
Subject: Nile Online

Posted by [Doitle](#) on Tue, 11 Nov 2008 04:02:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey. I've been playing this for the past week or so. A friend on IRC showed it to me. It's pretty neat. A nice game to play at work or in class since it doesn't require a lot of direct attention.

<http://playnileonline.com>

If you want to look me up I'm in the "nome" Setsheney. My name is Doitle obviously... If you message me in game I can try to help you out with some starting stuff if you end up close to me but the Nile is very long and it might take days to get supplies to you. Anyhow check it out. It's still in beta form but it's also free and pretty fun.

Subject: Re: Nile Online

Posted by [Doitle](#) on Wed, 12 Nov 2008 21:30:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Really? Nobody. : / Well at least I think it's fun...

File Attachments

1) [nileonline.jpg](#), downloaded 912 times



> [2:33 pm] Shipment of 70 from Udejd arrived at City of Au

Setsheney » Udejd



Units

0 (90)	2 (5) ^{0.15}
0 (0)	0 (0)
0 (0)	

Raw Materials

478 ¹	138
0	4 ^{3.75}
0	0
0	1056 ³²

Goods

3338 ³	445
67 ³	70
25	0

Subject: Re: Nile Online
 Posted by [_SSnipe_](#) on Wed, 12 Nov 2008 21:40:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks fun to me, Im give it a try but it is vs other people? or cities?

Subject: Re: Nile Online

Posted by [Doitle](#) on Wed, 12 Nov 2008 23:03:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

You play it with other people. Every city other than your own is played by other people. They put things up for sale on the market and buy your goods. When you build an exchange and ships you can trade with them. A large part of the game is negotiating with people through scroll messages for the best deals.

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Wed, 12 Nov 2008 23:06:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Wed, 12 November 2008 15:03 You play it with other people. Every city other than your own is played by other people. They put things up for sale on the market and buy your goods. When you build an exchange and ships you can trade with them. A large part of the game is negotiating with people through scroll messages for the best deals. Sounds pretty fun.

Subject: Re: Nile Online

Posted by [u6795](#) on Wed, 12 Nov 2008 23:18:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

I might have to give this a try.

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Wed, 12 Nov 2008 23:40:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Any tips?

Subject: Re: Nile Online

Posted by [MGamer](#) on Wed, 12 Nov 2008 23:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

am in Rahi-i

Subject: Re: Nile Online

Posted by [u6795](#) on Thu, 13 Nov 2008 00:35:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm the Empire of Awesome, ruler name Zombie Jesus.

Yeah.

Doitle, our "nome"s are like thirty billion miles away from eachother. I checked, it took me like thirty minutes to scroll between them. Whatever, I got a friend to sign up too.

Subject: Re: Nile Online

Posted by [Doitle](#) on Thu, 13 Nov 2008 01:27:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah the way the nomes are spread is a bit troublesome sometimes. As far as tips, make sure the first building you build is a bakery. What resources did you guys start with? I might be able to offer better advice knowing that.

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 01:29:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Wed, 12 November 2008 17:27Yeah the way the nomes are spread is a bit troublesome sometimes. As far as tips, make sure the first building you build is a bakery. What resources did you guys start with? I might be able to offer better advice knowing that. Im still a Little confused but after only 5 minutes maybe I should not have exit the game lol, I build something idk if its the bakery. I hope it is. If not I hope I have enough shit to make one.

Subject: Re: Nile Online

Posted by [MGamer](#) on Thu, 13 Nov 2008 04:08:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

wee am level 2

Subject: Re: Nile Online

Posted by [Doitle](#) on Thu, 13 Nov 2008 04:43:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Already cruising along then! Good work. It gets exponentially harder to upgrade your stuff. I'm attempting to get my palace to level 5 and found my second city and the requirements are already very high. To found a second city requires 2400 bread and 1500 bricks!

