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Summoners war ultimate progression guide pdf

Summoners War Progression and Focus Guide by DerpiliosA Many new players (like myself) Wondering what would be the best way to progress the game without investing too much time and money. So I decided to give a short guide for a friend with a progressive focus. In setting context and proof, I didn't play much, but can auto GB10 with success rate more than 3 minutes 100% auto DB 10 at 80% success rate (it will be 100% after the elimination day run because I have a good runner to upgrade my team, I hope) Fighter 2 weeks stage after playing for more than 3 months, it is not that impressive, but I believe it is not too bad. This is a talking guide from my own experience. Please note that this guide is useful for those seeking a way to get as much as possible in the game with less time, which means auto gb10 first -> TOAn 50/60 -> Auto DB10 -> Toa normal. However, you may find that this guide is irrelevant. Important Note: My experience is limited. So I would be grateful if anyone could provide information so I could optimize the manual. I will try my best to update those comments to this post and would love to hear your score. Also, this is my roadmap from my own experience of what I do, and some may find it too detailed to follow, but in case you get lost or you're looking for a quick way without too much hesitation, this may be a hint and apologise if I make any grammatical/spelling mistakes, not native speakers and warm greetings. Let's score 1. This game is not about how many monsters 6* you have, but how well your running series and game is designed as getting a runner from a giant to be able to farm dragons. Running from those dungeons will help you do pve well, wise and quite good in PvP, then you will move to Necro to get a better combination for PvP. It's very easy, TOA is to test how your monster box fits different situations and how diverse your monster combinations are.2. Rule-Don't buy a sliding pack. Don't be tempted to get lost in gambling. Of course, the 1 pack is good from the start, since you won't get too much energy at low levels when you don't add your power tower (or at least 70 energy) and you may get fusion materials/fodder to accelerate the first step or a variety of monster boxes to choose from - thanks to input from @n_e_r_d103 @syfly I personally bought 1 and 1 never created any monsters that can be used for purpose/ Maps 1 wastes only wasted time. For example: on my first account I played for 2 months 6* fire inugami, farming situation map. Well, but I can't use him anywhere else. Stuck in a giant B6 for a long way. I never made the same mistake when I changed the server and made a live deck. Don't believe people who say you should spill your farmer's star first. This is not a clever progression, as monster 6* can't do without a good running kit, and a 5*mons team can do a good farming dungeon with good coordination. Remember that running is a more important way, and Cairo provides the best runs. Focus on 1 team at a time If you can't auto-GB10 at 100%, don't touch the dragon, focus is the key to success. Don't add power to 15 runs unless it's 5-6* with good sub-stats, it loses a rare mana and you get a better run as you farm, except when you're desperate for less statistics. Example: I need 15^ 2 intense runs for my Verde while he's 10% from 100% CR and he lacks speed so I 15 ^ 2 slots & Don't 6* every mon in your team to save time, of course, 6 shows will enhance the main features (hp, def, attack), as long as you don't give the monster at least 5* rune series with 12/15, not 6* stadium: use your stage invitation every day, even if you lose, you will still get 1 point, set a very low defense to keep yourself in this low rank, face a simple opponent. Try to earn at least 180 glorious points and buy devilmon every week. Save all for later use. Use it for very good nat5 or nat4 skills (for example, Lushen) and that guy must be part of your main team. In this case, Veromos. The remaining points are used in the maximum energy building. Don't buy any rolls from Glorious Shop Magic Shop: I don't remember how you get a 5/6* run from the store, but it's around lv22 and lv30, I believe, expand all remaining slots as you proceed. Sometimes you will get a great deal of runes & mysterious sliders from this.3 Time--optimized progression jumping to this 4, and then.4 Hit situation: Get a friend with a good agent indeed. This will help you get over all the situations with less than 3 days. Remember that removing it after use, it is good to do it because people like to help only once, but you can not give them any benefits, and they can only remove 5 friends a day. Your first farmer -- yes, a farmer (only at the start of the game). He's easy to get the skills that's easy to max and can feed Tamor Hell at 5* with the running suit above. This map will benefit you too. Purpose as well: Max Bernard Skill, Griffin Wind, one that will stick with you from beginning to end of time (later explained). Ramakos is a good man because he is the only one who can farm a hell of a level with such low levels and such running needs, he is also good in the Guild War Arena. Later on, i' If you're not ramagos, it's great, give him a 5* with 9 ^ power three runs from the last quest for now.input From @niepra: Find more farmers than can farm hell level with a rush to reach your Ramagos to fill this role for me, but try to find someone who can farm Tamor hell as you wish Max Bernard skills and later Veromos can do this map farm in ~ 1 minFire Inu or water warbear is good and easy to get, but I do not see applications elsewhere in the first game. So build ramakos and save time. However, this is how I do it and the choice is yours.6 The first giant team, the Giants first? Why not do all the Cairo dungeons as high as you can? Because the series runs from the Giants is enough for beginners like us and you can't do the Dragon 7/8 without being able to auto-GB10 before. So better not waste your precious energy to get a shitty 4* run from low-level dragon. Time-wise, the best wind monster team, since your ultimate goal is GB10 and water. At first your goal will be the giant B7 it's dark as it's neutral with the wind team, you'll be able to work with the GB7 element wise, then move to GB8, which is wind-neutral again, as long as you can auto-GB7 then farm gb8 for some time before