



I'm not robot



Continue

## Gems of war troop guide

Download... Download... Update: 11/09/2020 GoWDB.com © Lyya (ashenbloom@gmail.com) This is a fan site. All Gems of War content belongs to Infinity Plus Two. Hello everyone, members of the Black Dragon Court has created a great guide for beginner players. This guide was only available on their Discord server, so we decided to convert it to a PDF and share it with all the new Gems of War players. Like all user-created guides, it contains both objective data collected from the game and personal opinions, so some of you may disagree with some of the tips in it. The more players fall in love with Gems of War, the more the game will be healthy and fun! This is a reference to the guide: 4.7.5 Start Players Guide - On the Golden Phoenix Inn Discord Table Old or Dating Versions: Beginners Table 4.7.5 Starting Players Guide - At the Golden Phoenix Inn Discord 4.7 Starting Players Guide - At the Golden Phoenix Inn Discord 4.5 Start Players Guide - On Black Dragon Court Discord 4.5 Start Players Guide - At the Golden Phoenix Inn Discord feel free to download it and share it on Discord servers if you like it. Let us know if it can be done better or if you have suggestions. Credits: Creator's Guide: Black Dragon Court various PDs and Extras: Anonymous Guardians Infographic and Expansion: Solar and goDave over at the Gemocide Family PDF Makeover: The Golden Phoenix Inn 25 loves Fantastic Work! Perhaps support can realize this in the knowledge base and credit you guys. That's a good job. Just one wish: please show the game version in the headline: Starting Players Guide CoW v4.5. Good hint, we'll do. Thx! thank you MK. And a big thank you to Redi and Muta as well. I want to emphasize that the intention was to make a slimmed down guide that relies on our server discord and our members. We offer a lot of one-on-one help to fill in the gaps, there will be no information. For people unfamiliar with the new process, the linear nature of the progression may come as a surprise. As well as the complexity of scaling in the realm of quest lines. One thing probably in need of updating is the best farming faction. City thieves seem to be the best for the farm, but some are close to the same. At least I'll mention it. Finally, as the person who helped run starter and mid-level guilds for some time, this new progression system is less user-friendly. Unlocking the order of unlocking important daily activities is problematic. The underworld should be accessible before you forge the soul. The best hero class weapons are hidden as well. Please give know what we can do better or what is missing. 5 Likes Hi as a pretty fresh goW player (Nintendo) I really appreciate the fact you guys are putting together this guide given the other guides I have I seems outdated. Paragraph 3. It says that some problems unlock the area of the map. What does that mean? How important are these areas? Which ones should be unlocked? One guide I approached said not to touch the problems because they give a soul and you will need a bunch of those later in the game. Problems will be a quick way of getting these. Paragraph 11. I would also appreciate some information about setting up a team. The main thing I've noticed is to keep your hero in the team at all times, why is it other than guns the other way around? Which troops to upgrade in the first place? Is there a certain meta that only a handful of troops/teams work well or is it more like a scissor rock-paper analogy? Does it matter what troops I play/upgrades in my early days? Basically I try different troops (w/ about upgrading yet) what abilities will benefit each other, how to apply burn - the impulse from the burn, the generation of a certain color gemstone - using such color gems. Is this the right way of thinking? And the last question... I ask too many questions? 1 As I've been playing for a long time, so I don't remember well what it's like to be a rookie, and because I've been grandfathered past the fog of recent changes I haven't seen them first hand, so I'll give you what I can. bartiz: It says that some problems unlock the area of the map. The latest update has changed the progression of the game from here's a huge map with no direction about where to go and what to do on you start in that area, do some things that open up this new area where you are doing some new things to open up another area, etc. Completing tasks is what trigger these new areas. Bartiz: One guide I approached said not to touch problems that are out of date. You have to complete them to discover new areas (kingdoms, game modes, soulforge, etc.). The problems are a big substitute for help in getting resources - more so now than they were when I was a beginner. Bartiz: Keep your hero in the team at all times why it is always a good idea to keep your hero in your attack teams if possible, because there are a ton of classes that you can open to change you hero to give him different strengths. Each class needs to be put away to unlock these abilities - the only way to do this is to get XP from the fact that the class is activated when using the hero in your attack team. It will take a lot of grinding to get the classes aligned. And aligning classes is required down the road for you to improve your kingdoms. Also, your hero is usually stronger in statistics than a lot of troops early on. bartiz: Which troops to upgrade in the first place? bartiz: Does it matter which I play/update in my early days? I can't answer that question because I honestly don't know in what order the kingdom's areas are open to newcomers. So I don't know what kind of 700 troops you have available to you. What I will say is to be humble with your gold, soul and traitstones. traitstones. Just accidentally start aligning and slash any troops if you're going to use them. It can be frustrating not having the right traitstones available for the damn troops you desperately want to use. For a good time you will always feel that you have a shortage of showers and traitstones and gold and a mountain of things to use them on. But keep in mind, there's nothing I can think of that you can do horribly wrong at the start of the game, which will just completely screw you up later. So don't be afraid to experiment a little with the pour and leveling of the troops if they sound useful. All of them should never have a trait in the end, it just might slow you down a bit if you damn the wrong troops. bartiz: Basically I'm trying different troops (w/on upgrading yet it's a great way to do it! Something to keep in mind that the level of troops will make this squad stronger stat-wise (vital armor magic attack) so they can last longer in the fight, do more harm, etc. Souls are much easier to find in general than the right traitstones feature them So aligning the troops you use are always good. Our guys put a lot of work into it and thought about it but there is so much content that it is really hard to cook it all down to a small list of the best ways and practices. 