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Darkness rises guide berserker

WISE GEEK MOBILE GAME GUIDES OFFICIAL GAME GUIDES ABOUT US SITE SEARCH DARKNESS RISES - Android game with release date 06/20/2018 from the company NEXON Company. Game genre: Role Playing. In the article we summarized tips from the best players, developers of answers to players' questions, guides for beginners from the official site and our secrets to the passage of the game. Note, the article is updated periodically, more often see the Wise Geek website. Better Darkness Rises download to your computer via this link and play in Full HD resolution with maximum graphics, no brakes and with progress. Just download the emulator, log in to your Google Play account, install the game in the window that appears, and you will become the coldest. Darkness Content Rises: Who's Better to Play? The game has 5 classes of heroes. Each class is unique in its own way, has its strengths and weaknesses. A warrior is a melee hero, represented by a male hero. It is a universal class, suitable for any player. With him, a novice who has not played such games before, quickly feels. It's very easy to get used to it. He loves contact combat, but he has long-range attack skills, he can stop opponents (stun, during this time enemies can not fight and use their skills). In skillful hands can withstand any class. There should be no problems with it. Sorceress is a mage known to many fans of such games. Here the class is represented by a female figure. A mobile hero who has many skills with different orientations. He has an attack from a distance and avoids contact fights, which at the beginning of the game will be a big advantage over beginners. This means that if you've been playing in this class lately and entered battle as a magician against the same newcomers, you'll quickly get used to it and win more often. Mage has slow attacks, very strong in PvP. In 3x3 and 1x1 modes is not inferior to other characters. Yes, and in Brawl (where everyone is for themselves and against everything) shows excellent results. If you like Wizards, take this class - you will not regret it. Berserker is a melee hero. The game is represented by a masculine character. He's a serious guy. This is the most difficult class in the game, it is the slowest and has very difficult controls. Absolutely all other classes play easier than they do. This is real - a challenge! If you like Berserk, then of course take it, but be prepared for difficulties. But despite all this, he is a strong enough hero who can punish any class. But because of the specific management, this is the most difficult. To win for him, you need a lot of concentration. It is easy to avoid his powerful attacks, but if the enemy falls under the combination, he will not show anger. Assassin is a very mobile hero, represented by a female character. It has a lot of control, can be dazed for a long time (in camp), throw enemies and hit them disappear at the sight of the enemy. If you get used to it, you can easily stand in PvP. It's hard to get at it. In the right hands, it can withstand any class. Suitable for beginners, but you need to understand and get used to the control before the battle with other players. Archer is a character loved and hated by all players. Universal hero, the game is represented by a female character. About 75% of players worldwide play for this class. This is the easiest class in the game. If you just want to watch and understand the game, you can start with archers. It has ranged attacks. In PvP it is a TOP hero. Almost all of the strongest players play for Archer and Assassin. This is the most difficult to play against her, due to the long-range combat. It's a good class. If you haven't played PvP games before (player vs. player), this is your hero. She is good where you need control. Take archer and you will win without any problems. The Witch is the latest class in the game. It came at a time when other players have already pumped as many of their heroes as possible. For this reason, this is not a particular demand. Depicted in the game as a female character. It is a mixture of Sorceress and Assassins. The character is very strong, has great potential. But she is a warrior in short circuit, which imposes its misuses. It has strict control. As in berserku, you will not be bored. Since not all players use the Witch (even among small heroes - twins, few people can meet her), it is difficult to fight her, many do not know her skills (or do not want to know). It has great capabilities that can be implemented in different ways. In this game there is no concept of strong or weak character, the top suit itself gives the same amount of strength. But distance heroes are in a more favorable position because they can hit from a distance without close contact with the enemy. The most important thing in the game is skill and reaction. Don't underestimate your opponent. It often happens that players with a force several times lower than yours can win. Darkness rises: The warrior warrior's guide is a very interesting guy, can easily explode into a thicket of things, or can surround you from afar with a wave of rage and stun. Able to immediately break into battle, throwing opponents into the air, and push them away, inflicting sweeping blows with a huge ball. The warrior, like other classes, has many skills that open up when the hero is pumped. But not all of them can be used during the battle, because only a few skills are set in the quick launch bar. Of course, when you open a SuperPower, you'll place it as