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This article aims to introduce the concept of pure free-to-play combat. Pure Combat are accounts designed to have an advantage in player-to-player combat in their respective combat level brackets. They often focus on offensive skills to maximize damage production while sacrificing defensive abilities. Combat Skills [edit ' edit' the main article] Main article: Pure Combat pure combat in general tend to focus on offensive skills at the price of others to gain an advantage in their particular combat level range. Pure free-to-play often limit their levels of defense and prayer to maximize their damage power. Please refer to the Combat Level Guide for more information on calculating the combat level. Attack [edit - modify source] Attack affects melee accuracy and unlocks melee weapon levels. With Force, it's one of the hand-to-hand combat skills. Many pure free-to-play choose to level the attack up to 40 because it unlocks the runic weapons - the highest level of weapons available on free-to-play worlds. Even with only 40 attack levels, runes weapons are accurate enough to systematically damage other players with a low level of defense, although accuracy decreases considerably against armored opponents with higher defense levels. Keep in mind that the scrum is commonly used to knock out your opponents, in order to maximize your damage by training force instead of improving accuracy by training attack might still be preferable. As a general rule, you can keep your attack around 10 levels below your strength until you reach 40 levels, then focus on the force entirely. If you happen to reach 99 strength level in addition to 99 Magic or remote, you can get up to about 50 attack level without increasing your overall combat level. Notable attack levels include 20 (mithril weapons), 30 (adamant weapons) and 40 (rune weapons). Force [modifying - modifying the source] The force increases the maximum damage inflicted on melee attacks. With attack, it is one of the combat skills in hand-to-hand combat. Mixed allows to process the maximum of the highest moves among all fighting styles, making it the most common fighting style used to knock out opponents. Because of this strength is a very valuable and generally trained skill. In case you follow one of the many constructs involving hand-to-hand combat, force should be among the first skills you max up on your account. Keep in mind that in worlds There are no force-based weapons similar to the obsidian maul, which makes the free force to play pure unviable. Although somewhat relevant on the very first levels of combat with the rpg event, classic pure training attack in addition to the force can quickly achieve higher maximum shots through access to the best weapons. Defence [edit - edit source] Defence reduces the risk of damage and unlocks metal armoured vehicles. With health points, it is one of the defensive combat skills. The majority of pure free-to-play tend to 1 defense level to focus on offensive skills and maximize damage production. Up to higher combat levels, this usually means pure combat with 1 level of defense severely outdamage opponents with regular accounts that train combat skills evenly. Fights between 1 level of pure defense tend to be very dynamic and a little less dependent on luck because of the extremely high accuracy of their attacks at both ends. 1 pure defense dominate low and medium level free-to-play scene to kill player. It should be noted that some player killers still choose to level their defense to unlock certain levels of armor, the rune being the strongest and most common. These accounts tend to start significantly weaker than 1 pure defense, but once they reach higher combat levels the offensive abilities of 1 and 40 pure defense can be very similar - and ultimately almost identical. Even maxed 1 pure defense could have problems with killing armored 40 defense opponents with a similar level of combat. Notable defense levels include 20 (mithril armor), 30 (unyielding armour) and 40 (rune armor). Magic[edit - source of modification] Magic increases the accuracy of magical attacks and magical defense. It also unlocks access to combat and utility spells. Battle spells begin with a very rapid damage progression, severely compensating other fighting styles. For example, Fire Strike is available at 13 levels and can handle up to 8 damage with considerable accuracy. On the other hand, players with comparable combat levels using remote and melee attacks can deal up to 3 and 5 damage respectively with the best equipment. However, magical attacks quickly become obsolete due to their relatively low speed and potential damage ceiling. Magic max hit is reached at 59 level thanks to the Fire Blast spell and is permanently capped at 16 because it does not scale with level progression. This is why magic in 1-on-1 combat is mainly used only on low and