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## Clash of clans laboratory glitch

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Spring 2020 Update for clash of clans is here! With this update, we are introducing a tone of new features, new levels and improvements in quality of life to make Clash of Clans better than ever. Below you will find a patch notes for this super cool update! In the village there is a new building, located next to the Dealer. When you click on this building in the form of barrels, you can
see which Super Troops are available. Super Troops is an all-new feature that allows you to temporarily power-up existing units in Super versions of yourself. Each Super Troops is an all-new feature that allows you to temporarily power-up existing units in Super versions of yourself.
be available for a week. While you're active, your Super Putty replaces the normal version in the car. You can only get the super troops as reinforcements to the clanmates. When the Super Buff expires, unused Super Troops will remain in your caryhouse until they are used or donated. After 7 days have
passed, you will not be able to reuse the same Super Troops for another 7 days. However, you can still change your other available units to their Super buff.
With the release of spring updates, 4 different super units will be available; but we will add more in future updates! Super Barbarian Stronger, faster version of barbarian that starts to rage for 8 seconds Popular goal: Each type of injury: One target: floor housing space: 5 Speed of movement:
20 Super Cost: 50,, 000 Dark Elixir LevelTown Hall Level DPSHPTraining CostTrainning Time81118010001500 Elixir25s91220011001750 Elixir25s Sneaky Goblin This Goblin has clearly been working out. Five seconds Popular goal: Sources (Damage X2) Injury type:
Single target: Floor Housing Space: 3 Speed of movement: 32 Super Cost: 50,000 Dark Elixir LevelTown Hall LevelDPSHPTraining Time71160270600 Elixir21s Super Wall Breaker U looking for a big bada bum? Super Wall Breaker rides into battle on top of a huge bomb and is guaranteed to explode when it either reaches its target or is
destroyed along the way. His explosion will be regardless of the level. Special capability: Larger bomb that never turns off Popular target: walls (damage X40) Damage type: Area Splash Objectives: Floor Housing Space: 8 Speed of Movement: 28 Super Cost: 55,000 Dark Ellixir LevelTown Hall LevelDPSDamage When Destroyed Elixir1m81210025008000
Elixir1m913120284508800 Elixir1m Super Giant A scrappy brawler is just the focus of life crushing masonism in his massive hands. The Super Giants deal with additional damage to Walls Favorite Target: Defenses Damage Type: Single Target
Targets: Ground Housing Space: 10 Movement Speed: 12 Super Cost: 60,000 Dark Elixir LevelTown Hall LevelDPSHPTraining CostTraining Time91213042009000 Elixir1m We have added new levels to upgraded to 2. Level Town Hall 11: Gold Mine
Level 14 Elixir Pump Level 14 Dark Elixir Pump Level 8 Town Hall 12: Barbarian Level 9 Mushroom Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Minion Level 9 Valkyrie Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 13: Archer Tower Level 8 Town Hall 14: Archer Tower Level 8 Town Hall 14: Archer Tower Level 8 Town Hall 15: Archer Tower Level 8 Town Hall 16: Archer Tower Level 8 Tower Level 8 Town Hall 16: Archer Tower
Klan Castle reinforcements are now ranked according to the following criteria in order: The lowest residential space first If the residential space is the same, the additional scenes data will rank lowest level first New Hero Skin selection display, which is much easier to choose which skin you want to use on your Hero. All heroes will appear in the selected skin under the Player
Profile tab. When getting new skin, the SKIN SELECTION UI will automatically open. Some selected skins will be able to be purchased outside the Gold Pass. Research Inflates now increase the laboratory speed by 24x instead of 10x. The price of research poas has increased from 70 Gems in commercial daily offerings. We've added an easier way for content
creators to create a sharing link with their viewers to use their Creator Code. I present the friendly challenges of a specific clan of castle troops. As a League legend, once they are set they will remain unchanged until you replace them. Allow the use of the Home Village layout in friendly wars, even if the layout is blocked by obstacles. New option in the Settings menu to disable the
screen shake. To help fight espionage during clan wars seasons, players who are not on the list or without a role in the Clan may not see the Screen Of the War League. The changed great AI manager will be less AI has been modified to make it less possible
to immediately immediately immediately take a break. The freezing duration of the Golem defensive ice is reduced by 0.5 seconds. The jetimit splash radius of damage was slightly reduced to avoid hitting neighbouring buildings in the attack on the 2x2 building. The Jetims no longer trigger the deployment of castle clan units. The damage to the storage of resources (including City Hall) was
reduced by 50%. The number of wall rings required to upgrade the walls has been reduced by some levels: Level 11:2 -> 1 Level 12: 4 -> 3 Builder Base Battles will now feature a tiebreaker. If both players achieve the same destruction and the Stars, then the winner will be the player with the most time remaining. Training time from the Builder Troops base has been
removed and can be used in attack immediately. The regeneration time for the builder machine has been removed. Troops may still be trained, even if the troops are being upgraded. The Clock Tower has been changed to the following: The multiplier increased from 7
hours to 22 hours, but gem's price for skipping cools is reduced. Gameplay Removes dual healing from Hero abilities when activated manually and automatically at exactly the same moment Fix problems with the Royal Champion do not throw away its shield if the enabled ability, while frozen Fix forcibly retargeting after the next attack after the unsoil Wall Make Grand Wardensen
able to teach unshed unshi enthuse, but his team is frozen. other heroes, when enemies approach the altar Fixed electric dragon sometimes target twice in one chain of lightning (it can happen when the retarget is forced while the chain was still active) Fix The Royal Champion attacking non-reflective construction u rare cases of UI i Art Show visual boost effect
for O.T.T.O hut clock tower is active Do not show CC spels and CC troop area in attack confirm screen if donates spell, while the screen is open Show purple Hero level icons correctly in attack confirm screen if hero potion is active Show incentives correctly when opening attack confirm screen via War or Friendly challenge scout look gray out Join the Clan button if the player has
insufficient city house level to join the Clan Fix flawed graphics offset for Lava Hound and Healer. Their real position was not based on the middle point of shadow Fix visual targeting effect for many flying troops Miscellple Fix inconsistencies with situations where multiple elks that affect the speed of movement, speed of attack and injury (Intoxication, Rage, Fast, Barbarian King
ability, Archer queen ability, Baby Dragon) are active simultaneously. Don't show hidden Tesli in Basic village preview of the player profile. Show tool ups, building modes of attack and sweeper target angles correctly in the preview village. Show the correct frame of the Eagle Artillery and air sweeper instead of showing the last frame that would show that the eagle is without
ammunition. Show hidden objects such as Teslini and Traps correctly in the player profile when a member views it from the same clan. Previously, they were always removed from the player profile view. Fix the visual rounding error for Gold and Elixir when you use fleece for certain specific amounts of resources (for example 17999999) Correct the bug where if the player finished
his last clan game task and went offline until after the end of the games then you may miss out in order to qualify to claim an additional reward to increase their quota results. Correct the hero healing timer on the training screen. The timer was not calculated correctly when the start-up was active and the increase timer was shorter than the hero of the healing timer. (+ Same
correction for troop & amp; spells) Remove the artificial limit of 20 for the minimum level of clans Team View source Comments Share Throughout the time, Supercell has introduced many updates. Any bug correction, trying to balance raids and/or
introducing new elements, upgrades or features. From this version onwards, the version number corresponds to the highest level of City Hall. Therefore, there is no version 12. Optional update - Version 13576.8 - October 26, 2020 Correction for Clock Tower increases that could not be continued if it was already stopping before maintenance updates; The residential space of the
opponent's clan castle in the info screen during the preparation of the war will no longer be visible (now it should be an issue instead); Fixed rare crash, associated with reloading the game, while selecting Wall piece in Village Editing mode; Visual enhancements and ul corrections
(including the Village Maiden helmet in War Info Screen). Autumn update - Version 13.576.3/13.576.7 - October 12, 2020 New Quality of Life content and changes to increase the same company consecutively without waiting. Heroes Heroes will always protect you
and will automatically heal on defense. The Guard switcher has now been removed. Base Base Beta Minion's AI has improved to reduce the randomness of their initial attack position. The reinforcement of the building base. Skins New technology added to skin
functionality to allow for cooler, wildly special effects such as ground troops, attack hits, smoke effects, etc. Fixed visual loyalty improperly cutting out weapons in the geometry of the game. UI Tab For you has been removed VFX Motor games can now do several spell effects at once (combinations of Medications, Jump, Rage, Venom, Invisibility, Haste, Perennase Tome,
Freeze, Cold, Clone, Stunning, Shrink, etc.). Friendly wars Added is the possibility of a 5-minute preparation time and a 45-minute 
you can add friends to your Supercell ID account and play with them all Supercell games. Then you can see who is on the friends list online and what kind of Supercell game currently playing Age Verification for new accounts New accounts New accounts New accounts on the United States since this update will have to enter their age. Players under the age of 16 will be identified as a young account
and will have the following features enabled: Supercell ID will be unreachable Clans with younger players will have a tougher moderated Clan Chat. Curses and personally identifiable information will be unreachable Clans with younger players will have a tougher moderated Clan Chat. Curses and personally identifiable information will be unreachable Clans with younger players will have a tougher moderated Clan Chat. Curses and personally identifiable information will be unreachable Clans with younger players will have a tougher moderated Clan Chat. Curses and personally identifiable information will be unreachable Clans with younger players will have a tougher moderated Clan Chat. Curses and personally identifiable information will be unreachable Clans with younger players will be disabled when the player will be unreachable Clans with younger players will be unreachable Clans w
is 16. Balance Changes Wall Breaker Wall Breaker Wall Breakers (and Super Wall Breakers (and Super Wall Breakers (and Super Wall Breakers) can now use Jump Spell Wall Breakers (and Super Wall Breakers) to make
predictive and more Inferno Dragon Inferno Dragon Inferno Dragon sort to warm their shafts when flying, or the weather charge for the viers is a shredding Siege Barracks Redud Wizard count and Level 4 Siege Barracks from 12 to 11 A battle will not end if the Siege Barracks is the final remaining unit. Electro Dragon Secondary criteria for determining the target of a chain lightning: if more than
one object is at the same distance, the chain lightning will target the building with the highest points of the hits. Super Archer Super Archer stargets inside 0.1 tiles from himself. The AI flight unit has improved AI for all flying units by not settling them to retarge when Tesla's hidden appears, when their current target is better. Air defense points 8 have increased by
10 (to 1,210 with 1,200), so it cannot be destroyed by 3 level 7 Lightning spells. The skeleton spell of propagation of skeletons increased by 1 for all levels. Adjustments to upgrade costs and other changes Units that have not been unlocked will not be available in friendly challenges, while the production building unlock this unit currently upgrading. However, the use of units already
unlocked remains possible even if the only available production facility is upgraded. Requests for super-troops donation are not removed if military camps or production buildings contain these Super Troops. The timer for Power Potion and Potion of Heroes is more accurate. Fixed a problem in the layout editor so that it no longer places objects on top of each other, causing the
save to fail when items overlap. Bring in a new seasonal challenge to collect stars in a friendly challenge for your home village watch, which you get when you enter the re-engagement stream. Disable the Current War button when browsing through normal war history, while clan
Wars Leagues are in the running to prevent unwanted viewers. Show the time that has stayed correct in clan Chat of Builder Base Friendly challenges. Fixed problems with 3D animation to better blend between the first and last frames. Attached beetle with Electro Dragon's chain lightning distance distance. Fixed Miner attack animation so that it does damage at the same time
when the shovel hits the target. Troubleshoot the problem of shrinking characters when targeted by Headhunter. They corrected a rare pop-up issue where the units wouldn't have retargeted properly when Tesla emerged, if the units had already retargeted on something else and their attack cooled from the previous attack. We've repaired it as an animation for a missile attack in a
combat blimpu. It was previously pointed at the ground, but it exploded in the air above the target. Prevent soldiers from being retargeting after exiting the Jump Spell, thereby preventing troops from getting stuck in the never-ending jump spell loop. Maintenance interruption - July 1, 2020 Load scattershot with ammunition in TH13 Practice Level Revert Jump Fix to prevent soldiers
from running against the Wall after exit Jump Reduce the number of Speckled dragons in the trial level from 28 to 18 Add regeneration time to Scattershot. It is regenerated instantly unlike other buildings Turn re-engagement Loot Cart back on, since the loot cart bug was fixed Optional update - Version 13.369.9/13.369.11 - c. June 2020 Fixed missing magic items button from
Builder Hall Fixed missing animations from Change Scenery screen Fixed wrong color jewelry on Archer level 9 in some animations Fixed Welcome Back screen show all the time it'. with a fixed bug in which the toy u misrepresented the weather (i set off Out of Sync greske, u case the toys were u listening to the eavesdropping carriage)
hiding the Change Scenery balloon from Town Hall if the town hall (or its ores) is being built. Summer Update - Version 13.? - June 22, 2020 New Content Game Changes and QoL Improvements Scenes Players can now further customize their with a new landscape! You can switch toggle by tapping the town hall, and then selecting a new Change Landscape button. Custom
Friendly Challenge Armies Attacking and Friendly Wars is now happening with a certain friendly wars is now happening wars in the certain friendly wars is now happening wars in the certain friendly wars is now happening wars in the certain friendly wars is now happening wars in the certain friendly wars in
availability and duration as you progress through the game to higher levels of City Hall. Home Village Balance Changes 1 Spring Trap was added to City Hall 13 (total 9). 50 additional walls can be upgraded to level 14 (for a total of 200 such walls). Reduce the level of 7-9 Golem training costs from 600/700/800 to 575/650/725. Reduce the heal time of all Heroes (the new max time
of heal is down from 49 to 40 minutes). The lightning spell has been treated: instead of punching randomly in a large radius, it produces one lightning that strikes in a small radius and can stun briefly. Its housing area was also reduced to 1 (the damage, beer costs and time were also adjusted accordingly). Loot Cart now accumulates prey in the period of up to 90 days and its
capacity for resources generated from inactivity has increased at city hall level. The maximum capacity to store returned funds stolen in attacks has increased at higher levels. Scattershot attack rate dropped from 3 seconds to 3.036 seconds. Builder base balance changes Reduce
the radius of crushing splash from 3.5 tiles to 2.8 tiles so that it does not cause damage to units that are so easily out of reach. Increase DPS at Battle Machine level 21-30 Spring Trap spring weight of many units on the ground has been increased:
Additional changes to the game Improved experience for returning player is inactive for more than 90 days and autonomously performs upgrades and adds certain incentives for the player to enjoy returning. In saving donations the game also now includes Troops, Spells or Under-Ground Machines that are already in the Clan Castle. The tasks, based on
seasonal challenges, were rebalanced so that they could end with the reinforcements of the Clan Castle from City Hall 9 and upwards. Grand Warden Al has improved to monitor the group more efficiently and has been less able to flush away while in Air mode. Remove Air Mines from travelling across the map if their original destination is destroyed after triggering the trap, but
before the traps activate. The maximum distance to select an air mine target is now the 2x trigger radius of the trap. Troops who stand out from the jump spell should not retarget to The soldiers are stuck in the Jump Spell. The wall wrecker path is improved. Changes to UI Prevent the opening of a war screen during CWL if you are not at least older or included in the roster for all
league levels. Time left info added to the Builder Base Friendly Challenge Clan Chat entries, and shared Builder Base replays Allow Quick Donation of any normal versions of Troops while the Super Troop version is enabled. Added Active Creator Boost popup in the store. Show number of unsopled offers in the Treasure tab and on offer tab in the store Add sound effect when
toggling Grand Warden into air or earth mode Bug Fixes Hero Potion glows in the screen to confirm the attack is now properly animated. UI Shop will close after buying Legend League Shield to avoid unsuccessful purchases of Shields in the event of a speeding purchase. The buttons for replaying the last Builder Base Friendly Challenge are correctly visible in the Clan Chat.
