Clash royale elixir cheat

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Battle Deck

| 1 | 2 | 3 |

| 5 Level 3 | 4 Level 5 | 5 Level 3 | 4 Level 5 |
| 2/10 | 5/50 | 1/10 | 6/50 |

| 3 Level 7 | 2 Level 5 | 5 Level 5 | 2 Level 7 |
| 5/200 | 1/50 | 3/50 | 9/200 |

Average Elixir cost: 3.8

Card Collection   Found: 38/48

Card rarity: COMMON, RARE and EPIC

| 3 Level 7 | 3 Level 7 | 2 Level 7 | 4 Level 4 |

Cards

Clash royale infinite elixir cheat. Are there elixir cheats in clash royale. Clash royale cheat codes. Clash royale elixir cheaters. Clash royale cheats unlimited elixir. Clash royale fast elixir cheat. Clash royale elixir cheat reddit. Cara cheat clash royale agar elixir selalu penuh.

Elixir is a game source and is spent on placing the cards on the battlefield, unlike the elixir of Clash of Clans, which is used to upgrade units and/or buildings. The player first starts the battle with 5 elixirs and cannot have more than 10 elixirs during the battle. When 2 minutes run in battle, each player gets 1 extra elixir and the production of the elixir for twice the game. The elixir is gradually produced during the battle of the double elixir time and about 0.9 seconds for the triple elixir, which occurs in the last minute or in the battles of the triple elixir. In 2V2, the elixir is produced 15 % more slowly than normal to compensate for the amount of cards that would otherwise be played during a double elixir and overtime, the production of elixir is 30 % slower than normal. Initially it is about 3.6 seconds per elixir, 1.8 seconds per double elixir and 1.2 seconds per triple elixir. In the endless elixir mode, the elixir is produced seven times the normal speed, giving the player 1 elixir every 0.4 seconds. Elixir profits and losses are as important as other game mechanisms such as map location and package balance. Elixir is very versatile. The elixir can help with counterattacks, rush and start the battle. There are several ways to start a battle. You can use the elixir carefully. There are several ways to start a battle. You can use the elixir immediately start an attack called rush, or they can store the elixir and respond to your opponent's actions. The Elixir is considered "useful" when the player hand over the less elixir than the opponent, causing the elixir to overwhelm opponents. The win of the Elixir profits with the share is known as the "positive elixir shop". Example: The opponent plays the skeletons of the army and the player of the newspaper hits the skeletons of the army and wins the profit of the elixir - 1. The Elixir is considered "lost" when the player's elixir immerses into the opponent before the opponent. . To get opponents to gain an elixir by sending a figure is called "a negative elixir shop". An example of this is when the player deploys P.E.K.A. And the opponent uses the skeleton army to face him, defeating P.E.K.A. And mock the opponent to get the elixir 4. In some situations, the creation of a negative trade with the player is useful if the player can use the rest of the army potential. For example, a player can use melon to make porkAlthough they lack 1 potion, the health of the bowler's bowler is intact and still poses a threat to the opponent. This type of game is known as a counterattack. A neutral contract for the potion does not necessarily mean that no player has gained an advantage. For example, if one player puts Witch Mother on his princess tower, and the other will use a ball of fire both on the princess tower and the princess tower, both players spend the same amount of potion, but the fireball user will have a slight advantage. The only way the player can increase the production of the potion is to use the potions combine. It costs 6 potions and will produce 8 potions during his life, giving the player 2 profit potions (if the mirror potion gives only 1 potion, then a total of 3 potion profits compared to 2 Potion collectors). Attacking with a spell or other card will not bring so much benefit to the player, but at the same time sucks the opponent's potion. Elixir Golem can artificially generate Elixir for the opponent. Specifically, the main goal gives 1 potion, while the goleys and spots give 0.5 potion, which means 1 potion and 2 potions, respectively. In total, you can create 4 potions to destroy all forms of Golem potions. Since the use of a potion costs the opponent of 3 potions, it is reasonable to spend up to the 7th potion to fight one. If the player has more potion than his opponent, he can often attack and defend himself much easier. To get the potion, weapons with cards that cost less than the unit attacking the opponent. Typical examples are arms of skeletons defending giants and arrows defending the hordes of creatures. Both have a net profit of 2 