I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Last shelter survival defender class

Opinion sharing There are 8 classes offered. 2 for each main class (currently only 1 is open for each class) Farmer: Defender (closed) | Farm Expert (open) Raider: Siege Master (open) | Special Forces (closure) Traders: Finance (closed) | Celebrity (Open) Builder: Scientist (closed) | Defender (Class: Farmer) Architects are not yet available. Farm Expert (Class: Farmer) Advantages Production Center The advantages of the building apply only to APC class. The amount of the subsidy depends on the level of the building. Constant resource income +5% - 40% Instant resource income (every 12 hours) 1 - 4 Collection speed 1% - 25% Military load 2% - 50% Other When harvesting, Troop Payload + 100% Harvest Speed +50% Extra Depot Protection Disadvantages Troop Marching Speed - 30% When Sieging - Troop Defense - 30% When Sieging - Troop Damage - 30% Siege Master (Raider) Advantages Trap House The advantages of the building apply only to APC class. The amount of the subsidy depends on the level of the building. Can plunder money from other cities in attack When Sieging - Army Can - 1% - 25% When Sieging - Troop Resistance - 1% - 25% Else Wounded Healing Speed + 100% When Sieging - 40% of the Casualties Become Wounded Instead of Dead When Sieging - Troop Payload + 150% When Harvesting - Troop Payload - 50% Money Production - 30% , wood and iron - 30% Special Forces (Raider) Not Yet Available. The Sponsor (Traders) is not yet available. Celebrity (Trader) Advantage Mercado ↵Las ventajas del edificio solo se adapta a la clase APC.↵El monto del beneficio depende del nivel del edificio . Resources can be purchased with money. Caravan Load - 5 000 - 120 000 Tax Rate - 45 - 15 When Protected - Army Can - 1% - 25% When Defending - Resistance - 1% - 25% Other Precios de venta de filed el centro comercial -5% Tropas Consumo de alimentos - 30% Money Production + 50% Wounded Healing Speed Disadvantages -50% When raided take more resources + 100% Scientist (Builder) Not yet available. Architect (Builder) Advantages of the building apply only to APC class. The amount of benefit depends on the level of building, Other Disadvantages Class Selection You get a free class option when reaching these levels (same level as the new military level): 6, 10, 13, 16, 19, 22 Community content is available under CC-BY-SA unless otherwise noted. More Last Shelter: Survival Wiki The president can open heads of state in the ministerial section at the Cosmodrome. After opening, the fourth layer will appear: Builder. At the same time, 2 child classes will be added to each class. Farmers can become an agro agroon or protecte. Robber can become a Defender or Member of a Merchant Special Team can become a Sponsor or Celebrity. Builder can become an architect or scientist. Change class To change a class, you need to spend Of a class change After the change, the class level and activation card will be saved (when the change back everything will be set) When you switch to a new class for yourself, its level will be 1. The level of the previous class will not play a role. Description: the sub-layered farmer - Farm expert farm extension specialist warehouse protects more resources. Expert collection - faster and more. Robber - Attacker Attackers have a siege advantage. The attacker has an advantage in battles for the Cosmodrome. Merchant – Celebrity Beautiful appears often to be annoying, thus underestimating the attributes of the enemy. Get more points from the Strongest Zone. Builder – Architect Saves honorable building materials and repairs faster. When building buildings, advanced technology will save you time and resources. Government duties Every day, state duties will appear in state buildings, receive tasks during working hours and raise the level of your class. At first, you can only perform one task per day. In the future, the number of tasks can be increased by using the layer map in the album. Completing tasks will give experience and points of state. If the state score has reached the desired value, then the commander completing the task will gain additional experience. Each state building is managed by the respective minister, they can place control cards that will give reinforcements to the commander performing the task (the map can only be used if the layer coincides with the building). On The Second Day, the Minister, depending on the experience obtained the day before the commander in his building, gets his experience. The president, depending on the experience obtained by 8 ministers, gets his experience. The Album Class Each class has its own separate album, which has many improvement cards that you can open and use. Each card has its own unique app. Increased green map: gives different amplifiers, which are activated when positioned on profit. Purple class card: effective in relation to class experience or exercise, activated when placed on the classroom. Orange Alliance Card: Grant reinforcements to coalition members, activate when located on the alliance and apply to all members. Red map of the task: Different missions require different cards, give amplification to the task. Yellow postal card: activated automatically, increasing the number of cards for different locations. There are 4 classes to choose from in the final shelter. one of the biggest pits you can fall into in this game is the idea that you don't have enough resources... A strong coalition and a team effort along with individual efforts easily solve this problem. However... Groups can't give you money or power personal. Raiders and Traders both provide this information. In the future videos of this series, we will explore all ability, today we talk about becoming a Traders. Traders can easily be considered the BEST CLASS in Last Shelter Survival. Traders have more benefits than having Weaknesses. Whatever it lacks, the game provides a way to access. I personally chose the raider because it would generally be better for my style of play. However, traders can easily out carry me if I fall short. This video is designed to inform you why one of my favorite teammates thebadpanda has beaten me time and time again. This will show you how you can be better than others in your coalition and state as well. Get the latest Last Shelter Survival Tricks, Tips, Strategies and more. Learn all about Heroes, Buildings, Doomsday, Eden, Farm, National Quests and more. LAST SHELTER: SURVIVAL is an Android game with a release date of 10/13/2017 from Long Tech Network Limited. Game category: Strategy. In the article, we summarized tips for leveling from TOP players, developers 'answers to gamers' questions, tutorials for beginners from our official and secret website passing through the game. Note, the article is updated periodically, check the Wise Geek website more often. Final Shelter Content: Hero guides the use of heroes. Heroes have the strongest will and abilities. To protect your forces and build a strong city in the last days, the existence of a great hero is very important for a commander. Commanders can form formations in barracks, send heroes on operations with the army, or leave them in city buildings to improve city building efficiency. Send heroes to the barracks and perform small activities with the team. Place the hero in the control center to set the corresponding skill effects. How do I get heroes? Hire heroes in the Hall of Heroes. Acquisition of existing heroes will automatically convert them into hero medals. Heroes are classified as green, blue, purple and orange. Hero experience. Heroes get experience when defeating monsters. If there are several heroes in battle, they will receive an equal amount of experience. Using the experience card also brings the experience to the heroes. Hero medal. Hero medals are used to unlock hero skills and also to decompose them into medals of wisdom. Decomposing heroes or completing certain events will give you hero medals. When you get a hero again, the duplicate hero will automatically turn into a hero medal. Heroic skills. Skills are divided into 3 categories: development, leadership and combat. Each category functions differently. Digital Development. Development skills used by heroes are placed in corresponding buildings for their official work there. Some skills are marked as active and have a special effect. Use them when heroes are placed in the corresponding building. Don't forget about the recovery time. Leadership skills. Leadership skills improve the nature of the hero squad or the entire squad, including (but not limited to) attacks, resistance, collection speed, etc. Some skills are marked as active and have a special effect. Use them when heroes are placed in the appropriate building to activate the effect. Combat skills. Combat skills are used automatically by heroes in combat. Range of skills. When using a combat skill, only targets within range will be damaged. For example, on each side there are 3 squads, separate and enemies. The farthest formation with heroes using skills with random enemy target type, then: If the range is 5, but the target is the entire enemy formation, in which 1 of the 3 targets will probably be chosen at random. If the range is 4, but only the front and center units will be