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Kingdom rush frontiers upgrade guide

There are several Kingdom Rush fans on the pg team. And pretty much we all share the following view of the Kingdom Rush: Frontiers sequel - it's more of the same, and thank God for that. This is another impeccably polished, multilayered and constantly unfolded tower defense game. It's a casual strategy with a hardcore sensibility. Because of that, it's hard to break or at least dominate. This is a game in which you will be required to play levels until you access them with three stars. Believe me. I hope these general tips and tips will help you on your way to survival of Kingdom Rush: Frontiers. General Council Balance is needed: In each level, AI will throw a variety of enemies of all shapes and sizes at you. Some will be biased to a certain type, necessitating a shift in the emphasis from magic to physical attacks, but you should never go for everyone of one type. Having said that... Archers are the best: Following our advice for a balanced and varied defense into account, archers are clearly the most powerful and versed units – that is, they provide the greatest variety of benefits. They are cheap and are effective against a variety of enemies. Also, as soon as you start updating them, they pack a nice punch. Leveling: There is absolutely no wrong way to level your towers and skills in Kingdom Rush: Frontiers, and all areas should be addressed at some point. However, given the importance of archer units, we recommend prior them, followed by Mage Towers. Rain of Fire is useful, but should probably be further down your list of priorities when it comes to upgrades thanks to its relatively slow reload rate. Of course, don't treat any of this as gospel - different levels will benefit from different updates. With that in mind, don't forget that you can shuffle around your acquired reload points at will. So if you're stuck on a level, try changing the balance. Call waves early: If your defenses have cleared a wave nice ly and quickly, or if they clearly have the situation on hand, call the early wave for some valuable extra coins. This is particularly useful at the beginning of the rounds when the challenge is low and the money is hard to find. Tactics Create kill zones: Your goal in each level should be to create choke points that hold on to enemy forces, allowing you to hit them from multiple points with a variety of units. This usually means setting up a barracks at a key traffic point, then positioning at least one of the others - archers, barracks, mages, artillery - within attack range of this position. The main junction points should be ideally overlooked by multiple combinations of Mage towers and Archer. Doubling barracks: Some advanced players like to fold their barracks into key choke points. This involves Two militia barracks close to each other and align the rally points of the flag to effectively double the attack strength and power. This is a viable tactic on some levels in which the enemy enemy are funnelled through key points, but we found that we can often waste a key tower slot exactly where you need your serious firepower. Our preference is to go with a barracks. Eventually, you'll have the resources to level them for better resiliency. Until then, you can support them with reinforcements. Upgrade the barracks in the middle of battle: When you're actually being overwhelmed and your soldier barracks are about to die, upgrade them. Not only will your instantly retrained soldiers be tougher, but they will also appear in full health. Use reinforcements: Speaking of boosters, use them often! They are not especially hard, but their true strength is in their mobility - you can throw them anywhere, so they must be your first call when an enemy breaks your final line or you want to hold a particularly hard enemy at a very specific point. They also recharge very quickly, so there's no reason to hold on to them. Keep the soldiers away from the Parasytes: otherwise, you're just giving them food to grow into horrible Reapers. Archer Tower Guide: As I mentioned, Archer Tower is the most useful of all. It's cheap, fast shooting and - when upgraded - reasonably powerful. Advanced: Both advanced options are extremely useful. The beast's fort is a rapid-fire delight, with the special Falconer reinforcing the power and reach of the neighboring towers and the Dam literally bringing the big guns. Tribal axe launchers, however, are