

Frequently Asked Questions about the Captains of Industry Military Unit



Welcome to the Col FAQ, as you might imagine many new and old players have a bevy of questions regarding our Military Unit (MU) in eRepublik. We will also include at the bottom, a collection of links to useful articles and walkthroughs on general gameplay.

Look below for the answers to these Frequently Asked Questions:

Col Special Events/Programs: [Fight Nights](#), [DO Rewards](#), [Slavepits/Communes](#)

Fight Nights:

How do I get registered in the Fight Nights?

You don't need to do anything, you are automatically entered as long as you are in the MU. The awards are based on kill counts the game registers and last the entire day. They are called "Fight Night" merely for the catchy name. Its really a 24-hour contest. The game resets kill counts (about 0:30 game time) with the results of the previous day's fighting. As long as a player remains in the MU, those kills will continue to be shown as part of the MU and they will be counted for Fight Night.

Who manages the Fight Nights?

We have two volunteer managers: *Tuesday Fights* are managed by [Sally Willis](#). *Friday Fights* are managed by [Wilhem Klink](#).

How can I win supplies?

Push the "fight" button. Do this as many times as you can. Currently, the top five players in each Col division wins Q6 weapons. The divisions occasionally change to keep them balanced in terms of number of players in each division, but the number of divisions hold steady at four. Divisions are based on in-game rank (ie: Commander, Field Marshal), not like eRepublik divisions which are based on experience points.

How often are supplies given out?

Awards are given out the day after the fight contest (so Wednesdays & Saturdays). Occasionally delays may crop up and awards will be given out one day later. Remember, Sally & Wilhem are volunteers with real lives, which sometimes supercede a free browser game.

Who pays for these supplies?

Captains of Industry supplies the tanks. Some of these are produced from our [slavepits](#), while the remainder are purchased from the eCanadian market with our own MU funds. Goran Thrax manages the distribution and purchase

of tanks. Donations of tanks are also occasionally done by generous Captains of Industry members.

Daily Order Rewards:

How do I register in the DO Rewards Program?

You don't need to do anything. You will automatically be added to the DO Rewards gdoc list and start receiving supplies without needing any registration or request. However, if you do wish to not receive supplies for your activity, you can request to be removed from the program. Send a PM to [Klop](#) or the MU Commander.

Who manages the DO Program?

Plugson records activity and donates supplies for Regiments 1, 2, and 3., while klop123 does the same for Regiments 3, 4, and 5. The MU Commander, Goran Thrax, oversees the program and is responsible for supplying the tanks and some of the food to each DO Rewards supplier.

How do I earn supplies?

Rewards are based on the number of kills you make each day. 25 or more kills (ie. completing the DO) will earn you 3 Q6 tanks per day (occasionally you will receive Q7s when we have them in stock). 24 kills and under will earn you 100 Q1 or Q2 food per day (Q-level dependent on supplies available).

How many tanks can I earn per DO Rewards supply drop?

You will receive up to 9 tanks every 3 days if you get 25 kills each day. 100 Q1/Q2 will be provided if you get less than 25 kills. No activity/kills will mean you do not receive rewards for that day.

For example: If you get 25 kills on Monday, then 17 kills on Tuesday, but 0 kills on Wednesday, then on Thursday (if that is the supply date), you will get 3 Q6 tanks and 100 Q1/Q2 food.

How many kills do I need to get for 3 Q6 tanks/day?

25 kills. The DO Rewards is meant to provide benefit to active players who complete the Daily Order regularly. If 25 kills are recorded on the MU's regiment page in the game, you will earn 3 tanks.

How often are supplies given out?

Every 3 days the DO Rewards are handed out. Sometimes this will be delayed when suppliers go on holiday, but usually there is advanced notice of this.

Why didn't I get my supplies? What should I do if I don't get my supplies?

