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Goddess primal chaos wings guide

GODDESS: PRIMAL CHAOS is a role-playing game, released on October 24, 2016 from the guts of Chinese company KoramGame. Game Genre: Role Play. In the article we put together pumping tips for TOP players, developers answers to gamers questions, guides for beginners on the official website and our secrets to passing the game. Attention, the article is periodically updated, look at the site Wise Geek more often. Better Goddess: Primal Chaos download your computer via this link and play Full resolution hd with maximum graphics, no brakes and save success. Just download the emulator, log into your Google Play account, install the game in the window that appears and then gets Wised. Table of Contents Goddess: Primal Chaos - Gift Codes Gift Code is included in the System menu. You must enter a code and confirm your activity. Va2t5cb9t74aad - 20 sets of fragrance cloves. X4c642be7a33882 - energy drink, endurance drink, 2 sets of magic stones. 96afe1ad72e196 - 2 energy potions, 2 resistance potions, 50,000 coins, 9 roses. Hw6c6f298f82d7db - pumpkin, 2x50000 coins, set for Halloween. Xxf9c72a2bdf3c - 2 stones dreams. K4f6606c3b79be2 - 3 resurrection potions, 2x50000 coins, 4 sets of magic stones, 3 signs of reconciliation, 2 endurance potions. 4kd43edce5855c - 1000 magic stones, 9 roses. Sm7a93d745cca19 - 9 roses, clothing extraction kit (1 day), 3 sets of mirage crystals. 0gf0af9720893a88 - energy drink, endurance drink, 50,000 coins, energy drink, 5 large number of mirage crystals. Pn30f690eac091e - energy drink, pumpkin, durability. AH960711c827a2 - 50 magic stones, 9 roses. An80u0406e4d73 - Christmas sock, 100 magic stones. Euef927d4333c4f - 100 magic stones, 9 roses. Gd741a113d166603 - Christmas sock, 9 roses. The codes expire quickly. Don't forget to visit our site - Wise Geek. Here we will add new gift codes to the game if possible. Do not miss because some codes apply for a limited time! Goddess: Primal Chaos - Review Guide for Beginners What is Goddess: Primal Chaos Goddess: Primal Chaos is at first glance standard MMORPG. Main task of the player: pump character, run through game locations, filling quests and interacting with thousands of other players. Benefits goddess: Primal Chaos: do not need to invest in a grandiose investment in the game; it distinguishes it from other similar games. Of course, many people transfer real money to develop characters and improve devices, but you can play without making your money. There is no need to have a powerful processor. Another advantage of the platform, the game goes even to old smartphones and computers. Now there is a lot of game content that requires devices of a certain capacity from which many people can not play them. Interesting combination Characters. Goddess: Primal Chaos is the protagonist and his guard, which strengthens the base. In other games, the player or 1 character with mass devices, increasing the power of the hero, or several single characters additional military units. Different devices. The game has many different clothes and attributes of the character. You can easily choose the armor and weapons that are required, you can combine different components. A lot of battles. Goddess: Primal Chaos applied many places pvp and PVE. You can fight either against one opponent or a team. A variety of arenas, quests, guild battles, events - a lot of all attracts thousands of players. At the beginning of the game is training, which helps to understand the little mechanics of the game. Here the beginner learns how and who to fight, what can be found in inventory, how to interact with monsters. If a person has never played goddess: Primal Chaos and is only going to do it, then it is best to choose a new server (marked HOT). There is no swung up cool players who do not allow to develop normally because it happens on old servers. On new sites, everything develops from scratch. Often developers cherish novice advertising codes that provide the necessary rare things. If the person has already taken the first steps on the old server, then moves the character to the new one will fail. Select the sign Goddess: Primal Chaos After registration, the player will be asked to select a character (it is not possible to change during the game). There's three classes. Warrior. It is a great bloodline fighter, with good armor and an increased state of life, but does little damage to the enemy. Useless against supersts. This is a sign of killing ordinary monsters, can be restrained and taken by bosses in attacks, but if there is a strict fighter behind him in a high attack. In addition to improved health, the warrior has no other basic advantages (normal tank). It can be taken from the command of PVE, so that rangers with poor health feel more comfortable. There's health, protection, in the heart of the battle. The wheel is a typical magician, which causes major damage. It is better to