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Empires and puzzles war chest participation

so now that we have some experience with war chests, I wondered if anyone can clarify what level of participation, that percentage, really means? I've seen some screenshots, so it seems to count the wars as a whole, wins and defeats, not the amount of war energy used. is that the case? and judging by the name of this checkbox, engaging in wars, I am assuming that if someone is in an alliance, but without ticking that box, would it count as 0 participation? did they make it so alliance that war chest progress is the same for everyone in an alliance? thanks for your idea, guys The percentage indicates how many wars you have participated in all the war points listed. The percentage is reset to 0 if you ever leave your alliance. Participation is only calculated by using at least one flag for war. If you opted for a war, you will not receive the involvement of this specific war, but you must all of the above (as long as you use at least one flag). So 100% participation means he has used at least one flag for every war his chest has followed with current points. It is not tracking anything other than the points listed and everyone's participation in the alliance. Participation in the war is only the same for everyone only if all members were in the alliance at the same time, have never left, and have used at least one flag for each war point. 2 I like In short, the points are the same for all members of the alliance, but the participation rate varies per person. 1 As a specific example, I joined this alliance before this last war (a loss, 1 point), therefore participated in 1/19 points, which is 5% (I'm not really worried about getting war chest loot, and I like to visit.) 2 Do you like the participation rate starts again after getting the war chest? He accidentally missed a war. It previously had a 100% stake. Thanks for the help Yes. Next chest will reset your participation percentage 2 Likes Thank you. I would have been fooled if I never turned to 100. 1 Just as I participated in each war for the entire war chest and only gained 85% participation level. Does anyone know why this would be? My husband in the same alliance with the same involvement in the war. So, if for example you participate in all wars except 1, and the team wins this war, your participation will be 80%(20/25). But, if the team lost this war, their participation will be 96%(24/25). Well, they go hand in hand, at least, in my mind. Obviously, if you have participated in 4/5 of the wars, with the five wars being won, you would have an 80% stake. If all you participate in participate you end up losing, you only keep track of that point of 25 (so 4%). The losses are one, the ties are three, and the victories are five, and everything that happens more than 25 rolls (and therefore, if you did not participate in the war that rolls up, your next chest will not be 100%). Still, just keep track of the points of the wars you've participated in, i.e. participation. But yes, you could be even more explanatory in saying that points earned during participation are what is being tracked. Idk, the same difference for me, but that might be just because I already knew that lol. If not explicitly specified, I was using how many wars I participated in – the number – regardless of the outcome. And it didn't match what I was seeing. That's when I found out for myself that it's not about how many wars I participated in, it's about how many points your alliance earned while participating. Well, then I'd get the spouse it's better to have it out there, explained in more detail, for those where the numbers might not align if they do it themselves. For me, I've always understood the points system, so it just made sense that you were only able to count the points you earned while participating, but I've been whipped that it's not always that obvious to others. This is an incredibly old thread though, so too kinda only weird time, but still useful to have the information out there for anyone who is curious enough to still look for it (I spose). I'm glad you figured it all out, and hopefully the added information will make sure no one else is confused for future reference 1 as so I'm crashing that, and looking for information about the relationship between loot and level of participation. Does anyone have any data on what the participation rate is equivalent to, in terms of loot? Another way to ask would be: Why is the percentage of participation important to the player? 1 Just as I have a feeling, all rates on the war chest are multiplied by the level of participation. What was more curious is whether it is necessary to use all the flags in all wars to get 100%, or at least one flag for war would suffice... It's about the participation of war, not flag participation. A flag will be enough for the participation part. That said, your alliance may have other thoughts. Are you sure you really have to use a minimum of one flag? If they don't use any for two wars in a row they are expelled, but they can only opt again. Unfortunately we've had some in our alliance doing this (yes I know, they should probably be expelled). If they actually get loot, even though with a lower probability than for example those who get a higher score or always use all their flags, then they are just parasitizing at the work of others... We accept that people are the alliance since its No 30/30 as long as you do not engage in wars without actually using flags ... I'm not doing this. I've never left a single flag of war unseem. I'm just curious why some people constably use only one flag in wars. if that's