

MAP



1. Click on the monster to start the fight
2. Radar points to creatures that you can find nearby. The clearer the silhouette, the smaller the distance separates you from the monster.
3. Click on the compass and then in the creature to display an arrow pointing to his hideout. You can use the compass once every 10 minutes.
4. Click on the avatar of another player to attack him or exchange creatures with him. His acceptance is required.



MENU



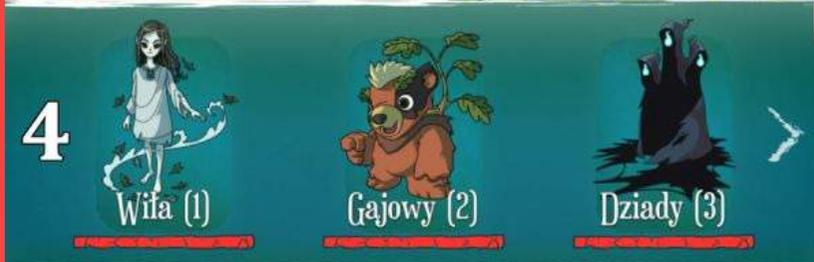
1. Click the heart icon to heal your team. Remember, you can use the treatment once every 10 minutes.
2. Catch 7 creatures to build a fortress. The guard left in it will collect gold and experience for you.
3. In settings, enable PVP options to interact with nearby players.
4. Check your score in the ranking



ENEMY FORTRESS



- 5. You can attack your opponent's fortress to gain experience.
- 6. You can cure your team for gold.



TEAM



1. The number next to the name of the creature is its level.
2. The red bar means life and the yellow one is the progress in reaching the monster's next level.
3. You can check the exact value of a monster's experience after clicking (i) icon.
4. The top panel on the team's list are for creatures that will be sent to fight.



Wiłę można spotkać w lesie, w górach lub nad wodą. Zajmuje się głównie tańcem na zmianę z wylegiwaniem się w promieniach słońca lub księżyca. W przerwach od tych wyczerpujących czynności, Wifa psoci i płata drobne figle, takie jak wywoływanie wirów powietrznych lub sprowadzanie na wrogów i przypadkowych przechodniów szaleństwa.



INFO



1. The power of Attack affects the value of damage dealt by monster, defense affects the reduction of damage it take, and the speed of movement depends on the speed of combat.

2. Click on the name of the creature to change it.

3. The number next to the creature icon indicates the number of amulets you have. You can exchange them for experience.



INFO



4. From 2 lvl creatures have more than 4 attacks. To change an attack, click on it and select a new one from the list.

4	Tornado	17	
	Uwaga na głowę	30	
	Ugryzienie	21	
	Ziewnięcie	21	



COMBAT



4. Choose creatures so that their elements have an advantage over the elements of the enemy.

Dependencies:

Element	Strong against	Weak against
Forest	household, stone	Fire, poison
Fire	Forest, poison, dark	Water, stone
Water	Fire, stone	Air, electric
Air	Water, poison	Household, electric
Poison	Forest, household	Air, fire
Stone	Fire, electric	Forest, water
Household	Electric, air	Forest, poison, dark
Electric	Air, water, dark	Stone, household
Neutral	-	-
Dark	Household	Fire, electric



EXCHANGE



1. Choose your creature that you want to exchange with other player.
2. Before the exchange, you can check what monsters the second player offers.
3. Both players must confirm their choice to finish the exchange
4. If you do not like the choice of the other player, you can cancel the exchange without consequences.
5. If you do not want other players to invite you to exchange, disable the PVP option.

Ustawienia

PvP

On

1

Wibracje

On

Opisz co się stało, jak zreprodukować błąd lub zgłoś nadużycie

Wyloguj

Wyślij

2

SETTINGS



1 .When the PvP option is enabled, you can fight or exchange creatures with other PvP enabled players.

2. If you have found an error in the game, or you want to pass something to the creators, you can send us a message in the settings.



YOUR FORTRESS



1. The panel above the list of your creatures is a place for fortress guardians

Up to 6 guardians can be left in one fortress.

Guardians will collect experience and gold for you.



YOUR FORTRESS



2. In exchange for gold, you can heal your team in the fortress of other players.

3. You can attack an enemy fortress in order to gain experience.