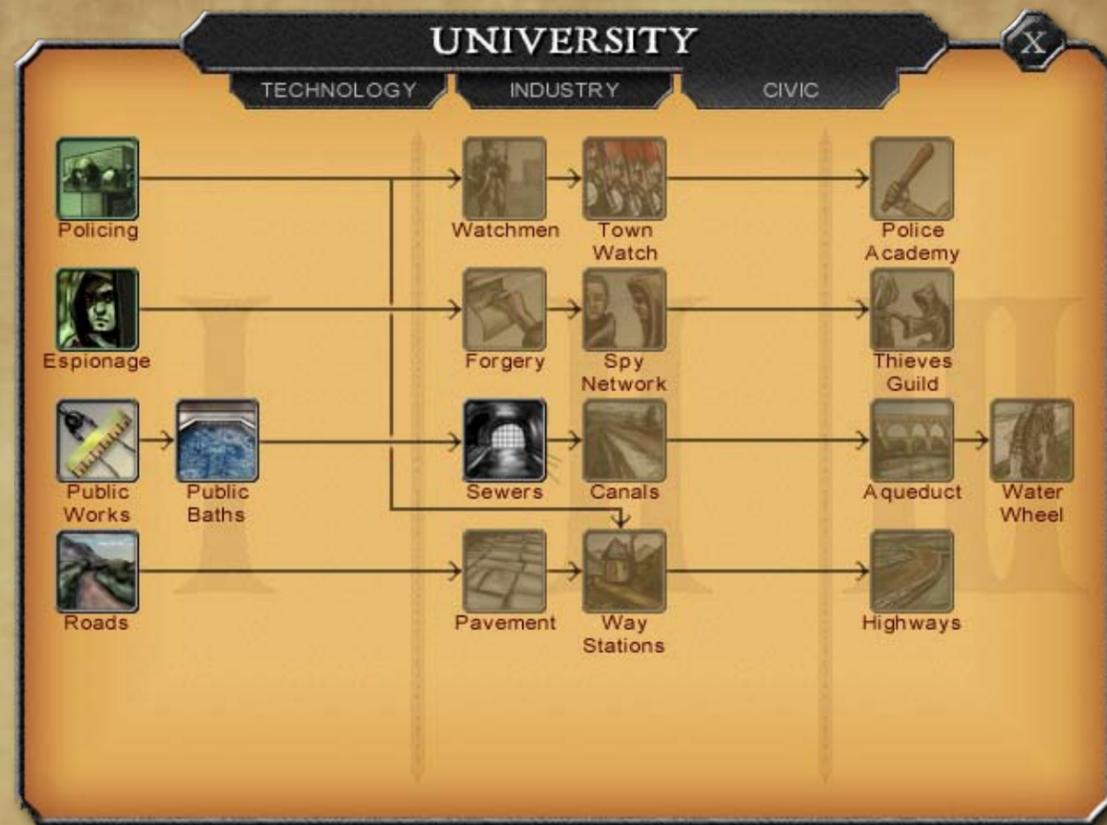
Level 2 Industry Upgrades

	Two-Man Saw	+5% wood efficiency	 3,200
	<i>Requires: Bow Saw</i>		
	Irrigation	+5% food efficiency	 2,000
	<i>Requires: Moldboard Plough</i>		
	Mill	+5% food efficiency	 4,000
	<i>Requires: Irrigation</i>		

	Shaft Mining	+10% gold efficiency	 4,000
	<i>Requires: Mining</i>		
	Drainage	+5% stone efficiency	 7,000
	<i>Requires: Shaft Mining</i>		
	Open Pit Quarry	+10% stone efficiency	 4,000
	<i>Requires: Mining</i>		
	Hydraulics	+5% gold efficiency	 7,000
	<i>Requires: Open Pit Quarry</i>		

Level 3 Industry upgrades

	Saw Mill	+5% wood efficiency	 20,000
	<i>Requires: Two-Man Saw</i>		
	Nitrate Fertilizer	+5% food efficiency	 20,000
	<i>Requires: Mill</i>		
	Crop Rotation	+5% food efficiency	 20,000
	<i>Requires: Nitrate Fertilizer</i>		
	Blasting	+5% stone efficiency	 20,000
	<i>Requires: Drainage</i>		
	Cyanide Process	+5% gold efficiency	 20,000
	<i>Requires: Hydraulics</i>		



