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Deck building guide clash royale 2017

the goal clash royale always changes due to the changes of balance and influences of youtuber. the ccgs has brought a new wave of bouquets to the grand and classic challenges, while a new bridge Control/Bait made by ccgs spring runner-up cmc mchugh dominated both the scale and the challenges. Since the scale is everything on the paper levels and the challenges are on a level cap, the royal clash goal is different in both these modes of play. today, let's take a look at some of these popular bridges right now. Goblin-Bait control (log bait) average cost of elixir: 3.3 ladder winrate: 50.54% based on 9401 games winrate challenge: 56.99% based on 21232 games the goblin bridge Bait-Control made by the ccgs cmcmchugh sample is now one of the most popular and memorable decks. oando 3 cards that are taken from the log, the bridge extracts them and uses the goblin barrel as a condition of victory that must always be removed. the princess acts as a splash attacker that is difficult to remove from a troop, while the gang of goblin acts both as a striker that is essential for defense and offense. the tower of hell, which is the building in the game, deals with a nice job removing heavy tanks like pekka and golem, to which all the other cards in this deck are weak. with all these offensive cards in this deck, a rider is used for reservoir for all of them, with its speed of quick stroke and high hp. and if your opponent successfully contrasts your offenses, you just have to rocket cycle down a tower to win right the game. of that madness is not complete, unless a Spirit of Ice cycle with and freeze everything. Legendary Spare Parts: Princess: Dart Goblin The register: Brakes, Zap counted by: PEKKA Hog Rider Beatdown/Control (PEKKA Hog) Average cost of elixir: 3.6 Ladder winrate: ? Challenge winrate: 60.05% winrate based on 8535 games Unlike the previous Log Bait deck mentioned above, this deck works significantly better in Sfide due to PEKKA being a main winning condition. Being an Epic, it is more difficult to update it because of its low drop rates. However, in the tournament-signed challenges, there are no update levels, so any card will be free to win with. This deck uses two conditions of victory: the PEKKA Battle Ram deck, but after the Battle Ram was nerfed, competitive players learned that the PEKKA synergies even well, if not, better with the Hog Rider. Although it does not work well in the scale, it is still a practicable bridge in every game. Legendary Spare Parts: Electro Wizard: Dart Goblin, Musketeer, Executioner, Wizard, Witch Hog Rider Executioner Tornado Cycle/Control (Hog ExNado) Average elixir cost: 3.3 Levels: 53.92% based on 2497Winrate Challenge: This classic Hog ExNado bridge still works very well with a 54% winrate. Apart from the lazy-pushing with the Hog Rider with the Goblins, Knight, Ice Spirit, and the forecast The Log, the Tornado Combo execution is used to obliterate everything on the defense, pulling all enemy troops together and killing them from the oscillations of the performer. Lightning is used to eliminate individual health media units such as the Electro Wizard or Hell Tower when it pushes with the Hog Rider. Overall, this bridge is decreasing in popularity due to meta change, but still try this popular bridge out. Legendary Spare Parts: Counted by: Golem of the Mega Horse Rider Miner Battle Ram Three Musketeers Control/Beatdown (Miner 3Ms) Average cost of elixir: 4.3 Winrate Challenge: 71.07% in 1983 games This bridge Three Musketeers has an incredible high victory rate of 71% in challenges. No wonder why people are getting good results with this deck. With three mosques divided behind the King Tower, two towers can be immediately taken. Use the Miner as a tank and mini-push with the Orda Minion and the Goblin band with the Miner. For a big push, use the Battle Ram and the Miner with the three musketeers on both the Arena tracks, using the Ice Golem as a tank. Make sure you use your Elixir Collector to get an elixir advantage on your opponent at the start of the game so you can double-elixir with the Three Musketeers. Although this deck is not as easy to play as the otherbouquets, it is very fun to divide the push with the three musketeers and see what happens. But what is more fun with the bridge is after a tower is taken, simply place the three musketeers in your pocket to remove the second tower. This strategy was first used with the Royal Giant and gradually popularized this positioning Three Musketeers. Legendary Spare Parts: Miner: Goblin Barrel, Poison, Fireball, Knight Counter: Flying Machine Barbarian Hut Executioner Mega Knight La Meta Cambiare With recent changes in balance, several decks were emerging from them. These bouquets may not be half-stacks in a few months or even weeks. The lightning received a decrease in the half-style radius, which basically takes this spell from the goal because of Rocket and Fireball. Popular decks using Lightning right now could change dramatically with the absence of this spell. Sparky, on the contrary, received a decrease in the speed of a second, allowing her to shoot faster. Once nicknamed "The Trash Can on Wheels", this gave Sparky a huge buff as it can face its massive damage much faster. I literally tied up in a scale game a few days ago because I set my lightning on the Sparky immediately after he shot his shot because I was not used to the changes of balance. With Sparky rising and Lightning in autumn, the goal could change very soon. And with the top 200 users get their Mega Knight to the maximum level... See you at the Arena. Gnoth Huangton, CR Noobwww.statsroyale.com www.deckshop.pro www.clashroyale.com/blog/release-notes/balance-update-coming-10-9 Sparky is currently one of the worst cards in the game. Although it is a great deal of damage, it has a super slow success rate and can be easily reset. In this state of the goal, Sparky has only a 37% winrate and a 4% usage in