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## Brave frontier beginner guide 2019

Brave Frontier Beginner's Guide by Enz3r0l haven't seen a great updated version of a beginner guide, and with a hefty amount of players transferring from CC to BF due to the game closure, I thought this might be a good opportunity to do so now. I'll be updating this thread when new stuff comes out or when something I forgot to add in needs to be added. Welcome to Brave Frontier, Summoners, Old and Old! This guide will (hopefully) help you on your journey to save the world from evil monsters, an androgynous Fallen God and friends, and a lot of extremely opinionated people who will either make you love or hate. And of course you'll be joined by friends. Game CurrencyThe premium currency of Brave Frontier are Gems. They can be used to increase retail space, unit and item inventory space and can be used in the Rare Summon Gate. You will be able to obtain gems through much of the content in the game. Quests, Vortex Dungeons, Grand Quest, Frontier Hunter, the list goes on and on. Refer to this thread about where you can get all your free gems. Zel is used to fuse units together, and is also used to evolve units. The higher rarity and the more a unit is, the more it costs to evolve and fuse in them respectively. Zel can also be converted into Merit points, which can be used in the Exchange Hall.Karma is used to create spheres and improve the buildings in the city. Like Zel, it can also be converted into Merit.Honor points used in the Honor Summon port. 200pts are required per Honor Summon.Merit is a currency used in the Exchange Hall in the Admin Office, where you can purchase a variety of items from EXP feed and evolution units, to spheres and Raid items. Raid Medals are medals obtained during ... Raid. Yes. These can be used in the slot machine also located in the Admin Office to obtain a variety of rewards. Brave Points are obtained through daily tasks. Enough BP can be redeemed for a variety of rewards, especially calling tickets. There are also milestone rewards for collecting Brave Points.Summon Tickets are rare rewards usually obtained from events. They are a one use item that allows you to redeem a Rare Summon without using Gems.TIP: Manage your appliance space wisely, or else run the risk of having to constantly sell spare units you have. If you have to drop a gem on the inventory space, do it. And with that aside, we can move on. Type of units. I've seen the question: What's the best typing? or Should I sell a bad type? too often to UNIT &gt; TYPE. I just wanted to get that out of the way. While on the subject of this, here's a table with the different types, and the effects they have on units. Stat+Stat-AnimaHPRECBreakerATKDEFGuardianDEFRec\*OracleRECDef\*Lordn/an/a\*REC for Guardian and DEF for Oracle is reduced by a smaller amount than -&gt; How much damage your device can cause before you fall. ATK -&gt; How much damage your device can do. DEF -&gt; How to file your device to re-&gt; damage how effective healing is for your unit. Ideal type is based on the role of the unit, but what most people will tell you is that Anima is the best types. The rarity of a unit is indicated by the amount of stars it has. Higher rarity leads to a stronger unit. The maximum rarity a unit can have is 7 stars. However, not all units have 7 star formes.\* TIP: Favorite your units by going to View units, selecting the unit you want favorite, and press the button in the upper right corner of the art unit. This prevents you from selling units you want to keep. Getting your units no. You don't get that cool dragon boss of quests. Most, if not all, of your good units will come from the Rare Summon port. Rare Summons usually costs 5 gems each, with the exception of certain ports. Wondering if the unit you just called is good or not? See this list of unit layers. TIP: Save Summon Tickets for Special Rare Summon GatesUnits can also be obtained at the Honor Summon port at a cost of 200 Honor points per summon. The GS cannot offer you premium units that the Rare Summon port owns. What it can offer is fodder units, evolution units, Zegar's unit batch, and the Six Heroes starter units. Every once in a while, the HS port will improve in the Super Honor Summon port. SHS can provide you with high rarity metal units, cracked frogs, bulb frogs, and jewel units, all of which will be discussed next. TIP: Save Honor Points for SHS to pick up many of your units in a short period of time! And another: You're going to pull horribly from RS gate. Don't sell any Weird Summon units though. What we call Legacy units (units released for certain batch) all have the potential to be a 7 star of. I sold a phoenix a while ago. And I regret it now. Raising Units – Fusion You increase your units by melting others into one unit. This will give your device EXP. In general, you don't want to merge a Rare Summon unit into another Rare Summon unit, so keep that in mind. Unit Brave Bursts (BB) can be divided into three different types: Attack, Support