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## Rise of kingdoms alliance guide fr

shinchi42 Squire Posts: 17 Joined: Za 22 sep 2018 1:58 uur Contact: Do 27 sep. 2018 3:54:04 Opmerking: Steun deze thread door je te abonneren op : je deze draad erg nuttig vindt, kun je deze thread ook ondersteunen via donatie op - Gids voor beginners die verplicht zijn om een Alliance te maken of lid worden.-Build Alliance Center-500 GemsCreating a Alliance Alliance Tag-Dit zal je alliantie definiëren en welke andere alliantie zal u verwijzen alsAlliance Name- Voer uw gewenste Alliance NameAnnouncement- Input Basic beschrijving over uw alliantie- Voeg uw minimale eis om toe te treden - Voeg je Bondgenoten, Vijanden en NAP (Non-Aggression Pack) Details Vereiste- Schakelt of iedereen kan deelnemen of toepassing nodig is- Tips [ U opnemen in uw alliantie beschrijving dat een formele boodschap is om worden verzonden eerst voorafgaand aan de toepassing]Taal- Kies de beste taal uw alliantie is geschikt voor eisen om alliantie fortressCenter Fortress Requirement te bouwen- Ten minste 20 Alliance Leden - Ten minste 500.000 Alliance Power- 900K Alliance CreditsAlliance Fortress 2 Requirements- Ten minste 50 Alliance Members- Ten minste 5.000.000 Alliance power- Resource Requirements depends on your alliance Architecture 1 level- Lvl 5 Architecture 1 ( 9.0M Alliance Credits , 4.5M Crop, 4.5M Wood, 2.7M Stones and 1.8M Gold)Note: This will vary depending on your alliance researchHow to Gain Alliance Resources- Occupy Alliance Resource Deposits (By Building Flags and capturing within your territory) Alliance Deposits ( Alliance Cropland, Alliance Logging Camp , Alliance Stone Deposit, Alliance Gold Deposit)- Farming inside the alliance territory will grant you alliance x% of the resources farmed by membersHow to obtain Alliance Credits- Alliance Help- Alliance Technology Donations- Alliance building constructions (Grants a significant amount of alliance credits)How to build flags efficiently- Focus on resource rich areas- Capture Alliance deposits - Surround your Alliance fortress (This is will be your main defense for your Center Fortress)[ Beginner's Guide] Alliance Guide Part 1 - Beginner's Guide] Alliance Guide Part 2 [How to Earn alliance credits] - Usage and Best PracticesCommanders are use for:- Gathering- Battling- Building of Fortress or Flags- Obtaining runes- Reinforcing buildings- Setting a rally for Barb Forts, Holy Sites, Enemy basesFighting Barbarians in the wild - Will cost 50 Action points in the first attack, to efficiently use action do not let your commander return return and continue attacking barbarians in the wild this will reduce 2 action points per consecutive attacks.- The best way to use your action points- Gain exp points and also get a generous amount of resources loot. In addition, knowledge is gained here to gain Tome knowledge. By farming barbarians your profits two ways to lvl up your commanders- Get Arrow of Resistance this will be consumed when you need to upgrade your watchtower. - Sending two units / two battalions is the most efficient way of attacking barbarians [ Gain 2x Exp , Reduce marching to locate a different barbarian with the same lvl ]How to level up commanders- Fighting / farming Barbarians- Fighting Sanctum guardians these will grant you the highest EXP without the cost of Action points (EXP points) - Sending multiple units/battalions will double your rewards and EXP-Use of Tome of KnowledgeBarbarian Forten- No Exp gained- Greater potential rewards gained - Chance of obtaining keys , and gemstones.Commander Rarity- Advanced (Green)- Elite (Blue)- Epic (Purple)- Legendary (Gold)Note: Use your Advance commanders ---&gt; Epic commanders because you receive their sculptures more easily than the legendary ones. Focus on your main commander- You'll be able to earn the most sculptures for your main commanders- Can be redeemed by events and daily questWhere to obtain Sculptures-Tavern (Check rewards list)- Expedition mission and shop - Daily Quest- Events- Monument rewards- Alliance ChestCommander Info- Getting your commander star level 3 stars will unlock commander pairing- Primary Commander skills will be cast first then second commander- Primary Commander Talent tree will be effective during combat. The second commanding talent boom would not be effective, but their skills will be. - Troop Capacity-Base (City Hall lvl) + Commander lvl Troop Dispatch ( Under City Hall Information)- Lvl 5 ( 2 Dispatch)- Lvl 11 (3 Dispatch)- lvl 17 ( 4 Dispatch)- lvl 22 (5 Dispatch)[Beginner's Guide] Official Commander Usage Guide - and DemulfendingMulfendingmultiple ways of battling-PvE (Player vs Environment) e.g. Barbarians, Barbarians forts, holy place guards, Lohars, etc.