enough to keep the stake 100% – that explains it. A 1 I like I like this certainly would. But, in my alliance we've had at least one that has fed everyone to their main team This is pretty crazy, but what floats your ship I guess Alliance Wars pits one alliance against another for a spoils of war opportunity and to fill war chests. Wars are very similar to raids in terms of play, except that war energy rather than raid energy is used, the defender team is given additional help, and full participation requires a total of 30 heroes instead of 5. Each player in the alliance tries to earn points for their alliance by defeating enemy heroes. When the timer runs out, the alliance with the most points wins. Points for the alliance remain, even if a player leaves the alliance. The completely defeated teams revive after a period of time, which increases with each defeat. However, if all enemy teams are defeated, all enemy teams revive immediately. (Sometimes it's called forcing a reset.) You can attack as long as you have war energy, even if your own team is defeated. Each hero can only attack once by war, so in order to use 6 war energy, you must have 30 heroes available. Overall, there are 2 wars per week on the schedule. They are available on the Alliance Icon -> War tab. The alliance icon displays crossed swords whenever war energy is available. Participation To participate in a war, you must be part of an alliance that participates in wars. Be in level 12 as a player or higher. They chose to participate. Alliance leaders can opt the entire alliance out of wars. If the leader of the alliance has allowed wars, each individual player can choose to participate by checking the appropriate box on the war tab. You have to choose to participate in the wars before the match phase begins in order to play in the next war. You can't join a war once it's already started. Similarly, unchecking the box after the match is started will not remove you from the current/pending war. The game saves whether or not you decide to participate in wars. Many alliances require active participation of war as a qualification for continued membership of the group. For example, a competitive alliance can expel members who either do not participate or who do not use all their war energy flags. Other alliances may say that if you will not be able to use all war energy because of real life obligations/travel/etc. you should temporarily opt out of wars because the group is not penalized in your war score. An alliance cannot engage in wars if its alliance score is less than 3250. Matchmaking Phase & War Scores Around 18 Hours After the End of a War previous, the matchmaking process for the next war will begin. Alliances of similar strength are amatched based on the alliance's War Score. The war score is calculated based on the 30 most powerful heroes and troops of each member of the alliance involved in the wars, adjusted based on the alliance's past performance. The game will provide a countdown to report when matchmaking will begin When you will be paired with another alliance to fight. If you have not chosen to participate in wars before matchmaking begins, you will have to wait until the next war to play. Note: In previous releases, the war score was calculated to include the alliance's trophy scores. However, this seems to no longer be the case. This is because some players participate in the cup fall in order to help fill their desired missions. Preparation phase The preparation phase takes about 24 hours, before the war begins. Each player must create a defense team. The game will automatically use the same hero and troop setup that was used for the previous war. Once the war starts, you won't be able to change your defense team. However, it will still be possible to level the individual heroes and troops they have already assigned to their defense team. You can check on your own defense team as well as the defense teams of your fellow alliance members on the battlefield. You can also click on the war flag of the opposing alliance to view its members and preview their potential defenses. However, you will not be able to see for sure what equipment the opposing alliance are using until the war begins. Some alliances will coordinate their defenses through chat. For example, by choosing tanks all over the same item so that it becomes harder for the opposing alliance to color stack in response. If a player is in check for war, but his defense team is empty by the time the battles begin, they will not be able to participate in the war - thus putting their alliance at a numerical disadvantage. War Battlefield The battlefield looks like a field divided by a moat with 3 wooden bridges. Its alliance members will all be in the bottom half of the field. The opposing alliance will be in the top half of the field. During the preparation phase, the top half of the field will be empty. Once the war begins, you will be able to see the opposing team. At the top of the battlefield are shown the following: Your war energy flags available for the 2 alliances - clicking on a banner will display information about the alliance, including members, alliance score and how many war energy flags will not yet be used for all alliance members in total. Battle Score Bar – your alliance will be blue, while the opposing alliance will be red. The higher-scoring alliance will have a larger portion of the bar, as well as a larger numerical score. Timer – showing how long the war or the preparation phase will last. Once the war is over, it will show Victory or Defeated. Types of war aid - depicted as an icon the name of the opposing team. Clicking on the icon will provide more