and Healing. If the device is melted and the device that melts it in the same type of Brave Burst have, there is a low chance that the base unit Brave Burst level may increase. The benefits of increasing Brave Burst levels range from causing the cost of the Brave Burst to decrease, and increasing damage treated/ how strong a cure is. Burst Frogs are units that, when melted, will have a 100% chance to increase a unit's Brave Burst level by 1.Burst Emperors are the same, but instead increases the unit's Brave Burst level by 5.TIP: It's a good idea not to use your Burst Frogs until your unit is at their rarity. Area Area when melted allow a unit to equip two spheres of different species. Imps are units that increase the base stat of a unit, indicated by a secondary value on the right side of the base value when viewing a unit. Elgifs are fuzzy little creatures that will give an Extra Skill indicated in their BB description when melted to your unit, and come across various ranties. Higher rarity Elgifs gives better extra skills. They're pretty hard to get though. Emgifs are also fuzzy little creatures that will remove the ES on a unit that has already been given an Elgif ES. The Elgif on the device will then be transferred to your presents box. There are specialized feed units that fuse into units, commonly referred to as Metal units. These indicate a large amount of EXP to the unit that is melted to them. Metal units are ranked from Ghost &gt; King &gt; God &gt; Crystal, by increasing effectivenessMOAR TIPS: Let's talk about duplicate units. With the exception of a few units, there is little benefit of keeping a dupe. I recommend trading dupe units in the Admin Office for Merit, instead of selling them for Zel. Raising Units – Evolution Developing your units your primary way of progressing in the game. Without developing your units, it will be harder to survive content the further you are in the game. Evolving units will make sure they start again to level 1, and will have a unit BB level rounding down (so if a unit BB level is 5, it will be 2 as you evolve it). The unit will then turn into their next rarity forme, and level cap, initial base statistics, and imp caps will increase from their previous rarity.6 and 7 star rarity units are able to unlock what is known as a Super Burst Brave (SBB). This is accessed by getting the BB level of your device at 10. For 7 stars, leveling the SBB up to 10 will unlock their Ultimate Brave Burst (UBB)7 star units that have unlocked their UBB, unlocking an Extra Skill.Imps, Sphere Frogs and Elgifs not after evolution. TIP: Don't fall into the trap of developing all your units at once. You'll encounter squad cost issues, so you won't have to use the device you just developed until you reach more levels. Questing This is where the adventure begins, and this is where your energy will go. I recommend making progress through the questline for EXP, and a large amount of gemstones in the long run. As with any game, things will become harder as you progress through the game. If you return to a particular region after ending it and reaching a certain point in the There may be a Bonus dungeon, indicated by being surrounded by a red box instead of the regular yellow. These pose a challenge for the player, but will reward you with a Burst of Sphere Frog along with a Gem.A nice thing to mention is that there are certain bosses who catch you. To avoid details and possible spoilers, I just call them the Disciples. And the other one. Other. The Survivor.Game Feature: Just skimming over this. When fighting, there are sparks and direct hits. A spark occurs when a hit of two different units occur in the same frame, which will only amplify the damage treated on that particular hit. A critical hit effects all hits a unit deals, and will increase the damage if it occurs. Questing - Grand Quest Where you play in untold stories in the main questline. These will be unlocked as you progress through the questline and certain GQs will unlock others. Grand Quests have different requirements and limitations with which you must work while playing through them. The GQ system allows players to replay the quest while taking different paths. Different paths affect the outcome of the GQ run. Rewards are given at the end of the GQ when you complete certain objectives, which range from Zel and spheres, to evolutionary materials for storylines. The completion of these objectives may give access to another route on a different route of the GQ. Consult guides on the subreddit on how to perform it efficientlyY you're probably not going to address it when starting, so try building up your unit pool before you get on this. Questing – Vortex Consisting of permanent and daily dungeons, the vortex is where many event dungeoning will take place in the game. At the very top you can see the Grand Gaia Chronicles (GGC). You experience the stories of different batches in different battles. These are pretty difficult, and I don't recommend doing these until you build up your unit pool. Next we have the Guardians of Lore, aka the Elgif dungeon. These fuzzy creatures are pretty much a pain in the ass to deal with, and I can't imagine them taking on in the early game. Again, build your unit pool and pick them up later in the gameThen comes the Daily Dungeons.1. Monday – Soul Sanctuary: Where to farm for EXP and Karma 2. Tuesday - Enchanted Paradise: Where to farm for lower tier Evolution Units 3. Wednesday – Cave of Desire: Where to farm for Mimics (evolution unit) 4. Wednesday – Bollenhaven: Where to farm for Bulbs (GL Exclusive evolution unit) 5. Thursday – Golden Slumberland: Where to farm for Zel and Jewel units 6. Thursday - Soul Bound Saga: Where to farm for certain GL Exclusive evolution units. 