excellent at nullifying powerful magical enemies like the Earth Shaman with their special Spirit Totem. Militia Barracks: Vital to create choke points and 'assemble' the other units. You should, however, use the militia barracks with much more moderation than the others. Advanced: While Assassins are powerful and useful for eliminating armored enemies - as well as for pinching some extra gold (both with specials) - we tend to go with the Knights Templar option for their resilience and consistent attack power. Tower of Magi: The yin for the yang of the Archer Tower. You ideally need to pair the two for a comprehensive defense against any enemy wave composition. Also essential to cut through armored enemies. Advanced: The Archmage Tower is the absolute peak of the Mage Tower format and packs a real wallop. The Necromancer Tower, however, is something totally more. It's less powerful by default, but your attacks often turn enemies into skeletons to fight for you. This mix of magical and physical attacks makes it one of the most useful units in the game. Summoning a fully updated (special) Death Knight, however, is the next best thing for a hero in front of direct confrontation. Bombard Dwarven: Given the explosive nature of this artillery unit, its forces are surprisingly subtle until you reach the advanced models). Without the instant punch of the other reach towers, it's all

about crowd control, cutting large groups of enemies simultaneously, and softening softening for others. It also has the best range of all, so you can position it away from the front line. Advanced: Dwaarp is a bit discreet, but is extremely useful for slowing down entire groups of enemies. The High Oven special adds fire damage to the formula. In contrast, the Battle-Mecha T200 is extremely extravagant, but arguably less useful overall. Its main strength is that you can position the imposing robot as a barracks soldier, thereby increasing its effective range. Edit Comments Share updates in Kingdom Rush are used to increase the power and effectiveness of towers and spells. There are six upgrade trees, one for each tower type and one for each spell. Each tree has a total of five upgrades. Stars[edit | editing source] Updates are purchased with stars, which can be obtained in several ways: Completing a campaign level gives stars based on the number of lives left: 18-20 lives: 3 stars 6-17 lives: 2 stars 1-5 lives: 1 star Completing a Heroic Challenge or Iron Challenge gives 1 star. Exclusive to the Flash version: Buying Premium Content gives 15 stars. Clicking the Twitter and facebook buttons gives 1 star each. Curiosities You need to get 65 (62 stars in Flash) stars to buy each upgrade on all six trees in the original Kingdom Rush. Kingdom Rush[edit | editing source] Archer Tower[edit | editing source] Salvage (1 Star) Marksmen Towers return 90% of the value when sold. (Typically, a rate of return is 60%.) Eagle's Eye (1 Star) Increases Sniper attack range (by 10%). Piercing Shots (2 Stars) Penetrating shots ignore 10% of the enemy's physical armor. Far Shots (2 Stars) Increases shooters' attack range (by 10%). Precision Shooters (3 Stars) attacks have a chance to deal double damage. (10% Barracks[edit | editing source] Hardness training (1 Star) Barracks train soldiers with more health. (+10% health) Best Armor (1 Star) Barracks train soldiers with enhanced armor. (+10% armor) Improved deployment (2 Stars) improves rally point range (by 20%) and reduces soldier training time. (Respawn time is reduced by 3 seconds for the Holy Order, and in 2 seconds for the others.) Resistance training (2 stars) Barracks train soldiers with even more health. (+20% health of the principal) Spiked Armor (3 Stars) When attacked, the soldier's spiked armor returns 10% of the damage to the attacker. Spiked Armor also affects Reinforcements and Heroes. (treated as True Damage) Magic Tower[edit | edit source] Spell Reach (1 Star) Increases wizard attack range (by 10%). Arcane Shatter (1 Star) Magic Attacks destroy a potion of enemy physical armor in each blow. (-3% armor per strike, does not work on enemies with immunity from physical damage.) Hermetic Study (2 The costs of building and upgrading the Mage Towers are reduced by 10%. Empowered Magic (2 Stars) Increases the mage's attack damage. (about 15%) Slow Curse (3 Stars) Magic attacks slow enemies at half their speed for a moment (half a second, Arcane Wizard the entire beam duration of a