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## Empires and puzzles guide 2018

The Speedyletzc collection of Empires & Puzzles tips and tricks is a single-page resource JAM PACKED fully compiled from various locations for novice or intermediate gamers to advance and improve rapidly by increasing their knowledge in the popular mobile game Empires & Puzzles. The best level to finish filling the elemental chest (Note: Atlantis Rising has better options when available - here). Natural Dark Holy Ice 20-4 (or 4-1) 7-5 8-7 1 2-9 7-4 (or 8-4) The Tavern of Legendary Boss Table (In Progress) Level 1: Boss: Red (Natasha) - Trash: Blue, Yellow (Level 3) Level 1: Boss: Red (Natasha) - Trash: Blue, Yellow (Level 3) Level 2: Boss: Red (Gravemaker) - Trash: Red, Yellow (Level 3) Level 3: Boss: Yellow (Delliah), Blue (Alasie) - Trash: Red, Blue (Level 3) Level 4: Boss: Green (Celine), Red (Natasha) - Trash: Red, Yellow (Level 3) Level 5: Boss: Purple (Aeron), Yellow (Delliah), Red (Gravemaker), Blue (Alasie) - Trash: Blue, Yellow (4 levels) Level 7: Boss: Purple (Aeron), Yellow (Delliah), Red (Natasha) - Trash: Red, Yellow (Level 4) Level 8: Boss: Green (Celine), Red (Gravemaker), Blue (Alasie) - Trash: Red, Blue (level 5) Level 9: Boss: Blue (Alasie), Green (Celine), Purple (Aeron) - Trash - Red, Yellow (Level 5) Level 10: Boss: Purple (Aeron), Yellow (1, Yellow Note (5 Levels) - Before the boss level, let 1 enemy and power up your paddy and health and get a good board - level 1-3 can be defeated with 4/5 star heroes who do not have a level - level 4 can be defeated in 3 stars - 5/6 levels are at risk with only 3 stars - level 7 - 4stars - level 8/9/10 - least 2 doctors if possible each - 2 strong doctor commanders in the final level! Heads Up - Neat new tool for information about Stronghold 21 / New Building (Update 22 Details)? Advanced Building of Memento. <https://forum.smallantgames.com/memento-advanced-buildings/114152/5>'s Release Log for Update 22. A short video about the new Hunter Lodge (build a new Titan piece): [Legendary Battle List Rebuilt \(Hunter's Lodge\)](#): 1Giant Harpoon: (20m) One enemy has 750 damage and -20% attack, titans can place titan parts when used with Titan 2Titan Banner: (20m) All heroes receive +50% attack and +50% protection for 3 turnovers 3Titanium Shield: 20 Targets and nearby heroes reflect status effects and 100% of damage back to the attacker for 4 turns 4Panacea: (40m) all heroes recover and receive status ailments and receive +30% attack and +30% protection for 3 turns 5Invisiblity Potion: (40m) Targets are invisible enemies for 3 turns 5Valky's Target has been -35% defensive and the next -5%-5% All turn 5 rounds 7Hunter's Catrops: (1h) Target has damaged 750 buffs from target 8Hurricane: (1h) Targets and nearby heroes get 100% mana and the board will be reshuffled 9Scroll of change: (1h) 5 Random Shield is changed to match the elements of the target 10Time Freeze: (40m) all enemies lose 100% mana and have their regular attacks delayed and they can not get mana for 3 turns looking for information about new abilities/classes? Hero Class and Talents Sheet (Awesome Resources), Hero Classes and Experimental Guide (Excellent Forum Post with Infographic) Video - Guide to New Class Trials (Shadow Trials): Class Talents (Forum Posts, Show Classes &t; &gt; Talents) Color-Color Experiments - Color Mob/Bosses in Each Trial There are 10 classes & experiments twice a week, each trial provides 2 class badges and 3 stages of the experiment can reward up to 18 badges, so there will be a chance to get 36 class badges in almost every class (every class takes 5 weeks), a big hint: in the last, the hardest stage (3) - if you can survive with a boss wave with at least one hero, you can win with arrows and attack dragons! The most important farming resources (more below) if you tap on people walking around the base, they will stop and wave (squeeze out to zoom in). The bird is lowered from the sky as well. On rare occasions you get monster busts, special colors instead of regular monster chest challenges. Raid COST REROLL = 100\* (Stronghold level) Monsters and Hero Bust Challenge starts/ends differently for each user, depending on when they complete the previous challenge. Quests / Titans / Start wars and end times are the same for everyone. If you're in a partner - let people know you're going to be gone for