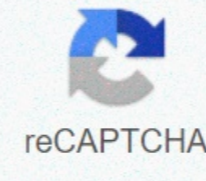




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to the fortifications, they should abandon the enemy's defenses and hurry to resushe their positions. The mini-game does not last long, therefore, the faster the enemy tower falls, the faster the player will get the desired crystal. Great combinations for a duel: The Exorcist and Ghoul, the first will repel enemy attacks, the second will break up buildings. Duel 3 by 3 The battle opens once a day, team combat mode. Before starting the battle, select a detachment. It is necessary to select a hostile team according to your strength (opponents must be equal in strength). Enemies are in the arena. Each team gets 100 points. If one of the participants dies, the team is deducted from 10 to 15 points. Losers become a team that will run out of points faster. In combat teams have bonuses (buffs): protection + 30%, damage + 30% and HP recovery character. It is necessary to fight in the same way as in the Arena. The main task is not to fall! If after a series of hits the player's character is in danger, you must immediately bring him to the bonus. The best option is to stand close to the bonus and not allow the enemy to get to it. Thus, the team will fill life and increase the attack, and the opponent will lose the points issued. The main advice is to act as a group! If one player has fallen, then after the restart you have to wait a little bit for the rest. A man doesn't have to go into battle. Here you need to keep as long as possible points. As an option - constantly stay at the place of rebirth. If the team has a strong magician, then you can throw an opponent with spells without deviate from spawning point. Battle tactics should be built in chat in advance. Many make the mistake of attacking opponents at the spawning site. The first second after the restart, the signs are protected from attack. Ghoul is better off taking command of the magician and the Warrior. The warrior will contain the enemy's attack, and the Spirit Lord will water the enemy from a distance. The warrior is advised to take two mighty Spellcasters. And choose Magu 1 Ghouls and 1 Warrior. Boss Hike at high-level boss prepare in advance. Usually alliance members come together for it. Troops climb to 7th floor. On each floor there is a battle between 2 units, the winners continue their journey to The beaten still stand on the floor until they defeat the other team. Or until the waiting time is over. In this case, the detachment is transported several floors above. Initially, on the 1st floor there are squads of 10 players lined up in cells. If 1 of the members dies, then one cell from the line automatically disappears. The meaning of floor combat is the same as 3-on-3, with bonuses and functionality. The main goal of the team is to get to the boss as quickly and completely as possible and first cause him the greatest possible damage (until the other teams get to him). After the chief's death, the reward is given to the 10 units that did him the most damage. Guild War Battle takes place on a map in the shape of a triangle. The battle is designed for a duel for 5 to 5. Teams get points for beating the enemy, monsters and boss. The fighting time lasts a long time, so it is necessary to pre-line the combat tactics. You should choose one of several options: Attacking opponents - suitable when the team is very powerful, has competent players. You can destroy monsters and try not to die for yourself - this option is for weak teams. 15 seconds before the boss's resurgence, a timer appears and teams must race to the point of his resurgence. The boss shows up in the top corner. For his murder, the team gets a decent amount of points. But points are given to the team, whose member was the last to finish off the boss. It is advised not only to attack the monster, but also to stand up to the players of the opponents. The most powerful skills, it is recommended to leave for finishing the boss. Beauty and the Beast On the map, where players perform tasks, there is a zone for fighting between other players. Often players do not attack other players. But the manner of beauty and beast requires players to enter the battle. The area where the fight will take place is like a cross. There's a combat zone in the center, four beams coming out of it. There are top and bottom players. They are divided into two teams: defenders and forwards. From left to right, five goddesses lurk at certain times. The attackers must prevent their passage, and the defenders are obliged to save the goddesses for the rest of their journey. If a player wants to win a mission, you should familiarize yourself with the players in advance and select the strongest team members. It is also necessary to observe how they behave on the battlefield (sometimes a powerful player loses due to the inability to orient himself in time). Defenders must constantly be near the goddesses. It is necessary to strike blows to the opponent who attacks them. It's also worth defending yourself for. If the player does not touch opponents, then you should not touch him (this is what happens). If we follow such a plan, then there is a high probability that the defenders will bring living deities to their destination. Attackers must be divided into 2 directions: First attack defenders, second kill goddesses. Usually to kill deities, players are assigned with great harm - fragile goddesses and quickly fall. Better to put on the role of family. You can attack defenders with the Exorcist, who can run fast and at the same time defeat the enemy (dragon), and put on a powerful Warrior who will distract and delay the opponent. When playing Christmas: Primal Chaos in any of the ways, it is necessary to understand that winning does not depend on one player, but on the whole team. It is necessary to build tactics in advance. If this is not possible, you should follow your partner's actions and help them (if they are doing everything right) or direct them. Article: Evgenia G. G.

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