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JOSH ABBOTT

Clash of Clans Game Download, PC, Updates, Base, Building, Cheats, Wiki, APK, Guide Unofficial

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Getting Started

Clash of Clans is a free to play, pay to win, strategy game. When I say pay to win, you're looking at hundreds or perhaps even thousands of dollars to get comparable to the high end gamers now. If you're cheap like me listed here are my tips to getting started. Have patience! Unless you happen to be just swimming in dollars and your hobby is throwing money out the window, persistence is the key. Just examine your clan a couple of times a day. Day by day you will notice your clan become stronger. It's honestly a great deal of fun viewing the slow progression.

Save your gems. Upon commencing the short tutorial you'll get around 500 gems. These gems are incredibly valuable and I suggest conserving them later on. Each building takes anywhere from ten minutes to many weeks. Save your gems for later. Upgrade your town hall. Your town hall as it upgrades gives you all the options you need to expand. For each level of your town hall the cap of how many buildings you can build raises. It also opens more and more buildings.

Build protective buildings. Without a good defense you will see your clan killed every day. Be sure to smartly put your defenses to optimize the damage they are able to do. Also never position them all next to each other. This forces the opponent to split their soldiers around your own town making it more difficult to destroy. When you place your protection next to each other it allows their units to simply hack through every one in succession.

Walls, walls, and more walls. Towards the start this is difficult to do, it takes around a level 4 town hall to make a full wall around your clan. Once you are able to construct your own wall you will see a huge rise in ability of your defensive towers to take out the enemy. Decide between two play styles. Farming or attacking. The reason you need to choose either is by farming you can your trophies low. Think of your trophies as your benchmark level for others to attack, therefore if your trophies are low you will simply get attacked by low trophy foes. This enables you to farm more at low levels. There are methods for players to get around this and farm you right back but for the most part it functions. If you'd like to be aggressive and simply construct and attack, go all out!

When attacking other players bases (at low levels). Make sure to have sufficient units to split a bunch per defense. This allows your units to take out each defense at the same time. You may have some buildings in the way prior to getting to

defenses so always keep that in your mind when positioning units. Also keep in mind when you place a unit you never get them back irrespective of them living or dying. So you will find many bases that will not need you dropping all of your troops. I've lost a lot of resources on wasting my units.

If you're a noob like me don't anticipate getting anywhere far in the near future. This game is tedious!

Professional Strategies

Welcome! You've just started. Exactly what now?

Well you will find finished the tutorial, you must do that initially. (The tutorial is loaded with lots of huge arrows directed at various things they desire you to click on.) If you haven't finished the tutorial, you need to know it's not necessary to shell out Gems on quickening the constructions or acquiring Resources to start the subsequent building; instead you are able to wait for the constructions to complete on their own and wait for your own base to accumulate plenty of resources. The choice is yours. Likewise, you don't have to deploy every one of the Wizards: two will do just fine should you place them next to the Cannon.

Okay, so what now?

For the first 48 hours, improve resource collection (Gold Mines, Elixir Collectors) and resource storage (Elixir Storage, Gold Storage space). Be certain you've built all the Gold Mines and Elixir Collectors that you could. When you're able to, upgrade your Town Hall.

Be aware: Update your Elixir Collectors and Gold Mines from the lowest level towards the highest.

Take note: Don't build defenses, Walls, Traps, etc yet.

They are not needed yet. You've got a 3-day shield (more about that later) but it essentially means you cannot get assaulted till it runs out. How much time you've got left is indicated by the shield counter on the top middle right side of your screen. It is possible to disable your shield early by searching for a multiplayer match under the attack menu; however, I don't recommend doing so.

NOTE: Don't build a second Gold Storage space or a second Elixir Storage. Wait about a week in game to do that (you'll know when)

Okay, you may have about A day left in your shield. Ok now what?

Begin to build and upgrading protection!

Majors concerns ranked from greatest to lowest: Mortars, Archer Turrets, Cannon turret(s).

