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Alliance heroes of the spire equipment guide

Another long weekend another binge. The last time I spent this much time on video games was in late 2016 with Generals.io, a web-based browser game. This time, we will reach a more advanced genre with Mobile Game Alliance: Spire Hero. Alliance is a mobile device RPG set in a fantasy world. The main story follows your collection of heroes summoned to pursue you, the new commander, and the evil spirit Voltryn. Spire is the main foundation for the world's good heroes and you need to protect it. Outside of the main story, players can explore side dungeons, participate in regularly occurring events and festivals, and join alliances for impending multiplayer features. Description: 8/10. Great visuals, fun RPG and automatic battles are the best. Lots of possibilities to improve multiplayer and alliance war features. Official gameplay There is a lot to remember in this guide. Try using my appHarvest, which is the easiest way to grow your mind, to help you scale. Writes or highlights text and automatically receives reminders to your content (added from the Chrome Store). Join my alliance Ruckets, please help me using my referral code before level 10: meet me on the 31fa526da9244b491df5118aa15afd7 leaderboard! Fusion is a big part of the game and you're doing it a lot, so rock your favorite heroes so you don't accidentally fuse them. To do this, go to Your Base - > Barracks - Information about your hero > and check out Rock Hero. Always exploring the cracks. For VIP 0 (unpaid players), you only have two airships at a time. They should always explore one of the rips that occur randomly (or, if you see an Epic Rift, drop it all and explore it). Time is a big part of these games and you always want to do something so that your resources are replenished. Fight in the arena and run ancient people's passes at the same time. Both arena battles and ancient paths require resources (arena tokens and energy), but the good thing is that neither requires an airship. You can automatically fight 10 elements or 10 map stages to visit arenas or passes. Measure whether you want to keep or feed your hero. Starting with version 1.2, you can now see what ratings you're giving your heroes. Hold down the hero icon (barracks, hero collection, chat, etc.) to display a hero pop-up. The rightmost tab displays Rate Hero, where you can vote for yourself and see what others voted for this hero - must have, keep, or food. Set the order of attack in the dungeon. You always need to fight automatically to maximize efficiency (and you don't have to sit babysitting your fights). One trick to increase your success rate for difficult dungeons is to set the attack order to prioritize concentrating heroes. For example, if you want to kill the arm of the boss dungeon first, set the arm to the top 1 and 2 targets, and thenSave epic + cores for specific events. All some festivals/events are new heroes introduced (at least for the near future until we are the greatest to heroes). By saving your Epic+ core for when these events go live and as a result new heroes become available, you can get a jump in getting these new heroes if you happen to roll them. Many of the attempts to get better 4* and 5* heroes require new heroes as a prerequisite, so rolling them through the Epic+ core allows you to use your liftstones for better shard rolls. FAQ What is Lily Shard? Once you have a full set, you can summon Lily, one of the best healers in the game (at least initially). What is the difference between and Marto? Crit is likely to perform a critical value, or critical value, in any capacity. Increased value - can be both enemy or ally. Crit Multi is a power effect when ability performs important values, and depends on the ability to do Crit in the first place. For heroes in the early to mid-term, the net effect of is higher because it has a lower. What do you use skill whisks for? Usually, you can level up your hero's skills only by blending the same hero type into your hero (for example, you will master the random skills of the green ranger by merging the red ranger with the green ranger). Skill Whisper allows you to fuse it into any hero and level up one of the hero's skills. How do you evolve a hero? In each level, the hero can reach a level multiplied by 10 stars. 