early intermediate levels. On higher combat levels, magic attacks do not have the speed of remote attacks for consistent combos and the maximum melee damage potential for knockouts. Magic generally reaches a much lower damage value per second than remote or melee combat styles, with the notable exception of combat opponents with high defense levels wearing metal armor such as rune. Magic also gives access to Bind, Snare and Tele spells which are very useful for killing players in the deep desert or in PvP worlds. Although commonly used in duels at lower levels, combat spells end up becoming viable only in multi-fight areas and in the deep wilderness. Even if you don't intend to use combat spells, unlocking all utility spells or training magic only for magical defense is still a good idea. Magic levels can be earned for free without gaining experience of health points or raising the fighting level, as long as its level is below or equal to range or an attack attack combination Force. This is the only skill that directly affects both the defense and offense of magical attacks, as well as the only combat skill next to prayer that can be reliably trained without gaining hitpoints experience on free-to-play worlds. Notable magic levels include 13 (Fire Strike), 20 (Bind), 35 (Fire Bolt), 50 (Snare), 59 (Fire Blast) and 85 (Tele Block). Ranged[edit - source of modification] Ranged affects the accuracy and maximum damage of remote attacks, and unlocks leather equipment and weapons remotely. Unlike in the melee case, the range is not divided into two distinct skills - it increases both the accuracy and strength of remote attacks. As purities tend to maintain their attack level at 40, their attacks from a distance are generally more accurate and consistent than melee shots. Shortbows used with the fast combat style provide the fastest attack speed on free-to-play, making it pretty easy to stack the damage. Ranged also unlocks some relatively high level armor that have the best slot bonuses for 1 defense account. This makes the range one of the most important skills for pure free-to-play combat, especially at higher levels. Even when you're not using remote directly, it's often worth getting at least 20 levels for studded leather armor or 40 level for green dragon leather armor. Notable levels include 20 (studded leather armor), 30 (maple crossbow) and 40 (green dragon leather armor). Hitpoints [edit - change the source] Hitpoints affect the amount of damage you can take. With defense, it's one of the defensive fighting skills. As the standard training methods of the majority of combat skills involve gaining hitpoints experience, making it difficult to avoid leveling health points, these are the only defensive skills that are commonly trained by pure combat regardless of their construction. A notable exception includes pure magic that can reliably train magic without gaining experience of health points, although even then staying at 10 health levels is not encouraged because of the extreme fragility. The level of combat depends on the combination of defense levels and strike points. Both skills have an equal effect on the level of combat. For example, players with 1 defense and 79 strike points or 40 defensive points and 40 strike points would end up with the same level of combat given similar levels of melee, range and magic. This may give an advantage to players who train for their combat skills methods that don't give hitpoints experience. Players with a low level of health can overdos their opponents with a similar level of combat due to increased offensive skills. It is arguable that health points are not as essential in typical 1-on-1 fights since players tend to keep their health below the maximum value anyway to avoid over-healing (safing). However, free-to-play players have no reliable way to gain melee or distance combat experience without training points, with the exception of a few quest rewards, training on one and the experience of lamps. On the other hand, pay-to-play worlds provide such training methods for each combat skill. Prayer[edit- modify source] Prayer unlocks skill boosts, gives access to various utilitarian prayers and increases the maximum amount of prayer points. It has less impact on the level of combat than health or defense and most offensive skills. Prayers are necessary to get the maximum number of free-to-play shots. Because prayers increase combat skills by one percent rather than a fixed value, their effectiveness increases with the levels of skills stimulated. In addition to unlocking new boosts, gaining additional prayer levels does not increase the effectiveness of existing prayers. This only affects how long prayers can be used before running short of prayer points. This is why many pure choose to stop training this skill after unlocking certain prayers. Choose the course [edit - change the source] The following table lists commonly used prayer levels. Level Unlocks How Max Damage[fn 1] 1 Thick Skin Some players choose not to practice prayer at all to keep their combat level as low as possible. This is especially convenient at lower combat levels, where prayers do not yet provide significant damage. Not having to worry about prayer switches makes the fight a little easier and allows you to focus on movement, healing and gear management. Restoring prayer also takes some time on free worlds - as there are no elements that can do so, players must restore their prayer points by using an altar or abusing the mechanics of death. 