keep him close to the fight, if it happened that the magician got into a manual fight, it must be directed to the opponent. The wheel does great damage to bosses, easily cope with ordinary monsters. They can play alone without the help of other players. But alone it is dangerous to release this PVP. The leading feature of the battle is mass attack, appeal, the imposition of positive effects independently and negative for others. Family (many call it Ghoul, from ang. Bloodline) - is an increased attack, and strikes at high speed. There is little health, poor physical protection. It showed itself well in the battles of the bosses, it is essential for PVP. Universal character. Gives powerful Sleep strikes high But it is not recommended to ride the character of the crowd of monsters alone. From the first minute of the game he will need a pump to dodge and parry. The main feature of the battle - increased attack. Dodge. Goddess: Primal Chaos, not bad characters. Everyone needs a proper pumping. The characteristics of heroes are revealed at a high level as the game becomes more dynamic. Primal Chaos is designed so that players must communicate with each other. Each character complements the other. The game has the ability to choose the sex character. A man can play for a man or a woman. Gender does not affect character characteristics and abilities. It's just a visual kes, no anymore. It is worth remembering that sex is necessary to choose a partner with whom the player is engaged. After the player has chosen the character himself, it is necessary to talk to the goddess and beat the boss using the skills of the hero. Defeating him is not difficult, just need to win more and move on. Then the player is asked to undergo training. Here the beginner knows how and where to fight, what things are responsible for what. At the end of the training, the player becomes an elf and a horse. Character Enhancement Goddess: Primal Chaos implemented several ways to increase the power of the character. It is necessary to use these devices, parts of which can be obtained after completion of some quests, during events, monsters. Things can be fixed. How to improve equipment. Profits are the main growth properties that can be done from the first stages of the game. You can perform operation gold. Processing - you can improve the properties of the weapon with the help of processing. Here are used books for cleaning. Hardening - the operation takes place only in gold level armor and above. Here you need to combine things to get a higher quality item. Stones - strengthen the object or armor by inserting stones. There are 4 types of jewels: attack, strength, death and damage increase. Each record has a level: the higher the level, the stronger the stone. Title - the character increases its power not only by moving to a new level, but also by trying to get the title of court. The increase is necessary to meet the guests that are given the player's special tab. Horse - also gives character to increase performance. The animal must be fed, leveling increasing its level. Constellations - after passing through a certain stage, the player receives the letters (Constellations tab). You can win 3 stars at each stage. The stars needed to place constellations that affect character statistics. Goddesses are powerful creatures who support the protagonist and its protection - heroes. Improve your performance. The gods are divided into colors (purple, gold, red). They can change the level and quality. To change the need to bring a gift to the goddess, and the quality can be improved by collecting one of the elements of a particular deity. You can have two identical goddesses. Heroes - fighters who everywhere accompany the main character, some kind of defense. One character is entered near the base and participate in battles, others reinforce the character. For example, when a monster attacks a character, first health goes to heroes, only then the protagonist. Heroes can be changed, rearranged. Heroes are divided into ranks. Obtained at the beginning of the game the guards have the lowest rank, so it's not worth spending a lot of these resources. The mechanics of the game allow you to transfer the experience of the lower creature higher, only on the condition that the first is updated to level 40. Thus, the first heroes can slowly pump up to level 39. The level can be increased by giving the hero unnecessary things to experience. Clothes heroes are able to get help with robbery (you have to rob other players). Things like heroes can be transferred to other heroes, so at first it is important to improve the properties of objects. Knights are heroes that are placed in special slots (on a separate tab), knights fight best. They increase bonuses for heroes. Tips for beginners: You should enter the game every day to get bonuses. You shouldn't miss events (then you get rare things). You shouldn't participate in other players' competitions, battles with