-If you are new to the MU, it's possible you were not added to the DO Rewards gdoc. If that is the case, please contact one of the suppliers ([Plugson](#) or [Klop123](#)) about being added.

-Sometimes there are bugs in the game that cause the kills to not be recorded properly. This may also cause your kills to not be recorded on the googledoc.

-Keep in mind that kills are listed from the day before, not the current day. So, you won't be getting supplies as soon as you join the MU or complete a DO. Expect a day or two until the next supply drop occurs.

-If you do go more than 5 days without DO Rewards supplies, please contact [Plugson](#) or [Klop123](#) to see if your kills are being recorded or if supplies were being given out.

Who pays for these supplies?

Captains of Industry supplies the tanks. Some of these are produced from our [slavepits](#), while the remainder are purchased from the eCanadian market with our own MU funds. Goran Thrax manages the distribution and purchase of tanks.

Food is provided by Donna Rush, Plugson, Crock Crosby, and juicyxeno, each of whom donate some of their daily food production to the program.

We do welcome donations of Q1/Q2 food, or Q6/Q7 tanks to the program if you wish to help us keep it running longer with less cost to the MU.

Slavepits/Worker Communes:

What is a slavepit?

A slave pit is a company owned by a long-standing loyal member of Col. The company hires Col members to manufacture supplies our MU can use. Some of the supplies manufactured by each worker are paid to that worker as their wages. The cash value of the weapons and food paid to workers is far higher than market wages.

Who manages the slavepits?

We currently operate 5 separate slave pits. They are managed by [Goran Thrax](#), [Dereck Ryan](#), [kiisupai](#), [Wilhem Klink](#), and [JoeyJoJo Shabbadoo](#).

Is each slavepit just one company?

No, some of our managers operate more than one company on our behalf. Derek Ryan runs 5, kiisupai and Goran Thrax each run 2 companies, while Wilhem Klink and JoeyJoJo Shabbadoo run one company a piece.

How do I join?

Asking in the feed, or receiving a PM upon joining contains instructions on how to get a job in one of our slave pits. It's a three step process, quit your current job if you have one, then move to the eSerbia, once there take a job offer from one of our slave pit managers mentioned above.

What happens if I don't work? Will I get my supplies? Will I be removed from the pits?

If a worker doesn't work, they don't get paid their weapons and food. All of the pay for a worker, comes from their slave pit manager who has access to the slave's work history. If a worker remains inactive for more than two weeks without warning their manager in advance about the absence (such as a vacation) they will be fired to make room for a new slave.

Why is it in eSerbia? Why do I have to move to eTurkey to get a job?

eSerbia currently maintains a better level of bonuses and are more resistant to being wiped off the map. For that reason we established our slave pits there so that we can maintain a higher, and more consistent level of supply to our members.

Why do I only get paid \$8.01?

The minimum wage in the eSerbia is \$8.00. We post our job offers at 8.01 instead to make them easier to find in the list of offers. If the slave pit paid more in cash, we would have to sell weapons and food we manufacture to pay those wages. Making the food and weapons ourselves is less expensive so we can give more to our members.

What supplies do I get?

Workers in one of our slave pits who are under level 36 receive 65 Quality level 5 food, and six (6) Quality level 6 weapons for each day they work. Workers level 36 or greater earn 9 Q6 weapons each day they work.

Do I have to use these supplies in battle or can I sell them for cash?

Using them in battle makes it easier to complete the DO, or win our contests. But fighting with the supplies you earn working in a slave pit is **NOT** mandatory. You can sell them, give them away, whatever you like, they are yours.

Why don't you give out Q7 tanks instead of Q6 tanks?

The short answer is that they cost too much. The long answer is that Q7 weapons take a lot more raw materials to produce than Q6 weapons. Each Q7 takes 200 Raw Weapon Materials to produce one Q7. A Q6 weapon only uses 60 WRM to make each one. We make most of the WRM we use to make the Q6 weapons we give out but it would take more than 3 times as much WRM production to keep the cost of Q7 weapons down. Building all those WRM Mines would be prohibitively expensive and would use up too much energy each day from each of our managers.