Level 1 Civic Upgrades

	Policing	+5% policing efficiency	 800
	Espionage	+5% espionage success	 750
	Public Works	+1% troop survival rate after battle	 800
	Public Baths	+1% troop survival rate after battle	 1,500
	<i>Requires: Public Works</i>		
	Roads	+5% guild income bonus	 800

Level 2 Civic Upgrades

	Watchmen	+10% policing efficiency	 5,000
	<i>Requires: Policing</i>		
	Town Watch	+5% policing efficiency	 5,200
	<i>Requires: Watchmen</i>		

	Forgery	+5% espionage success	 4,000
	<i>Requires: Espionage</i>		
	Spy Network	+5% espionage success	 6,000
	<i>Requires: Forgery</i>		
	Sewers	+1% troop survival rate after battle	 5,000
	<i>Requires: Public Baths</i>		
	Canals	+15% peasant efficiency	 9,000
	<i>Requires: Sewers</i>		
	Pavement	+10% guild income bonus	 4,200
	<i>Requires: Roads</i>		
	Way Stations	+5% guild income bonus	 7,000
	<i>Requires: Pavement, Policing</i>		

Level 3 Civic upgrades

	Police Academy	+5% policing efficiency	 20,000
	<i>Requires: Town Watch</i>		
	Thieves Guild	+10% espionage success	 24,000
	<i>Requires: Spy Network</i>		
	Aqueduct	+1% troop survival rate after battle	 30,000
	<i>Requires: Canals</i>		
	Water Wheel	+5% peasant efficiency	 30,000
	<i>Requires: Aqueduct</i>		
	Highways	+5% guild income bonus	 22,000
	<i>Requires: Way Stations</i>		



TEMPLE

Your Temple is the holy center of your nation, and you will visit it for three purposes: To set out on quests, to resurrect fallen troops, and to increase your god favor through offerings.

QUESTING

Through successful questing you will gain experience and valuable resources to build up your kingdom. Since you begin with few resources, questing will be your initial means of gaining enough to begin building your empire.

Details

- Bronze (22)
- Silver (12)
- Gold (4)
- No Repeat (0)
- Heroic (0)

Min Level: 1
Max Level: 7

Treasure Canyon

After a successful raiding season in the high lands, a small convoy of orcs was secretly escorting a wagon train full of treasure through the lonely mountains. Our eagle scouts tell us the wagon train befell not one, but two, strokes of misfortune. The wagons are stranded, the loot trapped deep inside an isolated canyon, the enemies are few -- seems like easy pickings.

ACCEPT

To begin a quest, click on your temple and select the grail icon [hotkey 'Q']. This will bring up the map, which will have all available quests displayed; as you gain levels and experience, new quests will become available to you. There are five types of quests: Normal, Campaign, Territory, Heroic and Non-repeatable quests.

To start a quest, simply select the quest on the map. Information on the quest will appear at the left hand side of the map. If you want to accept the quest, hit the start button. This will launch the Battle Creation window, which details who is involved and how much CP can be used for this quest.

Make sure you read the instructions on combat before starting quests (see [Battle](#)).

NORMAL QUESTS



- 'Normal' quests are found all over the map and are typically
- stand-alone adventure quests, primarily for treasure-seeking and
- gaining experience and god favor. New weapons and armor will be sometimes awarded with which to upgrade your units.

CAMPAIGN QUESTS



Campaign quests, or chain quests, have a longer storyline. Campaign quests are marked by lines connecting multiple quests. Campaign quests are done in sequence, each scenario leading to the next. You will not be able to access the next quest in a campaign until you have beaten the current quest. Often, there are great rewards in the final scenario of a campaign.

Each Normal and Campaign quest has three difficulty settings, Bronze, Silver and Gold. Once you have completed a quest at the Bronze level, the Silver becomes available. The greatest treasure, weapons and items are rewarded when you at last complete the Gold level of a quest.

TERRITORY QUESTS

Territorial quests allow you to gain new territories for your domain. These quests will only become available once certain requirements have been satisfied, such as having completed a certain number of silver and gold quests. Territory quests are non-repeatable, and are marked in green. The first territorial quests are relatively easy, if you have a sufficient army. As you continue to gain levels, more territory quests will become available.