targeted. If the range is 3, then only the enemy front formation will be targeted. Class albums. Each class has a special, separate album that contains many improvement cards that you can open and use. Each card has its own unique uses: Green Buff Card: Give different buffs, activate when placed on a Buff. Purple Class Card: Creates an effect related to a class or task experience, which activates when placed on a class. Orange Alliance Card: provides improvements to members of the coalition, activates when in a coalition and affects all members. Red Task Card: Different tasks require retail cards, level up for tasks. Yellow location cards: Automatically activate, increasing the number of cards for different locations. Open the child classes. The president can open state chapters in the minister's section at the Cosmodrome. After the opening, the fourth class will appear - the builder. At the same time, 2 sub-layers will be added to each class: The farmer can become an agro agro or advocate; The robber can become a guard or a member of a special team; A merchant can become a financialer or a celebrity; A builder can become an architect or a scientist. Change class. There are currently two methods in the game to change classes: increase the base level or purchase the corresponding package. Improve the level of the facility. Once your base has reached levels 6, 10, 13, 16, 19, 22 and 25. If you want to change classes, click Class - Class, select the class you like, click change class. Buy the appropriate package. If you want to buy such a package, click Diamond - Package - Soldier Development - Change package. After purchase, class change items will be sent to your backpack. Use it in your backpack and change classes in the classroom. After changing the class, the building of the old class will not continue to operate. Grade levels and grade points will be reset. You will need to level up the class again. If you have chosen the old class, then you will have the old level and grade point. How do I upgrade my class? Complete government duties during working hours and and your class. At first, you can only complete one task per day. In the future, the number of tasks can be increased by using class tags in the album. Completing the task will give experience and state points. If the score of the state has reached the required value, then the commander who has completed the task will receive additional experience. Each government building is managed by a corresponding minister. They can place management cards, which will give bonuses to commanders performing tasks (cards can be used only if the class matches the building). The minister on Monday, depending on the experience obtained by 8 ministers, gets his experience. The president, depending on the experience obtained by 8 ministers, gets his experience. Daily work. Rewards are given when you complete certain tasks and accumulate certain points. The event starts at 00 minutes, every day you can participate several times. Each event start is divided into preparation time and participation time. Specific times can be seen on the event page. Each time - different tasks. The more points to complete the task, the higher the reward received. In addition to personal rewards, you can also compete In ranking positions with other commanders and receive additional rewards for positions in the rankings. After receiving a certain number Rewards must be collected manually. The system may send you us confirmed overdue prizes as messages. Prizes: Bonus points. Complete the task and get enough points to open the chest and get rewards from there. Award ratings. All participating commanders are ranked. Commanders from the top of the leaderboard receive additional reward. How do I block another player? You can click on a conversation or message from another player and block him. After that, you will no longer receive messages from him. Last shelter: Neighborhood migration When the event begins, commanders can igrate to the new area. The area is open to immigrants in the 21st week since its arrival. Immigration conditions: the base level must be at least 10, do not participate in the championship fight at the time of immigration. Immigration limits. The immigration limit depends on the area in which the game was originally started. In an area at the top of the immigration group, commanders with high immigration ratings should not move. The immigration group of the counties will gradually expand over time. A list of available areas for immigration can be seen in the event section. Immigration costs. To igrate, you need to spend your immigration ticket. Tickets can be taken in packages sold in the store. The number of tickets required for immigration depends on your immigration rating as well as the difference in 'age' between the original area and the target area. Number of tickets required for immigration rating: 1-2 M: 1; 3-4 M: 2; 5-7 M: 3; 8-9 M: 4; 10-11 M: 5; 12-13 M: 6; 14-16 M: 7; 17-18 M: 8; 19-20 M: 9; 21 M or more: 10. Number of tickets required for age difference: Up to 60 days: 0; 61-90 days: 1; 91-120 days: 3; From 121 days: 5. After successful immigration, to iigrate again, you need to wait 30 days. Immigration ratings. Immigration ratings are calculated based on the buildings, technology, military, and heroes available. Specific current immigration rankings can be seen on the immigration page in the event section. Immigration results: Database data. After immigration, all personal data about the base (buildings, technology, military, etc.) will remain intact. It's about the huge. After immigration, the connection with the coalition will remain. Realm of Chaos data. After immigration, all these events will be calculated ahead of time. Buildings of honor, territory, influence, points, materials, etc. (except specialties) will be re-established. The wounded in the coalition camps will be healed immediately and free of charge. Chaos Realm specialties will remain intact and keep their progress. Introduction to post-migration heroes: Hire seasonal heroes. If the season you are migrating to is in a season afterwards, you will only be able to recruit seasonal heroes. Heroes have seasons beyond their seasons More than 1 cannot be used in battle. For example, if the district is in the first season, then you can only use the heroes of the first and second seasons. Season 3 heroes will be temporarily unavailable. If you have invalid heroes to use, they will not go anywhere, they simply cannot be temporarily added to the squad. Last Shelter: Guide the base and commando resources. In tactics, you can activate special commando units, which you can start training after activation: Spy: you can send spies to enemy bases for reconnaissance, and with successful reconnaissance you can see enemy bases by mail and share data with alliances. Bandits: You can send bandits to enemy bases for attacks. During a raid, the bandits blew themselves up, thus blowing up the garrison's army. In the event of a successful raid, the effectiveness of the defensive explosion will be even stronger. Genetically Modified Dogs: Protect the base from spies and bandits. Combat group formation. For each rear center built, you can get a team battle squad. You can install up to 3 heroes and several armies for each team squad. Protect the facility. All combat group formations in the base will fight with troops at the attack base in turn establishing a defensive center. Units in the base that do not join the group formation will be the last to participate in the battles. Any team formation on the defensive side can win once in defensive battles. The attacker will defeat all troops of the group formation and the army does not join the group formation on the defensive side. For each battle, the attacking and defensive sides will keep reporting on the battles. For each victory of the base attack, you can hijack the resource once. In the center of defense, you can set up the battle group formation of the base in turn to participate in the battles (it is impossible to set up the queue of troops not on the group formation of the base). The defensive side will receive a defensive combat bonus. Cafe on wheels. Cafes on wheels must always have food and water to keep the population growing. By improving Cafe, you can increase food and water capacity. A truck carrying a lot of food and water can increase the time of consumption. Shopping malls. The Mall allows you to trade resources. Sell resources for money and buy other resources (which may be rare) in return. The Mall only allows transactions when a commercial helicopter lands next to it. Helicopter stays at the base are strictly limited in time, however, helicopters that landed when you are offline will be waiting for you to return. The helicopter has a maximum load. You will Can load resources into helicopters if the resources you are selling reach the maximum load of helicopters. Put the hero. In the control center, you can quickly mark the desired heroes in distant buildings to make full use of their skills. Leadership is necessary to put heroes, when leadership is at its maximum, you can no longer put heroes. You can maximize leadership by improving your control center. If the placed heroes have active skills, they can be used by clicking