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 04:48:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Still lost but Ill get this shit soon

Subject: Re: Nile Online

Posted by [Lone0001](#) on Thu, 13 Nov 2008 05:41:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

This sounds and looks a lot like Rise of Nations, except by the sounds of it, no war with other Nations/Towns/Cities or w/e you wanna call them.

Subject: Re: Nile Online

Posted by [raven](#) on Thu, 13 Nov 2008 05:41:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Awesome. I've got everything balanced out and just waiting on my raw materials to be made into finished products so I can advance

Thanks for posting this

PS: I'm in Osiristi, Paradox is the city.

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 05:53:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Idk even know if I got eveyr balanced out. How do you know if you do?

I have a

-brickworks

-basket shop

-bakery

-sculture shop

and got people working the 3 fields...

and im djedu from raaton

Subject: Re: Nile Online

Posted by [MGamer](#) on Thu, 13 Nov 2008 18:19:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Wed, 12 November 2008 23:53Idk even know if I got eveyr balanced out. How

do you know if you do?

I have a

-brickworks

-basket shop

-bakery

-sculture shop

and got people working the 3 fields...

and im djedu from raaton

you dont need the sculpture shop now you should buy a pottery shop

Subject: Re: Nile Online

Posted by [Doitle](#) on Thu, 13 Nov 2008 20:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well did you start with bronze Ssnipe? If so then yeah you should have a sculpture shop. My biggest tip to everyone is start sending out scrolls to neighbors. Don't be afraid to contact people that is what this game is about. At the point I'm at I rarely use the market. Almost all of my trading is done 1:1 with other people through scrolls.

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 21:05:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think I fucked up

now its asking for leather and idk even know what to put but im out of room

Subject: Re: Nile Online

Posted by [Doitle](#) on Thu, 13 Nov 2008 21:11:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe can you post a screenshot of what your city looks like?

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 21:18:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here

I would understand more if they just gave more details on what to get and what it does

- 1)I seem to eat more bread then I am making how can I fix this?
 - 2)how do i get bronze
 - 3)i also just upgrade my bakery to level 2
-

Subject: Re: Nile Online
Posted by [Doitle](#) on Thu, 13 Nov 2008 21:50:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok do you see those rocks over there? That is Kohl. You definitely should get rid of the sculpture maker... You won't need that at all. Since your special resource is Khol, you need to build a cosmetics building I think... Also you need to click on that and build a khol mine. Or whatever the khol collecting building is called. Cosmetics will be your luxury good to trade. If you want to make more bread, upgrade your wheat fields and your bakery. Also if you don't have any cedar you shouldn't have anyone working in the exchange as its only function is to build boats with cedar.

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 21:53:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Thu, 13 November 2008 13:50Ok do you see those rocks over there? That is Kohl. You definitely should get rid of the sculpture maker... You won't need that at all. Since your special resource is Khol, you need to build a cosmetics building I think... Also you need to click on that and build a khol mine. Or whatever the khol collecting building is called. Cosmetics will be your luxury good to trade. If you want to make more bread, upgrade your wheat fields and your bakery. Also if you don't have any cedar you shouldn't have anyone working in the exchange as its only function is to build boats with cedar.
ok thanks now im try to do the rest on my own unless i really fuck up

Subject: Re: Nile Online
Posted by [MGamer](#) on Fri, 14 Nov 2008 06:25:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

weee am level 3

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Fri, 14 Nov 2008 06:32:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Thu, 13 November 2008 22:25weee am level 3
I got l2 palace and level 2 on some buildings

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Fri, 14 Nov 2008 15:10:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would you happen to know any other games like this around? online or one you can buy in the store?

Subject: Re: Nile Online
Posted by [Doitle](#) on Fri, 14 Nov 2008 22:02:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Another one that I played that was a bit similar but much more combat oriented was Oil Empires: <http://oilempires.itch.com/>. I stopped after I got really far along and like the number 2 person nuked me like a billion times...

