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When the guild decides GvG, they usually decide to either dabble and just play around a bit but not keep ground, or they get involved and really work the cards hard. There's not much in between. When the guild is just messing around, the full support of the team is not really needed; but for a guild that wants to be active on the cards, that means that guilds need team players. For some, this can be very intimidating because GvG can be misleading (but there are useful wikis for the basics) and many believe that there is no way they can help because they are not struggling. Nothing could be further from the truth. Active GvG requires teamwork, and this teamwork can be done regardless of the style of play and the platform. One of the biggest myths actually is that you can't be on the GvG team if you're only for mobile devices. There are things you can do if you are willing to make an effort to help with GvG. there are some who even manage to get their mobile devices to behave like a PC version of the game to maximize their GvG abilities, but this is for those who understand mobile enough to do so. Whatever it is, here's how you can help with GvG in general. You just need to decide what works best for you based on your own circumstances. Please note that there will be two characters used next to each method to indicate which platform it operates on: Mobile PC Is Just a reminder though, just because Inno doesn't support GvG on your mobile phone doesn't mean you can't access it on your mobile phone. There are workers around. For simplicity, this article will not be discussed in working around. Fight When most think of GvG, they think of being a fighter. In fact, it is safe to say that the most visible part of GvG is the struggle. However, being to the rescue in the fight for sectors is only a small part of it. Fighters usually have to be good at managing troops, and if they can't strategize, then be good at following the example of someone who can. You want to know how to read maps, and have an idea of how sieging works. If you are in the active GvG guild, there will be those who can teach you how to fine-tune your combat abilities. Farming Goods You need goods to fight in GvG and sometimes that means bringing in more coffers than GBs are being put in the bank. If you like to trade, or just seem to be a master of goods, then this may not be a bad option. Especially if you don't like to fight at all, or if you're stuck just on mobile access, this is a way to help your team. Goods farmers are usually not as noticed as fighters, because what they do more behind the scenes, so some guilds will create a thread to notice You are donating to the treasury to help bring efforts to see the light. Sure, the game tracks treasury donations (and expenses), but all GB collections get to log in there too, and no one's looking at it, ' a particular stream to accommodate donations is useful. Just like with fighting, someone usually takes the initiative to announce if there is an era of goods that need to be promoted to help guide what goods you should be targeting, if any. Agricultural troops When militants take land, this land often needs to be protected. Most fighters do not want to give up their precious troops for defense, and so those who do not fight, but spare parts from GE or who are just agricultural troops for the DAs can go and provide defense for the sectors. As a fighter, you want to be good with commanding troops, but unlike a fighter you don't have to steal your sector. It doesn't take long at all, and your fighters and farmers will thank you for helping save the sectors. Support for GBs Depending on whether you are struggling or farming, there are GBs that you will probably rely on in order to make your job more efficient. It's good for working on GBs that will help your style of play, as well as GvG, which can be done with aligning groups, straight swaps, and/or general swaps; Among other things. Sometimes you may not need to do it all yourself, but you can help another assistant raise their GB cheaper, or get BPs cheaper by donating a few GB FPs. There's no one right way to GvG, and there's not a single proper style of play to join GvG. you can participate in as many of these techniques as you want to help your team. The sky is the limit. It is safe to say, however, that GvG is a balance, and so no way to help is more important than the other. It's like yin and yang. you can't have one without the other. So no matter how you choose to support your team's efforts, know that your support matters regardless. GvG User Guide Last Update: 16/8/2016 (August 16, 2016) Your guild is fighting against others for survival and power. Your goal is to expand the territory of your guild and hold on to it to align your guild and get bonuses and fame for all its members. Every day at GvG, your guild must conquer new sectors and protect the sectors it already has under its control. At the end of each day (when the countdown timer ends) the guild experience is calculated according to the territory they own, and that experience contributes to the level Level your guild to get the best rewards! To take part in the action, you need to be part of the guild. Regardless of the size of your guild, if you are in iron age or above, you can still participate. GvG Battle gives combat points, too, so you don't need to make a choice of choice Tower or GvG. To access GvG, click the menu icon in the bottom right corner: Content Guild Continental Map Provinces Levels Guild Of Rights, Treasury - All Ages of the Province GvG Glossary Terms This guide is a direct copy of the original and further parts have been added to provide additional information and guidance to various players and moderators. Thanks to all those who contributed to this guide. Last edited by moderator: August 16, 