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.

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