The easiest way to find these on the map is to disable all filters

NON-REPEATABLE QUESTS

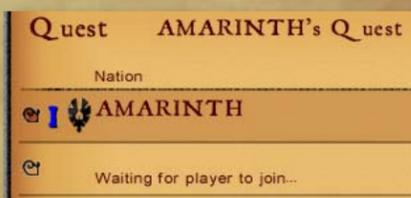
- Like the Tutorial and Territory Quests, some quests are non-repeatable. These quests will be indicated with green coin markers on the map. Many plot-advancing quests and special event quests will be non-repeatable.

HEROIC QUESTS

- Heroic quests are the most difficult and the most rewarding. Rarely will a player be victorious in a Heroic Quest without the help of others. Heroic Quests are indicated by blue coin markers on the map.

MULTIPLAYER QUESTING

Quests can be done solo, or in joint campaigns, where other Lords and Ladies can join you on your quest to help you succeed. To invite other Lords and Ladies to a quest, first accept the quest from the Quest map, and then at the battle creation window, click the  icon to open up a slot in the battle. This will allow a friend to assist you in the battle. Other Lords and Ladies will see your quest listed among their available battles in the 'War' window. When multiplayer questing, the CP size of your army will remain the same and your ally will also be able to command his or her full force. This means your chances of success are easily doubled! For difficult quests, you may desire the assistance of friends.



RESURRECTION

As you continue to engage in battle, some of your troops will fall. As in all warfare, casualties are sometimes injured, sometimes killed. If they are injured, they will be back and ready for action for your next battle. If they are killed, however, do not despair, there is a way to get them back.

To resurrect dead troops, select the tombstone icon in the [Temple](#). Choose the troops you wish to resurrect and click the resurrect button. In order to bring them back, you will need to have a certain amount of favor with your god, as it is the gods who control the afterlife. There is a god favor cost associated with each troop's resurrection and you must be certain you have enough to make such a request.



You can also click the 'Resurrect All' button to rapidly resurrect all fallen troops.

Once the troop has been resurrected, you will need to return the troop to its unit in the [Army Management](#) screen. Select your Stronghold and click on the Army Management icon. The previously dead troop has been returned to the available pool and will need to be added back to its unit by clicking on 'Modify' and then clicking the plus symbol.

-Guilds-

In order to strengthen your position, it would be wise to create or join a guild. Doing so will help you gather additional resources and provide allies against common enemies. Guilds can only include members of factions from your alliance, be it The Brotherhood or The Order.

A guild can only have 25 members at one time. It would be wise to consider who you want to have in your guild, because 20 active members and 5 semi-active players are going to contribute more to the resources you receive than if there were only 15 active players and 10 semi-active players.

GUILD BENEFITS AND PLUNDER BONUSES

Each guild has a guild benefit which is distributed each day. These are bonus resources produced and gained because of improved trade relations between the allied nations. The benefits increase as each guild member's ability to produce resources improves. Members also receive a bonus for any plunder that fellow guild members obtain when battling the enemy. In the 'Guild Roster' screen, you will see the resources that individual guild members are producing, as well as your take of the plunder (Today's Plunder, at the bottom).

GUILD					
		DAILY CONTRIBUTION			
Member	Nation	Gold	Wood	Stone	Food
Glim		13	11	10	3
Breetown		0	0	0	0
Salix		10	30	18	0
Slazzuria		0	12	13	5
Cendent		0	19	19	0
Jhalland		4	5	1	5
Camelot Two		0	0	0	0
Silicon Valley		13	10	7	2
Green Marches		5	7	4	0
Tripsolot		7	10	3	2
Resonance		0	7	3	0
Lonnetjes		4	4	8	3
Thorbadin		0	3	1	0
Kerogon		2	4	0	0
Rajaidya		0	0	0	0
Trevoria		2	1	1	0
Lodoss87		5	8	3	0
Total Daily		65	131	91	20
Today's Plunder		9	8	9	7

Plunder that you contribute to the guild is calculated by taking whatever surplus resources your nation has generated and dividing by 50. This number is then rounded, and contributed to your guild.