-PvP (Player vs Player)Commander battle active skill casting- Casting skills for commanders requires 1000 rage- During the battle there will be dots on the commander's image once this is filled the primary commander then will cast their skillNote: Primary commanders will cast their active skill first then in a few turns the secondary commanders will cast their cast. Types of attacks- Normal attacks ( By clicking attack) | 50 Action Points Cost- Rally ( Engage members to participate, to collaborate-up to defeat (PvP cities , Flags, Alliance Fortress, Barb Fort, Lohar, Udor) | 150 Action Points cost- Attacking alliance buildings (Your alliance territory should be To the enemy area)- Reinforcement, this can be done by clicking on the marched rally troops and strengthening to fill the capacity. Note: The size of the rally depends on the size of your castle. Note: Normal attacking cities will allow seriously wounded troops to die, the best practice here is to rally the city instead if necessary to minimize the lost troops. Naming a Garrison Defender – Click on the Wall-Click on the commanders to change for the best commander to defend the cityNote use the commanders with the defender attributes as your commander in the wall (at least one of them to take advantage o the Buffs)Rise of Civilizations - How to Attack and Defend Basics [Beginner's Guide] ManagementSaving for Rainy Days-Horde some Resources (Resources Pack A, B and C) ( Individual Resources - Food, Wood, Stone and Gold)Note : The purpose of storing these resources is for war events. You may not have a chance during the war period. Use these backup resources to heal your troops. Maximize your gathering speed- Use improved collection speed, buy it in the store and courier shop[Courier shop will allow you to buy this at a discounted price.] - Collect runes (Collect speed + x%) Note : Combining these two will efficiently increase your collecting speeds Consider also VIP Buffs [ On lvl 11 Gathering speed rises to +20%]Note: If you collect runes for collecting speed while actively collecting, your collecting speed will be updated and shorten the amount of time depending on the % of rune. Farming Barbarians and Farming Barbarian Forts- Many potential loots here and more efficient than farming resource tiles or nodes (Loots per minute) – Use all your action points for farming in source tiles or nodes- Farming barbarians are more efficient than farming barbaric forts in terms of resources gained. Focus only on barbaric fortresses if you need a covenant book or during an event that will give you a greater reward. Complete Daily Objectives Note: Finish this daily as these are freebies- Activity points 20 \*Food & Wood- 30K\*Stone - 20K\*Gold - 3K\*Training Speed up (5m)- 5x-Activity points 40 \*Food & Wood- 60K\*Stone - 45K\*Gold - 6K\*Build Speed Up (5m) - 5x Activity Points 60\*Silver Key - 1x\*Research Speed Up - 8x\*100 Basic Action Point - 1 1x\*lvl 1 Tome of Knowledge (100 exp) - 40x \*Brand New Starlight - 2x Activity Points 80\*Food & Wood- 120K\*Stone - 90K\*Gold - 12K \*Accelerate (5m) - 17x Activity Points 100\*Gems - 100x\*Gold Key - 1x\*Magic Box - 1x\*Epic Commander - 3x [Beginner Guide] Resource VAN BEGINNER TOT PRO HOE TIPS! - Yoshindo Squire Posts: 1 Lid geworden: za 19, 2019 18:10 Za 19 Jan 2019 18:39 Hello to all, this guide is fine, but unfortunately not in French, so here is the link of a new Youtube channel that will also give you à un guide pour debutantes, des astuces, des tutos, etc.... hLoweE5\_BgLikez et abonnez-vous pour soutenir la chaîne et être avertis des derniers contenus. Vous pouvez aussi taper riseof dans la barre de recherche de Youtube.Bon jeu ! Yoshindo funnyjokes Squire Posts: 2 Joined: Wed 23 Jan, 2019 9:07 Wed 23, 2019 9:10 Really your post is really very good and I appreciate it. It's sometimes hard to sort out the good of the bad. You definitely have a new twist on a topic that has been written about for years. shell shockers unblocked ShankMcGank Squire Posts: 2 Joined: Wed 20 Feb 2019 17:11 Wed 20 Feb 20, 2019 18:11 Hi.Suggesting an edit regarding barbarian farming. The AP reduces costs by 2 until it hits 30 (jungler) or 40 (not jungler). Maybe it will add this if some people wonder why it stops at 30 or 40 and doesn't continue until 28,26,24... 4.2. Hope it helps. Grumpy18 Squire Posts: 3 Member: Sat 30 November 2019 12:34 Mon 02.02, 2019 21:28 Does anyone know if a percentage of alliance rss pit contributes to the alliance warehouse ? Users browsing this forum: No registered users and 2 guests

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