bosses, perfect goods. If any thing or hero does not provide an increase in the characteristics of the character, then this item is not worth investing in. You shouldn't immediately recruit many things and pets, you should understand that the primary task is to strengthen and pump character. Therefore, you must first prefer useful things. In the first stages it is necessary to stop the guests in order to raise the level of opening robberies. Robbery is an important part of the process of collecting the necessary items. Gradually collect equipment for heroes. It can be given to high-ranking heroes. But download them above level 39 is not necessary (if the hero is above level 40, then the player will impose a penalty for transfer experience). Also, don't charm them by saving rare crystals. From the beginning you need to collect gold for which you can and improve points to improve the characteristics of the character. You shouldn't try to change a horse or get new titles. To lift the title, horses are necessary, and horses need a lot of crystals. It is better that the animal evolved gradually and crystals can be spent on the necessary needs. Don't acquire crystal heroes. You can release and quickly collect security fragments. How to earn gold at the beginning it is necessary to quickly raise character and join the Alliance. It must be put endo and heroes who are the highest in attack. You should put the protagonist in a skill that gives the highest percentage of direct damage. As far as possible in the Alliance to increase the impact and critical impact. You can do this on the Profit tab. Also Alliance is needed to click on Go (it is located near the golden dragon), then hit Trust. After activating a special skill, you must use it faster. From the dragon should often collect coins. All received coins can be applied in special mode gameplay. Coins must be put on the table, not so horrible. From the algorithm it is clear that it is necessary to inflict as much damage as possible on the Golden Dragon Alliance in order to earn coins and pump the lizard (higher dragon level, the more coins you can get). Then these coins get into the machine from which gold is obtained (fallen coins are exchanged for gold). Please note that the coins must be in the machine manually. Gold can be exchanged for bonus points. By donating guilds to hunt totems that you can get missions, but participation in battles with monsters, you can buy packs. Goddess: Primal Chaos - class selection game is not possible to change character. To do this, you must start the passage again. The characters are divided into classes, each with its own characteristics. If, along with other players complete the task, then each class complements the task, and the passage does not take much time. Therefore, all characters are important in the game. Warrior This is a strong character that takes the function of the brilliance fighter, causing the first attacks on monsters, bosses and other players - opponents. It has a large number of health, completely blocks blows, reduces the damage by 50%. This is a low percentage of dodging (if dodging the enemy does not hit the character, thus not causing damage). Attack Warrior is relatively low compared to other characters. He doesn't know how to move fast. Although the attack warrior is small (even a great weapon), it can at the same time touch several opponents with one punch. This ability allows you to quickly complete the battle of multiple monsters. The best feature of this class is defense, thanks to this, the character can be at the center of the battle and practically does not take any damage. This is a universal class that does a great job of defense and attack. When pumping character, you shouldn't bypass the attack. If you just stand and don't respond to enemy attacks, sooner or later the fighter will be killed. Not one group that goes to the boss or PVP 2x2 does not do without a warrior, it is also very important for events. Caster This class has established itself as a great parked fighter. While other classes are chosen as a magician, he can remove half life from the enemy. His conscription skills are very useful invited creatures can not only cause significant damage to the enemy, but also delay him approaches summoner. Despite the immense damage, the magician has very little health. With the right pumping character, it causes a feeling in the ranks of the enemy. If you learn to escape the enemy and during this time to make an attack, then the magician becomes the most powerful opponent. This class requires a constant attack to deal with the enemy as quickly as possible. It should pump him to dodge so that the weak character does not belong at all. With Caster, it's easy to accomplish challenges with tasks and businesses, attacking monsters. But to fight with other players, the magician is very vulnerable, especially against the fast Ghoul. Ghoul (Family) This class is suitable for players who love to fight