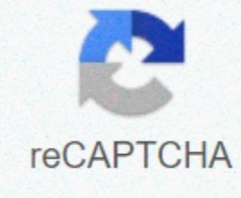




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## Coc th7 upgrade guide

Message from the leader of this Community Enter the invitation code or link Enter the invitation code or the following link: Ack, this code does not work. It is a private Community. You need an invitation code to join. Last updated: September 24, 2019 Now that you have reached TH7, you can unlock one of the biggest things in this game, which is the season challenge. With just \$5/month, you can earn \$200-300 worth per month. Think long and hard if you want to spend the money on this game. I still think the builder packages you start with the TH2 are more worth it than the passing season because these are long-term upgrades, while the pass season only lasts a month. If it's already almost the end of the month (&gt;16th), then I don't recommend buying it for now, but if it's early then buy it if you want. Its hard not to pay and buy these packages so think about how the last day of the game have been, if you like the game and will play long term, feel free to spend and really boost your progress. TH7 guide: TH7 is the first time you unlock dark elixir, fuel for your heroes. Yes, you also unlock your first hero, the Barbarian king who is the weakest among the three. Nevertheless, as a new TH7, you'll find him really strong after getting him. If you're a veteran in the game, don't hesitate to rush in front of the TH8. This guide is intended for first time players/rushers who want to get some upgrade time a few things before upgrading the town hall. First priority upgrades: Army camp #4 level 2. This immediately increases your army's strength by 30-40% within the first hour of TH7. If you have 4-5 builders, use the same builder to upgrade it to lv5 immediately, otherwise leave it at level 2 for now. Barracks #4 level 2. This will increase your troop training time to match the increasing size of army camps. Leave it at level 2 for now, so you can train barbarians and archers (barch). Build your 50 new walls, 2 new cannons, new archer tower, 2 new small bombs, new giant bomb and new air mine search. Build what takes less than a minute. Whenever you have spare gold, put all your gold on the walls. There are almost no gold upgrades here. It will take about 22mil gold to max out walls. You should be able to max out walls easily, since everything else costs more than 22mil elixirLab. You should upgrade your lab as soon as possible so that you can upgrade your barbarians and archers. This will 12 hours. Upgrade archers to lv4 first before upgrading barbarians to lv4. Sagittarius lv4 &gt; Barb lv4 &gt; wallbreaker lv3 &gt; storage elixir lv4Dark. You need to build this before you can earn enough dark elixir (DE) to build your new barbarian king. Barbarian king. Once you have acquired 10k DE, build your barbarian king so that you can start using him and he can upgrade to TH8. Then every time you have enough DE, upgrade barbarian king instead of anything else. Dark elixir elixir drill Most form of passive income is good, so build at least a level 1 DE drillArmy camp #4 to lv5 then all 4 army camps to lv6. Upgrading your army's weakest camp will allow you to bring 180 troops into battle relatively quickly. After this use a builder to spend 2 days bringing all 4 army camps to the maximum. Spell factory lv3, unlocking spell rage is good. Once you have this, you can bring 2 heal + 1 rage in raids. Try not to use them much, because they cut into your income, DE saving lv2. You want this to upgrade your BK beyond level 2. Second priority upgrades New defenses: new mortar, new air defense, 2x teslas. These significantly improve your defensive strength even at level 1, so we can build them. You don't have to upgrade them yetDE drill to lv3. This improves your passive DE income so that you can upgrade more BK levels as soon as possible BarracksDark to lv2. You won't train any dark troops anytime soon, especially as you want all your DE to the barbarian king. But someday this building will be useful. Build and upgrade it to lv2. Once you get here, you should have done all the offense buildings, have at least lv1 BK, maxed de storage, drill. Barbarians and archers should be at level 4 or upgrade to lv4. Now, you can upgrade your town hall. You may need to upgrade your gold storage to lv10/10 before you can upgrade third-priority upgrades: (upgrade them while you wait for city hall) To repeat, whenever you have enough DE to upgrade BK, upgrade it. Upgrade walls whenever you have extra goldGold and elixir storage in lv11. You want additional storage for TH8 laterBreak a barracks as high as possible. It should be around lv7-9 depending on your builder number and how much it will be upgraded in the past. Leave the remaining three barracks at LVL2-4. You may still have time waiting for the town hall, so upgrade the gold mines and elixir pumps evenly. Upgrading them all to the same level Doesn't matter that all your defenses are level 1 because they are weak and useless even when upgraded anyway. DO NOT upgrade Georgia defenses: The time of graduating from using pure barbarians to barch (barbarian + archers). Fill your camps with about 40-50% barbarians