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Summoners war beginners guide 2016

Are you a new player, playing for some time but not lucky enough to get good monsters or just stuck and not knowing what to do next? Read Fam, I'll cover you. We're talking exclusively about tolerable monsters, which means we only solve monsters that you can easily go through the game and not by calling Mystical Scrolls or Light and Dark Scrolls or Legendary Scrolls. I want to teach you how to end the Tidal Tower. This guide is straight from the point, NO BS tutorial, to help you get strong in a short time as possible. So let's start with step-by-step action themes that you're going to. Important note: Don't use your crystals to buy Mystical Scroll packs. You can see in this guide how important your crystals are to achieve our goal, not to spend them effing scrolls and break your heart to become creepy monsters. Step one. (This is a very important step, Super highly recommended) After you have created your account and game tutorial and all the original BS, update your HIVE profile photo to Hot Girl AF (Preferably shows some cleavage). This is important because it will help you drastically make step 2. Step two. Go to the channel with many active players chatting and add all high-level players (Lv50) lv40 representative monsters preferably AOE representatives. These representative monsters will help you greatly farming and leveling up. Step 1 is a big help at this stage because whoever in this world doesn't like hot girls AF especially shows some tits! People will accept your friend's request to drool! Step 3: Complete all scenarios. Use your friends' monsters with ease and gain rewards. For the Aiden Forest fee, choose Blade Rune For Chiruka Remains fee, choose Fatal Rune Anna Fatal rune slots 2.4 and 6 and the other 1 Fatal rune from the Rewards (Water Magic Knight). Give Water magic knight the remaining 2 slots blade rune you get aiden forest fee. +12 all equipped with runes if you can. Step 4: Thrive on your first monster farmer Water Magic Knight (Lapis) until 5★. At this point in the game you have 2 options, Raoq (fire inugami) or Lapis (water magic knight). You can get Raoq agriculture faimon and wait for him to drop. Lapis is obtained by filling Mt.Siz normal. I recommend using Lapis instead of Raoq for the following reasons. Lapis is freely obtained when Raoq is based. If you're lucky, you can get him the first few tries but if RNGesus doesn't bless you, you can spend the day trying to get him (as was my case) at this level, Lapis is a better Tamor hell farmer than Raoq because you don't have the divine runes to use yet. And Lapis is also waiting for the Faimon Hell farmer if you have access to great runes. Lapis has a better base atk stat than Raoq Don't stress about making Lapis 6★more. Step 5: Get the next one Bernard (Wind Griffon) - Tamor Desert Shannon (Wind Pixie) - Magic Shop Belladeon (Light Inugami) - Light Secret Dungeon Darion (Light Vagabond) - Light Secret Dungeon Konamiya (Water Garuda) - Magic Shop Raoq (Fire Inugami) - Faimon Volcano List is very little because we are gunning for efficiency and speed. At this point in our game, we will not build all the good free monsters (2★s and 3★s), but those who will help us achieve our goal - to complete the ToA as soon as possible. In addition, all the monsters on this list have end game value and we will use them later. Step 6: Go to level 50 as soon as possible. It doesn't matter if you're level 50 and without 6★ monsters. You need to get level 50 quickly because we use the crystals we've got to buy energy fill and maximize its value (1 fill = 30 crystals = 90 energy). It is not effective in filling energy if you do not yet lv50. Don't make dungeons yet until you get to lv50. Remember that we are gunning for speed and dungeons are very little exp. Just do it on daily missions or wake up our monsters list. Don't farm dungeons yet! Suggestions to flatten your account. 5★ the list of monsters in our monster list step 5 needs runes. My standard rune set to that list at this point is Swift, Energy. I'll explain it as the next step. Collect Swift on Mt.White Ragon Hell and Energy Runes on Garen Forest Hell. Use your friends' monsters or water magic knight we used to run farm runes. We're finally on the 50th. Farm Faimon Volcano Hell or Tamor Desert Hell with your friends' monsters. So you have the opportunity to get griffons and Inugamis skills ups for our monster line-up. Step 7: Runes. As I said last step, We rune our monsters to Swift Energy (Va. Raoq - Fatal Blade - I will explain the last part of this stage). Here are the reasons why. +9 4★ Swift Energy runes can make B7 dungeons with ease. With Speed and a reasonable amount of HP, we have a 100% chance of clearing B7s to get our high ★ the runes we need for our ToA campaign. More turns, more chances to win. In case the enemy turns, we can take the damage. Important reminders to get runes: our slot 2 is always an SPD preferably