

Tap titan 2 build

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The battle continues as the Sword Master protects the world from an all-new, more dangerous army of invading titans. Power Sword Master in a new way to overcome the titanium of ever-increasing power. Unlock powerful skills, collect legendary artifacts, raise the right pets to fight on your side, and hire a new group of dedicated heroes. Compete with other players around the world in global tournaments to show your strength and earn amazing prizes. Form a clan and team up with other players to defeat the almighty Titan of the Lords. Collect brand new equipment and customize your hero's look and strengths to suit your style of play. The Titans are back, so take your sword and start a new journey! Get the app here! iOS App Store Android Google Play Store Upcoming Tournament Join Windows (Full Day, Starting Midnight UTC): October 7: Hero Weapon, No. 5 Mana Regen October 11: Skills Points and Privileges, 1.2x All Odds October 14: Pets and Shards, 3x Sorcerer Boost October 18: Hero Weapon, 10x Chesterson Gold 21 October: Skills, No 100% Multi-Fairy Chance October 25: Pets and Shards, 3x Knight Boost October 29: Hero Weapon, 20% Mana Return November 1: Skills Points and Privileges, 1.5x Prestige Relics November 5: Pets and Shards, 10x Boss Gold TAP TITANS 2 - Android game with Release Date 12/12/2016 from HIVE Corporation. Game: Role-playing game. In the article we summarized pumping tips from top players, developers of answers to questions gamers, guidebooks for beginners from the official site, as well as our secrets of the passage of the game. Attention, the article is periodically updated, look at the site Wise Geek more often. Better Tap Titans 2 download to the computer (PC) through this link and play full HD resolution with maximum graphics, no brakes and with continued progress. Simply download the emulator, log into your Google Play account, set the game in the window that will appear, and you will become Wiser. The contents of Tap Titans 2: Skill Tree Free Excellence - consists of four main classes: Knight - damage from the faucet and pets. Warlord - Damage from the hero ship and clans. Sorcerer - Mana recovery and shadow clones of skill. Rogue - inactive damage and progress. Skills are the ability of a character or an additional source to cause damage or receive more gold for killing a monster (boss). Each skill is pumped. With the new level, the ability reduces the time of recoil of the skill, and increases its effectiveness. Skills are activated and pumped for skill points that can be obtained as tournament rewards in daily rewards and every 50 levels. By studying the plexus of branches (classes) of the Skills Tree, you can assemble an individual assembly for yourself, which will speed up the passage of the game. You don't have to pump all the skills in the Tree to win battles. Building in Tap Titans 2 is a set of skills from different tree skills that together give good performance in different situations. For example, with an active game or, or when you rarely go into the game playing through the Silent March. The stages of the game are the beginning, the middle and the end. Very often many people use ready-made builds, and do not understand why they are being used, and what they give, why they are pumped up this way. In general, they use blind builds, so their expectations do not coincide at all with the randomly selected build, or with which an unknown person in the thematic group simply advised them. The main source of gold. Additional and important abilities. The game has a number of additional skills that need to be pumped in addition to basic assembly skills, as they are ideal for maximizing experience, gold and heroisms. Such abilities are in every branch of the Skills Tree. Silent March (Silent March) - skill from the green branch of the warlord. With the exception of lightning strikes and doom, all sources of damage are increased by the bonus for stun damage when they are made against stunned titans. The boss's countdown timers are temporarily frozen and the Titan boss is stunned. When is the best time to use the build? Stage for the damage. Builds for gold. Stages from 0 to 30,000 Tap Boss Gold (Boss Gold). Stages from 0 to 30,000 Pet (pets) 50,000 stages. The Ship Chesterson clan (monster name). The middle of the game is 300 to 400 man. Clan Shipel.Chesterson. Boss Gold. PHOM. From 400 to 500 manashod clan from 350 mana. Heavenly Strike Push Titans 2: Damage (Attack) Builds Better Focus on 1 Type of Damage. For example, a ship or a clone. This maximizes build efficiency. Builds through TAP Damage This is one of the most basic builds that is commonly used early in the game. Thus, you pump damage to your main character and additional characters. Here, you just need to click on the display until you have the points skills. When using these buildings, it is recommended to focus on the