potions. It is important that the player does not use the potion, because the player will not be able to generate more health than the king of the king's tower. The two canons have their own scope. Princess storms remain unchanged. The normal level moment after the potion belt is exhausted, the message "Potion belt is full!" Will be displayed. The player cards will also tremble when the potion bar is full. While watching the match live, on the right side of the potion belt of each player there is a number that shows how many potion they sucked during the match. This is particularly visible at the beginning of the game. If players succumb to too many 10 potions, they waste the potion that could gain if the card was used. However, do not hurry to make decisions and not create unnecessary spaces. This isBe 10 elixirs if the opponent also maximally increases Elixir. If the player has 10 elixirs and his opponent has less than 10 elixirs, but cannot immediately attack, he should deploy a unit at the end of the arena to avoid losing his advantage Elixir. However, the unit should not be too expensive as it will be possible when the opponent could immediately damage the other player's princess tower. If the player puts Witch Mother on his princess tower, and the other will use a ball of fire both on the princess tower and the princess tower, both players spend the same amount of 3 crowns. Exceptions are triple or endless elixir modes. Thanks to the Elixir generation, the player can often always use cards from Elixir 0 much easier to lose Elixir by accident. If your opponent deploy a unit or building with low or medium health next to your princess tower, you should use magic to overcome them and cause some damage to the tower. It can be a good step, even if magic costs more than its units or buildings. For example, if they build a wizard at their tower, consider using the missile and press both. Although it is a trade -1, the tower will cause some damage. It is important to skip the elixir wisely. Although it may seem, 1 elixir may mean the difference between victory and defeat. Story 2016 Elixir plays Soft Launch Clash Royale, 2016 April 4th. The updated tournament allowed players to sort their card collection according to Elixir. The same update removed the Elixir overload, also known as Eneve Elixir, and allowed the cards no longer canceled when the double elixir time began. 2016 November 1 Updates from 2016 November Players could not see the opponent's opponent's opponent when they were reviewed. He also added special events by increasing Elixir production. The first Double Elixir event began 18.11.2016 2017 2018, 2019, 2019. On November 4, the Balance update increased the production of the Touchdown project. 2019 November 26, 2019 November By the end, the last minute Elixir generation speed was triple (from 2x). It also happenedThey treated the player faster and react faster depending on the generation of the elixir. The name of the window of Galeri "Elixir" comes from "Al Ksir", which is an Arabic word for wonderful substances. From the third century BC The elixir would have changed gold metals and an extended life for an indefinite period. If the player does not use the Elixir collector or did not win which type Elixir Golem, he never wasted the elixir and that the elixir will not pass overtime after 3 minutes, the player will have about 90.7 elixir. Again, assuming that the player does not use the Elixir collector or is wasted elixirs, if the battle lasts 1 minute overtime, the player will receive about 133.6 elixir in 4 minutes. If the battle lasts 2 overtime, the player will receive 200.2 elixir in 5 minutes. The elixir accumulated in the background, at the same time dropped 10 before reaching 11, when the elixir bar was filled, so the elixir of both players is still different from the whole number. It can also allow the players an almost additional elixir, deleting the cards at a certain time; For example, a game of golem, when the elixir was going to generate, could leave a player with 3 elixir, leaving a gole. Nevertheless, he no longer accumulates to update tournaments, now by the right number, when the card is left in 10 elixirs. In search of an increase in the 2V2 battles also count against crown boxes. All spells have the two players of the team. For example, a friendly rage or a clone of a clone would interfere or duplicate all friendly troops in their department, including the teammate. Likewise, a freezing spell or opposing tower would freeze or damage the two teammates. However, Elixir Collector creates Elixir only for those who play there. The elixir drop of the opposing team gives only one elixir to those who destroy it when they are destroyed; When the crown tower destroys the drop of elixir, each player owns