

## Part 1 Strong Defenses to Place

**Tower 1** (initially on blue 11)    **Tower 2** (initially on blue 9)    **Tower 3** (preferred on any 10)

- Igor (Feng Yan)
- Khyu (Jultan)
- Con (Khmun)
- Tsak (Gemini)
- Xekoliara (Eladriel)
- Igor (Zaiross)
- Khyu (Seara)
- Xaris (Laika)
- Roddto (Woosa)
- Moose (Bernard)
- Igor (Seara)
- Khyu (Feng Yan)
- Con (Feng Yan)
- Tsak (Chow)
- Seraphyel (Seara)

**Tower 4** (preferred on any 10)    **Tower 5**    **Tower 6 (4★)**

- Xaris (Khmun)
- Khyu (Theo)
- Eule (Theo)
- Tsak (Khmun)
- Seraphyel (Khmun)
- Dimakos (Theo)
- Guzzle (Khmun)
- Tami (Theo)
- Kaltak (Theo)
- Tami (Frigate)
- Igor (Galleon)
- Khyu (Icares)
- Xekoliara (Khmun)
- Champ (Basalt)
- Con (Galleon)

**Tower 7**    **Tower 8**

- Igor (Juno)
- Khyu (Mo Long)
- Eule (Daphnis)
- Kaltak (Theo)
- Bugz (Mei Hou Wang)
- Bugz (Pontos)
- Seraphyel (Lisa)
- Guzzle (Xing Zhe)
- Dimakos (Okeanos)
- Tami (Garó)

## Part 2 General Strategy

- Do not conquer too many towers, this forces us to place weaker defs on those towers which enemies can capture back easily
- Do not spread attacks on towers that are not meant to get captured, this is a complete waste.
- Capture back any starting towers that we might lose during battle.
- Set up defenses on conquered towers.
- Try to avoid getting towers cut off from our HQ.

## Part 3 On Attacks

- Q: I want to attack, what should i attack?  
A: Look at the map below, the general strategy above.

- Q: Hey we hold everything the map says, what can i attack?  
A: Look at our point score, the time elapsed in which we gained those points and look at the time left. If this battle goes on for way longer, you probably can simply attack later.
- Q: But I can not attack later, real life ...! What should I do?  
A: Are you sure? there is a 12 hour pause after first halve of battle, did you consider that? If Yes: use your attacks, but:
  - try to focus your attacks on few towers
  - try to not attack towers, that could get cut off if we would capture them

## Part 4 An Explanation to our Strategy

- Our strategy aims at utilizing our strongest defenses to the maximum.
- We want to make the enemies face those defenses over and over again, thus we do not want to expand once we placed all our strongest defenses.
- We start out by having strong defenses on our front line (especially on blue 10). We have enough strong defenses to fill 3 more regular towers and one more 4★ tower.
- Thus capturing more towers will force us to set defenses on them, that do not have a high chance of winning. This is especially important when considering the 4★ towers, as we have way less 4★ defenses compared to regular ones.

# Part 5 Graphic illustration



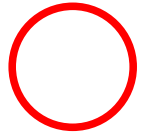
Get at most one of these towers.



Get exactly one of these towers.



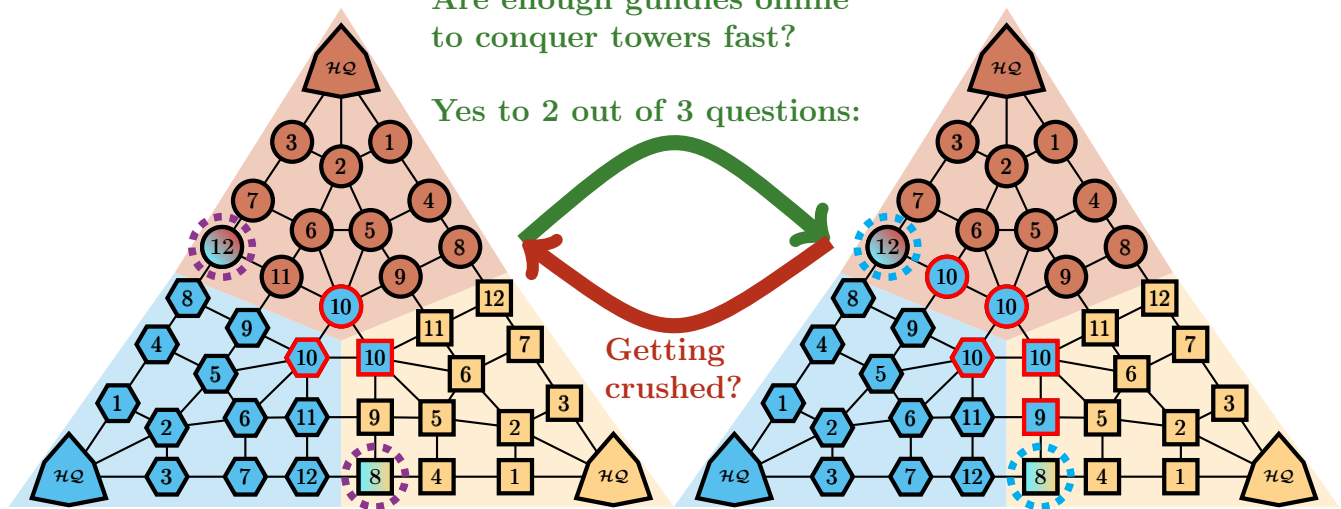
Get at least one of these towers.



