Directory

Newbie guide

Dear users, congratulations you can use the "magic sword", into your game journey, the following is the use of instructions, please read.

Transport industry
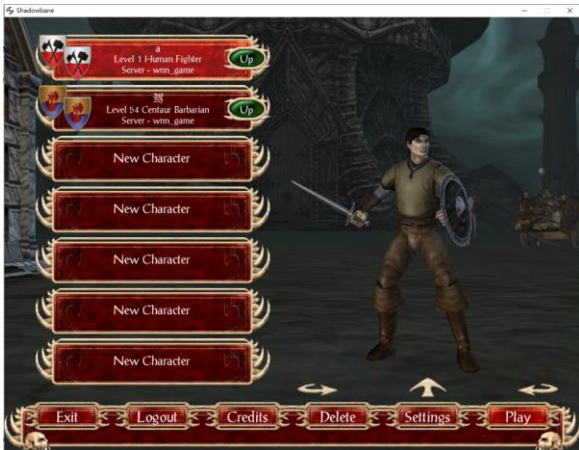
A New Characters

When you officially log in to the game, you can create up to 7 characters in one account. Select a blank position and click "New" to enter the "New Character" interface. Select the world you enter into the game, click the name of the world, and click OK to enter the character creation screen.

Angle color selection interface

1、 The character image

2、 Name and Title

The name must be at least 1 character, and only exists in the world of magic sword, the title can be the same.

Note: The title is not an emblem of the guild.

3、The role of gender

Some races can only be male, while certain classes have strict gender requirements. For example, only male wizards can become warlocks.

4、Character Basic Attributes

Strength: The character's physical strength and arm strength. Stronger characters do more damage and can carry heavier loads, and many weapons and armor have minimum strength requirements.

Agility: this attribute affects speed, so a character with higher agility can attack more times at the same time and has a higher chance of dodging enemy attacks. Minimal damage and defense are also affected by Agility. Some weapons have minimum dexterity requirements.

Constituency: This stat affects the character's vitality, stamina, and resilience. Too low a constitution may result in death susceptibility or poor endurance in combat.

Intelligence: This attribute affects the character's ability to remember and learn. Characters with high intelligence level up quickly and reach higher levels of skill. right   Essential to the caster.

Spiritual power: a very important attribute for the caster. Spiritual power directly affects the character's mana.

5、appearance

Various combinations of skin, hair, whiskers, and equipment can be used to create a variety of character appearances to fully represent the player's personality in the world of the demon sword.

6、talent

Enables a character to be born with special abilities, but to occupy rune positions, this feature will cost you

base points.

7、Professional instructions

Players enter the game is no any class, only have some basic skills in the basic class direction, when the character reached the 10 level, you can choose the corresponding job 1 of the 22 classes in the class. Each person can only have one primary class, and can choose from 48 secondary classes after level 20.

Basic career development direction and transferable career comparison table

professional	The road to a warrior	The road to a physician	The road to the mage	The road of ronin
The barbarian	low			low
crusader	low	low		
huntress	low			low
ranger	low			low
The templar	low			
The samurai	low			
SAN dou	low			
The saints		low		
The druids		low		
The bishop		low		
The priest		low		
Destruction of the priest		low		low
bard			low	low
Elements that		low	low	

				low	
The witch				low	
Zen wu	low			low	
warlock				low	
necromancer				low	
The assassin				low	low
scouts					low
The thieves					low
Night stalker					low

8、Race that

The game includes 12 races. Each race has its own characteristics.

race	A warrior	physicians	The mage	ronin	ethnicity
human	low	low	low	low	Gain higher stunt points when leveling up
The elves	low	low	low	low	A powerful swordsman
Half the elves	low	low	low	low	You're naturally immune to snare
Sagittarius	low	low			The fastest running speed
Half a giant	low				Heavy weapon specialization
The dwarf	low	low			You are born with physical resistance
The eagle man	low			low	Born to fly

|					
The tauren	low				Strong physical damage
Ike	low		low	low	Natural resistance to fire
shadow	low		low	low	A natural anti - stealth ability
People inferno	low	low	low	low	Restore vitality and mana faster
The vampire	low		low	low	Expenses vitality to cast special effects

A Enter the game

If the character has been established, select the character and click directly into the game.

B to delete

C System Settings

The audio and graphics Settings are all done here, and you can adjust the game resolution, dynamic light and shadow, particle density, and many other properties to fit your machine's requirements.

Enter into the play
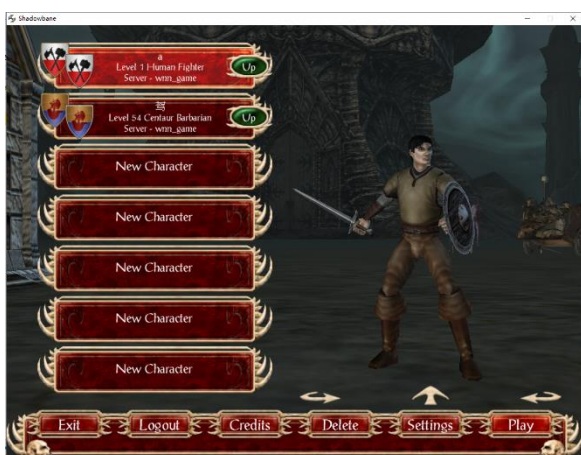
In the character selection interface, select the role you need to click into the game, you can enter the world of

the magic sword. If it is the first time to enter the game, click to enter the game, will pop up the choice of place of birth dialog box, for the safety of the novice, you will be born on the novice island, you can emigrate to any city on the novice island. You can return to your birthplace before level 36.

Game interface (default interface)
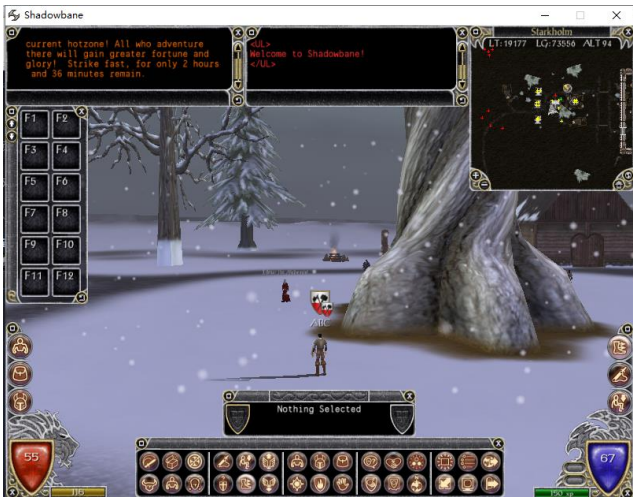
1, the character

2. Various states (affected by skills)

3. Target display (displays the current status of NPCs, buildings and players)

4. Area map window (players can directly use the right mouse button to click the location of the minimap to move)

5. Skill shortcut button bar (including all skills and magic, press P to call out the detailed list of skills, drag to the desktop to use)

Life, magic and stamina experience slots

7. Character status, item window, equipment, walk/run, fight/peace, stand/sit

8. System information and chat window

9, Country (large), Guild emblem (small) (Ctrl + Off/On)

10. Player name (N key, off/on)

How to get to another city in the quickest way?

On Shinyu Island, most NPC cities are open to immigration.

Go to the center of NPC city (tree of life or stone) → find the rune master → double click the left mouse button → select "immigrate to a new city" → pop up the city list → click the city select "√" → successfully immigrate to a new city.

Note: In your city, just double-click the NPC and select "emigrate to a new city".

Such as why to chat

Chat window: enter key toggle to enter and exit chat mode, and then enter the chat content

Chat Channels: Chatting for different groups of people, such as teams, guilds, or private chat, can be done in two ways.

Mode 1: change the default channel of the window

Click the chat window with Ctrl + left mouse button to call out the window properties menu → change the default channel of the window → the content directly entered in this window will be the default content.

Method 2: Hotkeys (please note the "restore instructions specified hotkeys ")

Chat object	The command	hotkey
Ordinary speech (the default channel is ordinary speech, no need to enter a command)	/s	CTRL+ALTS
Talk to the designated person in confidence	Name/t	T
Reply to the private chat	Name/t	R
Team talk	/g	CTRL+G
Talk to all the guild leaders in the country	/l	CTRL+L

Talk to everyone in the game (to lose stamina)	/sh	CTRL+H
The guild chat	/gu	CTRL+D
Guild Leaders Talk	/ic	CTRL+I
Conversation within the City	/city	CTRL+ALT+C
Repeat the previous text	There is no	SHIFT + write

Such as how to train skills

Find the corresponding NPC mentor → double-click the mentor with the left mouse button → select the training skill → pop up the skill list dialog box → click the skill to be trained and click the training button to improve the skill proficiency.

Note: Training costs money and skill points. Skill points are earned by leveling up. The higher the level, the less money it takes to learn. When learning a skill, pay attention to the conditions under which it is learned. Some skills require a certain level or proficiency in other skills before they can be continued.

How to view world map: open system menu (ESC key) → click window menu → click world map → show world map window

How to use character action: open system menu → click action menu → select social action → appear social action list

Note: Drag and drop shortcuts to the desktop for easy use

Such as how to change your job

When the player reaches level 10, they can apply for a job transfer → find the NPC mentor of the corresponding class → find the NPC mentor you need to transfer → left-click on the mentor to pop up a

dialog box. To successfully change jobs, select the button that I want to change to. Note: certain classes will have racial class restrictions

Like any deal

Hold down the Ctrl key, left mouse button click the player you want to trade (when other players trade you, select "Yes", you can enter the trade dialog box), left mouse button click and drag the goods you want to trade or money left trade bar, when finished, both sides tick the automatic completion trade option

How to buy things

First find the merchant NPC: double-click the merchant, pop up the sale dialog box; Buy, sell, repair

If any group team

Create a team: ESC opens the system menu and select the team option to create a team.

Invite others to join the team: after forming the team, hold the Ctrl key, click on the character you want to invite, select the "Invite to join" option to accept the invitation from others, when others invite you to join, pop up a dialog box, select "Yes".

Share loot: In the platoon option, the captain can choose to share money. Money earned by team members will be divided equally among each team member. Items will not be shared.

Switch to follow: in the group option, the captain can set the follow option, so that other team members can automatically follow the leader. Team members can also choose to follow or not follow the mode.

Auto-leave: This can be selected from the Platoon options.

Disband a team: the captain can choose to disband a team.

Other high - level work energy is required

1、Set up guilds and guild cities

Purchase guild charter → establish guild → purchase tree of life seeds and rune masters → select location

to plant trees → upgrade and maintain

2、Building shops, training centers and other buildings

Purchase building contract → Purchase employee and trainer NPC contract → Select site to build a building

→ Put employee and other NPC into a building → Upgrade and maintenance

3、City war

Go to the enemy city and plant the poison ring challenge → wait for the enemy to accept the challenge →

prepare (prepare siege equipment) → battle begins → destroy the enemy's buildings and the tree of life

Basic operation for the medium

behavior	Basic operation method	hotkey
Camera movement	Move the mouse pointer around the edge of the screen or hold down the mouse wheel to move the mouse	Keyboard 2, 4, 6, 8
View zoom	Mouse wheel scrolling	Plus or minus
Mobile interface content	Hold down Shift and the left mouse button to move any window on the screen. Shortcut ICONS and status bars	There is no
State, guild emblem closed/turned on	Select Open/Close from the System menu	CTRL+N
Player name closed/on	Select Open/Close from the System menu	N key
Set window properties	Hold down the Ctrl button and click on any location of	There is no

	the window (or click on the upper left corner of the window)	
Select the object	Left mouse click on the target	Home and Inser are selected
mobile	Right mouse click destination (area map destination is also available)	There is no
Switch to run	Click to switch running	CTRL+U
fighting	Double-click the target after clicking toggle combat	CTRL+A
Sit down	Click to toggle and sit	Z key
Use the skills	Select the object to use and click on the shortcut icon for skills	The custom
flight	Some flying classes or races can select the status bar arrow for flight control	PAGEDOWN and PAGEUP
View character status	Click on "Character Status"	S key
Check the backpack	Click on "Equip"	I key
View Equipment Properties	Click on the "Props window	E key
View spell info	Hotkeys are recommended	P bond
Open the system menu	There is no	ESC
Access to goods	Double click the left mouse button on a corpse or item	The F
Throw away the goods	The left mouse button holds down the item drag to the inventory outside	D key
Damaged items	Hold down the Ctrl button and click on the item, and	The custom

	select "Destroy" from the menu.	
Define hotkeys	Hold down the CTRL button and click the desktop label, select "Specify Hotkey" from the popup menu (or define it in the system menu).	