red branch of the chivalrous tree. Basic skills: Knight's Valor (Knight's Valor) - Attack from touching the screen, directly increases all the damage caused by the attacks of the Sword Master, all forms of attacks of pets and heavenly blows. Touch damage provides a reduced bonus to shadow clone attacks. Knight's Order (Knight's Order) - Transforms a reduced amount of damage to the hero from the clan. Weapon packs and basic hero upgrades are used in full, but only a fraction of all the hero's bonuses and character class is converted. Your clan damage bonus is directly multiplied with damage from clan heroes. This skill improves all the sources of damage that are amplified by increasing clan damage. Cleaving Strike - Maximum critical damage directly improves all critical Sword Master attacks and gives an average increase in attacks by pets and shadow clones. Barbaric Fury (barbaric fury) - adds bonus attacks in a second and deals damage when you actively click on the skill. The bonus of clicks per second is calculated when you receive an additional attack of the pet, the hands of Midas and the Gold Guild. When mana recovery and lightning strike are unlocked, bonus clicks per second will also help activate these abilities. Inferno Challenge - Increases the damage from sword Master attacks and sky blows. Gives a reduced bonus of a shadow clone. Murder (Murderer) - a skill from the green branch of the Rogue. Increases the damage of the sword master's attack when a successful deadly attack occurs. Mortal Strike gives an average bonus to all celestial strikes. This skill does not affect the inactive game. These abilities should be pumped as much as possible and first. PET builds these builds that give bonuses through pets. This is an improved version of the TAP build. This skill set is stronger than the first build, but not stronger than the rest of the commonly used builds. When using this combination of skills, you don't need to pump a high level of animals because animal damage is based on TAP damage. Therefore, this assembly can be used at the beginning of the game without a large number of pets. But starting 5000 stages, it's a combination of options inferior to other builds. Here, the skills of the red branch are mostly pumped, because they give a good increase in TAP damage, and accordingly for the pet. There are two options for pumping the assembly. 1. option: Knight's valor (Knight's valor) - mastery of the red branch of the Knight. Cleaving Strike - a skill made of the red branch of the knight. The Summon Inferno (Inferno Challenge) is a branch skill of the Red Knight. Lightning Burst (Flashing Lightning) - charges and provides a powerful explosive attack that can be used against ordinary titans and bosses. After a successful defeat of the enemy, the remaining damage from the spray can spill out through the bosses. This will help speed up the passage of the stages if you decide to play with this combination of abilities. Murder (Murderer) - a skill from the green branch of the Rogue. Option 2: Knight's Order (Knight's Order) - the skill of the red branch of the Knight. Pet Evolution - Damaging pets improves all pet attacks, including lightning and lightning. Barbaric Fury (Barbaric Fury) - a skill from the red branch of the Knight. Flash Trip (Flash lightning) - each press during a sequential lightning attack causes a specified amount of damage, and additional damage increases 5 times and is applied at the last blow. The next cooling begins as soon as the current skill sequence ends. Twilight veil (Twilight veil) - craftsmanship from the green branch of Rogue. The skill involves damaging pets when you are not in the game. Allows your animal to make critical critical blows while the deadly blow is active. Builds on the Ship (CS) This combination implies that you are using the ship for offensive actions aimed at destroying (suppression) opponents (push). It's also good for agriculture (monotonous actions aimed at getting gold or pumping heroes). It's a pretty lazy build, meaning you only need to click on the ship. These builds have good speed and they are good for clicking at the beginning or middle of the game. At the moment it is the best combination of abilities for beginners. Using this combination, you will swing the yellow branch (Warlord - Warlord). Basic skills: Master Commander - increases hero damage, clan ship damage and damages the guild. Touch damage also increases when the damage to the hero is unlocked. Aerial Attack (Clan Attack) - Clan Attack increases the damage done by your clan ship and co-guilds. Increasing the maximum number of sprays only refers to attacks by your Ship clan. Tactical Insight - a skill made of the red branch of the knight. Cleaving Strike - a skill made of the red branch of the knight. Murder (Murderer) - a skill from the green branch of the Rogue. Heroic Might - inspired characters cause additional damage that can be seen in the character