How often do I get supplies?

The slave pit managers normally hand out weapons and food to their workers each day. Of course some times the real world disrupts that schedule, be it illness, vacation, technical issues, etc. Even in the event of a missed day of supply, all weapons and food that is owed to a worker is paid by the manager at their first opportunity. You'll get your supplies even if it's a day late.

Who pays for these supplies?

Our slave pit managers run raw material companies with their own energy to keep the cost of raw materials for our supplies to a minimum. The rest of the cost comes from our Col Operating fund, which occasionally gets a donation from the eCanadian government to help pay those expenses we can't cover through manager works.

HQ Structure: Commanders, Captains and Captain elections, Setting the DO, Roster Management, Regiments

Col Avatar Frames:

What is an avatar frame?

Your avatar is the image you upload to be the 'face' of your citizen. The avatar frame (or border) is image overlayed on the avatar to identify what party or MU you participate in.

Where can I find the avatar frame?

You can find the original set of frames is this article:

<http://www.erepublik.com/en/article/1774767/1/20>

Additionally, our former 1st Commander Dereck Ryan designed an original Col frame that many choose to use as well: <http://img713.imageshack.us/img713/6117/coi2e.png>

Here are the links to each border from Addy's article:

Most popular with right corner badge: <http://i53.tinypic.com/1zbs314.png>

Basic Border: <http://i55.tinypic.com/zk334i.png>

Center Badge: <http://imageshack.us/m/863/241/coicafborder1copy.png>

Top Badge: <http://imageshack.us/m/695/6143/coicafborder3copy.png>

Keep in mind these are .png pics and you will need to convert to jpg when you upload to eRepublik.

Are there any benefits to using the frame?

The main direct benefit is that you could receive extra rewards through our Fight Nights.

Your placement in the Regiments or supplies given in the slavepits and DO Rewards are not affected by whether or not you are using the Col border.

Why should I add the frame?

The main purpose is that it helps identify you as a member of Captains of Industry. By sporting the border, you show that the MU has presence and is active. You could say it is just part of the MU's pride to have our members demonstrate they are part of the team. Plus, the Canadian Armed Forces (CAF) and The Crimson Order (TCO) have very nice avatars, too, and we'd like to be able to show off our stuff just the same :)

Is it okay if I choose not to use the frame?

Yes, it is okay if you would rather keep your avatar as is. People in the MU are not treated any differently whether they have a frame or not.

Who made the frame? Where can I find the original?

The original frame (along with all other Col content) was developed in subsection of the Ministry of Opportunity's (MOO) forum, called The Captains of Industry. It was there that our first members of Col discussed ways to help out our fellow members with upgrades and supplies, as well as collaborated on developing the Col avatar. When the MUs were added to the game, Addy Lawrence created the MU in-game and soon after the first Col avatars were seen on eRep battlefields, in the media, and on election ballots.

Dereck Ryan later designed his very own Col avatar, which many members continue to use, too.

Does the Col framemaker work?/Why is the framemaker not working?

No, this feature is no longer working.

Some members have come across an 'official' Captain of Industry website that had a great tool for attaching the Col frame to an avatar. Unfortunately, the player who managed the forum (Mafanikio) is no longer active and the website is down so the framemaker is now offline.

You can check out the article that announced the website and related tools here:

<http://www.erepublik.com/en/article/captains-of-industry-official-website-1888340/1/20>

(just be aware they are all offline)

Can I get help adding the frame to my avatar?

Yes, there are several members in the MU who help out others with their avatars. Post a shout (ie. a tweet) in the Col shout area with your request for help, and someone should eventually offer their services.

How does Col operate financially? Is there a rich benefactor behind it and should I be worried if they decide to quit?

