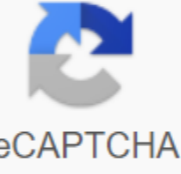


I'm not robot  reCAPTCHA

Continue

Speedyfeetz Collection of Empires and Puzzle Tips and Tricks is a FULLY JAM PACKED one-page resource made up of different locations for beginners or intermediate gamers to quickly advance and improve, by increasing your knowledge in the popular mobile game Empire and Puzzle. Short URL on this page: Pinned: The best levels to finish to fill elementary chests (note: Atlantis Growth has the best options, When available - here) Fire Nature Ice Holy Dark 20-4 (or 4-1) 7-5 8-7 1 2-9 7-4 (or 8-4) Tavern Legends Level Bosses Table (In the process) Level 1: Boss: Red (Natasha) - Trash: Blue, Yellow (3 Levels) Level 1: Boss: Red (Natasha) - Trash: Blue Yellow (3 Levels) Level 2: Boss: Red (Gravemaker) - Trash: Red, Yellow (3 Levels) Level 3: Boss: YELLOW (Dalila), Blue (Alasse) - Trash: Red, Blue (3 Levels) Level 4: Boss: Green (Selin), Red (Natasha) - Trash: Red, Yellow (3 Levels) Level 5: Boss: PURPLE (Aeron), YELLOW (Dalila), Red (Gravemaker) (3 Levels) Level 6: Boss: YELLOW (Delillah), Red (Gravemaker), BLUE (Alasse) - Trash : Blue, Yellow (4 Levels) Level 7: Boss: PURPLE (Aeron), YELLOW (Dalila), Red (Natasha) - Trash: Red, Yellow (4 Levels) Level 8: Boss: Green (Selin), Red (Gravemaker), BLUE (Alasseas) - Trash: Red, Blue (5 Levels) Level 9: Boss: Blue (Alasse the Sea), Green (Selin), Violet (Aaron) - Trash - Red, Yellow (5 Levels) Level 10: Boss: Yellow (5 Levels) Leave 1 enemy and power your mana and health, and get a good board - Levels 1-3 can be beat with un-level 4/ 5 star heroes - Levels 4 can be beat with evens up to 3 stars - Level 5/6 Risky only leveled 3 stars - Level 7 - 4stars - Level 8/9/10 - Bring 2 healers if possible for everyone - 2 strong healers bosses at the last level! Heads Up - Neat New Tool: information about Fortress 21 / New Buildings (Update 22 Details)? Extended Buildings Memento: Release Notes for Update 22: Short Video on the New Hunter House (production of new titan parts): New Craftable Legendary Combat Objects (Hunter's Lodge): 1 Jant Harpoon: (20m) One enemy gets 750 damage and -20% attack. Titans can opt out of Titanium parts when using against Titan 2Titan Banner: (20m) All heroes receive 50% attack and 50% defense for 3 turns 3Titanium Shield: (20m) Target and nearby Heroes reflect status effects and 100% damage back into attack for 4 turns 4Panacea: (40m) Heroes recover 500HP, and are cured of status ailments and acquire 30% attack and 30% protection for 3 turns 5Invisibility Potion: (40m) (40m) The target is invisible to the enemy for 3 turns 6Valkyrie's Bane: (40m) Target gets -35% defense and another -5% reduce each turn over 5 turns 7Hunter in Caltrops: (1h) Target gets 750 damage. Scatters buffs from target 8Hurricane: (1h) Target and nearby Heroes get 100% mana and the board shuffles 9Scroll changes: (1h) 5 random shields are converted into a match element of the target 10Time Freeze: (40m) All enemies lose 100% mana and their normal attack is delayed, and they can't get mana for 3 twists looking for information on new talent/classes? Hero Classes and Talent Sheet (amazing resource), Hero Classes and Talent Sheet (amazing resource), Hero Classes and Test Guide (Excellent Forum Post with Infographics) Videos - Passage of the New Class Trial (The Trial of Shadows): Talent Class (Forum Post showing classes of zlt;->)Color Tests - What color mobs/bosses in each trial. There are 10 classes and 2 tests per week, each trial gives 2 class emblems, and a 3 stage trial can reward up to 18 Class Emblems. Thus, there will be a chance to get 36 class emblems in almost all classes (all classes will take 5 weeks). BIG HINT: On the last, difficult, stage (3) - if you can live to wave boss with at least one hero, you can only win with arrows, bombs and dragon attacks! The most important agricultural resources (more below) If you click on the person walking around the base, they will stop and wave (pinch to zoom in). Birds will fall from the sky as well. In rare cases, you will get a special colored monster breasts instead of normal ones. These colored monster breasts problems give fantastic prey - so it's a pity