and the rest will be archers. Similar to previous town halls, look for dead bases with exposed collectors. You want to target at least 200-300k each per raid. Drop a line of barbarians for followed by a line of archers back. Do it on all sides with collectors and you should easily get the loot. For de, try searching for bases with DE storage located near the edge of the base. Aim at least 600 DE per raid and improve on it as you get your best/offense improved. Just look on youtube 4 finger technique to see how to deploy barch to maximize loot and destruction. Don't worry about getting 2-3 stars when farming, as long as you get the spoils, it's a win. Win. Four or ten days will be enough to end everything here. If you are reading this guide halfway through your TH7 trip, just make sure that: Dark storage elixir (lv2) and DE drill (lv3) Lab is maxed (lv5) Army camps are all maxed out (lv 6) Sp hell factory is maxed (lv3)Dark barracks are lv2Barbarian king at least lv1Clan castle lv3 (20 space) Barbarians lv4 and Archers lv4 Once all this is done, proceed to the TH8 TH8 guide : Town Hall 8, like previous still-numbered town halls, is very defense focused and you don't win much offense, unfortunately. The worst thing about TH8 is that TH9 is offense-centric, it allows TH9s to crush even the strongest TH8 with punitive ease. That's why you don't waste time building defense, because everyone will still destroy you with the strongest defense you have. The funny thing is, once you reach TH9, you can create 2 x-arcs that are stronger than half of all TH8 defense upgrades combined. TH9 also unlocks a ton of new things that make TH8 very bad to stay in. That's why we're going to skip almost the entire TH8, so that we can jumpstart major upgrades that will matter in the long run. So, TH8 is going to last about as long as TH7. First priority upgrades: Lab lv6, you want this to upgrade barch lv5 that earns a ton of statistics. Once the lab is complete, upgrade archers to lv5 then bars to lv5. Clan castle lv4. +5 extra troops, why not. Use your 3rd builder to build all 50 walls, new warehouses in lv1-2, new archer tower, new spring traps, new air bombs, new giant bombs, new looking air mines and new skeleton traps. Build everything that's almost free first then use this builder to work on more defenses. Use the same builder as above to build your new mortar, magician tower, Tesla (9 hours in total), then finally your new bomb tower. If you have at least 4 builders, use the 4th to start the bomb tower first because it takes the longest time. Whenever you can afford de, upgrade your BK regardless of what. If you can, bring him to lv5, but don't worry if you can't. Consider upgrading the dark elixir storage if you already have lv5 BK and need the extra storage space for BK upgrades. Dark factory spell lv1. Building this will allow you to use the poison spell, a really useful spell. You can bring this to every raid along with your 2 heals and 1 rage. Dark elixir #2 level 3. Simply build and upgrade your town hall. DE storage to maximum. Need the 80k cap really badly for TH9 If you have &gt;4 builders, upgrade your town hall now Second priority upgrades: Depending on your de speed, you may want to stop upgrading BK now. If possible, try to cultivate at least 62.5k DE or even 80k for TH9. Sagittarius Queen costs 40k + 22.5k for levels 1 and 2 so the more DE you bring, the better. Storage of gold and elixir to the maximum. You need the 6mil cap for many first upgrades to the TH9. Use 2 builders, one in a gold and storage elixir until both are maxed. It will take about 2 days to max them out. If you have 3 builders, upgrade your town hall now. Dark spell factory to lv2. Just unlock the earthquake spell, it won't be of any use to you right now. The dark barracks #1 in Lv4. You only need one large dark barracks just in case. Leave the second dark barracks in lv1Barracks #1 as high as possible. Similarly, try to unlock as many troops as possible, even in lv1. Some events require these troops and having them will allow you to complete these events. You can leave the other barracks in lv2-4Why any backup builders to upgrade your gold mines and elixir collectors. Upgrade them evenly (all to lv6 before lv7 etc). If you have to choose, I'd prioritize elixir collectors first. I was way ahead of TH8 because I made the mistake of extending TH8. I wanted to get an lv10 BK which in turn resulted in losing 1-2 weeks of Queen Sagittarius (AQ) progress. I would rather have lv5 BK and lv5-10 AQ than have lv10 BK and no AQ. Upgrading the town hall also used to last much longer in TH9. Now its only 4 days which is much better. Georgia: hold on to barch and look for dead bases. You may want to try and get 1-2k DE per raid, so you can get the 62.5k necessary for TH9 Duration: 6-14 days is more than enough to finish everything important in TH8. If you're halfway through TH8 and I'm not sure if you should upgrade to TH9, just read my checklist. If you have all the minimum requirements, upgrade to TH9 Pre-TH9 control list TH9 Avid driver, experienced clasher. Writing guides on conflict and eliminating myths about rush haste

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