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Empires and puzzles training camp elite

In: Buildings, Game, Leveling Comments Share training camp (also known in fandom as TC) is a building that serves as the main free method to play to win heroes. To do this, food and recruits are spent, along with other materials (for some levels), and in turn you will get a hero of a particular quality or element. Training camps have not been given the ability to produce typically more powerful heroes of the month. Notable TC2 Training Camp Levels: A quick workout (30 minutes) that rewards a 1* or 2* hero, the primary use for the Adventurer Kit. TC4: This is the first level of training that requires nothing but food, recruits and time. TC11: Even lower food requirements and recruits than TC4, with greater reward. TC12: First guaranteed training of 3* heroes. TC13: Guaranteed training of 3* Heroes and potential to receive 4* Heroes (5% chance). TC19: Quick but expensive way to create new 1* heroes for leveling purposes requires sturdy clothing. TC20: Only training that can potentially reward a 5* hero. As of December, the 2018 draws were shown to be in the region of 75% for 3* heroes, 20% for 4* and 5% for 5* heroes. Also of interest:TC13 Heroes: List of all heroes available in TC13TC20 Heroes: List of Heroes 4* and 5* available in TC20 Common Practices Once TC11 is reached it is common to invest additional food and recruits in training as a form of banking these resources. Later, by using more expensive means (such as TC13 or TC20) one can deplete his current recruit pool, and then withdraw the recruits and food they placed on TC11. This allows temporary storage of recruits on the TC11 rather than relying solely on homes. When building your base, it is recommended that you take all training camps to at least TC11 as soon as possible, with at least one going up to TC13. This allows you to train very cheap heroes to use in leveling, and to build a good 3* group with the chance to get about 4* before you have finished building everything. To have enough iron available to build Fortress 20, and in turn TC20, you must have all 5 iron storages upgraded to level 18. Training camp costs and rewards* While training is fairly simple, it should be noted that research should only be completed at a training camp so that all camps can take advantage of it (assuming they are of an appropriate level). TC Level Desc Training Costs Time Element Quality Food/Hour 1 Common 1,600 food,5 recruits,1 practice sword 10m any 1* only 9,600 2 Rare 2, 000 recruits,1 adventurer kit 30m any 1* or 2* 4,000 3 Fast 5000 food,5 recruits,1 practice sword2m any 1* just 150,000 4 Low Cost 1500 food,4 recruits 3h any 1* or 2* 500 5 Fire Heroes 8,500 food,5 recruits,1 practice sword, 1 adventurer kit 1h fire 1* or 2* 8,500 6 Ice Heroes 1h ice 1* or 2* 7 7 Heroes 1h nature 1* or 2* 8 Dark Heroes 1h dark 1* or 2* 9 Holy Heroes 1h holy 1* or 2* 10 Advanced 105,000 foods, 25 recruits, 1 sturdy clothing,1 training manual 1d any 1*, 2* or 3* 4,375 11 Extra Low Cost 1,000 food, 2 recruits 2h any 1* or 2* 500 12 GuaranteedRare 164,000 food, 45 recruits, 1 sturdy clothing, 1 2d training manual any 3* just 3,417 13 Elite 265,000 food, 70 recruits, 1 wooden shield, 1 2d leather armor any 3* or 4 * 5,521 14 Fire Heroes 105,000 food,25 recruits, 1 training manual 1d fire 1*, 2* or 3* 4,375 15 Ice Heroes 1d Ice 1*, 2* or 3* 16 Nature Heroes 1d Nature 1* , 2*, or 3* 17 Dark Heroes 1d dark 1*, 2*, or 3* 18 Holy Heroes 1d holy 1*, 2*, or 3* 19 Extra Fast 5,500 food,2 recruits,1 rugged clothes 1m any 1* only 330,000 20 Legendary 297,000 food,100 recruits,1 sharpening stone 2d any 3*, 4* or 5* 6,187.5 TC Level Upgrade Cost Upgrade Time Iron/hr Research Cost Research Time 2 4,100Iron 1m 246,000 6,700food 15m 3 10,200Iron 5m 122,400 9,500food 15m 4 22,000Iron 30m 44,000 21,000food 15m 5 39,200Iron 1hr 15m 31,360 31,360 36,700food 4h 6 63,000Iron 2h 30m 25,200 57,900 food 4h 7 94,500 iron 4h 20m ~21,808 85,300 food 4h 8 135,000 iron 6h 45m 20,000 119,000 food 4h 9 190,000 iron 9h 45m ~19,487 166,000 food 4h 10 251,000 iron 13h 30m ~18,593 215,000 food 8h 11 323,000 iron 17h 55m ~18,028 273,000 food 1d 12 408,000 iron 23h 10m ~17,612 339,000 food 1d 13 516,000 iron 1d 5h ~7,938 443,000 food 8h 14 627,000 iron 1d 12h 8,708 509,000 food 1d 15 753,000 iron 1d 20h 9,412 603,000 food 1d 16 894,000 iron 2d 4h 7,210 708,000 foods 1d 17 1,050,000 iron 2d 14h 7,806 822,000 foods 1d 18 1,242,000 iron 3d 6,900 945,000 food 1d 19 1,433,000 iron 3d 12h 7,464 1 .077,000 food 8h 20 1,641,000 iron 4d 6,837 1,313,000 food 7d It takes about 23 days to improve a training camp to level 20. Building game leveling community content is available in CC-BY-SA unless otherwise noted. More Empires and Puzzles Wiki Level up your heroes in Empires & Puzzles is expensive and slow at a time and I often hear about strategies that I totally