second. Also disables Rocket Rocket Turbo boost). Artillery[edit | edit source] Concentrated Fire (1 Star) Increases artillery attack damage (10% damage increase). Range Finder (1 Star) Increases artillery attack range (by 10%). Field Logistic (2 Stars) Artillery construction and upgrade costs are reduced by 10%. Industrialization (3 Stars) The costs of special artillery skills are reduced by 25%. Smart Aim (3 Stars) Artillery does not suffer spatter reduction and chain lightning damage. (This means that the damage is not reduced to the distance from the center of the explosion or between targets of the Tesla x104 electric screw. This update also applies to the Cluster Pump.) Rain of Fire[edit | editing source] Burning Skies (1 Star) Adds 2 additional meteors and increases the damage caused by the meteor. On mobile, it has 5 meteors initially, but this update increases the damage of the meteors. Scorched Earth (2 Stars) Meteors ignited enemies burning on it for 5 seconds. Fast & Furious (3 Stars) Increases meteor damage, blast radius by 25% and reduces cooling by 10 seconds. Burning Earth (3 Stars) Doubles damage and duration of burned earth, and reduces cooling by 10 seconds. Cataclysm (3 Stars) Increases meteor damage and rains 5 additional meteors at random locations across the battlefield. Boosters[edit | edit source] Well Fed (2 Stars) Well, fed farmers have additional health and cause a little more damage. Recruits (3 Stars) Recruits are more healthy and better equipped. (70 HP, 10% armor, 2-4 damage) Warriors (3 Stars) Warriors have even more health and are excellent equipped. (90 HP, 20% armor, 3-6 damage) Legionnaires (3 Stars) Legionnaires are in better health and use the best equipment. (110 HP, 30% armor, 6-10 damage) Spear (4 Stars) Gives Legionnaires a spear attack that can hit ground and flying enemies. (110 HP, 30% armor, 6-10 damage, 24-40 damage) Kingdom Rush: Frontiers[edit | editing source] Archer Tower[edit | edit source] Steady Hand (1 Star) Increases sniper attack range (by 10%). Lumbermill (1 Star) Reduces the basic costs of building archers. (-10 gold for arc towers 1-3). Focused goal (2 stars) Increases the attack damage of the shooters. (1-2 damage). Accuracy (2 Stars) Increases sniper attack range (by 5%) and damage. Twin Shot (3 Stars) Shooters have a chance to fire two rounds at the same time. (10% Barracks[edit | editing source] Defensive Stance (1 Star) Barracks train soldiers with better armor. (+10% armor) Boot Camp (1 Star) Barracks train tougher soldiers. [HP +10%] Esprit de Corps (2 Stars) Increases the range of rally points from the barracks (+20%) and cure rate (+20% per second). Veteran Squads (2 Stars) Soldiers are trained more and with improved armor. (-2 seconds respawn time, +10% main armor) Courage (3 Stars) While in combat, soldiers, mercenaries and reinforcements regenerate 1% HP per second. Magic Tower[edit | edit source] Rune of Power (1 Star) Increases the attack range of mages (by 10%). Penetration spell (1 Star) Star screws have a chance to ignore the magic resistance. (10%) Eldritch Power (2 Stars) Increases the attack damage of the mages (by 10%). Wizard Academy (2 Stars) Reduces wizards' special skill costs by 10%. Brightness (3 Stars) For each built mage tower, each mage tower receives a bonus for damaging Number of mage towers built Damage increment of each mage tower 10% 2 ~5% 3 ~10% 4 ~14% 5 ~18% 6 ~21% 7 ~24% 8 ~27% 9+ ~30% Artillery[edit | edit edit] Smoothbore (1 Star) Increases artillery attack range (by 10%). Alchemical Powder (1 Star) Artillery has a chance to deal maximum damage without spatter reduction. (per 10%) Best dnance (2 Stars) Increases artillery attack damage (by 10%). Gnomish Tinkering (3 Stars) Reduces the cooldown times of special artilleries abilities. (in 3 seconds) Shock and Fear (3 Stars) Artillery turrets have a 20% chance to stun their targets for 2 seconds on each attack. Rain of Fire[edit | edit source] Burning Skies (2 Stars) Increases meteor damage and reduces cooling by 5 seconds. Scorched Earth Meteors (2 Stars) ignited the ground for 5 seconds, burning enemies walking over it. Hellfire (3 Stars) Adds 2 additional meteors and reduces cooling in 5 seconds. Conflagration (3 Stars) Increases meteor damage and blast radius (+25%) while doubling the effects of the scorched earth. Cataclysm (3 Stars) Increases meteor damage and rains 4 additional meteors at random locations across the battlefield. Reinforcements [edit | edit