on the building where they are located. Acceleration mode. All resource buildings can use fast tracking mode, but there is always only one chance that it will succeed and bring results. If successful, you'll get a lot of resources right away. However, if the acceleration mode is unsuccessful, then the building will get a fiery state and the flow of resources from it, for a while, will be significantly reduced. A certain amount of resources will also be required for repairs. Whenever you use Fast Mode, the chances of success for each next use will decrease. The chances of success are gradually being restored if you have not used Fast Mode for a while. Research the corresponding technology to unlock Fast Track. Resources are stored up to the maximum for each facility. All resources in the game have maximum storage space. When this maximum is reached, you can no longer receive the corresponding resource type. Build the necessary warehouses and improve them to maximize the resources available for storage (as well as increase the number of resources stored under the protection from looting of opponents). Collect their resources and consumption. In the resource interface, you can see the speed at which resources are produced and consumed, as well as the maximum available resources. In case of purchasing accelerated resource production mode in the mall, you can also view information about the facility's current resources. The easiest way is to click the button just below to use the resource item, but don't forget about the resources that are available to the maximum and don't create more resources than you can store. Resource flow. All resources are produced in the respective resource buildings. In addition to buildings that generate electricity in one form or another, all other resource buildings need electricity to ensure their production efficiency. In conditions of power shortage, the efficiency of resource buildings decreases, and the facility can be left without light when night comes. Basic Resources 1. Fuel. Fuel is a popular energy source extracted from oil wells and is mainly used in fuel power plants and is also a resource for improving buildings. Build an oil well near an oil source for fuel extraction. The higher the well level, the more fuel is produced per hour. 2. Alloys. Alloys are a rare metal that can be obtained by melting in a mine. It is widely used in construction. Build a mine near the source of the alloy. The higher the level of mine, the more alloys produced every hour. 3. Steel. Steel is a common metal that is melted in The plant and is widely used in construction. Build a steel plant next to a steel source and get steel. The higher the level of the plant, the more steel is produced per hour. 4. Electricity. Electricity is an essential resource for operational buildings. Without enough electricity, the productivity of buildings decreases. After the construction of a fuel power plant, fuel the station to generate electricity. The higher the level of the power plant, the higher the fuel capacity and the higher the consumption per hour, and at the same time, the productivity also increases. 5. Water is an important resource for population growth, produced in water treatment plants and supplied to cafes for consumption by people. Construction of a water treatment plant near the water source. The higher the station level, the more water is produced per hour. 6. Food. Food is an important resource for population growth, produced on farms and delivered to cafes for consumption by the population. Build a farm near fertile soil. The higher the farm level, the more food is produced per hour. 7. Banknotes. The population of the facility can continue to produce banknotes, the rate of production depends on the number of people that the bank can hold. Each bank can accommodate a certain number of people. This portion of the population affects the speed at which banknotes are produced. When the number of banknotes reaches the stock limit, the number of banknotes will no longer continue to produce banknotes, the rate of production depends on the number of people that the bank can hold. Each bank can accommodate a certain number of people. This portion of the population affects the speed at which banknotes are produced. When the number of banknotes reaches the stock limit, the number of banknotes will no longer continue to produce banknotes, the rate of production depends on the number of people that the bank can hold. Each bank can accommodate a certain number of people. This portion of the population affects the speed at which banknotes are produced. When there is not enough electricity from the facility, the production of banknotes decreases. 8. Population. Building a facility requires a certain number of populations. Build functional buildings and expand living areas to increase the population of the base. The number and extent of residential areas, as well as the general level of the premises, directly affect the maximum availability of the population to which the premises are acceptable at the moment. The population consumes resources - water and food in the cann. The most important thing for population growth is to ensure the supply of candies food and water, Until the population of the premises reaches its maximum, if there is enough water and food in the diner, it will constantly grow. When the maximum population is reached, it will no longer grow. Increasing the level and number of residential areas will increase the maximum population available at the facility. If the supply of food and water is used up, the population will be in decline. To prevent the drop, supply supplies to food trucks. The Mall allows you to trade resources. Sell resources for money and buy other resources (which may be rare) in return. The Mall only allows transactions when a commercial helicopter lands next to it. Helicopter stays at the base are strictly limited in time, however, helicopters that landed when you are offline will be waiting for you to return. Most of the functions and buildings of the combat base are directly related to the battles. There are no resource-producing buildings here. There can only be one armored aircraft carrier at a combat base, which can be customized and on a campaign. The combat base does not have its own technology, only a new tactical system. For each level increase of the base, 1 tactical point is issued, these points can be used to activate the tactic. Tactics come in different stages, and only one tactic of each stage can be activated at a time. You must activate them in order, and this will give a strong boost. You can reset all tactics at once, or individual tactics. To reset, you must have the appropriate item. The points spent will be returned and can be re-distributed. All the properties, effects, information of the main base are available and additional. Buffs from articles, VIPs and classes are also available further. Heroes, alliances, missions, reward centers, shops, event centers, inventory are common to all bases. Items with resources in stock are common to all facilities until they are used. On the basis that the items have been used, the resource will be transferred to that facility's repository. The resource repository is different for each facility, in which the resource repository is stored, only they can be used. Armoured vehicles carry

troops at each base, as well as the military. After the construction of the Transportation Center at each base, it will be possible to transfer resources or troops between them. The shipping volume limit depends on the level of construction and the higher it is, the higher the maximum limit. Ultimate Shelter: Fight guided base attack. At least one APC must be sent to start the battle upon arrival at the defender's base. You have to beat all the garrison formations to win. If the siege wins, it will damage the health of the defensive base. If you win, resources are also looted, and armored personnel carriers with the power of Rogue also plunder money. Protect the facility. The defensive side can send up to four formations to fight where each squad corresponds to an APC. For detailed configurations of the defense forces, go to the Defense Center building. During the battle, the defensive formations will operate according to the settings in the Defense Center. If any squad wins, the defense is successful. Soldiers who are not part of the defender will not participate in the battle. If the defense fails, some soldiers will be wounded. If the defense fails, basic health will be compromised. When it is otherwise, the facility will randomly move to another location in the area. Range of attacks. Normal attacks and tactical attacks have their own specific scope. Depending on the position of the units, the distance of each unit to the enemy will vary. Normal range. A normal attack attacks the nearest enemy. The objective of the fighting depends on the range of skill effects specific conditions. Take the exact eagle eye image as an example. When Eagle Eye is in the back, his skill is activated. The range of effects is 4, which means can hit a pioneering unit or enemy center. If the entire squad is lost, then the squad behind it will replace it. According to the previous example, an enemy pioneer or center unit could be defeated. If the pioneer dies, the center and rear will move forward, so the rear will also fall into the affected area. The order of the attacks. In battle, the order of both friendly and enemy attacks is determined by the unit's combat speed. The speed of combat depends on various factors such as heroes, units and buildings. When a team attacks, combat skills will be used first, followed by normal attacks, and then catching skills. Ethics law. In battle, each unit has its own spirit. Morale drops when the units die. When the spirit reaches 0, the unit falls out. The destroyed units left the battle, and were no longer lost. Morale is based on the size of the squad. The more units, the higher the morale. Last Shelter: Combat units. Details of combat units of armored vehicles. These include: BTR (construction). A commander needs at least one armored vehicle to lead troops in operations. 