the princess tower and a royal tower (this becomes clear when two players choose a different lower skin). The arena room behind the royal tower is enlarged to offer more space to the troops. However, there is less space between the king's towers and the sides of the arena. The king's tower is wider 2The royal rook of some cards may accidentally activate the rook earlier than 1 to 1, which they usually don't. An example of this is firework shards aimed directly at the Princess Tower. Clan Battles In this section describes content that has been replaced or removed from the game. This information is stored here for historical purposes. Clan Battles is a special event that started with a Clan Battle Chest. Clan battles were started with a special button in the upper right corner of the clan screen. They functioned as friendly 2v2 battles in the sense that they didn't drop rewards and are up to tournament standards. However, clan battles involved a member of one clan against two opponents of another clan. Clan battles have always been held in the royal arena. A victory in a clan battle means a victory in a clan battle in a clan battle box, regardless of the number of crowns earned. A clan battle chest is a type of chest belonging to a clan. It looked like a clan chest in the sense that clan members had to work together to open it. The Clan Battlefield started every other Friday. All clan players at that time had the opportunity to collect victories in clan battles for a clan battle chest. Players could collect victories in Clan Battles for three days. You will try to collect as many victories as possible to get the maximum reward for the Clan Battle Chest. When players achieved enough victories in Clan Battles to receive the maximum reward, or after the three-day Clan Combat Chest event, a Clan Battle Chest could be opened. The amount of gold and the proposed cards do not vary between players, but the content depends on the arena the player is in. For example, a player in Arena 7 cannot receive Arena 8 cards through the Clan Battle Chest. . The total number of wins was calculated in the "Crate" tab of the on-screen information screen. There, players were ranked according to the number of victories the player had achieved. For this purpose, the victory in the battle of clans was divided between the two victorious clan members, so that each victory granted everyone a victory in half of the victory. In order to receive rewards from the Clan Battle gift, the player must stay in the clan for three days and earn at least half of the winnings as a gift. A player who just joined a clan had to wait for the next clan battle chest, regardless of previous posts. If the clan received the maximum reward,Clan Battles could still be played, but no rewards. Players with zero contributions were still ineligible for Clan Slaughter, even if they later contributed. The Nth level of the Clan Battle Chest required a total of gold and cards and was rewarded. True Clan Battle Stats Chest Tier Victories in Battle of Clans require the total cost of guaranteed cards, increasing over previous accumulated gold cards 1 5 5 108 18 1 Rare 2 10 15 228 38 3 RARE 3 15 30 360 RES 404RA 84RA 84 5 25 75 660 110 11 RARES + 1 EPIC 6 30 105 828 138 13 RARES + 1 EPIC 7 35 140 1.008 168 16 RARES + 1 EPIC 8 40 16 RARES + 1 EPIC 8 40 16 RARES + 1 EPIC 8 40 180 20 40 40 40 18 18 18 10. 45 225 1.404 5 RARES + 2 EPIC 0.234 225 1.404 2 EP 275 1 620 270 27 RARES + 2 Epic 2017 Story 2v2 was first introduced as Clan Battles in the March 2017 Update. First Event The Clan Battle Chest started on 12/24/2017. On the same day, a maintenance outage caused the game to crash after detecting a Clan Battle. On 03/04/2017, a maintenance break increased the win requirements by 150%. Clan Battle effect dimensions remain unchanged. In the June 12, 2017 update, the 2V2 friends list was expanded in June 2017. This playstyle also allowed clanmates to play as before and allowed players to earn chests without having to play 1v1 arena matches. week in the 2v2 practice test. Friendly rules no longer apply in this 2v2 mode. Crown towers and map levels are no longer aligned to tournament standards. This update combines clan for chest and clan for battle chest as both ladder matches and 2v2 matches add chest crowns. If two players from the same clan pair, the crowns they give to both players are counted, resulting in a double contribution. As of June 30, 2017, the 2v2 button was available throughout July, maintaining the same functionality as in the previous real period. This allowed players to play 2v2 games outside of Clan Battles. This button was subsequently removed on 08/01/2017. On August 21, 2017, the 2v2 mode outside of Clan Battles became available again, this time for good. In the 10/10/2017 update, Epic Quests added the option to chat in 2v2 battles, as well as the ability to rematch (play a different game) with a friend. It also allowedTogether with the clan members or friends to take part in the tasks of special events of 2 to 2, the additional update enabled players to play 2 calls with friends or members of the clan, even if they did their job or another problem have in progress. 