Removed the ability to test the opposition of klan bases in the Klan war league during the preparation day. Minor visual corrections of the lightning dragon chain. It determines the possibility of including the wrong clan members in the war if a new member with a high number of trophies joins the Klan during the selection process. Fixed in the game Shop UI to be correct and fully
interactive on devices with a suing. Repaired the bug that caused the crash if someone had an open screen to confirm the attack and another player attacked the same target. Maintenance suspension - May 22, 2020 Fixed a bug where the change of defense in legend league would be used for the next defense instead of the next league day. Balance Changes - 20th May 2020
Maintenance Pause - April 2, 2020 Specify the option to deliver lower than max level units when max troops are required. Fix an issue where 2 Beleaguered machines are occasionally found in klan castle or where some players may receive a venom spell before they should be able. Optional update - Version 13.180.6/13.180.7 - 30. On March 2020, when a request for a donation
with special units is made or modified Fix Bug u donation menu, in which that max level unit i was requested in order to the player would not be first sorted according to the ocakivano redosjecu required phrases. Version 13.? - March 30, 2020 New: Super Troops! Super Troops is an all-new
feature (unlocked in City Hall 11) that allows you to temporarily power-up existing units in Super Versions of yourself. Each Super Troops added: Super Barbarian, Super Giant, Sneaky Goblin, Super Wall Breaker New Levels Town Hall 9:
Town Hall 11: Gold Mine level 14 Elixir Pump level 14 Elixir Pump level 14 Dark Elixir Drill level 8 Town Hall 12: Barbarian 9 Goblin Level 8 Town Hall 13: Cost reductions The following items in the Home Village receive a reduction in upgrade costs in spring update: New levels of practice Yeti Smash (TH12) Bane of the Ring (TH13) Quality of Life Improvements The new option u menu requires
carcasses to allow special requirements (a man i switch in order to jeopardize donations) Klan Castle ampering is now sorted according to the following criteria in order: The lowest residential space first If the residential space
is the same, the units are sorted by internal IDs (creates an arbitrary choice of order of introduction) If the internal IDs are the same, then the lowest level first Is a New Hero Skin under the Player Profile tab. When getting new skin, the SKIN
SELECTION UI will automatically open. Some selected skins will be able to be purchased outside the Gold Pass. Research Inflates now increase the laboratory speed by 24x instead of 10x. The price of research poas has increased from 70 Gems to create a sharing link with their viewers
so they could use their Creator Code. Friendly challenge specific Klan Castle Troops: as Legend League, when they are set they will remain unchanged until you replace them. Allow the use of the Home Village layout in friendly wars, even if the layout is blocked by obstacles. New option in the Settings menu to disable the screen shake. To help combat espionage during clan
wars seasons, players who are not on the list or without a role (i.e. elder or higher) in the Clan may not see the display of the League Wars in the Champions League. When you will get the option to select Gems instead. The number of Gems received is based on the normal
price for which a particular item is sold. Game Balance Modified Grand Warden's AI make it less possible to immediately take a break. The freezing duration of the Golem defensive ice is reduced by 0.5 seconds. Various changes
yetimites: Splash damage radius is slightly reduced to avoid hitting neighbouring buildings in attacking the 2x2 building. The Jetims no longer trigger the deployment of castle clan units. The damage to the storage of resources (including City Hall) was reduced by 50%. The number of wall rings needed to upgrade the Walls (in Home Village) was reduced by certain levels: Level
11:2 -> 1 Level 12: 4 -> 3 Base Builder Basic Battles will now feature a tiebreaker. If both players achieve the same destruction and the Stars (if both players do more than 0% damage), then with the maximum remaining time will be the winner. Training time from the Builder Troops base has been removed and so can be used in attack immediately. Various changes to clock
tower: Multiplier increased from 8x to 10x Boost duration was increased from 3-11 minutes to 14-30 minutes. Cooling time has increased from 7 hours to 22 hours, but gem's price for skipping cools is reduced. Bug Corrects Gameplay Fix Bug, where Heroes receive double health regeneration when their ability is used both automatically and manually at the same time. Fix
problems with royal champion do not throw the shield, if the ability is enabled while freeze Fix forced retargeting after the destruction of the wall Make The Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive, while his team frozen Make Grand Warden able to do something sensitive able to do somethin
Alert defending Royal Champion like Heroes when enemies are approaching the ol the Electro Dragon once target twice inside one lightning chain (it can happen when forced to retarget while the chain was still active) Fix the Bug where clan game tasks refresh when no players in the clan are
online for a short period of UI and Art Show visual boost effect for O.T.T.O. Cottage when the Clock Tower is active Do not display CC spells in the CC troop area in the affirm attack confirm screen if hero potion is active Show incentives correctly when opening attack
confirm screen via War or Friendly challenge scout view Grey out Join Clan button if the player has insufficient Town Hall level to join the Clan Fix risual effect targeting for Numerous flying troops Miscelle the fix inconsistencies with situations where multiple
incentives that affect speed of movement, speed of attack and injury (Intoxication, Rage, Rush, Barbarian King ability, Archer Queen ability, Baby Dragon tantrum) are active simultaneously. Now the best incentives (and worst de-buffs) for each attribute are selected and used Note: Freezing effects from Ice Golem or Town Hall 13 explosions are not considered an incentive and
instead stack with the above Do Not Show Hidden Tesle in Builder Base village preview of the player profile. Show tool ups, building modes of attack and Air Sweeper target angles correctly in the preview village. Show the correct frame of the Eagle Artillery and air sweeper instead of showing the last frame that would show that the eagle is without ammunition. Show hidden
objects such as Teslas and Traps correctly in the player profile when viewed by a member from the player profile when viewed by a member from the player profile when viewed by a member from the player finished his last clan game task
and went offline until after the end of the games then you may miss out in order to qualify to claim an additional reward to increase their quota results. Correct the hero of the healing timer on the training screen. The timer was not calculated correctly when the start-up was active and the increase timer was shorter than the hero of the healing timer on the training screen. The timer was not calculated correctly when the start-up was active and the increase timer was shorter than the hero of the healing timer. (+ Same correctly when the start-up was active and the increase timer was shorter than the hero of the healing timer on the training screen.
spells) Remove the artificial limit of 20 for the minimum level of clan in clan Search Not propagating Tall Grass from the shraved Ancient Barbarian Statue. Balance Changes - 28th February 2020 Increased Spring Trap (in Home Village) radius from 0.7 to 0.8 tiles Increased level 5-7 Bomb Tower HP from 1000/1200/0 1400 to 1050/1300/1600 Increased Spring Trap (in Home Village) radius from 0.7 to 0.8 tiles Increased level 5-7 Bomb Tower HP from 1000/1200/0 1400 to 1050/1300/1600 Increased Ievel 5-7 Bomb Tower DPS
with 46/5 2/60 on 48/56/64 Increased level 6-6 7 Bomb Tower fatal damage from 340/380 to 350/400 Downs 16-17 Top DPS from 125/132 to 124/130 Balance sheet changes - 0 16. The 18-point cannon was up from 1,860 to 1,870. Yetimites will no longer trigger the Trap. They've added a new Community tab to your inbox, where regular videos from your favorite Clash of Clans
content creators will be featured. Shortened the time of the Village Guard in the Titan leagues, so it is always 60 minutes (previously it was up to 180 minutes) to reduce the problems in these leagues. Optional update - Version 13.0.20/13.0.21 - December 19, 2019 Fixed activation of the layout with tucked away ornaments when the 1x1 or 2x2 area of the upper corner is blocked
by obstacles. Fixed different bugs associated with copying a layout to an active layout; When copying a layout to Active Layout, if the decorations on the Hero Ability screen; Fixed heel and lava launcher flawless animation; Fixed Grand Warden's
animation clipping after changing mode. Optional update - Version 13.0.9/13.0.13 - December 12, 2019 Fixed some bugs when switching during installation (can manifest as a crash or in the event of an unexpected failure of layout settings as active); Fixed bugs by copying shared layouts where the layout would not be saved correctly; When you choose clan members for war, it
now shows its role; Android specific: fixed some cases where the position of the camera's sleepiness can be incorrectly detected and the game UI became offset or obscured + other stability improvements. Version 13.0.1 - 9 December 2019 Town Hall 13 Town Hall Level: 13 Town Hall is a weapon of change from Tesla's Giga to Giga Inferno New Hero: Royal Champion New
Defense: Scattershot New New Machine: Siege of The New Company: Yeti (unlocked at City Hall 12) New defensive level: Top, Air Defense, Wizard Tower, Hidden Tesla, X-Bow, Inferno Tower, Eagle Artillery, Walls (only 100 pieces can be upgraded to level 14) New resource building levels:
Barracks, Workshop, Laboratory New trap levels: Bomb, Air Bomb, Air Bomb, Huge Bomb, Seeking Air Mine New Level 70 Archer Queen, level 50 Grand Warden New levels of magic: scathing magic, jump magic, skeleton magic Quality of life
Improvements Gameplay Heroes from sad are automatically trying and you use your skills To get hurt in order to kill him and the ability is available to benefit. Advanced players can disable this feature in multiple settings. Village UI Village preview in profile is back! In your profile, tap the Town Hall icon. When selecting war members you can now see Clanmates' Town Hall level in
all types of war (until they have signed up since the update) When you sign up to the War League, if you close and reopen the screen select members, it will memorize your storage capacity (or if it is affordable with the current resource amount). Skins & amp; Decorations
Decorations can now be placed on the periphery of the map. Ornaments no longer need to be entered into each layout. For example, it is possible to have decoration only in the staff as the stomach Klan Perks Reaches clan level 8 now allows clan members to donate 2
spells instead of 1 All existing limits of donations troops have been increased by 1 Troops Level 8 PEKKA has new graphics Balancing Buildings and Traps Increased storage sand Elix ir Storages and Elix ir Storages by 500,000 Increased Multi Mortar damage by 10% across board and Home Village Reduced Spring Trap Bless Space for Apartment Level 1: 15 - 10
Level 2: 16 \rightarrow 12 Level 3: 17 \rightarrow 14 Level 3: 17 \rightarrow 14 Level 5: 19 \rightarrow 18 Troops and Heroes Increase Giant Level 8/9 HP from 1400/1850 Increase Miner Level 6 HP from 1400/1850 Increase Miner Level 6 HP from 1400/1850 Increase Miner Level 6 HP from 1400 to 1450 Make Grand
Warden a slightly less believable To follow lava hounds Reduction of troops healing level 5 Healer from 80 to 72 Increase hero healing of Level 5 Healer from 44 to 48 Plen Increased maximum amount of Dark Elixir to take out TH12 gaming stores from 500 Spells Change Skeleton
Grinding Frequency to 1 Skeleton Per Second after initial plots for all Skeleton Spell levels Increase cost of haste spell level 2-5 from 85/90/95/100 to 100/120/140/160 Fix a bug which adds the wrong tag (HV instead of WB) to the layout link when sharing the layout from the purchased war layout slot. Affects at least the text clan chat entry Fix for crash caused by broken deep links
to split the fix bug layout in case any wall is destroyed all units that attack walls and do no damage in the Builder Base Force retarget to Grand Warden if they attack the wall and his team has died to improve the assessment of the position of the
attack by checking if the target is achievable before reaching the end of the path. I should have improved the AI of many ground troops, but above all the Battle Machine. Clan recruitment to join (similar trophy requirements) Prompt players if they still want to receive invitations after they have
rejected numerous invitations Added option to switch to receive invitations on in the Clan search Added Clan badges to the Find new members list Added View Clan button to Solutions Ongoing improvements to both suggested Clan and members. Version 11.866.1 -
October 16, 2019 The main patch notes can be found here: October 2019 Update - Full patch Notes New clan recruit feature players and stickers and send invitations accordingly, But to join the Clan Quality of Life Changes Season Challenges: Changed
the main UI to show the total amount of available points of coming from the ongoing and added challenges of three new challenges winning battles with a certain number of spells and winning battles with a certain number of spells and winning battles with a certain number of spells and winning the war in the clan. New Achievement, Well Seasoned, is added for scoring points on The Season Challenges Quick Train: 6 Army slots
are now available for Quick Train, Mountains of 3 Clan Games: New Revive feature - if a task is failed by time expiring, players can revive the task and continue with Gems Player Profile: New looks for the player profile, which players to view Hero
Skins as the player's selected Clan Also a new look; profile is now divided into two tabs with clan tags, which are visible on one tab and clan statistics on the other loot basket: Now always spasited next to traders tent builder base: Trophy reset is now on 5,000 trophies Loot re Rewards are increased by 5,000 to 6,000 trophy Gold mines i Elixir kolektori from now has double storage
capacity (so that for 24 h but not for 12 h) Additional missed Added new temporary troops, Royal Ghost Decorations no longer block offensive positions, but will still have some impact on Grand Warden Al's route improved to prevent him from easily abandoning the supported group Layout Cooldowns: Players in the Legend League who change the layout will have a cooler to
apply to that layout that weighs with the time that is left in matchmaking rather than fixed 24-hour cooldowns. In general, this should reduce the cooling layouts. The length of the Village Guards in Titan 2 and 1 have been slightly reduced Players in the Legend League who win the defense do not
lose more trophies (the striker will still win trophies, but) Shop offers have additional graphics, sizes and effects Warning shown in action for one player if the player city hall level is not at the recommended level to attack at campaign level. Clash of Clans no longer supports devices running on x86 processors. Supercell ID 2.0 was added to clash of clans, but it has been hinged in
