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The Jungle Share comments refer to any area of the map that is not a lane or part of the base of any team, including the river that shares it. The Jungle relies on killing neutral mobs in the jungle to keep up with their teammates in terms of gold and experience. In the standard 5-on-5 Mobile Legends game, 4 players in the team will be Laners, and 1 player will be assigned to Jungler. The jungle creeps are presented exclusively on the map of the Imperial Sanctuary. Jungle creeps are very strong at the beginning of the game and thus the jungle is needed to clear them effectively. The team divides the jungle from the upper and lower areas. Some heroes are more suited to Jungling than others, especially Assassin and Fighter, because of their ability to deal with a lot of damage early in the game to clear jungle camps and/or gang strips quickly at the beginning of the game. The purpose of the jungle is to get buffs such as purple buff, orange buff, golden buff, etc. Monsters scattered all over the jungle area in order to kill in exchange for gold, exp and various bonuses without interfering with the lane henchmen of your team. At the beginning of the match, monsters and cyclone eyes spawned in different periods. Jungle with the battle spell of Retribution and Jungling Equipment is much faster in Jungling than other heroes. There are several types of buffs given the killing of specific jungle creep. These include purple buff, orange buff, golden buff, Walkie Grass. Killing Turtle or Lord will give a certain amount of gold and exp to the side that kills him. The turtle also gives a shield to the hero who killed him, which increases their physical attack and magical power. Magic power increases more than physical attack. When the Lord is killed, he will be called from the side that killed him. The Lord will charge down the lane with the fewest HP towers or towers and attack anything in its path, while raising wave mignon on all three lanes. After the 12-minute mark, the Lord will become the Glowing Lord, who will be able to use the charging skill on the first tower he encounters, do true damage, and disable the tower within seconds. This article has little information about it at the moment. If you have experience in editing, you can help by adding any information that currently does not exist on the topic but is related to it. If you're newer, please read the Basic Rules before you start editing. You can help us expand or improve this article. This article has an older version. Some of its contents from the old version are copied to the current article. Open this article Jungle (Old). Minip Before we start in the jungle, we must first learn the mini-map. The colors of the dots represent the monsters that give Buffs. Monsters identified by purple dots You are purple and orange buffs. Monsters in yellow dots provide you with a golden buff. Monsters in green spots provide you with a healing buff. Turquoise dots gift you a walkie grass. Blue diamonds are the eyes of a cyclone. Purple Paw and Purple Cross are Turtle and Lord respectively. Monster Respawns and Buffs There are different types of monsters in mobile legends. Each of these monsters gives a different amount of gold, experience and unique game lovers. It is vital for you to know the basics and achievements about these jungle monsters if you want to be a successful Jungler. Creeps Common Creeps there are plenty of little monsters or creeps scattered throughout the jungle. It's really easy to kill and don't give out any buffs and is naturally good for gold and experience only. These monsters appear at different times and you can clear these camps often to get more gold and experience. This creep won't attack you and gives you a Walkie Grass that gives you extra speed while driving in the river. This creep has a range of attacks and causes by increasing its own defense points when it has a low HP. This creep will turn into a little Crammer when killed and can survive up to a quarter of a minute. This creep has no special abilities other than buff's healing. This creep that provides you with a golden buff. Before the crab spawns, the baby crab will spawn first, giving less gold. Elite Creeps These monsters appear in 30 seconds of play and 2 minutes after they are killed. These monsters bestow an exceptional killer in the game are buffs that are classified on orange and purple and have their own specialties. They are a duo creep that give you a special positive effect called Blue Buff (aka Purple Buff) that provides cooldown cuts and lowers Mana/energy costs. It also provides you with HP for every purpose you kill, heal different with type of purpose. This creep gives a special positive effect called Red Buff (aka Orange Buff) which inflicts additional true damage and slows down enemies when you attack them. Legend Creeps Legends creep is comparatively harder to kill. However, they give the entire team gold and EXP boosts, along with other beneficial effects. The Allies will receive a Golden Bonus and the killer gets Turtle Buff, which provides a shield that gives the bonus physical attack and Magic Power. The most powerful creep that launches multiple attacks on enemies when provoked. When killed, it greatly enhances henchmen and accomplices with killers to push. At the mark of 12 minutes turns into the Glowing Lord, who can charge on the first tower, which he encounters, inflicts true damage and It. Rock Golem: This freak was shown in a deep area of the jungle, hence their removal. This creep has been replaced by Spiderling and Spider (known as Snake) Features the terrain you become invisible when hide inside the bush. Cyclone Eye provides a blink effect that will slide forward in the direction of movement. Buffs Healing Buff restores 5% Mana and 350 HP in 2 