There have been members who have donated considerably to get the MU up and running with its slavepits. At the moment, Col has decent cash reserves to sustain itself well enough, thanks in part to carefully using the government funding we have received in the past and also the generous contributions of our members. Col does not rely on the contributions of one benefactor, though our [MU Commander](#) does hold our cash reserves. Instead, our infrastructure is spread across our slavepit managers whom we have invested in to help produce WRM .

Col did run a fundraiser in 2012 that generated considerable donations. Plus, we have had some members leave the

game and offer up their collected resources to the MU. Finally, we do rely on the regular contributions of its members, who either offer up their food, their WRM, their tanks, or their workclicks (for free) in order to help the MU run sustainably. The aim with Col is to 'pay it forward' ~ we encourage well-established players to regularly offer some of their wealth to the lower-level players that need a hand getting going in the game. It's not required or ever directly requested, but this was the founding idea of Col and we would like to see the tradition going so that eCanada can continue to support its new players who do need a leg up in this noob-unfriendly game known as eRepublik.

Tips for New Players and Tutorial Links

eRepublik takes some time to for new players to figure out. There are a variety of acronyms (BH, DO, CP, etc.) and modules/upgrades that you need to be familiar with in order to progress through the game.

As well, the game developers (Admin or 'Plato') is trying to make you burn through your Gold and energy bars so that you have to pay money to buy more resources.

Basic tips:

NEVER buy Health Packs or Bazookas. These are too expensive and waste Gold.

WAIT for special offers when you want to upgrade your training facilities, companies, or when buying Gold.

WATCH for special promotions if you are interested in spending real money in the game. Paying regular price for an upgrade or Gold is a waste.

STOCK your energy bars, bazookas, and some tanks for a chance to win a Battle Hero.

SAVE your Gold for a upgrade discount. You never know when these can appear.

ASK an older player about a major investment before you do so. They have good tips to share.

For more, check out this article with links to other help reads and some extra support for eCanadians:

<http://www.erepublik.com/en/article/-mia-top-5-tips-and-pitfalls-for-new-players-plus-more-2099120/1/20>

Tutorial Links:

Additionally, the eUS Department of Education has put together a great collection of tutorials that explain the game.

Check out the links below for the eUS DoE and a few other sources:

eUS DoE Wiki Page/Index:

http://wiki.erepublik.com/index.php/Department_of_Education

<http://www.erepublik.com/en/article/-doe-library-of-links-reprint-2247263/1/20>

<http://www.erepublik.com/en/article/-doe-acronyms-all-in-a-row-2231310/1/20>

(a good list of terms to learn ~ you will come across them often!)

Gold, Rewards, Medals, Missions:

<http://www.erepublik.com/en/article/-doe-ain-039-t-sayin-039-you-039-re-a-gold-digger--2249050/1/20>

<http://wiki.erepublik.com/index.php/Missions>

War Module, Battles/Campaigns, Guerilla Fights, Battle Hero Medals, Divisions:

<http://www.erepublik.com/en/article/-so-you-039-re-new-eh--2248479/1/20>

<http://www.erepublik.com/en/article/-doe-guide-to-war-module--2250132/1/20>

<http://www.erepublik.com/en/article/-doe-guide-to-querrilla-warfare-2252311/1/20>

Training Centres:

<http://www.erepublik.com/en/article/-doe-guide-to-training-centers-2251749/1/20>

<http://www.erepublik.com/en/article/so-you-039-re-new-eh-part-3-accelerating-training--2250847/1/20>

Economy, Companies, Production Bonuses:

<http://www.erepublik.com/en/article/so-you-039-re-new-eh-part-2-2249677/1/20>

<http://www.erepublik.com/en/article/-doe-guide-to-understanding-bonuses-2253250/1/20>

<http://www.erepublik.com/en/article/new-citizen-education-companies-and-resources-for-beginners-1646101/1/20>