

THE BEGINNER'S GUIDE FOR CLASH ROYALE

BY JONING



Overview

I'm placing down different troops and am getting hit by fireballs! It's overtime! There is a war happening down there, I see, overlooking my miniature castle. I place a rocket on top of the enemy king's tower. "KABOOM!" I won! "WOOHOO!!!" I cheered. I gained thirty-two trophies! "Whoa!", the was intense, I realized. What game am I in? Clash Royale!

Clash Royale is an intense strategy-based game that was released on January 4th, 2016. In only ten months there have been 125,000,000 downloads! Have you ever played Clash Royale? If you have, you probably already know how to play and know the rules. If you don't know how to play this game, then this guide will tell you about the goal of the game, chests, troops, buildings,





Glossary

Gems: Gems are a rare resource that Helps you open chests, buy chests, and join challenges

Gold: Gold is a resource that you use to upgrade your cards, and buying cards from the shop

Elixir: A substance you use to place troops on the battlefield

Legendaries: The rarest type of card in Clash Royale

Chest: A box which contains gold, cards, and gems

Kings Cup: An big event that took place on November 4th

Double Elixir Challenge: An event that took place on November 18, to November 21

Arenas: Where you play your matches/battles

spells, levels, arenas, clans, and tournaments/challenges.

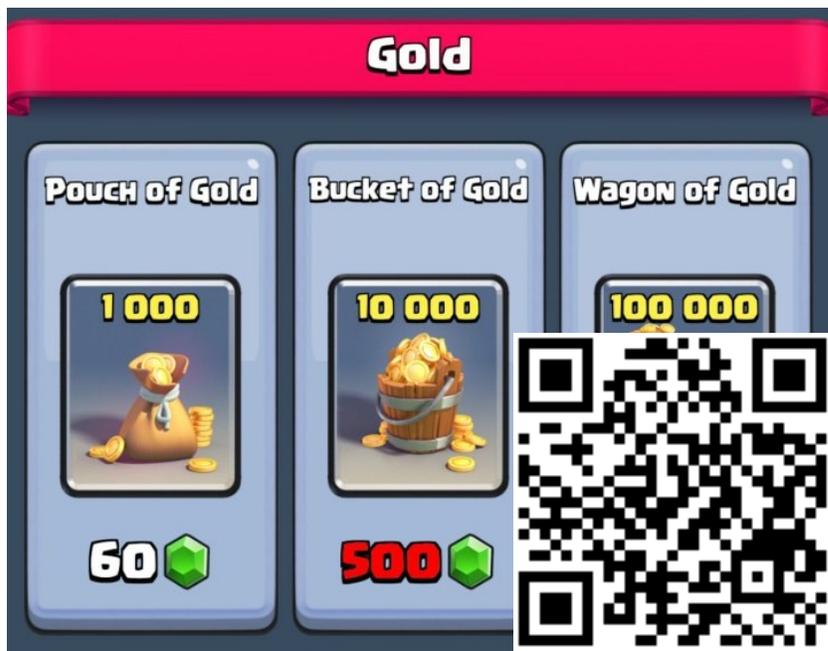
Goal of the Game

The Goal of the Game is to take down your opponent's three towers. It will get very challenging, as your opponent will place down different cards to defend their towers. If you and your



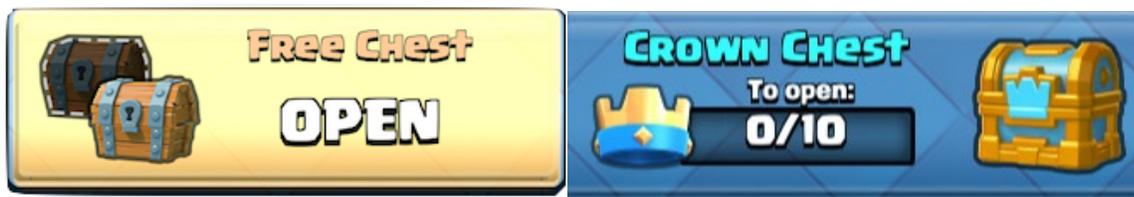
opponent didn't take down at least one tower, then there is overtime. Overtime is when it's a tie, and the game goes on for one more minute. You can either take down one, two, or three towers from your opponent.

Scan this QR code to go to the Clash Royale website! —————>



Chests

After you beat your opponent, a screen will show and says what your reward was. It usually says you earned gold and a chest, if your **chest** slots aren't full. You have four chest slots, so you can have four chests at a time. The annoying thing is that you can only open one chest at a time, before you start opening your other ones. You also have free chests, and crown chests. You can open one free chest every four hours, and it stacks two chests in eight hours if you don't open your first free chest. Crown chests are opened when you gain ten crowns in total from battles. They contain lots of cards, a few gems, and are one of the best chests in the game. Each chest contains cards and gold, except the legendary chest. The legendary chest is the rarest chest in the game, and it contains one legendary. Legendaries are extremely rare, and almost impossible to obtain. Some chests can contain gems. The Crown chest, and the free chest both contain gems. The free chest contains gems very commonly, but you may not be guaranteed a gem. The crown chest also stacks in two chests if you don't open one, but once you open a crown chest, you can't open another one in 24 hours.