2018 04/25/2018 Clan Wars Update enabled the players to see the current cards of the team member in their hands and touch his name. The same update also added a blockade in the game from 2 to 2 when the player left the fight from 2 to 2. Starting with this update, 2 to 2 collisions are displayed on the day of the battle in friendly battles with clan friends. In the 2v2 game, the King Tower has 2 cannons, is wider, has 2 Kings, has a special badge with 2 crowns, and has around 20% more health than the equivalent level King Tower. Both cannons have their range. Princess storms remain unchanged. There are no restrictions on 2v2 levels. The level of crown towers is on average 2 players. Both players use separate pads. Elixir formation slows to 85% of conventional generation (about 1 elixir every 3.6 seconds). During double elixir and overtime, elixir generation is reduced to 70% of normal overtime production (1 elixir every 1.8 seconds and 1 elixir every 1.2 seconds during triple elixir) . Players can briefly see their teammate's deck at the start of a battle, and during the battle, they can see the current card of their teammate in hand. It is possible to know how much elixir the other player has by looking at the number next to his current card hand. You will also see where your teammates place your cards. It is very useful for coordinating attacks and defenses, as well as the speech that reacts to the situation. Therefore, the cards must always be drawn in the arena if time allows. The 2v2 battles do not give or take trophies to the players, but give chests and victory gold. The 2V2 battles also count against crown boxes. All spells have the two players of the team. For example, a friendly rage or a clone of a clone would interfere or duplicate all friendly troops in their department, including the teammate. Likewise, a freezing spell or opposing tower would freeze or damage the two teammates. However, Elixir Collector creates Elixir only for those who play it. The opposing team's elixir drops only give elixir to those who destroy it when destroyed; When the crown tower is destroyed by a drop of elixir, each player owns the princess tower and one royal tower (becomes clear when two players choose different towers). The Arena Hall behind the King's Tower has been expanded to provide more space for troops. However, there is less space between the king's towers and the edges of the arena. Since the King's Tower is more broadly geared towards second spies, some cards may accidentally activate the tower from a crash where they normally don't. An example of this is the Kracher -Endlecht if aimed directly at the Princess Tower. This section of Clan Battle describes content that has been replaced or removed from the game. This information is stored here for historical purposes. Clan Battles is a special event that started with a Clan Battle. Clan battles were called by a special button in the upper right corner of the clan screen. They functioned as 2V2 Friendly Battles in the sense that they dropped no rewards and were up to tournament standards. However, Clan Battles were played with one member of one clan against two opponents from another clan. Clan Battles have always taken place in the Royal Arena. Clan victory will give the clan the Schlachtkasse clan victory, regardless of the number of crowns taken. The clan's cash was a kind of chest that belonged to the clan. It was similar to the Clan Chest in that the Clan had to work together to open them. The Treasure Clan battle started every other Friday. Have time, all clan players had the opportunity to pick up a clan slaughterhouse for the Schlachtkasse clan. Players were able to collect Clan Slaughterhouses in three days. You will try to get as many kills as possible to maximize Battlekash Clan rewards. Once players had enough Clan Battle, it won for the maximum reward or the three-day Clan Battle Dest eventA Clan Battle Chest could be opened. The amount of gold and cards offered to players does not vary, but the content will vary depending on the arena the player is in. Profiles of total hits were calculated on the info screen tab in the chest. There, players were ranked based on the number of wins a player had. For this purpose, it was split between the two clan victory winners, so each victory awarded both winners half a victory. In order to receive rewards from a chest with a