

# Guild EuropeUnited

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Hi all members of our Guild! I'm really happy to see how quickly we grow!

Here there are useful info for all new players that joined us.

## Guide for new players

Fast leveling

- That let you unlock new features and increase the max capacity of your deck to have stronger cards all at the same time
- The main tasks to level fast is completing daily Trials and Mazes; also exploring for shards helps a lot

## Card collection

- The first important thing to do is saving gems to buy our first Hero (2-4 stars) and our first 5-star creature from the Altar (Creature 5x)
- Then the main target is collecting how many Coupons as possible, completing the daily tasks; that require time and a bit of luck (1 good card every 100 coupons is quite normal)
- There are events that give some good 4-stars creatures to all players and just require a little application here and there when they start.
- Collecting shards for Unseals is very important (the first two and the last two are quite strong among all at the beginning and middle game)

## Deck construction

- Power up Flame Brave and Ursa Major
- First, collect enough gems for the guaranteed 5-star creature we can buy at the Altar
- Power up your first 5-star creature (it requires a couple of days, but makes a lot of difference playing)
- Collect shards to unseal Thalassa
- Collect shards to unseal the second Thalassa (2 recycle creatures at the same time will make the beginning quite easy)
- Collect shards to complete Oracles and Horned Beasts (they are useful at the beginning and important for middle game); you will need around 10 of each one in a couple of months
- Very important: at the mines you can buy shards for 5-star creatures/heroes; collect Mythril Drone first of the rest (that will help you a lot in advanced Guild Maps)

## Coins collection

- You need that to buy creatures for coins at the Altar, that you use to level up your important cards
- Daily tasks give you a good base every day.
- Guild maps attempts
  - o there are special maps that every Guild unlock and reset when has enough energy (Guild stacks energy spent by its members to do that)
  - o more damage you do in an attempt, more coins you get in the end (max 100k useful damage for 400.000 coins)
  - o Guild maps are special maps, stronger going up; at the beginning is normal to do only ~1-5K damage (less than 20.000 coins) at Map 1 and less in advanced maps (where opponent can dispose/instant-kill/heal himself), because you need strong cards before with high survival and increased damage (that will require 3-4 months)
  - o The easier deck to start doing damage in Map 1 is a tanks-healers combination (Frost Rager, Horned Beast, Treant Guide), that you will improve collecting good cards (Swordmasters, Oracles)
  - o Your Hero gets direct damage every round in Guild maps, so it's important give him as much life possible and several healers in the deck

## Heroes collection

- That requires time for 4-star heroes
- Daily tasks give you different money to buy shards
- Gauntlet can give you 5-star hero shards (or complete 5-star creatures)
- Energy Mine gives you several 4-star hero shards every day.
- Complete one Hero at the time (about 2 week at the beginning for each one, 1 week later)

## Guild Battle (Wednesday and Saturday only)

- It's a free challenge that automatically starts; it gives you ~8.000 Glory Points the day after, so join if you can. It requires just few seconds (no matter the result)
- You can access Guild Battle from the Guild window, last page
- To participate just complete a deck for the event. Nothing more!
- The day after you will receive the reward, but wait to claim. When you unlock the Raids feature, all the unused Glory Points can be raided from other players. So claim only the Glory Points you are going to use just before level up your Heroes abilities (trying to get your favorite ones, because it's a casual draw)

## Glory Points

- Use all the Glory Points you get or hold them in the mails you receive (protected)
- All the residual Glory Points can be used to draw runes (when you unlock the feature)

## About joining-leaving the Guild

- This is social Guild where we help each other when we can. Respect always other members.
- Shards available in the Guild Maps are free for all. You can apply for every card. Most of other Guild reserve strongest shards for Masters/Captains, we won't do that. Shards are always free for all!
- If you want to leave or change the Guild, ask about dismissing to Master/Captains. Leaving has a 7 days timeout where you can't join any other Guild, dismissing just 30 minutes in the actual game release.
- The Guild is growing fast and some members will stop to play from time to time. So it's normal to see long term inactive members to be removed to let join new active players. The energy used by members is also available for the Guild to open-reset the Guild Maps. So it's important for all to be active (mines and shards exploration are quick ways to consume energy when you have just a couple of minutes). In case, ex-member can still apply to re-join freely in our Guild.

## Giveaway codes (released until now)

- You can claim some free gift with this codes, all released by the game staff.
  - o GYD59CNKNDVR (300 GP, 30 Gems, 3 Coupons)
  - o GF49TRAVPS76 (40 Energy, 500 GP, 3 Coupons)
  - o G3ZSVXPAY28Z (300 GP, 30 Gems, 3 Coupons)
  - o GKCVQYVNV9EH (250k Gold, Hellwolf)
  - o GQ394HW2KM2U (Only for new people) (10 Coupons, 3m Gold, Swordmaster)
  - o GFTWT6YMBW8Y (30k Gold, 300 GP, 3 Coupons)
  - o GNYSFH98DHTP (317 GP, 31.7k Gold, 3 Dragon Rider Shards) (Not sure if Gold/GP amount is random)
  - o GFJS93TBN76U (Only for new people) (Essence V x5, 300 Energy, Thalassa! :D)
  - o GJ9X44JDWXCQ (Only for new people) (Panther Chief, Sentry Angel, Bloody Lord)
  - o GAX74K3QX6ND (300 GP, 3 Coupons, 3 Dragon Rider Shards)
  - o GXCMJJJEY8J2A (30 Gems, 300 GP, 3 Coupons)
  - o GAFQ8DJEQ88A (5 coupons, 5 Hydra Shards, 5k Glory)

## Conclusion

This game requires a lot of time and patience. Or a lot of money. I suggest you the first one!