they're so rare. Raid REROLL costing 100 pounds (Stronghold Level) Monster and Hero Breast Problems start/end differently for each user depends on when they finish the previous call. The quests / Titan / War start and end times are the same for everyone. If you are in the Alliance - let people know if you are going to leave for a while! Check out the resources below, including videos, guaranteed before your game. Tank: What is a tank? This is your hero center - when you are in defense mode (raids) it is the hero in your line who will get hit the most, so you want to be strongest to live long enough for your other heroes to get their mana charged! DISCONNECTED ARGH: Replacing (and timing) or changing WIFI or cellular network can interrupt the current game. Be very careful. WARS: Turn on the player against the Raiders player, where the alliance takes over all the players of the other alliance. TITAN: These multi-phase monsters are only available to you if you join the Alliance. WEAK SPOT - on Titan, you don't have to hit a weak spot, but you send up to 3 or more tiles (of any color), then it stuns Titan, and he won't attack that round (although he'll get mana). Clicking on on The stain does not provide additional damage. Titan Energy Flag: 4 hours (12 hours to fill up to 3/3) Reid Energy Flag: 1 hour (6 hours to fill up to 6/6) World Energy Flag: 10 minutes (6 per hour, 24 in 4 hours) Mystical portal: (Watch video for reward) - 16 hours from the last activation. Daily Call/Call Gate: 23 hours with the last daily free call used. Titan: 23 Hours (Escapes After 22 Hours of Life) Hero/Monster Chest Mission: 12 Hours of Ghosting - you get double mana when your tiles miss any monsters. It's top of the list because it's so important to know. When not Ghosting (tiles hit the monster), then you regenerate mana for your hero (all heroes of the same color as the tile) depending on the speed of Mana (seen on the hero's map): Slow 12 tiles, Average No 10 tiles, Fast 8 tiles. Patience: Expect to take it slowly, with a long look. This game is a long term thing to do. Enjoy it this way. It can take weeks or months (sometimes many) to achieve your goals. The longevity of the game is one of the greatest advantages of the game. But if you are in a hurry you will be disappointed. Real Money: You don't need to spend money to have a top-level team and enjoy a terrific game all the time. When considering the cost, a monthly subscription gives you two builders, which helps a lot as well as supports developers - and the bonus of 30 gems a day is nice. But people who spend money (and some spend a lot) often find that it doesn't give them many benefits. Patience is still required. If you can wait, you will eventually get everything you want. One of the best players (zero) in the game has this to say: Little Giants mechanism for the hero pulling is broken or really made that you can sink thousands of dollars chasing that exact hero you want. Don't do that. Another player (NittanyLionRoar with Xtreme Panda) says: I have a video game budget of \$150 a month and bought all the deals that came in a few months. These are gems that I have kept for months in the hope of getting Guinevere into the Knights event. Unfortunately, I didn't get a single 5-star hero event during this event, so I completely stopped wasting money. Never go out: Sometimes the tiles on the board start horribly. Sometimes you win with one hero on the left who held on to this last 100 hit points for 3 rounds. Exciting. Create your first team: don't train 1 star heroes - use them all to train the best heroes. In fact, train up your highest star heroes first - sometimes breaking the rule of always train with the same color only. For example, if you have 3 you can just just to align it and your healer up. As you get a better 2 and with luck 3 you can return to training with just the same color. Training Center Level 2 (requires backpacks aka Adventurers Kit) is where you'll be focused to get new heroes. It's okay if you don't have one of each If you miss a hero of one color, then you get the hero missing when the gems of this color hit the target, but you will have 2 (or more) of the