source] Trained volunteers (2 Stars) Trained volunteers have additional health and cause a little more damage. (50 HP, 1-3 damage) Men in Arms (3 Stars) Men in Arms are in more health and wear good armor. (70 HP, 10% armor, 2-4 damage) Champions (3 Stars) Champions have even more health and wield big guns. (90 HP, 20% armor, 3-6 damage) Sworn Blades (3 Stars) Sworn Blades are more healthy and wield double weapons. (110 HP, 30% armor, 6-10 damage) Bow Bow (4 Stars) Gives reinforcements a range weapon that can hit ground and flying enemies. (110 HP, 30% armor, 6-10 damage, 16-30 damage) Kingdom Rush: Origins[edit | edit source] Archer Tower[edit | edit source] Master Shooter (1 star) Increases archer attack damage. Treesinged Bow (1 star) Increases archer attack range (by 10%). Obsidiana Heads (2 stars) Archers do maximum damage against no more unarmed targets. Elven Training (2 stars) Improves all of Archer's special abilities. Bloodletting Shot (3 stars) Archer's attacks have a 15% chance of causing severe bleeding, plus a 10% increase in archer attack damage. On iOS, attack damage does not increase when bloodletting shot is updated while bleeding is still in effect. Maximum Bloodletting Damage Tower Arbor 23 (22 iOS) Watcher Arbor 23 (22 iOS) Sentinel Arbor 46 (44 iOS) Arcane Archers 46 (44 iOS) Golden Longbows Long Range Shot: 161 (161 (16 1 154 iOS)) Long range shot combined with a crit: 299 (286 iOS) Short range shot: 69 (66 iOS) Short range shot combined with a crit: 115 (110 iOS) iOS) | Editing source] Elven Fencing (1 star) Reduces the basic costs of building barracks. (-10% for level 1-3 barracks) Tactical expert (1 star) Increases the range of rally points of the barracks. (per 20%) Enchanted Armor (2 stars) Barracks equip soldiers with enhanced armor. (+10%) Moon Forged Blades (2 stars) Soldier attacks will deal 15% additional magic damage. Unupgraded Tower Damage (with update) Defender Barracks 1-4 (2-6) Warden Barracks 3-7 (4-9) Ranger Barracks 8-12 (10-14) Bladesinger Hall 0 10-14 (13-17) Forest Guardians 24-36 (28-42) Elynie's Blessing (3 stars): Soldiers have a 10% chance of death when they caused lethal damage. (Soldiers revive in full health when proced.) Magic Tower[edit | edit source] Crystal Focus (1 star) Increases Mage's attack range. (+5%) Empowered Magic (1 star) increases mage attack damage. (+17.5%) Crystal Gazing (2 stars) Increases Mage's attack range (+5% of crystal focus) Attack from unspants (2 stars) has a small chance of dealing triple damage. (Each screw has a 5% chance and is shown as a BLAST!) Alter Reality (3 stars) Mage attacks have a chance to teleport enemies 20 knot back along the way. (Wild Mage: 1%, High Mage Elven: 3%, the others: 10%) Druid Tower[edit | edit source] Hardened Stones (1 star) Increases druid attack damage. (+10%) Sharp Splinters (1 star) Increases the blast area of boulders. Earth Domain (2 stars) Increases druid attack range. (per 10%) Heavy load (3 stars) Stone explosions ignore physical armor. Shocking Impact (3 stars) Boulder explosions slow enemies for a short time. (50% to 0.5 seconds) Thunderbolt[edit | edit source] Thunderbolt (2 stars) Adds 3 additional rays. Roaring Gale (2 stars) Increases radius damage and reduces cooling by 10 seconds. Storm (3 stars) Adds 2 additional rays, while strong winds slow down all enemies. Monsoon (3 stars) Increases lightning damage and doubles the wind deceleration effect. Furious Tempest (3 stars) Increases lightning damage and throws additional screws at random enemies. Boosters[edit | edit source] Qualified Defenders (2 stars) Qualified defenders have more health and better equipment. (60 HP, 3-5 damage, 20% armor) Elven Stars (3 stars) Gives reinforcements a range weapon that can hit ground and flying enemies. (60 HP, 20% armor, 3-5 damage, 7-10 damage) Green Guards (3 stars) Green Guards have more health, better armor, and improved weapons (100 HP, 35% armor, 5-10 damage, damage 10-20) Quick Response (3 stars) Reduces reinforcement cooldown time by 5 seconds. (From 15 seconds to 10 seconds.) Moon Sentinels (4 stars) Lunar Sentinels are elite elven hunters, riding giant panthers. (150 HP, 50% damage from 10-15, damage from 20 to 30) Kingdom Rush: Vengeance[edit | edit source] Upgrade Points[edit | edit source] Upgrades in Kingdom Rush: Vengeance are purchased with Upgrade Points instead of Stars and are earned differently from previous games. Unlike previous games, the update points are are obtained from