7. Thursday - Witch of the Abyss: Can obtain Fei, a standalone unit or can be used to evolve the GL exclusive unit, Fang. 8. Friday – The Wandering Spirit: Where to farm for article materials. 9. Weekends – Oasis of the Gods: Where to farm for totems (evolution unit) 10. Weekends – Mecha Gods Awaken: Where to farm for Mecha totems (evolution unit)Finally is the Parade Garden. Here you have the gateway to Metal Parades, Jewel Parades and Imp Parades, where you need keys to access one of these dungeons. For the Metal and Jewel Parades, there three quantities of keys you use, which corresponds to how rare the Metal/Jewel units you receive in the dungeon. Each Parade lasts 30 minutes, and will then close and will need more keys to continue. Arena If you think you're going to play this game long term, don't make the mistake I made of letting countless Arena spheres go to waste. You'll be able to access some nice high tier spheres if you hit the higher ranks of the Arena as you invest time in. Arena Orbs regenerate every hour, so make good use of it! TIP: If you're having trouble picking an Arena team, go for a mono-element team. You use your start unit and each unit you have of the same element to take advantage of your start unit's Leader Skill. Simple! Arena – Challenge Arena A new take on Arena that lets you have a marathon of battles against opponents. You'll be able to turn units on and off while dealing with different combat conditions that the CA system gives you. Rewards are handed out on a daily and weekly basis, and the rewards you receive depend on your competition and how well you do. Pretty much to do this, you're going to need a large unit pool because units will die from RNG. Unless you're really lucky. Not only do you need a large unit pool, you'll also need to spend a lot of time on this to get the best possible rewards. Challenge Arena uses different currencies that are separate from the usual shtick. Silver and gold coins are used in the CA Shop to purchase items related to CA, fusion units such as Imps and Parade keys. Rainbow Coins are used in Rainbow Summons. The Rainbow Gate can be opened at the expense of 3,000 Rainbow Coins each call, and the pool of potential units consists of all Legacy units (everyone released for Kira's party). It's more or less a toned-down Rare Summon.Randall A part of the game that contains a variety of content. Randall - Admin Officel will be about using keys. You'll use the Metal Keys and Jewel Keys distributed here to access their respective Vortex dungeons. Metal Keys are handed out every Monday, Tuesday, Thursday and Friday, while Jewel Keys is handed out every Wednesday. Contrary to what the game says, you can hold up to 50 keys of each type.\*There are many things in it. Raid slots, daily missions, your player record, I just recommend looking around the area to get acquainted with what's available in the Admin Office. Another thing you do is press the Help button at the top of the screen when you use the Admin Office. Much of what you need to know about it is For you. There's also this image album that explores much of the Admin Office, along with other useful features of the game (thanks to blackrobe199-D)Randall - Survey Office Two things happen here: Frontier Hunter and Frontier Frontier Frontier Both use Hunter Orbs for participation. To participate, use Hunter Orbs that regenerates every three hours. Frontier Hunter is a monthly event where Summoners can enter dungeons to receive rewards. Depending on your performance on each dungeon (There are 4, each of which increases in difficulty.), you'll get milestone rewards on how good your score (referred to as Esteem Points) is. Esteem is then converted into Service points to compare you to other competitive summoners. There are several placements for Frontier Hunter once it's finished. If you have a certain rank, your Hunter Rank (HR) will increase compared to how well you've done with everyone. At the end of each FH season, you will receive rewards for your HR. Frontier Gate has the same concept of Frontier Hunter, except that you're in a tower-like dungeon that has 6 floors of increasingly difficult enemies. You're also not pitted against other Summoners in terms of rank. Unlike Frontier Hunter, Frontier Gate will pause you between each floor, and give you the option of either opting out