第I章 Game screens and interfaces

Place the mouse over buttons and other areas of the interface. You can see the simple description. The Demon Blade interface can be customized to the user's liking, and the user is free to change the screen Settings and appearance of the game.

1、figure

2、Various states, spell effects (affected by skill)

3、The target window

4、Regional map

5、Skill window

6、Vitality, magic, stamina, experience slot

7、Character status, item window, equipment walk/run, fight/peace, stand/sit

8、System information and chat window

9、Country (large), guild (small) emblem

10、The name of the

Interface details

1、figure

Player Creating Characters

2、Effects of various states and spells (affected by the skill)

The Demon Blade effect window is in the top left corner by default. A magic effect of an item, spell, or special effect changes the character's properties or abilities. An icon representing that effect will appear in the magic effect window. Mouse over the icon to display magic effects and remaining time.

Skill guide

Demon Blade offers a number of pop-up information Windows in the game. For example, when you log in for the first time, get close to a specific goal, or fight. These tips include a list of help information represented by various ICONS, as well as game commands. You can also minimize it or shut it down altogether.

3、The target display

National emblem - the gilt-edged emblem on the right side of the window shows the highest guild emblem of the selected character or creature. If the guild of a character or creature does not belong to a nation or to a guild at all, the emblem will be empty.

Guild emblem - the grey-bordered emblem on the left side of the window shows that the selected character belongs to a creature's guild. If the character or creature is wandering, the emblem will be empty.

Name - displays the name of the selected character or creature at the top of the window.

Health Slot - The red bar under the name shows the target's vitality or durability. Red is reduced when the selected target takes damage. The red bar shows the specific value of vitality or endurance.

Level Icon - A row of ICONS below the health bar. The icon represents the level achieved by the character or creature (each level =10). Icons show the character's class or creature, NPC merchant, and building categories.

4、Regional map

The local map window opens on the screen, showing the current position and surroundings of the character, including the following features:

Coordinate: Three coordinates (longitude, latitude, and altitude) are displayed at the top of the window, and the data changes as the character moves.

Zoom button: Two buttons zoom in and out of the scale of the map,

Map display: The largest area in the window displays a graphical view of the surrounding environment, including terrain features as well as players, NPCs, and creatures. It's usually in the middle of the map.

The face of the character changes direction and the arrow rotates accordingly.

- White arrow on your character

- Merchant (Merchant and Mentor) Yellow dots

- Guard the orange dot

- Monster red dot

- Other players green dot

- Blue dots with guild players

- The same country is light green

Region name: the region name of the character is displayed at the bottom of the map. The region name will change automatically when the character moves across regions.

City information: The switch of this button can display and turn off the landmarks of city buildings on the ground. Different kinds of buildings are marked differently on the map.

Map movement: You can use the local map to move around the game world. Right-click in the map display area to set a destination. This feature is only available on local maps

5、Stunt window (hotkey: P)

Display all the skills you have mastered, press the P key to call out a detailed list of skills, drag to the desktop to use.

6、Vitality, magic, stamina, experience slot

Vitality slot: red shows vitality. When you are injured, the red fluid will decrease, you can observe the current health loss, and from the current number to know the exact value of the current health.

Mana Trough: The blue shield shows mana. The decrease in mana after casting a spell can be observed through it

Stamina Slot: The gold bar in the middle of the status bar represents your character's current stamina. Running, fighting, or using certain special effects will cost stamina and gold will be reduced. When stamina runs out, the character moves very slowly.

Experience Slots: The green ones represent the XP required for the character's next level up, and the value is the value of the XP required for the next level up

7、Character status, item window, equipment, walk/run, fight/peace, stand/sit, fly buttons

Character status (hotkey: S) : open to view some important information about the character. Default hotkey: S

Item window (hotkey: I) : open to view the character item window. Default hotkey: I

Equipment (hotkey: E) : Open to view the character's current equipment window. Default hotkey: E

Walk/Run (hot key: Ctrl +U) : In the middle right side of the status bar, switch the walking and running modes of the character. In the running mode, the character moves from walking to running. Running is faster than walking, but consumes more stamina. The default hotkey is Ctrl +U

Combat/Peace (Hotkey +C) : This button allows you to switch to combat mode at any time. When walking in combat mode, the running speed will be reduced, and the vitality slot will appear on the

character (green is good, yellow is medium, red is dangerous).Default hotkey: C

Stand/Sit (Hotkey: Z) : Click and the character sits cross-legged. After sitting down, the character enters rest mode. Vitality, mana, and stamina are restored significantly faster. The character can talk and use stunts while sitting, but the character can stand up before using the stunts .If attacked, the character takes more damage. To end the sit mode, press the sit button again to use a stunt or right click on a nearby ground. Default hotkey: Z

Fly button (hotkeys: PageUp, PageDown) : In the upper middle of the status bar, you can raise the flying character. Lower your flight altitude. The rising is used for climbing. To descend is to lose height or land.Of course, the character must have the ability to fly in order to have the fly button.

8、System information and chat window

There are two chat Windows, they are very similar in style and function, the bottom of the window can enter commands or messages. The rest of the area is for displaying information. By default, the two chat Windows function differently.

System information: Displays received server information, mainly used to diagnose and find server problems. While not useful for most players, it is possible to monitor game loading and events such as being attacked. Communication commands are the same as character chat.

You can create a new window from the Command Panel and click on the chat window, then use Ctrl + left mouse button to customize the various Settings of the chat window.

Chat window: chat between players in the game, the message is displayed in the area above the window, press enter to enter chat mode or directly on the command line left click to generate the cursor. The game has a large number of channels to choose from.

9、Country (large), Guild (small) emblem (hotkey: Ctrl +N)

Press Ctrl +N to turn it on or off

10、 The player name

The player's game name (your game name)

Refers to the food list

To close the instruction menu, press [X] in the upper right corner. To open the instruction menu again, press [ESC] key.

The role of information

The character info window lets you know something about your character.

The status window

Shows the character's primary and secondary attributes: Strength, Dexterity, Constitution, Intelligence, Spiritual Strength, Vitality, Mana, and Stamina.

Description - gender, race, and class are displayed under the character name.

Experience - Displays all experience points gained after character creation.

Insignia - The insignia to the right of your name shows the character's guild.

Primary Properties - Mouse over a primary property displays the base and maximum values for that property. The + button to the right of an attribute is used to increase attribute points after upgrading. In addition, each attribute is described according to its value, from "miserable" to "god" in descending order. Due to various spells or items, stat points can rise or fall. When they fall due to bad effects, the color is red, when they rise, the color is blue, and when they reach the maximum value, the color is gold.

Item window (hotkey: I)

The items bar shows the items that your character is currently loaded with, and you can see your maximum load and current load by the number. Red items are items that are currently unavailable to the character.

Equipment window (Hotkey: E)

The gear window includes 11 gear slots (head, chest, arms, legs, feet, left hand rings, right hand rings, amulets, left hand gear, and right hand gear).Each slot displays the item pattern on the equipment. If one of your character's equipment slots is unable to equip an item, it will now appear red.

runes

Displays the runes used, including race, class, and talent chosen during character creation. Mouse over a rune to show its effect.

Basic skills

Shows all skills mastered by the character along with the level as a percentage. The higher the number, the higher the skill level. The top of the window displays available training points.

Force majeure window

This list shows the character's resistance to various types of damage in Magic Sword. Armor, protective spells, and various enchanted items will change their resistance to various types of damage.

Stunt & Magic (Hotkey: P)

The window displays all the stunts mastered by the character. Click the stunts button to use the stunts. The window displays the special effects description, name, and current level. If the stunt has a skill requirement,

the name of the skill and the minimum level requirement will be displayed next to it. These buttons are as customizable as any other interactive button.

As the character levels up and improves skills and special effects, new special effects appear, which can be improved by spending training points and money on the mentor.

Special effects window (simplified version)

The effect

Switch on and off the effects window to display all spells and status effects that your current character has.

attribute

The stats window provides details of the character's stats, attack level, damage, defense level, and the current amount of gold.

The action menu

Interact with the game world all the time. The action menu includes many basic character actions. Characters can also communicate with each other through body language. Options include:

< interactive > command to interact with virtual world objects

< Command to use an equipped item using Equip >

< move > move command

< social > simple expression action

< command looking for > to help in battle

< Pet command > now works with those who summon empty items to purchase

< melee combat > character gets close to the enemy and fights

< > store game screen (hot key: Ctrl +P)

> lets you record the game and watch it later. Click the red button on the left to start recording and the white button on the right to stop.

interaction

Commands to interact with virtual world objects. This option includes the following action menu:

< Click on the selected object > to prompt the selected object's default interactive actions: such as opening doors, collecting loot, attacking creatures, buying and selling, etc. It's essentially the same as double-clicking on an object.

< Use Selected Object > Click Use Selected Object.

< Get the selected object > and click to transfer the object to the prop bar.

< Discard Selected Object > Discards the selected item in the equipment slot or item bar. Discarded at the character's feet. Drag an item out of the equipment or item bar to achieve the same effect.

< Destroy Items > Destroy selected items that are equipped or owned. You will be prompted for confirmation. Items that are destroyed are permanently removed from the game world.(Hotkey Del)

Use the equipment

Command to use equipped items

mobile

Normal Move (hot key Ctrl+U) : In combat or non-combat mode, right-click on the ground to mark the move destination. Click and the character starts moving to the destination. Click the Run button in the Status window or press Ctrl+U to run. Character movement speed and stamina are related to whether the player is running or in combat mode.

Move on the map: When moving over long distances, you can open the local map window and move directly to a distant destination. Right-click to set the character destination at any point on the map.

Fly (hotkeys: PageUp, PageDown) : Falcon characters or characters using certain spells and items can fly. Two height buttons appear at the top of the status bar: like up and down arrows with wings.Click on the arrow button or press the hotkey [PageUp] take off or rise, many times click can rise higher, click the arrow or press the hotkey [PageDown] lower until landing.Move like walk or run with a simple right-click on the ground. There are about 10 levels of altitude. Double-click the Up button to get the character to the highest, and Double-click the Down button to get him to the lowest point of his flight or to land -- if he has only flown 1 level initially. During flight, the above two modes of movement can be used to move, and in addition to flight, moving will also cost stamina.

Swimming:

Entering water below the body automatically switches from walking or running to swimming. Move like walk or run with a simple right-click on the ground. Swimming characters cannot enter combat mode and may not be able to use certain stunts. When you run out of stamina while swimming, your vitality starts to dwindle, and when you run out of stamina during a long swim, your character dies.

Social movements

Simple Emotional Actions: Click to display the full list of social actions. Social movements can take place at any time, and most of them last a few seconds. Some races are unable to perform certain social movements and will perform similar movements or shake their heads if they use these movements.

Looking for targets

Commands to help combat: This option includes commands to automatically select nearby creatures

or characters, reducing the hassle of clicking.

Lock a creature (hotkey HOME) : select a nearby creature, and clicking again will select the next nearby creature.

Lock Next Character (Hotkey INSERT) : Select a nearby character, and clicking again will select the next nearby character.

Lock Self (Hotkey: End) : Select your character.

Clear Target: Clear selection, same as left-clicking on the ground.

