# Guild

- Guild Trials Help Text
- World Conquest Help Text
- Warship Rush Help Text
- Warship Rush Info

# Guild Trials Help Text

Base Rules:

1. Reset Guild Trials at EST 08:00 daily and randomly appear 1 Trials Instance, and all Guild members can go to challenge the HQ
2. Each time player challenging the HQ successfully can gain the corresponding Progress; After Progress reaches the Max, which means the Trials is cleared this time

Challenge Rules

1. Can select three different Difficulty HQ to challenge each time; If fail, can select to challenge again
2. After Common HQ is pinned down, cannot continue challenging; After lord HQ is pinned down, can still continue challenging

Challenge Chances

1. Reset challenge chances to 5 at EST 08:00 daily
2. If player current challenge chances are less than 5 at EST 21:00 daily, then restore challenge chances to 5; If player current challenge chances are more than or equal to 5, then challenge chances not chanced
3. Reset Rescue Token Chances to 3 at EST 21:00 daily; Every 1 Rescue Token sent to other Guild member, the player challenge chances increase by 1
4. Rescue Token can be sent to players 5 times at most.

Battlefield Event

1. Some HQ has unique Battle Req
2. It is possible that there is special battle time effect among HQs, and reach the Req to trigger the corresponding effect

Base Rewards

1. After challenging successfully, player can obtain the corresponding rewards and Overpower Points based on Difficulty
2. After challenging failed, player can obtain the corresponding rewards based on Difficulty, and HQ Overpower Point based on Hero defeated.

Treasure Rewards

1. During the Trials, every 1 HQ pinned down can unlock the corresponding HQ Treasure Rewards.

2. Treasure needed to be claimed in 24 Hrs, or else it

Victory Rewards

1. After clearing each Lv Trial, Guild members can claim the corresponding Victory Rewards; If already claimed the rewards, cannot claim it again.

# World Conquest Help Text

❤World Conquest Intro

- It is to conquer the City in a map for several Guilds from several servers.
- lord send Army to obtain rewards, and daily can obtain the rewards max 10 times.

❤ Open Time

- EST Monday 03: 00-Sunday 03: 00

❤ Common War Declaration Time:

- EST Daily 10: 01-21: 30 (including 21:30)
- Each Guild can declare war on the City.

❤ Common War Time:

- EST Daily 22:00-22:45 (including 22:45)
- Can declare counterattack on the City that is taken away during conquering the City.

❤Conqueror War Declaration Time:

- EST Daily 10: 01-21: 30 (including 21:30)
- Each Guild can conqueringly declare war on the City.

❤Conqueror War Time:

- EST Daily 22: 45-23: 00
- The Final War is in City selected by the player, and cannot send the army to the City during the period.

❤Daily Tactics Adjustment Time:

- EST Daily 3:10-10:00 (including 3:10)
- Each Guild can give up to occupy the City during the period.

❤Season Intro

- Four weeks for a Season War
  - Week 1 Guild War: Conquer the North
  - Week 2 Guild War: Conquer the South

    - Week 3 Guild War: Conquer the East
    - Week 4 Guild War: Conquer the West

❤Battlefield Intro

- Battlefields are divided into 5 Star Battlefield, 4 Star Battlefield and 3 Star Battlefield.
- Top 16 Guilds are assigned to [World Top] battlefield according to server BP and total Progress Rankings.
- Guilds from 8 servers are assigned to different Battlefields according to BP and Progress Rankings.
    - Top 1-8 Guilds are assigned to 2 groups of 5 Star Battlefield; 4 Guilds are assigned to 1 group.
    - Top 9-24 Guilds are assigned to 4 groups of 4 Star Battlefield; 4 Guilds are assigned to 1 group.
    - Top 25-128 Guilds are assigned to 3 Star Battlefield; 4 Guilds are assigned to 1 group.
- The Server World Conquest is divided into Fame War and Great War.
- Ranked according to Progress BP 1 day before World Conquest opens, odd Rankings Guilds enter Fame War Battlefield, even Rankings Guild enter Great War Battlefield. After World Conquest opens, cannot change the Battlefield. New Guild that reaches War Req follows the odd and even rules.