magic /green rune HP% substat. our slot 4 is always HP% preferably magic / green rune SPD substat. our slot 6 is always HP% preferably magic / green rune SPD substat. our slots 1, 3 and 5 are always HP% substats. Step 8: Build veromos (Dark Ifrit) and Baretta (Fire and Spectra (Fire Griffon)). These three are the most important monsters to clear the ToA normal. They're also going to transfer to ToA Hard. Step 9: 6★ the following monsters in order. Veromos Baretta Belladeon Bernard Spectra Step 10. Farm Giants and Dragons B7 following the runes. Veromos - Violent Focus (2 - Spd, 4 - HP% 6 - ACCU) - Spd and HP% subs Baretta - Desperation Focus (2 - Spd, 4 - HP% 6 - ACCU) - Spd and HP% subs Belladeon - Violent (Revenge 2 - Spd, 4 - HP%, 6 HP%) - Spd and HP% subs Bernard - Swift Guard (2 - Spd, 4 - HP%, 6 HP%) - Spd and HP% subs Spectra - Swift Guard (2 - Spd, 4 - HP%6 - ACCU) - Spd and HP% subs Step 11. Destroy the resurrection trial to normal!!! Summoners war beginner's Guide: For the first 30 days I've been playing Summoner's War mobile app on Android and iOS for almost a month now. I wanted to take the time to put together some in-depth tips for new subscribers. I think that summoner's War Beginner guide containing much more general information would have helped me a lot. Most of my gameplay led me to ask a number of questions I couldn't find the right answers, was erroneous, or got bad information. I'm trying to explain as much as possible that I had questions. For veteran players, what happens to find themselves on the ground, please feel free to post further instructions for comments. At the beginning you start with a tutorial summoners war ellia. He begins a dialogue with many different subpoenas. He will guide you through the world and the early stages of the Garren Forest. From there, you open new areas and new difficulties in previous areas. Finally, the arena opens with cairos dungeon. It's important to find what I thought was the initial benchmark. I've tried to capture every point I found decisively in the game to create a benchmark for the players. You can find this content on my Youtube Channel. I fought early, trying to figure out how far I could go. I think the Summoner War is doing an amazing job. Ideally, the more work you put into your account, the better it will be. The point is, you can always buy digital content to pass on your account faster, but you'll be rewarded for your efforts. This game does not take time, but I have found it to be a very rewarding experience. First, push as many of your characters out as possible to guests. If you hit the wall, you have your initial benchmark. From there you can repeat levels in the area or your signs to track up. Runes Once you hit that initial wall, it's important to focus on the original Monsters like Water Fairy - Elucia and Water Magic Knight. They can wear you pretty good at first. In fact, I still use a lot of my original squad for a month. I suggest you invest some time in the starting strategy of how to A very simple one goes to 3x Energy HP, and then focusing on the right stats for your monsters. This gives them much needed health early to fight some baddies then encounter. Finally, you want to focus more on stats and fit the endgame rune strategy for these monsters. I also offer leveling runes to level nine max. After 9 May 2004, the Commission will Early Build Vagabond End Game Build Magic Knight Monsters As previously mentioned water fairy and water magic knight provide a good early strategy. But what about all the other slots? Well, you initially meet them, which you have, and you can focus on a particular monster for some reason. My advice is when you get your new three-star natural (Note: the natural monster is a gold star) monsters use them when you get two stars of the natural monster you enjoy. For example, I got two star light garuda that I have thoroughly enjoyed playing. One thing I was too worried about was what kind of monsters to use? Am I playing the right ones? Which ones should I use as bait? I was quite indeible early on, and just stock piled up my monsters and calling scrolls. I want to warn you about this because it has affected my progress. Think of it as being a hoarder, you're actually making yourself worse. To improve this view here is what I learned. You will naturally use the three star monsters you will find first, and they will progress before the new invited ones. As you begin to make a core adjustment you will see where it is you need to upgrade your monsters or focus on different. For example, I am heavily directed to water and light right now, and in the process of building my fire, dark, wind attribute monsters. It's important to have an edge in some dungeons as well as stage level. Clean your monsters, feed your angels one star and use two letters to skill levellet or evolving. In my case, I feed Garuda. Don't worry so much about two star monsters as a rule of thumb. Warbear is a typical decent two-star gas and Inugami