Pet instruction

An order to summon or purchase a pet

In the game, pets are monsters that follow the player character. Most pets will protect their owners, automatically attacking enemies that fight their owners. Pet Summon can be used.

Click on the Pet option to open the Pet command window as follows:

Pet Attack: Attacks the currently selected target.

Pet stops attacking: The pet immediately stops attacking the current target.

Dismissing pets: Immediately remove pets from the world.

Melee combat

When an enemy attacks you from a range, you will now take the initiative to attack in melee

The window menu

Minimize all Windows

Close all Windows on the screen

The status bar

Open it to view some important information about the character, including experience, money, current

level and other character information.(Default Hotkey: S)

The chat window

The chat window is the key to communication in the game. The default screen Settings include two chat

Windows, but you can add a chat window by clicking the chat window option in the command bar.You can

change the window size, move the window, or set the transparency of the chat window.

Enter and send a message: You must enter chat mode before entering or sending a message,

otherwise keystrokes will be considered keyboard commands or hotkey commands. To enter chat

mode, left-click on the command line of any chat window to press enter. Once you're in chat mode, any

simple keyboard commands or custom hotkeys (keyboard commands that don't use Shift, Ctrl, or Alt) will

be invalid.

After entering chat mode, enter the message you want to send, and then press enter to send. The message

you send will be displayed on a specific channel.

Default channels and channel tags: Each chat window has a default communication channel. Input

information is automatically sent to the default channel without modification. You can set a different

default channel for each chat window as follows: Each channel has a specific pre-level, usually a "/"

followed by the channel name (for example, the guild channel symbol is /guild).Unmarked messages will

be sent to the default channel.

Communication Options (Ctrl+ left mouse button) : Ctrl+ left mouse click on the chat window to customize the communication Settings. Some new options appear in the standard window options menu displayed:

< Channels > Opens a menu listing all communication channels. You can customize the selected chat window. To activate a channel, click the button next to the channel name.

< channel color > to change the channel display color

< Default Channels > opens 11 communication channels. The current default channel is marked with a silver border. Click the channel name to set the new default channel for the selected chat window.

Regional map

The local map window opens on the screen, showing the current position and surroundings of the character, including the following features:

Coordinate: Three coordinates (longitude, latitude, and altitude) are displayed at the top of the window, and the data changes as the character moves.

Zoom button: Two buttons zoom in and out of the scale of the map.

Map display: The largest area in the window displays a graphical view of the surrounding environment, including terrain features as well as players, NPCs, and creatures. It's usually in the middle of the map. The face of the character changes direction and the arrow rotates accordingly.

● **White arrow for your character**

● **Merchant (Merchant and Mentor) Yellow dots**

● **Guard the orange dot**

● **Monster red dot**

● **Green dots for other players**

● **Same guild player blue points**

● **Light green points for players from the same country**

Area name: The area name of the character is displayed at the bottom of the map. The region name is automatically changed when the character moves across regions.

City Info: This button switches to show and turn off signs of city buildings on the map. Different kinds of buildings are marked differently on the map.

Map movement: You can use the local map to move around the game world. Right-click in the map display area to set the destination. This feature is only available on local maps.

The world map

A large scale world map can be used as a guidebook or a tool to view the distribution of regimes on a server. Your character on the world map is represented by a red circle, with arrows indicating the direction of your character and moving with your character.

Zoom Control: Two buttons in the upper left corner of the world map zoom in and out of the map.

Refresh control: the refresh city information button at the bottom of the window updates information, location, ownership, population, and other current data for all guilds and cities on the map.

City information: each city on the world map is represented as a shield icon. The icon shows the emblem of the country to which the city belongs. The size of the icon depends on the size of the population. The icon of the new city had to be enlarged to be seen, and the name of the city was displayed below the

emblem.

Click the emblem to open the city information window.

The target window

National emblem: the gilt-edged emblem on the right side of the window shows the highest guild emblem of the selected character or creature. If the guild of a character or creature does not belong to a nation or to a guild at all, the emblem will be empty,

Guild emblem: The grey-bordered emblem on the left side of the window shows the guild of the selected character or creature. If the character or creature is wandering, the emblem will be empty.

Name: The name of the selected character or creature is displayed at the top of the window.

Health Slot: The red bar below the name shows the target's vitality or durability. Red is reduced when the selected target takes damage. The red bar shows the specific value of vitality or endurance.

Rank Icon: The line of ICONS below the health bar. The icon represents the level achieved by the character or creature (each level =10).Icons show the character's class or creature, NPC merchant, and building categories.

Target window (short version)

Vitality Slot: Red shield shows Vitality. When you are wounded, the red fluid in the shield will decrease. You can observe the current health loss and know the exact value of the current health from the number on the shield.

Mana Slot: The mana value shown on the blue shield. The decrease in mana after casting a spell can be observed through it.

Switch pet information

Commands for Summoned or Purchased Pets: In the game, pets are monsters that follow the player character. Most pets will protect their owners, automatically attacking enemies that fight their owners. Pet Summon can be used.

Click on the Pet option to open the Pet command window as follows:

< pet attack > attacks the currently selected target.

< pet stops attacking > The pet immediately stops attacking the current target.

< dismiss pet > immediately removes pets from the game world.

A team option

You may have found that fighting with other players is the best way to level up and earn money, and yes, platoon mode gives experience bonuses to each member of the team. Each team can have a maximum of 10 people.

Create a new team

Create a new single-player team and designate your character as the leader. The team status window opens automatically.

Switching team information

Team status window switch

Invitation to join the team

A character joining an existing team must accept an invitation. Click this button to invite another player to join your existing team. After clicking, you will be prompted to select the person to invite. The invited character can choose to accept or decline the invitation. Each character can only join one party at a time. Accepting another invitation will automatically disengage you from your party. Note that only the captain can invite new players.

Leave the current team

To leave your current team and rejoin you must be invited again. If your character is a captain, the other character becomes the default captain immediately after you leave the team.

The dissolution of team

Dismissing all players, you will be prompted to confirm your dismissal. Only the captain can dismiss the team.

Appoint a new captain

This option specifies a new captain. Clicking will prompt you to select a target or select his entry in the team status window. Only the captain can hand over leadership.

Share the spoils

Money sharing switch.

Switch to follow

Team members follow the status switch.

formation

Click to open the optional formation menu.

The guild options

The badge list

If the display emblem option is turned on, the guild and country affiliations for each character are displayed overhead. In the System Settings sub-menu you can turn off the display emblem. Selecting any character or creature will now display its national guild emblem in the target window.

The emblem list consists of two basic components: the emblem list at the bottom and the message bar at the top. The list displays all the emblem ICONS collected during the game. Left-clicking on the emblem will show a brief introduction to the message bar: Get the character and guild name and country name of the emblem. The emblem list can store up to 10 emblems.

After selecting the role, open the emblem list option in the sub-menu of guild selection items, and drag and drop the character guild emblem from the target window into the emblem list to add the emblem to the list. Click the button to the right of the item in the list to delete it, and the emblem list, like any other button, can be dragged and searched onto the game screen or customized hotkeys.

The killer list window is the same as the badge list window. The badge of a character who killed you will automatically be added to the killer list. If the same character killed you more than once, his badge will not be added to the list twice.

Invitation to join the guild

Invite other characters to join your guild. You will be prompted to select the character you want to invite.

Out of the guild

If you leave your current guild, you will be prompted to confirm your departure.

Promotion, demotion, expulsion

Open the list of all guild members, showing their name and rank. The guild leadership can change the member's status.

Dissolution of the guild

Disband the guild completely. Only guild leaders who can execute this order will be prompted for confirmation.

Invite a guild to pledge to be your sub-guild

The guild leader or cabinet who invites another guild to be loyal to your guild will be prompted to choose a role in that guild.

Subguilds and provinces

Opens a list of all guilds in a guild federation, showing country, province, and loyalty guild affiliations

System Settings

The Angle of view control

The user can control the perspective freely, and the adjustment of the "perspective" in the game has a high degree of flexibility.

Viewing Angle movement control

The point of view is always directed to your character, but the direction is entirely up to you. The game Angle can be rotated on either vertical or horizontal axis, and you can view your character from overhead, back, side, or even higher or lower. You can also set the distance of the viewing Angle. Remember, the farther away you look. The more objects in the field of view, the more work the computer has to do. Showing the extent of the terrain around the character will have an impact on game performance.

The mouse pointer on the edge of the screen also rotates the view. You can zoom in and out with the mouse wheel. If you are running Blade in window mode and want to rotate the view, it is recommended that you hold down the mouse wheel and move the mouse wheel to rotate.

The other two options in the perspective control menu (system Settings for the command bar) :

< Auto-tracking > Clicking locks the position of the perspective relative to the character. After setting, when the character rotates or changes direction, the Angle will be rotated automatically to maintain the set Angle.If you manually change the viewpoint position when this switch is turned on, the new position will become the default locked position.

< Invert > Click Invert all view controls, the command itself remains the same. So when this switch is turned on, pressing 6 on the keypad will rotate counterclockwise. To turn off this option is just one more click.

Mouse control perspective

The game perspective can also be set to mouse control mode. In mouse-controlled view mode, moving the mouse will pan or tilt the view. There are three ways to activate the mouse view:

Mouse wheel: hold down the middle button to open the mouse view, the view will follow the mouse movement during the time when the middle button is pressed.

Keyboard commands: Hold down the Alt key to open the mouse perspective mode

Keyboard Switch: Press M to turn on the mouse perspective mode switch

Parameter selection

There are also some more specialized parameters that will allow you to customize your Settings.

Automatic save window: Decides whether to save changes to the game screen Settings

Swearword filter: filters vulgar language and swear words from all communications.

Software pointer: Sets whether to replace the default mouse pointer with the pointer of Demon Blade.

Bloodfilter: Bloodspatter switch during combat.

Full-screen mode: Determines whether the game will run in full screen or in a window. Window running affects game performance and is not recommended.

Skip the opening credits: Skip the opening credits animation switch

Personal Light: switch light sources around the character

Water surface reflection: Water surface reflection map switch

Skill guide: Skill guide switch button

Set Grid: Decides whether window and menu movements are automatically aligned

hotkey

Custom hotkeys: keyboard shortcuts can be set on any button on the screen. Custom hotkeys only

work for the current character, but not for other characters.

Assign Hotkey: Ctrl+ Left click the button and then click Assign Hotkey in the Button Customize menu.

In the Hotkey Assign window, enter the key that represents the command. The key can be combined with Ctrl, Shift or Alt(each hotkey can only be used one of these).

Hotkey mapping screen: select Settings from the command bar, and click Hotkey to open mapping options:

Bind Common Keys: Used for common keyboard commands

Binding Social Actions: Used for specific social actions

Bind stunt: Bind stunt in the stunt menu

Binding macros: Creates text command line hotkeys

Unbind: Unbind all bound hotkeys for this role

Restore initial Settings: Restores the initial key for this role

Import hotkey: display all the current roles of this client. Click the role name to import the hotkey Settings into the current role.

Bindings list: select any of the above options to open a menu with command name and button, click the button to open a pop-up window, you can enter a new key. The buttons to the right of the selection key can be combined with Ctrl, Shift, or Alt (each hotkey can select only one of them).The Clear button deletes the current binding. Close pop-up window to store new hotkey bindings.

Binding macros: Each item in the macro list contains three buttons: a button indicating the current hotkey, a text button displaying the current text of the macro, and a delete button. The Add button in the lower left corner creates a new macro entry. Click the "Add New Macro" button, select the hotkey you want to bind, click the text button to open the editing window, click the text area, and enter the macro text. Close the dialog window to automatically save the macro.

Hotkey group: Once the desired hotkeys are set, they can be imported into other roles through the Hotkey Management command. Click Settings on the command line and select Hotkey. At the bottom of the menu are two commands related to hotkey groups.

Restore Default: Clear all custom Settings for the current role and restore to default Settings

Delete hotkey: To change or delete a hotkey, you only need to assign a new key to the corresponding button or restore the default.