information about what kind of support the defending teams receive. Gear icon: Change chat, war information, or set up your next attack team. Attack information – shows the results of the most recent attacks. It shows the number of points scored for each attack, with the attacking player attacking on the left and the defender on the right. Clicking on this area will allow you to see a complete attacking history and list the best attackers. This information is still available for 24 hours after the end of the war (after which the countdown begins until the next phase of coincidence). Your outfit is shown in light blue. Each participating player has a small miniature image representing their defense team. Your individual outfit will be highlighted in a lighter blue. Highlighting any player will be shown the following: Player name online / offline - Represented by a green (online) or red (offline) point next to their name. Team power – This signals the power of the team in full health. Heroes Defense - Small pictures of the 5 heroes chosen for the defense team are shown. If a hero has been killed, he will be depicted by the skull on a black background. Hero Health - About Each Hero is a green bar representing its current HP. War Energy - The available war energy is displayed as an orange flag with a double chevron. Each player will be given 3 war energy at the start of the war and 3 additional energy midway through the war, for a total of 6 war energy. Clicking on player information will allow you to see more details about the player, such as his troop tasks and individual hero cards. This allows you to see the level of power and special skills of any player's heroes, including heroes who have already been defeated. Aid war battles and battles are very similar to battles during raids and the world's main map. However, if the defending team is not defeated, the team's current health continues the next time they are attacked. Therefore, strategies to recover/prevent damage are more important for defense teams than in individual raids. If a battle ends with any defending hero who has more HP than they did at the start of the battle, the HP they had before the battle will be held back; similarly, if a dead hero is resurrected during battle, then they will still be dead afterwards. In addition, in wars the defending team has additional aid; the help type is visible as an icon under the name of the opposing alliance. During a battle, there is a bar at the top of the battle screen. As the battle progresses, the bar will fill up. Once the bar is full, the type of help will be provided for your opponent. The fewer heroes left on the defending team, the faster the bar will be filled. There are three main types of help: Attack impulse - Each defending hero receives a +10% attack bonus that cannot be dispelled or eliminated every time the momentum of the attack goes out. Represented by an icon with an arrow pointing upwards. Arrow Barrage – The attack does 25% damage to all your depending on their current health. Represented by a multiple arrow icon. Field Aid – Each defender hero will regain 20% of his or her health. Represented by a cross icon. Of the three, most players find that field aid is more frustrating, as teams can heal even after all enemy healers have been defeated. Some will use the Flee button strategically when field aid is present to make sure the enemy team doesn't end up with more HP at the end of the battle than it started. Scoring The points awarded to attack/defeat a team sit in such a way that the points for all the (totally healthy) teams in the alliance add up to around 1500. Therefore, in general, there are more points available for each battle when there are fewer participants, and the effects of players fielding weak teams to concede fewer points will be balanced as their allies are worth more points. The points awarded by each team are further divided into available points and bonus points. The points available depend on the team's current hp total, and bonus points are catered to when the team is fully defeated (regardless of how many heroes there were at the start of the attack). Revive Times After a team's defeat, there is a cooling time until it revives. Every time the team is defeated, the time to revive increases. Revive Times Defeat Revive Time 1st 6 hours 2nd 8 hours 3rd 10 hours 4th 12 hours The exception to this is if all the teams in the alliance are defeated; in this case, all teams revive immediately. Some players refer to this as resetting the board. Some alliances try to coordinate their attacks to try to reset the board as easy teams become available to attack again. Rewards There are two types of loot available from wars: Booty of War - given to the victorious War Chests team - given after receiving 25 war chest points. 5 war chest points are awarded for an alliance war victory, 1 war chest point is awarded for a defeat, and 3 points for a draw. War chest points are specific to the alliance. A player who joins an alliance will have the same number of points as all other members, but if they participate in future wars for the alliance after participating in another alliance, and winning their chest, then their rewards will be reduced based on their participation - that is, how many of the accumulated points they actually contributed. For example, if a player joins when the alliance has 17 points out of 25, and then wins that chest, its spoils from that chest will be reduced to 32%. Current participation can be seen by clicking on the chest. Only players involved in wars are eligible for the spoils of war or war chests. Chests.

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