

## American Conquest – Upgrades (Icons)



**Field melioration (field +300%).** This upgrade allows you to increase the field durability, thus, letting you pay more attention to other aspects of the game.



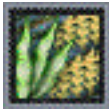
**Dig canals for field irrigation (field +300%).** This upgrade allows you to increase the field durability even more, letting you focus on other aspects of the game rather than taking care of your food stock.



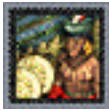
**Improve grain storage conditions (food procurement +120%).** This upgrade allows you to fill up your food stock faster.



**Provide money for grain treatment (food procurement +140%).** This upgrade allows you to fill up your food stock faster



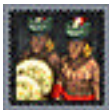
**Cultivate new types of grain and vegetables (food procurement +40%).** As soon as you carry out this upgrade your peasants' performance in the field will improve.



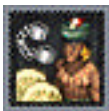
**Provide money to encourage agriculture (food procurement +40%).** As soon as you carry out this upgrade your peasants' performance in the field will improve.



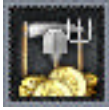
**Burn ground to create new fields (field +200%).** This upgrade allows you to increase the field durability.



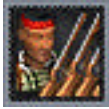
**Give presents to citizens (speed of peasant creation +25%).** This upgrade increase the speed of peasant building, thus, letting you have more men in less time.



**Hire overseer and create police stations in settlements (speed of peasant creation +15%).** This upgrade increase the speed of peasant building, thus, letting you have more men in less time.



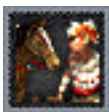
**Provide money to purchase agricultural equipment (food procurement +50%).** This upgrade will improve your peasants' performance in the field.



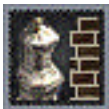
**Purchase rifles (allows building shooter).** After this upgrade you can produce shooters with rifles.



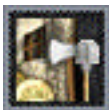
**Extend carpentry tool production (wood procurement +10%).** After this upgrade your carpenters will perform better.



**Tame horses (enables you to create riders).** This upgrade gives you access to horse production.



**Purchase new building materials (speed of all building constructions +75%).** After you make this upgrade your peasants will build any structure significantly faster.



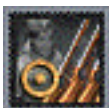
**Provide money for builder training (enable construction of dwelling II).** This upgrade gives you access to the Dwelling2 construction.



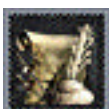
**Conduct practice shooting (archers' scatter of fire +35%).** This upgrade makes the archers more accurate.



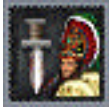
**Purchase metal knives (+5 to archers' strike power).** This upgrade makes the archers more effective in melee combat.



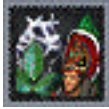
**Conduct spiritual dance ceremony (scatter ?? fire for shooter -35%).** This upgrade makes your shooter more accurate when firing.



**Provide money for development of writing (increase speed of shaman creation 2 times).** Shamans are built faster after the upgrade is carried out.



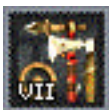
**Provide money for priest rituals (SHAMAN HEALING POWER +15).** This upgrade makes your shamans much more effective in healing.



**Provide money for study of herbal medicines (increase shaman hit point 5 times).** This upgrade adds hit points to your shamans.



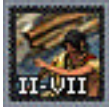
**Purchase metal tools from Europeans (WOOD GATHERING +20%).** This upgrade improves the woodcutters' performance and allows to fill up the wood stock faster.



**Purchase metal axes (force of tomahawk throw +125; twice as accurate).** This upgrade makes the warriors with tomahawks extremely effective and more accurate.



**Extend fishing rig production.** This upgrade increases speed and volume of fish procured.



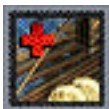
**Arrange provision and storage of canoe production materials.** This upgrade increases the speed of battle canoe building.



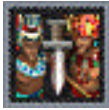
**Increase the number of sailors (Ferry's speed +10%).** This upgrade increases the speed of the ferry movement.



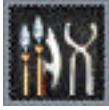
**Strengthen ferryboat casing (+500% of life points to this unit).** This upgrade significantly improves the durability of the ferryboat.