certain regions first to make sure it works with the Clash party. Maintenance interruption - September 11, 2019 Main corrections notes can be found here: September Balancing Update Golemita) Golemite (the new DPS is now an exact 5 x DPS Golemita) Golemite (the new DPS adjusted at all levels, to match DPS golemites (the new DPS is now an exact 5 x DPS Golemita) Golemite (the new DPS adjusted at all levels, to match DPS golemites) and Golemite (the new DPS is now an exact 5 x DPS Golemita) Golemite (the new DPS adjusted at all levels, to match DPS golemites) and Golemite (the new DPS is now an exact 5 x DPS Golemite) and Golemite (the new DPS adjusted at all levels, to match DPS golemites) and Golemite (the new DPS is now an exact 5 x DPS Golemite) and Golemite (the new DPS is now an exact 5 x DPS Golemite) and Golemite (the new DPS golemite) and Golemite (the new DPS is now an exact 5 x DPS Golemite) and Golemite (the new DPS golemite) and Golemite (the new DPS is now an exact 5 x DPS Golemite) and Golemite (the new DPS gol
but not 2 Dragons: Level 5-7 HP is increased valkyrie: Level 7 HP increased Hog Rider: Level 1 0 HP Increased Mortar: Level 12 HP Increased Version 11.651.1 - 18th June 2019 Builder Hall 9: Main patch notes can be found here: BH9 Dev
Update Video - When Pigs Fly! New level added to Builder Hall: Level 9! New Builder Base Defense: Lava Launcher New Builder Base Troop: Hog Glider All other units can be upgraded to level 18 Combat machine can be upgraded to level 18 Combat machine can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 18 Combat machine can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 18 Combat machine can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider All other units can be upgraded to level 19 New Builder Base Troop: Hog Glider Base Troop: Hog Glider Base Troop: Hog Glider Base Troop: Hog Glider
for Builder Base, and allow Master Builder To travel to the Home Village to act as the 6th Builder New Level: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions: The main patch notes can be found here: New levels and balancing new additions and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new additions are not set to be found here: New levels and balancing new levels are not set to be found here: New levels and balancing new levels are not set to be found here: New levels and balancing new levels are not set to be found here
mode: A new training method designed to help players use different base deep linking attack strategies: Allows you to share basic layouts in their Clan or externally as a link Balance Changes in the League Shop: Operation Blue Skies: The main patch notes can be found here: Operation Blue Skies Update Video A new
matchmaking system for Legend League designed to eliminate clouds in the Legend League, significantly reducing the time spent on finding matches Summary system: Each player gets a fixed number of attacks and defenses for each day; who can attack the player and who will attack the player is predetermined by firing every day The new ignificantly reducing the time spent on finding matches Summary system:
booty system and shields work in Legend League Details of ignition can be found here Bug Fixes Changes in the range of the Al floor unit, which was temporarily performed in the April update but was quickly redirected has been re-enabled. Influenced by archer queen, great warden, archers, cannon carriages etc. Al fix for the way of the Earthly way of Grand Warden: he will no
longer jump into empty compartments for no reason Bats from Bat Spell, who have cloned the clone spell will deal with the reduced damage to the warehouses and City Hall just as their original colleagues do. The introduction of besieged machines to start the battle will now cause the Defence of The Grand Warden to be withdrawn in the form of statues just like him when the
second unit is shredded. Version 11.651.7 - June 19, 2019 Optional update - a fixed bug where players in the cup zone 4900-5000 in the Legend League through the old matchmaking system were unable to log in. Maintenance interruption - June 20, 2019 Multiple error fixes: Fix for players who got Village Guards and Personal Break Timers excessive lengths while falling out of
Legend League while offline Fixed error where when copying or share layout, mode X-Bows and Inferno Towers were taken from active layout instead of selected layout Fixes and Loons tutorial (TH9): Removed one Baby Dragon from the Army as the
number of soldiers in the available army exceeds the maximum allowed at TH9 Baby Expensive level is sad level 2 on up from level 1 Bowling with Bats tutorial (TH10): Removed one Freeze Spell from the Army as number of spels exced the maximum available at TH10 Version 11.??? - April 2, 2019 Season Challenges: The main patch notes can be found here: Season
Challenges - Developer Update Video Challenges for Player Challenges for Player Challenge! Earn points for unlocking prizes. Upgrade to Gold Pass to unlock lucrative rewards and special benefits such as reduced upgrade times and Scores 30v30 size in the leagues will be added to any clan in
the Master Leagues or below can choose their size before finding clans retain their ranking for both sizes If the clan new on the CWL search, their ranking depends on their top 15/top 30 depending on the size they were looking for changes to the prizes normal prizes for medals are no longer dependent on wins, but depends on ranking in the league. Individual stars still play some
role, but players get a full medal for scoring at least 8 stars (not the maximum possible 21) No changes in bonuses for the medal leader scale - Scale for Champion I clans is added, ranked by position, stars earned, then complete destruction. New levels and balance changes: The main patch notes can be found here: New levels and balance changes Top and archery tower - gain
level 17 Hog Rider - Gains level 9 Ice Golem - Gains level 5, reduced freezing duration on defense, but increased radius freeze on witch attack - Gains level 3, Level 3 i 4 is currently nailaze on TH10 i TH11, tornado Trap - Snizeno duration i poscedično, dirty total steth (not implemented on the back of the door, or htijenjace is repaired after April CWL season) Wall Breakers -
Levels 5+ gain extra HP Bomb - Levels 7 and 8 gain extra damage. Giant Cannon - No longer no excess damage to Battle Machine - Time regeneration shortened at all levels Economy Changes: The main patch notes can be found here: Economy in the game Changes Training Cost Reductions - Numerous units and spells have reduced the cost of training Lab
Upgrade Cost Reductions - Nivoi 2 i 3 vještice has snizene troskes for building Lab Upgrade Time Reductions - Numerous buildings have reduced upgrade costs and times, Especially on the level of honey TH7-TH11 QoL exchanges: The
main whites for the cloth are being shrew on: QoL corrections for Next Update Traps and Defenses - automatic re-arm/reload for free, or just u case that player signs up for it - if not loaded defense will eventually remain munitions and traps will remain munitions are munitions and traps will remain munitions and traps will remain munitions are mun
Clans of the Building Hall - Leaders/leaders can remove troops from the proposals of the castle builder of the war clan players - Amended proposals; in addition, all available upgrades are visible in the Builder menu by scrolling down the Clouds menu – Automatically
pass on the Leader address to the co-Leader, which is the easiest to serve if leader is inactive for 90 days (provided that So-Leader is online for the last 60 days). If they are not present are leaders, the title will go which is the easiest to serve if leader is inactive for 90 days (provided that So-Leader is online for the last 60 days). If they are not present are leaders, the title will go which is the easiest to serve if leader is online for the last 60 days). If they are not present are leaders, the title will go which is the easiest to serve if leader is online for the last 60 days). If they are not present are leaders, the title will go which is the easiest to serve if leader is online for the last 60 days). If they are not present are leaders, the title will go which is the easiest to serve if leader is online for the last 60 days.
Balance sheet changes: Cannon and archery tower: reduced DPS by 5. Step Forward X-Bow: Increased DPS at All Levels Barbarian: Increased HP at Level 7 and 8 Goblin: Increased HP for Level 4 ons Eagle Artillery: Fixed bug where ranged troops needed to move closer to target it Clan War Leagues: 1 smoted promotion/demolition rules
for certain leagues: Only 1 clan degraded u Bronze Leagues Only 1 clan promoted u Master and Champion Leagues 3 clan degraded from Champion Leagues 7 clan degraded from Champion Leagues Only 1 clan promoted u Master and Champion Leagues 8. NEW Spell A:
Bat spell bat spell is a new Dark Elixir spell that unlocks at City Hall 10 and targets hostile defences with an army of angry batsmen. NEW SIEGE MACHINE: Stone slammer Stone Slammer is a brand new TH12 Siege machine that targets enemy defenses by falling off destructive rocks and causing a splash of damage. NEW MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. NEW MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. NEW MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. NEW MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New MAGIC ITEMS: Shovel Obstacles & Description of the structive rocks and causing a splash of damage. New Magic Items is a splash of damage. New Magic Items is
Shovel Obstacles allows you to move a single obstacle to your village anywhere on the map. Hero Potion will assign your Hero +5 level to the maximum allowed for your town hall and hall level builder. New Building Level: Dark Barracks Level 8 Dark Spell Factory Level 5 Workshop level 3 Balance and QoL changes Builder Base: Main Village: 3 extra War Layout slots are
available, For Jewels, cost 1,000, 1,500, 2,000 Jewels, but this is a Christmas theme activated It was a redundant league medal over a hat of 2,500 prizes u form jewel. The conversion rate is 10 league medals per Gem. Players can change siege Machines/Clan Castle choice and Grand Warden mode after the start of the battle, but before the siege machine (or warden) was
installed. Support for the 2018 iPad Pro Models Very wide screen devices, such as the iPhone X and Honor P20, will now have a little more zooming space so that players can see as many villages as on other devices, such as the iPhone X and Honor P20, will now have a little more zooming space so that players can see as many villages as on other devices. Clock Tower boost will remain stopped after maintaining the Show Gold Tab icon in the Treasure Tab store if there are offers Settings: Simplified and cleared
Settings Layout On/Off Snow in the More Settings menu. Enable/disable the 2-line unit deployment bar in your home village (tablets only, disabled by default) Modified Keep your village safe achievement: You can also assign to login to your leditor is not reset to
normal when toggling or wall mode is enabled. When reconnaissance or wall mode is enabled, hide the effect of unarmed traps. (again) wall ruins ruins stuck on the ornaments. Fixed clan badge occasionally flashes for 1 frame when the clan castle is in sleep mode. The given besieged machines gives 30 housing space for Clan Games tasks. Setting the name between the two of
the years is to correctly use the basement filter instead of causing it from synchronizing. Before starting the battle at Builder Base, if a defensive building or trap is under construction will show its appropriate level of graphics in the icon. Maintenance interruption - December 12, 2018 Reduced number of batsmen who have been out of bat spell at all levels treated to damage to
Stone Slammer against the wall - increased maximum damage multiplier, whether to be minding damage to the targets u directly around the Slammer HP-a downed to level 2 i 3 Workshop currently fine has 3 dressing machine ok on 3rd, and increased the initial attack ing (to 1.5s from 1.0s) Version 11,49.4 - October 23, 2018 Clan War League Battle for the Top
Clan has arrived! Clan war leagues are here and with its arrival comes a mountain of content! In this update you will find: To Be the Best Everything – faster upgrades, new town hall levels, new units – is being built on Clan War Leagues are a brand new competitive Clan War system where one week each month
Clans will fight to prove that they are the best in the world and climb 18 leagues and sting amazing new exclusive prizes. The structure of the league is based on a season where the Klans are fighting weight. 18 individual leagues based on
your performance. 15v15 Wars, but can include up to 50 Clan members and rotate players during each day of the week. New currency: League of Medals! Earn league medals and resources by being run into Clan War Leagues! Use League of Medals! Earn league medals and resources by being run into Clan War Leagues! Use League of Medals! Earn league medals and resources by being run into Clan War Leagues! Use League Medals! Earn league medals and resources by being run into Clan War Leagues! Use League Medals! Earn league medals and resources by being run into Clan War Leagues! Use League Medals! Earn league medals! Earn league medals! Earn league medals! Earn league medals and resources by being run into Clan War Leagues! Use League Medals! Earn league medals and resources by being run into Clan War Leagues! Use League medals! Earn league meda
the league, the clan leaders can award additional bonus medals to clan members at the end of the league. New Defense: Tornado trap! Tornado trap! Hammers Hammers are a new class of Magic Items that immediately start and
complete the upgrade. This includes resources and an upgrade timer, and the book magic elements only completed the upgrade timer. The Hammers can only be purchased on the new League Shop tab. Hammer of Heroes - Start and complete the Hero upgrade immediately. Hammer
building - Start and finish the building immediately Hammer spells - Start and finish the spelling upgrade immediately. Clock Tower Potion Handmade from ground magic cogs, clock tower potion will activate your Builder Base Clock Tower for 30 minutes! Goblin's rebellion has begun! For years, the
king's elves have been silently planning a return to the world of conflict. They came back with a vengeance and brought a charge of new and treacherous challenges that you will get! 25 new unique Goblin Villages. New
achievements to earn stars and complete the final level of Goblin. Game Balance and Quality of Life Improvements to make clash of clans more enjoyable. Many of these changes came directly from the feedback we received from players on The Forums, Facebook,
Reddit, Twitter and other social media. UI No unit will be selected by default when an attack is started. No more accidentally dropping troops when trying to zoom in on the map! On the High Speed Train that you used instead of the entire army. Siege Machines Siege Machines training times have been reduced to a level of 20 minutes for
all levels. The cost of Siege Machine training has been reduced to 100,000 Gold at all levels. The introduction of siege machine on the UI will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used. The machine will now be the default for what was previously used.