Place strong defenses on towers with red border

Are the enemies currently inactive?  
Are they weak?  
Are enough guildies online to conquer towers fast?

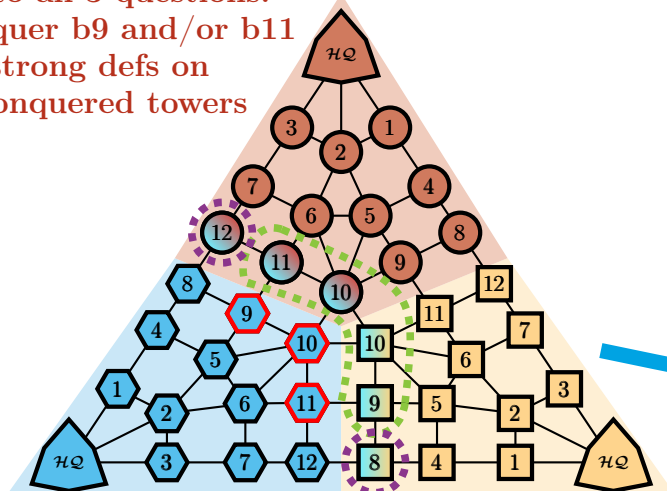
Yes to 2 out of 3 questions:



Are we getting attacked heavily?  
Did they conquer b9 and/or b11?  
Is it not possible to conquer r11 and y9?

Gaining control back?

Yes to all 3 questions:  
Conquer b9 and/or b11  
Set strong defs on all conquered towers



Battle ends soon?

Battle ends soon?

Battle ends soon?

Use your attacks, get as many wins as you can.

## Part 6 Beginner's Guide to Siege

### Part 6.1 General Setup

- 3 Guilds fight in each Siege.
- A siege battle consists of 3 phases
  - (a) fight phase 1 (12 hours)
  - (b) Armistice (12 hours)
  - (c) fight phase 2 (12 hours)
- During fight phases players can attack the defenses on enemy towers, the first guild to beat all defenses on a tower conquers it.
- During Armistice there is nothing, that can be done. It is simply a break to discuss strategy and chill.
- The first team to gain 20,000 siege points wins. It is **not** possible to attack anymore, once a siege is won.
- A Guild gets 1 point per minute for each connected tower (when there is a path from the headquarter to that tower that only goes over towers of said guild) - Additionally each guild with at least 13 connected towers gets 10 points per minute.

Example:

- (a) If your guild holds 11 connected towers, it gets 11 points per minute.
  - (b) If your guild holds 14 connected towers, it gets 24 points per minute.
- Conquering a tower or winning defenses also will give siege points.

### Part 6.2 On Towers

- Every Guild starts with 12 towers.
- A guild can place up to 5 defenses on each tower.
- Towers with the numbers 2, 8 and 12 are natural 4★ only, meaning you cannot place natural 5★ monsters in their defenses. You also cannot attack those towers with natural 5★ monsters.
- A conquered tower initially has no defenses placed. After conquering a tower there is a time window of 1 hour, where any guild member can place defenses on it (by clicking the tower, then HQ Support). During this time the claimed tower can not be attacked.
- If no defense is placed on a tower, any other guild can conquer said tower by simply clicking it and selecting 'occupy'.
- You can only attack a tower if
  - it is directly connected to one of your guild's towers **or**
  - if your guild has beaten at least one of it's defenses.

### Part 6.3 On Rewards

- You get 15 points for each defense you beat and 5 points for each time an enemy fails to beat one of your defenses (don't confuse those points with siege points).

- These points will determine your relative contribution (just lie in regular guild war).
- Let  $SP$  be the amount of siege points your guild accumulated, when siege is over, let  $c$  be your relative contribution.

Your rewards will be (assuming we are guardian ranked):

(a)  $SP \cdot 0.15 \cdot c$  crystals

(b)  $SP \cdot 0.25 \cdot c$  guild points

(c) A trophy box that can be collected by clicking on the guild war island  $\rightarrow$  Siege  $\rightarrow$  Trophy box.