1 BRT can carry up to 3 units. Team. The squad consists of a hero and units. A team can only have one hero and units of the same type. Heroes and units. Hero skills can be useful for squad and battle. The effectiveness of a hero's skill is related to the unit type, so it is important to choose the right hero and unit in their squad. There are three armored transport vehicles. Vanguard. The first unit in the APC will be the first in the squad. He is closest to the enemy, and in close contact with him. Central Squad. The second unit in the armoured transport vehicle is one of the centers in the formation, it will stand just behind the pioneer. Standard. The third unit in the APC is the last unit in the squad, it will stand behind everyone. The location of the units is related to the hero's skills, and their exact location will reveal their potential to the maximum. Defend the city. The defense value of the city garrison will be displayed on the world map. When you click on the bases of other commanders, only the percentage of the remaining defense indicators will be displayed, clicking on your base will show the defensive indicators according to a specific number. If the defensive side wins, then with a certain amount of loss, the base can get a smoke effect in which it will not lose its safe margin. Victory in the siege would reduce the city's safety margins, the defensive side's base could into a state of fire. In a state of fire, the safety margin will be constantly reduced. Failure will get you nowhere. If the safety margin is not maximum, it will slowly reproduce itself. If you can restore it immediately, for diamonds. When the base's HP drops to 0, it moves to a random position and restores the 500 odds then, safe margin. The original place will be in ruins for some time, it will no longer be able to shift. The destructive power of armored vehicles (structures). Each squad has an attribute of Destructive Power. It depends on the heroes and units in the squad, as well as their level and number. All other things are equal, destructive power: shooters - soldiers - transport. In the event of a successful attack, the damage to the safety factor that the defense performs is equal to the damage of the destructive force of the squad. About the details. APC parts are special equipment for armored vehicles, which can improve them in a certain way. Each armored military transport vehicle has an engine, central control system, suspension, tires, armor and weapons, for each part it needs its own parts. Each piece belongs to its own series, and pieces from different series can be combined to achieve the desired effect. If you have several parts of the same series, you will receive additional bonuses. Many materials are necessary to create parts, materials obtained from different buildings. The section is complete. The finished part can be completed in an armored carrier. Since the armored carrier consisted of six sections, the parts were also divided into six corresponding categories, in each section of the armored carrier there may be no more than 1 part. After preparing the material and the energy core, send the construction machine to the factory to start production. The quality of the part can be 6 types, in ascending order - white, green, blue, purple, orange and yellow. The higher the quality, the better. When processing, high quality materials give a higher chance to get high quality parts. Part of the material. Materials are the main source and key for quality parts. There are many different materials, mainly based on the series. For example, alloy plates, rubber, nanomaterials and sensors are special materials for the avant-garde series and cannot be used for other series parts. There is no cost to produce a material, but each material takes a long time to produce. After choosing a production at the factory, wait for it to finish. In addition to producing a part factory, pieces of energy can be obtained from killing zombies on LVL 10. and can be replaced with material boxes in the manufacturer's raw material warehouse. The material, as well as the parts, is divided into 6 types of quality, in ascending order - white, green, blue, purple, orange and yellow. Poor quality materials can be improved if edested together. Better materials for better quality parts. By researching or upgrade parts of the plant, you can increase the speed of the material and unlock more production queues, significantly increasing efficiency. The core of energy. The electric core is one of the main consumables for the production parts, and is also an important resource for upgrading a spare parts factory and researching component production technology. Energy processing plants are the main building for producing energy cores, production will begin when money is paid there. Speed up the production of electric cores by researching the technology of producing electric cores or upgrading power plants. Application of parts. Parts must be equipped with APC control screen, click on the small fruit to enter the screen of the device parts. Six grids in the six-hour direction of the device screen represent six parts of the APC. If a section has a blank section, it is displayed with an +icon. Click the time mark at point B to show the details and place the bonus. Ultimate Shelter: Battle Spaceport. President Spaceport Battle's powers are an event where you capture a spaceport on the world map, get rewards for it, become president, and receive unlimited honor and glory. The space station is located in the center of this area, 600: 600. Get him to be district president. One event has three states: state of preparation, state of war and state of defense. Preparation conditions. When a new area opens. The Cosmodrome will start the countdown, and during this time it cannot be captured. The battle will begin when the countdown is over. Period of war. The period of war lasts from 00:00 to 24:00 on Saturday. When a state of war begins, all alliances send troops to capture. The first one reaches 100% victory in battle. If no coalition can capture the space airport by 100%, then one with the highest percentage of control wins. Send higher-level units for faster takeovers. There are 4 giant cannons around the spacefield. All losses becomes irreversible. When the army is sent to a spacefield or a giant cannon, if the current invader is from the same alliance as you, then the army will become reinforcements. If not, then the battle will begin. The maximum capacity of the spacefield and the huge cannon depends on the number of units assigned and the level of the headquarters of the first commander. When the giant cannon and spacefield are not captured by the same alliance, the cannon will fire every minute at the spacefield and random part of the army in it. Only commanders with an alliance can join the battle. Leaving an alliance in a battle will be considered to leave the battle. In this case, all relevant units will Recovered. The occupation phase. When the battle is over, the spacefield will be protected for 7 days. While protected, it cannot wrestle or be attacked. Presidential appointment. After finishing for the spacefield, the spacefield will enter a defensive state. Within 4 hours of that time, the coalition that had seized it could appoint a president. The transfer must be made in the same area as the aggressor, and only members of the alliance from that area can be specified. If within 4 hours the president is still not elected, the president will be transferred in order from the leader of the coalition to the aggresser. If the same coalition occupied the spacefield for two consecutive weeks, and the previous president did not leave the alliance, then he would be appointed for a second term. Presidential privilege. The president can award positive and negative titles to commanders in the region and distribute kits. The president also receives the following perks privileges: Bonus for statistics: + 50% for attack and defense, and + 100% for the speed of movement during a campaign; Unique appearance: the president's armored personnel carrying troops made a special appearance during the campaign; Presidential letter: The president can send a message to commanders from all over the region. Presidential kits: The president can give positive and negative titles, previously for certain interests, the later, on the contrary, are