

Ascension Guide Second Edition



Written By: GameSquire
<http://www.GameSquire.net/>

This Guide is meant for:
<http://gatewars.com/>

Intro to GameSquire's Ascension Guide

A few tips for EVERY Ascension

Yes I have suggest some of the ascensions already, but I realized I hadn't add some of the info you'll be needing in every ascension.

Transferring resources:

After you got every thing needed for your ascension, and see you have more than the required resources, you can transfer your goods to a reliable player, so when you have ascended they could transfer the extra resources back. (good idea to have PPT on, so nobody will steal the resources when your transfer the goods, or holding them for someone)

Transferring resources, The Safer Way!:

In a more safer way to transfer extra resources is instead of "giving" the resources to another player, broker the goods to the player. The player that is offered the trades has to leave the offers alone. After the player has ascended, the player that has been offered the trades will reject the trades, causing the player that has ascended to have their extra resources, without making the player that is holding the resources a good target to Attack and/or Raid.

For players that never ascended at least once

For players that never ascended before, you may not have Full Market Status, which gives you the ability to Give or Trade with other players, and other features that I might forgotten.

So how can you save extra resources when you don't have Full Market Status and like to ascend at the same time?

There are a few methods to get Full Market Status:

1. You can get Full Market Status when you ascend for the 1st time, **BUT** this completely voids that idea of saving extra resources in your first ascension, so ignore this suggestion if you want to same resources and ascend for the 1st time
2. if you are willing to spend a few bucks using PayPal or Credit Card, you can donate some cash to TGW and get a gift of Naq, UUs, ATs, Full Market Status, and a few other goodies. You can do this by going to your base and click on "Support this site -UPGRADE" under the "Preferences" list on the bottom right corner of the page. While your there, read the details of each donation, some of these donations I've seen doesn't say they'll give you Full Market Status
3. if you're not interested in donating nor wanting to lose your extra resources AND want to ascended for the 1st time, you may want to consider using a 1000 GNR points in the Market Place for Full Market Status. Although you have to wait till you get another 1000 G and R points to ascend, you don't have to lose all your extra resources when you are ready to do it, as well as giving you the ability to trade ATs/UUs/Naq with other players when your waiting for the next 1000 G and R points to generate.



Another tip for ascending and for (What I think) is a good tip for Super Units:

As you already know, that some trained units are required for your ascension, and that determines by how big is your Raw UP and which ascend level your going to ascend. So plan when your not going to build up your raw UP, put that number in an ascension calculator and chose which ascension your going on, this will tell you how many Trained, Untrained, and how much naq you'll need to ascend. And since I want you to just focus on trained units at the moment, that is how many Supers you could train to, so that way, you've got the required trained units for your ascension as well as a boost for your rank. Keep in a Mind that you should do this before you have a 1000 G and R points.

For example, you are not going to build your Raw UP when you get a Raw UP of 50K per day, and going to ascend for the 10th time (Ancient God). Once you entered that in an ascension calculator you'll need 68,749,999,999 Naquadah, 4,062,499 untrained units and, 2,749,999 trained units. You now know you need 2,749,999 trained units, this would be a good suggestion to train them to supers so you can go up the ranks even higher and have the required trained Units for your next ascension.

These latest updates that has been applied to the main server will covert your weapons into naq when you ascend, so in case you forget to sell your weapons and broker the naq to your buddy, you don't have to hate yourself that you lost a whole lot of naq.

Ascension Guide



Now here's what you've waited for, the Ascension Guide for <http://gatewars.com/>.

Note about ascensions:

This guide only *estimates* the *minimum* requirements that is needed for each ascension, your true requirements lays upon your size of Raw UP and which ascend level your going on. So if you have a bigger Raw UP than the minimum requirement of your next ascension level, you should be expecting a bigger requirement of Naq, Trained/Untrained Units for your ascension.

In my StarGateWars/The Gate Wars blog (<http://stargatewar.blogspot.com/>), there should be a link for an ascension calculator under the "Gate Wars Ascension Guides" label. This will give you a better estimation of what you need for your ascension if you have more than the minimum Raw UP requirements.

1st ascension (Prior)

Ascension Tip:

The 1st Ascension is one of the most Major Ascensions for any player. This Ascension will change your name of the race, the Units Names, the Weaponry names, and make your Units and Weapons Stronger.