2016 Guild Continent map All action takes place through a map of the continent of GvG, which is a special map designed for between guild battles and wars. The map is divided into provinces, which, as you can see, are separated by rivers and mountain boundaries. Each area is a different age. The GvG continent map allows you to see a brief overview of the influence of your guild in different provinces, and serves as an entry point to those provinces where your guild will fight. In the picture below, you can see the area of influence of your own guild highlighted in green, with enemy territory shown in red. The white areas point to an area that belongs to the NPC, in which the players guild has yet to expand. Your guild can fight in the same province, or all of them ... The choice is yours! However, you can only fight using units and goods of the same age as the province in which you are fighting (except for the map of all ages, but let's ignore this and give it your own piece)... for example, only iron age units and goods can be used on the Iron Age map. A map above one of the provinces will show a tool containing information about the province, which includes: name, age of province, higher guilds, number of participating guilds, support factor and average capacity of all sectors in the province. In the top left top left to the left of the screen you can also see your guild's current ranking, and clicking on the area will open the guild rating window. Clicking on the province on the map of the GvG continent will take you to the province view. Last edited by moderator: August 16, 2016 Provinces It's on the map of the province where the fighting is taking place. From here you can conquer a new law by besieging the sector and then attacking it with the help of members of your guild. Sectors of the sector are represented by hexagons on the map of the province. Your guild must conquer the sectors - and protect them from invasion - expand their territory. Conquest of the sector takes place in two stages - first you are besieged, then must attack! Sectors are painted according to who owns them: Reds - Enemy Guilds. Green is your guild. White is neutral (NPC). Landing zone When you open a map of the Province Guild for an era, you may notice that part of the map is dark, which indicates unclaimed territory. An active area where you can land your first army and set up your guild headquarters. Which Sectors To Attack When initially enter the map of the province, you can place the siege of the army in any of the sectors in the landing zone sectors (indicated by the bouncing golden arrow). Once you have the headquarters of your guild set up you can only attack the sectors adjacent to your headquarters or any of your unshielded sectors. You can see the status of the sector on the map above if the sector is under siege, as it has a badge with crossed swords above it. The shield icon above the sector means that the sector is protected since it was recently conquered and cannot now be attacked. Protected sectors are also not included for attack and deployment of siege armies. This means that if you only have one, protected sector next to the enemy sector you want to attack, you will need to wait until the defense is withdrawn from your sector before you can deploy your siege army there. Event magazine events record actions made by your own guild members and enemy guilds. You can access it from the province map by clicking the event log button on the menu in the bottom left corner of the screen. Three different tabs are available in the magazine: Important Events Your Action Guild Enemy Action Guild Clicking on the tab in the event log will show a list of the latest events and where the event occurred. Clicking the log entrance will center the map on that area. Last edited by moderator: August 16, 2016 Sectors You can view information about the sector by hovering over it on a map of the province. When you control the sector, you get the power that you can see in the information sector. Different sectors provide more or less power and as you gain power, it transforms into experience points for your guild that are used to raise the level of your guild. HINT: A sector that contains many trees gives more energy than a sector with fewer trees. The white color of the hexagonal in the image indicates that the sector is controlled by a peaceful NPC. You can also see the guild coordinators (convenient for communicating strategies with guild members). The Power, and if the sector is under siege, information about the beleaguered is also displayed. Sector options When you click on the sector, the settings displayed depend on whether the sector of your guild belongs, whether it controls the enemy guild, or the NPC (in this case, the settings are not displayed). Pictured is an example of sector options for one sector of your own guild. Clicking the Profile option will lead you to your guild's profile, and the Guild's ranking will bring up the Guild's Screen Rating. Move headquarters every day, your bonus support pool applies first to your headquarters, which gets the strongest bonus, and then in the adjacent sector, spiraling outwards. This makes your headquarters a strategic center that your guild may have move on occasion. Clicking the Move Headquarters button will move your headquarters to your chosen location, but it can only be done once a day. Note that support pool bonuses will not change until the next daily calculation. You also can't move your headquarters out or into a sector under siege. Grant Freedom If the sector is no longer strategically beneficial to your guild, you can choose to grant it freedom. This will result in the sector being controlled by the NPC, the sector will not be able to re-siege your guild until the next settlement, and the goods payout to your treasury are a guild that is based on the common