has a great three star. These would be my proposals for two and three star units that can be acquired in the running stages. Waking up I think waking up is pretty much self-evident, just to do it with the monsters that you're going to use. It's probably your three stars or four stars that you get at the beginning. Also get into a good rhythm actually running dungeons. The materials you will find waking up are different every day in Cairns Dungeon. You can run the Hall of Magic, or deal with a different element of the venue on different days of the week. Checking the drop information for an item tells you that element and if available. I woke up my three star-studded ones when I had the first chance at new skills and stat boosts. The great thing is that the level of evolution does not change the waking materials of the monster. However, most of the monsters I woke up to are in my current lineup. Evolution I think which monsters thrive is a tougher decision. Again, develop the ones you plan to use. Usually every natural three stars in your line up, and certainly every four stars that you like. In my case, I was happy to draw a light Epikion Priest who has helped me immensely with support. Another thing to remember is balance. Try to maintain balance across your line up. If you have one big out monster what happens when they're taken out? I like to have a balanced approach coming out of my early stages of gameplay to help establish myself in the middle and late in the game. Skills If you use two stars like Garuda, for example. Make sure to use your Garudas skill to get them up instead of just general bait. You can do three ways. You can use the skills using the same items to increase your monster or max level. You can develop your monster with the same leveled monsters that are of the same type. Again in this example make sure that you use Garudas, but the type of wind, fire, water, light and dark does not change anything. The last one you can use devilmon skill. However, you should only use Devilmon's very rare monsters as a natural five stars plus. Killing Teon (Garuda) Mana One thing didn't touch much of the material I read was Mana. These are the blue crystals you're going to acquire throughout the game. One of the things that a lot of people use them for is the store. However, you will likely consume these bad guys to level up with your runes. It should be advised after getting level nine of your runes it becomes very expensive. I've seen it cost anywhere from 200k to 500k to get level 15. Crystals Another thing that was not touched by much was Crystals. These are the Red Gems you get in the game for a variety of activities. I used mine to buy Crystal Titan to create more crystals. Additional ones I used to buy gusty cliffs and Crystal Lake to enhance my monsters experience when I wasn't playing. After building purchases you can really do what you want with crystals. A lot of things I've read said buy premium summoner packs. Glory Glory is almost pvp currency. You can glory participation in the arena, and through your guild battles. Glory allows you to buy additional buildings, scrolls or devilmon store. To really build your glory you should join the Guild. Guild Guilds are hubs for players with many things. However, one of the main advantages of the guild gives you aside access to veteran players is the ability to participate in guild battles. Therefore you gain honor faster. Being a guild also opens a guild shop where you can use your honor to buy things that are not easily accessible to an individual store. One example is The Mystical Scroll will cost you 240 au shop, while the guild shop its 200th year. Big savings. Dungeons I think it's very important to run into dungeons early. As I said before, they're a great way to compare your monsters. They allow you to receive a number of awards such as the occasional Rainbow Angelmon or even Mystic Scroll. It will also help you hone runes randomly versus running bosses. You may even be able to get early access to various runes that you can't give up yet to get because you haven't beaten at different stages. Events The biggest thing about events is staying up to date. Com2Us does creative events. There are Secret Dungeons, Hall of Heroes, or even access to make your runes out for free. I highly recommend staying engaged in the event icon. At least so far, the first 30 days have been guaranteed a weekly event that starts at noon Friday PST and ends with Midnight Sunday PST. These events have had a significant impact on my account. Secret Dungeon: Fire Penquin Knight Hall of Heroes: Wind Neostone Agent Conclusion I hope you've enjoyed the content, and it will help explain the issues you may have. I know it can be exhausting trying to find the right answers, but I hope that the beginner's guide has given you some early railings that I couldn't find easily. I'd love to hear feedback on the comments. Thanks for reading. Reading.

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