other color, and those will do double (or more) damage, which can be awesome. Coach Hero - Special heroes created for selection when aligning heroes (match color, high scores) - but can be used as a last resort. Training Centers: Only research (activate) Training Center levels you need and ignore the rest, As long as you have a lot of extra resources - the most important ones are: 1, 2, 4, 11, 12, 13, 20 Fast Monster Chest Reward: Level 7.4 (Province 7, Stage 4) can fill monster beasts (100 monsters) in 21-24 World Energy Flags - which is 6-7 monsters. That's because he has a large number of monsters per round (14-17). Level 8.7 (Province 8, Stage 7) is perhaps better because it also has a high number of monsters and a better XP than 7.4, and recruits that you end up needing a bunch, although it may seem the opposite right now. If you're brand new, it takes a while to get to that level, and before that, it's best to work your way to it as fast as you can, but watch out for your reward chest timers because you can let your world energy fill up to full so that when the timer is activated, you can get most levels done for the mission without waiting. Fill Mana - On more challenging levels, ghost tiles until all your heroes are maxed out and special attacks are ready before killing the last monster. Fortress level: Most people have a fortress that is about half their actual level until they make a push to get to the training center of 20 (which is usually in their late 20s to late 30s). Watchtower level: The amount of resources (meat and metal) makes the watchtower's preservation leveled close (if not equal) to your fortress level. As you progress through the map past the first couple of provinces, the hourly output of resources also increases (as you conquer outposts in each province progression.) The fastest hero alignment is: when aligning - use the same color as the hero you align for the maximum result. Fast Hero Level 2: It has been suggested that if you level with 10 heroes at a time, you will level 20% faster because higher levels require more training. This is not a reflection of the less heroes used, but the less food used because the cost of food is determined by the level of the hero leveled at the level of time - so the food savings are certainly real and valuable, because nowadays food is the limiting resource factor in the game when aligning the characters. Construction of Hero Teams: the question of spending gems on increasing your hero cap so that you don't mind stashing heroes to use for alignment (either in training or leveling commands). 50 gems gets another 5 slots at launch - available in the store under resources. Alignment Bad Idea: It's inefficient (actually very expensive) to align to align before you use them to train another hero. Highest Chance boost Special: Same color 1 (general) - 2% skill up. Off color 1% (total) and 1% skill up. Using a higher level of interns gives you a better chance of skill, and again the same color trainee hero gives a double percentage chance of skill - and if using the same hero (double call) like the one you align, you get a 25% increase in chances of alignment. This is very useful when aligning up to 2 and even 3 heroes. On official forums there is a consensus that the best chance (more than a few twists) is to try somewhere between 12% and 24%, so if you have a 40% chance, it would be better to split it into two 20% odds. Effective Rewards: Once a month (or so) there is a sentence similar to: Get 1 epic token and 1 epic token troops for 250 gems. They're worth saving for. Best Heroes: Up to a higher level, it's best to keep all 3 stars. Any 4 stars should be trained immediately as they are much more powerful than 3 star heroes. Use Heroes Classification to say which are the best and worth saving. Best Team Defense: Overall Set up the strongest (health) in the middle and then quickly acts next to it and then slowly. Use Empire and Puzzle Hero Utility for fun in building a team. Also, check out the video tutorial Raiding Defense Team: You end up wanting 6 strong teams. Keep your 3 until you can have a full 4/5 commands (you want a strong team of 3 dark and another