a while! Check out the resources below, including your game guarantee video. Tanks: What are tanks? It's your central hero - when you're in defensive mode (attack). It's a hero in your line to get the most hit, so you want it to be the strongest to live long enough for your other heroes to get their mana charged! Disconnecting ARGH: Switching out (and timed out) or changing your WiFi or cellular network connection may cause you to cancel your current game. Be careful. War: Twisting players with attacking allied players spend time with all the players of other alliances Titan: Many of these battle monsters are available only to you when you join the alliance. Weaknesses - On Titan, you do not need to hit weaknesses, but if you send 3 or more tiles (of any color), then it makes titans and will not attack around it (even if it gets mana). Hitting the weaknesses does not cause additional damage, Titan power flag: 4 hours (12 hours to fill 3/3) Flag Power Raiders: 1 hour (6 hours to fill 6/6) World power flag: 10 minutes (6 hours 24 in 4 hours) Mystic portal: (Watch video for - 16 hours from last activation Daily Subpoena/Summons Gate: 23 Hours from Free Daily Summons Using Titan: 23 Hours (Escape After 22 Hours of Life) Hero/Monster Chest Mission: 12 Hours Ghosting - You'll get double mana when your tiles miss any monster. This is the first time on the list because it is important to know. When not Ghosting (tiles hit monsters), then you create mana for your hero (all heroes of the same color as tiles) based on mana speed (seen in hero cards): Slow = 12 tiles, average = 10 tiles, Fast tiles = 8 tolerance: expect to take a slow time with a long view. This game is a long-term thing to do. Enjoy it that way, it can take weeks or months (sometimes many people) to achieve your goals. The longevity of play is one of the greatest benefits of the game, but if you hurry, you will be disappointed. Real money: No need to spend money to have a top-level team and enjoy playing great games all the time. Considering some spending, a monthly subscription will give two creators a lot of help and also support developers. But people who spend money (and some people spend a lot) often find that it doesn't give them much benefit. Still have to be patient. If you can wait, you will get everything you need in the end. One of the top players (zero) in the game has this thing to say: a small giant mechanism for pulling a destroyed hero or really doing that you can sink thousands of dollars to chase the exact hero you want. Other players (Nitany/LionRoar and Xtreme Panda) say I have a \$150-a-month video game budget and are buying all the deals that have been going on over the last several months. Those gems were something I had saved for months in the hope of getting Guinevere in the Knight event. Sometimes you win with 1 hero left that has been holding it as 100 points, the final hit for 3 rounds. In fact, train your top star hero first. - Sometimes it breaks the rules of training in the same color only. For example, if you have 3\* you may want to focus only on leveling and your doctor up. When you're better 2\* and luckily 3\* you can only go back to training with the same color. Level 2 Training Center (must have a backpack aka Adventurers Kit) is where you have to focus to get new heroes. It's okay if you don't have one in every color. If you lack a hero with one color, you will get Lost Hero When a colored gem is targeted, however, you will have 2 (or more) of another color and those things will do twice as much damage (or more), which can be scary. Special heroes created to choose when leveling heroes (matching colors, maximum results) - but can Pinch Training Center: Research only (enable) the training center level you need and ignore the rest until you have plenty of additional resources. - The most important thing is: 1, 2, 4, 11, 12, 13, 20. Fast Monster Bust Award: Level 7.4 (Province 7, Step 4) Can fill monster bust (100 monsters) in the 21-24 World Power Flag - which is 6-7 rounds This is because there are a lot of monsters per cycle (14-17), level 8.7 (province 8, stage 7) may be better because there are still a number of monsters, better than XP, and ultimately you have to recruit, which is the opposite. If you are brand new, it takes a while to reach these levels, and before that you should work as fast as you can. But keep an eye on your