territory owned by your guild in that province, the number of siege armies that are currently active, and the number of slots unlocked in that particular sector. In each province, one trusted member can grant freedom to up to four sectors per day. Conquer the sector Enter the enemy sector by clicking on its hex and choosing the Kind sector option (it will go straight to the View Action Sector when entering the NPC-controlled sector) and this will take you to the army control screen. At the top right of the screen is a space where you can deploy armies or attack the sector. There are two possible options for deploying armies: siege army (if you don't own the sector) and Army Defense (if you do). As we try to conquer the sector, in this case you would like to deploy a siege of the army. Deploying siege army before you can start attacking, you first have to put a claim on the sector that you want to conquer. Deploying your guild's first siege army is worth the goods, and the amount needed that is displayed when you hover over the deployment button. Once you deploy the siege army, these units are removed from your pool unit, they belong to your guild and you can't get them back! Attack Sector Once you put a claim on the sector you want, and deployed your siege army, attacks can start to conquer it! A single attack is unlikely to be enough, and it can take a lot of consistent attacks to gain control of the sector. You have to use your own army (and your own raises) to attack... You can't attack with the siege of the army. Tap the red defensive badge on the army control screen to view the enemy's defensive armies. You can have up to 8 armies protecting the sector and you have to defeat them all to gain control of the sector. In this case, there are two defended armies. Every time you attack, your army will fight against a random defense army (you can't choose which army to attack). Under the army icon you can see the army health bar. The armies in the picture have 8 and 9 health respectively, which means that they must be defeated 17 times in total in combat to be completely destroyed and removed from the enemy's defending armies. When you have killed all the enemy armies defended, your siege army moves and becomes army of the sector. HINT: After you beat the defending army for the first time, units in the army become visible to everyone when you Your mouse over the army icon in the army control screen. Once you win the sector Once you have gained control of the sector, it is protected from attack for a certain period of time, until the end of the day, which indicates a countdown timer in the top left of the upper left of the map of the province. When the countdown reaches zero, the day ends and the points are calculated for the previous day. The defense has also been withdrawn. It is in your best interest to hold onto the sector until the timer runs out! Protecting the sector every day when the countdown ends, the scores are calculated for the previous day. You have to hold on to the sector when the timer runs out in order to count So it's in your best interest to hold onto the sector for as long as you can, or at least until the timer reaches zero. When you conquer the sector, you only start with one defense army (which was formerly your siege army). You can place up to seven additional armies in empty slots, which is a total of eight. But you have to pay the goods to unlock each army slot, and the cost increases with every 2 slots you unlock. Units deployed in defensive armies belong to your guild and cannot be retrieved. As the value of goods increases, one person may no longer be able to afford to unlock slots, and so the goods contributing to unlock slots go to the coffers of the guild that holds the goods until they are ready to use. Under siege, when one of your sectors is under enemy siege, the sector will not produce energy. Most actions are also blocked (the deployment of a defending army, the granting of freedom or the relocation of headquarters to or from the sector). So it is in the interest of your guild to kill any armies that besiege your sector. Pool support Each guild has pool support that gives bonuses to GvG Wars. The guild support pool is calculated at the guild level and some of the buildings that its members have. This gives a percentage bonus for attacking and defending (or enhancing) all units of this guild in this sector. The total pool extends to each province. Then for each province, they are divided into a support factor before they are distributed. The support pool is distributed among guild-controlled sectors, with priority given to guild headquarters before neighboring sectors receive a bonus, and then sectors further thereafter. If the sector is not connected to your headquarters, it will not receive a bonus. You can see the support bonus by hovering mouse over the army. Protecting armies and siege armies can have a support bonus if they are in range. The guild support pool is recalculated every day when the countdown ends. Siege Army support bonus only if it exists during the daily calculation, when the countdown ends. Maximum support bonuses vary by province - this is to make lower-age cards more accessible to players from an earlier age. Maximum bonus for each age according to the following table: MapMax outpost bonusIron Age0%25%EMA10%35%HMA20%45%LMA30%55%Colonial40%65%IndA and after 50%75% Daily calculation occurs at a set time each day. From the countdown on the GvG map, you can see how much time is left before the calculation starts. During the calculation, the following steps take place: calculating the Guild level. Guild rating calculations. Calculating and distributing support/support bonuses. Electricity is paid. Protection from attacks on sectors has been abolished. If you moved to headquarters the day before, the move option is reset and you can move the