your main skill in a special slot. In the remaining slots, each player chooses skills to their liking. The outcome of the battle depends on what skills you place on the Quick Access Panel and in what order you will use them. That's why we decided to create a separate (skill collection) for each class that will help you win more often. Build on the Poisonous frenzy (deals multiple punches to the enemy, the attack is temporarily reduced for affected enemies) - this skill is very unpleasant for opponents. This is the only skill in the game that is difficult to block (to prevent the hero from using it or capturing the wave). A very strong skill, while the Warrior quickly uses it. It must be used first. Piercing aura of the sword (releases 2 waves of sharp blades, damaged enemies are temporarily stunned) - this or similar, with a distance strike, it is recommended to use with 2 blows. It is necessary not to approach the enemy and not take risks. The skill must stun rivals. Ice Sword Aura (summons a huge sword and throws enemies) - when the enemy is in the air, you can start 1 skill again or apply auto-attacks until Poison Riot retreats, and start the combination again. This is quite an unpleasant design for all classes, because the Warrior is considered a melee hero, but can defeat enemies from afar. Properties (these are the main properties that should be pumped in the first place and be present in the main / unchanged features of the uniform): Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - attack and penetration (for a while) - this skill makes the following Witch attacks more powerful. Dominator (subdues the environment, avoids attacks while moving behind enemy lines, temporarily stuns affected enemies) - at the same time the skill allows you to deal high damage with a massive attack. Deadly attack (triggers a huge hand that attracts enemies and stuns them for a while) - the skill not only deals damage, but also gives the witches time until the first skill in the combination is undone. You can try to combine other skills, the main thing is that they combine with each other and give reinforcement to the next skill. The last skill in the chain should give time to withdraw the first skill (stun, slow down). Properties: Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - protection and puncture by protection. Essence - attack, reduced defense. Darkness Rises: Guide to the Sorceress - has powerful spells, each of which can be used in combination. It can hit one target or deal damage in an area. But it should avoid fighting on loved ones. Give to sorceress: Punishing flash (bright pillar of light throws enemies, and deals powerful damage) - in order to win time, it is recommended to use the Web. Web (the hero sets a trap that causes long-term damage and slows enemies) - this skill should not be used at the beginning of the battle, because the trap can be neutralized. Works well in team battle. It is worth throwing at the moment when the enemy is in the air, or lands on the ground. Meteor shower (fires shots that throw enemies up and weaken the defense) - a similar skill to the first. They can be switched between each other, but you must place the Web between them. Spellcasting (fires 5 magic projectiles in front of you, damaged enemies are stung for a short time) - a very powerful spell, but it is best used in team combat, because projectiles fly in different directions. Sorceress can make a lot of good combinations, here you should try and choose skill combinations for yourself. Properties: Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - attack and penetration (for a while) - this skill makes the following Witch attacks more powerful. 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Sorceress can make a lot of good combinations, here you should try and choose skill combinations for yourself. Properties: Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - attack and penetration of the defense. The essence - attack, defense, breaking the defense. Darkness rises: Hyde Archer Guide Archer - masterfully possesses a bow from which she deals accurate and powerful blows. Archer is the easiest character to manage, which can collect 2 - 3 powerful combinations. Build on Archer: Fire bird (summons a fire bird that flies forward and throws enemies into the air, the bird leaves a trail of fire) - this spell is best read as soon as they are loaded. Great for round arena. A fiery trail of fires enemies, dealing constant damage. Arrow rain is a good skill that deals area damage. The first spell increases rain damage. Wild Shot (shooting a quick volley of shot, temporarily stun damaged rivals) - while the enemy reaches his senses, you can wait for the first skill to retreat, and during this time shoot helpless enemies with automatic attacks. Properties: Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - Protection / restoration and protection against breakage. Essence - attack, reduced defense, penetrate defense, penetrate defense. Darkness Rises: Guide to Assassin Assassin is the most agile character in the game, wearing 2 swords. Combines powerful attacks excellent mobility. Despite its strength, strength, can collect several combinations. But if you choose the right one, it will bring a lot of benefits. Build on Assassin: Backstab (a series of biting attacks on enemies, lightning-ending attacks, a powerful knife blow, stunned enemies are stunned) - this skill should be used immediately when they are loaded and approached enemies. Dancing Blades (evokes a swirling shuriken that flies and hits enemies who are approaching, stunned enemies are stunned for a short time) - a very effective skill that can be used in any combination. Throwing double swords (throws swords at a distance, throws enemies) - if the second skill in the bud does not work, then the second of them will neutralize opponents for a while and give time to restore 1 skill in combination. Properties: Attack. PvP Attack. Critical Damage. Activation of moles. Critical hit chance. Additional properties - attack and penetration of the defense. The essence - attack, defense, breaking the defense. Darkness rises: Hyde Archer Guide Archer - masterfully possesses a bow from which she deals accurate and powerful blows. Archer is the easiest character to manage, which can collect 2 - 3 powerful combinations. 