reward chest timer because you may want to give your world energy so that when the timer is activated, you can get the highest level for the mission without waiting. Fill Mana - In the more difficult levels, your tiles ghost until all your heroes are maxed out and special attacks are ready before they kill the last monster. Stronghold level: Most people have strongholds that are about half their actual level until they are pushed to 20 training centers (which usually line 20 to the end of their 30th), Observatory level. The amount of resources (meat and metal) puts the Watchtower at a close (if unequal) level to your Stronghold level. As you progress through the map through the first two provinces, the hourly output of resources also increases (when you conquer the checkpoints in each province of progress). Fastest Hero Leveling 1: When leveling - use the same color as the hero you're adjusting for maximum results. Fastest Hero Leveling 2: It is proposed that if you use 10 heroes at a time, you will be 20% faster because higher levels require more training. This is not a reflection of less used heroes, but less food consumption, as the cost of food is determined by the level of the hero being elevated. At a higher level - so the cost savings of food are absolutely real and valuable, because nowadays food is a limited resource factor. In the game, when you level up a hero, build a hero team: Consider using gems to add your hero hat so you don't mind saving the hero to use it for leveling (either in training or team upgrade), 50 gems will get another 5 slots at startup - available in stores under resources. Leveling bad thoughts: It's inefficient (actually very costly) to elevate a hero before using them to train other heroes. Maximum chance of special parenting: the same color 1 \* (typical) = Skill 2% up, color off 1% (Typical) = 1% more Skill Using Participants Higher levels give you more opportunities to train and be a hero. Internship The same color again gives you a double chance of training - and if using the same hero (duplicate card), just as you're leveling, you'll get a 25% chance of leveling. In the official forum, there is a consensus that the best chance (over several rounds) is to try somewhere between 12% and 24%, so if you have a 40% chance it might be better to split into two chances, 20% effective prizes: once a month (or otherwise) there are similar offers: get epic tokens 1 and Epic Troop 1 tokens for 250 gems. Best Hero: Until a higher level should be kept, any 4 stars should be immediately trained as they are more powerful than 3-star heroes. Best Defense Team: Generally the strongest (health) settings in the middle, and then act as fast as possible alongside, then slowly. Use Empires & Puzzles Hero Puzzle utility for fun in team settings. Also watch the video - Defense Team Invasion Tutorial: War: Finally, you'll want 6 strong teams, keep your 3\* until you can have a team of 4/5 full (you'll need a strong team, 3\* of darkness and another light for events on a rare scale). Learn: Learn existing heroes If you're invading other teams and fighting with heroes you don't know, hold your finger to see the stats. Over time, you'll learn which heroes you're most effective at, or may want to make yourself, or use the hero roster to learn about them all. Titans: Use the single damage and the most powerful colors (e.g. red for green titans) available.com. It's time and after a large chain cascade board can look like a whole buncha nothing. Press AutoPlay to let AI decide your next move (or two) - Do not leave it for long, you will choose better and faster when you start seeing the pattern again. Basic gameplay: Watch this video from @vicious at 7DD Games: Raids: Awkward at first. No one will be angry with you for attacking them - it's part of the game. It took a very long time for Raid Energy Flags to establish that it was hard to get a strong session of raids to learn. Later, an attack can be very fun and rewarding and will teach you more about heroes so you can decide which one you might want (or not). Always remember to check the revenge options in your Outpost building to see if you have an easy option. Soldiers: These things can be trained! Once you are a Level 10 stronghold, you can build barracks and train them to increase their level. At the top of an existing building, most players put it on forges - and