Level 2 DPS and hits reduced. Gem Quick Donations: Cost of re-adjusted Balloon, Wizard, Dragon, P.E.K.K.A, Hog Rider, Valkyrie, Golem, Witch, Lava Hound, Bowler, Baby Dragon, Electro Dragon Cost Donations To Reduce Huge Jewel Donations Costs Increased. Air bomb traps: New level at City Hall 12; radioactive radius reduced (to 4 tiles from 5 tiles) Bomb: New level in
City Hall 11; Abbreviated detonation indentation (to 1.5 seconds from 2 seconds) Buildings Misc Changes Fixed Wall ruin, which gets stuck on walls and obstacles. Temporary/seasonal units are removed when its event ends. Fixed battles don't end until the giant cannon ball stops
traveling. Version 10 Version 10 Version 10.??? - 29 June 2018 Balance sheet changes: version 10.??? - June 26, 2018 Upgrade Times Reduced (up to 50%) Many times of upgrading troops reduced, such as some times of hero spell upgrades Times Reduced (up to level 39) Also: Times
of hero regeneration reduced at all levels Version 10.322.4 (?) - June 11, 2018 Town Hall 12 is here! City Hall 12 is now a defensive structure capable of self-defense family fires a bundle of electricity at the attackers, causing a lot of damage in retaliation
for destroying the prism of the color sky. Tesla's Giga will have 5 upgrade levels available. Each rate increases how many opponents of Tesla's giga can target. When the heart of your enemy's base! Siege Machines are mobile Klan castles trained in The
Siege Workshop, a new building that is available to the town hall of 12 players and will wear and protect their clan castle reinforcements in combat. While a siege workshop can only build City Hall 12 villages, Siege Machines can donate clan mates to the clamage to x10) and will
hammer away at any other building along its path. Not only does the Wall Wrecker provide a way to protect your clan castle troops from upcoming attacks, it opens up a new strategy for odding your army as wrecker clears the way to victory! Battle Blimp Battle Blimp will
drop a continuous barge bomb. Battle Blimp is much faster than the Wall Wrecker, but will take less damage before he is eventually forced to drop his load. You can still choose to deploy your clan castle troops usually by pressing the clan badge icon and attack the old-fashioned way... Or... You can choose to SMASH your way to City Hall with A FLYING MACHINE! When you
deploy your Beleaguered machine, your units of the Castle clan are automatically positioned inside and will remain inside until one of three things happens: they come to the enemy City Hall The siege machine is destroyed or self-destructive the siege machine to manually deploy its troops. New troops: Electric Dragon! Available in Town Hall 11, The Electric Dragon can inhale a
moderate amount of damage and extract a penalty for which hostile villages will fluctuate in fear. Lightning will attack the targets and continue its journey and connect to five different targets. When it receives mortal damage, it releases the stored energy as the final hail of lightning! New TH12 Buildings New Levels of Ouality of Life Changes Names Changes You'll Be Able to your
name more than once. The first name change remains free, but any name change will increase the price by 500 Gems to a maximum of 10,000 Gems. Any name change will include a 1-week cooling period before you can change it again. Now there is an improved feature that allows you to report offensive or rules violate names directly from the player's profile. If the leader of the
clan leaves the clan, the leader must assign a new leader before he can leave the clan. Clan Castle Sleep Mode: Your Clan Castle troops from defending your reinforcements safe as long as you need them! Copy basic layouts: See the clan buddy village that you really
like? When you visit the villages of your clan companions, you will be able to copy their layout. Save valuable time in overcharging the base! This function is unlocked at 4. You can copy a base that is +1 or -1 level from your own. The cooling during recurration of sharing was reduced from 30 minutes to 5 minutes. Clan Games Improvements New Clan Games Challenges have
been added to take advantage of the new Town Hall 12 content! The results page of the Clan Games will now show the scale after the clan games prizes. War Tools Improvements If the attacker has used all their attacks in the clans of war, their target calls will
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now be automatically removed from the Clan's War Map. Now notifications can be specifically set up what notifications you want to receive in the game on the More Settings tab of the Settings menu. Various improvements During server maintenance, Power Potion timer will be shut down correctly. Balance Changes Economy: Wall Ring: Price of Wall Rings reduced to 100 gems
(from 200) and number of Rings required to upgrade Walls in the Home Village reduced (such that 1 Wall Ring corresponds to 1 million or a part of it resources). Several wall rings will be offered by the trader in a particular offer (5 or 10, instead of 2 or 5). Resource storage: Most gold and elixir increased to 12 million and the largest dark elixir to 240,000 (due to new storage).
upgrades). Wall prices from level 5-11 were lowered. The storage of treasures has increased by all levels. The old Bonus has increased in all leagues. War Loot from level 5-11 were lowered to 240%) Loss of prize 300% (compared to 180%). Spells: Lightning spell: Damage
increased from level 2 onwards. Freeze spell: Housing space reduced to 1; (in elixir and time) halved. Duration Reduce. Clone spell: housing space reduced to 3; (in elixir and time) is reduced by 25 %. The capacity of the clone of the fathering on heroes
increased by 10%. Miner: the speed of movement has increased from 20 to 32; the time required for the surface or dive, reduced at all levels. Dragon and P.E.K.K.A: Grades 5 and 6 hits increased; training costs are reduced by all levels. Witch: injuries and hits
increase; all levels now reproduce 4 skeletons at once (max dedicated skeletons unchanged). Builder Base Balance: Version 10.??? - 24th April 2018 Bug Fixes Fixed Level 16 Baby Dragon is a tantrum damage (increased from 140% to 160%). Happy birthday to the clan of war! The introduction of the Klan wars, four years ago, was a definite moment in the history of clan conflict.
We recognize that clan war is a feature that helped to snau the clans in the game that is today. April 9 marks the anniversary of this beloved feature and we have a special publication of the content to celebrate the Klan War. War Tools Got a Experienced War General your Clan relies on to impose which bases to attack? Or do you have a new recruit who could use some
instructions during the clan war? Clan war? Clan war tools are a new feature that allows you to add strategic notes to enemy base and leave a message on the map klan war. Additional updates: UI Tweaks/Fixes: The Change Name, Filter Clan Chat and Personalised Shop options have
been moved to the new More Settings tab in the Settings menu. The UI of magic elements has been modified to appear in a lighter reading format. Wall segments will now display the flame icon with their level. Builder Napji can be used directly from UI Magic Items.
Version 10.??? - March 5, 2018 Building Hall 8 Builder Hall 8 NEW: Mega Tesla, a new defense building for your builder base. So what separates Mega Tesla from its not-so-cool? Look! Build Time: 24hrs Range: 7 Tile Targets: Earth and Air Popular Targets: Earth and Air Popular Targets: Any Type of Damage: Chain Lightning So What is Chain Lightning? The Damage Mega Tesla
will hit the first target up to 7 tiles away, then it will bow to the next nearest target up to 3 tile away and also damage it. Shocking! Super P.E.K.K.A. She's big, bad, beautiful and goes BOOM! The new Super P.E.K.K.A. is different from a colleague from Home Village in one distinguished way. Let's take a look at her base rates when you unlock base 8. Units per Camp: 1 Spring
weight: 25 Speed of movement: 16 Popular target: Each type of injury: One target Special ability: Overcharging When Super P.E.K.K.A. receives fatal damage, it makes one final explosive attack named Overcharge. He's got 400 damage on level one. And its ability to increase the charge becomes stronger as its level increases. That's a big boom. Other Builder Hall 8 Features:
Building Source: +1 Elixir Pump +1 Gold Mine Defensive Building: +1 Double Top +1 Hidden Tesla +1 Top +1 Firecracker Traps: +2 Spring Traps +1 Push Trap +1 Mega Mine Troops: +1 Army Camp +2 Additional Ni For all troops (up to level 16) Battle Machine: Builder Base Balance Changes: Builder Base Versus Battle prizes are odma increased to 5000 trophy podmuklo
shooter: Level 12 Duration of the ability to cram sma 10 seconds to 8 seconds. Drop Ship: HP has been increased by 10% at all levels. Home Village to peddle its exotic equipment. Setting up shop on the other side of the clan route, opposite the Clan cart game, the dealer
will have 3 special offers for you every day. Perhaps you would like to acquire a magic element or other rare and unusual innovations? The dealer may have what you're looking for. Home Village Balancing TH11 Walls: Increased the number of wall pieces that can be upgraded to a max level to 300 (there were 125) Wizard Tower Reduced Level 9 Wizard Tower damage from 56 to
54 Inferno Tower Multi-mode damage changes: - Level 3: 41 to 45 - Level 4: 50 to 53 - Level 5: 57 to 63 Single-mode damage changes: - Damage has been balanced to increase the time needed to reach max damage, From 4.25 seconds to 5.25 seconds to increase the time needed to reach max damage, From 4.25 seconds to 5.25 s
Town Hall 11 - It costs 8.5 million Elixir instead of 10 million. - Level 7 is available in City Hall 11 - The upgrade time has been adjusted/reduced, so the level 5 - Bomb Level 5 - Bomb Level 5 - Bomb Level 5 - Bomb Level 5 - Skeleton Trap Level 4 - Giant Bomb Level 5 - Bomb Level 5 - Bomb Level 5 - Bomb Level 5 - Bomb Level 7 upgrade is now 14 days. Added additional trap levels - Skeleton Trap Level 4 - Giant Bomb Level 5 - Bomb Level 7 upgrade is now 14 days.
December 18, 2017 Klan games: A new feature that allows players in the clan to earn prizes In clan games, challenges appear and can be done by clan members. Completing each Challenge brings points that unlock rewards when enough to earn in addition to Klan games come new forms of rewards in The Magic Items Merrymas! New seasonal decoration, and the return of
temporary units Balance Changes: Golem: HP for Levels 1-3 increased from 5 to 6 Barbarian King and Archer Queen: the level has increased to 50, Cost of re-build for level 8-45 lowered Palilo Tower: Ability to block the zippy removed Walls: Added 25 levels
12 walls for TH11 (for a total of 125) Army Camp: Added level 9 for TH11 X-Bow: Reduced DPS for level 2-4 Other correction: Drastically improved detection system i prevention. Version 9.256.4 - 11. October 2017 Clans, Friends and friends of the Clan Izazovite clanate their clanate on friendly battles u Base builder Work with your clan to unlock new Clan Perk levels and gain
access to tiered Clan Badges See the online status of your friend Watch friends's attacks live in both the Home Village and Builder Base New building levels to Golem and Valkyrie New building levels to Air Sweeper and Bomb Tower 25 more maximum level wall pieces Home Village Updates New level of restrictions and visual changes for City Hall 11
soldiers and buildings: Valkyries – Now it can be upgraded to level 6 Golems – Now it can be upgraded to level 7 Walls – 25 more segments can be upgraded to level 12 Clan Improvements: New 35v35 and 45v45 Friendly Wars Spectators for Clan Wars increased to 30, +10 additional
slots to view via friends list Get notifications when a war attack is happening, even while in Recurrence Mode. Clans can now set the requirements for trophy Builder Base in Clan Settings. Clan Badge, Clan Broop Drop Stone, and Castle Graphical Update – The New Clan Badge Borders will be changed based on your Klans level. Clan Pot – Donor troops will now travel along the
clan route on the map. Social improvements: Clan Suggestions Finding clans becomes even easier with the new Clan Suggestions feature. The proposed Klan, which has a member from a friends list. Online Indicator The Clan Chat will now display the number
of Clanmates currently online. Your friends list will now show you which members of your friends list are currently online. Now you can spectacle attacks that your friends list will not end until the projectile from the last unit lands on the target, even if this
unit is killed. Improvements in the selection of the position of the position of the position of the attack troops. Main village balance: P.E.K.K.A. – Level 6 buff: +100 HP i +10 DPS Maintenance Break - 12th October 2017 Fixed clan war attack live replay for players who left the war clan during the same session Clans with the term 'adult' u' u their name men are re-investigated Golem's upgrade costs - Level
under 7 retroactively has sniped crushers further blasts the army behind Wallsa's fixed Online status is not correctly correct a small number of players The recommendations of the clan were empty in the rare conditions version 9.??? - September 27, 2017 Builder Hall 7 In this new update for base builder, we introduce bevy upgrades including two units: Giant Cannon Defense and
Air Drop Ship Unit. We also increase the Versus Battle prize to 4000 trophies! This is what you can expect to see in the Builder Hall 7 release, and make sure to scroll down to learn more about the latest round of war matchmaking improvements! What else does it say that your base means serious business like a massive barrel that can destroy more soldiers in a single explosion?
The giant cannon is the ultimate toad before the ground attacks. Its missile is so effective that after release, it will continue to clean everything in its path until it reaches the end of the map! See Skeletons, Bombers, and Archers get blown up like confetti. Even a war machine can only withstand a few hits before taking it out of commission. Additional defensive buildings: +1 Hidden
Tesla +1 Firecracker +1 Army Camp +4 Wall Segments (x20 Wall Cuts) Addition of another Hidden Tesla and Firecrackers helps take care of those pesky Baby Dragon spam attacks and the addition of a fifth Army Camp gives you greater tactical flexibility as you advance your attack strategy with the new Drop Ship air unit. Along with increased defenses, all your buildings, traps
(except spring traps), and walls can be upgraded to level 7. However, it is a giant cannon that really makes your defense builder base shines! In your town hall, balloons drop explosives. However, at Base Builder, these hot air strikes descend the skeletons into massive hordes of soathing chaos and confusion among the opponent's defenses on the ground. Use the drop ship to
obfuscate your killer troops and span the damage from the defenses on the ground, or use them to cleanse the defenses of the ground, such as the gigantic cannon, to allow the slacking. New offensive level: Your offensive level: Your offensive level: Your offensive units gain benefits in the Builder Hall 7 update. Not only can your units be upgraded to level 20 as well.