Also note that you do not have no Unique Technology, your Second Ascension through your Seventh Ascension will be adding 1 level of Ascended Blessing, which is the Unique Technology.

Note about the Ascension Server:

Not only this is the first ascension, this is the time when you'll be signing up in the Ascension Server. Your user name and password will be the same as the Main GateWars server when you join up to the Ascension Server, unless your going to change it, good idea for security reasons.

Minimum Requirements Are:

1000 G and R Points

999 UP (I've been told to keep the UP low to make your Ascension Cheap)

25 X unit production, in Untrained Unit's --- 24,974 untrained units

10 X unit production, in Trained Units --- 9,989 trained units

and some naq --- 249,749,999 Naquadah

2nd ascension (Prophet)

Ascension Tip:

1 level of Ascended Blessing will be added.

This ascension all the way to the last ascension will be similar to the first ascension, you be choosing TOLAH, ANJA, INDU and ORI, what you'll need to ascend, and so on and so forth. However, this will NOT take affect to the Ascended Server, even if you choose to follow another Ascended Server Race.

Minimum Requirements Are:

1000 G and R

1499 UP

30 X unit production in Untrained Unit's --- 46,843 untrained units

15 X unit production in Trained Units --- 22,484 trained units

A small amount of naq --- 562,124,999 Naquadah



3rd ascension (Messiah)

Ascension Tip:

1 level of Ascended Blessing will be added

Minimum Requirements Are:

1000 G and R

1999 UP

35 X unit production in Untrained Unit's --- 74,962 untrained units

20 X unit production in Trained Units --- 39,979 trained units

a small amount of naq --- 999,499,999 Naquadah

4th ascension (Incarnate)

Ascension Tip:

1 level of Ascended Blessing will be added

Minimum Requirements Are:

1000 G and R

2499 UP

40 X unit production in Untrained Unit's --- 109,330 untrained units

25 X unit production in trained units --- 62,474 trained units

a small amount of naq --- 1,561,874,999 Naquadah

5th ascension (Living God)

Ascension Tip:

1 level of Ascended Blessing will be added

Minimum Requirements Are:

1000 G and R

2999 UP

45 X unit production in Untrained Unit's --- 149,949 untrained units

30 X unit production in trained units --- 89,969 trained units

a small amount of naq --- 2,249,249,999 Naquadah

6th ascension (Living God +1)

Ascension Tip:

I am not sure this ascension is the last one that will be adding a level of Ascended Blessing, what I have heard this is the last ascension that most players going to do, since it maxes out the Ascended Blessing Tech. The 7th ascension to the 20th ascension will be adding 1% Bonus onto your account.

Minimum Requirements Are:

1000 G and R

3499 UP

50 X unit production in Untrained Unit's --- 196,818 untrained units

35 X unit production in trained units --- 122,464 trained units

a small amount of naq --- 3,061,624,999 Naquadah



7th ascension (Living God +2)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

3999 UP

55 X unit production in Untrained Unit's --- 249,937 untrained units

40 X unit production in trained units --- 159,959 trained units

a small amount of naq --- 3,998,999,999 Naquadah

8th ascension (Living God +3)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

4499 UP

60 X unit production in Untrained Unit's --- 309,305 untrained units

45 X unit production in trained units --- 202,454 trained units

a small amount of naq --- 5,061,374,999 Naquadah

9th ascension (Living God +4)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

4999 UP

65 X unit production in Untrained Unit's --- 374,924 untrained units

50 X unit production in trained units --- 249,949 trained units

a small amount of naq --- 6,248,749,999 Naquadah

10th ascension (Ancient God)

Ascension Tip:

1% bonus will be added to your account

Thankfully there is a end to the Living God phase. What I have heard, the cost of the 11th ascension to the 20th ascension will be very expensive.

Minimum Requirements Are:

1000 G and R

5499 UP

70 X unit production in Untrained Unit's --- 446,793 untrained units

55 X unit production in trained units --- 302,444 trained units

a small amount of naq --- 7,561,124,999 Naquadah



11th ascension (Elder Ancient God)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

80000 UP

75 X unit production in Untrained Unit's --- 6,999,999 untrained units

60 X unit production in trained units --- 4,799,999 trained units

a larger amount of naq --- 119,999,999,999 Naquadah

12th ascension (Ancient God of Legend)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

90,000 UP

80 X unit production in Untrained Unit's --- 8,437,499 untrained units

65 X unit production in trained units --- 5,849,999 trained units

a larger amount of naq --- 146,249,999,999 Naquadah

13th ascension (Immortal Ancient God)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

