STREAM - THE BEGINNING

◆ Stream have to start **at ~7:55 p.m.** - 5 minutes before the skirmish witch starts at 8:00 p.m.

◆ Streamer 1 and Streamer 2 **are in the opposite guilds**

◆ Both streamers have to show their perspective (stream has to feature their **gameplay from two different devices)**

◆ They welcome their guildmates and other players from the opposing guild **via the in-game chat** (slide with chat)

◆ The streamers should **encourage the people to join the game** (if there is a free spot in the guild)

SKIRMISH - STEP BY STEP

◆ **Pick up the reward (+25 energy)** on the Home screen - it's important to highlight that this reward is available to collect only during the skirmish

◆ Mention also that during the last 30 minutes (during the skirmish) **players' attack is increased by 15%**

◆ Both streamers **activate their mounts** (slide with mount activation) - mention about getting more attack power

◆ **Enter the battle and fight** in all outposts, one by one - but also try to surprise enemy by making damage on random outpost.

◆ **Increase the multiplier to at least x10** (the multiplier can be increased depending on what happens in a battle - higher multiplier = more points to gain :))
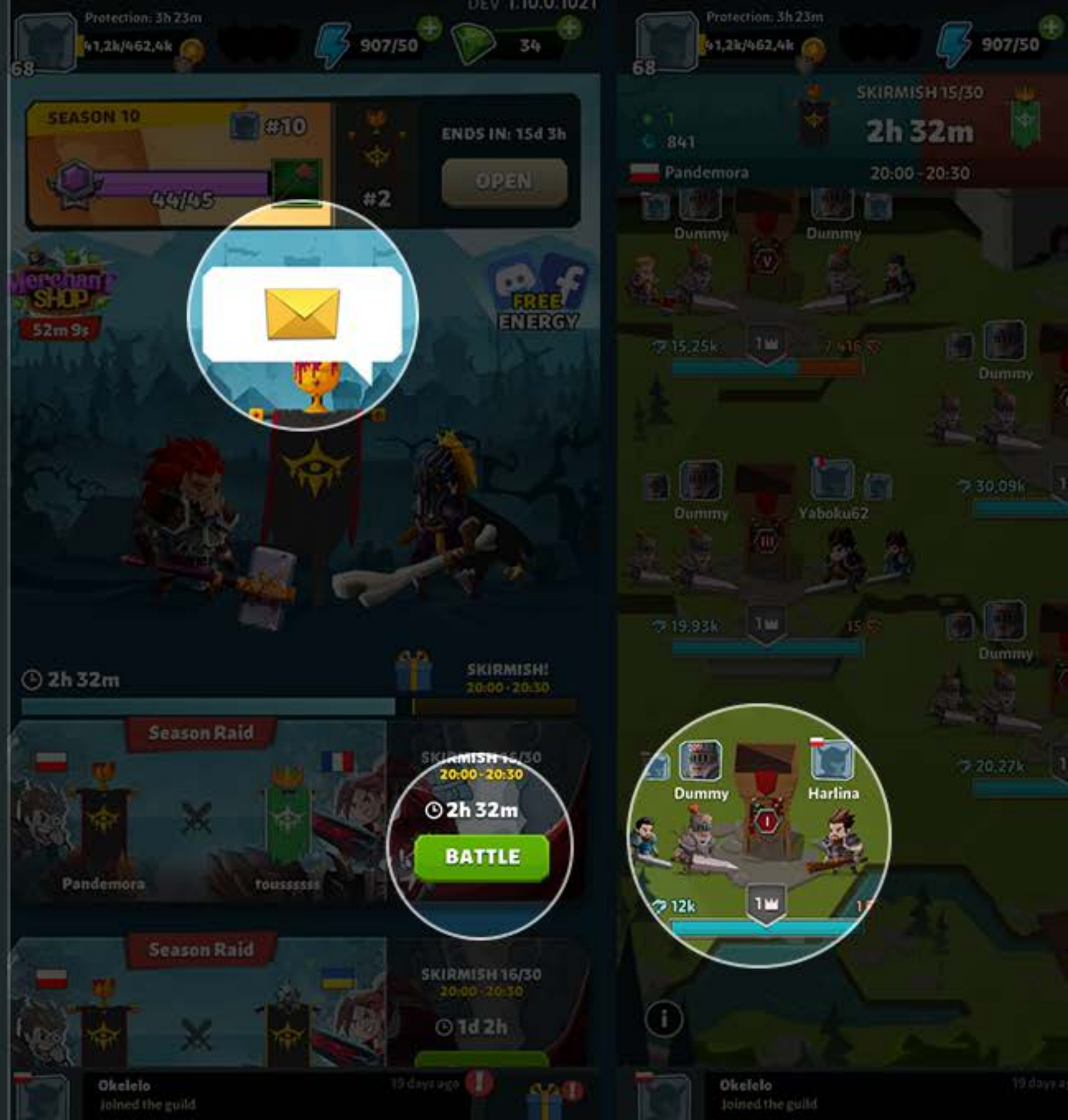
IMPORTANT!