1 level of prayer might be the most comfortable for beginners. 16 22 26 27 4 Burst of Strength This may seem like an insignificant upgrade, but Burst of Strength can lift a maximum of melee hit by as much as 2 points when used by a player with 99 force and a rune weapon. In some cases, getting 3 additional prayer levels might not even affect the combat level at all. 16 23 27 29 13 Superhuman Force Superhuman Force Superhuman strength is probably the most effective prayer to be unlocked in terms of usability and the relationship between the increase in combat level and the maximum increase in the number of melee strikes. Although still low, having 13 prayer points is much more comfortable than 4 and usually allows you to last a full fight without a lot of player flipping through. At the level of prayer 13, you also have access to clarity thought, sharp eye and mystical will. 16 25 29 30 31 Ultimate Strength Ultimate Strength is required to achieve the max melee shot in free-to-play, making it one of the most common prayer levels of top level pures. It also unlocks the protect element, which is useful in the deep desert, but disapproved in regular 1-vs-1 organized fights (except agreement). At Prayer 31, you have access to Improved Reflexes, Hawk Eye and Mystic Lore. This level unlocks the 1st floor [UK]2nd floor [US] of The Edgeville Monastery, which has the nearest altar to the edgeville edgeville player Place. 17 25 30 31 44 Eagle Eye Eagle Eye is required to get the highest possible range damage per shot in free-to-play. With 44 prayer levels, you have access to the majority of free prayers, including Protect the Object, all combat protection prayers and almost all skill boosts, with the notable exception of Mystic Might. Such a high level of prayer could be a good choice for high-level combat pures and killers of deep nature players. 18 25 30 31 - The highest possible damage inflicted in a single shot with 99 strength levels, force potion, force amulet, aggressive combat style and the best force boost available in the event of a melee, or 99 level at a distance, inflexible arrows and fast combat style in case of range. The Castlewars bracelet bonus and decorative boots are not included. Note that with the decorative boots' force bonus, the maximum damage of some melee weapons such as the scimitar rune can be increased by 1. Some less common prayer levels include 25 (Protection Element), 34 (Incredible Reflexes), 43 (all protective prayers, including Protect Yourself from Melee), 45 (all free prayers, including mystic might) and 52 (miles members only). Getting all the protection prayers is encouraged if you plan to fight players in the deep desert. Protective prayers greatly improve the defensive abilities of low-defense pures. If you're mostly planning to kill players in the typical organized 1-vs-1 fight and you're not sure what level of prayer you should get, check how much the next force-strengthening prayer would increase your max melee shot with a damage calculator. If it takes fewer levels of combat to achieve this level of prayer rather than achieving similar maximum damage by the training force, consider leveling the prayer. Finally stop at 31 level. If you want to maximize your damage remotely or need access to protective prayers, 44 level is also viable. One of the things you should remember is that when prayer points run out, you are left with the extra combat levels without any combat advantage - and there is no prayer restoration of the elements in the free worlds to play. Builds[edit - source of change] This section lists the most common builds followed by pure free-to-play combat. Most viable builds combine a reliable fast attack - such as the maple crossbow on fast or the scimitar rune - with a powerful ko attack like the 2h rune sword or a high-level combat spell. They often focus on combat skills specific to maximize damage production with major attacks and ko, with skills such as attack or prayer just high enough to unlock certain items or boosts. The defense is often not trained at







enclave. tower - a tower southeast of the Ferox enclave in the multi-fight zone. Because it has several floors, it can allow solo players or small teams to escape their opponents. Opponents.

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