sanctions. Active titles: First Lady, Vice President, Minister of Defense, Treasurer, Advisor, Minister of Research and Minister of Construction. Negative headlines: Conqueror Packs, 10 Defender Packs, 20 Support Packs. Title of the President. The president can give positive and negative titles, previously for certain interests, the later, on the contrary, are sanctions. Active titles: First Lady, Vice President, Minister of Defense, Treasurer, Advisor, Minister of Research and Minister of Construction. Negative headlines: Bummer, Glutton, Outlaw. Beg beg, Guide, Thief, Snail and Fool. Last Shelter: The Complete Guide to Doomsday Conquests Doomsday Conquest is a side-by-side battle with your alliance in which you get the ultimate reward for capturing territory, gathering resources, improving honor buildings, increasing honorable specialties and competing for positions in the rankings. A season of conquest lasts 45 days. The entire season is divided into Season Points, Season Rewards, and Season Endings. Seasonal point. In the seasonal points, occupy territory, build honor buildings, declare war to get points. Seasonal rewards. Win an other alliances and win to take away a large number of points from them. A defeat in a declared war would result in the loss of some points. Seasonal rewards. At the end of the season, the higher the league's ratings, the better reward it receives. When counting seasons, the league's leaders' prizes are automatically sent to them by mail. Leaders determine rewards for other members of the coalition. At the end of the season. When the event is over, territory, honor buildings and points are reset. Can't bring virus samples, synthetic materials, and resources Pollution. Territorial rules. At the start of the event, you can occupy the above territories Map. The higher the level of territory, the higher the productivity and impact. Different types of territories create different products. The territory can only destroyed by contaminated resources, a processing plant is necessary to clean and use them. You can only capture territories adjacent to you or your allies. After the capture, the territory enters a defensive state for a while, during this time it can not be captured by others. Each has a territorial limit, and it grows every day. The occupied territory may be abandoned, but it takes time. Impact point rules. Occupying the territory adds an index of influence. The higher the level of territory, the higher the influence. With influence, you can get monetary rewards. The higher the position in the personal influence assessment, the more money is given. Rules of resistance. The territories on the world map are infected with the virus, and the closer to the center of the world, the higher the degree of infection. When the army does not have enough immunity, they will receive damage from poisoning in each round. The greater the difference in immunity, the higher the damage. Upgrade the Virus Institute to increase the immunity of your army. Activating expertise will help build more honorable buildings. Specialized. Click on an institute to see and teach professional skills. After the end of the event, professional skills will still work (with the exception of some special exceptions). Special points earned by upgrading honorable buildings. The occupation of territories and the construction of honor buildings add honor points. Collect certain honor points to increase the level of honor. Getting a new level, you get 1 special point. Spend special points to train special skills. Learn special skills to unlock active skills. Honorable buildings. After the event is passed, survivors can build honorable buildings near the Union. Alliance Buildings are divided into four categories: Virus Research Institute, Recycling Plant, Combat Command Post and Guardian Fortress: Institute of Virology: Used to heal wounded soldiers from ground battles. Raising the level of the building increases the resistance of the army (necessary conditions for the occupation of areas at a higher level). Processing plant: Raw materials harvested from the soil are processed into useful resources and building materials. Increasing the level of a building can increase the processing speed. Fortress of defenders: can significantly increase the defenses of the army in this area (field battles include land battles and battles for honor buildings). Opera. Command Center: Can significantly increase military attacks in this area. During this event, honor buildings will provide strong support for World War II. After the event is over, honor buildings will be returned. Liên minh đầu tay đội Alliance Alliance is an additional soil grab system. Get rewards for competition and looting. Process: Declare war - prepare - fight - count. Preparation: the points of declaration of war do not count, but you can set up a gathering point and capture the territories. Battle: Declared War Points is only counted in battle. At the beginning of the event, you can declare war on other alliances, and this cannot be denied. This event is divided into preparations and wars, but points are not given during preparation, they can only be obtained during battle. During the battle, occupying a foreign land, destroying another building, the center of the alliance, etc., you can get the point of declaring war. If at the end of the battle time, the opponent's higher score, or the opponent's score decreases until the moment of defeat in battle, victory is declared. Victory will fix a certain percentage of the point of the season, if it fails, it will be captured by the enemy. During the battle, alliance membership changes cannot be carried out, including: retreats, mergers, etc. The declaration of war is used only to calculate the hegemony of the end of the world. In a war statement: the result of a league match has nothing to do with the season. Original declaration of war: At the beginning of the fighting period, it is obtained by calculating the land, building honor and the center of the alliance belonging to the alliance. The higher the ground, the higher the declared points of war. The declaration of war is deleted after the end of the game. The declaration of war is obtained by the league's leadership and inspectors can register the entire league for the season. Leaving the alliance during the registration period is considered a denial of registration. Coalition members who joined the alliance after registration can no longer participate in the event together with the alliance. Once registered, you need to wait until a suitable area of Eden is selected. Random introduction. Commanders who have not registered the season with the league can travel to Eden through Random Introduce. A random entry will match the Eden area according to the commander's power. Founded a guild in Eden and joined the guild. While in Eden, you can create a guild through the season interface if all requirements are met. You can also find and join a guild through the season interface. Guild or what? Members of the same guild can occupy cells next to each other. All guild members get the effect of captured cities. Guild level is a new attribute for guilds in Eden. Raise guild levels for different bonus effects. Guild levels increase when the guild experience reaches a certain value. Guild members bring their experience by territory or donate state resources. Raise the guild's level to accommodate more members. You can leave the guild yourself through the guild interface. The value of donations to the guild cannot be made to you when you leave. During the season of The Rise of Eden, the guild was the main participant. Members of a coalition will not be connected to each other, and therefore replacing territories together will be impossible. Region. The map of Eden is divided into several regions, and each area is divided into several regions. You don't have to build them directly on the map. Will. Will shows the will of the army to fight. If the will is too low, the army's damage will be reduced accordingly. Each kilometer of the campaign reduces the intention by 1. When the army returned to base, their will was fully restored. The energy of an armored vehicles. The energy of an armored aircraft carrier is a resource for the action in Eden. In the wake of Eden, APC's energy was spent instead of APC's HP. APC consumes energy in quantities similar to safety factors. The energy of armored vehicles is replenished over time. To replenish quickly, you need the Battery Power items. Due to restrictions on the use of such devices, there is a daily charging limit. When achieved, deposits can no longer be used. A career. When basic health drops to 0, it enters a professional state. Territories under the occupied base began to belong to the invaders, and they were able to occupy neighboring territories. During the occupation, a defensive state will also appear, preventing the base from being attacked again. If the base in the state of occupation is attacked by someone else (not the occupier), then when its safe margin drops to 0, it will be shifted to a random place. Occupations can be lifted by paying by resources. After the end of the occupation, the territory under the base will again belong to her. Liberation. Guild members can help other members by