There will be around 40 players during the live battle, so it is difficult to create a script that will be valid in 100%.

To let the audience experience the emotions from this battle is the most essential goal. That is why it is important to make the last outpost a decisive moment - in order to bring the greatest amount of enjoyment and excitement among the supporting viewers.

THE BATTLE - BASICS

- Each battle lasts 48 hours - during that time each guild member (from both guilds) can attack

- The final assault (SKIRMISH) is **the last 30 minutes of a battle**, when battles for each outpost end every 3 minutes

the bar is visualizing duration of the battle and when the skirmish will began

🕐 **33m 58s**

SKIRMISH!
20:00 - 20:30

Season Raid

SKIRMISH 16/30
20:00 - 20:30

🕐 **33m 58s**

la famille

Prima Bananarinas

BATTLE

BATTLE - THE BASICS

◆ There are different scores for defending various outposts:
- for outposts 1-5: **1 point each**
- for outposts 6-8: **2 points each**
- for outposts 9-10: **3 points each**

◆ The guild that scores **more points wins the battle** 0 ⚔ 17

◆ All members from the opposing guild can attack the outposts, but **each outpost is defended by only two players**

DEFENDING OUTPOST

◆ Each tower defence can have **max. 2 guild members assigned**

◆ Placement of the heroes depends on their spot in **the guild hierarchy**

◆ The higher the hero's level, **the higher point value assigned to the tower**

◆ Your hero is standing next to the tower marked with **a green arrow** ▼

THE SKIRMISH

◆ Skirmish is the last **deciding 30 minutes** at the Battle's end

◆ **+15% bonus to attack** is active during Skirmish

◆ During the Skirmish, subsequent **outpost defences end every 3 minutes** - adding points to the final score

◆ You can **claim free energy** when logging into the game during Skirmish

◆ Active players have **higher chances of getting gifts** during Skirmish

GAMEPLAY

The outcome of **a fight depends on symbols on dice** after a roll.

Players need to focus on rolling the same 3 symbols. Each die consists of 7 different symbols:

- **Sword** – rolling 3 symbols allows a player to attack

- **Crit** – rolling 3 symbols allows a player to perform a critical attack

- **Shield** – rolling 3 symbols allows a player to receive one shield

- **Gift** – rolling 3 symbols allows a player to send a gift

- **Energy** – rolling 3 symbols allows a player to collect 10 energy

- **Coin** – rolling 1 symbol allows a player to receive gold

- **Super coins** – rolling 1 symbol allows a player to get plenty of gold

MULTIPLIER

Players can turn on the multiplier at any time.

A bigger multiplier = more energy to spend per roll, but it also gives a better reward in case of victory.

The multiplier depends on the amount of collected energy.