These upgrades come with a lot of extra bonuses too! See the benefits you will receive when you upgrade your units and battle machine. And finally, enjoy the brand new Drop Ship Air Unit! Level 14 Troop stats: Raged Barbarians: +5 units at Army Camp Roam Archers: +2 Unit at Army Camp Boxer Giants: Improves The Ability to Power Punch Beta Minion: Improves Long Shot
Bomber Capability: Improves The Big Bomb Baby Dragon: Improves the Tantrum Ability Cannon Cart: +20 Damage and Second Night Witch: +20% Bat Grinding Speed Last But Not Least... Clan war matchmaking algorithm, based on the feedback we have and even after reviewing our data, we
felt that further changes needed to be made. These changes will reflect a more accurate measurement of the aggressive power of the player and the clan. In addition, we are also adjusting the search time required to find a more equal match for longer. Version
9.105.4 - June 27, 2017 Home Village Upgrade Blitz Upgrade Blitz Upgrade Top, Archery Tower, and Baking Tower. Level up P.E.K.K.A, Healer, Wizard, Miner, and Wall Breaker Discounts and Offsets, including new Town Hall 10 Level Builder Base Level Up Get Builder Hall Level 6 and upgrades to all Bring Bats with a new Halloween! Burn enemies for the crypt with the new Roaster Defense
of Big News Clashers! Greetings, boss! As we continue to develop Clash of Clans, we will in and out with updates, features, balance changes and new content for both the builder base and the town hall. While we pride ourselves on our achievements with a builder base, be sure not to forget about City Hall – in fact, this update is primarily focused on your town hall (although it is
(TH11) Inferno Tower levels 2-4 upgrade time or cost has discounted Inferno Tower level 4 multi-mode damage has been increased Inferno Tower single-mode damage has been increased Inferno Tower single-mode damage has been increased Inferno Tower single-mode damage has been increased Inferno Tower level 4 multi-mode damage has been increased Inferno Tower single-mode and increased Inferno Tower single-mode and increased increased Inferno Tower single-mode and Inferno Tower single-mode and increased Inferno Tower single-mode and increased Inferno Tower single-mode and increased Inferno Tower single-mode and Inferno Tower single-mode an
power. NEW: P.E.K.K.A. Grade 6 (TH11) P.E.K.K.A. Grade 6 (TH11) P.E.K.K.A. It is downgraded to all levels NEW: Wizard level 8 (TH11) Will Breaker Level 7 (TH11) Wall Breaker time upgrades or costs have been discounted at all levels of Dragon level 4-6 hitpoints have been
increased Hog Rider level 6-7 hitpoints have been increased Builder Base S upcoming Builder Hall 6 Invitational tournament on the horizon, we wanted to share with you the new features that are being released in this next content update. In this upcoming release, we add two incredible new units to the Builder base, while increasing the level of the cover for already available.
Here are the features you can expect to see in Builder Hall 6, including two new units. Defence: +1 Archery Tower +1 Shmble +1 Mine +1 Mega Mine +4 Wall Sections That you read this right... other Crusher, Bane of Barbarians, the Affliction of Archers (who get too close) and the jammer of giants (ok I know this is a rough aliteration). In addition, in correspondence with a higher
level of the construction corridor, all defences, traps and walls can now be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. Attack: Level 11-12 for all units after upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to this is the Spring Trap, which can be upgraded to level 6. The only exception to the 
single shooting tower in your Town Hall can now be Geared Up, similar to sinking. Required builder Base Archer Tower Level 6 and Home Village Archer Tower Level 10. Players who created accounts in India will now be in the Global Chat channel, which is specifically created for their region. We want to make sure that players can communicate with each other, find equione
clashes and create their communities, and we think this is a step in the direction that will help facilitate that. Balancing: Cooling tower clock Tower speed multiplier reduced from 8 hours to 7 hours Clock Tower duration reduced by 50% to 2.5 minute Clock Tower speed multiplier reduced from 8 hours to 7
hours, we change the cooling of the Tower Clock and reduce the duration by 50%. We felt that the Clock Tower had progressed too quickly and that it required a rebalancing to bring it in line with the relative upgrade times. Reduction cooling will allow an increase 3 times a day rather than 2. NEW: Halloween Is a Night's Brother and Sister, Halloween is available when you upgrade
your Builders' boohouse to level 8. Although there are some similarities between Wtich, and the Night Witch, there are some differences that stand out as well. Take a look at these abilities: Halloween does not schedule attacks that hit both ground and air force Breeding bats that attack the ground and air units, after receiving fatal damage, Halloween will be perfectly extracted from
these shrekers, which is why we are introducing Jao night witch:. Roaster couldn't add a cool offensive unit without getting to the way we defend against him. Roaster is a great solution against Halloween. This is a flame-spitting defensive unit without getting to the way we defend against him. Roaster is a great solution against Halloween. This is a flame-spitting defensive unit without getting to the way we defend against him.
shot Hits ground and air units Don't Area Splash damage type Version 9.24.1 - May 22. Prepare sails for the new world Welcome to the builder base, boss! This exciting new land is run by master builder. He's your only builder on this side of the nightmare, but his superior intelligence has helped him develop some great new advances. When you arrive at Town Hall 4 in your home
village, you can rebuild the ship and sail to the other side. Things work a little differently in this area. For starters, Builder Base is powered by different resources. You can't use the elixir and gold you collect here in your home village, but Gems will cross over. And a whole new world means a whole new achievement. Finish them all! New features Thanks to the talented touch
master builder, you will see interesting twists on famous buildings such as: Archery Tower switch toggles between a quick attack or a long range. Multi Mortar's multi-purpose attack is difficult for soldiers to evade New Buildings. These brand new additions include: Crusher: A powerful new defense that works exactly as it sounds - crush enemies! Push Trap: Scatter attacking the
army by procrastinating the troops in the direction you choose. Gem Mines: Collect jewels through time! Upgrade it to increase the output. Clock Tower: Increase the speed of everything in the builder base, from building time to mining resources! The new abilities of the crystallized elixir found on this site has given familiar faces a new look with new tricks that can be used in
combat! Upgraded troops acquire powerful special abilities such as: The Wandering Archer: Oogli makes it invisible to hostile defenses for a short time. Boxer Giant: The power punch makes your first attack do tremendous damage! The new Soldiers Master Builder has ignited the power of this new resource to train new troops. For example: Bomber: Throws large bombs that can
blow up multiple buildings at once. Cannon basket: a four-wheel fortification that was brought to the front. New hero Some heroes are born, others are built. When he is unlocked in Builder Hall 5, master builder will join the fight in his battle machine! Upgrade this mechanical monster to level 5 to unlock your Electric Hammer capability. New Fight Mode: Versus Mode presents a
whole new way to fight: versus battle! This new combat style will stun your opponents in an attacking contest from head to head! As in the Klan wars, both contestants attack each other, and the best attack gets rewarded. Resources won't be lost on defense. Win three Versus Battles a day to get the biggest payoff of the spoils, and then continue to fight for the new Versus
Trophies. Follow the competition on a new scale! The new mechanics of Builder Base's game setting is the easy management of the top mind. Here soldiers are trained in groups and each military camp has one group. Time. Upgrade troops to fit more units at the camp and
build more camps to diversify their ranks. Without the wizards around the spells, they failed to get to these coasts, so you'd better take advantage of the special abilities of your Soldiers! Where Old Meets New Leverage expertise master builder to improve your home village. When your Cannon is at a high enough level, you'll see the Gear Up option when you tap it. Gearing Up this
defense will give you the same awesome skills as his Builder Base buddy: Double top! Gear Up is only available if Master Builder is not employed by the builder base. It's a long trip, so make sure he's free. Keep an eye out for more Gear Up options in the future, too! [Taken from the Supercell forum.] 22. maj 2017 Maj 2017 Izravnana posodobitev NOVO: Raven 5 Klon urok
Kloniranje zmogljivosti obstoječih ravni povečala raven klona Urok 3 na voljo v Mestni hiši 10 Stroški nadgradnje in časi zmanjšani na vseh ravneh NOVO: Raven 6 Zamrzni urok (stopnja 1-5 stroški nadgradnje 4-6. nivo) 7. zlatni rudnik i eliksiru kolektor na voljo u gradnici 9. 8.709.16 - 16. januar 2017. 8. march 2017 March 2017 Balancing Update NEW: Level 9 Air
Defense (level 4-8 upgrade costs and times reduded) Wall level 12 limit increased to 75 Hog Rider level 5-8 7 hitpointa poyecao Verzija 8.709.2 - 19th December 2016 Clashmas and Events New Content & Steta povecao Witch mletje rate povecao Witch mletje rate povecao Verzija 8.709.2 - 19th December 2016 Clashmas and Events New Content & Steta povecao Witch mletje rate povecao Witch mletje rate povecao Witch mletje rate povecao Verzija 8.709.2 - 19th December 2016 Clashmas and Events New Content & Steta povecao Witch mletje rate povecao
41-45 (level 31-40 upgrade costs reduced) Archer Queen level 41-45 (level 2-5 research times are reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-5 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 7 (level 2-6 research times reduced) Hog Rider level 3-6 research times reduced hog Rider level 3-6 research times reduced) Hog Rider level 3-6 research times reduced hog Rider level 3-6 rese
times decleed) Walls level 12 (max 50 pieces; level 3-9 upgrade costs and/or times decleed) Walls level 12 (max 50 pieces; Nivoi 10-11 cost su se snizili) Balanzam: Radijus toxic spell a little is increased stete vjestica i hitpoints increased (DPS are not being replaced) Other
missed: New 15m and 30m options for Friendly War challenges Clan Mail cooldown reduction from 12h to 1h Better Organized Builder Suggestions Events: Units and Spells Events: Units and Plan certain units and
Star Bonuses for A Limited Time! 1-Gem collectors and army increases for a limited time: Version 8,551.18 - October 25, 2016 Halloween Comes Boosted Brews & Training Revamp & Revamp &
streamlined experience that allows you to train two full armies with two simple taps! Friendly Wars: Challenge Updates: Clash Friends to clash via player profiles Search Player by Player Label (check player profile menu) Move
decorations no longer layout on the Friendly Challenge cooldown Heroes Now defend in Friendly Challenge attacks even when under upgrade Version 8.332.9 - 24th May 2016 Friendly Challenge New Content Balancing and Update News: Much of the balancing this update is coming into the form of new levels and tweaks. City Hall 11 Cannon Level 14 Lava Hound Level 4
Balloon Level 7 In City Hall 11, the Air Force moved in popularity. These new levels should help to revitalize high-level air forces while helping to protect against haste on the ground. The town hall 10+ Bowler residential space, and the large size made it hard to fit into a well-rounded army. City
Hall 7+ New Spring Trap levels with smaller capacity increases will help catch additional units from time to time. They might even catch an extra Valkyrie! Other tools for editing mode: a bunch of features added to make editing layout easier to Donate fully qualified Units/Spells from the production queue, even if your army is full of Drag troops/ spells anywhere in the training queue
- progress training is transferred to Gem Troops/Grant Spells directly from the context menu of donations War Diaries for each Klan can now be publicly reviewed, I'm if disabled u Clan settings Builder Suggestions: Tap Builder Info to see i odaread the proposed updode to perform the Live spectator count shown u attack - see how many others watching! Chat stream reamped
with built-in Request button Version 8.212.1 - 21st March The Bowler New Content: Town Hall 11 Grand Warden Life Aura and Eternal Tome range reduced alightly Town Hall 10 and 11 players are less to find each other in Multiplayer Town Hall 29+ We hitpoint costumes of the humiliated Costumes of the Witches does
not activate zamka Goblin level 6 is premješten u Gradsku hall 9 (it was TH10) X-Bow nivoi 2-4 steta has increased to Graz hall 8+ Valkyrie steta increased, rose sharply to later levels of Defender Defender (but not heroes) escape from venom
spells, if they stand flawless All dark spells time for beer is reduced to 10 minutes Town Hall 5+ All Elixir Spells beer time has been reduced to 20 minute All levels: Battle time limit reduced to 20 minute per attacks award Star Bonus and League Bonus awards New building construction can more be canceled (upgrades can still be canceled) War: Clanmak
Wars match has overhuled - details in the dev blog War sizes 35v35 and 45v45 have been removed to boost other war sizes New stat War win streak and Clan profile shows how many consecutive Clan War wins A Clan currently has a menu War Events is redeased to be much citavosti There were how many remaining ra those attacks are seen from Clan War buttona, but not
from the war All replays folder can be viewed directly from My Team/Enemy Team summries and War Details Star button has been replaced by the larger War Details button on the lower right corner of the war map Other: Builder Summary: Tap the builder icon to see all the ongoing construction Tap the builder summary entry, to select it in The Village When You Attack, the Army
Selection Ribbon shows left/right scroll arrows if an unseeded unit or spell is hidden off-screen Tapping the Loot Cart shows how many resources are inside before collecting Resource storages have more clearly in battle battles now end automatically if only a
Poison is , i do not turn to vise unseath, just the uocina of the earthquake. , and are available for a longer Army Review shows the time until training/brewing is complete, also accounting active incentive Profiles Player Unlocked Unit Area Reorganized Version 8.116.2 - January 26 Treasury, Loot Cart & Bonus The Treasury Clan Castles now house a well protected
resource bank: the Treasury The Treasury protectards bonus loot from Clan Wars and Star Bonuses It's the safest place to count the bonus boot sve to your willingness to consume it! The previous concept of War Loot Storage was removed from the Clan Castle info screen, etc. The capacity of the treasury is determined by the town hall and the level of the Perks clan. Clan castle
level has no effect Klan Perks for War loot extra storage have been converted into treasury extra storage (Clan Perk values are unchanged, Storage vault is similar to War Loot storageu on most level of Town Halla) Clan Castle visuals is updated by removing small space on board daily star bonus Win 5 star from multiplayer fight to earn bonus prey Due to greater bonuses on the
high leagues! The new Star Bonus is available every day! Star Bonus Awards Are Hedged in Treasury's Biggest Star The prize is available starting at Titan 3 League (Was Champion 3) Loot Cart A broken down Loot Cart appear at once, so collect it now! Loot
Cart occurs randomly in the village area after any defense and contains 20% of the lost resources If the prey cart is already muted, Its values of Gold, Elixir i/or Dark Elixir update if that li would have become more of this kind, A Loot Cart wouldn't be able to collect that su your spaces for balancing bug fixs where Skeletons would be stuck in skeletons stuck in layers of walls
especially when going Hog Riders are now fixed; Cases where several dark spells could be cast by the Castle Klan are now being repaired. There's only one spell that can be cast. In some rare cases, players would start to upgrade and then go in to an uneasy time for an extended period of time, and on returning to the game to make the same upgrade of the relentless display of
20+ days, this issue has now been addressed. [Taken from 26/01 - Treasury Loot Cart update item on the Supercell announcements forum.] Version 8.67.7 - December 18, 2015 Christmas time New winter theme! Bug-fixs for the new shield system and cleared
various UI issues Version 8.67.3 - December 10, 2015 - Town Hall 11 One of the biggest clash updates - Ever! City Hall 11 burst into the scene! Boom! Grand Warden & through shield anytime, but be sure to protect your town hall! Watch
your playing sessions when the Shield is down and never again will be attacked by off-guard Goblins hunting town halls, bigger league bonuses and trophy offers, and so much more! Turn it on to TH11! Grand Warden amplifys all nearby units and
can make them temporarily invincible! He jumps, he flies - fit the grand warden into any strategy and make his army of dazzling Eagles artillery: The Lullaby Sentinel That massive, great-domain oruchee obliterje ill-prepared attacking army Volleys explosive grenade clobber sturdy army and spends others near exploding Orlov artillery activated only after the exhigaation of many
troops, stavščiči door for tact attacks and interspersed phases of multi-attacks! Does the spell shuffle require reinforcement spells, not just troops, starting from Klan castle level 4 Daroli spells receive all existing Clan Perks benefits Freeze spell is now unlocked at City Hall 9 and has a slightly longer duration at lower levels Shields - Flexible and fair defense Town hall destruction is
no longer a donation Shield, pripelji svojo mestno hišo noter! Lahko napadete, medtem ko ščiti kadarkoli za samo majhno zmanjšanje ščita Get Shield na 30% uničenje, Na 60%, ali samo u 20% napada stražar - Igraj se safe from Attackers Guard vas čuva od napada i pustiti vas da napadate druge samo želite Get free Guard when Shields expire and play freely
without worry of being attacked Higher Leagues grant more free Guard - Titan I & amp; Legend players get 100% coverage! 2 uri dodatne straže je na voljo v Trgovini vsak dan Bogatejši Raiding: Plen in trofeje Mestne hiše zdaj imajo veliko razpoložljivega plena - uničiti jih v boju za veliko izplačilo! Liga Bonusi so večji kot kdajkoli prej, vendar lestvica s svojim odstotkom uničenja
Trofeja ponuja dobili večje in Trofeje izgube nižje višjo svojo Ligo! Gameplay Balancing Battle time limit has been increased by 30 seconds Goblins now target the Town Hall and Clan Castle for 2x damage Rearm costs for all traps have been massively reduced Reload costs for X-Bow masovno snizene Velike količine healersa od zdaj snize učinkovitost na istim enotama Vojska
pojacanja je snizena na 5 dragulja za 1 h pojacanja Troskovi za nalazenje poklopca i 'Nexting' snizeni za TH 10 Dan vojne pripravnosti klana je sniženi na 23 časa Borbena i patfinding AI je polirano i poostreno Razpoložljivi plen procenti na nivoe 6-10 u Grad 6-10 je malo povišen Village one Town Hall level lower now are worth malo less plen The playing field and trood
deployment area are both expanded (outlying obstacles have added: Anti-Artillery and Sharing is Caring Troop/Spell donation interface has been revamped and now shows existing donations Troops in Barracks can now be queued in sequeed, Nalièno s
tovarom uroka The Clan War button now animates when a war attack starts Active Shield or Guard now can be manually dismissed by tapping on the icon You can now be offline a more more before being made podlo e to attack A special sound plays when no multiplayer
targets are no moreplayer target. Nadeno i search is cancelled Personal Break online-time limit has reduced to 3 hours Personal Break limit is now extended namesto reset in some cases Multiplayer matchmaking is lessly to offer opponents under your Town Hall level (only below Champion League) [Taken from the 10/12 - Town Hall 11 update item on the Supercell
announcements forum.] Version 7 Version 7 Version 7 Version 7.200 - 22nd October 2015 Halloween Is Coming A Friful Night Returns To Clash For a limited time, experience the spooky Halloween Clash temo with poseded Poison Spells, bubbling Caalron ovire in še več! Spet tisti čas v letu! Tukaj je torej strašljiva noč čarovnic. With some limited time friends: Harvest some bonus Elixir from the
special Halloween Kotale Hurdles 1-jewel spell Factory boost special is back! Running through Halloween weekend! Version 7.200.7 - September 9, 2015 Spell revamp & amp; War tiebreaker Spell Superiority and a Clan War Tiebreaker! Improved lightning, venom, earthquake and freezing spells! Lightning Spell level 7 and 25 new Wall cuts have been added to City Hall level 10
Total Destruction is now a Clan Wars tiebreaker – if the result is even at the end of the war, the Klan with several percent destruction in its best attacks will be the winner! Attack and defense tabs are added clan tabs in the war Stats quickly see all the best attacks will be the winner! Attack and defense tabs are added clan tabs in the war Stats quickly see all the best attacks will be the winner! Attack and defense tabs are added clan tabs in the war Stats quickly see all the best attacks will be the winner! Attack and defense tabs are added clan tabs in the war, the Klan with several percent destruction in its best attacks will be the winner!