Campaign mode; completing Heroic and Iron Challenges do not give upgrade points. The number of upgrade points earned is independent of the stars; No matter how many lives the player finishes the step with, the number of upgrade points is always the same. Most steps award three upgrade points upon completion, with the exception of the following: Towers[edit | edit source] BLITZ TACTICS (1 update point): Increases the bonus gold by calling an initial wave. (80% additional gold) WAR Rations (1 update point): With a full belly, the barracks units improved health. (30% more HP) GXR-1 TARGETING SYSTEM (2 upgrade points): Improved with Goblin technology, archery towers gain extra range. (additional range of 5%) LARGER BOMBS (1 upgrade point): Infused with powerful alchemy, explosions now have a wider range of effects. (20% additional area of effect) RUNES OF POWER (2 upgrade points): The Infernal Mage and spectral mausoleum have a small chance of dealing double damage on each attack. (10% chance of double damage) MERCHANT GUILD (2 upgrade points): The costs of the tower's special abilities are now reduced. (Cost reduction of 15%) MASTER ARCHITECTS (2 upgrade points): All towers earn extra bonus damage. (10% additional basic attack damage) DEATHRAY COILS (4 upgrade points): Replace the flags at each exit with deadly tesla reels that zap incoming enemies. These reels can kill enemies every 180 seconds for 150-300 real damage. Heroes[edit | edit source] BACK TO BATTLE (1 update point) Reduces heroes re-emerging time. (10% respawn reduction) SPECIAL TRAINING (1 upgrade point) Thanks to a secret training and intense training heroes at the fastest height. (25% xp extra gain) ONE MAN ARMY (2 upgrade points) All heroes improve their base attack damage. (15% extra damage) ULTIMATE POWER (1 upgrade point) All ultimate abilities of heroes now have their cooling reduced. (20% CD reduction) IRON WILL (2 update points) All heroes improve their maximum health. (20% hp increase) SHIELD (2 upgrade points) Every basic attack inflicted on a hero has a small chance of dealing no damage. (10% chance to trigger) SECOND WIND (4 upgrade points) Heroes now have a small chance to resurface instantly. (10% chance to trigger) Demon Goonies[edit | editing source] INFERNAL COMBUSTION (1 update point): After dying, Goonies explodes causing 20 physical damage in an area of 90. TRAINED GOONIES (2 upgrade points): Better trained for combat, Goonies now have better health and damage. DEMON GUARDS (3 upgrade points): Goonies are now Demon Guards! They are able to withstand huge amounts of damage. exclusive with Hellion Tridents. (Infernal Combustion: 10 physical damage in an area of 90) NEW INFERNAL (2 upgrade points): Demon Guards now die with a bigger blast. Does 40 physical damage in an area of 120. HELLION TRIDENTS (3 update points): Goonies are now Hellion Tridents! They are demons that can hit your enemies with a ranged attack. Mutually exclusive with Demon Demon (Infernal Combustion: 20 physical damage in an area of 90) FLAMING TRIDENTS (2 upgrade points): Hellion Tridents now launch burning tridents that burn enemies on impact for a short duration. (Burn damage: 10 physical damage in 2 seconds) PIT LORD (6 upgrade points): When reinforcements are called to the battlefield, there is now a 30% chance of summoning a Pit Lord with them. (Infernal Combustion: 50 explosive damage in an area of 90) Soul Impact[edit | edit source] EXTRA IMPACTS (2 update points): When spells are cast, adds an extra impact near the place the first hit. SOUL SHOCKWAVE (1 update point): The impact now stuns affected enemies for 0.4 seconds. CALL OF THE DAMNED (3 upgrade points): After impact, release 2 spectra each that chase and deal 7-22 damage to enemies. EXTRA SPECTRA (2 update points): Soul impacts are now released at most 4 spectra when they reach FEAR OF THE DAMNED (1 update point): Enemies hit by the spectra move at 50% of their speed for 2 seconds. PARTY OF THE DAMNED (1 update point): Each enemy killed by this spell reduces cooling for the next cast. SOUL ECHOES (3 update points): After the impact is over, there is a 25% chance of it hitting the same place again. TORNADO OF SOULS (5 upgrade points): When the spell is cast, 2 extra impacts will fall across the battlefield. See Also[edit | edit source] Upgrade Strategy Game Mechanics Community content is available in CC-BY-SA unless otherwise noted. Noted.

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