eliminating careers for them. To liberate, it is necessary to have the structure adjacent to the territory of the occupied base. Liberation works like a normal attack. Liberator sent troops to the occupied base and a battle followed. When the HP of an occupied facility drops to 0, it's considered liberated. Reinforcements to an occupied base to prevent its liberation. Shooting rate. Capture rates are the main factor deciding seasonal rewards in The Rise of Eden. Guilds gain a catch rate by occupying cities. The more cities arrested, the more shooting rates the higher. The loss of the city also leads to the loss of this index. Season Rewards Season Rewards: Guild Conquest Rewards. At the end of the season, the final reward for the assembly states is based on their current arrest rate. After receiving the rewards, state leaders sent them out themselves during the counting stages. If the league leaders didn't send them out at the end of the count, the system would send them automatically, depending on the contribution to the season. Guild development rewards. At the end of the season, the states will also receive rewards in amounts depending on the state level. Rewards will be sent to each member during the counting period. Individual achievement awards. At the end of the season, you can also get individual rewards if you have received enough achievement points. Rewards will be mailed during the counting period. Doomsday Conquests - Back to the Past Introduction to the Event. A mysterious time machine has been discovered under the Cosmodrome. Thanks to her, all the commanders have gone into the past, when the zombie virus is not there yet. Will they be able to stop him and save the present? Join the event. After the start of a new season, any player who has joined the league can start this season's event by clicking the Join button in the season window. After clicking the Join button, the time machine will take you 70 years ago. If you don't meet the conditions, you won't be able to start the event. First meet all the conditions (base at least level 8 and membership in the alliance) and try again. Event rewards. When calculating the season, the number of cities occupied by the League determines the size of the reward group. Rewards are sent during the season counting period by union leaders by mail. The specific content of the reward can be viewed in the Season Rewards section. Features of the event: Time travel. When you travel 70 years back in time, keep in mind that some technologies can't be used in the past. Base shifting technology is not available. You can still move the premises, but it takes time. Attack the target. You can send 200 diamonds to create a free, reaching base level 6 or higher. The center of the alliance. Acceleration of the hike. No expedition can be accelerated. The shield of peace. You cannot use the Peace Shield. Even if you return to your home area, your base 70 years ago in time can still be attacked, but no army will participate in the defense, and you will not suffer any loss in the form of wounded and killed soldiers , as well as resources. Healing the army. All the soldiers injured during the season go to the Virus Institute. You can only treat them there. You should not worry too much - no battle will lead to lethal results, units will not die, only injuries. In addition, to reward everyone for their efforts after the end of the season, all remaining soldiers in the Viral Institute will be completely cured Battle. You can attack any base adjacent to your territory or allies. All the wounded were taken to the Virus Institute for treatment. If the Virus Institute has not yet been built, the wounded soldiers will not disappear, but to see them again, heal and return to the task, it is necessary to build the Virus Institute. When you win a battle, you can't take away the usual resources, but you can take away the contaminated resources. Moving back to your original area during the season will still leave a copy of your base in the past. It can be attacked, but no army will engage in defense, so there will be no losses. Occupy the base and occupy it. When the BASE's HP drops to 0, the facility will enter an occupied state and will lose a certain number of its territories. During the occupation, the base will not receive any enhanced effects from the alliance and cannot be attacked by invaders or members of its alliance. After being captured, the territory under the base will go into the aggresser's possession. The invaders and members of their alliances can seize these territories. The occupation lasted 24 hours. For a fee as a resource, you can reset your career sooner. Teleportation. You can only move bases to your territory. The size of the territories should be 2 by 2. After choosing a place to move, you must first build a moving point there so you can move there. Shift points can be attacked and destroyed by others. But for this it must be adjacent to the territories of the attackers. On the world map, there are many cities that have not been destroyed. Depending on their importance, they are divided into cities, capitals, world centers. Capturing different cities will give the alliance different bonuses. Cities include urban areas and city centres. A takeover of the city center means a takeover of the entire city. Each city has its own defense army, and the closer the city is to the center of the world, the stronger these armies are. Each city also has its own degree of infection, so we must not forget about proper immunity. After capturing a city, all members of the coalition will begin to receive a big boon. After capturing a city, he will enter a defensive state in which he can not be attacked. Capturing a city, its defense army will be restored automatically. If the city is attacked, but not captured, its defenses will automatically recover after 30 minutes. Relief. There are mountains and special areas on the world map, you can not occupy them. To go through the such areas, you can find nearby walkways. The final version of the rules is specified directly in the game. The legion marched on the corps. Each center of the alliance has the function of adding one legion, each of which can have a separate corps, up to - 4. The And the leader of the alliance can specify a captain of the legion that can send troops to fight. Coalition members can choose any center of the alliance, where they can send their troops to join the legion. The legions of the center of the coalition could not defend it. Legion number. Initially, there may be 10 armies in the corps. Alliance technology can increase this limit. The head of the legion can select 3 units for the campaign. Inspectors of the Post Office, Robber class and specialties respectively for 1 army from above, so up to 6 troops per operation. Garrison. Use the stones in the union warehouse to build a garrison. During construction, it must be connected to a friendly territory. Troops can be added after construction is completed. Move the legion. The head of the legion can transfer troops to a garrison or frontline base. The transfer takes time, but it can help the boss choose the right speed. Rule trekking. During the legion's march, select or some territories to attack, depending on the number of troops, and choose targets with high and low priority. High priority targets will be attacked first, and will be attached to friendly territory. Low priority targets should be ignored if you have received high level of combat. When a legion attacks territory, the army will attack the defenders in order until they are conquered. Every time a legion parades, it can only attack once. When the last team completes the attack, the legion will return. Last Shelter: Clash of Areas Warm-up Warm-up is a multi-state event. Warm-ups begin on the second day after the draw. Based on groups assigned, 16 counties will launch, competing for a place in the rankings. Day 6 - the mission of free development, before starting, the commanders themselves can choose the objective of the mission. Different missions for different points. Ratings are determined by daily contributions. Award. During this event, as soon as you receive the required score, you can receive a personal theatrical event. Commanders can increase their rewards by developing the right technologies. If the total score of all members of the alliance reaches a certain mark, all members of the participants will receive a coalition stage reward. Each day when the event is scored, the ranking will be based on the scores of both regions, the top 20 commanders receive ranking rewards. Every day after the end of the event, all players from the winning area with at least 3000 points will receive a winning bonus. Individual and coalition stage rewards must be collected by yourself, after the end of the event, rewards that are not collected will be mailed along with ratings and rewards to win. Qualifying Competition The Competing for the Strongest Region is a system in which two groups of counties have similar forces competing against each other. This event usually lasts 7 days, the counties will be divided into 2 to 2. Commanders of both counties will complete daily tasks to earn points. When time runs out, the area with the most points wins. In this event, the opponents will be