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Auto chess guide on when to level

With the incredible buzz that enthusiastically read recently, it's very likely you've heard the name DOTA 2 Auto Chess at least in passing. Initially a DOTA 2 custom game, this unexpected hit has now made its way on Google Play with the App Store under the shorter name of Auto Chess. So if you want to jump on the bandwagon and try out a new strategy game with addictive, we've put together a beginner's guide that should put you on the track of success. What is Auto Chess? Similar to how Dota's original sprung up as a custom mode of Warcraft III back in the day, Auto Chess first appeared as a custom DOTA game 2 at the beginning of this year. Created by Chinese developer Dmodo Studios, the game made its way onto the Dota 2 arcade, competing for the player's attention and thousands of other custom modes. Although at its humble beginning, he quickly became traction. Many players with the Tide Twitch who never played DOTA 2 before head gentle at Play Auto Chess. This led to more than 200, 000 concurrent players for the custom game, if Valve's stats are to be believed, making it one of the fastest growing games of the year. Despite its name, the only thing turned based on strategy games based on has ownership and seats is the board checked. But what exactly is Auto Chess? Despite its name, only similarities in real seats is the board checked. It's a turn-based strategy game, remembered in a defensive tower game in some respect. Eight players compete against each other in the round until one let stands. You select and place units in different classes and races on your board, which then automatically fight against the pieces of other players. There are a ton of interesting and overpowered combinations, which make every game Auto Chess its own. However, in the wake of Auto Chess' success, copycats cut up everywhere, especially on mobile. This motivated developer Dmodo Studios to release its own mobile version with the help of Dragonest and ImbaTV. This iteration does not use DOTA 2 heroes or items and instead has a mobile game more colorful-esque. However, gameplaywise, there is almost no difference. Always hard and convincing, Auto Chess Mobile is definitely worth your attention, so let's get started! Find AUTO CHESS on Google PlayGetting startedOnce you have downloaded Auto Chess from Google Play or the App Store, the first thing you need to do is create a Dragonest account or log in via your Google account or Facebook. If you don't feel like going through the Dragonest process to submit your phone number and waiting for a verification code, we recommend you go the Facebook or Google routes. After you've logged, you can play a short tutorial that covers most of the basics. If you're new, you shouldn't skip it even if it doesn't explain everything perfectly. But whether you quickly skimme through it or you're still confused, we are here to help. RoundsAs Already Mentioned, Auto Chess Played in an Arena 7 other players. Each gets their own chart, facing off against each other in the round. The goal is simple – be the last one to stand. To do that, you'll need to put together a strong team and avoid damage. You start with 1 gold and fight against NPCs in the first three round at Auto Chess. Round there are two phases: preparation and fighting. At the beginning of the preparation phase you get a selection of five random pieces, which is automatically refreshed when a new round starts. Units cost between 1 and 5 gold depend on their hatred (which we will discuss later). When you buy one, it will be automatically set on your bench (areas under the chart are checked). Make sure you drag it onto the board quickly – preparation lasts only 20 seconds and pieces not on the board won't participate in combat. Once the battle phase begins, you don't need to do anything – the pieces will fight automatically, forgoing the name Chess Auto. We should also remember that you might have to wait for other players to finish the fighter after you do, but that usually lasts only a couple of seconds. The first three rounds, followed by every 5th round (10, 15 and so on), you and all other players in the arena cut off against the same NPC monsters or creeps, who can release items. Make sure you tap on the present as they appear on the chess chart – items should then automatically be placed in your backpack. As a beginner you shouldn't worry too much about synergy items. Open the backpacks, tap and hold onto the item to read the description and simply drag it onto a piece equipped it. There are no items with negative stats or inside, so it's better to use them than to pick up dust in your inventory. What about health? You start with 100 hp at the beginning of each game. If you win the round, you touch gold with xp. However, if you lose, all pieces of cheese foe left alive on board will attack you directly, listening to you two hp per unit. If there are three live pieces for example, you will lose six HP. If there are five pieces of 10 hp and so on. If you health drops to zero, it's game on. Don't worry about losing unity though – even if they fall in battle, they respond at the beginning of each round with full HP and managed. Auto Chess can go to a maximum of 50 round, but most games last over 30 round or around 15 minutes. If you think a losing game because you've made mistakes early on having also the option to bear upside after round 15.ResourceWin or lose, each player earns an experience with five gold per round (six gold if you take a victory against a player). These resources are incredibly valuable – they help you level up, which in turn determines the maximum number of ches pieces you can have on the board together. You can have up to 10 pieces if you reach the max level 10.Make sure you make use of all available space but keep an eye out! If you set more than levels you allow, a random piece is dropped on at the beginning of the battle phase. Gold is used to buy pieces and experience, but holding onto it will generate interest. Gold is also used for buying logs, calling them, and buying experience. Yes, five batches can trap you four experiences. It's one of the most interesting mechanics in the game. It forces you to find a balance between calling for the dream team and trying to amass a huge host on the board of levels. Another layer of prophets has been added with the ability to generate interest. For every 10 gold you have kept unprecedented, you earn one extra gold. You are also given grant bonuses for winning spots. Note: Losing creeps does not break your track.Combined, these gold mechanics allow you to be tactical and spending. You