battle clan, the player had to stay in the clan for three days and have at least half of the victory in the chest. A player who just joined a clan had to wait for the next battle chest to become available to the clan, regardless of previous contributions. If a clan earned the maximum reward, players could still play clan battles, but without the reward. Players with zero contributions still had no rights to the warclan chest, even if they contributed later. The nth chest level with battle clan required gold and cards defeat and reward. Clan Battle Battle Stats Battle Clan Level Chest Stats Required Total Prize Cards Increased Compared To Previous Gold Levels 1 5 5 108 18 1 Rare 2 10 10 228 38 3 RARES 3 15 30 360 60 6 RARES 4 50 RARES 4 50 RARES 8 454 8 RARES 5 25 75 660 110. 10 50 275 1 620 270 27 RARES + 2 EPICS 2017 HISTORY 2V2 was first introduced as Clan Battles in 2017. March. The first Clan Battle Sense event started on 10/24/2017. On the same day, fixed issues where the game would crash when expressing clan battles. 02/04/2017 maintenance break, win requirements increased by 150%. Clan board sizes have not changed. in 2017 June 6 in 2017 in June the update expanded the 2v2 mode and added a temporary 2v2 button along with the usual Battle Button buddy list. This game mode made it possible to play with clans like before and allowed players to get 1v1 chests without playing the game.This feature worked for a week in 2v2 Time Trial. There are no more friendly rules in this 2v2 mode; Crown towers and map tiers no longer scale to tournament standards. In this update, the Clan Chest and Clan Battle chest are combined, as Ranked matches and 2v2 matches add crowns to the chest. If two players from the same clan team up, their crowns will be credited to both players, resulting in a double contribution. As of June 30, 2017, the 2v2 button was available throughout July, maintaining the same functionality as in the previous test period. This allowed players to play 2v2 games outside of Clan Battles. This button was removed on 08/01/2017. On August 21, 2017, the 2v2 mode was made available again outside of Clan Battles, this time permanently. The Epic Quests update on 9/10/2017 added post-battle chat in 2v2 battles, as well as the ability to regroup (play another match) with a companion. This also made it possible to team up with clan members or friends for special 2v2 event challenges. The optional update on 10/12/2017 allowed players to play 2v2 challenges with friends or clan members even if they had completed their own challenge or another challenge was in progress. . 2018 Clan Wars update on April 25, 2018 allowed players to see their teammates' current cards by tapping on their name. This game mode added a 2v2 game lock when a player leaves a 2v2 battle. Starting with this update, 2v2 battles will now appear on Clan Wars rally day. On June 27, 2018, an optional update was released to address an issue where 2v2 player partner "map stealing" would disappear when emotes were disabled. On May 9, 2018 in the September 2018 update, players could see their teammate's current potion and spectators could see which player was playing which card. This also allowed players to join a 2v2 Rally Day Battle with a clan member even if they had already completed the Rally Day Battles. In the December 2018 Update of 2018-12-05, the ability to send a friend request after a 2v2 battle was added. . On July 1, 2019, the July 2019 Patch changed the King Twin Rook to be displayed as 2 different King Rooks instead of the largest. This was done to accommodate the newly introduced tower skins that can be unlocked through Pass Royale. September 30, 2019, end of September 20192V2 moved to party mode. 2V2 Matchmaking was also changed to take into account the level of Card and King Tower when searching for an opponent. It also repaired a crash disturbing the 2V2 fight. 1.1.2019 Maintenance failure, improved matches 2V2 matches. September 7, 2019 Maintenance break improved 2V2 match with friends. On November 30, 2019, the optional update fixed the 2V2 problem that caused players to get stuck in 2V2 matches. Some players still had the same problem, so on December 3, 2019, maintenance was loss to be repaired. 2020-10-09-Optional update fixed the mistake where players could enter the 2V2 match with a package of less than 8 cards. 18.11.2020 In the CLAN WARS Enhancement 2018 update, the Pass Royale color codes are now correctly displayed to the 2V2 battles. 2021 27 June 2022 In the update from the summer of 2022, a badge was added, showing the number of 2V2 wins that the player had. 8. 11. 2022 The maintenance, modified game 2V2 is carried out to make players better match according to the level of cards and king. Target Speed Pad 1s 7 Air and Ground Lives x2