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Deck building guide clash royale 2017

goal clash royale always changes due to the changes of balance and influences of youtube, the ccgs has brought a new wave of bouquets to the grand and classic challenges, while a new bridge Control/Bait made by ccgs bring 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 royale 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 (cg 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 cmc mchugh 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 golems 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 Beadown/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 Sidelife 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 to fight with and the Hog Rider to punish with. Using three reset units, the enemy Hell towers and Hell dragons have no chance. Using Ice Golem as a mini tank, you can push with a Hog Rider with the Gobblins and Bats, but with the PEKKA, you can start a great aggressive push in the back. This deck was formed by 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 2497 Winrate 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 Gobblins, Knight, Ice Spirit, and the forecast 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 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/Beadown (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 tanks, 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 other bouquets, 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 Countered by: Flying Machine Barbarian Hut Executioner Mega Knight La Meta Cambiare 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, Gnot 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 that bad. The community 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 can that will 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 towered 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 Sparky? 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 goal. 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 Beadown 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; it reduced Sparky to a health swarm. 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 his OP. At this point, Sparky is still considered the worst legendary game and could always be the worst legendary game. With the current goal and widest diversity of cards than the initial release of Sparky, Sparky could never be a destination again. See you at the Arena, gnocco, CR Noob There are 6457535312000000 bouquet combinations in Clash Royale! However, only a few of these combinations become some of 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. The Mega Minion is used to remove the tank support and eventually the tank, if it is a Witch, Wizard, or even another Mega Minion (in this case, Minions must be added). The Skeleton Army is used to remove tanks and Elite Barbarians, although it is a very fragile board and cancelled by a spell. That's why there's Tombstone, the defensive building and high-damaged cards like Inferno Tower, Lightning can only reset it. And if this does not turn off enemy units, Arrows can finish the Minion Horde or Goblin Gang. I prefer Zap to Arrows for the immediate distribution of spelling, because I have slow reactions despite the recent speed disorder towards Arrows. In general, this is a large beadown bridge that can lead to three blows so that this can increase the breast of a clan. Since the Lava Hound has a greater range of Balloon, the troops that are deployed to hit the Balloon instead switch to the Hound mid-attack. The Balloon also has a bomb that can a-shot Minions, so if the Balloon dies, there will be no troops defending against the Pups Lava when the Lava Hound dies. The recent 3 seconds bomb time made LavaLoon less deadly, but this bridge is still widely popular. 2. Bowler Graveyard First introduced by YouTube Orange Juice Gaming in February 2017, Bowler Graveyard is a very popular bridge both on scale and challenges. I am less experienced in this deck, but this is basically used to defend then countering pushing, called a control deck. This archetype prevents opponents from pushing on attack and against the thrust. The Bowler+Graveyard combo is the main winning condition. The Bowler rejects the troops defending the combo while the cemetery does damage. The Knight is used as a tank to absorb the damage caused by enemy units; it is a common card, it can be leveled-up easier on scale and have more general health. The Dragon of the Child will be the air unit to defend against the Minions, treating splash damage and having as much health as the Knight himself. If this doesn't work, both Poison and Tornado can be dropped right above the Graveyard offensive to eliminate the units used to counter it, like the Skeleton Army. In addition, Tornado can pull units to the King Tower and activate it, reducing damage to the Arena Towers since there is an extra building on the defense. The Electric Wizard is to counter the Tower of Hell, which poses a threat to this deck or zap down Schemelers or Minions. With Schemelers to ride a bike, this deck is very annoying to play because whatever pushes one plays, it could only be counterbalanced with these cards. In addition, these cards used to counter the spins can be used to take their towers later. 3. 2.6 Hog Hog Rider is 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. There are more versions of the 2.6 Hog Rider bridge because they are a lot of decks using Hog Rider and the average up to 2.6 elixir. However, there are - of course - more efficient ways to make a bridge of 2.6 Hog. The main goal of this bridge is to distribute the Hog Rider as quickly as possible. This includes cycling through the cards in this deck, sometimes doing absolutely nothing both on the crime and (The skeletons get 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 thrusters. 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. If the opponent is using a Beadown deck, this deck can also have an early advantage that treats enemy damage. This deck is not one of the best decks currently in the game and can lead to win-lose situations, resulting in no trophy earned or lost over 2000+ trophies (Royal Arena). However, for the sake of popularity, I decided to add this to the most meta bouquets of May 2017. Source: deckshop.pro See you at the Arena, gnocco Huangton, CR Noob (sponsored by McDonald's) Supercell will hold an annual Clash Royale tournament in two stages: one in spring and one in autumn 2017. The spring phase, which lasts from May to July 2017, will be available only in North America, South America, Western and Central Europe, China, South Korea and Japan, while the fall phase from August to November 2017, it will be global (besides Antartica). This addition to making Clash Royale an eSport is probably the result of the unpopularity of tournaments especially after the introduction of Challenges to Clash Royale in September 2016. Countries authorized to enter the Crown Championship: Spring and autumn 2017 Steps of the Crown Championship Spring To register, you need to live (or claim to be) in the countries listed above. You also need (or pretend to be) at least 16 years to participate in tournaments. Finally, you must have at least one level 8 account, since the tournaments are only reachable at level 8 and above. See crownchampionship.clashroyale.com for more information. Good luck and I'll see you in the Arena, gnocco Huangton, CR Noob The cemetery is a very popular spell that lays skeletons one by one. When ignored, the cemetery alone can cause huge damage and tear a Arena Tower to shreds. This is without an additional tank to absorb damage from the Arena Tower and cause additional damage. Overall, the cemetery is a very popular and a great spell in the destination. This guide is to counter this spell of Schemelton. Clash Royale card interactions should be a balanced game where most cards against each other and can be counteracted. (Elite Barbarians) That's why, even if the cemetery is a great spell, many cards do a decent job to counter the cemetery. Skeleton Army - This swarm does a great job to fight the cemetery. Oncelt comes from the opposing cemetery, the 14 skeletons finish it quickly. Keep in mind that skeletons are very fragile and can be easily extracted from a direct harm spell since enemy troops cannot be placed near the cemetery, such as

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