Interface skin

Players can change the skin of the interface, including the appearance of each window, menu and button. Select the Settings in the command bar, click the interface skin to open the list of available skins, and click its name to change the interface skin.

Performance diagnostics: This option provides data on some diagnostics and performance, including the following:

Frames: This will be an evaluation of the graphics card's performance. The number is frames per second.

Polygon count: The number of polygons currently rendered on the screen.

Number of objects: The number of objects currently displayed on the screen.

Material memory: The amount of memory used for material storage/swapping.

Compressed material: Displays the amount of material compressed on the screen.

Send bytes: The amount of data sent from your computer to the server.

Receive bytes: The amount of data sent from a server to your computer.

Information latency: The time it takes to send a message from the client to the server for processing.

Average frames per second: The average number of frames per second displayed since the start of

the Demon Blade game,

Minimum frames per second: The minimum number of display frames per second recorded since the

start of the Demon Blade game,

Loading requirements: the number of objects currently on the screen waiting to be loaded,

Loading: The name of the object being loaded in the current screen.

Leave the world

This option takes the game character out of the game world and returns to the character login screen. This command cannot be executed if the character is in combat. Once you opt out of the game world, the character will remain in the game world for a period of time.

Back to the desktop

This command immediately exits the Demon Blade client and returns to the desktop: note that your character will remain in the game until the server determines that your connection has been broken.

Whether it's leaving the world, quitting the game, or any other way to disconnect from the server, a character's exit is affected by the exit timing. In general, the timer starts as soon as you exit combat mode, and after one minute, the character can leave the game immediately. If the connection is broken before the timer runs out, the character will linger in the game world for one minute. The lingering character will not move or do anything on his own. Will fight back automatically if attacked, but will not make

With any special effects and objects. If a lingering character is attacked and countered, the exit timer will restart at the end of the battle, and quitting in crowded or dangerous areas may result in permanent stay or even death. If your lingering character dies, it will be resurrected at the respawn point and will take all

the effects of death.

The game again

The game can break for a variety of reasons: offline, character death or departure from the world, quitting the game. When replaying, spawn points are related to several factors;

death

Resurrect at the binding point after death. The character's body is left at the spot of death until it rots, while the player takes the death effect.

drops

If you quit the game or lose your connection to the service, but replay the game within 15 minutes (or the countdown does not end), your character will appear where the game left off, and 15 minutes later, your character will appear at the binding point.

The hotel

Quitting the game immediately after renting a room with an innkeeper creates a temporary binding point that allows the player to replay the game at any time. If the hotel is destroyed before logging back in, the character returns to the binding point.

Mouth is a window

All Windows can be moved around by clicking and dragging Windows or tabs in the lower-right corner of

the menu (the status bar and other Windows cannot be resized).Shift+ left-click on the window and drag

it to the desired location. Ctrl+ left-click on the form to open the window options menu to further

customize the window:

transparency

Click the display slider and drag to change the transparency of the form.0% transparency is invisible and

100% is completely opaque. After setting window opacity, the window becomes fully visible when the

mouse is placed over the form unless opacity is locked.

Lock transparency

Click to lock the current opacity of the window, even if the mouse is placed over the opacity remains. After

the opacity is locked, the mouse click will pass through the window, only the left button can be clicked

accordingly, otherwise the window will appear as if it does not exist.

The font

Select the font to replace the default font for all Windows and displays.

The font size

Selecting font size resets the font size for all Windows and displays.

The destruction

Close the window

The chat window has three other options: channel, channel color, and default color.

In each food

Through specific commands in the interaction menu, the role can interact with creatures and objects around it. Ctrl+ left mouse button click on an item, creature or game window to open the interaction menu. Menu options are different according to the type of object selected.

Left-click to select the creature as another character, and its name (if displayed on the screen) will turn yellow for easy identification. Double-clicking on a creature or other character while the character is in combat mode will start combat immediately.

When selected, the target window will display the name of the creature and the level icon (if the creature is level 1 or higher).

These ICONS indicate creature classes and levels (each level =10).

Ctrl+ Left mouse click to select creature or character will open creature interaction menu, its information will also appear in the target window.

Double-clicking NPC Merchant can open the transaction window directly instead of pressing Ctrl + Left Mouse button to click and then select Shopping.

In-game communication

In Blade you play with thousands of people at the same time, so communication is an integral part of the game, and Blade allows you to customize your communication Settings to suit your play style.

Trade items

Ctrl+ left mouse click on another player to select the trade option will send a trade request to the selected player. If another player asks you for a trade, you will receive a request message and you have the right to refuse. If the target agrees, the trade window opens.

Trading window

The window is divided into three parts: the left part and the right part for the trade goods display window. The submit buttons for both sides of the transaction are listed in the middle. Below the middle section is the cancel button.

Trade: Open the item bar and drag items (including money) to the left of the trade window. You'll see the items that another player has placed in the trade window, and you can hover your mouse over any item to view the description to verify bids. Once you are satisfied with your bid, click the submit button in the middle next to your name, and when both parties click confirm, the item will be transferred to the item bar for both parties. Gifts can also be made this way if both parties agree.

Putting an item back from the transaction window causes the submit button to reset. If the other party agrees to submit any window item changes, the submit button will also reset. If either party clicks the cancel button, all trades are aborted and the trade window closes.

The shop window

Left-click on a non-player merchant or CTRL + left-click on a non-player merchant and then select the Shopping option will bring up the store window with three options: Buy, Sell and Repair. Clicking will open the corresponding transaction mode. The store window has three option buttons integrated in the upper left corner of the window, which can be quickly switched without the need to go back to the shopping window.

Purchases: This window displays all items for sale by merchants along with the prices and money

available for your character. Some items are shown in red because they are currently not available for your character due to level, class, or other restrictions, but you can still purchase them. Click the item and then click the "Buy" button to complete the purchase. A pop-up window will confirm the completion of the purchase.

For Sale: This window displays items in your character's inventory purchased by the merchant, including the purchase price of the merchant. Click the item and then click the sell button to complete the sale. A pop-up window will confirm the completion of the sale. Equipped items do not appear in the sale list.

Repair: All items have durability. Opening the repair window shows all items that need to be repaired, both equipped and unequipped. Repair costs are related to item value and existing durability; Valuable items cost more to repair, and the lower the durability, the higher the repair cost. Click the item and then click the repair button to complete the repair. A pop-up window will confirm the completion of the repair.

Collection Loot Window

Left-click or Ctrl+ Left-click on a corpse opens the loot collection option. The window displays all the items on the corpse. Double-click on the item to transfer it to the item bar.

Store items

The game provides a bank account for the player to save items, which in addition to reducing the weight of the load, avoids the danger of losing items due to death during the adventure.

In the safe zone or in the church in the player's city, you can find the inventory. Double click on the inventory or Ctrl+ left mouse click on the inventory select bank option to open the inventory bar. The bank has a weight limit of 299 pounds for storage.

Spawn and bind points

Every character in the game has a point where they can respawn after dying or start their journey again after a long break, called a binding point (or respawn point), and its location has a significant impact on the character's adventure. The following factors affect the binding point of a character:

New Character (Level 0-2)

The tree of life of the starting city (chosen after character creation). Players lose their binding points after level 20 and must join a player's guild or become a wanderer.

Guild Member (at any level)

People who join a guild can use the guild's tree of life as a binding point. Members of a nation (one city guild takes an oath of allegiance from another) can choose the tree of life of any province guild as a binding point. Exception: If a guild character is killed within their Tree of Life radius, respawn will be the same as a wanderer.

Wanderer character (any level)

Characters who do not belong to the Wandering Guild will randomly spawn next to the broken tree of the relic.Both death and exit can lead to a new start in another place.

Window and menu management

For almost every window, you can either left-click on the upper-right corner of the window or Ctrl+ Mouse left-click anywhere on the form, and then select the Destroy option from the Window Options menu.

All Windows except the status bar and the team window can be minimized by clicking the Minimize button on the status bar, and the status bar window can be minimized by left-clicking the status bar option in the command bar.

If both the command bar and the status bar are minimized, Ctrl+ left mouse click anywhere to maximize

the command bar. Left-click the status bar button in the command bar to restore the status bar.

Custom button

Button placement and hotkeys can also be customized, and frequently used buttons can be placed directly

in the game window or other Windows.

Left-click any button to drag it anywhere on the screen, and you can customize your control panel to your

liking, including special effects, skills, social or game commands.

Ctrl+ left-click any button to open the button customization menu:

< Activate the > Activate button represents the same function or special effect as a left-click button.

< Assign hot key > to set keyboard shortcut commands.

< destroy > removes a button from the screen. This option is only available for custom positioned

buttons. Commands cannot be removed from the ontology menu.

第II章 Combat

Military conflict is what drives the world of the Devil's Sword. Winning a battle gives you experience points,

money to buy better equipment, buildings and kingdoms.

Fight in the world of magic swords

There are two basic types of combat in the game: player-versa-monster (PvE) and player-versa-player (PvP),

the latter of which is more dangerous.

Battle with Monsters (PvE)

The world is filled with roaming monsters, some of whom live in groups in villages and ancient ruins. Press the N key to display the name above its head, and left-click to select

The monster's name and message appear in the target window. Each monster has a strength level. As a general rule, the character should be able to defeat a monster of the same level. Attacking a higher monster alone is dangerous. Platooning is a great way to deal with advanced monsters and gain more experience, and monsters can also form platoons.

Before attacking an unfamiliar creature, check its level. Creatures with similar appearance may not have the same strength level.

Player vs. Warfare (PvP)

Players possess skills, power, and magic, and are far smarter than any computer, making player-versusplayer combat in the world of Demon Sword even more dangerous.

There are no PvP restrictions outside the safe zone. Players of any level can attack players of any level at will.

Before attacking a player, consider the possible consequences. They may be in a party or guild, or appear to be weaker than they actually are.

In addition, players may not forgive you for your hostile behavior, and revenge may haunt you forever. Since each player has seven character slots, killing a player means that he can immediately log into a stronger character to get revenge.

In order to prevent Blade from becoming an endless pool of blood, there are limits to player combat:

- Killing other players does not gain experience

- It is not possible to fight anonymously, the character's blacklist will now provide the murderer's name and badge, making it easy for the victim to know the murderer's name and guild.

- While killing other players may result in good items, bound items cannot be looted.

- Guild systems can provide backup, revenge, or put pressure on the killer's guild.

The guild system in the game is designed to guide the game towards conflict between the guilds rather than between individual players.

Combat mode

You must enter combat mode to begin combat. Click the battle mode button in the status bar to enter the battle mode and click back to normal mode.

In combat mode, the character moves into an offensive position and pulls out his weapon. Movement speed slows down. Vitality and stamina regeneration slows down.

The battle began

Double-click the target in combat mode or click attack to start an attack in the interaction menu. Pressing Ctrl+A also starts the attack and automatically enters combat mode. Hotkeys can be customized by attacking hotkeys or menu options. When attacking, your character will get close to the target and start attacking automatically. If equipped with a ranged weapon, the character will start attacking or be alerted that the target is out of range.

When the battle begins, a health bar will be displayed next to the character and target, visually displaying

the physical status of both sides. The color of the life bar is related to the status of the character: green for health, yellow for injury, and red for dying. The vitality of the target character or monster is also displayed under their name in the target window. The Life Bar switch can be turned on in the System Settings menu.

Combat process

When the battle begins, the attack will continue automatically until the battle is over. Each attack has a time interval, which is determined by dexterity, skill, level, and the weapon itself. After an attack hits, a number of damage values appear on the top of the target's head, which is determined by weapon, skill, and strength. The damage taken by the target is yellow and the damage taken by your character is red. To turn off the damage display, click on the 3D combat damage option in the game Settings menu. You can use spells and special effects to aid attacks during combat. Note that spells and special effects have a time limit and will delay normal attacks when used. Some spells and special effects cannot be used in combat mode. Magic and special effects are trump cards in battle. When used well, they can be easily won.