you can move it to place it in different buildings, but you need a builder who is ready to do so. Join the alliance: Most players don't know, while there are other global chat rooms between the generals. Joining an alliance does not need to accelerate your progress dramatically because it opens up war and Titan. Both of these provide special heir, including trigger tokens and ascension items (both of which can be rare). If you're interested enough to read this, you have what it takes to be a good player, and any partner will appreciate that one thing to keep in mind is that the chat interface is via a mobile keyboard and no direct messaging, so some partners use external chat apps like LINE or Discord. Color Wheel Recognition: There are two parts red &gt; Green &gt; Blue (Repeat) and Yellow&lt; &gt; Purple An easy way to remember the first part: RGB (It's a normal way that colors are displayed on a computer screen, so: RGB monitors) throughout the game, this format is often used (for example, a rare quest reward entry list in this order: R, G, B, Y,P). AI AutoPlay is activated when you click the AI button in the upper-right part of the screen (it looks like a fast forward button). When your team is strong enough compared to opponents, autoplay can be very safe, making it mostly free-made AI, selecting groups that can make 3 tile connections and do not prioritize 4 or 5 tile connections, seemingly selected from left to right within the 2 columns of the monsters contained above. Once it reaches the right, they move back to the left side, wiping it from top to bottom. This is not always predictable, but it is the closest AI shot special attack from left to right - place your keeper on the left side of your buffer next to it, then damage your left to right by the lowest maximum damage and often AE (multiple targets), then a single target). After any special attack, AI will blow up any dragon tile (bomb), then any diamond tile before trying to establish a tile connection. For example, add 1 to the numbers in training. As often as you can, perhaps a couple of times a day. After a week, due to a very long training period, there will be surplus heroes. In training if you press the button - when viewing at a training camp, it will remove the meat and recruits used to train 1 hero - note: When called, you need to have space either to recruit and store meat or be lost. If one resource value or another cannot keep the added amount, TC20 is also an option for this method at a higher level. Low recruitment/meat costs allow you to store admissions using the least possible meat per admission, TC4 is also an option for this before TC11 is available. When two camps continued to run, The ultimate single damage shooter of each color from TC20: Training camp 20, providing the best legendary heroes and sharpshooters (nukers) for each color is: Magni (blue) Joon (yellow) Sartana (purple) Marjana (red) Liana (green) the best 5 tanks from TC20, according to the anchor: with bonus = 4 \* Cashmere training camp 20: TC20 gives the legendary chance (5\*) - but to get a TC20, you must get a chance. To get to Stronghold 20, you need to increase the level of 5 steel storage towers to level 18 each building in order to have the ability to start upgrading. Build a house because you need 100 people per effort TC20 training camp 11: TC11 is the most effective way to build heroes for the fastest TC19 training. While quite cheap, it creates a hero only 1\*, so you need to have about 38% more than you would do for a hero from TC (in which avg 50% is 1\* and the other 50% is 2\*) the training cost in Heroes: to level up 4\* to the maximum of class 3 (level 60, with one layer left). This breaks down, roughly: use only 1\*random color: 538 use only 1\*same color: 466 use only 2\*random colors: 207 use only 2\*same color: 180 use half 1\*/half 2\*: same color: 255 Link to a spreadsheet with all the numbers, training camps, 20 forum posts - here - see what others are doing with their TC20 results. Food cost level: (by Thrashina) Here Food per Hero = Base + (LV-2) \* slope1 star + (LV-2) \*202 stars 1200+ (LV-2) \*243 stars 2100 + (LV-2) \*424 stars 30 0+ (LV-2) \*605 star 5000+ (LV-2) \*100 Farming: 8.7 is the most popular farming level (especially for admission) but 13.6 is the highest flag level 4 (13.7 uses 5 flags, good experience) and gives per flag. There are