guild headquarters again. Grant Freedom Limit for a particular player resets Any sector that has been grated of freedom may be under siege again Last edited by the moderator: August 16, 2016 Guild Levels Alignment your guild will improve its rating and give bonuses to all its members. Some bonuses will help your guild on GvG cards, and there are player bonuses to be received. You can view information about your guild level and requirements for all levels, in the guild level window that is available from your guild's menu icon. To see the rewards and requirements, you can scroll through the levels using the arrows at the bottom of the guild level window. How to align your guild in order to align your guild you need to gather power. You gain power by acquiring and holding territory. Every sector you manage gives power, and at the end of each day, the points of power of your guild are calculated and added to your guild's total, which contribute to aligning your guild. Guild Bonuses As you increase the level of your guild, the following bonuses for your guild will also increase: Prestige Bonus Adds Prestige Guild Prestige Rating Support Pool Bonus Adds to the Guild Support Pool (Attack/Defense Bonus in GvG) Player Bonuses Some levels will also provide a player bonus: A set of momentum reduces the time it takes to recruit units, and healing time for units (new times are shown in the set). Research momentum gives extra forge points every day at your town hall. The construction discount reduces the cost of coins and supplies of all buildings by a percentage (the original cost is shown in the research tree, and the reduced cost is displayed in the building menu). Guild rankings Two GvG ratings exist: guild rating, and rating card. The guild rating is global and is determined by the number of prestige points your guild can receive from the level of bonuses received when aligning your guild. Provinces also have their own map rating, which is ordered by the power guilds obtained on the map of the province. Getting to the top of the map rankings will not only increase the fame and fame of your guild, but also its advantages. Every day after calculating the new rating of power power cards given in the top 3 guilds. The bonus is as follows: Top guild - 15% 2nd place - 10% 3rd place - 5% Last edited by moderator: August 16, 2016 Rights Guild, Treasury - Rights Guild of all ages Not all GvG actions are available to all players. The following actions require that a member of the guild have a proxy right: Unlock the protection of the army slot. Replacing any Army Deployment/Removal siege army Granting Freedom Moving Headquarters If you have done any GvG action except for treasury donations (i.e. attacking the sector in GvG, replacing army protection, moving headquarters, etc.) you have 96-hour allegiance to this guild. This dedication prevents you from performing any GvG actions (except for treasury donations) when you log in/create another guild during those 96 hours. Note that the timer is entirely dependent on your last GvG action, not when you left the guild or when you joined the new guild. The Treasury Guild, as your guild conquers and expands its territory, the value of goods rise for siege and defensive army slots. Your entire guild may need to contribute goods to pay for the new army deployment and unlock defense slots, and this is where the Treasury Guild comes in. The image requires 5 decorations, and below the requirements you can see that they are already available in your Treasury guild. Also needed are iron, cloth, black wood and limestone, which the guilds need to collect and pay to unlock this slot. The buttons below the good requirement show that you, as a player, can contribute: in this case, 5 iron and 5 limestone, or diamonds to buy goods for your guild. Only when all the necessary goods are available can the siege be placed (or the slot be unlocked). HINT: Giving freedom to a sector that your guild no longer wants will also result in the goods being paid to your guild's coffers. This feature is also available from the guild screen, in its own tab. To donate your guild's products, just select the good ones from the drop menu, add the amount, and then press the donate button: All ages of the province of all ages on the GvG card features are almost identical to other eras with a few exceptions. Instead of paying for goods, you pay medals to unlock the protection of armies or the place of siege. Costs are the same as goods in some ways (i.e. if it usually costs 30 out of every good to unlock the protective army, you pay 30's and 150 goods, so instead, now you pay 150 medals to unlock protection You can also use any unit you want to place sieges, attack sectors, or place armies protected. This means you probably have the best chance of participating using the last units of the era, but feel free to get creative: try to keep one strong defense army followed by 7 armies of armies (Iron Age) Archers; This will force players of a higher era to attack, giving them very few combat points to get through the sector! Last edited by moderator: August 16, 2016 GvG terms AF, BA, CE, TE, etc. - This is technically not the term GvG, but rather an acronym for different eras (AF - Arctic Future, BA - Bronze Age, CE - Modern Era, etc.) Map of All Ages can be shortened to AA, FFA (Free-For-All), or even use the acronym of the last era, as most defending armies will consist of them. Attack defence is the protection of newly conquered sectors. This prevents the other guild's sectors from attacking until the next daily calculation. Also, if it's not a headquarters, you can't place a siege from the sector in that state. Average capacity - Average sector capacity in the province. Besieged, under siege - a sector that holds the siege of the army. Besieged sectors do not generate energy, and most activities are blocked (e.g. the deployment of a defending army, the relocation of headquarters or the granting of freedom). Construction discount - a discount on coins and the cost of supplying their buildings that all guild members depending on the level of the guild. Coordinates are a unique identifier for each sector. Daily Calculation - Event at the end of each day where power is paid, an aggressive NPC attack, attack protection rises, power is added to the level of the guild, guild and card rankings are determined, bonus pool support is determined/distributed, movement and grant-freedom restrictions are reset. Army protection is an army that can be deployed to protect your sector. The sector can introduce up to 8 defending armies. If the sector receives an attack, each of these armies must be defeated 10 times (or less important to the health of the army protection). Grant Liberty - Action in the sector that hands it and all the protective armies in it to the original (NPC) owner again. The guild will get a few products for this. The guild cannot re-besiege the sector in which they have granted freedom until the next settlement, and one player can grant freedom to only 4 sectors each day. A map of the Guild's continent - Map on which the provinces are located. Entering GvG will take you there. Guild level - Accumulated power will contribute to the level of the guild. Whenever enough points are collected, the guild levels and opens up bonuses to its members. Guild rating is a rating that displays all guilds sorted by their prestige. Guild Treasury - The Treasury of the guild holds goods that contribute players and certain events/actions. The Treasury is used to pay for goods to unlock slots or to place siege armies. Guild vs. Guild - The official name of the function is The Guild Vs. Guild. The Guild Area is a sector controlled by the guild in the province. These sectors green on the continent and province maps. GvG / GvG - Abbreviation for Guild vs. Guild. Headquarters - First Sector Guild Guild the map will be headquartered. Headquarters can be moved to other sectors. This is important for the distribution of support bonuses. In addition, siege armies can always be deployed from this sector (there are no restrictions on protection from attack). Headquarters - Abbreviation for headquarters. The landing zone is a specific area of sectors in each province where the new guilds in the map can start and deploy their original siege army. If your guild does not own a sector in the province, all landing zones will have an orange arrow above them. Map Rating - Ranking for each province that displays guilds sorted according to their daily power in that province. NAP - Non-aggression pact - an agreement between the two guilds so as not to attack each other or siege. May or may not apply to several provinces. NPC - Non-Playing Character - If the sector is not controlled by the guild, it is controlled by the NPC instead. The owner is either a guild or an NPC name for who owns this sector. Peaceful NPC - NPC, which are used in the landing zone. They will not attack guild sectors during daily calculations. Power - What your sector produces daily for your guild, which contributes to the guild level. Prestige - What is used to determine the guild rating and is calculated from the total power received from each province during the daily calculation plus the prestigious bonus received from the level of the guild. Province - A map of the continent of the guild holds the provinces in which the guilds fight. There is one province for each age, i.e. only units and goods of that age are used. Provincial Age - Age of the Province; according to our normal ages in the game. Only goods and units of the province's age can be used in the province. Boost Set - According to the guild level, set and healing once units are reduced for all guild members. Move headquarters - The Guild can move its headquarters; in fact, headquarters would fall into another sector of its territory if neither of the two sectors was under siege. Research Boost - In accordance with the guild level, all members of the guild receive additional Forge points (received with a daily coin bonus from the town hall). Sector - Each province has a large number of sectors. Guilds fight for control over these sectors. The sector provides electricity. Siege of the army - an army that must be deployed in order to take the sector. Any trusted member has the option of planting a guild sector that is not protected, or any landing zone, if the guild does not already own a sector in the province. The deployment of the siege army requires both goods and units. Only after posting armies defended armies in this sector can be attacked by guild members. Note that the siege army itself is not but it can be attacked and defeated by any adjoining guild or site (guilds, not on a specific map, technically adjacent to any landing zone). Support bonus is an increase that can be applied to the protection or siege of armies important to the stronghold, province (and its support factor) and distance from headquarters. The support factor is a unique factor for each province, which reduces the overall support bonus; Pool support/support factor - the overall support bonus of this province support pool - a component that is used along with the support factor to determine the support bonus in the province and can be increased through your guild level and some buildings Support Pool bonus - a bonus that increases pool support for the guild. Unlock - Opening another slot to protect the army (up to 8 in total). This action requires goods. Unlocked slot is a slot that has been unlocked and can occupy the defense of the army now. Last Edited by Moderator: August 16, 2016 forge of empires gvg guide. forge of empires gvg tutorial. forge of empires gvg strategy

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