Battle ending

Fight until one party dies or escapes. Leaving combat mode allows you to run away faster, but not to fight back. Most monsters chase only a limited distance, but other players may chase them all the time.

Injuries and Treatment

Injuries come in many forms and sources. Some spells and attacks reduce the target's health, while others reduce the target's stamina or mana, limiting the target's movement, attack, or spellcasting. Vitality, stamina, or mana will begin to regenerate as soon as they are lost. The rate of regeneration varies by race and class depending on stats. The character's action state also affects the speed of recovery.

die

If the life point drops to zero, the character dies. At this point, you should choose to quit the game and log in again or click the respawn confirmation button. Before you leave, you can also watch events around the body, such as who robbed your body.

Death is not the end of the character's existence in the game. Once logged back in, the killed character is still playable, and if you still play the killed character, it will appear in its original place of birth, unless you are bound to a tree of life. You can also select a hotel as a temporary respawn point. After spawning, the character will only keep the bound items, the rest will be lost.

You should find your grave as soon as possible to retrieve your lost property, as other players may loot your grave, the best way to do this is to have a friend watch over your grave or retrieve items for you.

Effect of character death

In addition to the loss of possessions, death has two other effects on the character:

- After death, items on the character's body will be damaged to varying degrees, and if the item has been worn and worn before, it is likely to be completely destroyed by the damage it has received at the time of death. When you remove an item at the moment of death, it is discarded. After death, items in the equipment column will remain in the tomb and can be picked up by any player who passes by.

- The experience required to level up after being killed by a monster increases, but the level does not change. Lesser exp is lost by a stronger opponent killer, while more exp is lost by a weaker opponent.

Increase your character's effectiveness in combat

As you venture through the crisis-filled world of Demon Sword, you'll find that some of the choices you make while building your character will have an effect on the battlefield. Since you can't get back out of it once you've spent Status Points or Training Points, the following guidelines may help your character to be more successful in future battles.

Increase your character's shooting percentage

Weapon skill is the single biggest factor affecting your hit rate in combat: the more you hit the enemy in combat, the more training points you need to spend on your weapon. In the initial stages, you don't have to spend too much time shopping for weapons: pick a weapon and train it intensively until you reach level 1 (level 10) or so.

If possible, pick a few talents during character creation that are specific to the weapons you want to use to improve your weapon skills. Weapon skill proficiency is also the most important factor in how effective a weapon can be, and this will help your character in many ways.

Agility also affects a weapon's hit rate, but it's far less important than basic skills. Also, don't underestimate the value of your character's intelligence. Raising your character's intelligence attributes will result in additional bonuses for all basic skills, including weapon skills. Intelligence also limits the upper limit of your character's basic skills, which in turn affects your maximum hit rate and weapon power.

Increase your character's damage

Hitting enemies is only part of your battle, and in order to win you have to deal as much damage as possible. There are many factors that affect how much damage your character can deal when hitting a target, but two of them are crucial: your character's strength and the type of weapon you have. Increasing your character's power stats will increase the damage bonus on top of the weapon's base damage, and it's

the easiest way to increase your damage. It is therefore necessary to replace better weapons if conditions permit. Be careful when trading: some weapons have a low maximum damage and a slightly higher minimum damage. Weapon skills can give some effect on the damage within a certain range. Some weapon stunts also change the character's attack level for a certain amount of time.

Increase your character's defenses

Two factors will directly affect your character's defenses: armor and agility. Each part of your character each provides a certain amount of defense, such as a shield. Keep in mind, though, that armor can reduce a character's agility level -- sometimes by a lot. When your character gains a piece of armor, the game determines whether the armor can be equipped on the character based on the skill level of the armor that the character is equipped with. The player weighs the armor gained against the agility lost to see if the armor is worth the equipment. Not all characters can be equipped with good defense, and some characters need agility more than defense. Spells and special effects can also increase the character's defenses.

Damage resistance

Many races in the game have an innate resistance to certain types of damage, and can also be built to resist certain types of damage. Talents and magical items are the easiest and most straightforward way to increase your character's damage resistance: all options provide some degree of weapon damage resistance, while some spells and items add other types of damage resistance to your character.

The role of health

Race, base class, and primary class all affect how many health points a character gains with each level, but the attribute that has the biggest impact on a character's health is constitution.

The role of endurance

The amount and level of stamina increases with each level level based on the character's race, base class, and primary class. Constituency also has a significant effect on stamina, so improving your constitution after leveling up your character can help increase stamina.

第III章 Character Enhancement

When your character is just starting out in the game's adventure life, there aren't many things to choose from, but as time goes by and your character's experience points increase, there are a lot of things to choose from.

Don't level

All characters and monsters in the game have their own levels. For monsters, level is a measure of strength and the likelihood of defeat. For a character, a level indicates the power of his class. Other players can see your level but can't see the exact level unless you want to divulging it, but you can show it by looking at an online list.

Certain special effects, classes, ancillary classes, and equipment have minimum level requirements. Being able to use or acquire them is the primary goal of upgrading.

level

Monster or character level is equal to 1/10 of level. Levels 1-9 are level 0, while levels 39 and 30 are both level 3.When a monster or character is selected, their level is displayed in the target window with a corresponding number of class symbols. Rank can be used to measure the strength of an opponent, but

it can be very deceptive. For example, a level 0, level 9 corner can easily kill a level 1 corner.

experience

You will gain experience by killing a monster based on its level. As you level up, the amount of experience required to reach the next level increases. You can check the experience bar in the status bar to see the amount of experience required to reach the next level. Members of the party receive experience bonuses, and guild members also provide experience bonuses based on guild type, character class, and other factors.

Angle of rose color

Obtain attribute points

After leveling up, the character's vitality, mana, and stamina increase, depending on the character's level, class, race, and stats. As the grade increases, the amplitude decreases gradually.

Numerical growth

From levels 2 to 19, you gain 5 attribute points per level. Open the character list window and click the + button next to the properties to assign these properties. Once assigned, you cannot change it, so choose carefully. When an attribute is added, the related attributes (attack, defense, damage, etc.) are automatically upgraded. After level 2, attribute points are reduced by 1 for each level.

Gain skills and training

Leveling up also gives you training points (based on race, class, and other factors). Training points are used to upgrade skill and stunt levels, which require an instructor. Mentors are special NPCs that can be found in safe areas or guild cities. Different tutors offer different training, depending on their level of training in

the number of projects

The quantities are also different. Double - left - click on the mentor to open the list of promotion services: training, transfer, ancillary careers. The training window also opens by Ctrl+ left-clicking on the instructor and clicking on Training Options in the interaction menu.

The training window displays all the skills and stunts that the mentor can teach your character to learn, and the character's existing skill or stunt levels are displayed next to the relevant skills or stunts. Training points and money can be displayed at the bottom of the window, click the skill and special effect you want to improve, and click the training button at the bottom. You will automatically spend training points and money. Some skills and stunts have minimum level and stat requirements that must be met in order to be trained. Many skills and stunts are class-related. These items will be shown in red.

Characters with high intelligence have a certain advantage in terms of skills and special effects, and they can train over 100% of their skills. However, learning skills or stunts that go beyond a character's level is difficult, because the cost of training increases exponentially when training skills or spells that go beyond the character's current level, and the cost decreases if you train them later in the level.

Ascension limit

The benefits of leveling up decrease as the level increases. Vitality, mana, and stamina increases less, and you gain fewer stat points. The amount of training points obtained remains the same, but the training effect decreases as the skill level increases.

This design shifts the interest of advanced players from leveling up to time-consuming activities such as building cities, creating guilds, or waging war.

Money and equipment

Upgrading a character's equipment also increases the character's abilities. Armor and shields increase the player's defense rating, while magic gear increases the character's stats. Like skills and special effects, equipment and magic items have class, stat, or level requirements.

Advanced Role Options

In addition to level, training, and money, there are also options for career transitions and side classes when a character reaches a certain stage.

第IV章 Skills and special effects

Skills and special effects determine what your character can do in and out of combat, and they take the form of mastery of a particular weapon, a particular mode of action, or magic. Character skills and special effects make the game more exciting and can make or break your battle. All characters in the game have three categories of special abilities, depending on the character's race, class can get some or all of the skills and special effects.

skills

Skilled skills are expressed as the level of training and knowledge that the character has mastered, or the special abilities that the character develops. Each skill is expressed as a percentage, and the higher the number, the stronger the skill.

Identify the skills

Click on the skill option in the command bar or in the character list to view the character's existing skills, the skills window lists the character's existing skills and the current value.

Use the skills

Skills are passive and do not need to be activated. The character's skill level determines the success rate of a given action. For example, weapon skill determines the hit rate of the corresponding weapon, and you do not need to activate weapon skill to attack, just choose the enemy to attack.

Improve skills

The cost of training points can increase the skill level. Some classes have skill learning limits, and some skill upgrades are related to character levels or other skills. So sometimes you have to improve other skills before you can learn advanced skills.

Special skills and magic

Stunts and spells are special abilities that require the player to activate, produce special effects, and then stop, usually after a period of time before they can be applied again. Skill is usually an advanced action or superpower, while magic is the use of spells to produce special effects. Special effects and magic are only semantically different, they are very similar. Special abilities of combat classes (warriors and ronins) are commonly referred to as special effects, while those of magic classes (mages and healers) are commonly referred to as magic.

Use special effects and magic

Clicking on the stunt button activates stunts or magic, and all stunt buttons can be customized or set as

hotkeys.Most stunts or spells have the same chance of success as weapons, depending on their level.

When a stunt is activated, the affected player will see an icon in the effects window that shows the duration of the spell or stunt. Each stunt has a reapply time and must pass this time before it can be reapplied. The corresponding stunt button will turn red, and the red color will decrease over time.

Increases stunts and spells

As with skills, players can spend training points on mentors to improve their stunts. Unlike skills, there are two ways to improve a stunt: spend training points on the skill required for the stunt or on the stunt itself. The former makes the success of the stunt more important, while the latter increases the performance of the stunt itself (damage, duration, etc.).

When a character switches roles, new special effects can be used. Most stunts have prerequisites: a minimum level requirement, a minimum required skill level requirement, or a related stunt, a minimum stat value, or some combination of the above. After obtaining the stunt, the stunt is automatically displayed in the stunt window. Stunts must be promoted at the Mentor, and the Mentor menu always shows all stunts and spells, so be sure to check for new stunts at the Mentor when leveling up.

Theoretically, there is no limit to the number of training points that can be spent on a skill or stunt. But learning to do a stunt that exceeds a character's level cap is difficult, because the cost of training increases exponentially when training skills or spells that exceed the character's level of mastery (as determined by the character's current level).If you upgrade after the training, the cost will be reduced.

Pet objects and pet objects

Pets are special creatures that can follow, protect and obey their owners' orders. Certain special effects will allow your character to summon pets, and certain merchants will also sell pets. Some pets are monsters, and some look like people. Pet behaviors are as follows:

- **Following all pets automatically follows the owner, as if you are in a party with the owner and turn on the follow switch.**

- **Protecting all pets (except siege machines) will automatically attack any character or creature that attacks the master.** Your character gains experience points for creatures killed by your pet.

Pet disappear

Death also severes the bond between the owner and the pet: a slain character can find a lost pet when it comes back to life. If killed in battle, pets will not regenerate. Pets can also be disposed of at any time by the Disposal of Pet Order.

第V章 Character Development

Over the course of the game, your character will grow stronger and learn new skills and tricks. As you grow in time and experience, your character will have more choices.

To change your job

You can gain more skills and special effects by switching roles. The direction of change is limited by the base class at the time the character is created. Some transfers also have racial restrictions. Hawkmen are not spellcasters, so they cannot select elemental caster, saint, witch, priest, bishop, warlock, etc.

To change your job

You must first find the appropriate transfer mentor. Double-click the mentor to open the promotion menu to check whether there is transfer option. Each role can only transfer once.