menu. This bonus damage is considered to be an increase in the hero's base damage, meaning it is not fire when converted to damage from Clan. Coordinated Offensive - Activating this ability forces your ship clan to launch a bonus attack while the co-guild is called into battle. The damage to the clan companion depends directly on the damage to your Ship clan. Anchor Shot (Anchor Shot) - skill from the yellow branch of the warlord. Ghost Ship (Ghost Ship) - includes damaging the clan ship when you're not in the game. Allows your clan ship to strike critically while a deadly strike is in effect. These skills bring a lot of points, as they give a big bonus to the ship. By pumping up these abilities, you will get a big push to build with a good aim. Build through a clone Very strong, they do not depend on your active abilities. They are not recommended for use until you have enough artifacts, including artifacts, to increase the duration of skills and reduce the mana used that is needed to activate the skills. These builds are very strong from the middle of the game, and constantly increase their efficiency. The more you pump skill, the more they bring you more benefit. The damage to the clone increases all the parameters of the hero, attacks and other factors of victory. They are not designed for fast farming. 1 option: Cleaving Strike - mastery of the red branch of the knight. The Summon Inferno (Inferno Challenge) is a branch skill of the Red Knight. Pet Evolution - Craftsmanship from the Red Knight Branch. Master Commander (master commander) - skill from the yellow branch of the warlord. Anchor Shot (Anchor Shot) - skill from the yellow branch of the sorcerer (Sorcerer). The effects of skills are only applied to an active shadow clone. Increases the primary effect of all active skills, including the power of the shadow clone itself. Increases the duration of active abilities. Shadow Assassin is a skill from the green branch of the Rogue. Includes damage to the shadow clone in your absence. The shadow clone should not be active. Allows your shadow clone to deliver critical critical blows while the deadly blow is active. Option 2: Barbaric Fury (Barbaric Fury) - a skill made from the red branch of the Knight. Knight's valor (Knight's valor) - a skill from the red branch of the Knight. Heroic power (Heroic power) - skill from the yellow branch of the warlord. Tactical Insight (Tactical insight) - mastery of the yellow branch of the warlord. Phantom Revenge (Ghost Revenge) - the skill of a sorcerer from a blue branch. Increases the damage from the Shadow Clone attack and the speed of attack. Increasing the attack rate does not improve your shadow clone's ability to use mana recovery or lightning strikes when these skills are unlocked and active. The shadow clone bonus damage done to the stunned Titans is temporary. Murder (Murderer) - a skill from the green branch of the Rogue. These builds get useful effects from each branch in the tree Blue and red branches are most useful for getting a lot of damage to clones. Build via Sky Strike (HS) (HS) completely dependent on mana regeneration, and allow you to miss many stages, thus farming quickly. They are weaker than the ship and the clone builds. Using this build, you will not be able to reach the maximum possible stages that you could reach through a ship or clone. But you can go through the possible stages several times faster. So you get a little less relics, but faster. This build requires constant active play, as you will constantly need to live 1 skill every 3.5 seconds. For such a combination of skills, it is important to have a Hermes Boots artifact that will further increase your speed through the stages. These abilities are collected from all four branches of the Tree. 1 option: Cleaving Strike - mastery of the red branch of the knight. The Summon Inferno (Inferno Challenge) is a branch skill of the Red Knight. Pet Evolution - Craftsmanship from the blue branch of the sorcerer. Spoiled wars (military prey) - skill from the yellow branch of the warlord. This build is strong with some other builds. For example, with assembly through Ship. Click Titans 2: Artifacts Artifacts are special items that can be obtained after Operation Prestige. Each artifact has its own property and can be useful in a particular situation. Artifacts in the game are divided into two types: Damage is the main force with which strikes on the enemy. The higher the damage, the faster you pass through the scene. For gold mining - this currency is very important in the game, as soon as it can raise the level of characters. There are many artifacts in the game. Therefore, if you are unsure of the usefulness of the artifact, it is best to ask more experienced players in your clan. So you can choose a really good artifact for you and your build that will bring many benefits and help you win. At the outset, we recommend that you find 2 much-needed artifacts