Troops, Buildings, and Spells

Troops

Clash Royale has lots of different characters/troops. There are two major types of troops: air troops and ground troops. There are different types of rarity of troops, Common, Rare, Epic, and Legendary. Common is the least rarest, and Legendary are the most rarest type of cards.

Air Troops

These air troops can only be defeated by troops, buildings that attack in the air, and spells. Some air troops only go for crown towers, like the balloon. These type of troops cannot deal damage to your opponent's troops. Cheap troops that cost one elixir like the skeletons are great distractions to troops that take a long time to hit. For example, the Mini P.E.K.K.A (Pekka) takes 1.8 seconds each hit, but deals a lot of damage, and the P.E.K.K.A also takes 1.8 seconds each hit, so it hits pretty slowly.

Some building cards →



Ground Troops

They are used for certain decks. Everyone has three deck slots. A deck is a place where you create a strategy with your troops. Every troop has a certain use. For example, the Giant is for offense or defense for taking damage, and the Witch is for spawning skeletons, defense, and offense.

To play a battle, you simply drag the troops onto the battlefield, but there is a catch! You only get a certain amount of elixir. Your **elixir** (ee-lix-er) is a bar below the screen. It will slowly regenerate so you could defend your opponent or attack your opponent.

Buildings

Buildings are things that you can place down to defend or attack the opponent. Their elixir range is 3-7, so it can be cheap or expensive. Some buildings are the bomb tower, which is for defending your side of the arena, and the mortar and X-bow, which can be for defending or attacking the opponent. Some buildings can be spawners. Spawners are buildings that spawn troops automatically. For example, the Goblin hut (five elixir), which spawns 1 Spear Goblin every 3 seconds, and the furnace (four elixir), which spawns 2 fire spirits every 10 seconds. Buildings can be great on offense and defense at the same time, because they can be a great distraction to troops that deal tons of damage and take lots of time to reload. For example, the Sparky deals about 1300-1898 damage per hit, and if you have a spawner, the troops will come out and the Sparky will get distracted. It shoots a big bolt that does tons of damage. The Sparky takes 5 seconds to reload, so it is extremely slow. Spawners only spawn 1-2 troops at a time.

Spells

Spells are things that can damage or boost your troops in battle. They are extremely useful for stopping your opponent trying to attack you. Some really useful spells are fireball, arrows, rocket, and zap. These spells damages troops and towers. The Rage and Freeze doesn't damage your opponent's towers or troops, but they boost your troops or freeze your enemies' troops. It is always important to bring at least one spell to battle because if you damage your opponent's tower to a certain low amount of health, you can place a spell that damages both troops and towers on the tower to destroy it. A spell can also destroy buildings that the opponent places down, like the cannon or the tombstone.

Some spell cards →



Levels, Arenas, and Clans

Levels

Levels matter a lot because it determines your tower's amount of health. The higher the level, the more health and damage for your towers. You will see as you advance in Arenas that there will be more high leveled players, so the battles will be more intense. There are also 13 levels so far.

Arenas

There are nine Arenas so far. Goblin Stadium, Bone Pit, Barbarian Bowl, P.E.K.K.A.'s Playhouse, Spell Valley, Builder's Workshop, Royal Arena, Frozen Peak, and Legendary Arena, which is the last and best arena. When you advance in arenas, you unlock different cards that you can use. You unlock the first two **legendaries** at arena 4, P.E.K.K.A.'s Playhouse. The legendaries are the Lava Hound, and the Inferno Dragon.

Clans

When you reach level 3, you get to join a clan. A clan is a place to chat with friends, battle your friends, request and donate cards, and have lots of fun. In a clan, there is a leader, usually a co-leader, maybe elders, and members. The leader of the clan gets to control the player's ranks in the clan. If you want to create a clan, it will cost 1000 gold, and you will be the leader.

Tournaments/Challenges/Events

Tournaments are battles that you can play certain people for awesome rewards. You have to be at least level 8 to join or start a tournament. The cheapest tournament to create is 100 gems, and the most expensive tournament costs 10,000 gems. There are also challenges. There is the Classic challenge and the Grand challenge. Challenges cost gems to enter. The Classic challenge costs 10 gems, and the Grand Challenge costs 100 gems. On November 4th there is a challenge called the **King's Cup** (event). The difference is that Clash Royale generates a random deck for you even if you don't have a certain said. Your first join in the King's cup will be free, and it costs five gems for each of your other joins. Once you start a challenge, you battle and try to win up to 12 battles without losing 3 battles. Once you reach 3 losses, you lose the challenge, and get a chest with different cards. There will be different events from time to time, so don't be too ashamed that you couldn't join the King's cup. There was also a **Double Elixir Challenge** on November 18, to November 21, and the difference in this event is that it is double elixir the whole time! Tournaments, Challenges, and Events are really fun!

Conclusion

Now that you know about the basics of Clash Royale, you should start playing! All you need to do is press the "Get" button on the App Store, or press the "Install" button in the Play Store! I hope this guide has helped you for the future, in case you decide to play!