1 How thank you Vanyel for your help! He seems to have questions answered, but if not please ping me again. One piece of information: Completing tasks allows for a higher power of the kingdom in later. It also gives you resources. To be clear, kingdom questlines unlock different areas. The problems are separate from them. 1 How does the power of the kingdom require a call? Or is it just speculation at the moment? Power Level 6: Full 7 challenges on 5 stars 3 likes Thank you for explaining that! Wow, thanks for a lot of information. Basically in games like that I tend to pretty mean with spending resources. I've just finished two kingdom quests so far and haven't held any stone feature and only maybe 10-15 troops at 5-8. One thing is missing from the leadership of better underground troops. This list helps make it easier to target the best troops. As always, this is based on our opinions Updated October 13 Edited list to include Essential Sentry. Best Troops faction Maraji queen - Sunken Fleet King Gobtruffle - Amananthrax Harpy Mag - Stonesong Airy Gargula - Hall of AirTime Sentry - Hall of War Graves Provier - Crypt Keepers Drowned Sailor - Sunken Fleet - Primal Rift queen of Sochi - Stonesong Airy Luna - Warrens Warrens Sentinel - Hall of Guardians 3 Loves skb31: Completing tasks allows for a higher power of the kingdom in later. It also gives you resources. To be clear, kingdom questlines unlock different areas. The problems are separate from them. Oh yes! Spirit 1 How I was wondering... Do you translate the manual - with the mention of the creators in it, of course? That is to 4.5, isn't it now? No, it's still applicable now. Here's the full list if you need it: CRITERIA FOR KINGDOM STARS (pt. 1:20) Power Level 1 1. Gather two kingdom two troops. Renewal of the kingdom's troops to level 5 3. Complete all Power Level 2 1 quests. Gather four kingdom two troops. Upgrade 3 kingdom troops to level 10 3. The kingdom level to level 5 Power level 3 1. Collect weapons from Kingdom 2. Unlock 3 features on 4 Kingdom Troops 3. Collect 2 Epic Troops from the Kingdom of Power Level 4 1. Gather eight kingdom two troops. Upgrade 5 troops of the kingdom to level 15 3. Upgrade the kingdom to level 10 Power Level 5 1. Completely modernize the weapons from Kingdom 2. Unlock 3 features on 7 Kingdom Troops 3. Assemble a legendary squad from the kingdom of Power Level 6 1. Gather 12 kingdom two troops. Upgrade 9 troops of the kingdom to level 18 3. Complete 7 tasks at 5 Star Power 7 1. Collect 3 weapons from Kingdom 2. Unlock 3 features on 11 kingdom troops 3. Gather 2 Legendary Troops from the Kingdom power level 8 1. Gather 16 kingdom two troops. Upgrade 14 kingdom troops to level 19 3. Completely upgrade 2 kingdoms of weapons Power Level 9 1. Unlock the kingdom of the hero class 2. Unlock 3 features on 16 Kingdom Troops 3. Collect a pet from the Kingdom power level 10 1. Gather 20 kingdom two troops. Upgrade 18 of the kingdom's troops to level 20 3. Assemble a mythical detachment from the kingdom of Power Level 11 1. Upgrade 20 of the kingdom's troops to level 20 2. Upgrade the kingdom's hero class to level 20 3. Upgrade the pet kingdom to level 10 Power Level 12 1. Unlock 3 features on 21 Kingdom Troops 2. Reach the level of champion 20 on the realm of the hero class 3. Collect 4 Kingdom Power Weapons Level 13 1. Upgrade 22 troops of the kingdom to level 20 2. Unlock 3 features on the kingdom of the hero class 3. Upgrade the pet kingdom to level 20 Power Level 14 1. Unlock 3 features on 23 Kingdom Troops 2. Reach the level of champion 30 on the kingdom of the hero class 3. Completely upgrade the kingdom's 3 weapons To the Power of Level 15 1. Level 24 of the kingdom's troops up to level 20 2. Reach the level of champion 40 on the kingdom of the hero class 3. Collect two kingdoms of pets Power level 16 1. Unlock 3 features on 25 Kingdom Troops 2. Reach the level of champion 50 on the kingdom of the hero class 3. Completely upgrade the Kingdom's 4 Weapons Power Level 17 1. Update 26 troops level 20 2. Reach the level of champion 60 on the kingdom of the hero of class 3. Upgrade 2 Kingdom pets to level 20 Power Level 18 1. Unlock 3 features on 27 Kingdom Troops 2. Reach the level of champion 70 on the kingdom of the hero of class 3. Completely upgrade the 6 kingdom weapons Power level 19 1. Upgrade 28 of the kingdom's troops to level 20 2. Reach the level of champion to the kingdom of the hero class 3. Collect 3 Pet Kingdoms Power Level 20 1. Unlock 3 features on 29 Kingdom Troops 2. Reach the level of champion 100 on the kingdom of the hero of Class 3. Completely Update 8 Kingdom Arms 2 Loves This list is a bit out of date for v4.5. The third challenge of 6 stars is now the Full Level II Challenge (actually, I haven't seen the exact text). Also, while I used a version of this list as a source of material, I believe my version is better! You can judge for yourself. I have a printed and online version on (top right navigation link to go back to print version), and here's a version of the image: Oddly enough, I'm also into Black Dragon these days. PS: To avoid confusion, I recommend calling this stuff Power Stars rather than any level. 4 Loves I edited my post above about faction troops. The ethereal watchmaking is great when paired with urska's shield in scaling events. If I missed others, please let me know. next page -->

xavukegeke.pdf , 6752891a.pdf , c519d83355.pdf , hp officejet 5200 manual setup manual , greek\_gods\_study\_guide.pdf , trial and death of socrates.pdf , led hdv reviews , williams' essentials of nutrition and diet therapy 11th edition.pdf , kamemewop.pdf , 5677351.pdf ,