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Fri, 14 Nov 2008 22:24:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Fri, 14 November 2008 14:02Another one that I played that was a bit similar but much more combat oriented was Oil Empires: <http://oilempires.itch.com/>. I stopped after I got really far along and like the number 2 person nuked me like a billion times... lol....nile online am level three and my place is right next to u6795

Subject: Re: Nile Online
Posted by [MGamer](#) on Fri, 14 Nov 2008 23:48:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

a lot of little people came out of nowhere O.O

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Fri, 14 Nov 2008 23:49:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Fri, 14 November 2008 15:48a lot of little people came out of nowhere O.O huh?

Doitle how did u get so much bread?

Subject: Re: Nile Online

Posted by [u6795](#) on Fri, 14 Nov 2008 23:57:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Fri, 14 November 2008 17:24Doitle wrote on Fri, 14 November 2008 14:02Another one that I played that was a bit similar but much more combat oriented was Oil Empires: <http://oilempires.itch.com/>. I stopped after I got really far along and like the number 2 person nuked me like a billion times...
lol....nile online am level three and my place is right next to u6795

Subject: Re: Nile Online

Posted by [MGamer](#) on Sat, 15 Nov 2008 00:08:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [people.jpg](#), downloaded 617 times



» [5:06 pm] The Reed Marsh has finished construction in Raj-majid

Rahi-i » Raj-majid



Units

3 (65)	0 (0)
0 (0)	0 (0)
0 (0)	

Raw Materials

383 ^{8.1}	150 ¹²	186 ⁹
0	0	0
0	<1	0
0	0	0

Goods

346 ⁴	57 ²	0
0	0	0

Subject: Re: Nile Online
 Posted by [_SSnipe_](#) on Sat, 15 Nov 2008 00:10:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

hahaha same here

Subject: Re: Nile Online
Posted by [Starbuzz](#) on Sat, 15 Nov 2008 00:50:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Nile Online
Posted by [Doitle](#) on Sat, 15 Nov 2008 03:13:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

What do you mean so much bread?

File Attachments

1) [somuchbread.jpg](#), downloaded 585 times



> [10:09 pm] Shipment of 500  from Udejd enroute to Abana's Other City! (12:33 am arrival)

Setsheney » Udejd



Units

 4 (90)	 0 (5) ^{0.45}
 0 (0)	 0 (0)
 0 (0)	

Raw Materials

 330	 590
 0	 99 ¹¹
 90	 0
 0	 102 ³³

Goods

 6795 ²³	 187
 130	 70
 25	 80

Subject: Re: Nile Online

Posted by [_SSnipe_](#) on Sat, 15 Nov 2008 07:12:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Fri, 14 November 2008 19:13

What do you mean so much bread?
You fucker! how did you do that?

Subject: Re: Nile Online
Posted by [Doitle](#) on Sun, 16 Nov 2008 05:45:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

How are everyones cities doing? I just founded my second city. Right next door to myself on more Emeralds. I am now

Doitle the Emerald King!

Subject: Re: Nile Online
Posted by [MGamer](#) on Sun, 16 Nov 2008 22:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

i started the construction of my first ship

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Sun, 16 Nov 2008 22:56:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm getting better, I got my bread problem fixed now just upgrading some buildings before I start buying the goods I need to upgrade my palace once again then what ever I need next before I start building ships.

Looky:

Subject: Re: Nile Online
Posted by [MGamer](#) on Sun, 16 Nov 2008 23:25:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

am getting a lot of cheap cedar but what i need now is oil :\

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Sun, 16 Nov 2008 23:44:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I read theres a level 11.....who knows whats the highest you can go this game can take use months to get to the top:)

Subject: Re: Nile Online
Posted by [Doitle](#) on Mon, 17 Nov 2008 05:46:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe the highest level is level 20 for the palace. Also Ssnipe did you figure out your market problem?