There are a few multipliers:

◆ **x1, x2, x3** – they are always available & it doesn't matter how much energy you have,

◆ **x5** – player has to have at least **100 energy**

◆ **x10** – player has to have at least **200 energy**

◆ **x15** – player has to have at least **300 energy**

◆ **x20** – player has to have at least **400 energy**

◆ **x30** – player has to have at least **600 energy**

◆ **x50**– the biggest multiplier – player has to have at least **1000 energy**
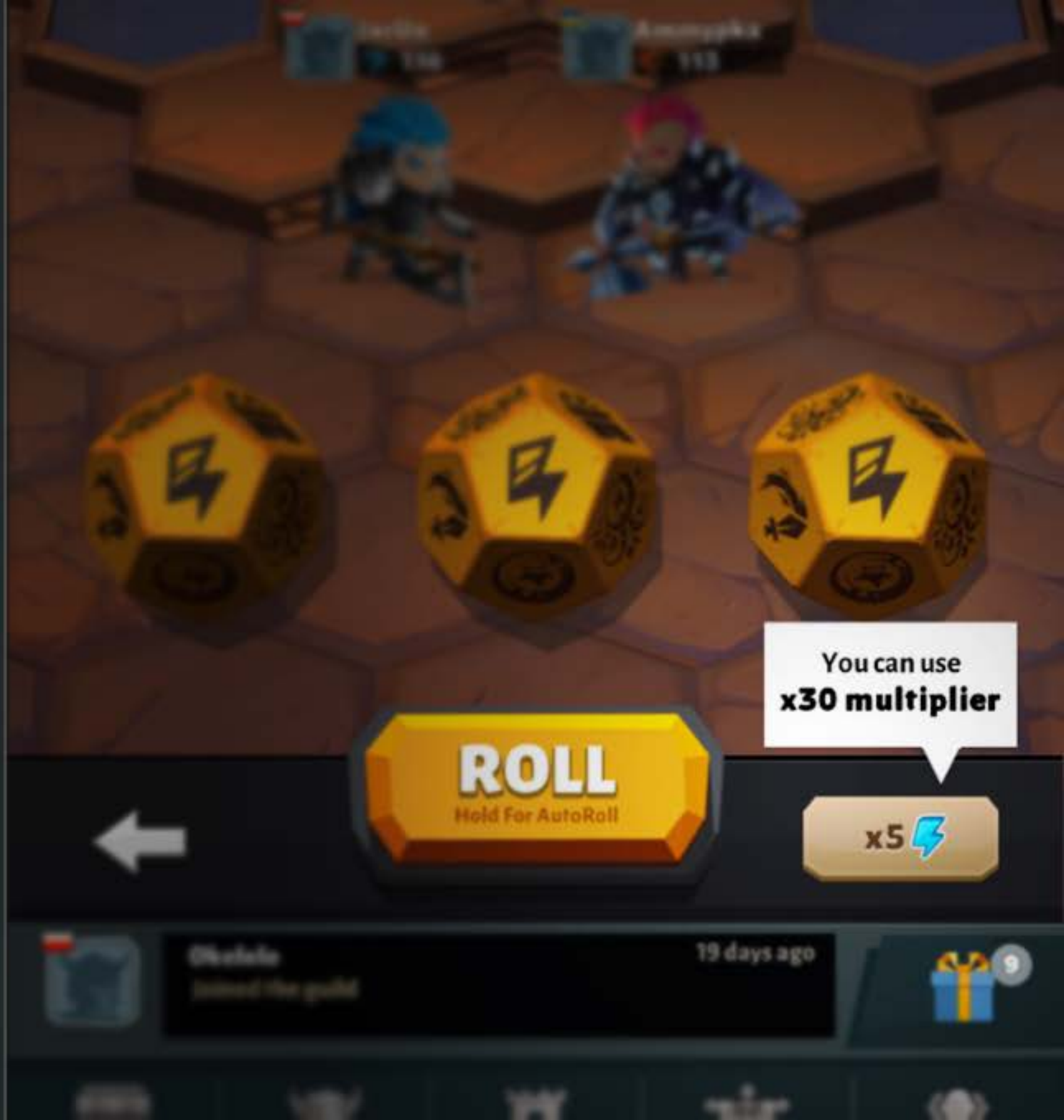
INSTANT ATTACK POINTS (SWORDS)