Upgrades available at the university can help your guild gain more resources from each player. These will typically add a small percentage to your guild bonus.

Guilds can also go to war with other guilds. For information on this, see the Guild Wars section of the [Battle Guide](#).

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-Communication-

CHAT

To access the chat simply move your cursor over the chat line and click it or press the enter key. Players have access to several default chat channels and may also create custom channels. The default channels are:

General	-	white text
Trade	-	blue text
Help	-	yellow text
Battle	-	orange text
Guild	-	green text
Whispers	-	magenta text

There are two chat areas. The farthest left is the main chat area, and the farthest right is the 'Help' chat. You can toggle these chats by pressing the small icon in the top left corner of the box, which will minimize them.

The following commands may be used in the chat system:

/l or /general [message]	send a general message
/t or /trade [message]	send a trade message
/g or /guild [message]	send a guild message
/w or /tell or /whisper [nation] [message]	send a private message to a nation
/h [message]	send a help message
/create [channel] <password>	create a custom chat channel
/join [channel] <password>	join a chat channel
/leave [channel]	leave a chat channel
/[channel] [message]	send a message in a custom channel
/who or /whois [command] <parameters>	find users using specified parameters

/who has four available commands: **name, faction, level and guild**

To find someone by name you can type all or partial of the name of the person. If no command is specified, the /whois will search for a name.

/who er will produce the same results as **/whois name er**, and will find all players

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with 'er' in their nation name.

When using the level command you may type just the level, or a range of levels.

/who level 5	-	All players currently at level 5
or		
/who level 1-5	-	All players currently at levels 1, 2, 3, 4, or 5

When using the faction command you must type the whole name of the faction exactly (not case sensitive):

/who faction nature	-	All players of the Nature faction
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If you use the guild command, you will receive a list of members in your current guild, their level, faction and whether or not they are online.

Virtually any information you wish to know about players may be accessed this way.

APPROPRIATE CHAT

All players are bound to the Terms of Service that are agreed to when installing and patching SAGA. Public chat channels need to remain family appropriate, and players who are incapable of doing so will be muted or even banned. Players who violate these terms may or may not be warned prior to being muted or banned.

Under no circumstances are players to engage in (that is to say, starting or continuing) conversation that is lewd, offensive, sexual in nature, racist, sexist, or otherwise hateful.

To view the Terms of Service and End User License Agreement for SAGA, click the following links: [TOS](#) and [EULA](#)

CHAT BOX OPTIONS

By clicking on the yellow banner with the little "Say" bubble at the top, you may access your social options and change where each chat channel shows up. There are five different channels: General, Trade, Conflict, Guild and Help, and four different windows which you may assign any or all of the chat channels to. By selecting or deselecting each option on the different windows (1, 2, 3 and 4) you assign each channel to its respective location. Be sure to organize them in such a way as will be most useful and effective for you.

HELP, -SAGA- AND -GUIDE- PLAYERS

If you have questions about how something works in SAGA you can always join the help channel. There is a second chat box dedicated to Help. To post in the help channel simply

click the chat line at the bottom of the Help chat window, or type /h in the main chat window and then post your question.

SAGA staff, SAGA -guides- as well as many helpful players are generally around waiting to help answer your questions.

Anyone with the tag -saga- after their name is an employee of Saga Games, LLC.

Anyone with the tag -guide- after their name is a guide, a player who helps answer questions in help chat. Some guides also serve as moderators, keeping public chat channels appropriate for a family audience.

Players can apply for the -guide- program by visiting <https://www.playsaga.com/forum/viewtopic.php?t=5988>

LANGUAGE FILTER

SAGA automatically catches offensive words and will replace them with punctuation marks (%@!#*). If you would like to, you can disable this filter in the Communications banner menu.

HOTKEYS FOR NATION MODE

'A'	Army Management
'B'	Build Mode
'C'	Carrier Pigeon Roost
'D'	Destroy Building
'E'	Espionage
'F'	Social / Friends
'G'	Guild Management
'I'	Item Shop
'K'	Keep
'M'	Market
'P'	Peasant Management
'Q'	Quest Map
'S'	Stronghold
'T'	Temple
'U'	University
'W'	War/BattleFinder
'Space'	Center camera on selected building