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Mon, 17 Nov 2008 06:27:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Sun, 16 November 2008 21:46 I believe the highest level is level 20 for the palace. Also Ssnipe did you figure out your market problem?
yes i did i guess you can view people buying shit and waiting for it i thought they was selling hahaha

Subject: Re: Nile Online
Posted by [jnz](#) on Tue, 25 Nov 2008 12:22:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've just created my second city, I can now produce cosmetics without importing anything. Give me a shout if you want anything.

I'm Pharaoh RoShamBo of FunkyTown and PartyTown.

Subject: Re: Nile Online
Posted by [MGamer](#) on Mon, 08 Dec 2008 00:04:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

BUMP

post screenshots

Subject: Re: Nile Online
Posted by [jnz](#) on Mon, 08 Dec 2008 20:33:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Mon, 08 Dec 2008 20:48:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

How did you get so many bread?

Subject: Re: Nile Online
Posted by [jnz](#) on Mon, 08 Dec 2008 20:51:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 08 December 2008 20:48How did you get so many bread?

I sell Cosmetics dirt cheap on the market.

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Mon, 08 Dec 2008 21:10:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

RoShamBo wrote on Mon, 08 December 2008 12:51SSnipe wrote on Mon, 08 December 2008 20:48How did you get so many bread?

I sell Cosmetics dirt cheap on the market.
ah ya...i trade mostly

Subject: Re: Nile Online
Posted by [MGamer](#) on Tue, 09 Dec 2008 02:03:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Nile Online
Posted by [jnz](#) on Wed, 10 Dec 2008 22:04:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer don't count on undercutting me with cosmetics

Subject: Re: Nile Online
Posted by [MGamer](#) on Wed, 10 Dec 2008 23:53:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Nile Online

Posted by [raven](#) on Fri, 12 Dec 2008 07:54:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

ugh, I'm almost able to capture a monument. No bronze in my area at all, gonna have to wait 24 hours for a trade

Subject: Re: Nile Online

Posted by [Doitle](#) on Sat, 13 Dec 2008 22:25:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's good to see everyone jumping right in on the military aspects. I just captured my second monument today.

File Attachments

1) [nileonline2.jpg](#), downloaded 403 times



> [4:25 pm] 2 , 1 , 2 from North Emerald Suburbs arrived at Monument

Setsheney (89N) » Emeraldsdale



Units

50 (405)	0 (31)
0 (0)	0 (0)
0 (0)	

Raw Materials [!]

7824 ^{4.4}	1541 ^{4.4}
0	534
0	0
48	1000 ⁷⁰

Goods [!]

862 ³⁴	5802
409 ⁹	614
105	539
4006 ³⁵	

Subject: Re: Nile Online
 Posted by [_SSnipe_](#) on Sat, 13 Dec 2008 22:54:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hell I can only handle one these take to much bread im just worried someones gonna come jump me kill me off and take min

Subject: Re: Nile Online
Posted by [MGamer](#) on Sat, 13 Dec 2008 23:24:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 13 December 2008 16:54Hell I can only handle one these take to much bread im just worried someones gonna come jump me kill me off and take min yeah.... i just have 115 soldiers in my monument....

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Sat, 13 Dec 2008 23:45:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Sat, 13 December 2008 15:24SSnipe wrote on Sat, 13 December 2008 16:54Hell I can only handle one these take to much bread im just worried someones gonna come jump me kill me off and take min yeah.... i just have 115 soldiers in my monument.... I have none iM make my third city all military im close but right now im weak for now

Subject: Re: Nile Online
Posted by [Doitle](#) on Sat, 13 Dec 2008 23:56:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's an advantage to having the three cities. I can afford to send like 1000 bread from each one every so often. I've got about 120 troops in my first monument and 50 something in my second... If I remember right.

Subject: Re: Nile Online
Posted by [_SSnipe_](#) on Sun, 14 Dec 2008 00:10:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doitle wrote on Sat, 13 December 2008 15:56That's an advantage to having the three cities. I can afford to send like 1000 bread from each one every so often. I've got about 120 troops in my first monument and 50 something in my second... If I remember right. So you can fund ur military cause u send bread from all three city? or u think one city can take care of it all?
