

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 servers.

♥ 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

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