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Troops are broken down into the following categories:

- **Tier 1** – these are the weaklings of the troop world. They are best used in groups. Sending your Barbarian against an enemy village is a suicide move. You need several Barbarians of this level, working together in order to stand a chance. The Archer is a long-distance fighter who attacks everything that is in her range. Goblins are not the healthiest characters in the group, but they are the fastest on the ground. They scoot and swipe resources, beating spring traps and deal more damage than a Barbarian. These troops are cheap to train.



- **Tier 2** – these troops are actually specialists of your campaigns or raids. Wall Breakers do just what they suggest – blow up walls. Wizards specialize in superior targeting of firepower-- even if their firepower doesn't have long-term effects. Giants are the lumbering big guys who shove and push their way through obstacles and defenses. Balloons are flying Wall Breakers who drop bombs on targets that are hard to reach from the ground.



- **Tier 3** – these are currently the strongest of the regular troops. They are very expensive to train and take a terribly long time to prepare for battles. Even though they can destroy an entire village with minimal support, you might find that they are not worth the price. P.E.K.K.A is the top dog of regular units. "She" is a cross between a samurai and an armored hippo. She is hard to kill with anything except Hidden Teslas – something like an underground building that is activated when enemy units approach.



- Dark Elixir Troops are next in the line of up-level units. They have the appearance of gargoyles come to life.

The third source has been introduced by a high-level player, which includes [videos](#) for those who learn better by seeing things in action. When you reach higher levels, [Edepot's](#) guides and strategies are superb; his video examples are also easy to follow. For Attack strategies submitted by other players, the [list](#) is currently up to 2 pages.

If you want to know what your best bet is for barracks and unit distribution as you prepare to raid, there is a [tool](#) that allows you to enter specific data.

Known Glitches



As with any eGame – especially one that is updating and expanding – there are plenty of glitches to be expected.

Rather than listing complaints, the following glitches have been announced by the producer--- according to the posts from SuperSteve @

SuperCell.

Unsupported Devices

The following devices have had difficulties in accessing the game. Point to note, this issue may continue for some of them unless they meet the minimum specs. Some of the problems have, however, been addressed and others will be fixed when the Asian market opens.

- LG LG Merit 2
- golfc HTC Desire C
- nevis3g Samsung Galaxy Fame
- nevis3gcmcc Samsung Galaxy Fame
- nevisp Samsung Galaxy Fame
- kylessopen Samsung Galaxy Ace II
- nevisnves Samsung Galaxy Fame
- nevis Samsung Galaxy Fame
- nevisvess Samsung Galaxy Fame
- nevisds Samsung Galaxy Fame
- nevisw Samsung Galaxy Fame
- ST23i Sony Ericsson miro
- ST21i Sony Ericsson tipo
- ST21i2 Sony Ericsson tipo dual

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