with other players. He's proven himself in pvp battles. He's got a high strike rate, so he's going to cause a lot of damage to one of the enemy. If the family's one-off attack isn't as high as summoner's, it will cause them at lightning speed, which will increase the damage. But this fighter has low protection and low health. It's therefore difficult for him to cross the ground. Attacks on the class are directed near the attack on the enemy, so it is constantly moving, mostly chasing the enemy. If an opponent stands in one place (for example, a warrior) - then it is a great goal for the Family, but it is difficult to defeat a mobile opponent (such as Spiritmaster). The family has a good skill for Blood, which allows him to move very quickly across the field, catching up with his opponent. This class needs to step up the attack, critical attack, and dodge. But increase your health and protection - it's useless. Goddess: Primal Chaos - Warrior Guide Who is a Warrior This character is the most similar classic tank (Shine fighter) that has high protection and perfectly counters attacks. But the attack is not high. He often needs the support of high-attacked classes to perform many tasks. A warrior is not a good dodge, but it is compensated by blocking blows (reduces the damage to 50%). It is that the enemy very rarely miss the character, but the damage to warrior is less. A warrior can hold back attacks for a long time, but that does not result from the fact that the character should simply stand, allowing opponents to attack. A warrior can hit back, and if you pump it competently, the strike will be powerful enough. Warrior strikes do not carry much destructive force, but they can cause damage simultaneously to multiple opponents. Advice pve - you must first carry a crowd of ordinary monsters, then start attacking bosses. It is important to reduce the damage taken and to stand as long as possible under the pressure of the enemy. It is recommended to intentionally use anesthesia in PVP. Mechanics Game Goddess: Primal Chaos is So it's always better to attack in battle than just stand on defense. The warrior is a great character who helps the whole group move, fights can be piece of cake - a struggle to raise the level of attack. Warrior Skills Goddess: Primal Chaos has 3 basic skills (they are always available) and hyperarms (one must choose). Hyper skills - it's a kind of super-character character, called ultra Basic War skills. Whirlwind in 2 seconds, the fighter spins around, quickly attacking all the opponents that fall into the range of skills. At the same time, the damage will be increased by 200% if the opponent is passed a direct attack and 150% of opponents who are close to the main target. Use this skill, you can crush the enemy and destroy it. In this case, you must select 1 target and the remaining fighters will hit the trailer. When whirlwinds are used, the speed of strikes and protection increases by 15%. The player using this skill increases not only the damage, but also the attack speed. Charge - the character makes a leap forward, while pushing away opponents who have fallen from the range of skill. Opponents get stunned and the injury increased by 550% physical damage to the Warrior. This skill is good when a character breaks a large number of opponents. The skill creates a huge defeat, and is useful for PVP combat. After stunning it is recommended to apply greater damage using Aura Strike or Whirlwind skills. The anesthesia lasts 5 seconds. Aura strike - deals with 13 consecutive strikes against 1 opponent. 1 hit tackle with 145% damage to the Warrior attack. But there's a minus - during the activity of skills you can't move. This skill is not recommended if the sign is low health. It is also recommended to hit off wounded opponents with this blow. Works well with the bosses, if not his guard. Warrior's Hyper Skills: Furious Burn - the skill increases the character attack by 66%, but reduces defense by 20%. Lasts 7 seconds. It is recommended to use the skills at the beginning of the battle, if warrior supports his heroes (the attack at this point is greater). We can use well pvp combat and boss fights. Useful in the arena. Kick jump - increases the damage to 840% physical attack warrior on 1 opponent, in addition to causing 150% enemies surrounding the target. The field of skill is quite great. When struck by an opponent, the skill reduces the damage to the enemy. This ability is good to use when fighting a large number of enemies. Print pan - reduces the damage to the enemy character by 10% and recovers 2% HP per second. We can use well in battle bosses. Heroes who can be put warrior: Divine Gabriel. The fallen deity Lucifer. Yuna, aren't you? Knights who can be placed on the Warrior: Mage Samuel. Succubus Morgan. A magical alien. A warrior should attack and damage. It is also recommended to put strength up stones for attack, mostly in the arena. Goddess: Primal Chaos - Mage Guide Who is an