randomly selected each week. After the end of the event, all members of the select groups will have the opportunity to participate in the silver group. Day 7 is a free development mission, before starting, the commanders themselves can choose the objective of the mission. Different missions for different points. Award. During this event, as soon as you receive the required score, you can receive a personal theatrical event. Commanders can increase their rewards by developing the right technologies. If the total score of all members of the alliance reaches a certain mark, all members of the participants will receive a coalition stage reward. Each day when the event is scored, the ranking will be based on the scores of both regions, the top 20 commanders receive ranking rewards. Every day after the end of the event, all players from the winning area with at least 3000 points will receive a winning bonus. Assassination events will not be available in qualifying for the Strongest County. The strongest district league strong district is an event that many districts participate in. The system will classify counties into groups - Silver, Gold and Legendary. Each table has 16 alliances competing for a place in the rankings. Each season of the Strong Region lasts 5 weeks. The first week was a drawing ceremony for many district presidents, thereby selecting their opponents for the next 4 weeks of the competition. At the end of the first contest, the winning district will be assigned to another winning district with the nearest number, and the losing district will be assigned to a losing district with the nearest number. Opponents in the remaining weeks will be determined in this way. When the tournament ends, high-ranked counties will travel to higher-ranked groups, and lower-ranked counties will be sent to lower-ranked groups. In the competition, commanders will compete to complete the same task for points. Points will be counted every day, the winner of the day is the one with the most points, and the final winner will go to one of the most frequent winners of the day. Day 7 is a free development mission, before starting, the commanders themselves can choose the objective of the mission. Different missions for different points. The presidents of each district have the right to draw a lot. If the state doesn't have a president, the leaders of the strongest coalition will draw a lot. The result of the draw is final and cannot be changed. Award. During this event, as soon as you receive the required score, you can receive a personal theatrical event. Commanders can increase their rewards by developing the right technologies. If the total score of all members of the alliance reaches a certain mark, all members of the participants will receive a coalition stage reward. Every day after the end of the event, the top 20 commanders receive ranking rewards. Every day after the end of the event, all players from the winning area with at least 3000 points will receive a winning bonus. Individual and coalition stage rewards must be collected by yourself, after the end of the event, rewards that are not collected will be mailed along with ratings and rewards to win. Event rewards also include Achievements, which can be purchased in the store. When the tournament ends, the ranked contribution bonus will be submitted manually. Assassination match is an event when all counties are divided into groups of 2 districts in each county, and commanders recruit teams themselves to qualify. Registration period. Registrations take place from Monday to Friday. The registered army will not occupy heroes and soldiers, and the battle will not suffer any losses. The competition is divided into 2 parts - qualifying and the battle of the champions. The top four from the qualifiers will compete in the Championship. Before the start of the competition, commanders can change their squads in the appropriate section. If you move during the registration period, you will lose your eligibility and will be able to re-register in the new area. Eligible. The qualifying rounds begin on Thursday, consisting of 10 rounds, with 60 minutes between each round. In this event, the loser 3 times in a row will be eliminated. The rankings are based on the number of wins, with the top four from each region participating in the Championship. If the number of wins is the same, the winner is the one with the most points. Bonus points are awarded for damage caused. If you move during a competitive period, you still have permission to participate, but the builds cannot be edited. Championship competition. Top 4 of both districts entered the Championship round. The Championship consists of 1/4 of the final, semi-final and final. They are held on Fridays, Saturdays and Sundays, at 12:00pm (match time). There are many different contests held in each round. The person who receives the most wins is promoted. Duel The quarterfinals and semi-finals have 3 rounds per round, before the battle you can change your squad once, then you can no longer change it. The final has 3 rounds, before the battle you can change your squad once, then you can no longer change it. Just 10 minutes before starting each round, you can upgrade heroes, unlock skills, upgrade technology, upgrade buildings, etc. Combat attributes: Strength and attack during a siege are not counted; Commanding skills have a passive effect; Allied technology and other technologies taken into take into take into their belts; Articles are counted; Bonuses of the respective command centers are counted. Betting rules. The betting system works in the battle of the champion. Bet diamonds on people you think will win. The odds depend on the number of bets placed on both sides. You can't bet on yourself. The maximum odds may have become 5. If the difference in the size of the bets continues to increase, they can be made further, but the odds will not rise higher. You can only bet once per battle, up to 9000 diamonds. Once the quarter-finals, semi-finals and final matches have begun, no more bets can be placed. Prizes will be mailed. Award. At the qualifier, all participants receive the prize, the winner receives the winner's prize, the loser receives the loser's prize. The championship competition will also award the ranking prize. All prizes will be mailed. Ultimate Shelter: Alliance in the game joins a coalition. Click Alliance in the lower right corner of the main interface and you'll see a list of alliances. The system can suggest the right ones for you or you can find yourself through searching for the alliance you want to join. After joining the alliance, you can use the alliance's powerful technologies, buying objects in the alliance store. Join the alliance as soon as possible! It is better to join a coalition with the language you speak, so it will be more convenient to communicate. How to create a coalition? You can spend 200 diamonds to create a alliance or create a free, reaching base level 6 or higher. The center of the alliance. During the Doomsday Conquest event, spend stones to build a center. Higher level centers can be built near the center of the map. The closer the center, the better the resources. Honorable buildings can be built around the center. When the center closes, honor buildings will also be closed. The centers can be closed manually during the season. When the event is over, all alliance centers will be reset. Coalition resources. Territory of the Union the larger it is, the more it generates resources. When 4 types of resources reach the limit, the leader of the alliance can distribute them among its members. After distribution, the system will distribute them in accordance with the contribution, and immediately for the commanders. Maintain the balance and quantity of each type of resource to lead the alliance to prosperity. Stone is an important resource for the construction of coalition buildings. They can be purchased from the Alliance Store or in packages. Coalition forces combined. Combined armies can fight the enemy along with allied comrades. In order to unite the army, the initiater must choose the time at which the unified allies will begin to attack the enemy. To combine troops, you must have a command center. Only the initiater - and no one else - has the right to disband the combined forces. Contribute to the coalition. You must contribute to Alliance Technologies. Union store. Alliance points are used by R5 and R4 to purchase items from the list of items in the Alliance Store. Alliance honors are used by alliance members to purchase items from the store. How to leave a coalition? Click Alliance in the lower right corner of the main interface, then Manage - Leave. Alliance Building 1. The center of the alliance. After completing all the necessary conditions, the alliance can build a center and quickly increase the level of technology allied with its help. Different centers can be built in different places. When the centers are completed, alliances can gain territory around them. Members of the coalition, having moved the base closer to the center, will receive great bonuses. Commanders of other alliances will not be able to move to your territory. The borders of the territories of different alliances cannot intersect. 