Therefore you should build and upgrade your Archer turrets to level 2 prior to upgrading your Cannon turrets to level 2. should also fortify your base with Walls.

Quick DOs and DON'Ts

DO:

- Improve your Elixir Collectors and Gold Mines to an advanced level (level 5 for all of them is a superb aim by the end of the 48 hours if you are an engaged player).

- Update your Elixir Storage and Gold Storage when needed.

- Assault the goblins inside the Single Player Campaign (good revenue for the first day or two).

DO NOT:

- Build an additional Gold Storage space or perhaps a second Elixir Storage (yet).

- Bother with developing defenses prior to the last ~24 hours of one's shield.

- Assault other participants in multi-player (it eliminates your shield prematurely).

Tips & Strategies

Be patient, conserve your gems

The most significant caveat with any recreational free-to-play video game is the premium money system. Almost anything is on some kind of timer, so that as you progress, these timers get lengthier. Don't give and shell out your precious stones on quickening development - conserve them for something essential that you get to retain. Make a point to finish tasks and clear natural hurdles to build your gem count. Maybe it's a building that's only obtainable for a limited time. Maybe it's the next builder's hut. The thing is, you have to conserve the gemstones you earn from tasks and landscape clearing for goods that's not only a convenience. You shouldn't actually shell out the jewels they propose you do through the starting tutorial period. When you really have adequate gems, think for a while about what's crucial that you purchase. Since you wish to get through this without spending any real money, it'll take a while before you make another big purchase. On the other side, you'll have trouble going through the very competitive end-game content without spending some real cash.

Offense is the best defense

Your update and build sequence will change considerably according to if you wish to sit back and gather resources, or take the fight to other players. Chances are you are going to come to be bouncing between these two. If defense is the primary interest, your very first update should be your own town hall, then walls,

then protective buildings - initially mortar, then archer tower, after that cannons.

Mortar and air defense are the most significant towers, so make sure they’re towards the middle and possess a great deal of safety. After that, begin working in your various resource production buildings, and make certain they’re totally up-graded. Some gamers purposefully leave a few elixir gatherers and mines outside the wall space so other players can farm all of them without having destroying everything they’ve got, though it’s often useful to leave lower-priority buildings such as those outside your walls so that you can ensure the crucial things is better-protected with overlapping fields of fire as opposed to covering a wider space. Also, understand that gamers with higher level town halls gain much less from raiding lower-level players - don’t stay in a dash to update your town hall if you’re actively playing defensively. Even though you might be actively playing defensively means you need to forget about your barracks - in reality, you are able to queue up troops to train there, and then get a refund on those in the line afterwards, converting your barracks in to a form of short term, not raidable elixir storage.

If you're getting intense, an order is similar. First build-up your own town hall, then get your elixir generation installed and operating so that you can commence stockpiling resources immediately. After that get the barracks and camp updated so you can get started on creating a military. Neither of those buildings provides resources to raiders, thus you can plant all of them outside your walls.

Subsequently, flesh your defense with walls and cannons. The only things left would be the laboratory for upgrading troopers, spell factory for added offensive power, and gold mines for upgrading structures. Since matchmaking will depend on trophy count, some people intentionally continue to keep theirs low so they can tidy up in opposition to lower-level people, so be mindful about which quarrels you select in early stages. Having said that, if you wish to farm players that are lower level than you, purposely lose trophies by raiding with a solitary unit.