Attached is a job

Subordinate classes are less restrictive than primary classes and offer more room for progression. Some are political, cultural, or social groups, some can be studied in special wizarding schools, and some even invoke natural abilities .Each character can choose four secondary classes.

Cultivate a subordinate profession

The training ancillary profession must first complete the transfer, and must have the available empty symbol stone trough. As with changing jobs, you must first find the appropriate mentor. The steps are the same as for changing jobs. As with primary occupations and transitions, there are race restrictions for secondary occupations. In addition, most secondary classes have a primary class limit, and secondary classes may also have a level limit. If you get a secondary class rune, you can use it after you meet the requirements.

Secondary Career Advantages

Many ancillary classes can provide skill and special effects bonuses, and all ancillary classes add new special skills and special effects to the character.

第VI章 The guild

Guilds are groups of players who share a common goal, work together to build cities, accomplish common

ideals, and engage in various forms of diplomacy with other guilds. Unlike the ranks, the guild needs an initial founder, who will then determine the guild's political system. For every player who belongs to the guild, you can see the guild info, the guild emblem, and the emblem can be designed by yourself. When the city is present, the guild symbol will be displayed on the land of Ellins, and your guild will have a place on the world map.

Public class type

- **Every new guild created by the Wanderers Guild is a public cloud, indicating that they have no allegiance to any other guild or city**

- **The governing guild owns the city's guild**

- **A guild that pledges allegiance to a ruling guild**

- **The national guild has another ruling guild to which the guild has sworn allegiance.** Leading guilds with multiple city leagues.

- **The province pledges allegiance to another ruling guild, the ruling guild, part of the state**

Innovation and construction will take a sudden step

To create a guild, first you need to buy the guild charter, find the herald in the special shop, and buy the guild charter from him, at this time you need to pay attention to the guild charter. After purchasing the guild charter, open the item bar of the character, click on the charter to select and then use, will start guild creation.

Step 1 The first step will be prompted for the guild name, slogan, and regime. The regime decides who has the right to call a vote of no confidence in the union leader. Once sure, click the forward button

to proceed to the next step. Game operators have the right to warn or disapprove of inappropriate guild names.

The second step is to design the guild emblem. Each emblem includes six elements: foreground color, background color, symbol color, background pattern, symbol group and symbol. Click the button below to select. Each group of symbols includes several symbols. Determine the appropriate guild emblem and click the forward button.

Step 3 Once the emblem is designed, all entered guild information will be displayed for review. If all is well, click the forward button to complete the guild creation. If you want to modify it, click the Back button.

Join or leave a guild

Once you find a good guild, you can ask the guild leader to invite you to join and become a member. A character can only be a member of one guild at a time. In addition to being invited by the guild leader, you can also join any safe zone or open guild through re-managing.

If you are not happy with your current guild, you can select "leaving guild" from the guild menu. If the guild leaders are not happy with you, they can banish you in the same way. Guilds are very important to every character, and without them, you'll wander around, experience bonuses and other perks that are only available to guild members will disappear, and even the most basic binding points will be lost, appearing randomly in the ruins every time you re-log in.

Change the city

Nankai before your guild or city, it is best to have already had the next goal. Double-click herald or rune master, and if you are below level 20, the list will include safe zone cities. If you are below level 36, you will

be able to choose three NPC cities from which you can level up to 50 and above. If you choose to join a guild, see Finding a guild. To re-pledge to a new city, simply click on the city entry in the list and then click the check button. Your character will be automatically transported to a new city and bound to the city's tree of life (as a new respawn and binding point), as well as join the guild that manages the tree of life as a candidate. For more information about the applicant. Note that your character must meet the requirements of the guild in order to become a true member, and that new guild members may expel or even kill you.

Looking for the guild

Here are a few ways to find the right guild for you:

- **The site can be directly viewed in the Magic Sword official website forum**

- **Search the Internet for many guilds to create their own websites. Search the Internet for "magic sword" or "guild" and you'll probably find some.**

- **If all else fails, ask in the game.** Go to each of the player cities, there are guilds that are recruiting members, but you have to travel a long way, the player's city is not open to the public, you can also go to the larger NPC cities to find players who have joined.

Remember, guilds need members just like players need guilds.

Members of the public association benefit

Bonus to base members

First of all, all guild members get experience bonuses, with no sharing costs compared to the experience bonuses in the party. Secondly, the regeneration rate of vitality, stamina, and mana of characters joining the guild is increased, depending on the current status of the guild.

Preferred member bonus

Each guild class has a specific race and class as its preferred members. Preferred members get more experience bonuses than regular members. The motivation for this design was to recreate the world setting of Demon Blade.

communication

The guild has its own communications channel. Type /gu before the message in the chat window to send it to all guild members.(hotkey CTRL + D)

Guild leadership talk: type/IC before the message in the chat window.(hotkey CTRL + I)

Talk to all the leaders of the country: type/I before the message in the chat window.(hotkey CTRL + L)

Intra-city chat: type /city before the message in the chat window.(hotkey CTRL + ALT + C)

Do I have to join a guild?

You don't need to join any guilds if you are a very lonely and powerful person. You will never join any group or even be seen by others after you leave the rookie zone. Or you can join any guild and buy whatever you need. If you really need to gain some guild benefits, you can buy a guild charter (where your character will be the sole leader and guild member) and then convince the leader of a powerful guild to allow you to become a subordinate guild. That way you can enjoy the benefits of a strong guild and still be a lone ranger.

Guild Membership Obligations

You gain and you lose, you get experience bonuses for joining guilds, regen increases, regen increases,

binding points, and you lose some freedom for the sake of these benefits. Players' actions will not be personal, guild markers will be visible to others all the time, and some personal mistakes will probably cause other guilds to act against your guild

's revenge excuse.

In addition, affiliated guilds and affiliated guilds are geographically free to log in and spawn in the guild's tree of life.

The male will choose items

The guild options in the command bar include the following guild-related commands:

- **Invite other characters to join your guild.** You will be prompted to select the solution you want to invite.

- **If you leave a guild and leave your current guild, you will be prompted to confirm your departure.**

- **Promotions, demotions, and expulsions open a list of all guild members, showing their name and rank. The guild leadership can change members' identities.**

- **To dissolve the guild completely.** Only guild leaders who can execute this order will be prompted for confirmation.

- **Inviting guild loyalty to your guild leader or your cabinet inviting another guild loyalty to your guild will be prompted to select a role for that guild.**

- **Subguilds and ruling guilds open a list of all guilds in a guild alliance, showing country, province, and loyalty guild affiliations.**

The council is a member

Guild members can define their status by location. There are five levels of guild status for members:

- **Wanderers do not belong to any guild character, whether they are a defector, outcast, outlaw, or a lone ranger, they do not gain any guild membership benefits.** Wanderers gain experience much less quickly and safely than guild members. Most wanderer characters are either survivors of exiled or destroyed guilds.

- **Status of applicants before they were invited to join the guild.** Applicants are the lowest level of the guild and enjoy all the benefits of membership. The applicant remains a probationary member and can be promoted to full membership by voting or receiving a certain number of positive comments from full members, but a certain number of negative comments will eject the applicant.

- **Full members, unlike applicants, are in a more secure position, and only the guild leadership can expel full members**

- **The cabinet is a full member with the authority of the guild.** Cabinet members can manage the repair and defense of the tree of life, invite or reject pledges of allegiance from other guilds. The guild leader may appoint a cabinet, or, depending on the guild's government, may elect the cabinet by ballot.

- **Guild leaders Guild founders are automatically appointed as leaders, but can abdicate or be dethroned depending on the guild regime.** The guild leader has absolute authority over the guild, but this may be limited depending on the guild regime.

Guild membership in addition to rank: each guild has a rank system. Guild leaders rank their members, ascending or demoting them based on their behavior, and certain ranks can only be granted to ruling guild leaders or nation leaders. The status and level of a character in a guild is independent of the character's level, but generally the strongest member is in the leader position.

Guild, government, vote

The guild polity is chosen during the guild creation process, and the polity determines which guild members can vote on important issues.

Voting affects member status

Guild members can comment on other members or applicants in the guild message. When a character accepts an invitation to join a guild, he must receive five positive comments from different members to become a full member, and five negative comments will banish him.

Ctrl+ left-click on a character to select guild information to view the character's voting record. Click and a window will pop up displaying the guild information of the character. If the character belongs to the same guild as you, another window will pop up displaying the voting record. The list displays all the reviews, as well as by whom and when they were reviewed.

To add your own ratings, click the positive or negative ratings buttons on the left side of the voting window. Small window to fill in the opinion summary, you can input your opinion in the text area, click on the check button to submit the vote or X button to cancel.

Union leaders and cabinet members have the power to exercise expulsion, promotion and demotion, bypassing the voting system.

Use of the emblem

If the display emblem option is turned on the guild and country affiliations for each character will be displayed overhead. In the System Settings sub-menu you can turn off the display emblem. Selecting any character or creature will now display its national guild emblem in the target window.

Open and manage the emblem list

The emblem list consists of two basic components: the emblem list at the bottom and the message bar at the top. The list displays all the badges collected during the game. Left-click on the badges will display its brief introduction in the message bar, and get the character and guild name and country name of the badges. The emblem list can store up to 10 emblems.

After selecting the role, open the emblem list option in the sub-menu of guild selection items, and drag and drop the character guild emblem from the target window into the emblem list to add the emblem to the list. Click the button to the right of the item in the list to delete it, and the emblem list can be dragged to the game screen or customized hotkeys like any other button.

The murderer list

The killer list window is the same as the badge list window. The badge of a character who killed you will automatically be added to the killer list. If the same character killed you more than once, his badge will not be added to the list twice.

Use the existing emblem

Building and city assets have two lists: the kill list and the Allies list. You can drag and drop existing emblems to both lists.

The male city

To build a city, you must first place the tree of life. The tree of life grows from guild seeds. Use guild seeds where you want to build a city and the tree of life begins to sprout.

Double-click the Tree of Life Seed, or right-click and select Use, and place it where you want it. A new

window will pop up, prompting you to name the tree. The name of the tree will become the name of the city, which will be named after it on the area map.

Guild members are then bound to this tree of life and appear under it when resurrected.

Confederation of States and Trade Unions

Independent guilds can form federations and states. Generally speaking, there are two forms of guild federation:

Allegiance guilds that don't have their own tree of life pledge to the guilds that own the city, the guilds that own the city are ruling guilds, and the guilds that pledge allegiance.

A federation of two city-owning guilds, the state and the province. The guild is the province, and the guild in charge of the federation is the state. Countries and provinces can also serve as the governing guilds for other guilds.

Guild alliances make it possible to pay tribute, mutual defense pacts, non-aggression pacts, neutrality pacts, or limited hunting rights in an area, but entirely at the player's discretion.

Forming a Coalition of Guilds

A guild joining an alliance is basically the same as a character joining a guild. The future ruling guild or national leader invites the loyal guild or provincial leader to pledge allegiance. Select the target and select Invite Guilds to be loyal to you from the Guild sub-menu.

After the invitation is sent, the invited party receives a pop-up message with the option to accept and reject. Once accepted by the invitee, both parties will receive a confirmation message, and the new province or loyalist guild will form a temporary alliance with the ruling guild, similar to the applicant status of an individual role. At this point, temporary loyalist guilds become claimants and temporary provinces

become protectorates.

Subguild and dominant guild menus

From the guild options sub-menu, click on the sub-guild and governing guild options to open the guild federation structure list. Guilds on the list are listed in the following order: Nation at the top, then Province, then Dominance and Allegiance.