Exorcist This character has magical abilities and is positioned as a strict fighter. It is very convenient for a group of companies - it supports your team and controls the group of the enemy. Deals with immense damage to enemies. Very fragile character who has a small level of protection and a small amount of health. However, this deficiency is compensated by a huge increase. Magician is excellent in PVP battles (such as impact impact or alliance battle). He has the ability to summon assistants who batat from afar, while he himself is away from battle. The wheel must learn to use it correctly. In each battle, you have to choose your strategy because he dies with one good skill (skill). It is necessary to find the desired position and constantly monitor the enemy. Caster skills phantom vampire - invites the bat, which attacks the enemy to shine in combat. Damages the enemy 72% of the magic attack on the Ore and 90% of the additional damage to the surrounding enemies. The creature strike has a 25% chance of slowing down the enemy. When a mouse is destroyed, there is an explosion, while doing 360% of the mass damage. It's a great win when a magician wins 1 1 with an opponent. Magical rain - A magic circle appears on the battlefield, with balls falling, dealing with 72% wheel magic damage to the enemy every half second. The duration of the spelling is 3 seconds. It is recommended to use at the beginning of the battle, when there are a large number of enemies. You can use skill after inviting creatures, when the enemy does not expect a similar attack. Ominous tear - causes 8 hits per opponent, 72% damage to the character of the magic attack and 36% additional damage to the enemies surrounding the target. This skill can only be useful in the mage if the opponent is located nearby, so the character is in danger when used. He's only needed if you can stop the enemy. Hypernavis of Exorcist: Dark Dragon is a very powerful assistant, but it is constantly in one place and does not move. Handles 120% damage over a large area, while there is a 40% chance of inflicting critical damage on the enemy. When choosing hyper skills, it is recommended to choose him, as the dragon quickly destroys enemies. Underground Princess - calls the princess, which causes immense damage over a large area. Increased value. In this case, the person simply receives a bonus and the tests assigned to the next stage are spent. Dungeon - this is not a mandatory task, you can pass it if you want. Effective passage of the castle, so as not to waste time wandering through the maze, you must stick to one of the walls: right or left. This old rule helps you get through the location faster, without rushing from corner to corner. Satan. A magical alien. Minerva. Mage should pick up attack and damage. It is also recommended to put strength and mortality, turning them in half. Stones must be pumped at the same time, not in turn. Goddess: Primal Chaos - Hyde on Ghoul Who is Ghoul Feel (Family) - a very active character, has increased damage and high attack speed. It can attack from a distance. It is useful to use 1 against an opponent. This is a greater chance of inflicting critical damage on the opponent. Well-proven themselves against bosses and PVP battles. This is the only character who wins the battle equivalent of the character of the second class. The Ghoul has very little health and protection. Therefore, it is necessary to emphasize dodging during pumping. Have room for damage, but can lie down after 1 blow caster (if it hits). Works perfectly in the arena. In some competitions against the opposing team you can put 3 Ghouls. But underground, this class is ineffective. Skills Ghoul Bloody explosion - causes huge damage to the enemy 400%. It's a long rollback, so it's recommended to use it to weaken the enemy. Bloody indictment - deals with 324% physical attack damage to the enemy. It is recommended to use the skill to distract from a group of enemies. After that, you can move behind your opponents and avoid squall blows. Very fast rollback, you can often use in combat. The bloody moon is a long-range attack. The Family throws out the blade, opponents who are on their way to take 396% of the damage. This skill can be used as a clear path to manoeuvre or against bosses. Against a large group of opponents, it is recommended to use the moon first (the sign causes injuries to the enemy line), then charge (explodes to a group of enemies) and you can stop the explosion. Hyper Ghouls skills: Fierce Astrid - reduces enemy defense by 20%, while Dupit inflict 16 hits simultaneously damage 60% each, and additional damage to nearby enemies - 15% (each skill has these parameters, only a small difference). Blade bloody anger - increases the likelihood of critical damage target by 20% (each hit out of 16). Bloodthirsty shadows are a useful skill for the fragile Family because they are over 10% of each hit character's health points. Heroes that can be put uppyru: Divine Gabriel. Yuna, aren't you? Knights who can be placed on the Warrior: The Fallen Lucifer. Hades. Succubus Morgan. Salmon should pick up stones for attack, mostly in the arena. Goddess: Primal Chaos - Spiritmaster Guide Who is a Spiritmaster This character is a mage who specializes in attacking and damaging. He has a high attack speed and a high attack speed. He can attack from a distance. It is useful to use 1 against an opponent. This is a greater chance of inflicting critical damage on the opponent. Well-proven themselves against bosses and PVP battles. This is the only character who wins the battle equivalent of the character of the second class. The Ghoul has very little health and protection. 