the right level layouts here: farming levels, and of course, pressing items for a long time shows what level is best used to find (although not guaranteed by far). XP: 20.4 (Season 1), which provides 374 XP per world power flag. Off the background is 17.1 which provides 366 XP per World Energy flag, 13.6 which provides 322.5 per world energy flag, and at the lowest level, 9.1 to 285xp per world energy flag and is the last level that can be played with 3 World Energy flags. Recently Featured: Season 1: 23.11, Hard Season 2: 12.6, Norm Season 2 15.9 (which also provides the most recruits per flag in regular season 2) Farming Adventurer Packs (Backpacks): While Province 5 (Season 1) is the official zone for them, many players recommend 5.1 or 5.5 (special levels) in particular, and if added sword + recruit, then 5.8 recently, the instructions for the backpack after season 2 are 1.9 Hard and 1.7 regular. Recommended Best Balancing Farming of Recruits/Packs: Reviews vary, many say 12-9 (4 power flags) and 6-3 (3 power flags), farming (all - experience! list - season 1 and 2). Spreadsheets in Google Docs &lt;: read to get the latest calculations and skip the previous 4 items. Obtaining titans at a higher level: Being introduced (not researched) that killing Titan faster increases the potential for the next Titan to a higher level. Win the raid: Watch this video from @vicious at 7DD Games: Raid Rewards: Rewards levels increase every 600 gold cups from 1200-1800 cups. But under it, it is possible to wait for the prize until you win enough cups to take you to the next highest prize level. Rainbow Team: Rainbow Team has five colors in each of them. It is common to have at least one strong rainbow team. It is effective against bosses and titans and sometimes in attack against teams of overlapping colors. A typical example is to stack the team, perhaps Wu Kong (which will be yellow) and then apply the most effective colors to the target. For example, the last battle of season 1 is to fight against 3 purple boss monsters, so all yellow teams will be the most effective. Without a high-level yellow treatment hero, perhaps 1 slot will be switched off into another color (e.g. green for melendor). From one color, 2 of another, best used against other teams, such as when invading, but also in the usual map progression. Heroes can help wipe the board faster. Chest Acceleration: Gems can be used to save waiting times for monsters and hero challenge events - tap a pair of arrows over the chest beside the timer. List Ascension: As pain after level 2, see the Ascension table link to see what items are needed for the color of the heroes. Source of Ascension items: Title Quests (e.g. Farholme of Shrikewood) - Prizes seem to loop around, sometimes they can be purchased from the Shop with gems (or the chance to get one) missions (monsters/heroes/wars/titans). Short-term prizes - real money costs Events (similar to quests) How Titan Loot works: The Titans are one of the best sources of the Ascension list, although the drop rate is relatively low. Depending on the damage you do and the level of Titan, and it shows a robbery slot that can contain ascension items (which are random and often low-level farms such as swords or backpacks). Every time you see something under the ascension item category in your heist window, it may be a high-level ascension item! If you're doing great damage (say 1/30 of damage for your partner), you'll have a (somewhat) good chance to get a robbery slot. Probably the Sword 1\* has a very good writing here: Mount Umber - Rings, hidden blades (red Ascension items) Shrikewood- Tonic, Shield (Green Ascension Item) Frostmarch - Telescope, Cloak (Blue Ascension Entry) Farholme Pass - Tome, Gloves (General Ascension Entry) Shloh Desert - Darts Orb (Yellow Ascension Entry) Morlovia - Tabard, Tools (Purple Ascension Entry) Farholme Pass - Damascus Blade, Compass (Typical Ascension Entry) Keep long messages - reuse (e.g. recruiting) on the phone, for example, in emails or notes, and then switch between apps and use copy/paste to avoid typing large text again. Colors can be created using rgb hexadecimal code in this form: [#FFAAPP] Emojis are words surrounded by colors. For example, p smile, p smile: p: Coffee: Here's an example: [#FFFFFF], here's a white text, and I want some [#FF0000] red hot p izza: Note: When you type a special code, the final result will appear when you do. So you can check and make sure everything is right before posting. 