◆ It is available **for usage at any time**

◆ **It can be received** as a gift or amongst season rewards

◆ Using instant AP **lets you automatically add attack points while defending your outpost** in a skirmish that ends first chronologically

◆ instant AP can be used via the **gifts/season rewards screen**, as well as in an outpost that you defend - **you can see a sword's icon on the battlefield (left side, at the top of the screen**

48/45

#15

CLAIM

23h

FREE ENERGY

22h 13m

SKIRMISH!
20:00 - 20:30

Season Raid

SKIRMISH 16/30
20:00 - 20:30

22h 13m

BATTLE

Legione del Chaos   Ernest MetalSmiths

Season Raid

SKIRMISH 17/30
20:00 - 20:30

1d 22h

nasus
hello!!!

now

SHOP   HERO   GUILD   FRIENDS

GUILD   Ernest MetalSmiths   Tuga Warriors

Valpurgius
Ora sono a secco
2 months ago

UrukZannanera
ciao val
2 months ago

UrukZannanera
nel dubbio ho colpito 🤣
2 months ago

Valpurgius
Buongiorno Chaos
2 months ago

Valpurgius
Ottimo lavoro Uruk 👍
2 months ago

Valpurgius
Attenzione che i polacchi di Promilo stanno già contro-attaccando
2 months ago