1-star heroes can reach level 10, so 2-star heroes can reach level 20. When a hero reaches its maximum level, it can fuse the star counts of other star heroes (for example, a hero with a 3-star level 30 requires another 3-star hero). Timing heroes who sacrifice/fuse heroes can be fused for XP, evolution, or skill up. The first two are easy to measure. The last one is important: if you want to get the same type of hero (e.g. blue fairy, red fairy, green fairy, order fairy, chaos fairy), regardless of color, you can fuse into another skill up that hero's random skill skill up that hero's random skill up, the same as skill whisper does. Very useful and important to use. What does Aim do? Aim is one of seven different attributes that you can upgrade for heroes (HP, Power, Cltmalt, Speed, Block, Aim). The higher the hero's aim, the more likely it is that skill effects (such as debuffs) will land. What is the best equipment for xxx heroes? What do they do? Which attributes make your skills stronger? Thus, you can equip them with Coldsteel set equipment to get a set bonus of +15% armor. Every 2-piece set gives you +15% armor.Increases the maximum armor total by 3 +15%. Later you will start to get creative and take advantage of more advanced skills like Ironclad counterattack. Another good way is to check out how pro is equipped with your same hero - Arena has a global leaderboard. Press the user to open the barracks to see how they are equipped with heroes. Who should evolve first? Some general advice is that if you are playing for a long game, you will have to evolve the hero of the farmer up to 6* and level up the other heroes by using that farmer to solo master level dungeons. The official forums have a basic farmer's guide for you to get started, and if you're playing for fun, evolve your best heroes (usually the best nature* heroes) or those you enjoy using. What is an alliance good for? First of all, alliances (games) are social games in mind. You play for heroes and rolling, but you stay for the community. Aside from fluff, alliances have some direct advantages: if everyone in the alliance spends money, alliances where everyone in the alliance earns small rewards, ascension heroes who achieve collective conquest rewards by completing elemental or equipment dungeon battles are only available through alliance resources (and you definitely need to climb heroes) Items like SkillWhisp are only available for purchase through the Alliance Store, there is Alliance War. God helps those without alliances. What should I spend on my jewelry? You can exchange them for other currencies and it is the only currency you can mainly use to increase the exp and level of your alliance. If you are free to play (F2P), the best use is premium packs, 750 gems for 11 epic cores and 3 Big XP Whispers. This pack is the best way to increase your chances of getting a coveted 4* and 5* hero that greatly increases your chances of remaining competitive. The original Pokémon I liked were synonymous with all 150 of gotta catch 'Em All, 'em. Alliance boasts hundreds of unique heroes, 19 unique itemsets and five different elements (fire, water, nature, order and chaos) that, combined, are enough to far exceed the original number of Pokémon and tempt our human impulses. Heroes come a lot at every stage of the game and your barracks will be one of the areas most seen as you play. You pray every time you roll epic hero core that you get a strong hero (4 stars or more). You shrink the roll of the regular hero core knowing that countless of 1- and 2-star heroes will be fused to your stronger heroes for more XP. Still, I subconsciously found myself trying to keep some of the cool heroes on my roster, even though I didn't use them. Classic goodies mentality.Where did this feature return when you played Automatic Battle Final Fantasy!? Automatic combat is the ultimate set-and-forget. You can sit back and watch your hero automatically choose skills, target enemies, complete with battle animations and fight to the finish. Even more ridiculous is the automatic combat without animation - you can set your hero to automatic combat through up to 10 stages and watch progress bars as they fight their way. In mobile games, there is usually a time element of waiting (or paying quickly) for things to happen. With automatic battles without animations, you can leave the app and your heroes will still finish their fights. Now this is worker automation I can get behind. Choose 3x speed and hit play, ride global chat The latest global chat with a line in the top center of the main screen is always a reminder that you are not alone. This feature felt cluttered at first, but it grew on top of me. I liked seeing cool hero people rolling, ascension, evolving (4 stars or more only) and seeing something reasonable if most of the chatter was terribly funny. Quick tap to see a more enriched page. As more players join, you need to redesign global chat or risk continuous scrolling. They are my role-#フエスティバルとイベントを持っていなかったこれらは毎週 and last about a week. We are introduced to new stories about the world, new quests and rewards, and often new heroes. So far, events have alternated between element-based events like nature, fire and water, and hero-based events like dragons, unicorns and warriors. Down to each event, there's so much hype that you get a preview of element types and new heroes!