seconds. Scaled lizard Krammer Rokura Little Serpent. N/ A Walkie Grass helps the allied target in the 6 unit range to restore Max HP and Max Mana, up to 1% per second heroes and 3% per second to henchmen. Walker Grass will follow the killer. Lithowanderer Golden Buff Killer gets a golden buff that will last 30 seconds and provide 100 extra gold. At Little Crab, the killer will receive 30 additional gold medals in 9 seconds. TBA crab... Red Buff aka Orange Buff. Each time the killer attacks enemy Heroes, Lava's Soul attacks them once, inflicts additional damage and slows them down by 1 second, based on the role of the killer. The attack has a CD with 3 seconds. Assassin Fighter Tank It strikes 50 (20% of all physical attack) (30 attack speed) True Damage and slows down the target by 60%. Marksman Mage Support It inflicts 50 (30% of total physical attack) (50 pounds attack rate) True Damage and slows down the target by 20%. Fiend Blue Buff Aka Purple Buff. Reduces all CD skills by 10%, Mana Cost by 40%, Energy Cost by 25%. When killing an enemy unit, restores HP based on the type of this device: Mignon 3% Hero 8% Creep 12% Snake Turtle Buff Killer gets a shield that can absorb 400 (40 euros each level hero) damage when the killer does not take any damage in 5 seconds. This shield can increase the physical attack of the killer by 20 (by 2 euros at the level of the hero), the Magic Force by 25 (4 euros at the Level of Hero). Cryoturtle Gallery Statue of Shocker and Statue of Chaser, The serpentsCore Guard alternative, an alternative to the FiendCrimson lizard, an alternative to scaled LizardCrammer, still exists in other maps, except for the Imperial Sanctuary MapGargoyle, an alternative to the RockursaRiver Crab, an alternative to CrabTurtle, an alternative to CryoturturLord, an alternative to sanctuary Lord of Death icons They appear only when the hero gets help to see their portrait. Imperial Sanctuary Creeps Alternative Creeps They were an alternative to the Heavenly Palace or Western Space map. Old Creeps They were no longer available on the current map. Jungling Tips Jungling is a reference when you leave the lane, stay in the jungle to align and help your teammates by making random surprise attacks during group fights. The basic idea here is that your team will rely on you for the ganking game. You should always be on the move, clearing jungle camps after camp and looking for opportunities for ganks. Constantly check the mini-map and try to set up camp at the nearest to Aim the strip to secure it more easily. Like gangster and jungle, it is inevitable to never reveal your location. Approach the opposition lane or use your skills on the show your location to the enemy. It is therefore always recommended that you always stay in the shadows and run your business just from there. Try to anticipate the enemy's movements and plan your attack strategy accordingly. However, watch out for the enemy jungle and keep your team informed of his/her activities. Even when there are enemy heroes near your tower, the only thing that prevents them from being offended by your tower is the idea that there may be a hidden gangster who can jump on them at any moment. Thus, being hidden and allowing the enemy to walk into the trap is essential and profitable. Another challenge, like the jungle, for you, is to kill the monsters and get buffs for your team and yourself. Killing the Lord or Turtles can provide epic buffs for the whole team. Aim for the last blows to monsters with retribution. It is important for you to have a deep knowledge of the complete map, so you don't have to spend unnecessary time exploring and searching for monster spawning places. Use in-game pings to communicate with allies of fast ganks, group for purpose or retreat if you can't help them at the moment. And the last thing you should keep in mind is that as a jungle, you will align and farm much faster in the jungle. So try to give lane henchmen to your teammates, as this is their only source of gold earnings and alignment. Recent changes in the jungle Statue of Shocker NEW and a new skill: Reduces damage taken by 15% for each neighboring hero, limited by 60%. Core Guard NEW and New Skill: Reduces damage by 15% for each nearest character, limited by 60%. The ADJUST crab ► slightly adjusted their spawning spots. NERF ▼ hp Regen's speed reduction in the first 5s after the hero leaves the chasing range. The small CRAB ADJUST ► slightly adjusted its caviar places. NERF ▼ hp Regen's speed reduction in the first 5s after the hero leaves the chasing range. Lithowanderer ADJUST ► caviar on one side of Middle Lane instead of both sides. NERF ▼ HP and HP Growth decreased by 10%. BUFF ▲ physical defense: 37 – 60. The gold bonus of BUFF ▲ Base increased by 56%. Walkie Grass NERF ▼ Remote Effect: Restores HP and Mana NEW - New Effect: Increases The Speed of the Owner in the River BUFF ▲ Duration: 20 – 45s Core Guard Buff (Soul of Lava) NERF ▼ Reducing Damage to the Magician, Marksman, and support from 50 (60% total physical attack) to 50 (30% Total Physical Attack) (50 Attack Speed) NERF ▼ Decline slowly from 30% to 20%. NERF ▼ reduced damage for Assassins, fighters and tanks from 50 (40% of total physical attack) to 50 (20% total physical attack) (30 euros attack rate). NERF ▼ has reduced the slow from 80% to 60%. Lithowanderer Buff (Walkie Grass) NERF ▼ reduced the maximum HP Heal per second for Heroes from 2% to 1%. Context: Unchanged for Small crab ADJUST ► adjusted Match time starts from 45 seconds to 40 seconds. Community content is available under CC-BY-SA unless otherwise stated. Noted. mobile legends jungle guide 2020. mobile legends jungle guide 2019. mobile legends jungle guide reddit. mobile legends jungle monsters guide. mobile legends jungle guide deutsch

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