tournaments. But Sparky wasn't always begging for a sparkling bar. Let's take a look at Sparky's past and how its use has decreased. The Beginning The Sparky was released in May 2016 along with other cards that change the game like the Spirits of Fire, the Guards and the Miner. Sparky was at its best. People at that time saw Sparky as a super overwhelmed. A shot from Sparky can pull out a healthy Hog Rider or half of an enemy Arena Tower! How broken was it? He had a slow charge, but no one knew how to counter this troupe, sometimes spamming everything they had, just to be erased from the Scintilla explosion. At the same time, Royal Giant received its huge tin that can will that make it hated forever by the Clash Royale community. People realized that Sparky got along well with the Royal Giant ranged, so Sparky became an even better card. The summer of 2016 was where Sparky actually got his place in the destination. Giant Sparky Meta In August 2016, the Royal Giant received a big nerf that made it a very unpopular but still hated card. The giant glittering combo was already very popular, but the giant real nerf, this combo received an indirect buff and lowered the goal. Now, people have learned that Sparky can be easily counterbalanced, but when supported with other troops this combo can still be deadly. Zap the Spark? Well, he's still alive, and he's gonna lower the tower in another five seconds! Chief Pat, right now, got his second free account for the Legendary Arena (now Hog Mountain) just like a Level 8 with a giant glittering bridge. Lava Hounds, Lightnings and Electro Wizards At this point, Sparky was not overwhelmed, but still had a place in the middle. People knew how to counter it, but if you're doing well, a tower's down. However, a factor in Sparky's disappearance was the introduction and popularity of other cards. An example is Lava Hound. Somewhere at the end of 2016, the Lava Hound+Balloon combo became more and more popular and took control of the goal. Lavagna Hound took his place in the destination along with Golem Bridges rising. Sparkling, however, could not attack the air. The single card that Sparky couldn't fight made him a little unpopular. Lightning received a .5 second stallion in September 2016 that made it popular with the Beatdown decks, especially with the Golem. This spell could now reset the towers of Hell and massively damage the cards then-meta like Bowler and Mega Minion while doing it. However, this card not only resets Sparky's charge. She reduced Sparky to a health swap. Rocket was not very popular then, so this also unpolarized However, it was the Electro Wizard to kill Sparky. Released in December 2016, the Electro Wizard was able to continuously restore enemy troops' movements, not allowing Sparky to charge at all. This card took a while to appear in the destination because it initially could be a hit from a Fireball, but Sparky dropped to the bottom of the fund after this. Its 5 seconds success rate was pretty pathetic for experienced players. "Trash Can on Wheels" 2017 led to something good for Sparky. Clash Royale players have constantly raged by getting a Sparky out of their account and had fun with her. The nickname "Trash Can on Wheels" has become so popular that Supercell wrote a saying on their loading screen: Calling Sparky a "Trash Can on Wheels" hurts her feelings. Along with the Dragon of Hell at that point, they were the two worst legendary of the game (the Dragon of Hell became more popular with the Deck of Control and Siege later). People constantly asked for a sparkling bar, but Supercell constantly said no. They didn't know what to do glittering without doing his OP. At this point, Sparky is still considered the worst legendary game and could always be the most popular in the game. Over time, due to the changes in balance to alter popular and unpopular cards in the game, the credits of cards with great potential, or bouquets highlighted by praised and qualified Youtubers, the goal constantly changes. This article will be completely outdated a few weeks after its publication! These popular media bridges from 2.5 to 4.5 elixir. Often, a deck that averages more than 4 elixir will result in having an Elixir Collector, a building that generates elixir. The type of each deck varies from overwhelming opponents with high-performance cards to pedal through deck rotations faster than the opponent can defend and counter the thrust. All decks are unique, but these few decks provide the best results in Clash Royale, either in scale, challenges, or tournaments. 1. LavaLoon LavaLoon (Lava Hound+Balloon) has been one of the best combos since Lava Hound released. Multiple tables formed using this combo, but here is the most popular bridge with LavaLoon. It doesn't take much skill to use this deck. Place a Hound Lava and a Balloon behind it is already quite mortal; adding Minions behind everything that can lead to a three-crown. 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In addition, these cards used to counter the spines can be used to take their towers later. 3. 2.6 Hog Rider One of the best and most important cards of the game, often used in the bunches of the cycle, decks made to cycle through rotations of the bridge faster than the opponents can. The skeleton gets one-shot from each card except for the ice magician at the tournament level.) All right, there's always the Rider Hog to push with. Another goal is to learn what the opponent uses to defend Hog 2.6 thrusts. The plan is to place the Rider Hog faster than the opponent can ride through his own rotation, resulting in alternating their meters or using a prediction spell to break down the opponent's counters. The Knight and the Cannon are used to defend against almost any archetype of the bridge. This bridge is vulnerable to air decks, so using this against LavaLoon is probably an immediate loss. This deck is not used for three-crowning, but rather for slowly chipping off towers at nothing. 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