for any build: Boots of Hermes (Hermes Boots) - it will take you 50 steps forward. This is a very important point that will increase the speed of your level. Book of Shadows - Increases the number of relics you get. It is recommended to get it as soon as possible, can be obtained from the first 30 artifacts purchased. These 2 artifacts will help you make a lot of progress in the game. We have prepared tables with artifacts for you that will suit any of your constructions and will come in handy at different stages of the game. Damage artifacts The name of the artifact (translation). Description of the main properties. Heavenly Sword (Heavenly Sword). Increases the damage to the artifact. Divine (Divine retribution). Increases damage from all sources. Retaliator Increases critical impact damage. Slay's Peace increases the number of kills. Heart Storms. You can get one of the first 30 purchased artifacts. Once you've collected enough copies, the icon will light up the map..you can go and go to the yellow field for dust. With this action, you increase the power of the card and its main effect. The head of the guild or Master activates the raid, after which the clan is given 24 hours to prepare for the campaign. The adventure window gives all the information about what the bosses will be, their skills, health points are shown. You can also see what rewards you get. Clan cards are used to attack raids. You are initially given 12 basic cards, after which you can get them as a reward. There are 21 cards in the game. Cards can be drawn into decks to deal boss damage more effectively. Each deck can be oriented to different parts of the monster's body. If the clan managed to destroy the boss in 3 days, you can start another raid. Gradually, this way you can go through a few monsters in turn. Clan Reid boss body parts boss has 8 body parts, with a different number of health points on each part. Head. Left shoulder. Right hand. Left hand. Right shoulder. Left foot. Right leg. To win a clan battle, you don't have to kill all these parts of your body, but just do enough damage in certain parts to kill the boss himself. So much harm needs to be done to block the total number of boss health points. The boss's body consists of 3 layers: Armor - only Tyre has 2 bosses. Level 1 doesn't have this layer and you immediately start in major raids with the monster body. Body - will not be available until you have destroyed the armor if it is a Tier 2 raid. Boss health points are the amount of health of all parts of the body. Destroying all parts of the body will lead to the next layer. Skeleton - you can't attack it. That is, if you destroy any part of the body, the bones of this part will appear. This is necessary in order to support the rest of the bodies, and it does not need to be attacked. If you hit the skeleton, you can only inflict 5% of the base raid damage. When fighting with the boss, its attack only active, not yet killed body parts. The damage to the boss depends on the level of the raid. Therefore, you need to constantly go to the monster, get experience. Click Titans 2: Raid card cards must be stacked in order to get the maximum effect. You can train with different decks in practice mode, do damage to certain parts of the boss. The main thing you should know when attacking a monster is that you do not need to put on a part of the body, you can just slide your finger on the screen in the area of the chosen part, that is, napkins. The more often you drive on the screen, the more damage you will do. All cards are divided into 3 types: Burst (explosion) - have a high probability of activation when you tap the screen and cause irreversible damage during activation. An attack of this type of map has the most damage. Affliction - also have the probability of activation when you tap the screen. The map gives a few periodic strokes to the selected part of the monster's body. These cards should be used while you are trying to attack all parts of the monster at the same time. Support - there is a chance of activation while clicking on the part of the boss's body. This has an added effect in the event of damage (described in the map), which works until the map has disintegrated. This type of card increases your base damage, but they can't attack themselves. Cards and levels. Each card has a level. The level increases due to copies of cards and dust (drops in rewards from the boss). Once you've collected enough copies, the icon will light up the map..you can go and go to the yellow field for dust. With this action, you increase the power of the card and its main effect. The head of the guild or Master activates the raid, after which the clan is given 24 hours to prepare for the campaign. The adventure window gives all the information about what the bosses will be, their skills, health points are shown. You can also see what rewards you get. 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