2. Tower. With the appropriate level of alliance technology, you can unlock the tower. Towers must be located in areas adjacent to existing ones, as if connected to the center, then its effect also stops working. Building towers help to expand the territory of the alliance, its cost is low and it is easy to move. The more ownership of the coalition, the higher its influence. 3. Coalition resource points. Point coalition resources can be set anywhere without obstacles, it can never be attacked or spied on. At the time of the coalition's resources, the faster and safer you can gather resources from them. Alliance resource technology, the more these points can be. The commanders are involved in the construction, the faster it goes. Commanders will also receive a reward for participation. The number of coalition resource points is limited, and a commander can send an army to the point. Alliance resource points disappear after a certain time, so you need to hastily extract resources from them. Last Shelter: Major Alliance Events Alliance arms race Arms Race is an event where all members achieve their goals to earn points and rewards. As soon as the coalition points to a certain goal, all participants will receive rewards by mail. Rules: Before the start of the event, the leader of the coalition can choose difficulties. The difficulty level is divided into: low, medium, high or outrageous. An event is divided into 3 categories by point. The number of points required for each is determined by the choice of difficulty. At the start of the event, if the leader does not set the difficulty level, the level selected last time will be set by default. If the coalition participates in the event for the first time, then the default will be low difficulty. When the event is over, the leader of the coalition will have time to distribute the reward, in which members will no longer be able to receive points. Upon reaching the final level of the task completion point, the head of the alliance will receive additional bonuses. At the end of an event, if an ally does not issue a contribution reward within the specified time, the system will automatically issue rewards to the five best members of the alliance who contributed to the event. If you replace or leave the alliance during the event, you won't be able to get the rewards properly. Award. Rewards are divided into points rewards and contribution rewards, all sent by message. Bonus points. When the score reaches the desired level, you can open the chest. Alliance members participating in the event will be able to receive its contents. The chest contains diamonds and various resources. The correct information is specified in the event description. Donation award. When the final point goal is reached, the coalition's leadership will receive a leader's reward by mail. He can distribute prizes between members depending on the contribution of the members (each member can only receive 1 prize, the total number of prizes is limited). Take a shot of the Landmarks There are landmark buildings on the map. Initially, they are in a neutral state, but after the start of the event, they can be caught. The more territory, the more its members receive bonuses. But the number of milestones on the coalition is limited. There is a restricted area around each landmark building and no one is allowed to move there. The speed of travel in the restricted area is reduced by 50%, only one acceleration can be used. This event starts at a specific time each week and lasts several hours. The event is divided into three stages: preparation, confrontation and defense. In the preparation phase, no player can locate and attack landmark buildings. During the fighting period, all alliances with territory bordering the restricted area of the landmark building can attack the landmark building. After the successful attack, the alliance will occupy the landmark building. When the building will become occupied and timed out. An alliance with 100% priority will become the owner. The rate of occupation is by the total combat power of all soldiers deployed. If no coalition occupies 100% of the progress in the competition, then the alliance with the highest progress will control the landmark building. When troops are sent to the landmark building, if the occupier is a member of their own coalition, the army will provide support and each landmark building will be able to accommodate a different number of formations. Only players participating in the alliance can join the battle. If you leave the alliance during a fight, you are considered to be leaving the fighting and the forces involved will be discharged. After the end of the combat phase, she enters the defensive phase and will continue until the end of the event. No player at this stage can detect and attack landmark buildings. The Alliance owns a building that can enjoy its bonus effect until the owner changes into other alliances. Each strategic milestone has a winning point. At the end of the competition, the tournament with the highest Winning Points wins. Zombie Siege Zombie Siege is an event when members of the alliance come together against major zombie attacks. Alliance Leader and R4 members can begin the Zombie Siege on Tuesdays and Thursdays at any time. After starting the event, zombies will attack the bases of the alliance members in the waves. If zombies defeat the commander twice in a row, they will no longer attack him. In this event, killing zombie invaders brings points, points are divided into individual points and alliances (total points received by all members). At the end of the event, prizes will be awarded based on individual points and total league points. Rewards are divided into points rewards, individual ranking rewards, alliance ranking rewards. All rewards are mailed in-game. Bonus points have 10 levels and depend on the individual score and total league points, determine the reward level. The top 50 players in individual score rating will receive individual ranking rewards. The top 5 alliances from the League Rankings in the District also received ranking rewards. Coalition warfare If the territory of the command coalition is exposed to building another alliance, then such buildings can be attacked as defenders, members of the alliance can bolster their troops with their observation towers or gather the places of the alliance. When attacking the center and tower of the alliance, if the attacker wins, the building loses its power and goes into a state of fire depending on the amount of damage. The fire will continue for a period of time where the building cannot be repaired and it will continue to deteriorate. When attacking a building in a state of fire. When the durability decreases again, the combustion time will be refreshed. Burning buildings a defensive direction will not continue to lose endurance after reaching a certain fighting power. Once the combustion time has passed, the building can resume normal durability. Alliance buildings become ruins when their durability reaches 0 and all effects granted to them become invalid. The coalition can immediately rebuild the ruins. Otherwise, the ruins will disappear after a while. Last Shelter: VIP shop & VIP Points. After the facility reaches level 20, it is possible to build a VIP store. To unlock the VIP shop, you need a VIP medal. Once unlocking, the store will have many privileges and bonuses for soldiers. VIP scores. Players can earn VIP points through Daily Challenges, FREE VIP Store Lotteries and other events. If the player uses VIP points before unlocking, then all points will be added to his account and he can find them after unlocking. VIP medal. Players can receive VIP medals in gifts or alliance packages. VIP level. After purchasing from the VIP store, the VIP experience will be added to your account and the VIP level will be updated with enough points. So far, the highest VIP level in the game is level 4. Last Shelter: Player Account Link. Unsymed accounts will be lost permanently if they switch to another device or delete the game. To link your account, this protecting yourself from account loss, do the following: Click Menu - Account Settings to link your account; Registrations take place from Monday to Friday. The registered army link is divided into: link to Facebook, link to Google Play, link to Game Center; Choose your favorite binding platform. We recommend that you first link to your IM30 account. The most reliable option is to link both an IM30 account and a third-party platform. The linked IM30 account could not be changed. How do I reset my PIN? Tap Menu - Settings - Account - Associated Account - Install PIN; Select Forget your PIN and enter your IM30 account; Go to the email associated with your account to get your PIN. Switch accounts. To change your account: Click Menu - Settings - Account to change your account; Select an IM30 account, Facebook account, Google Play account, Game Center account to change; It's a good way to use an IM30 account first. Many accounts can be stored in this account list for easy conversion. Delete the account. Players can't delete their own accounts. The system will periodically clean up accounts that have not been registered for a long time. You can choose Start a new game to reset your current account progress. Author: Nadezhda D. D.