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gifts altar athena scarlet goddess wisdom VIP11 gift set Valkyrie scarlet goddess war events If the player becomes available valkyrie or athena, you must follow them because they give the highest power indicators. It is also worth collecting gold deities. It is worth choosing them according to their basic characteristics. Goddess: Primal Chaos - How to win the PVP Arena. Duel 1 1. It is worth noting that arena player does not fight personally with another person, but his computer controlled the character. This means that the battle will not take place in real time. However, this type of fight applies to PVP. In this mode there is no need to manually fight, it is better to put the car in battle. Minus - so the sign does not choose tactics. Plus- the fight's going fast. The player must correctly put the creatures and reveal the skills of the battle. Ghoul Strongest Class arenas. If the player checks him manually, it is recommended that when the enemy appears, strike the bloody moon, then you must activate uta. You can hit your opponent for a fee. If, after all the attack, the enemy remained on his feet, it is necessary to continue the attack, if the skill rolls back, it is necessary to strike them. Caster First, he should call the dragon, after 4 seconds, after counting down the time, it is necessary to use the spell of rain. It is necessary to activate it in front of the magician (the enemy is already closely approaching the character). Next, you should run away, stunning, but you shouldn't move away from the dragon. If the rain rolls back, you'll have to use it again. Warrior. It doesn't take much skill. You can safely put the car in a fight. But if the player decides to fight on his own, then first the enemy should attack the reward, then activate the burn and blow the aura. If your opponent still runs, it is worth attacking the whirlwind and then stop the usual strikes. Fighting Arena brings good bonuses, coins and experience. Daily experience depends on the position in the leaderboard. The higher the position, the more experience the sign gets. Abduction. The player receives fragments of relics and precious experience. Often the player fights other people. The battle is the same as arena, so the above tips fit these modes. If the player didn't win the robbery, he was given a small prize. Servant. Here, the character is given only experience. The player fights another player (such as Arena mode). If one of the parties loses, become the winner's servant. Experience brings time to defeat. The slave gets whipped, with the overlord gets experience and an additional bonus. Liberation from slavery will help alliance members or comrades. You can free yourself by winning the owner. Duel 2 by 2 Battle place in real time, players fight manually. The task is to get crystal opponents, on the way to break the defensive turret. At the same time, it is necessary to defend their positions. Ally and opponents are automatically selected, but have the same power. Here you need to quickly respond to what is happening and use the skills at the right time. In this fight there is no need to fight opponents, it is better to take your fortifications and first grab the crystal. When the character dies, he'll rise again in five seconds. When opponents break through fortifications, they should leave the defense of the enemy and rush to dislodge their positions. The mini-game does not last long, so the faster the enemy tower falls, the faster the player gets the coveted crystal. Excellent combinations of duel: exorcist and Ghoul, first to fight off enemy attacks, second to break buildings. Duel 3 by 3 battle opens once a day, in team battle mode. Before the battle begins, select a team. It is necessary to choose an enemy team according to your strength (opponents must have equal strength). Enemies have been found in the arena. Each group is given 100 points. If one of the participants dies, the team is separated from 10 to 15 points. The losers get a team that runs out of points faster. Battle teams have bonuses (buffs): protection + 30%, damage + 30% and HP recovery character. It is necessary to fight in the same way as the Arena. The main task is not to fail! If, after several