7DD Gameplay (Seven Days Departed) offers a public guide channel about their incongruity here:discord.7ddgaming.com Anchor's (7DD) game) scoring hero - which hero is the best? Ascension 4 and 5 Star Heroes - Show the statistics and Ascension items needed for heroes 4\* and 5\* all Empire and Wiki RPG puzzles - reference in Google - a very full list of things like how many irons need to go to Stronghold Level 8 and what kind of items can I do in Forge Level 12 Empire and Bible Puzzle - WOW. This is a Google spreadsheet with all sorts of data, from hero level to statistics, reduced to boss in special events, to team paint, Titan and more, it's amazing! EAP Mats-Planning-Sheet - The Google spreadsheet lists the Necessary Ascension for each level of color hero, each level - collection (pictured) of all events and quests - awesome! Censure leveling guide - how to adjust the level as quickly as possible, which level the training center to use, and so on. It's a little obsolete about allied warfare, but it's also worth reading every word - the official game forum great information here, Hero Empires Utility & Puzzles - choose your team and view statistics - this utility that brings your Hero Empires & Puzzles cards, gpa hero grades and hero protection statistics into your browser all at once! Aibretty Farming Level Breakdown - Agricultural Level Rating (Limited) based on statistics of monster drops, recruits, robers, hero rosters - Show all heroes 7DD gameplay - (7DD = Seven Days Departed, a group of gamers focused on excellence) - This site is a source of empire resources and many wonderful puzzles around interwebs - the best gamers created. Titan Mafia - Another great player made resources yet the best Google Doc spreadsheet with all the necessary experience (and the number of heroes required) to elevate any star hero: Here Drop Bears E&P summary - In a nutshell of the many of the above resources, including the best hero rating in Farm Hero 5\* from TC20, things like that, take a look at, of course, a spreadsheet of agricultural resources on Google Docs - by Hordamness Farming Loots, and statistics, youtube channel spreadsheet to view/subscribe: Farming to fill these special chests is when monster breasts are named NATURE or ICE or HOLY or DARK or FIRE Note: Based on my own test - lights (red) do their best (assuming) even if it's not listed in the ICE chart (blue) 3-1, i.e. 8-3, 8-5, 8-7, 9-1, 9-3, 9-5, 9-9, 13-5, 13-8, 14-5) Lights (Red): (2-2, 5-8, 11-6, 13-1), Nature (green): 6-3, 6-6, 7-5 Holy (yellow): 9-4, 9-7, 10-6, 12-3, 12-9, -16-3, 16-5, 16-9 Dark (purple): 3-4, 4-3, 5-5, 7-4, 8-4, 10-4, 11-4, 11-7, 12-5, 15-4, 15-7, 16-4, 16-7 Red below 19 is partial. The best levels are in bold/italic and from empire and bible puzzles to the best levels to farm for. Note Blue Monster: Green Monster 8-7: 7-57-5 provides 11 green monsters and 617 exp yellow monsters: 10-6 and 1387 exp monsters: 10-6 make 11 and 1037 purple monsters: 7-4 or 8-47-4 provides an average of 13 purple monsters and 637 exp: 8-4 to 11 purple monsters and 757 exp red demons: 4-1, 6-8, 11-6 or 20-44-1 (average 7.1/ackle), 6-8 is a red/blue option if 20-4 is too hard to farm 19-4 and 19-6 as a backup to all monsters as high as 20-4 any color monster: 7-47-4 provides an average of 15-0. Note: Often the best level for a specific color farming is quests. For example, 20-4 years ago, the company was 100,000. There are 11 reds for 6 flags (1.83 red/flags). Compared to 3 levels of food collection or iron mine, with a minimum (3.67 red / flag), (2.75 And (2.5 red/flags) respectively, search list Ascension: Hero Rosters: Total is Attack +Defense +Health, and heroes are listed alphabetically. Videos for Empires and Puzzles: Empire Lessons and Puzzles - Raid 101 Empires & Puzzles: Puzzle Tutorials - Basics - Fighting, Leveling, Training, Kraft's Top 10 Empires & Puzzles Hacking Lives: Empires and Puzzles - Titans 101 Empire & Puzzles: Puzzle Tutorial: Invading Imperial Defense Team and Puzzle Tips for Winning Allied Wars: Empires Offensive Strategy and Puzzles: 7DD How to Invade High In Empire & Puzzles: Anchor (7DD) Power Level Hero, Max Greg Center (Zero To Call Him Until Christianity, Then He Reaches Level 80).

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