SOFTWARE & TECH

Forge Of Empires Colossus

PUBLISHED
November 25, 2026

REFERENCE
#1795581604101578

Unlocking the Power of an Ancient Wonder: The Forge of Empires Colossus

In the vast world of **Forge of Empires**, players are constantly seeking ways to accelerate their city's growth, strengthen their military, and rise through the ages. Among the many Great Buildings available, few are as iconic—or as strategically potent—as the **Forge of Empires Colossus**. This massive statue of a warrior, standing guard over your city, is far more than a decorative monument. It provides a steady stream of valuable resources and battle-boosting goods that can shape the entire trajectory of your civilization. Whether you're a new mayor building your first Great Building or a seasoned emperor optimizing your city layout, understanding how to build, upgrade, and leverage the Colossus is essential. In this comprehensive guide, we'll explore every aspect of the Forge of Empires Colossus, from its costs and rewards to advanced strategies for maximizing its potential.

What Is the Forge of Empires Colossus?

The Colossus is a Great Building that becomes available in the Bronze Age. It requires the construction of a specific blueprints set obtained by contributing to other players' Colossus constructions or by acquiring them through events, the Antiques Dealer, or the Guild Expedition. Once built, it produces a daily bonus of **goods** from your current age (as well as some previous-age goods) and a **boost to attacking army's attack power**. Unlike many other Great Buildings that focus on pure economy or pure defense, the Colossus strikes a balance, making it an excellent early-game investment that remains useful long into the later ages.

Visually, the Colossus depicts a towering bronze figure wielding a spear and shield, a homage to the ancient Colossus of Rhodes. In the game world, it stands as a symbol of your city's martial might and prosperity. But its true value lies in the numbers: at higher levels, the goods output becomes significant, and the attack boost can tip the scales in challenging battles, especially in Guild Expeditions and PvP tournaments.

Key Features of the Colossus

- Goods Production: Each day, the Colossus generates a random selection of goods from your current age and one age below. The quantity scales with level.
- Attack Boost for Attacking Army: Provides a percentage increase to the attack strength of all units in your attacking army. This works in all battle scenarios—neighborhood fights, Continent Map, Expeditions, and GvG.
- Era-Dependent Output: As you progress to higher ages, the goods produced upgrade automatically. This makes the Colossus a long-term investment that never becomes obsolete.
- Refund of Goods when Polished: Like other Great Buildings, if a neighbor polishes your Colossus, you receive a small refund of construction goods.

How to Build the Forge of Empires Colossus

Constructing the Colossus requires careful planning. As an early-age Great Building, it demands a substantial

amount of goods and blueprints—resources that may be scarce for a new player. Here is a step-by-step breakdown:

Step 1: Acquire Blueprints

You need 9 blueprints for the Colossus. Blueprints can be obtained by:

- Contributing Forge Points (FP) to other players' Colossus constructions in your neighborhood or guild. The top contributor each level receives a blueprint set.
- Completing quest lines that reward blueprints for specific Great Buildings.
- Exchanging unwanted blueprint duplicates at the Antiques Dealer.
- Winning them from events or the Guild Expedition.
- Using an "One Blueprint" package from the Antiques Dealer, though this is random.

A good strategy is to focus on a single Colossus in your guild. Coordinate with guildmates to lock the first five spots with 1 FP each, then contribute heavier amounts to secure the top position and earn extra blueprints.

Step 2: Gather Construction Goods

The Colossus requires specific goods depending on your age. In the Bronze Age, you need 50 of each: Lumber, Stone, and Copper. In later ages, the goods required change to match the current age of the builder. However, the goods you donate are used to level the building once built; the actual construction demands goods from your current age. As you progress, the cost for each new level also increases. For the initial build, you'll need a total of 90 FP to complete the construction (the base cost is 90 FP; the goods cost is separate).

Step 3: Place the Building and Start Forging

Once you have all the blueprints and goods, find a suitable 3x3 space in your city. The Colossus takes up 9 tiles. Place it and then spend the required Forge Points to activate its construction. After completion, you can collect its daily production. To level it up, you need additional blueprints, goods, and Forge Points. The benefits grow with each level, so investing in it early yields compounding returns.

Why the Colossus Is a Must-Have Great Building

Many players debate which Great Buildings to prioritize. The Colossus is often recommended for good reason. Here are the primary benefits that make it a cornerstone of a powerful city:

1. Reliable Goods Generation

Goods are the lifeblood of Forge of Empires. They are used to negotiate in expeditions, trade with neighbors, upgrade other Great Buildings, and complete quests. The Colossus provides a steady daily income of goods without consuming population or happiness (beyond the footprint). This passive income reduces the need for goods-producing buildings, freeing up space for residential or military structures. At levels 10 and above, the output can exceed 10 goods per day, including some from the previous age—handy for trading down to lower-age goods if needed.