The list shows the guild emblem and name, and the guild name is colored according to its status:

- **The name of the national guild is gold**

- **The name of the ruling guild is Red**

- **The name of the provincial guild is red**

- **The name of the Protected Country (Temporary Province) guild is orange**

- **The name of a loyalty guild or vagrant guild is blue**

- **Applicant (temporary loyalty guild) guild name is light blue**

The guild leadership can view guild status in the sub-guild and governing guild menus and adjust the relationship with the selected guild:

- **Disband or rule over a guild. Sever any ties with a province or guild**

- **The swearing-in nation or ruling guild confirms an alliance that turns the protected nation or claimant into an official province or loyal guild.**

- **To break away from the state or the ruling guild**

Advantages of Guild Confederation

Allegiance to the guild will receive the following benefits: by allegiance to get fixed binding point (the rule

of trade of the tree of life), special national preferential price and share their experiences and recovery bonus (free time online will be born in the ruins, if you have a hotel or other buildings and rolled off the production line in the building, that will be you online in your building).In addition, leaders who are loyal to the guild and those who rule the guild can use the leader channel to communicate .In return, the insignia of the ruling guild will be displayed as the national insignia on the heads of members who are loyal to the guild. The ruling guild can require conscription, pay tribute, etc., although there are no hard and fast orders, the ruling guild will often value loyalty to the guild in this way.

The direct benefits of the state and province are relatively small, and their benefits mainly come from their respective guilds. The best interest for them and their loyal guilds is that any member can specify a country or any tree of life as the default respawn and binding point.

Suspension of the union confederation

Just as a character can leave a guild at will, any party to a guild alliance can terminate the alliance at any time. Often disconnection affects both guilds, and sometimes even the entire guild (for example, loyalty to a stray guild).

Of course, the union federation could be suspended automatically; Destroying or capturing a city's tree of life will immediately break all previous guild alliances in that tree.

Confederation Restrictions

There is no limit to the number of loyal guilds or provinces loyal to the same ruling guild or country. The ruling guild can become either a state or a province. Countries cannot swear allegiance to another country. If two player cities are already allied and wish to join a third city, the third city must either pledge to the

existing country (become a province) or the first two cities disband the alliance and pledge to the third city together.

Alliances and insignia

The most visible symbol of the guild federation is the character's insignia. The national emblem is displayed above the character's head and in the target window. Members who are loyal to a guild will display their governing guild emblem, or their national emblem if their governing guild is a province. The city icon on the world map will now show the city country icon so that every player can see the country territory expansion.

第VII章 City Assets and Merchants

In the world of Devil's Sword, when you amass a large fortune and find a suitable land, you can start to build your own city. Here, you can place NPC merchants for business and train guards to keep the city safe. You can build and others can tear it down. Territorial spheres of influence and constant competition will be at the heart of the Sword. The city system, economy system and siege system of the game are closely connected, forming a new game connotation. By forming guilds, building cities, launching sieges and guild wars, the player character is engaged in a game that combines elements of role-playing and real-time strategy. The game's strategy elements are broad and complex.

The city is based on

Here are some simple definitions of game elements:

- **Shops A house where NPC merchants provide goods and services.**

- **A collection of city buildings, usually owned by specific guild members or nations, built around the tree of life and managed by guilds or a combination of guilds.**

- **Allies have the role of managing buildings that are not their own.**

- **Guild A player character organization with a unique political system.**

- **Employee NPC role, usually merchant.**

- **The owner manages the player character of the building and all the merchants within it.** The role of building owner is default, and they also have the right to transfer ownership.

- **Buildings All non-building assets that the player character can build**

- **Merchant players can place NPCs in buildings that produce goods and provide services, also known as employees.**

- **The arcane artifact in the city center of the tree of life is the soul anchor for all players who are tied to the tree. It is vital to the guild or country to which they belong.** The Tree of Life also provides restorative power for buildings and structures, making it essential in sieges.

Construction is the sex

Cities are made up of buildings, and players can build a variety of buildings. Each building serves a specific purpose, providing goods and services to the city's inhabitants and wealth to its owners. Ghost towns without buildings are practically useless. Of course, to profit from the building, the merchant must be placed first.

Each building has three basic attributes: type, grade and stage. Others of note are the cost of building upgrades and maintenance, and the fund for building safes. In addition, buildings also have durability (similar to a character's life power) and resistance levels, which are only used in guild battles or siege battles.

- **The type determines the end use of the building and the type of merchant that can be placed.**

- **Levels are similar to player character levels, and can roughly measure building levels.** As the level of the building increases, so do all the basic features. All buildings start at level 1 and cost time and money to upgrade. As the building level increases, the number of tradesmen that can be placed increases, and the work efficiency increases.

- **Stages are related to grade and type and determine the appearance of the building.** Most buildings have three phases, each of which becomes larger and more luxurious. The building reaches stage 2 at level 3 and stage 3 at level 5.Guild halls are the only buildings that don't change in appearance with level, and they look gorgeous when they're built.

Other essential elements of building construction and maintenance are as follows:

- **Upgrade Costs The amount of money required to upgrade a building.** Upgrades are not done immediately and take some time to complete after a fee is paid. The upgrade will change the appearance of the building, allow more merchants to move in and increase merchant productivity.

- **Maintenance Costs A building cannot be left untended for long after construction is complete.** Like any other piece of equipment, a building needs a long-term investment to keep it going. Maintenance costs are usually deducted from the building's safe deposit box, and the owner can constantly check when and how much to pay for it. If the owner does not pay for the upkeep, the building will be progressively degraded. When a building drops below level 1 it becomes a useless ruin: no upgrades, no owners, and the merchants inside are dismissed.

- **Safe Boxes Each building menu has a safe box option that indicates the amount of money stored in the building. Note that the safe box does not actually exist in the building.** The role of a person

with building management who can access money from a safe. When the building was first built, the owner had to deposit a certain amount of money in the safe to cover the maintenance costs of the building and the salaries of the merchants who lived within it. The basic cost of making the item is also paid out of the safe. Income from the sale of the item is also put into the safe for daily expenses or can be taken out by the owner. Buildings that do not produce goods, such as barracks, must keep money in safe deposit boxes to keep them functioning.

- **Durability The durability of a building is measured by how much damage it can take before it is destroyed.** Damaged buildings can be repaired by owners paying money from safe deposit boxes. Certain special items can also be used to quickly repair buildings. The tree of life can make buildings invincible.

Construction points

It's not about where to build, it's about where best to build. Tree of Life control areas do not overlap. Unmanned areas can separate player cities.

The vast majority of buildings and structures must be within the tree of life. While you can build anywhere, you won't get the invincible protection of the Tree of Life. It's a hassle, because cities without the tree of life don't show up on the world map, and players have to work their way through it every time they exit or spawn

The tree of life returns to its building.

Another important use of the tree of life is to make buildings unprotected. Buildings without the tree of life protection are vulnerable to attack and need to be constantly repaired for a fee.

There is no limit to where buildings can be placed in the city, but they should be easy to navigate and leave room for new construction. Then there are the problems. Your haphazard construction may offend your local guild, or another owner may have a building that does the same thing as yours. It is recommended that you first consult with the head of your local guild and ask him for invincible protection as well. If you offend your local guild, they may be in their power to evict you with guards and destroy your building.

Purchase Construction Seeds

Building Seeds are required to build any kind of building. Seeds can be purchased in the safe zone or from the architect in the player's city. Only one building can be generated per seed. Seeds can be very expensive, and the building is not cheap to maintain. The construction seed is used in the same way as the tree of life seed.

Placed buildings

When a suitable building location is found, activate the seeds in the item bar and display the placed building window.

Building placement window

The entire bar to the left of the asset shows the building icon that can be placed, and the building icon indicates its type. Most of the time, only one icon is displayed. Left-click on the icon to select the icon.

The name of the selected building is displayed at the bottom of the name window.

The small area in the lower left of the asset icon window displays the map icon of the building or building in the current asset bar. Click and drag it to the map window to place the building.

Top view of the current area of the map, showing all existing buildings and structures. If the dragged asset

icon is properly placed, a green rectangular wireframe will appear around the icon. If the terrain does not allow

or if it overlaps with other buildings, the wire frame is shown in red.

Placement executes placement, the placement window closes, and the building appears in the

appropriate position of the game terrain.

Close Close the building placement window to stop construction. The character still retains the seed.

Two rotations rotate the building 90 degrees clockwise or counterclockwise.

Use buildings to place Windows

Click and drag the icon to the map window and rotate it to the appropriate position. When the wireframe is

shown in green, the building can be placed. Click the Place button to place the building. Buildings cannot be

moved after they have been placed, they can only be destroyed and replaced.

Note: All buildings will be half-finished once placed and will take some time to upgrade to level 1.

Construction use

After the building has been placed, double-click or right-click on your own building to open the Building

Management Panel. Hiring NPC merchants to work in buildings can produce goods or provide services.

Building management panel

Building Management Panel displays important building information and manages key functions:

- **Close Close Building Management Panel.**

- **Name shows the name of the building.** The building is the default name when building is built. The

  owner can change the building name by double-clicking the name field. Game operators have the right

to ban or change inappropriate names.

- **Ownership shows the name of the current owner of the building.**

- **The state now owns the state guild emblem.**

- **The guild displays the guild emblem of the owners guild.**

- **A row of symbols indicates the rank of a building.** Different buildings are represented by different symbols, and the number of symbols is equal to the building grade.

- **Repair Begin to repair the building.** The adjacent area shows the amount of money needed to restore the building's integrity.

- **Upgrades upgrade buildings to the next level. The adjacent area shows how much it costs to get to the next level.**

- **Health shows building integrity.**

- **Information opens the maintenance and upgrade costs submenu, where you can adjust the tax rate.**

- **Abandoned owner abandons title.** Any player can claim the building as their own.

- **Safe shows the amount of money in the building safe, and the + and - buttons can deposit and withdraw money.**

- **Expenses show how much the building will cost to maintain, along with the actual deadline for the next maintenance payment.**

- **A handover owner can transfer ownership to another player character.**

- **Destroy the building, break the relationship with the owner.**

- **Preservation/maintenance opens a window that displays all salary and maintenance information, as well as whether the tree of life has unstoppable protection of the building.**

- **Employees show the name, rank, and occupation of the merchant in the building.** The owner can double-click the corresponding entry to view the employee information and production menu.

- **Activate the kill list. Open the kill list.**

- **Activate the ally list to open the building ally list.**

Construction safety

Owners and those on the list of Allies can lock the doors of the building to prevent uninvited visitors. Ctrl+ left-click the door to present two options: open the door and lock/unlock.

- **Door opening effect is the same as double-clicking a door.**

- **Lock/Unlock The building or building owner can lock the building to prevent others from entering.**

  Note that some places have left and right doors that need to be locked separately.

Attack and repair buildings

Player-owned buildings can be damaged in some ways, especially by siege equipment and siege weapons. Building durability decreases after taking damage. When a building is damaged, it catches fire, showing the extent of the damage. When the durability of the building is reduced to 0.It's going to go down one level. When a level 1 building has a durability of 0 it will be destroyed.

There are two ways to repair buildings in Demon Blade:

- **Owners and managers of money buildings can repair the building by clicking the repair button in the building management window.** The building will automatically withdraw money from the safe to repair the building. Once the money in the safe runs out, the repair will stop.

- **Items Special items can also be used to repair buildings.** You can buy it from a siege technician. Double-click or right-click on the item and select Use, then target the building you want to repair. Most repair items can only be used once.

Buildings are invincible under the tree of life, but there are limits.

Buildings and binding points

Any building your character owns can serve as a temporary binding point: if you leave the world or exit the game while in the building, it will reappear in the building when you log in.If the building is destroyed or the character loses building management, the next time you log in, it will appear at the default binding point.

Business people

Merchants are the lifeblood of the city. Blacksmiths forge razor-sharp steel swords, retired warriors lead the city's mercenaries, magical item merchants create magical talismans...Their labor can be put to use by adventurers.

Merchant features

Like other characters and monsters, the merchant has a set of attributes, special effects, and skills. Most have no effect on the game, but their level indicates the merchant's skill level. The quality of the goods produced, the time it took to produce them, and the number of tasks that could be performed simultaneously were all related to the merchant's level. A businessman's rank also reflects his salary. The player character can spend money to level up the merchant.

