

At a Glance

The Barbarian Deeper Goldmine

Lore



"Soft and supple, and yet untouched by time and weather. Rays of sun, wrought into eternity ..."

except from "Our Treasures Underground", a traditional Barbarian song.

General Section

Deeper Goldmines exploit all of the resource down to the deepest level.

But even after having done so, they will still have a 10% chance of finding some more Goldstone.

Purpose: Dig Goldstone out of the ground in mountain terrain.

Working radius: 2
Conquer range: n/a
Vision range: 4

Dependencies:
incoming:



Meals from a Big Inn

outgoing:



Goldstone



To Smelting works

Goldstone always goes to the smelting works. There is no other use for it.

Building

Space required: a mine plot

Upgraded from: Deep Goldmine

Build cost:

2x raw stones

4x trunks

cost cumulative:

6x raw stones

12x trunks

Dismantle yields:

3x raw stones

6x trunks

upgradeable to: n/a

Workers

Crew required:

One Master Miner

plus

One Chief Miner or better

plus

One Miner or better

Workers uses: A pick

Experience levels: Miner to Chief Miner (19 EP)
Chief Miner to Master Miner (28 EP)

Production

Performance: If the food supply is steady, a Deeper Goldmine can produce one Goldstone in **18.5s** on average.

In Depth

The Barbarian Deeper Goldmine

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Gold is not a rare metal in the Widelands world. Consequently it is not so much the symbol of wealth for the barbarian culture, as it is one of durability and resilience. Barbarians soon discovered that Goldstone could be purified in the old furnaces from their bronze production to the inert metal that would resist any corrosion. Long valued and used mainly for adornments, their smiths have later learned to use thin layers of it for their finest weapons and armour resembling Damascus steel.

Goldmines are many miners' favourites. Gold is often found in formerly sedimented material, that is easily broken. The hard part is transporting the heavy material to the surface..

This most productive stage of the Barbarian Goldmine is said to be the miner's favourites. Some attribute this to the fact, that a card game of which barbarians are quite fond, requires three participants.

General Section

Like all mines, Goldmines can only be built in mountain terrain, and they will only produce if there is Gold near the spot on which they were built.

You need to send out geologists to verify if this is the case.

They will confirm the existence of Gold by placing these signs

upon the spot for rich and poor resources respectively.

Deeper Goldmines can exploit Gold-measures down to the deepest level and use their full content. But even after having done so, if they are kept running, there is a small chance (10%) of finding some more Gold, while their food deliveries continue as usual. When Deeper Goldmines fail, they should be moved to a new spot (dismantle or burn and rebuild as Goldmines).

The Barbarian Goldmine will produce Goldstone and nothing else besides. Barbarians have no other way of obtaining Goldstone than the mines.

Mine positions depend on the mining resources in the first place; other considerations are: Vicinity to taverns and inns, and to Gold consumers.

Tip! Mines generate a lot of traffic. Make sure to establish a good road system and keep the transportation distances short for both, suppliers and consumers.

Dependencies:

Goldstone goes to the Smelters in the Smelting Works to produce metallic Gold. There are no other uses for Goldstone.

Tip! Your need for Goldstone will be minimal at the beginning of a game. Still you should build Goldmines early and increase your default storage value in order to let the miners gain experience.

Once you have a warnill, and a Helmsmithy going the need for Gold increases.

This is the right time to upgrade your Goldmines to Deep Goldmines or even Deeper Goldmines.

Building

The Barbarian Deeper Goldmine is the last in a row of three upgrade stages. You cannot directly build it, but must upgrade an existing Deep Goldmine.



Building the Deeper Goldmine needs:

2 raw stones and 4 trunks.

Dismantling a Deeper Goldmine will yield:

3 raw stone and 6 trunks.

Workers:

Miners are not specialized. They can be reassigned from any type of mine to any other (stone, iron, coal and gold) interchangeably and will keep their experience level.

A mine that displays "worker missing" is not working at all in this state. The term "vacant" in the building's worker tab means that you don't have the missing worker available at this time.

This can happen when you have upgraded the mine too early and your crew has not yet reached the required skill level.

In this case you must destroy some other mine to set a miner of the missing qualification level free.

Tip! Keep an eye on the miners' experience points!

Do not upgrade your mines before you have the minimal required skill levels and numbers in either the mine you are upgrading or a warehouse. Mind that with the upgrading, the food demands for the mine will also change.

A Deeper Goldmine needs three workers with the following experience levels.

Crew required:

One Master Miner

plus

One Chief Miner or better

plus

One Miner or better

A miner is created in a warehouse by giving a pick to a carrier.

A young miner becomes Chief miner after 19 Goldstones.

A Chief miner becomes Master miner after another 28 Goldstones.

Production

Upgrading Goldmines not only enables the mines to exploit a larger percentage of the measure, but will also produce the resource in a shorter time.

In a Goldmine, one Goldstone is produced in 65 seconds on average.

In a Deep Goldmine, one Goldstone is produced in 19.5 seconds on average. This is a huge acceleration.

In a Deeper Goldmine, one Goldstone is produced in 18.5 seconds on average, so don't expect a lot of speed increase here.

Upgrading will, however, require more food supply, and the efficiency ratio for Gold per food is improving only moderately from Mine to Deep Mine, and stays there.

Compared to its precursors, Deeper Goldmines have a better chance of still finding Gold, when the main vein is exhausted. (10% vs. 5%)