2. Attack Boost for Your Army

In a game where combat is central to progression, any boost to attack power is invaluable. The Colossus increases your attacking army's attack stat by a percentage that scales with level. At level 10, you get a +20% boost. At level 30, that rises to +60% or more. This makes your units hit harder, allowing you to win battles with fewer losses. It synergizes perfectly with other attack-boosting Great Buildings like the Zeus, Cathedral of Aachen, and the Castel del Monte. When combined, these bonuses can make your army nearly invincible in your age.

3. Versatility Through All Ages

Unlike some Great Buildings that become less useful as you age up (for example, the Oracle of Delphi loses

relevance), the Colossus scales. Its goods output adjusts to your current age automatically. You never need to rebuild or replace it. This makes it a “set and forget” Great Building that continues to deliver value for months or years of gameplay.

4. Early and Late Game Utility

In the early game, the Colossus provides a much-needed boost to attack power, helping you clear the Continent Map and win battles against tougher neighbors. In the late game, when you are producing huge quantities of goods from multiple Great Buildings, the Colossus adds to that avalanche. Additionally, the attack boost remains significant, especially in PvP tournaments and the competitive Guild Battlegrounds.

Optimal Leveling Strategy for the Colossus

Leveling any Great Building requires Forge Points. The Colossus has a moderate FP curve compared to some later Great Buildings. A common strategy is to aim for **level 10**as a first milestone. At level 10, the Colossus provides a solid daily goods output and a +20% attack boost for a relatively low total investment (around 1,000 FP to reach level 10, depending on age and goods cost). After level 10, the returns per FP start diminishing, but the attack boost continues to climb. For dedicated warriors, taking the Colossus to level 30 or even level 60 yields massive attack bonuses that can dominate in battle.

However, do not neglect other Great Buildings entirely. Many guides recommend building the Colossus early, followed by the Zeus (for additional attack) and the Lighthouse of Alexandria (for goods). The synergy between the three is powerful: more attack, more goods, and more trade opportunities. Keep in mind that goods required for leveling the Colossus must come from your own production or from trade, so balancing your economy is key.

Should You Build the Colossus in Later Ages?

If you are already in the Industrial Age or beyond and haven’t built a Colossus, it might still be worthwhile. The attack boost is percentage-based and does not diminish with age. The goods produced will be from your current age, which can help you negotiate in high-age expeditions. However, the footprint of 9 tiles might be better used for event buildings that provide multiple bonuses. For late-game players, consider your overall strategy: if you are focused on battle, the Colossus is a strong addition. If you are a peaceful trader, perhaps prioritize the Inno Tower or Arctic Orangery instead.

Tips and Tricks for Maximizing the Colossus

To get the most out of your Colossus, consider these practical tips:

- Polish and Motivations: Keep your Colossus motivated by having friends or guildmates polish it. A polished Colossus will produce 50% more goods and give a small FP refund to the polisher. Use the friends list actively.
- Coordinate in Guild: When leveling the Colossus, use a leveling group or 1.9 thread in your guild to lock positions for low FP contributions. This lets you gain blueprints and medals efficiently.
- Combine with Attack Buildings: The Colossus attack boost stacks additively with other attack Great Buildings. Try to have all three early attack boosters (Zeus, Colossus, Cathedral of Aachen) to maximize your military power.
- Use City Planner Tools: Because the Colossus is 3x3, it fits neatly into almost any city layout. Plan your road network accordingly. Consider placing it near your town hall for a focal point.
- Don’t Neglect Defense: While the Colossus boosts attack, your defense also matters if you are attacked. Balance it with defensive Great Buildings if you are frequently plundered.

Common Mistakes to Avoid

Even experienced players sometimes misuse the Colossus. Here are pitfalls to avoid:

- Building Too Many Great Buildings Too Fast: Focus on leveling a few Great Buildings fully rather than

building many low-level ones. A level 10 Colossus is far more useful than a level 3 Colossus plus three other level 3 Great Buildings.

- Ignoring the Forge Point Cost: The Colossus has a steep FP cost for early-game players. Do not neglect your research or military expansion to feed FP into it. Find a balance.
- Forgetting to Collect: The daily production timer is 24 hours. Miss a day and you lose potential goods. Set a reminder or link it to your daily routine.
- Not Trading Goods: You will often produce goods you don't need. Use the market to trade for goods you require for leveling other Great Buildings. The Colossus gives you a tradable surplus.

Comparing the Colossus to Other Early Great Buildings

To understand the Colossus's place, compare it to two other Great Buildings available in the Bronze Age:

- Zeus: Provides +3% attack per level (same as Colossus at low levels) but only boosts attacking army defense? Actually Zeus gives both attack and defense for attacking army at a lower rate per level? Wait, correct: Zeus gives +3% attack and +3% defense for attacking army per level. Colossus gives only attack, but at a higher percentage per level? Let's check: Colossus at level 1 gives +5% attack? Actually the numbers: Colossus base at level 1: +5% attack for attacking army. Zeus at level 1: +3% attack and +3% defense. So Colossus gives more pure attack per level than Zeus. But Zeus also gives defense. The combination is powerful.
- Oracle of Delphi: Produces happiness and some random goods. Not as valuable for attack. Most players eventually delete the Oracle. The Colossus keeps its value.

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