❤ Battlefield Rules

- Battlefield Deployment Phase
- Battle Start Time: EST Every Monday at 03:00. The week War Req is reached according to Progress Rankings of Guilds from 8 severs.

❤ Tier Increase/Decrease Rule

- Ranking of last 2 Guilds in 5 Star Battlefield decrease to 4 Star Battlefield in the next Season.
- Ranking of top 2 Guilds in 4 Star Battlefield increases to 5 Star Battlefield in the next Season.

❤ War

❤ War Declaration Phase:

- During the new week of Guild War, Guilds that join the war will be assigned to 3 Cities (HQs) or above. · During war declaration, Guild members (Leader or Deputy) can declare war on the City occupied by other Guild.
- When occupying the City, can only declare war on the adjacent City.
- When not occupied the City, can declare war on any Lv1 City.
- When Guild has 1 City or above, can only declare war on the adjacent City.
- There are 3 chances to declare the war daily. When it is used up, cannot declare war.
- Cannot declare war on the City that is abandoned on the day.

- Daily can abandon max 2 Cities.

❤Tactics Adjustment Phase:

- EST Daily 03: 10-10: 00
- Each Guild can abandon the occupied City; Daily can abandon max 2 Cities; Abandoned City turns to
  unoccupied state.
- Only Guild Leader and Deputy can abandon the City.

❤ War Phase

- Guild members can send Heroes to the declaration
  war City during EST 22:00-22:45 daily. Defeat all the opponent DEF Army to occupy the City successfully.
- Send ATK Hero to war declaration City, and can send DEF Hero to City that was declared war.
- City ATK/Garrison Numbers:
  - Lv1 City: At least send 1 Hero
  - Lv2 City: At least send 2 Heroes
  - Lv3 City: At least send 2-4 Heroes

- Player can send ATK Hero to the war declaration City and DEF Hero to the declared war City at any time.
- Each Hero has 2 Vitality daily; Every 1 Hero sent consumes 1 Hero Vitality; Cannot send it on condition that Hero has not enough Vitality.
- When Hero is sent as ATK Hero or DEF Hero, battle according to the order.
- After war ends, HP and MP cannot restore for Hero who is not in battle.
- Apply ATK Down and DEF Down to the Hero sent in battle who has winning streak. When Hero wins, increase Debuff effect; When Hero dies, dispell Debuff effect.
- Hero Stats: Hero Stats is fixed at EST 23:35 daily; Cannot update it in war for Hero Stats to be increased by Ascension and Enlightenment after EST 23:35.
- Hero obtained during EST 03: 00-next day 01: 35 cannot join World Conquest on the day.
- Guild Leader and Deputy can adjust the order to attack for ATK Hero and DEF Hero.
- Cannot change the Hero that is sent.
- When the side who occupies the City successfully, restore 1 Hero Vitality after disbanding ATK Heroes not joined the war.

❤ Counterattack Phase

- After the City is taken away, it enters protection time in 15 minutes. The Guild whose City is taken away can declare counterattack during the time; Pass the protection time to start the war; If not declared counterattack, the City is totally belongs to the opponent.
- The Guild whose City is taken away can declare counterattack again.

- If not in World Conquest EST 22:45 end time, the defeated Guild declaring counterattack is invalid.

❤ Conqueror Challenge Intro

- Conqueror Challenge is to launch the challenge to other Guild who operates Common War Declaration.
- It consumes 2 War Declaration Points. Conqueror Challenge can let the Common War Declaration be invalid.
- Each Guild can only launch Conqueror Challenge once.
- After launching Conqueror Challenge once, there are 4 days CD time for the next Conqueror Challenge. For example: Launch Conqueror Challenge on Monday, and the next Conqueror Challenge is on Friday after EST 10:01
- After launching Conqueror Challenge, start Conqueror Challenge at EST 21:45. Duration: 21:45-22:00. During Conqueror Challenge, cannot redeploy the formation or speed up for ATK/DEF Heroes.
- Before EST 23:00 on the day, if ATK Side not win (DEF Side not all die), then DEF Side win.

❤Tenacity

- Tenacity is the exclusive stats in PVP, which can decrease DMG taken.
- Reduce HP restoration for Hero with Tenacity during PVP.