Valpurgius
Concentriamo il fuoco su di loro (e ci sono anche un paio di avamposti da siatemare coi fantocci)
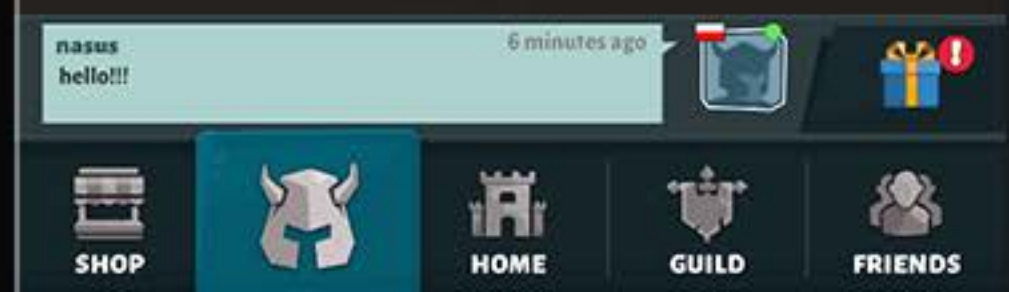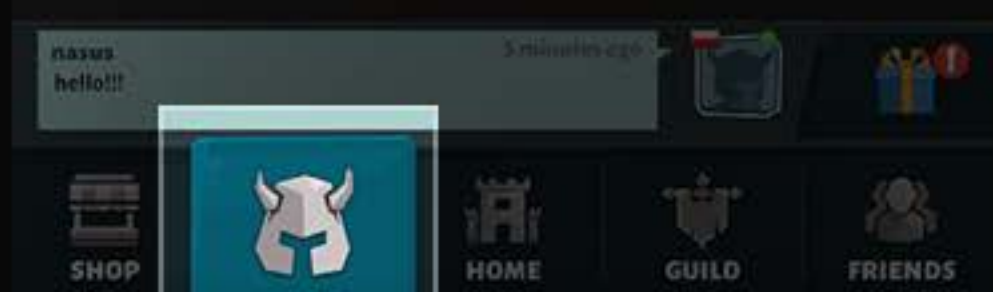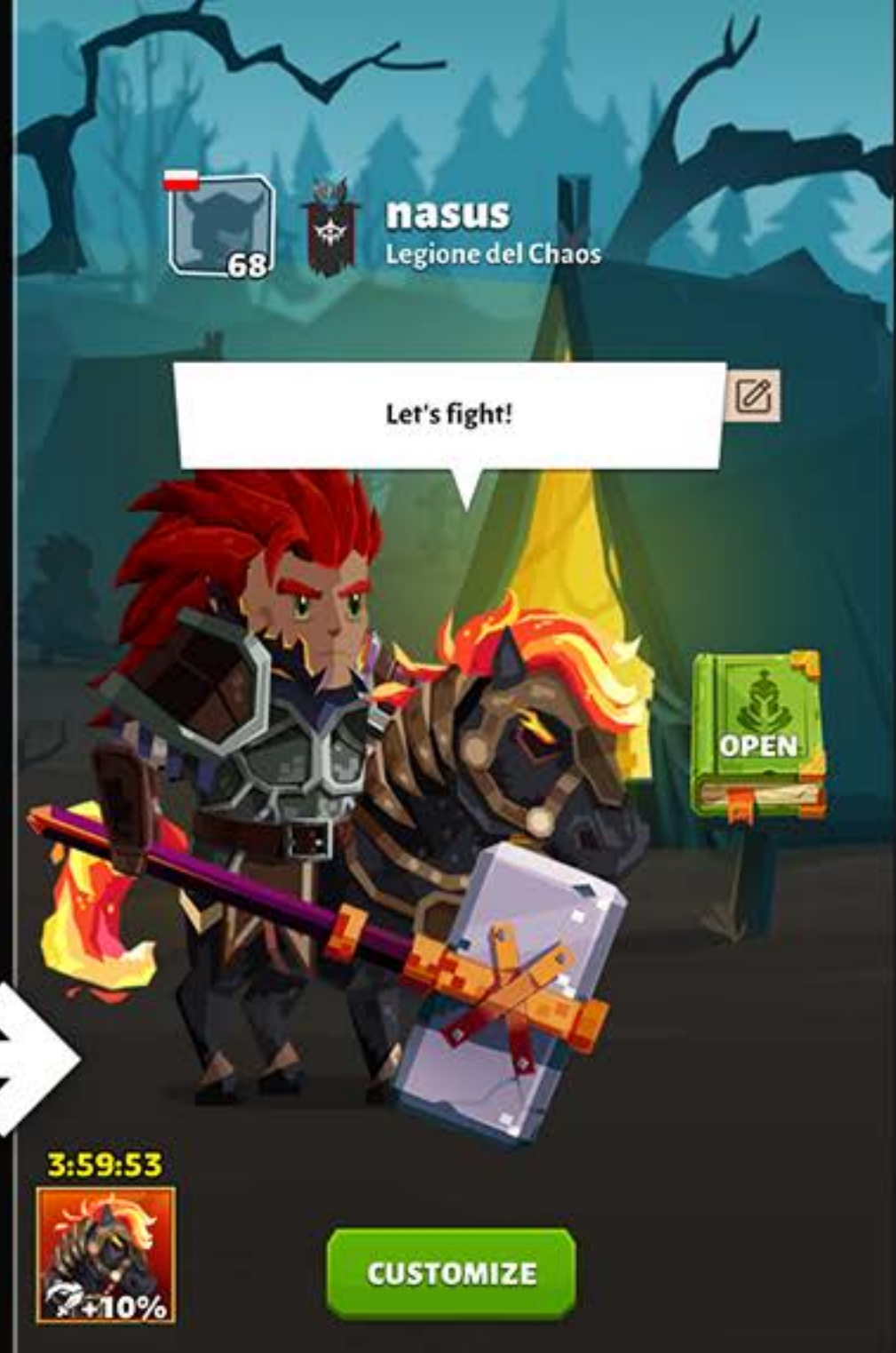2 months ago

nasus
Joined the guild
now

Enter text...

GUILD   **Ernest MetalSmiths**   Tuga Warriors

nasus
Hi!
now

Tap here to say hello!

SAY HELLO

Enter text...

THANK YOU
FOR YOUR ATTENTION

GAMESTURE