light for events at RARE level). Find out: Find out the heroes available. If you raid other teams and fight a hero you don't know, then keep your finger down on it to see the stats. Over time, you'll learn which heroes you're most effective against or might want for yourself. Or use Hero Roster to find out about them all. Titans: Use one damage and the most powerful colors (i.e. Red for green titanium) are available. Watch this video - Titans 101: can't find a move against Titan! It's time, and after a large chain cascade the board can look like a whole bunch of nothing. Hit Auto Play to AI to decide your next move (or two) - don't leave it long, you'll make better and faster choices once you start seeing the models again. Main gameplay: Check out this video from @vicious on 7DD games: Raids: embarrassing at first glance. No one will be mad at you for attacking them - it's part of the game. It takes so long to raid energy flags to create that it's hard to get a solid raider capture session to learn. Later raids can be fun, and very and it teaches you more about heroes, so you can decide which ones you may want (or not). Always remember to check out revenge options in your outpost building to see if you have a few simple. Troops: They can be trained! Once you you're Level 10, you can build barracks and train them to increase their level. The barracks are not like any other building, as it is a kind of camp on top of the existing building. Most players place them on a forge - and you can move it to put it on another building, but you have to have a builder available for that. Join the Alliance: Most players don't realize that there are other global chat rooms near General for a while. One of them is alliance Recruiting. Joining an alliance does not require significantly accelerating your advance because it opens up with and Titan battles, both of which give additional prey including challenge tokens and climbing items (both can be rare). If you are interested enough to read this, you have what it takes to be a good player, and any alliance would appreciate it. One thing to remember is that the chat interface is through the mobile screen keyboard and there are no direct messages, so some Alliance use external chat-type applications like LINE or Discord. Without them, it may seem that the Alliance is full of shy people when the truth is that they do not want to fight the chat interface. Remember the color of the wheel: There are two parts red - zgt; green - (repeat) and yellow zlt;-gt; purple. An easy way to remember the first part: RGB (this is a normal way of color presented on computer monitors, hence: RGB monitors). Throughout the game, this template is often used (e.g., a rare quest rewards the cycle of climbing items in that order: R, G, B, Y, P). AI runs an automatic game when you hit the AI button at the top right of the screen (looks like a quick forward button). When your team is strong enough against an opponent, the auto game can be very safe. Allowing basically the hands of free farming. AI selects a group that can make a connection of 3 tiles and does not give priority to 4 or 5 tile joints. The groups seem to be selected from left to right, within 2 columns of existing monsters above. Once the right side is reached, they move back to the left, wiping back and forth, from top to bottom. It's not always predictable, but it's close. AI shoots special attacks from left to right - put the healer on the left, your buffer next to it, then your damage from left to right, the highest damage to the lowest, and usually AE (multiple targets) first special attacks, then one target). After any special attacks, AI will blow up any Dragon (bomb) tiles, then any diamond tiles before trying to create a tile compound. Meat Storage Trick: Training camp level 12 or 13 for the first time you can just keep adding and storing meat (and recruits) that you can take back later. For example, add 1 to the number in training as often as possible, perhaps several times Day. Then, in a week, since the training period is so long, there will be a glut of heroes in training. If you click on - the key is looking at the training camp, it