- Only members who attacked at least once can collect a trophy box. Assuming your guild is at least fighter ranked there are 4/2/1 shiny boxes for first/second/third place. So when you collect your trophy box, it has a slight chance of being shiny.
- Shiny boxes are guaranteed to contain one 5★ or 6★ legendary rune.

## Part 6.4 On Attacks

- You can use each monster at most once each siege.
- If you have a monster built multiple times, you can use the duplicates in different attacks.
- You can not use duplicate monsters within one attack.
- You can use 30 mons per siege. Thus you can attack at least 10 times (if you have enough monsters runed up).
- This also means, that you can attack at most 30 times if you actually can beat the enemy defenses by using only 1 monster per attack.

## Part 6.5 Other Stuff

- Communication is key, use the guild chat to inform your guild mates who you want to attack.
- The tower numbers are linked to a shape (circle,rectangle,shield). If you want to tell your guild mates, which defense you want to attack, you can use those shapes to distinguish between towers with same numbers.
- You can see the amount of connected towers and the siege point rate by tapping at the siege point bar.

## Part 7 For lazy People, who can Compile and Run C++ Code

Lastly i made a small console program you might consider useful. It calculates the minutes each team needs to reach 20,000 siege points. The code below should be copyable (will look ugly due to lost spacing). You only need to compile it with your favorite C++ compiler and run it (No warranty, yadayadayada). It takes siege points and point per minute rates as input (so either 2, 4 or 6 numbers). It outputs the time remaining for each guild to reach 20,000. Note that since i am lazy myself the program does not check if the numbers are actually meaningful input. you can find the full source code on the next page.

```

1 using namespace std;
2 #include <iostream>
3 #include <sstream>
4 // Made by Igor
5
6 int main(int argc, char* argv[] {
7     if(argc=3 && argc=5 && argc=7) {
8         cerr << "This program expects to get 2\
9         \ or 4 or 6 numbers as input.\n\nUsage:\n\nInput:\
10        \n_mandatory:_arg1->_current_points_guild_1_ar\
11        g2->_point_rate_guild_1\n_optional:\
12        _arg3->_current_points_guild_2_ar\
13        g4->_point_rate_guild_2\n_optional:\
14        _arg5->_current_points_guild_3_ar\
15        g6->_point_rate_guild_3\n\nOutput:\n\n\
16        amount_of_minutes_the_input_guilds\
17        _need_to_reach_20,000_points." << endl;
18         cout << "press any key to exit" << endl;
19         cin.get();
20         return 1;
21     }
22     int max = 20000;
23     istringstream ss1(argv[1]);
24     int points1;
25     if(!(ss1 >> points1)) {
26         cerr << "Invalid number_" << argv[0] << endl;
27         cout << "press any key to exit" << endl;
28         cin.get();
29         return 1;
30     }
31     istringstream ss2(argv[2]);
32     int pointRate1;
33     if(!(ss2 >> pointRate1)) {
34         cerr << "Invalid number_" << argv[1] <<
35         endl;
36         cout << "press any key to exit" << endl;
37         cin.get();
38         return 1;
39     }
40     ostream res;
41     res << (((max-points1)/pointRate1)/60)\
42     << "h_" << ((max-points1)/pointRate1) % 60 << "m_"
43     ;
44     if(argc>3) {
45         istringstream ss3(argv[3]);
46         int points2;
47         if(!(ss3 >> points2)) {
48             cerr << "Invalid number_" << argv[2] << endl
49             ;
50             cout << "press any key to exit" << endl;
51             cin.get();
52             return 1;
53         }
54         istringstream ss4(argv[4]);
55         int pointRate2;
56         if(!(ss4 >> pointRate2)) {
57             cerr << "Invalid number_" << argv[3] <<
58             endl;
59             cout << "press any key to exit" << endl;
60             cin.get();
61             return 1;
62         }
63         res<<"_vs_" << (((max-points2)/pointRate2)/60)
64         \
65         << "h_" << ((max-points2)/pointRate2) % 60\
66         <<"m_";
67     }
68     if(argc>5) {
69         istringstream ss5(argv[5]);
70         int points3;
71         if(!(ss5 >> points3)) {
72             cerr << "Invalid number_" << argv[5] << endl
73             ;
74             cout << "press any key to exit" << endl;
75             cin.get();
76             return 1;
77         }
78         istringstream ss6(argv[6]);
79         int pointRate3;
80         if(!(ss6 >> pointRate3)) {
81             cerr << "Invalid number_" << argv[6] <<
82             endl;
83             cout << "press any key to exit" << endl;
84             cin.get();
85             return 1;
86         }
87         res<<"_vs_"<< (((max-points3)/pointRate3)/60)\
88         << "h_" << ((max-points3)/pointRate3)\
89         % 60 <<"m_";
90     }
91     cout << res.str() << endl;
92     cout << "press any key to exit" << endl;
93     cin.get();
94     return 0;
95 }

```