deciding to go for GB10, water, yes. The corresponding 1 team from GB7 to GB10 will save you a lot of time, right? Therefore, the giant team key is not the damage you manage, but you can live well this, the necessary players 3 for your team are: (1) (2) the speed buffer of the turn advantage is extremely important(3)def buffer to survive, another 2 slots are options according to your monster box GB6 down, it is too easy not to make you bored to die talking about them. First team for GB7is: (1) Bella de on - Light Inukami He maintains he destroys his def, strips the interests in the giants. Not to mention (2) Shannon -- Wind Pixie, she buffs def & attack her slowing enemies (&stun as well, if along with the series despair runes), she uses a perplexed hit, one of the best monches out there. (3) Bernard- Griffin Wind: Speed/Attack Barbuff, def/destructive attack of this 3 will stick you to the game late, so it's worth building them and trying 5* them as soon as possible. Don't just 6* who's just 5* is enough for Slots 4 & 5. Personally, I recommend creating darion-vagabond light & konamiya-gaguda water as they 2 will be used later as well. Damage and special treatment from Kona (special turns as well) Ramakos gives you 5* they are fast in Tamor hell, so all members of team GB7 first 5* - Bernard -- Bella -- Shannon -- Darien -- Konamiya (last 2 are optional but recommended) Farm GB7 continuously until you can auto 100% the best combination for the team can be obtained from this dungeon: Bernard (Swift + Whatever Speed /hp%, def%, speed and precision substats), Shannon (Despair + Whatever), Bella (Swift + Whatever Speed /hp%/def%, Kona (Darion Power & Precision Substats), Darion (Power Three, Hp%/Hp%/Hp%/Def%), Kona (Darion Energy & Kona will be useful for later use (raid, stage, dragon ...)) After Gb7 is completely automatic, then it's time to think of GB8, I fused Baretta at this point, because his skill set is good for this particular map and he will help in the elemental hall and will be important later in TOA 5* and wake him up. Equip him with Despair + Focus (get focus work from the previous situation, or you can replace it with 2 sets of things with a good precision liner), You'll need to give him as much accuracy as possible to land dots instead of Kona by Baretta and you have your own GB8 team, Barretta is the absolute leader, continue to farm GB8 until all units of your team have at least 15K HP & 800 def. Now it's time to fuse Veromos, don't forget to save all his fusion material along the way and help him get a good Swift suit. After fusing Veromos, 6* he gave him your best Swift series with speed /hp%/hp% and good speed, substats. Accuracy This guy is god and will change your game. Now you may be able to automate GB10 with this team already: Vero (Lead) + Bella + Bernard + Shannon + Darien. My first team is the same, except I have Acasis instead of Darion, but both will work. This team is slow for about 5-6 minutes/ run, but it's safe farm GB10 to optimize the run for your main team. Toan 50/60 (input from watt123) After gb10 your team may be strong enough to go to TOAn at least 50/60 class, check it and do it. Leave alone a small amount of summoning the prize stone of rainbow sleigh and crystal-worthy F70 may be too difficult for now.8. Dragon Survival is about speed and clearing, as long as you are fast enough to clean all the points, the dragon is easy. It sounds crazy, but since we had a plan in our hands from the beginning, it wasn't crazy. Remember the water you created earlier for the GB7? Now he's useful again, replacing Darion in your GB10 team with Konamiya and a strong DB8 team, this is my first Dragon team as well. Run him again with fast power speed / hp % / hp% if you Yourself are dying too much, you may not be fast enough. The def & hp specification for the GB10 is enough for the DB8 to return to Giant 10 Farm for a while and accelerate your team, then you'll be good to go. Db8 farm for a moment and gather fusion materials for Sigmarus - Phoenix Water At the same time, create a mysterious water witch (Megan)6 * Sigmarus gives him a serious kit / good blade with attack%/Damage Crit%/Attack% with CR/CD/speed substats, now replace Darion in your GB10 team with Sigmarus and you will see that reducing your working time 2 minutes. Collect all those intense & focus runs and run Veromos again with intensity/focus. Depending on your pull, your DB10 team will be slightly different. I was lucky enough to pull Verdehile but thought you did not fuse uddin water. She will help you in DB10 as a reviver in TOA War Guild Stadium as well. Now you have a db10 team: Sigmarus (lead) + Veromos + Bella + Megan + Konamiya / Udine Water (Mike) all 6* except the last slot if you're lazy like me, but you'll need to upgrade your runes9 After Dragon:Now I believe you know what you are doing and you can focus on TOA/Necro/Raid, this thing is based on your pull box/monster and there are many suggestions in this sub. I personally have access to upto TOA70 now and farming dragons to strengthen my team, so I won't talk about it, it will make me stupid. Crystal -- Pack -- Mysterious Scrolling: Yes, it attracts. I'm not interested in being f2p or p2p, I make money with com2us too, but never buy a trigger kit. I use my money to get crystals for refilling, more useful crystals for filling and farm dungeons. This will help you run well for your monster and you can get a mysterious scroll from it as well. Also, you can get a lot of rainbows, which will give you 6* monsters much faster. Your main monster summary is: Veromos 6, Sigmarus 6, Bernard 5, Bella 6, Shannon, Darion, Megan, Mikene, Konamiya, Baretta (mostly 5*), Ramakos 5*. All farms, all monsters can be used in various situations. Again, this is just a guide for beginners who don't have luck on the summons, but if you find yourself a good agent, keep in mind that team runs are more important than a single monster. I got Lushen but let him be 5* in my box since he was useless for my current team. I'll definitely build him later, but not now. You may also want to see TheMotivationalGamer's channel on Youtube, he provides good advice for beginners focused on progress. I learned a lot from him. Talk more about rune/mana management because this post is too long already. Thanks for reading and please give feedback to help us all get started. Happy game guys! People!

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