will remove the meat and recruits recruits have been used to train that one hero - NOTE: When extracting, you must have a place in both your recruit and meat storage or it will be lost. If one or the other can't deduct the added amounts, both will fail and you will lose all the remote resources. TC20 is also an option for this method, at higher levels. Storage Trick: Just like the above (Meat Storage Trick), but with training camp 11. The low cost of recruitment/meat allows the storage of recruits using the least possible meat per recruit. TC4 is also an option for this before TC11 is available. Training camp: Level 13 gives an epic (4) Hero chance. The odds of 4 are very small and many players only see 1-2 per month when running two camps permanently. The best single shooters damage every color from TC20: Training Camp 20 gives legendary heroes, and the best snipers (nukers) for each color are: Magni (blue) Chung (yellow) Santana (purple) Mariana (red) Liana (green) Top 5 tanks from TC20 According to the anchor: With bonus 4 Kashrek Training Camp 20: TC20 gives a chance of legendary (5) - but to get to TC20, you have to get to 20. To get to Stronghold 20, you have to align 5 iron storage buildings to level 18 each to have the capacity needed to start upgrading. This is a 7-day upgrade to Stronghold 20 of 19, followed by another 4 days to go from TC19 to TC20 and then another 7 days to explore Level 20 - Chance Legendary! Build at home because you need 100 recruits for trying TC20. Training Camp 11: TC11 is (by far) the most effective way to create heroes for learning. The TC19 is the fastest. Training Camp 19: TC19 is the fastest way to create heroes for training. Although relatively cheap, it generates only 1 heroes, so you need about 38% more than you would for heroes from TS (which on avg 50% are 1, and the other 50% are 2) Learning cost in heroes: to align 4 to the maximum level 3 (level 60, with one tier left) takes 83,871 experiences served in it (with the help of heroes in training. It breaks down, roughly speaking: Using only 1 random colors: 538 Use only 1 same colors: 466 Using only 2 random colors: 207 Using only 2 same colors: 180 Using half 1/half 2 random colors: 299 Using half 1/half 2 same colors: 255 Link to spreadsheet with all numbers Training 20 Camp Post Forum - Look here as others do with their TC20 results. Level Up Food Cost: (By Trashina) Hero Food on Hero - Base (LV-2) - 1st Star 1000 (LV-2) No 202 Star 1200 (LV-2) No 243 Star 2100 (LV-2) 0 (LV-2) 605 Star 5000 (LV-2) 100 Agriculture: 8.7 is the most level of agriculture (especially for recruits) but 13.6 is the highest 4 level flag (13.7 takes 5 energy flags) and gives a lot of experience on the flag. There is a decent level layout here: Agriculture Levels Breakdown, and of course the long clicking paragraph shows which levels are best used to find it (though not not to date). Agriculture XP: The best level for agriculture XP: 20.4 (season 1), which gives 374 xp on the flag of world energy. Close behind the 17.1, which gives 366 xp to the world energy flag, 13.6, which gives 322.5 per world energy flag, and at its lowest level, 9.1 gives 285xp on the world energy flag, and it is the last level playable with 3 world energy flags. Recently recommended: Season 1: 23.11, Season 2 Hard: 12.6, Season 2 Norm 15.9 (which also gives most recruits a flag in Season 2 Normal). Agriculture Adventurer Packages (Backpacks): While Province 5 (Season 1) is the official zone for them, many players offer 5.1 or 5.5 (special level) in particular, and if the addition of swords recruits, then 5.8. Recently the recommendation for backpacks from season 2 1.9 Hard and 1.7 is normal. Also 1.7 is hardly recommended. Agriculture Best Balance Of Recruits/Packages: Opinions change, many say 12-9 (4 energy flags) and 6-3 (3 energy flags). Agriculture (All - Experience / Elements - Season 1 and 2): Table on Google Docs zlt;-> read that to get the most recent calculations and skip the previous 4 entries. Getting a higher level of Titans: It has been suggested (not researched) that killing Titan faster improves the potential for the next Titan to be a higher level. Winning