hits, the player's character is in danger, you must immediately bring him a bonus. The best option is to stand close to the bonus and not let the enemy get it. So the team will complement life and increase the attack, and the opponent will lose points out. The main advice is to act as a group! If one player fell, then after the restart you will have to wait a little more. One doesn't have to go into battle. Here you must keep the points for as long as possible. As an opportunity - to stay constantly in the place of rebirth. If the team is a strong magician, then you can throw your opponent's weather without inclined to spawn the point. The tactics of the battle should build the conversation down. Many make the mistake of attacking opponents at the spawn point. The first second after the restart, the characters are protected from attacks. Ghoul is better to take command of the Magician and Warrior. The warrior keeps the enemy from attacking, and the Spirit Master is addist to the enemy from a distance. The warriors must take two mighty spellcasters. And choose Stomach 1 Ghouls and 1 Warrior. Boss Hike on a high-level boss prepare to prepare. Members of the Alliance usually come together to do this. The troops are climbing the tower on The 7th. Each floor is a battle between 2 units, the winners continue their path to the top. Won Stand on the floor until they win the second group. Or until the waiting period ends. In this case, the detachment is transported several floors above. Initially, there are 10 players on the first floor who are lined up in cells. When one of the members dies, one line disappears automatically. The meaning of fighting on the floor is the same as 3 3, bonuses and functionality. The main goal of the squad is to reach out to the boss as quickly and fully as possible and inflict the greatest possible damage on him first (until other teams have reached him). After the death of the boss, the reward will be given to the 10 units that have done the most damage to him. The Guild of War battle takes place on the map in the form of a triangle. The battle is meant to duel 5-5. Teams get points for victories over the enemy, monsters and boss. Fighting time lasts a long time, so it is necessary to line up the battle tactics in advance. You should choose one of several options: Attacking opponents - suitable, if the team is very powerful, there are competent players. You can destroy monsters and try not to die for yourself - this option is weak teams. 15 seconds before the boss's revival, a timer appears and teams have to come to their revival point. The boss shows up in the top corner. For his murder, the team will get a decent amount of points. But the points are given to the team whose member was the last to finish as boss. It is recommended not only to attack the monster, but also against the players of the opponent. The most powerful skill, it is recommended to leave the finish off the boss. The Beauty and beast map, where players perform for guests, is a zone to fight other players. Often players do not attack other players. But the Beauty and the Beast regime requires players to enter the battle. The area where the fight takes place is like a cross. There's a battle zone in the middle, there's four beams. The top and bottom players are located. They are divided into two teams: defenders and forwards. Left to right, 5 goddess stems at certain times. Further steps must be prevented from their passage, and the defenders are obliged to save the goddesses until the end of the journey. If a player wants to win a mission, you must familiar with the players in advance and choose the strongest team members. It is also necessary to monitor how they behave on the battlefield (sometimes a powerful player loses due to the inability to orient yourself in a timely manner). Defenders must be close to the goddesses all the time. It is necessary to strike blows the opponent who attacks them. It's also worth protecting yourself. If the player does not touch opponents, you should not touch him (it happens). If we act in accordance with such a plan, there is a high probability that the defenders will bring the living deities to their destination. Two directions must be divided: the first attack Another to kill the goddesses. Usually killing deities, players are assigned great damage - fragile goddesses and quickly fall. Better to put the role of the family. You can attack defenders with an exorcist who can run quickly and at the same time defeat the enemy (kite), and put a powerful warrior who disturbs and procrastinates the opponent. Playing Goddess: Primal Chaos in any modes, it is necessary to understand that victory depends not on one player, but on the whole team. Need to build tactics down. If this is not possible, you should monitor your partner's activities and help them (if they do everything right) or direct them. Article author: Evgenia G. G.

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