**Carry out ferryboat repair.** This upgrade adds 10% of the maximum HP to every damaged ferryboat.



**Conduct ritual martial festival (archer, pikeman and Warrior with Staff hit points +10%).** This upgrade extends the life bar of the archers, pikemen and warriors with macan so that you can heal them up to a higher level.



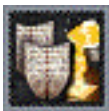
**Improve cold steel (pikeman, chief and warrior with staff's Strike power +5).** This upgrade makes the mentioned troops more effective in melee combat.



**Establish hand-to-hand combat school (increase speed of pikeman creation 2 times).** After this upgrade the pikemen will build twice as fast.



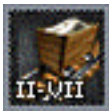
**Conduct practice shooting (archers scatter of fire -35%).** This upgrade significantly improves the archers' accuracy.



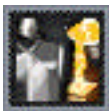
**Improve protective armament (Warrior with Staff protection against pike +5).** This upgrade gives permanent protection bonus to your Warrior with Staff against pikes.



**Conduct practice shoot (scatter of archer's fire -35%).** This upgrade improves the archers' accuracy.



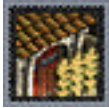
**Enlarge mines and build extensive railroad network for them (+5).** This upgrade allows you to have more workers in the upgraded mine. This, in turn, improves the mine performance.



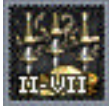
**Increase cuirass production (shields +2).** This upgrade improves overall protection of all armored units.



**Purchase European fuses (speed of fusilier creation +40%).** This upgrade allows you to speed up the production of fusiliers.



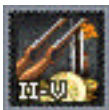
**Produce agricultural tools (Field production +200%).** This upgrade allows you to increase the field durability, thus, letting you pay more attention to other aspects of the game rather than taking care of your food stock.



**Carry cold steel in Europe (SPEED OF HALBERDIER CREATION +50%).** This upgrade allows you to speed up the production of halberdiers.



**Purchase muskets from Europe (SPEED OF MUSKETEER CREATION +50%).** This upgrade allows you to speed up the production of musketeers.



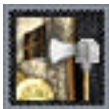
**Purchase European arquebuses (speed of Harquebusier creation +15%).** This upgrade allows you to speed up the production of Harquebusiers.



**Invite agronomists from Europe (food procurement +30%).** This upgrade allows you to fill up your food stock faster.



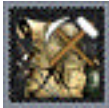
**Carry out field melioration (Field production +200%).** This upgrade allows you to increase the field durability.



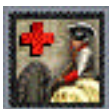
**Provide money for builder training (enable construction of dwelling II).** This upgrade gives you access to Dwelling2 construction.



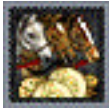
**Provide money to build sawmills (wood procurement +40%).** This upgrade improves your woodcutters' performance.



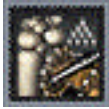
**Invite geologists from Europe (ENABLE CARTOGRAPHY AND MINE UPGRADES).** This upgrade allows you to continue improving your mines.



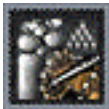
**Organize church to aid wounded soldiers (enable healing upgrade).** This upgrade gives you access to a healing upgrade.



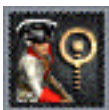
**Provide money to purchase thoroughbreds (speed of creating 17th century cavalry +75%).** This upgrade speeds up the production of 17<sup>th</sup> century cavalry.



**Change to bag-loading artillery (artillery rate of fire +35%).** After this upgrade your artillery will have a better rate of fire, thus becoming more effective.



**Introduce bags of lead foil (ARTILLERY RATE OF FIRE +35%).** After this upgrade your artillery will have a better rate of fire, thus becoming more effective.



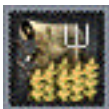
**Increase soldiers' salary (scatter of fusilier's fire -20%).** After this upgrade your fusiliers will have a better rate of fire, thus becoming more effective.



**Introduce cartridge loading (MUSKETEER'S, FUSILIER'S AND DRAGOON'S RATE OF FIRE +35%).** After this upgrade the mentioned units will have a better rate of fire, thus becoming more effective.



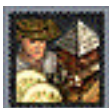
**Carry out cuirass purchase in Europe (protection of armour-clad soldiers +2).** This upgrade improves the overall protection parameter of all armored units.



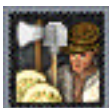
**Cultivate new types of wheat (food procurement +90%).** This upgrade allows you to fill up the food stock faster.