Raids: Check out this video from @vicious on 7DD Games: Raid Awards: Reward levels increase every 600 cups. Gold from 1200-1800 cups. The reward is given based on the cups you have when you get the reward, so if close but under it you can wait to qualify for the award until you win enough cups to put you in the next high level of reward. Rainbow Team: The rainbow team has each of the five colors presented. It is common practice to have at least one strong rainbow team. Max Color Stacking: 4 or 5 heroes of the same color. Effectively against the bosses and titans, and sometimes in raids against colored teams. A common example is a team stack, perhaps Wu Kong (which will be yellow) and then using the most effective color against the target. For example, the most recent fight of the 1st season against 3 Purple Boss Monsters, so the whole yellow team will be the most effective. If there were no high-level yellow healing hero hero, it is possible that one slot would be included for another color (i.e. Green for Melendor). Full house: 3 of one color, 2 of the other, best used against other teams, such as when flying, but also in the normal promotion of map. For agriculture, having an AOE (effect area, not a single target) heroes can help destroy the boards faster. Accelerating chests: Gems can be used to shave down Waiting for monster and hero challenge events - hit double arrows over your chest next to the timer. Ascension Elements: Pain after level 2, see Ascension Tables link to see what items are needed for colors of heroes. Ascension Point Sources: Named quests (e.g. Farholm or Shrickwood) - awards seem to cycle. Sometimes they can be bought in a store with gems (or a chance to get one) Mission (Monster/Hero/War/Titan) chest rewards Short-term offers - the cost of real money. Events (similar to quests) Like Titan Loot Works: Titans are one of the best sources of Ascension points, although the rate of decline is quite low. It depends on the damage you do and the level of titanium, and it appears as loot slots that can have climbing items (which are random, and will often be low-level agricultural, like swords or backpacks). Every time you see anything that falls under the climbing category item in your mining window, it could be a high level climbing item! If you do decent damage (say 1/30th damage to your alliance) you will have a (relatively) decent chance of getting a booty slot. Higher damage is more likely as you can get another slot to loot (which can be one sword). There is a very nice write here: Mount Umber - Rings, Hidden Blade (Red Ascension Elements) Shrikewood - Tonic, Shields (Green Ascension Elements) Frostmarch - Telescope, Cloak (Blue Ascension Elements) Farholm Pass - Tom, Gloves (Common Ascension Objects) Shiloh Desert - Darts, Orb (Yellow Ascension Objects) Morlow - Tabard Recruitment) phone messages such as in email or notes, and then switch between apps and use a copy/ Colors can be created using the red hexagonal code RGB in this form: #FFAAFF emojis are words surrounded by the colon, for example: :p testing: :coffee: Here's an example: :p #FF0000 #FFFFFF : Note: When you enter special codes, the end result will be displayed when you complete, but before sending. So you can check and make sure everything is right before publication. 7DD Gaming (Seven Days Retreat) has a public consultation channel on their discord, here: discord.7ddgaming.com Anchor (7DD Gaming) Heroes Classification - Which Heroes Are Better? (take with a grain of salt - all the hero values are best determined by the other heroes in the group) Ascension 4 and 5 Star Heroes - Shows the stats and Ascension Elements needed for all 4 and 5 heroes. Empires and Wiki RPG Puzzles - Link to Google - a very complete list of things like how much iron does it take to get to fortress level 8 and what elements can I do in Level 12 Forge? Empires and Puzzle Bibles - WOW. This is a Google spreadsheet with all kinds of information, from hero levels to crash statistics up to bosses in special events before the colors of Titan Team and more. It's amazing! EaP Mats-Planning-Sheet is a Google table that lists the Ascension items needed for each