lightning spell level 7 rampaules building and I troops su so i munje ostetile level munje 5 i 6 munje. Does much of it be stisly on the poison spell setta increase to the enormous suspicions i hover after the de- cioli Poison Spellsa, takode i smanje attacking cenu to defend troops Reworked Earthquake Spell Earthquake Spell Spells deal much more damage, whatever the current
points of the building Repeated seismic spells now deal with the reduction of damage to the same buildings Four seismic spells will always be
cast on the building always deal with 25% of hp's maximum damage, thus destroying any building that has less than 25% of hp remaining. Multiple seismic spells on the same buildings only by using seismic spells. The game Balancing Freeze spells now
also affect the defense of air troops Lava Hounds can no longer target air force attack units will now engaged defensive soldiers from the Army Overview's Trade Button from now seen from the Clan War folder Version 7,156 - 1. July 2015 Dark Spell Factory The Rise of Master Spellcasters and Legends The Dark
Spell Factory is here with three new charms! Dragon Level 5 sets its golden view of City Hall 10 A second Air Sweeper will help clear the sky, starting in City Hall 9 New Leagues are here, including Legend League Tournament and Legend Trophies! Factory dark spells with advanced tactics, starting at City Hall 8 Spell: make a toxic cloud that slows
down and drains the health of the soldiers' defense quake spell: rattles away hits from buildings and walls hasty spell: Fastest speed increase ever, halfway through the storage room rage spell These dark spells. Stir, match and try! New League and Tournament Legend League We present the Titan League and the ultra prestigious Legend
League at 5000 Trophies! Legend League Tournaments are a new challenge for top players, ending a once-a-month Tournament Legends to 5000 Trophies and converts accessories into permanent Legend Trophies! The game Balancing Training Times in the Spell Factory
have been reduced Extra Spells can now be in the queues in the queues in the Spell Factory, even if your spell storage resources are now immune to any direct spell of damage Clan Tournaments are one month long and assign more gems to several players on the Barbarian Clan, Archer, Dragon i P.E.K.A training coegzisted for some level of hitpoint for the build-up to the
Inferno Tower's Single ring mode now charges to the full power of full power of full power of theirshots at range A.I. Correction Troops and Heroes rusts targeting walls unnecessary (not Archer Queen) Troops and Heroes will not continue bashing through walls to get to a destroyed target
Wall Breakers now avoid retargeting toward unnecessary walls when deployed in groups Fixed rare cases where defending Her soesoes or defense You can get stuck and not attack the interface improvements train your army, including spells!
Quick tabs have been added to training views to make cycling between buildings easier to choose troops once the attack has been cleared with new visuals and sounds Now you can filter offensive Clan Chat by enabling clan 
Supercell announcements forum.] Version 7.65 - April 30, 2015 Air Sweeper New Anti-Aircraft Defense: Air Sweeper Push Back a Group of Flying Enemies With Powerful Air Explosions! Air Sweepers deal without damage, but they are excellent at slowing down the progress of Air Sweepers can only face one direction, or get caught on the direction of your bureau Unlocked at
Town Hall 6, Air Sweepers gain more pushing strength when Clan bookmark up to 30 Clans and them view under a new tab next to your profile Clan War Preview army Never attack unprepared again! Your army is previewing before each war attack Check your troops, clan troops, spells
and heroes - all that is missing will be marked red Be prepared or you will regret it! You can no longer end the war time early without handing over the improvements to the City Hall 5 interface, a one-time name changed, show who changed them Defensive ranges
can now be seen even when the defense is in the building Defensive modes can now change as well, when the defense is under construction Defensive buildings now initially show away from TH in combat, except for air sweeper, This is u according to your configured direction Gameplay improvements Attackingtroops will not start goning defending troops as far away as they
used to Fixed a very rare case where a defense might target a troop at the edge of its range, but not fire Loot values for many lower level single player maps have been improved, along With a bit of layout tweaks i surprises Matchmaking tweaks You are now more like to find targets at or near your Town Hall level and multiplayer matchmaking Strength calculations have updated
in Clan Wars matchmaking to compense for high level walls and her soesoes, skeleton traps, etc. (Already released in 2x Clan XP event) Clan Wars matchmaking now prefers to wait a little longer and try to find a little better match [Taken from the Update 30/04 - Air Sweeper update item on supercell predictions forum.] Version 7.1.1 - February 24, 2015 Clans are leveling up! The
clans are straightening! Level your clan and earn advantages, prestige and fancy badges! Cannon level 13 takes a punch and takes a lot of damage! Clan War Opt-in/Opt-out gives you the Klan complete control of the war! Customize the clan badge editor! Power-up your Clan with Clan Perks Require troops more often and donate more troops at once get refunds and
automatic upgrades to donated troops Increase your Clan War booty bonus and save more in your Clan War booty bonus and save more layout editor Save more layouts for both your home village and your war base! Simply switch between layout whenever you make copies of
existing layouts or build new layouts from scratch Edit inactive layouts at any time - you can even rest and finish later! New Goods Other Improvements Under Attack? Now you can watch live play while you wait to download your Village! Hero ability icons now show the remaining hits and will start to flash when low - use their ability to recover some HP! The sequel boost button
now shows how much time is left to increase The Improved Level for troops / heroes / spells Waiting for association requirements are now now up to 10 per clan to prevent sending unwanted emails (additional requests to join can not be sent) Economy balancing [Taken from update 11/12 - Winter is here! point to the Forum for Supercell Notifications.] Version 6.322 -
October 22, 2014 Halloween Horrific update was coming down on Clash! What tricks and snacks lie in the store? New Permanent Trap: Skeleton Traps can be set to target either ground troops or air troops. Find the right mix
of trap modes for your village! Skeleton Traps become available in City Hall 8 and can be upgraded to introduce multiple skeletons at once. The limited time of the friends that lasts through Halloween Tombstones Clan Profile and improvements search Specify your Klan
war frequency in your Klan profile, anything from always that never specify your Klan location, or declare it as an International Search of Other Clans by war frequency, location, number of members and smallest clan points, even without specifying the search name Know what clan you are looking for search via the hashtag to get the exact result you need. Descriptions of clans can
now be much longer! Increased league bonus and more War loot League bonuses increased at all league levels! More spoils of war! Increased rewards from victory, defeat and draw Boost improvements Other interface improvements New mortar at City Hall 8 Player profile now shows the highest unlocked level of players soldiers, heroes and spells! The Hero icons will now show
Hero ability status even in iteration army camp content are now visible to visitors in the Army Camp info screen Time to remove obstacles is now lower increased war booty storage capabilities at all clan castle level [Taken from Update day is here!!!
Read everything new below: Brand New Dark Elixir Unit: Lava Hound! This loyal flying unit can't resist the fireworks hunt, and it'll go right down the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the son's Lava Pupse, which attacked any of the nearest air defense. Izachi if after death u many of the nearest air defense are not a son at a son 
Improvements Walls level 6+ can from now on with Elixir, but not gold - your selection! Select a row of walls to upgrade all pieces with one push of a button (so long as the costs are not above the maximum amount of storage) Repeat improvements Pause button added for reruns (except live reruns in Clan Wars) Replays and live replays now the striker is available to troops so
you can see exactly what he is doing and not get in the way, and when the Live replay screen now shows the time that remained in battle so that you can watch the timer tick down just as the striker Balancing Hero regeneration time has been greatly reduced at all levels of Valkyrie training time has been greatly reduced Healers have been trained, To avoid distraction: now they
will always try to hold yourself and protect the same group of friendly troops Defending clan castle troops now use all 4 Castle doors when out (overall speed of deploying is still the same as before) Other Improvements Troops can be dismissed from Army Camps and Clan Castle spelled production cancellation penalty Spells are now produced in the same order as selected
Looking forward to what finding you guys think! [Taken from lava hound update item on Forum Supercell predictions.] Version 6.186.1 - July 3, 2014 Hero Changes Finally! Update full of battle improvements, balancing and content here! Prepare for the return of the masters who attack the melee, and the intense battles of the hero to the hero inside the enemy villages! The reheay
builders? Lazy lab? Epic Battle Rebalancing - Show your skills and triumph! The heroes of version 2.0 are here with re-powers, smarter defending and stronger abilities! For more information, read below. The Valkiria are moving now, like no other troops. For more information,
read below. The Inferno Tower multi-mode is now slower when burning through large hordes of attacking troops. Troops are now working together to intercept the walls, targeting similar wall parts instead of many different parts. Hog Riders now cause increased damage from Giant Bombs. P.E.K.A. training costs have been reduced. Hidden Tesla's construction times have
diminished. Interface improvements can't stand the suspicions of Klan war attacks? Tap them to watch a live rerun of the battle as it happens! Re-arm your current village layout to your clan war base with one button. In progress, changes to the war
base that are underway have now been properly recovered. The settings menu has been reworked with dedicated News and more sections, separate from your inbox. Heroes: The New Battle Specialists the time has come for smarter, more strategic brand heroes. Instead of being stupid, hulking bruti, the king and queen are now much smarter in defence, they have separate
strengths and weaknesses, and their abilities are more important than ever. Check out Boss Pate's official interview with Jonas from the development team: Heroes are tired of being lured out and grinding on the edges in limited territory around their platform and will withdraw if they are dragged too far. Both heroes now get an increase in damage and health recovery when
activating abilities. Use the momentum of the damage to get the edge over the defending heroes, or heal to save them from clutch defeat! The abilities of heroes are now significantly improved with each new level of ability and they summon more support troops than before. The best way to make your hero stronger when you attack is to increase their skill level! Hits and injuries
for the Queen and hits for the King have increased slightly at lower levels. However, the heroes' hits and the damage have been reduced to put more emphasis on the skillful use of heroes' abilities. For the Queen and the king's later level, the bonus
damage from the heroes abilities will far exceed the bonus of the damage from the furious spells. As before, Rage Spell bonus damage and hero ability bonus damage will not stack (the larger of the two takes precedent). The heroes now specialise in a particular role: Barbarian King: A Tank Specialist His injury has been reduced, but can now heal greatly when he uses his iron fist
ability. The barbaric horde, called the Iron Fist, doubled down to cause more destruction! Use the Iron Fist at the right time to help the king take more damage than he ever did! Archer Queen: Specialist in injuries Her hits have been reduced to later levels, but the Queen is now gaining a significant injury boost, while her Royal Cloak ability is active. The duration of the Royal Cloak
has risen sharply to lower levels to make sure that the Queen has enough time to land her strongest shots. Use royal cloak at the right time to help the Queen hit important targets harder than ever! Jump Spell: Control the battle flow jump spell used to only influence the troops that it has landed on, often leading to disappointing results. The jump spell affects all units in battle.