**Hire sheriff and set up police stations in settlements (speed of peasant creation +5%).** This upgrade speeds up the peasant production.

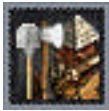


**Invite fortification specialists from Europe (FORTRESS COST REDUCED BY HALF).** This upgrade allows you to build the fortress significantly cheaper.

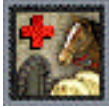


**Increase carpenters' salary (wood procurement +60%).** This upgrade allows you fill up your wood stock faster.

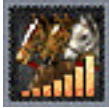




**Speed of construction of all buildings, but for fortress and blockhouses +90%.** This upgrade allows you to critically speed up the construction of all buildings except the fortress and blockhouses.



**Provide money for introduction of veterinary service (enable horse healing upgrade).** This upgrade gives you access to the mounted unit healing upgrade.



**Provide money for breeding pure-blooded horses in colony (speed of building 18<sup>th</sup> century cavalry +75%).** This upgrade increases the speed of 18<sup>th</sup> century cavalry production.



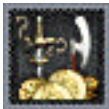
**Provide money for new artillery (howitzers, carronades) from Europe (artillery range +5%).** This upgrade increases the range of fire of the cannons.



**Provide money for better-quality gunpowder from Europe (artillery range +15%).** This upgrade increases the range of fire of the cannons.



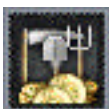
**Encourage distinguished officers (enable officer, stand bearer fusilier built twice as fast).** After this upgrade, officers, stand bearers and fusiliers will be building twice as fast.



**Provide money for new broadswords and rapiers (+5 TO STRIKE POWER OF MUSKETEER AND HARQUEBUSIER).** This upgrade makes your musketeers and Harquebusiers more effective in melee combat.



**Establish police stations (speed of peasant building +5).** This upgrade speeds up the production of the peasants.



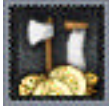
**Provide money to purchase agricultural equipment (food procurement +80%).** This upgrade allows you to fill up your food stock faster.



**Grant loans to citizens (speed of peasant creation +5%).** This upgrade speeds up the production of peasants.



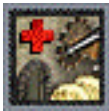
**Provide money to purchase new building materials (buildings' durability +3).** This upgrade increases the protection of all buildings against damage.



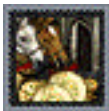
**Provide money to buy carpentry tools (wood procurement +75%).** This upgrade improves the performance of your woodcutters.



**Invite architects and military fortifiers from Europe (fortress and blockhouse defence +5).** This upgrade increases the protection of your fortress and blockhouses against damage.



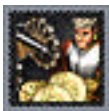
**Provide money for artillery repair crews (enable artillery repairs).** After this upgrade you will be able to repair your cannons.



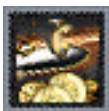
**Provide money for stable upgrade (speed of creating all cavalry +25%).** This upgrade speeds up the creation of the cavalry.



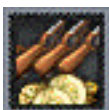
**Provide money for purchase of new artillery sighting systems (ARTILLERY ACCURACY +35%).** This upgrade improves the accuracy of the artillery fire.



**Provide money for artillery officers' education (artillery accuracy +35%).** This upgrade improves the accuracy of the artillery fire.

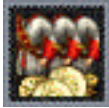


**Provide money to purchase flint muskets (fusilier's rate of fire +35%).** This upgrade significantly increases the rate of fusilier fire.

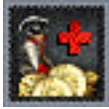


**Carry out purchase of new shooting weapons in Europe (fire power of all shooter +10%).** This upgrade improves the firing performance of all shooters.

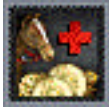




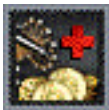
**Purchase new army uniforms (defense +2).** This upgrade increases the defense parameter of all armoured units.



**Provide money for healing soldiers (heal all soldiers).** This upgrade adds 10% of the maximum HP to every wounded soldier except cavalry and artillery.



**Provide money for veterinary service (HORSE HEALING).** This upgrade adds 10% of the maximum HP to every wounded cavalryman except infantry units and artillery.



**Provide money for artillery repairs.** This upgrade adds 10% of the maximum HP to every damaged cannon except infantry units and cavalry.