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.

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