Masters of the jump spell will be able to steer their melee troops like never before! All the units you deploy can take advantage of the jump spell, even if the soldiers are not directly hit with a spell. The jump spell will now cause the troops to be diverted immediately if a more favorable route closes. The Jump Spell area is slightly reduced to allow for more precise control of the spell.
Video: Valkyrie: The Wild Whirlwind Valkyrie is rarely used to damage its surface for any good use. That's changed in a big way, and you might be shocked by her performance in battle. Valkyries now fill around and position between pairs of buildings to find the best points to attack. Watch it in action: [Taken from the Hero Changes update item on the Supercell prediction forum.]
Version 6.108.2 - May 16, 2014 RESCUED WAR BASE Installation of the war base and method of arranging the war base now has its life and will persist from war to war without the need to touch your regular village. War Base Edit Mode is available on the clan war map
only during preparation day. The layouts are still locked during the battle. Upgrades in your village are still automatically applied to your war base, but remember to place all new buildings in your war base. Clan war stats improvements! All the new
tab War Stats shows many new statistics of cool wars. Find him under the blue star button after the battle has started. Most heroic defensive iterations for any team are presented in War Stats! Improved clan war info pages under the blue star button are now treated to war-related stats instead of general clan stats. View information about joint war attacks
defenses and war stars that you have won on a member on these clan war information pages. Clan Wars features improvements! Fire the troops you give from your war base mansion if they don't meet your standards! Take a look at the clan chat when the leader or co-leader starts or cancels the clan war ignition. Each base on the war map is now numbering to help you find
bases easier. This! the notification icon on the war button will only appear once during the preparation (instead of each session). Improvements to the Russian language interface are now supported in game settings! Repaired the screen bug in the spell of factory capacity when scouted in the war. Notice will appear in the clan chat if Clan War matchmaking does not find an
opponent. The way the village is regulated is available in Town Hall 3 (previously 4). Request/Full texts are also visible on the clan's castle during the upgrade. Improved layout and behavior of the initial war screen. [Taken from the Saved War Collection Update item in the SUPERCELL PUBLISHING FORUM.] Version 6.56.1 - April 9, 2014 CLAN WAR CLAN WAR! The biggest
update in the history of the fighting is here! Fight the clan against the clan against the clan against the clan wars without risking your resources, shields or trophies. Battle for two new achievements: War hero and spoiled war! Clan castle renovation Rally huge support clan with Clan Castle level
6! Clan castles now protect the war's loot payouts and are plundered in battle! Hill castles of a higher level have more prey. Collect it whenever you want! Surprise! Only members of the clan can see what the soldiers are hiding in the clan's castle. Gem overgrowth Back Gem Box is back, so keep an eye on these boxes packed with jewels! All Gem Boxe will now give more jewel
than the original. We're sorry for the long wait! Improvements to interface and player support If you are not in the league, your attacks win/defense won stats will not be displayed. Confirmation button added to global chat reporting. Report responsibly, boss! A new Help Center is now available! The first version is in English and can be found in Settings -> Help and Support ->
More Help. Balance tweaks Many more error fixes, tweaks and performance improvements [Taken from v6.56.1 update item on Supercell predictions forum.] Version 5 Version 5.172 - January 29, 2014 Hero skills! All hail the new heroes of abilities! Both Heroes have acquired special abilities that can be activated once per battle after they have been deployed. Iron Fist: The
Barbarian King and the Nearby Barbarians become briefly angry, move faster and deal with more damage (don't stack with a rage spell). Royal cover: The Archer Queen hides from all enemy defenses and becomes invisible for a short time. Both abilities of the Hero will be immediately summoned by the Barbarians or Archers to strengthen their king or queen. Hero ability to unlock
for free at Hero Level 5 and improve in strength every additional 5 Hero levels! Flyers, freezers and brand new level 6 minioni rises are here to devastate at enemy bases! Level 5 Freeze spell leaves defenses on ice longer than ever. Get your Heroes back into battle faster by increasing your recovery 4x while sleeping. The increase in the cost and duration of the the turnier and
spell factory now decreases from 4 hours/20 gems to 2 hour/10 gems. For? Many of you have told us that the 4 hour clock/spell of Factory Boost was too long and you felt obliged to continue raiding for the entire duration or risking loss. We didn't like that you had to make a decision, so, voilà! The clan leaders can now nominate clan leaders or others are clan leaders. They are
clan leaders having all the privileges of clan leaders, except the ability to degrade or kick other co-leaders. Clan elders are now less powerful to prevent abuse, can no longer promote or demote and just kick normal members. For? We wanted to give you more opportunities to run the clans. We also wanted to prevent clans from falling into despair when the leader will give up. In
the end, however, we want clans to run your way - so we don't limit how many leaders there can be, it's entirely from you. With great power comes great responsibility. Gem Grows New Plant Growth is located with more gems inside than ever before! For? Because we care about mysterious jewel-filled boxes, they report all over the empire. Keep an eye on them! For? See above
^ Improvements to the chat interface is now available even when away from your village, for example Replays Army Camps, The Spell Factory and Clan Castle now displays the used capabilities next to their name when selected. The list of friends has been moved to the Leaderboard menu on the last tab, which is the Search clans tab (Search clans is still available in the Clan
Castle menu). Rage Spell information now correctly indicates an increase in the percentage of damage (e.g. 30% instead of 130%). why? We've been glued to punctuality, and it's been wrong for too long! PLEASE NOTE this change does not make the rage spell more or less powerful, it's just a text change. Obstacles can now be cleared in edit mode. (Yay!) Balance tweaks an increase in the percentage of damage (e.g. 30% instead of 130%). why? We've been glued to punctuality, and it's been wrong for too long! PLEASE NOTE this change does not make the rage spell more or less powerful, it's just a text change. Obstacles can now be cleared in edit mode. (Yay!) Balance tweaks an increase in the percentage of damage (e.g. 30% instead of 130%). why? We've been glued to punctuality, and it's been wrong for too long! PLEASE NOTE this change does not make the rage spell more or less powerful, it's just a text change.
Reduce upgrade costs and freeze spell time levels 3 and 4. why? With the addition of Freeze Spell Level 5, we wanted to rebalance levels 3 and 4 to smooth out the cuominal upgrades. Reduced rage spell level 5 damage bonus from 80% to 70%. For? We want to have all the max level spells that can survive the chances and the current Level 5 Rage Spell is used in almost every
battle with senior trophy players - so it was not optional. By turning out to be a less mandatory choice, we hope to see more diversity in the spells that you bring to the fight! Increased hog rider training costs by about 30% at all levels. For? It was too easy to build a full army of Hog Rider and devastate TH9 and TH10 villages that are not yet Inferno Towers. We didn't want them to
be less powerful, but to make the choice of the military more addressed. Increased points by about 20% at all levels. For? Valkyrie didn't see much action on the battlefield - she needed beef up!! P.E.K.K.A. increased points from 3,800 to 4,000 to 4,000 to 4,000 to 4. why? Given how much it costs to upgrade the P.E.K.K.A to level 3 and level 4, we felt like
there were a few more hits to help balance and justify the upgrade. Many more bug fixes, tweaks and performance improvements [Taken from v5.172 update item on Supercell predictions forum.] Version 5.113.2 - December 5, 2013 X-Mas & amp; Loot change Winter is here Enjoy snowy sights, sounds and hunting swinging jingle-bearing trees Limited time special defense: Santa
Strike! Call an air strike of explosive gifts (but what's in the boxes?) The redirected Inferno Tower is hotter than ever A brand new way for multiple targets to trigger a burning network of flames against multiple units at once, but the flames will not be filled in this mode The Company, the target of the Hell Tower, is no longer able to heal. Use more target mode to seriously hamper
the healing of a reliable army Switch between a classic single target or a new multi-target mode at any time Inferno Tower level 3 will help to heat up this winter revamped loot Percentage of prey that is available now reduced based on defender's town hall level Maximum amount of prey available now based on defender's town hall level loot bonus when attacking opponents at
higher level town houses has been removed Check out the Clash of Clans forum for much more information about these changes! Improvements to the interface and features of clash is now completely localized in Korean! Village editing mode: New basic layouts in progress will be saved and continue if the game restarts Added Training capabilities in military info and upgrade
screens Unarmed traps are now marked with smoke effect instead of text bubbles Arabic text Input's uncagged Balance tweaks lower attack palette And Peripheral Towers from 10 to 9 tile Lower is the price of inferno Tower level 2 build up Little is increased steta level 4 Dragons Little is increased hp and injury level 6 Giants Many more error fixes, tweaks and performance
improvements [Taken from v5.113.2 update item on Supercell predictions forum.] Version 5.6.4 - November 6, 2013 Traps upgrades Processed traps Sita puny bomb? Upgrade all your explosive traps now stay after use, and you can completely re-armed with one
button! The Level 1 Giant Bomb is now much cheaper, albeit with a slightly reduced radius of damage that can be upgraded. The bomb has been reduced. Finding air mines now costs gold instead of the Dark Elixir. For? Replacing traps has always took a long time and we have certainly
experienced this ourselves. In this update, the traps will remain exactly where you installed them, even after you launch them. You'll be able to rearm, and also upgrade your traps (in addition to spring traps). We believe this will make it a more challenging raid while you improve your chances of defending. If you've avoided the trap, it's time to blow you away! Tier 1 terror in City Hall
10 Level 12 Archery towers: elegant, deadly and oh so sharp. Level 6 Goblini: never forget your wallet again, or anyone else. For? Level 12 Archer Towers may look a little different than in Android video release! The Goblins 6 were one of the most requested troops out there, and we added this epic gold for TH10. Unleading Spells Get the Spells in the Snap! Spell Factory
boosting is now just 20 gems for a 4 hour increase. Spells are now created by Elixir instead of Gold. For? You wanted to improve and make spells more useful. We thought the four-hour increase. Spells are now created by Elixir is now to attack, gold has to
upgrade and defend your village! We wanted to make this division clear! Improvements to the clan and interface Players who are returned from or rejected from are automatically banned from this clan for 24 hours. For? Adios, spammers. This often requested addition will help by making it easier to lead your clan. Leaders and elders can use the Invite feature to get a banned
player into the clan. If you tap the active tab in Inbox, Chat, Klan, Scale, League, or Search view, you automatically move it to the top. Balance tweaks TH prey multiplier is now capped at 1.5, even against 3 TH levels above or higher Why? We believe this will help players at a higher level to stick to more prey. Specifically, it will address the issue of how players at a higher level
lose DE to lightning, which makes this strategy much less useful. Slightly increased points for the 4th-degree dragon. For? The increased use of traps after this update, especially by finding airms, means that our flying friends need some incentive to stay eligible. Slightly elevated points and injuries at level 6 Giant and level 4 P.E.K.K.A. Why? There are tone (literally) fun to use,
but lately they haven't been used much in raids. These changes make them even more covered. Look at them again! Slightly reduced points for Hog Riders will be easier to make in bacon, and everyone (except vegans, vegetarians, sandblasters, religious etc.) loves bacon!!! This should lead to
players being a bit more strategic with their hog rider batsmen. Upgrade time reduced to most archer tower and wizard tower level. For? 6, 2015, in New York. And because it's slow it's good it can be a firm mantra, but it doesn't have to apply to defensive upgrades. Many more error fixes, tweaks and performance improvements! [Taken from the update item v5.6.4 on the Forum for
Supercell posts.] Hidden Changes: Version 5.2.2 - October 10, 2013 Unforced Update This new, relentless (first time ever - history under construction!) Clash Update item on Supercell predictions forum.] Version 5.2. - September 30, 2013 Village Edit Mode Clash
of Clans now officially supports iOS 7. A whole new way of arranging the village Clean up the train! Pick up all the buildings and walls at once by selecting a wall piece, then drag on the wall guide markers. Edit mode is unlocked when you reach
level 4 of the town hall. Halloween haunts Can you find all the tricks and snacks? You could be shocked! Boogeymen at work: for a time, Spell Factory boosting is much longer and for just 1 jewel! Mort Mayhem Pummel your enemies with level 8 Malta. Clan improvements New troop requirements indicator in clan chat: indicator to scroll down to the latest pending troops Changed
Elder Kick to cool for 20 minutes. Balance tweaks Valkyrie's increased points and tweaks Valkyrie's increased points of hits and ser vein (levels). Lots of minor fixes and tweaks! [Taken from the update element v5.2 on the Forum for Supercell posts.] Version 4 Version 4.120 - August 27,
2013 Player Profile Brand new player profile feature See XP level, league badge and cup count all in one place. It includes progress achievements, clan status, league wins and company donations. Hog Rider rework! The new and improved Hog Rider now targets defense, allowing for new hog rider tactics. The damage has increased: Hog Rider is now packing a heavier blow with
his sleigh hammer! Hogs now have personal trainers to get them in to jump shape, reducing hog rider training time. New spell, unit and building level New clan features trophy required to join the clan can now up to 3,600 trophies. Added cooling for elders who are kicking members of the Clan Three of the most demanding, most rewarding achievements yet! League All-Star: Push
your league progress to the limit and earn our highest ever jewel prizes! X-Bow Exterminator: Get gems to get out those pesky X-Bows. Fireman: Destroy the feared Inferno Towers and get handsomely rewarded. Interface enhancements: Enhanced sharing: Shared recurrences now show prey, trophies, and can include a custom message. Progress is now being monitored
even after the completion of the achievement. Added info screen for secondary units (Skeleton and Golemit). You can scroll through to the top of the chat by clicking on the Supercell prediction forum.] Hidden Changes: Level 6 Wall Breakers' bomb becomes barrel bomb.