and receiving your rewards for that floor, or going to the next floor. TIP: Don't fg if FH is up. Randall – Research Lab Here's where a lot of hard content happens. The Research Lab is where you tackle trials, which are tough battles designed to be quite long and to be big challenges for Summoners. You'll be able to bring up to three squads, and your costs will be doubled to make this possible. If your first squad falls into battle, then the second team is called up immediately. Unlike regular questing, you are unable to get Gem to revive all your units. However, the rewards you receive from many of these Trials make it worth completing. TIP: Virtually any hard content you're going to tackle, a mitigator is almost always needed. A mitigator is a unit that reduces damage by 50%. You don't need your own, as a popular unit leader, Gazia, has a really good Leader Skill, while it's an excellent mitigator Randall – Sphere & Synthesizers I grouped these two because they combined with another feature of the game: Raid.You'll be able to craft most of the better spheres in the game in the Randlee Rand Sphere house. However, most of the materials for spheres will come from Raid battles. The same goes for the Synthesizers Guild. All the items you make here can only be used in Raid, and most of the materials are also obtained from Raids.Speaking of which... Raid Battle A neat game mode that lets you work with other Summoners to fight a bigger boss. To join Raid, use Raid Orbs. As Arena regenerate Raid Orbs every hour. Up to four players can participate in one Raid. There is a 30-minute time limit for each Raid, and each has a set of certain requirements to The. Each player has three lives. If you reach 0 lives, you can return them or be forced to leave the room and let the Raid fail. However, other players who participate will still be able to fight even if you leave the room. Completing certain quests will allow you to increase your Raid class, giving you access to more harder Raid quests. You only join Raids that are less than or equal to your Raid-klasse.Je join Raid once you have reached level 40! With the Quick Start feature, you can be thrown into a Raid Room with a search of your choice. If no one has Quick Started with the quest you selected, you automatically create your own room and the Raid starts. City This is Elgaia, where you spend your time managing your items. The Sphere hut is where you spend karma and use materials you get from Questing and the Friday dungeon to create bulbs for your units. The Synthesis Hut is where you are able to combine materials from Questing and the Friday dungeon to make items you use in battle. These items can really help you in a pinch when you need them, so it's helpful to have them around. With the Items hut, you can view your current item stock, which includes your synthesis and bulb materials and your actual spheres. You tote about 5 different types of items with you at once, each probably with different maximum capacities. The Upgrades hut you spend Karma to upgrade the various buildings and agricultural spots in the City. Those shiny things in the city? Tap them for different types of article materials. I want to mention the Music House in town, where you'll spend Zel to listen to soundtracks in Brave Frontier.Presents Box Here you can redeem daily prizes and Level Up Campaign rewards. In the early game, the Level Up Campaign is your friend. You get a large amount of supplies (units, gems, burst frogs, imp, and more!) from the first 100 levels of the game. Your presents box is where you redeem daily prizes and event rewards. You also view the current daily tasks you have and upon completion you will be rewarded with BP which can be used to redeem prizes and use them as milestone rewards. And last but not least... Social Here's Where Your Friend's List and Friend Gifting is! Your first friends list is up to 50 slots. Which is actually a lot. You use friends when you go to war. Their Leader Skill is activated when the assistant unit is on your friend's list. If you use a helper unit during a quest and the user is not have the option to send the person a friend request. Send and receive gifts from Friends. Set up your desired gift by tapping Request and selecting which gift you want. You select a helper team in the game's settings. The leader unit of the helper squad is the unit that your friends perceive as your leader, even if you turn into another team. People are your friends, literally. Add people. Take advantage of the nice people in the friend threads, because we are all there to help. Like favoriting units, you also have favorite friends, making them appear at the top of your list of friend leads when you go questing. And that's pretty much all I could think of to talk about in this guidebook. Hope it helps any newcomer who decides to read this!!t!d;DrDo quests for levelsDo ArenaAdd friendsBeware charges trapsHoard gems for subpoenadon't do hard content. Still.Have fun with the game! Game!

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