❤ Points

- When start the week Guild War, initial Point is 0. The more Cities occupied means the more Points gained. Calculate the Points after war ends daily.
- Occupy Lv1 City: +1 Points/Day
- Occupy Lv2 City: +2 Points/Day
- Occupy Lv3 City: +4 Points/Day

❤Rewards

- Rewards are HQ Rewards, Week Ranking Rewards and Season Rewards.
- HQ Rewards: After occupying City, rewards can be obtained on the next day at 00:00. Can obtain the rewards in Guild-HQ Management. Guild members who joined the war can obtain the rewards.
- When occupying the City each time, can obtain the corresponding Stardust, Gold, Guild Coin, Enhancing Stone and Gift Chest (possible loots); Rewards are different according to Battlefield and City Lv.

❤ Week Ranking Rewards:

- After war ends EST (Monday 01:00), Ranking Rewards are sent according to how many Cities occupied via mail. Reset Map and Rankings on Monday at 03:00, and select new Guilds who qualify the war.
- Week Ranking Rewards Details:

    - 5 Star Battlefield Ranking 1: Royal Treasure *4
    - 5 Star Battlefield Ranking 2: Royal Treasure *3
    - 5 Star Battlefield Ranking 3: Royal Treasure *2
    - 5 Star Battlefield Ranking 4: Royal Treasure *1
    - 4 Star Battlefield Ranking 1: General Treasure *4
    - 4 Star Battlefield Ranking 2: General Treasure *3
    - 4 Star Battlefield Ranking 3: General Treasure *2
    - 4 Star Battlefield Ranking 4: General Treasure *1
    - 3 Star Battlefield Ranking 1: Daimyo Treasure *4
    - 3 Star Battlefield Ranking 2: Daimyo Treasure *3
    - 3 Star Battlefield Ranking 3: Daimyo Treasure *2
    - 3 Star Battlefield Ranking 4: Daimyo Treasure *1

- Season Rewards: After Season ends, ranked according to 4 Weeks War, and rewards are sent via mail.

❤ Season Rewards Details:

- Ranking 1: SSR Mirror Shard x30, Guild Coin x7000, Prestige x5000, Diamond x500, Gold x30M
- Ranking 2: SSR Mirror Shard x20, Guild Coin x6500, Prestige x4000, Diamond x400, Gold x24M
- Ranking 3: SSR Mirror Shard x15, Guild Coin x6000, Prestige x3500, Diamond x350, Gold x21M
- Ranking 4: SSR Mirror Shard x12, Guild Coin x5700, Prestige x3000, Diamond x320, Gold x18M
- Ranking 5: SSR Mirror Shard x10, Guild Coin x5500, Prestige x2800, Diamond x280, Gold x16.8M
- Ranking 6: SSR Mirror Shard x9, Guild Coin x5300, Prestige x2600, Diamond x240, Gold x15.6M
- Ranking 7: SSR Mirror Shard x8, Guild Coin x5000, Prestige x2400, Diamond x220, Gold x14.4M
- Ranking 8: SSR Mirror Shard x7, Guild Coin x4800, Prestige x2200, Diamond x200, Gold x13.2M
- Ranking 9: SSR Mirror Shard x6, Guild Coin x4500, Prestige x2000, Diamond x190, Gold x12M
- Ranking 10: SSR Mirror Shard x5, Guild Coin x4200, Prestige x1900, Diamond x180, Gold x10.8M
- Ranking 11-20: SSR Mirror Shard x4, Guild Coin x3600, Prestige x1800, Diamond x170, Gold x9.6M
- Below Ranking 21: SSR Mirror Shard x3, Guild Coin x3000, Prestige x1700, Diamond x150, Gold x7.2M

# Warship Rush Help Text

## [Warship Rush] Intro

♥ Stage Introduction:

- Warship Rush is divided into the boarding stage and competition stage.
- The boarding stage lasts from 03:00 to 21:00 (EST). This stage is the gathering phase for Guild members to board the warship and support the Guild's warship.
- For every member that boards the warship, it's base speed will be increased.
- For every support, the speed of the warship will increase by 5%. Can support a maximum of 10 times.