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If you create several additional items in the same account, in addition to the main character, you'll be charged a certain percentage of trait growth for each character. The higher the level of additional warriors (twins), the higher the percentage of Power giving. In addition, the game has a common magazine, from which all heroes can take (stack) items. Darkness Rises: The beginner's guide game attracts you literally from the first minutes with its colorful graphics, it also has an intriguing storyline, and many different dungeons. Characters have exquisitely drawn skills. What is important for many players, there is a PvP mode, which is available almost at the beginning. All the possibilities that are in the game open gradually, thus offering the player the first to get acquainted with the gameplay. The game has been points that I would like to draw your attention to. They will help you grow faster and understand some of the subtleties of the game play. Essence of the game play: Passive skills that are awarded to a hero. There are several types of essences in the game: attack, defense, health and so on. As the creature is pumped, not only the strength of the fighter increases, but also its characteristics. Each essence can be pumped up to level 20. Moreover, if you are pumping all potions, you can receive an additional bonus. It is important to choose the essence according to your hero (despite the bonus), as this will give additional benefits in battle (above in the description of the heroes to which we wrote, which creature is more needed). Equipment In the items tab there are: equipment, costumes and grimoires. There are 3 types of equipment: weapons. Armor. Jewelry. Equipment includes quality (color) and level (graduation of items): Class N - white, weakest equipment. Available to level only 10 levels. It is recommended to process immediately. Class D - ecological equipment. At the beginning of the game you can wear it, it is not advisable to pump it. In the future, you should immediately disassemble it. Available to upgrade 20 levels. Grade C - blue objects. Average pleasure, which is not recommended for pumping. Only 30 levels are available. Class S - purple equipment. This is very useful at some stage of the game, but it is not advisable to focus on it. There are 40 levels available for leveling. The species is red, very good equipment. You can invest in it, it will help a lot until you get a better quality item. There are 50 levels available. Class S - orange items. They are the best in the game. It is definitely worth investing and inflating to the maximum. There are 60 levels available. There's a lot of equipment in the game. It is important to select items from one set, because the set gives all the features. Costumes. These wardrobe items will reflect your appearance in the game. But unlike similar games, here the costume does not affect the appearance, but also gives additional properties to the hero. You need to pay attention to this when choosing clothes for the main character and take into account when pumping a fighter jet. Grimoire. This tab contains absolutely all the equipment, weapons and jewelry that is available in the game for your class. This is very important because it gives you the opportunity to choose the right set of devices, calculate parameters, choose stones for it. Abilities are special abilities of the hero that he can use in battle. In this game, in addition to the fact that the skills are divided into active and passive, there is also a gradation of active abilities by type: Normal - these are active skills that a player or character activates during an automatic attack, have medium and high damage rates. These skills can also be collected in conjunction on the Quick Access taskbar. In addition to attack skills, effects effects positive for the hero himself (increased attack/defense) and negative for opponents (overtun, stun, reduced defense/attack). Furious - these skills open in the later stages of the game in a special tab. These skills allow you to instantly finish off an ordinary or elite monster and bosses while completing the scale of rage. Skills have several stages of leveling, each stage adds a bonus to the parameters of the hero during the anger. Super skills - in other words, powerful super hits that will become available after a certain amount of time. They will help you grow faster and understand some of the subtleties of the game play. Passive skills that are awarded to a hero. There are several types of essences in the game: attack, defense, health and so on. As the creature is pumped, not only the strength of the fighter increases, but also its characteristics. Each essence can be pumped up to level 20. 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