100,000 UP

85 X unit production in Untrained Unit's --- 9,999,999 untrained units

70 X unit production in trained units --- 6,999,999 trained units

a larger amount of naq --- 174,999,999,999 Naquadah

14th ascension (Timeless Ancient God)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R

110,000 UP

90 X unit production in Untrained Unit's --- 11,687,499 untrained units

75 X unit production in trained units --- 8,249,999 trained units

a larger amount of naq --- 206,249,999,999 Naquadah

15th ascension (Prince of Timeless Ancient Gods)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
120,000 UP
13,499,999 Untrained Unit's
9,599,999 Trained Units
239,999,999,999 naq

16th ascension (Lord of Timeless Ancient Gods)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
130,000 UP
15,437,499 Untrained Units
11,049,999 trained units
276,249,999,999 naq

17th ascension (Queen of Timeless Ancient Gods)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
140,000 UP
17,499,999 Untrained Units
12,599,999 trained units
314,999,999,999 naq

18th ascension (King of Timeless Ancient Gods)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
150,000 UP
19,687,499 Untrained Units
14,249,999 trained units
356,249,999,999 naq



19th ascension (God of the Ancient Gods)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
160,000 UP
21,999,999 Untrained Units
15,999,999 trained units
399,999,999,999 naq

20th ascension (The Origin of Existence)

Ascension Tip:

1% bonus will be added to your account

Minimum Requirements Are:

1000 G and R
170,000 UP
24,437,499 Untrained Unit's
17,849,999 trained Unit's
446,249,999,999 naq

21th ascension (The UnSpeakable)

Ascension Tip:

The bonus structure remains the same

Minimum Requirements Are:

1000 G and R
180,000 UP
26,999,999 Untrained Unit's
19,799,999 trained Unit's
494,999,999,999 naq

22nd ascension (The UnNamed)

Ascension Tip:

The bonus structure remains the same

Minimum Requirements Are:

1000 G and R
190,000 UP
29,687,499 Untrained Unit's
21,849,999 trained Unit's
546,249,999,999 naq

23rd ascension (The UnKnown)

Ascension Tip:

The bonus structure remains the same

Minimum Requirements Are:

1001 G and R
200,000 UP
32,499,999 Untrained Unites
23,999,999 Trained Units
599,999,999,999 naq



*****The Following Two Ascensions are not added into the Main Wars (Not Yet Anyway)*****

24th ascension (?????)

Minimum Requirements Are:

1001 G and R
210,000 UP
34m uu
26m trained
650b naq

25th ascension (?????)

Minimum Requirements Are:

1001 G and R
220,000 UP
36m uu
28m trained
700b naq

Credits

A Special Thanks

This is a Special Thanks to everyone at <http://stargatewars.herebegames.com/>, for helping me getting this information, if it weren't for them, this guide may not have been created. Also thanks to my old Commander for sharing me an ascension calculator which listed in the links below.

Resource Links

For previous pdf versions of this guide, forum version, calculators and more come visit the following link:

<http://www.gamesquire.net/video-game-guides/mmorpg-guides/the-gatewars/ascension-guides-and-calculators>

For the Official GameSquire Ascension Guide for TGW come visit:

<http://www.gamesquire.net/video-game-guides/mmorpg-guides/the-gatewars/ascension-guide-for-the-gatewars>

If you by any chance *missed* what this guide is for, this guide is meant for The GateWars (<http://gatewars.com/>)

And the Official TGW Forum is: (<http://stargatewars.herebegames.com/>)

Disclaimer:

This guide may have some mistakes (like bad grammar, or miscalculation on an ascension requirement, etc.). If you spot any errors in anything here, please let me know, I will do my best to resolve it. To contact me for errors, join the official TGW forum

<http://stargatewars.herebegames.com> then Private Message me here:

<http://stargatewars.herebegames.com/memberlist.php?mode=viewprofile&u=11683>

Note that <http://gatewars.com/> is a Massive Multi-Player Online Role Playing Game, therefore the game may change, and may make this guide obsolete. So keep your eyes peeled on current updates and stick around in the official TGW Forum.

This Guide has not been authorized or endorsed by any creator, distributor, admin, etc. of StarGateWars/The GateWars games. This guide can NOT be used for profit, but it can be shared freely, just give credit to the writer(s) of this guide.