♥ Competition Stage:

- Guild members can also board and support the warship during the competition stage.
- Throughout the race, there are multiple Krakens, which will slow the warship's speed down. Guild members can focus their fire to attack the Krakens and get rid of them/
- The Krakens will disappear after 30 seconds. When it disappears, Damage inflicted to the Kraken will be calculated. Items can be obtained: Arrow, Paddle, Bomb, and Shield.
- If a player does not log in after registering, items can not be clamed, and the items will be randomly distributed to participating players.

♥ Item Functions:

- Arrow: The Kraken will disappear automatically 30 seconds after it comes out of the water. The higher the Damage done to the Kraken by the Guild before it disappears, the more arrows obtained after it disappears. Arrows will be evenly distributed to each player on the warship and can re used to challenge players on other Guild's warships. Each arrow consumes 8% HP.
- Paddle: The Kraken will disappear automatically 30 seconds after it comes out of the water. The higher the Damage done to the Kraken by the Guild before it disappears, the more paddles obtained after it disappears. The paddles will be evenly distributed to each player on the warship and can re used to challenge players on other Guild's warships. Each paddle can increase the speed of the Guild's warship by 1% for 10 seconds.
- Bomb: When inflicting Damage to the Krakens, a bomb will be randomly given to a member of the warship. The bomb can stun other Guild's warships and slow them by 25%, lasting for 10 seconds.
- Shield: When inflicting Damage to the Krakens, a shield will be randomly given to a member of the warship. The shield lasts for 10 seconds. During this period, all arrows and bomb attacks can be blocked.

♥ Ranking Reward:

- Guild Ranking Rewards are awarded based on the time taken to finish the race.
- After the stage, Rewards can be clamed from Mail. Rewards correspond with your Guild's Warship Rush Ranking.

# Warship Rush Info

## Boarding, Speed, and Participation

Warship base speed is based on the number of players that have boarded the warship. When a player is knocked into the water ?50%? of the base speed for that player is lost. Participating players will reboard the warship after 10 seconds, else base speed is reduced for the rest of the race. Players are only counted as participating once they have entered the Warship Rush screen.

## Krakens

There are three Krakens during the race at 100m, 500m, and 900m, each Kraken attack lasts 30 seconds and slows the warship by 50%. Players attack the Krakens every 2 seconds in the order ? they ?boarded even if they have been knocked overboard. After the Kraken attack Arrows and Paddles will be evenly distributed between all boarded players based on total Damage delt, and ?one shield and bomb will be randomly given to player, with the portions for nonparticipating boarded players redistributed randomly to participating players.

## Arrows, Paddles, Bombs, And Shields

Arrows can be fired at other guilds to reduce a random player's HP by 8%. It takes 12.5 arrows to knock a player overboard or 100 per 8 players, more will result in wasting arrows. Arrows are best fired spread out in small numbers to reduce the effectiveness of shields, but can fired in mass to stall an enemy ship after they have used all their shields. Arrows are also best used early because the loss of nonparticipating players will reduce the base speed of the warship.

Paddles, Bombs, and Shields are best saved for a final sprint after the third Kraken attack, with paddles giving a 1% speed boost, bombs reducing speed by 25%, and shields blocking arrows and bombs, all for 10 seconds.

## Finish and Rewards

The race ends at 1300m and all participating players receive a Placed Reward Chest and nonparticipating receive a Participation Reward Chest by Mail that can be redeemed for a selection of resources.

- 1st - Rare Stardust x20, Epic Stardust x10, Epic EXP Scroll x20, Void Soul x20, Diamond x300

- 2nd - Rare Stardust x18, Epic Stardust x8, Epic EXP Scroll x18, Void Soul x18, Diamond x280
- 3rd - Rare Stardust x16, Epic Stardust x6, Epic EXP Scroll x16, Void Soul x16, Diamond x250
- 4th - Rare Stardust x14, Epic Stardust x4, Epic EXP Scroll x14, Void Soul x14, Diamond x210
- 5th - Rare Stardust x12, Epic Stardust x2, Epic EXP Scroll x12, Void Soul x12, Diamond x200
- Part. -  Rare Stardust x5, Epic Stardust x1, Epic EXP Scroll x5, Void Soul x5, Diamond x75