Global Chat and Clan Chat is highlighted when you receive a new message and has a slider down. Maintenance – August 9, 2013 1st Anniversary Boost ends Today's maintenance: Boost Resource Collector will be improved (cheaper, last longer) Giant
Bomb will be improved (cheaper, more damage) [Taken from maintaining the 9-8-2013 element on the Supercell Predictions forum.] Version 4.74 - July 29, 2013 Witch New Unit: Witch! Adept in the dark art of necromanence, the witch reanimis the skeletons of dead warriors. When she commands her unsue horde, it's a terrifying sight in battle! Dark Barracks Level 5 upgrade
available, unlocks the witch. Subdue stationary objects with an unstoppable force of level 6 Wall Breaker! Share your coolest fight replays with clan members in clan chat! Every 30 minutes you can share one iteration with your clan. It can now temporarily turn off in a global chat. Their messages won't appear on your screen. The Top Players leaderboard now shows the Attacks
won and The Defense won statistics, much like the league rankings. Your opponent's name and clan are visible during the replay. Reduced request for Hog Rider apartment from 6 to 5. Increased valkyrie injury attack (all levels). Valkyrie's training cost (levels 1, 2 and 3) was reduced. The cost of upgrading dark ing (levels 2, 3 and 4) was reduced. Lots of other small fixes and
fixes. [Taken from the update element v4.74 on the Supercell prediction forum.] Hidden changes: Version 4.54 - June 24, 2013 Gold Mine & predictions.] Version 4.53 - June 17, 2013 Freeze Spell & prediction for University Indicates the maintenance element on the forum supercell predictions.] Version 4.53 - June 17, 2013 Freeze Spell & Indicates the maintenance element on the forum supercell predictions.]
update brings an exciting new battle spell, Japanese language support and more! High Level Magic Freeze Spell: Freeze enemy domes and floor units firmly! While they will be frozen, defence structures will be disabled and units immobilized. Master arcane art with level 5 Spell Works. Let the sparks fly with a level 6 lightning spell. Cure the most great damage with level 6 healthy
spell. Advanced Warfare Crush your enemies with P.E.K.A. Level 4. Upgrade top to level 12 for excellent firepower. Make your periphery almost impenetrable with another furnace tower. Turn your enemies into a mani boar with the third X-Bow. Upgrade your military
camp to level 8 and thicken a truly epic fighting force! The interface improves the Japanese language setting that is now available. Further accelerate the possibility for the next request of the Clan Castle troops. Players can now attach a custom message to the clan's request. Performance was enhanced with multiple optimizations. The sharpness of the text has improved. The
battle will not end automatically if the player is unused clan castle troops or lightning spells. Improved cage filter for many languages. Balance tweaks Also many small error fixes and tweaks! [Taken from the update item v4.53 on the Supercell forum].] Version 4.14 - May 23, 2013 Town Hall 10 - Crowded fortress Introducing City Hall Level 10 - 10 - Crowded Fortress Brand new
defense building: Pegleni tower! The inferno tower is shot by a projectile of a flame that burns through even the thickest armor. The flame takes a while to warm up, making it most effective against the biggest and worst troops. Stop the Heroes, P.E.K.K.As and Golems in their tracks, and shoot the Dragons from the sky! Be careful: The wood tower can overwhelm a swarm of
smaller targets. Unlock powerful new upgrades with City Hall Level 10: Attack Log and Reruns! See your attacks. See the journal of the history of the attack with a record of prey and Captured. Show your most dominant victories to friends and family. Analyze your toughest fights and improve your skills. Level 8 Lab: Better, Faster and Stronger Than Ever! Pull out the old Red
Dragon (Dragon Level 4). Rock ahead with Bare Level 5. Support the troops with healer 4. Improvements to the Chinese language settings interface are now available. Extremely widespread keyboard to your device settings (General > Keyboard > Keyboards
> Add New Keyboard). Quickly browse the 100th day of the month, dark edicing and spell factory screens with tapping arrows. The number of clan troops received is now marked with a plaque. Personal breaks are enforced for players who remain in the game continuously for
very long periods. Balance tweaks Reduced Healer is a residential space requirement, training costs of Golem at levels 2, 3 and 4. Reduced cost of upgrading city hall 9. Reduced cost of laboratory superstructure to levels 5, 6 and 7. Reduced cost of X-
Bow upgrades to levels 2 and 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced cost of upgrading the Dark Elixir Drill. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3. Reduced air defense upgrade costs on 7 May 2017 Reduced costs of upgrade costs of upgrade costs on 7 May 2017 Reduced costs of upgrade costs of upgrade
from every win just from being in the league! Loot Bonus increases higher climbing in leagues. The new unit, defense and upgrades of clan members. The chat message formatting has been failed. The length of the clan tournament increased to two weeks, the prize doubled. The
statistics of the donations of the troops are reset every other week. Information about clan troops' donation is now visible to all players, not just members of the Klan. Usability improvements If the Klan Castle has room for more soldiers, you'll see the demand message at the top. Added option to rotate the Wall section. Added confirmation dialog box to speed up unit upgrade and
spelling. Attack notification improved for players playing with multiple devices. Balance tweaks The percentage of prey that can be stolen from Gold Storage and Elixir Storage and Elixir Storage has been reduced to make it easier for newer players to save resources. The maximum amount of prey remains the same. The upgrade time for Hog Rider, Minion and Valkyrie has been reduced. The air
bomb explosion has been reduced. Minion 5 points have been reduced. Spells are now a lot of great to create. Balloons explode and cause additional damage when they are destroyed. Improved wall breaker behavior. The mortar and the Wizard's Tower will not restart
the offensive cycle if their target is destroyed instead of replacing targets. The Castle clan soldiers are moving faster on the battlefield. When your village is attacked only from flying units, your melee troops will remain inside the Castle clan. Also a lot of small error fixes and tweaks! [Taken from the Supercell forum.] Version 3.54 - March 12, 2013 Dark Elixir Troops Get ready to
turn off the true power of the Dark Elixir... I present the mysterious dark military and ultra cool new units of the Dark 1960s! These fast-flying threats are falling for deadly acid on enemies. Hog Riders: Hammer in one hand and pig reins in the other, these mighty warriors jump over walls and go straight for enemy buildings. Armed with a mighty two-hand-picked, these girls unleash
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storms of suing at everyone around them. If you happen to see dark tombstones, you'll know that these beautiful new dark units of the Dark War Memorial are visiting you. You got a wall problem? The improved wall breaker training techniques have changed the cunning of these fearless destroyers. Wall Breakers now maximize the potential of each bomb, avoiding bait and

inadmissibility. These new wall breakers required a little more elbow space, so now they're capturing two camp spaces, Improvements in usability! Players now have the option of moving multiple pieces of the wall at once. Yay! Troops can be deployed close to the barriers, so we don't get lost in the sea of flags. With the new lab screen, you can browse the upgrades that are available even when the upgrade is already in progress. Have you ever wondered how much prey you can get from the level of individual players? Well, now you can find out just by tapping the map. The Battle Results screen now shows your prey with numbers spaces (100 000 instead of 100000). A handy total percentage of destruction is now included in the battle log. If the military bases are upgraded, its units in the waiting unit are no longer counted towards the capacity of the troops after training screen of the military. Super Performance! Our wizards codes have made the game run silky smoothly, even at high levels. That means better control of battles. Improved playing balance! [Taken from the Supercell forum.] Hidden Changes: Version 3.25 - February 5, 2013 Cool New Rankings Rise to the Top of Your Clan; Look who's on the rise and who's falling. New local rankings: who is the best player in your country?. Members of the clan who recently joined with the label Novo. Supersize my scales! Several players are now on board. New unit upgrades! Upgrade the lab to unlock these powerful Level 6 units. The Barbarians got sharper swords and mighty horns of helmets. Archers get new bow and fashion techniques from their queen. Giants are more heart and than ever before. The balloons are a pimp with spikes and Jolly Roger. Air defenses! Improvements to heroes! Heroes are recovering more quickly from the new sleeping posh poas of alchemists. The level of hero and stand are now displayed correctly when visiting the village. Heroes now patrol the larger area and show the radius of the guard as they fit in. Gameplay improvements we have discovered that metal armor generates electricity! P.E.K.K.A. is now a priority target and is receiving additional damage from Hidden Tesli. Times of creating a spell reduced - exploding more magic more often. Notice when your troops are ready for battle (military camps are full). Wall level 9 and 10 reinforced: keep the rampage out longer. The store is now having notifications when new items are available. New achievements: Heroic Heist and Mortar Mauler. Lower reload costs for X-Bow levels 2 and 3. The taping of the traps shows its radius of the trigger. Version 3.3 - January 10, 2013 Heroes! Introduction to the Clash of Clans HEROES: Barbarian King & Elixir Cool New Defense Two new X-Bow upgrade levels for maximum firepower. Now you can build two X-Bows on the 9th level of city hall. Two new levels of wall upgrade: Spikes of pain and burning magma. Know your clan members Find out who the most valuable members of your clan are! Members of the clan now get the residential space filled. New restrictions are added for clan cup requirements. 3000 is the new maximum. Balance modifications & Stockpile more Gold and Elixir! New storage is added to City Hall 9. The cost of upgrading at the level of the 8-year-old has fallen by 30%. The X-Bow area has been reduced to 11 tiles in Air & Stockpile more Gold and Elixir! New storage is added to City Hall 9. The cost of upgrading at the level of the 8-year-old has fallen by 30%. The X-Bow area has been reduced to 11 tiles in Air & Stockpile more Gold and Elixir! New storage is added to City Hall 9. The cost of upgrading at the level of the 8-year-old has fallen by 30%. The X-Bow area has been reduced to 11 tiles in Air & Stockpile more Gold and Elixir! New storage is added to City Hall 9. The cost of upgrading at the level of the 8-year-old has fallen by 30%. The X-Bow area has been reduced to 11 tiles in Air & Stockpile more Gold and Elixir! 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New storage is added to City Hall 9. The cost of upgrading at the level of the 8-year-old has fallen by 30%. The X-Bow area has been reduced to 11 tiles in Air & Stockpile more Air & loading the X-Bow is displayed on the info screen. Winter is over! Santa Spell button to create a spell in the queue. Update Review: [File:3.3 Update! Heroes, Dark Elixir, and the Death of Christmas - January 2013|thumb|center|555 px]] Version 2 Version 2.111 - 11/19/2012 Introducing Clash of Clans limited time Winter special! Winter theme along with the best snow fall effect ever seen! Surprise your enemies with an uncomfortable present! It's a special wrapped explosive trap. New spell: Ask Santa to deliver the devastating bombing of your enemy village. Rare X-mas tree, can you spot it? Huge improvements to ignition! The matches offered will now be much better and closer to your trophy count. Added waiting system! Less impact of the Find Match button. The new system will work much faster than Major permanent improvements Are you in a hurry? It can now encourage your resource structure (starting at level 5), the bar (start-up level 4) and the Spelling Factory Scales now show daily rank changes, see who rises and who falls. Deploying Army Camp Level 7, now you can create even bigger armies! Attention, City Hall 9 owners! Now you can build larger village with a statue of P.E.K.K.A! Available only to players over level 75! The defenders of the Castle clan soldiers have learned how to jump over the walls, just like the villagers. Changes in balance and other city hall corrections have increased. P.E.K.K.A. 2 and 3 points scored is increased. P.E.K.K.A. 3 and 3 points scored is increased. P.E.K.K.A. 3 and 3 points scored is increased. P.E.K.K.A. 3 and 3 points scored is in 10/27/2012 Get ready for HALLOWEEN EXTRAVAGANZA Magic is in the air! Now you can create spells faster than ever before. Tricks! Brand new pumpkin bombs are only available for a limited time. Treated! In some gems, we've increased the amount of jewel. Witches and monsters! The cost of training wizards, dragons P.E.K.K.As reduced. City Hall 9 is added! Error fixes and other changes Find the biggest rivals with Clan Search. Remove the possibility of selling buildings. Fixed rare bug that caused construction time not to synchronize with shield time. Fixed the biggest rivals with Clan Search. Remove the possibility of selling buildings. Fixed rare bug that caused construction time not to synchronize with shield time. Fixed the biggest rivals with Clan Search. Remove the possibility of selling buildings. Fixed rare bug that caused construction time not to synchronize with shield time. Fixed the biggest rivals with Clan Search. Remove the possibility of selling buildings. Fixed rare bug that caused construction time not to synchronize with shield time. them and selecting the Report. An improved curse filter for global chat creates a nicer and safer chat environment. Clan Improvements Now you can set the minimum requirements. Added clan chat notifications when members are encouraged, demoted, join or are kicked out of the clan. Now you can send a personal message when you throw someone out of the clan. Other changes: Players with lower city hall levels now lose less resources when attacked by higher-level city hall players (2-level difference or more). Now there is a short period of no attack after suspension of maintenance so players can sign back into the unperturbed. Added an additional step of validation when loading the village from the Game Center to avoid accidents. Version 2.44 - 09/18/2012 Full support for iPhone 5 and 5. generation iPod Touch. Great new feature: Spells! (The spelling factory is unlocked at city hall level 5). We present three spells: Lightning, Healing and the Rage Spell Replays added to Battle Log! Now you see what happened when someone attacked your village. Added wizard tower unlocked at City Hall Level 6 and another Hidden Tesla at City Hall level 8. Ignition now gives you better matches and work The upgrades of the troops are now visualized. A number of visual effects have been improved. Support for iOS 6 Game Center challenges. Shop and Battle Log redisigned for iPhone and iPod Touch. Now you can see useful tips while the game loads. Added 3rd level upgrade for Dragon. I fixed the bug for the donation of the troops. Training of troops and mechanics of housing has improved. Canceling building upgrades no longer returns the full price. Building Walls is instant, but requires employee available. The balance of combat is over. Confirmation of popup in speeding up construction and upgrading of buildings. Players gain a very short shield if it is unintended disconnected from the server now runs battles to the end if the user is interrupted during the battle. Now you can see the clan before accepting the invitation. Version 2.21 - 08/30/2012 Introducing a new shocking defense unit: Hidden Tesla (unlock at City Hall level 7). Now you can see the traps when you visit your clan members. New visual effects (Dragon Attack, Wizard Tower Attack). New ornamental flags for: Sweden, China, Norway, Thailand, India, Australia, South Korea, Japan. Added FAQs and forums. The improved spring trap for AI no longer affects P.E.K.K.A. and its rate has increased. Building regeneration times have diminished. Cooling added to the purchase of shields (can no longer be protected at all times). Troubleshooting: Achievements weren't always updated to The Game Center. World Wide Release - Aug 02, 2012 Community content is available under CC-BY-SA, unless otherwise stated. Noted.

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