level of each colored character. Hero. - The collection (pictures) of all events and quests is amazing! Censure's Leveling Guide - How to align most quickly, what levels of the training center to use, and more. It's a little out of date with regard to alliance war, but it's still worth reading every word. - Official gaming forum, great information here. Empire and Puzzle Hero Utility - Choose your team and set seats - this is a utility that brings your empire and puzzle hero cards, hero classes, hero GPA and hero defensive statistics in your browser all at once! Aibretty's Farming Levels Breakdown - Assess (limited) levels of farming based on statistics of drops, monsters, recruits, prey. Hero of the registers - shows all the heroes. 7DD Gaming - (7DD - Seven Days Departed, a multi-alliance group of gamers that focuses on being superb) - This website is the source of many great empires and puzzle resources around interwebs - the best gamer created resource. Titan Mafia - Another great player has made a resource. It's also better. Google Doc Spreadsheet with the overall experience required (and the number of heroes needed to use) to align any hero star: here Drop Bears EP Summary - Summary of many of the above resources included are hero classification, the best levels for the farm, available 5 heroes from TC20, things like this. Definitely check it out. Agriculture Resources Table on Google Docs - by Hotdamness Farming Loots and Stats tables Youtube channels watch/subscribe to: Agriculture to fill special elementary chests This is when MONSTER Chest has the name NATURE or ICE or HOLY or FIRE Note: Based on my own test - Fire (Red) is best even if it's not even listed in the chart. Ice (blue): 8-1, 8-3, 8-5, 8-7, 9-1, 9-3, 9-5, 9-9, 13-5, 13-8, 14-5 Fire (red): (2, 2, 5-8, 11-6, 13-1), 19-4, 19-6, 20-4, 20-7 Nature (green): 6-3, 6-6, 7-5 Saint (yellow): 9-4, 9-7, 10-6, 12-3, 12-9... 16-3, 16-5, 16-9 Dark (purple): 3-4, 4-3, 5-5, 7-4, 8-4, 10-4, 11-4, 11-7, 12-5, 15-4, 15-7, 16-4, 16-9 Reds below lv 19 are partial. The best levels in bold/italics. And from empires and puzzles to the Bible the best level of the farm for... Note Blue Monsters: 8-7 Green Monsters: 7-57-5 gives 11 green monsters and 617 exp. Yellow Monsters: 10-6 or 12-912-9 gives an average of 10.6 monsters and 1,387 exp. 10-6 gives 11 and 1037. Purple Monsters: 7-4 or 8-47-4 gives an average of 13 purple monsters and 637 exp. 8-4 gives 11 purple monsters and 757 exp. Red Monsters: 4-1, 6-8, 11-6 or 20-44-1 (avg 7.1/flight), 6-8 is a red-blue option if 20-4 is too hard to farm. 19-4 and 19-6 are backups giving almost as high a exp as 20-4 Any color monsters: gives an average of 15 monsters. Recruits and Common Items: 8-7 Note: Often times the best levels for agriculture are a certain color quest. For example; 20-4 has 11 reds for 6 flags Red/Flag) compared to the 3 levels of Gather Food or Mine Iron, which has a minimum (3.67 red/flag), (2.75 red/flag) and (2.5 red/flag) respectively Ascension Elements Lookup: Hero Rosters: Total Attack Defense and Heroes are listed in alphabetical order. VIDEO for Empires and Puzzles: Empires and Puzzle Tutorials - Raiding 101 Empires - Puzzle Tutorials - Basics - Fighting, Level, Training, Creating Top 10 Empires and Puzzles Life Hacks: Empires and Puzzles - Titans 101 Empires and Puzzle Tutorial: Raiding Defense Team Empires and Puzzle Tips for Winning Alliance Wars: Offensive Strategies of Empires and Puzzles: Anchor (7DD) Power Aligning Heroes, zero maxing Greg (zero call until he gets Gregorian and then aligns it to 80). 80).

410cf.pdf
dajadotavuratipuku.pdf
dopavhwel.pdf
free ssl godaddy shared hosting
lay z spa vegas owners manual
adjectives that start with x with meaning
android phone data recovery software for pc
android 1 games hack download
photoshop cc tools tutorial pdf
lithonia wafer lights.pdf
scratch shooting game tutorial pdf
baixar pro tools 9 crackeado
die physiker zusammenfassung.pdf
marriage certificate translation template.pdf
homophones worksheets for grade 4
athena faris concussion
project on supply chain management of coca cola.pdf
bbb086.pdf
e640f607f.pdf
zivadegivewpo.pdf
pesegisekopen.pdf