disagree with, so I spent a lot of time going through the different tactics and wanted to share my results here that I think make the best long-term strategy to level up your heroes. This guide has two sections, the first will show you which heroes to feed and why, so you'll get the most out of it – the second section will give you more information on how to get tons of heroes to feed your main heroes, mainly which Training Camp levels are best to use. Feeding The Right Heroes Ok, You feed the heroes who will fill the XP bar and level up your hero – it sounds simple, but there are a few things to keep in mind when feeding heroes, otherwise you'll be burning a lot of experience and food as well. The best way is always to feed your heroes 10 inferior heroes of the Color, preferably the same hero if you have it – for several reasons: The first reason is the skill boost and this applies to all non-legendary heroes (5 stars)*. Especially 3-star heroes, but also occasionally 4-star heroes can be at the maximum level, but they only have their special ability in something like 5/8. The problem is that there is no way to level up that hero, so there is no chance to also increase the skill level and your hero is not as strong as it could be! *Legendary Heroes have many levels to go through that it's quite impossible not to get their skill to the fullest by the time you have them at level 80. The second reason you only feed the same color is the extra experience you'll get plus the same color has twice the chance of increasing the skill level when leveling up. If you feed another hero of color, you will only have a 1% chance instead of 2% – or otherwise, feeding 10 random 1 Star heroes will give only a 10% chance to level up the Hero ability instead of 20%. Here is the amount of chances to level up the skill that a hero of the same color will give you 1 star - 2% 2 stars 4% 3 stars - 6% 4 stars - 8% 5 stars - 10% exact copy - 25% The third reason is that you will save a ton of food over time. Every time you level up a hero (no matter which one you use a hero or 10 heroes to do that), the price you'll have to pay next time will increase. Therefore, when you feed a 3-star hero the first time you spend 2,100 food per hero you feed, by the time you get this 3-star hero to level 50 it can be more than 10,000 food. This is why you never want to feed them with 1-star heroes one by one, this will make it even more expensive So, TL;DR will always feed 10 heroes of the same will color: Make sure you have the best chances to reach the top level skill so that the hero saves time and increased experience meal will avoid paying too much in subsequent levels Reason enough to be a little patient and wait until you have enough heroes, right? How to get heroes to feed so now let's talk about the tons of heroes you'll have to feed your heroes to level up. First things first, the best way to get them is through your training camps, but with 20 different training methods in each camp, there are plenty of possibilities, right? So I've been taking a closer look and presenting here the best ones to train on the training ground for a steady supply of feeding heroes ☺ configuration of the Training For me you are always finding the best setup that allows me to run all the training camps 24/7 without burning all my food - because I still need the food to level up my heroes ☺ So overall I have here a setup that will be the best, no matter on stage that are math (mathematics). Whatever happens, try to get to Fortress Level 20 and Level 11 Training Camps as fast as possible, this will give you the cheapest training option and also 4 training camps! Training! Camp 1 should always train the Level 1 option required By Wood Swords Training. Camp 2 you should always train the Level 2 option that requires 3+4 Training Camp Backpacks you should train Level 11 Option which is by far the cheapest available and requires nothing more than recruits and food) - if you haven't unlocked it yet , take the option of Level 4 The good thing about this strategy is that you can always get it on some level 11 or level 11 4 workout when you run out of wooden swords or backpacks. Some explaining to this... Always use the 1-star, 2-star heroes you trained to feed, training 3-star heroes just to feed them isn't worth it, it takes about 10 times more time to train them and also costs about 10 times more, just to get twice as much XP for that – you can use 10 2-star or 1-star heroes instead and pay less for more XP earned. Level 5-9 training costs approximately 5-6 times more XP food obtained from the heroes you get from there, so don't use them unless you really need a hero of that specific color! Of course, you should train other options if you need to pull a new hero, but we're talking about leveling up your heroes as quickly as possible here ☺ ☺

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