#私は##同盟とデュエルアリーナを嫌うものゲームの全体的な感触はまだ非常にシングルプレイヤー-RPGです: main story arcs, area maps, side dungeons, side quests, and a focus on leveling up and collecting heroes. Alliances and duel arenas are social options. Alliances allows you to participate, contribute to XP, look at leaderboards, nominally level up your alliance and earn separate rewards and resources. However, experience is unnecessary for the main story (in addition to any requirement to upgrade ascension heroes using alliance-only resources). Duel Arena similarly feels like a standalone side dungeon where you can fight teams of other players and get extra resources. Just another way to spend time!! [Duel Hall] (Asset/img/2017/02/IMG_0004.PNG) When you have a duel arena, what's the point of duel holes?## The large number of resource resources is overwhelming. Not to mention gems, gold, energy, duel tokens, temple keys, courage medals, alliance honors, alliance essences, hero cores, epic hero cores, banners, spire stones, elemental essences, chocolates and roses during the Wisp.Valentine festival. I get that mobile games are all about quick hits! rewards adrenaline, but this breed pinches and eats the ADHD line. I still don't know what the banner does. Represents the Map (Create) field. (Asset/img/2017/02/IMG_0007.PNG) **Edit**: I get what the banner does now. There were always different events going on (I think it's a great idea for engagement and retention) and when I first joined there was a Founders Festival event where players had to run dungeons and maps to collect event-specific resources such as banners. #エンゲージメントと保持 ##デイリークエスト私は某のプリサードのMOBAヒーローズで最初はこのゲーム機能を見た - Every day you get a random assortment of quests that you can complete to earn some rewards. The tutorials will teach you how to use these checklists to play and point out different features in the game. Daily quests are somey continuous. At first, I completed the quest and learned how the new game works and the possibilities. Soon the quest became a checklist of decent resource rewards. You've got to get my daily quests! Daily Quests (Asset/img/2017/02/IMG_0006.PNG) ## Daily Logins How do you come back to players every day? Daily Login rewards you more and better as you come back when you get **order and chaos epic core**. The heroes of order and chaos are (undoubtedly) the strongest heroes in the game. Worthy of drool? (and potentially be appropriate after 24 days!) Daily Login (Asset/img/2017/02/IMG_0011.PNG) ## Alliance XP Contribution Ah, strength of public scrutiny. If you're in an alliance - and you get extra rewards and ascension upgrade options when you do, so you know the game will practically join one-- you join a team of players who are responsible for each other: the leaderboard shows who is contributing to XP. Low-contributing members are often kicked out of alliances. Xp contribution options are limited by time. After contributing to the maximum allowable amount, you will have to wait for the amount to be renewed. Notifications and badge numbers will remain coming back for you to contribute. No one likes slackers. ##ローリングコア私はコアを開き the best parable I have in the act of summoning heroes is gambling. Slots, specifically. You get a hero core, you go to the summoning platform, and you roll: - **Regular Core** usually gives 1 or 2 star heroes and rarely gives 3-star heroes - **Epic cores** usually gives 3-star heroes and rarely gives 4-star heroes - **Legendary cores* usually give you 4-star heroes and rarely give 5-star heroes. Talking to anyone in a chat always tells you the bad luck you get from rolling the core. But global chat fills the screen with awesome 4-5-6 star hero roles. Remember that it's just a confirmation bias (the game just shows you some good rolls and you don't see any bad streaks). Show off your (missing) luck on epic core rolls with some alliance swags. #全体的な偉大なビジネス added fun RPGGoodies, and automatic combat is the best. But a single-player game alone isn't enough to get me hooked after a week or two. There are tons of better RPGs out there. What keep me coming back is whether there is a better multiplayer aspect. Alliance wars and politics, deals, duels, multiplayer quests, all can be implemented or improved. I have high hopes for the team behind (including my buddy Jerry) to evolve the alliance to the next level!*Please help you with my referral code:*31fa526da9244b491df5118aa15afd7* * Also join my alliance and imminent alliance Prepare for war! * -- # Useful Resources - [Facebook Groups] (Games) - [Official Forums] (Community.Rumble Games .com/Forums) - [FAQs After Understanding the Basics] (FAQ after Understanding the Basics)() https:// Alliance Community.Rumble Games .com/Forum/Thread/48) - [Reddit //alliance_notst] (Twitch Stream: www.twitch.tv # See [*1] watch a live video from the Ryachart [*1]

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