can make efficient and conservative purchases, or you can go all out. The choice is for you! As a beginner nothing stands you from trying both in casual games, but we advise you lean more heavily towards level up once you are in the middle of the game late (after Round 15). Sinergies and build a good team with each other's games in a similar genre, the units and all the classes, stats, and so on may seem overwhelming. The good news is that with Auto Chess you don't really need to be able to recite every unit's weapons, hp and dps by heart. In fact, most of the time two things only you should pay attention to as a beginner is a race the piece and class. Every piece of merchandise belongs to both a race and a class and has a hate. These are the 13 auto race checkers: Animals, Cave Clan, Demon, Dragon, Gorf, Egersis, Pen, Glascier Clan, Goblin, Human, Kira, Marine, spirits are not as luxurious. These are 10 currently in the game: Assassination, Druid, Hunter, Knight, Mage, Wick, Shaman, Warrior, Hardy Standa, WitcherPrety and familiar names for anyone who played RPG and MOBAs. But what makes the Auto Chess Tick Unit? As previously mentioned, both class and race have unique synergy that finds the most powerful units in the selected race or class you have on the board. For example, if the first unit you buy is a Sky Breaker (Goblin Wick), you want to follow it up with other units that share either its race or class or both. In this case, there are three candidates who fit the bill: Ripper, Sky Bomber and Devastator. They all fall into both the Wick and Goblin categories. So if you have a Ripper with your initial Breaker on the field, you'll receive a bonus of +15 HP regeneration of all friendly Mechs. That's because the first synergy wick triggered through two Wick units on the board. If you add the Devastator with Sky Bomber, the acknowledges there will be up to 25, since you now have four different wicks on the field. For the condition Goblin is activated, on the other hand, you need three different Goblin units on the board. This then gives a random ally +12 weapons and +10 HP regeneration. Different classes and synergy races have different conditions under which they are activated. collecting different units of the same class/race is the name of the game! You can't go wrong with it, unless you try to stack Demon Pieces. They are not sinergized! They actually lower each other's damage when there's two of them on the field - say, A Hell Night with a Phantom Queen. This can be difficult with the addition of another class, but as a beginner we recommend you stick at one time at a time. Improving individual pieces should be remembered that two of the same unit does not count towards activating a race or class synergy. However, buying the two or three Phantom Queens, for instance, is not a way of time. Quite the contrary – there are three in the same chess piece is how you level it up from one star to two, raising its stats. If the opportunity occurs, the game will usefully let you know by showing a visual shiny effect around compatible units. When you buy them, a tag ranking tag should also be displayed above them. Simply tap it to level up your Auto Chess pieces. There's even the possibility to level up a unit of three starters, but this is a rare occurrence. To pull off this stunning you'll need 3 of the same two-star units combined into one. However, this is a risky maneuver. While a three-star unit is incredibly powerful, its creation can leave you vulnerable to enemies and many units – they will simply overwhelming you. Once you've assembled your dream team, all you can do is watch the fighting units with each other. Scoring on the card is not very strategic, but we recommend putting units with higher HP at the front for better defenses. As the round advances, putting a piece of tank in the back is not a bad idea either, since you'll encounter units that can jump across the map. If you are still a bit confused, keep in mind that you can check possible synergy by typing the race icons/classes in the upper corners but at any time. The piece of price chess and rarityIf you've gotten the hang of synergy, you should now know how to spend your money on the right units wisely. As previously mentioned, at the beginning of each round you are presented with five random chess pieces. If you don't like what you see, you can still roll them for two batches, but you should withdraw from doing this too often in the early game. But Auto Chess is quite forjift. If you bought a non-working unit and your strategy is now you can still sell it back for full price. Speaking of which, seat pieces are divided into five lovers category: Common – one goldUncommon - two loRare - three goldMythical gold - four loLegendary - five loThe only 5 legendary pieces currently in the game. The longer games go on, most likely rare and above the pieces are the span. If you see them, you should break them up quickly. All Auto Chess pieces in an area from a community pool. This means that the more someone buys Mechs, for example, the less likely you to be getting them. If you have the spare gold you can even decline an adversary when buying a in a class or race they need, even if it doesn't fit into your strategy. You can simply let it sit on the bench. As a beginner, your composition should be the top priority. There already is roster level outside, which lists the Knights and Clacier Clan's as the top race and class respectively, but I've personally had a lot of success with Goblin Mechs, so don't be afraid to experience. Meta changes are constantly overtaxed. There is a fair amount of RNG in Auto Chess too, but that doesn't let that determine you. With a lot of practice, chances are worth less and less. Cosmetics and in-app purchases, Auto Chess has two money in games, but you'd be happy to know that neither can be used to buy anything that directly affects gameplay (again). Candy is impacted by games, while Donuts can buy with real money. They can then be used to purchase painting skins, avatar vessels, emotes, visual damage effects and more – all cosmetic. It's refreshed to see in a mobile game market that has plenty of games for win-to-win riddle and microtransactions. We hope he stays so. This is our beginner's guide to the official Auto Chess Mobile game. It might seem confusing at first, but in the long run it's struggling and rewarding. We hope we've helped you on your way to becoming a Granmaster Auto Chess. If there is something we missed, however, or if you would like us to write an article with more advanced tips and tricks, make us aware of the comments. Comment.

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