Shields up

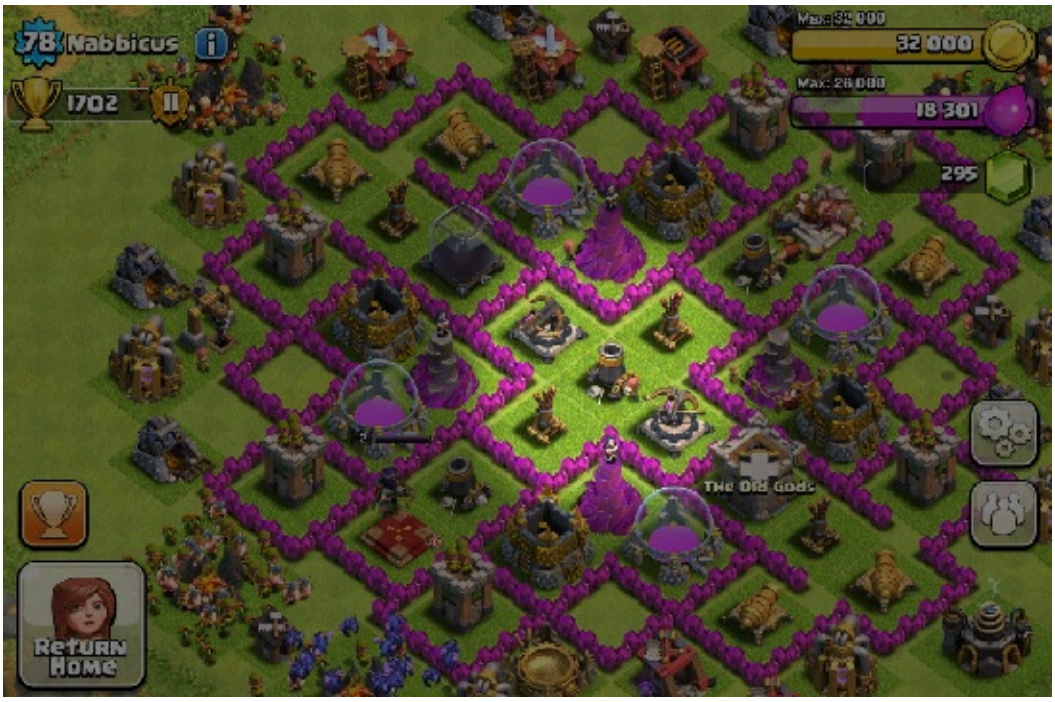
Getting attacked may stink, but thankfully if 40% of the town is destroyed, or your Town Hall comes crumbling down, you'll possess a 12-hour shield. If 90% of your base is erased, you'll get an extra 4 hours. How can you best make use of this time? Well, don't go out and start assaulting immediately, that's for certain. That can eliminate your shield instantly. The protection time is efficacious, so put it to use to your benefit - spend some time to determine the way to increase your economy, increase your military, upgrade towers (since they don't fire when upgrading) or just stockpile and spend resources prior to the pain train comes rolling around again. Shields are useful enough that you could even wish to voluntarily move your town hall out into the open; you'll lose trophies and some

resources, but usually the level of security time you receive out of it is worth it.

Learn the lay of the land

The core tactical mechanic of Clash of Clans combat is always to have as numerous walls between resources and the outdoors as you possibly can. To achieve this, you'll need to make there are not any breaks within your border, and of course make sure that there aren't any spawnable tiles inside your base. You'll intend to make sure that constructions are tight together, therefore cannons and other protective structures can cover as many of them as you possibly can.

Placing your structures into little compartments shaped by updated walls is important to slowing down an enemy's advance. You'll want to have your most effective defenses positioned more closely towards the center of the base; give as many of a barrier zone with other buildings and walls as is possible, so assaulting soldiers need to take longer chewing on various other pieces to get to the weapons.



Get raiding buddies

As soon as you've maxed-out your current town level, gone through the single-player stages, and refurbished your fort, you're most likely quite die hard about the video game capable to start getting into structured clan play. Not only are these efficient ways to socialize amongst gamers, but synchronized attacks can assist you bring in some pretty good hauls, too. Take into account that even though you can use clans to in back-up, you'll be expected to contribute soldiers too - it's a team effort, after all. Talk frequently about what you're up to, get advice from older users when you're trying to work out what to do next, and have fun! Your clan could have aspirations for competing league play, which may get pretty intense.

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