Each merchant occupies an employee slot, regardless of rank. Merchants' performance is also limited by the level of the building, and senior employees are not likely to be most efficient in lower-level buildings.

Investment businessman

Each merchant is paid according to his occupation and rank. The employer must pay a salary for the services

provided. As well as the maintenance of the building, the merchant's salary is automatically drawn from the building's safe deposit box. If no salary is paid, the merchant's level is reduced and no skills are lost, but the merchant's level is reduced. Merchants whose level is below 1 will disappear forever.

Upgrade businessman

Each merchant also has a level up cost and takes a certain amount of time to level up.

Hire merchants

To hire a merchant, you must obtain an employment contract. Each contract represents a kind of merchant. Most merchant contracts can be purchased from a steward in a safe zone or player's city.

After getting the contract, open the management panel of the building, click the empty employee slot at the bottom, and the list of employee contracts that can be placed will be displayed. Click the contract that you want to place.

As the building grade increases, so does the number of employees that can be placed. Employees will remain in the building unless they are fired, resigned (without pay) or the building is destroyed. When building ownership changes, so does the employee's employer.

Merchant Control Panel

Click the employee entry in the building management panel to view the basic functions of employees and display the information of employees.

- **Name Merchant name, randomly assigned by the system.**

- **Rank shows merchant rank with a row of symbols.** Each merchant has a different symbol, and the number of symbols is equal to the merchant level.

- **Upgrade starts the Upgrade Merchant, and the area next to it shows the money required to**

get to the next level as well as the Upgrade Progress.

- **Salary shows the merchant's current salary.**

- **Inventory opens a list of items made or acquired by the merchant.**

- **The profit bar sets the profit rate for the goods the merchant manufactures.** Margin is expressed as a percentage of the cost of a good or service and added to the selling price of the good. Employers can set three rates of profit, one for national members, one for guild members, and one for other characters.

- **Suspension of the contract of employment. Immediately the employee leaves the building.**

- **The task bar shows the task that the merchant is working on. Click the empty task bar to add the task.** As the merchant increases in level, the number of quests he can work on at the same time increases.

Business people

The following table lists all merchants:

The merchant	The preferred construction	product
The trainer	The store	pet
Armour maker	The blacksmith	Armor, shield, armor and shield repair
The architect	The hotel	Building seed
accounting	The church	Products, banks, storage
The guard captain	barracks	Guards, archers
The landlord	The hotel	boarding
Captain of the Magic Guard	barracks	Magic guard

Runemasters should	The tree of life	Tree of Life Management
Magical Item Merchant	Magic shop	Scrolls, magical items
The housekeeper	The hotel	The employment contract
The tailor	The store	All kinds of clothing
Wall Arrow Guard	The guard tower	City defense
weaponsmith	The blacksmith	Products, weapons, weapons repair

Merchants and goods are born

Once you've built a building and hired a merchant, you can produce goods, provide services, or perform guard duties.

Business management

Some merchants do not produce goods, but provide services. Instructors and innkeepers fall into this category. Owners can set the fees for providing services through the merchant administration panel.

The type and quality of services provided by the merchant are determined by the level. For example, a level 5 samurai mentor can increase the skill of the player character more than a level 1 mentor. The owner can upgrade the merchant and adjust the profit margin in the merchant management panel, and take the merchant's income from the safe.

Merchant production management

Many merchants can make things, and the owner can manage the production.

All creative merchants can produce two items:

- **Standby items are automatically replenished if purchased without having to pay for remanufacturing.** The number and type of standing items are determined by the merchant level.

- **After the manufactured goods have been purchased, the owner must order the merchant to continue manufacturing.**

In the merchant administration panel, click the idle task entry at the bottom to open the production window and add a new task.

Merchant production window

The merchant production window is composed of the following:

- **Item description displays information about the currently selected item.**

- **Legend shows a small picture of the currently selected item.**

- **Name displays the name of the currently selected item.**

- **Price The amount invested in the item.**

- **Quantity The production amount of the selected item. Click to enter the number (1 to 100).**

- **Magic clicks create magic items. Magic properties are random and cannot be predicted or controlled.**

- **Start clicking to get the merchant to work, and the progress bar will show the completion of the task.**

- **Item list displays a list of all items that can be produced.**

- **Items display a single item that the merchant can produce. Click on the item and the item information will appear in the item description area at the top of the display window.**

- **The scroll bar scrolls the list of items.**

Item production and completion

The production time of the item depends on the level of the item, the merchant, and the building. Displays quest progress at the bottom of merchant administration panel. Magic items are represented in blue. As the production process progresses, the progress bar is gradually filled with gold. Item information will not be displayed when mouse over the progress bar during item production. Items with magic properties will not be known until they are completed. When the item is complete, you can mouse over the item to display its detailed properties.

Double-click the task bar during item production to present two options: Cancel production and select a new item to produce, or abort production entirely, and release the task bar.

The production of goods is not free. Apart from building and merchant costs, each item is made with a cost, which is paid upon completion. Upon completion, the owner will be prompted to pay the cost to complete the item or destroy it, which will only waste production time.

In the process of item production, at the merchant level, there is a certain probability that a very good item will be produced, and the cost is quite high, so the owner should have enough money to cover the cost.

After the cost is paid, the item will automatically appear in the merchant's store menu and other players can purchase it.

Use the merchant inventory

Owners can decide to sell or keep the produced goods. Left-click the item to display its information at the top of the window. Double-click the item to pop up a menu with three options:

- **Cost to transfer items to owner inventory.**

- **Price is the price of the selected item.**

- **Destruction Destruction and return cost to safe can be bulk destruction.**

  Merchants can upgrade and adjust profit margin through the Merchant Management Panel.

Build a list of emblems

Each building has two insignia related lists that define the behavior of all merchants within the building, and lists that show the owner's friends and enemies, which can be opened through the building management panel.

Winner list

Through the kill list, the owner can punish the enemy and protect his own interests, which is vital to the safety of the building or city. As soon as they appear in the guard's view, they will attack a character, guild member, or nation member on the kill list. Each city asset has a kill list, which can be activated by clicking the kill list button in the lower left of the asset management window. Merchants do not make any transactions with the characters in the kill list.

Manage the kill list

You can drag and drop a emblem from the emblem list or blacklist into the kill list to add a kill object. At this time, you will be prompted to select the character information, guild information or country information to which the badge belongs, and the kill list will be updated after you select it. In many cases, adding a character's nation is sufficient, and that character, all members of its guild, and members of the guild that is allied with it will all be targeted. Adding a character and guild name to the list ensures that the character will not be removed

from the list even if the character breaks away from the guild. A game that also adds guild and country names is similar.

After adding the list, clicking on the list entry will display information at the top of the Kill List window and an empty check box will appear. Clicking on it will activate guard and employee hostilities. Check the check box again to deselect hostility. To Delete an entry from the list, click on it and press the Delete key.

Share the kill list

Owners of the tree of life can request the protected buildings to share the tree of life kill list. If the building's owner accepts, all guards and merchants will execute the death order of the local ruling guild. The Tree of Life in the National Capital can demand that Tree of Life in all provinces enforce its Kill Order.

Ally list

Managing a city's assets can be a time-consuming and laborious task, so owners can invite partners to help maintain them. The Building Management Panel's Allies List allows owners to set a list of collaborators, who can use the Asset Management Panel and the Merchant Management Panel.Partners can also open or lock doors to the property.

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Manage the list of Allies

You can add friends by dragging and dropping a badge from your badge list or blacklist to your Allies list. Open the list of emblems and Allies, and drag the character emblems into the list of Allies.

● A pop-up window will prompt you to select a character individual, guild, or guild cabinet.Once selected, new entries will be added to the list of Allies. You can only add one entry at a time, but it takes three steps to store the character's name, guild, and cabinet at the same time. Drag the owner's emblem from the

target window to the list of Allies to optionally add the owner's guild's cabinet.

第VIII章 City Construction

Cities in the game are strictly defined and are unique territories: they are shown on the world map, they are

shown on the local map of characters who pass nearby, they can be surrounded by walls, guard towers, etc.,

and they can form alliances with other cities to form nations. Cities are a player's guild's most valuable asset,

and successfully defending and managing them is the guild's primary mission.

Set the righteous

Other definitions of urban construction are as follows:

- **The standard mode for a closed city player city is that it is not the birthplace of a new character, and the character cannot be sworn into the city at will. Only the guild leader can change the closed and open state of the city.**

- **A collection of city buildings, usually owned by specific guild members or nations, built around the tree of life and managed by guilds or a combination of guilds.** Cities have three types of defenses: Tree of Life, NPC Mercenaries, and Defensive Buildings.

- **Defensive builders guild leaders can build fortresses and walls to defend cities.**

- **Mercenary An NPC character recruited by special merchants to guard the security of a city, nation, or guild.**

- **The state is an urban union in which one guild acts as the leading guild.**

- **A city where the safe zone is completely owned, managed, and maintained by NPCs.** It is the birthplace of new players and prohibits fighting between players. When the character reaches level 20, the

relationship with the safe zone is automatically terminated, and the player must either choose the player's city or become a nomad (a freeman).

- **A military action to attack a city, or to destroy or capture a city, is called a siege.** The main objective of siege warfare is to capture all defensive structures and neutralize or destroy the defenders' tree of life.

The tree of life

The tree of life is the heart of the guild city: makes the city appear on the world map, provides respawn points for the guild, and restores city assets. Guild fortunes and fortunes are tied to the Tree of Life. The following describes the function of the tree of life in city management and defense:

Get the tree of life

As with other building and city assets, guild seeds can be activated to place the Tree of Life.

Place the tree of life

The tree of life cannot be placed randomly, there are terrain and regional restrictions. There is a sphere of influence around the tree of life. The spheres of influence of two trees of life cannot overlap. Only the leader of a Wandering Guild or a Loyal Guild can activate Guild Seeds.

To activate a seed, double-click on a guild seed or Ctrl+ Left click select Use. The Tree of Life is placed in the same way as a building, with two notable differences.

Drag the tree of life into the map area and a message will pop up asking if you want to see all existing guild areas. Clicking on the check button opens a special world map. The red area indicates the places that cannot be placed.

There is also a circle around the Tree of Life icon to represent its area of influence. If the color block is green, it

means the place is suitable, and if it is red, it means the tree of life is not suitable. When placed, you will be prompted to name the Tree of Life and the City. Operators have the right to ban or change inappropriate names.

Like any other building, it takes time for the tree of life to grow from a sapling to a tree. During the sapling assist phase, the location of the tree of life is hidden on the world map. But the system message will also notify other players that a new tree has been planted, so be careful.

Use the tree of life

Double-click the tree of life to open the tree of life information window. The window displays the name of the tree and the affiliation of the guild. Other options shown are determined by character level, guild affiliation, and guild status:

- **Joining the tree of life in the guild safe zone will only be available if the character level is below 20.**Only wandering characters can use this option.

- **Binding will only be used by provincial or national members, which allows multiple binding points to be used without changing guild affiliations, which is the main advantage of the City Alliance.**

Manage the tree of life

Like other city assets, the Tree of Life has a standard building management window to manage upgrades, repairs, badge lists, and safe deposit boxes. Only the head of the guild and the cabinet have governing powers. Leaders and cabinet members are automatically added to the tree of life ally list, unchangeable. To remove a character from the tree of life ally list, they must be demoted.

Tree of Life Protection

The Tree of Life can offer unmatched protection to buildings in its area of control through rune masters. The

number of protected buildings is related to the level of rune masters, and the number of rune masters is determined by the level of the tree of life. The poison ring is the only way to resist the protection of the tree of life. Destroying the poison ring placed by the attacking party in the city battle is the first goal.

The city master can allocate the tree of life's invincible protection through the rune master management window or open the city command window. Click on the crafting slot in the rune master management window to view details of existing protection contracts, or click on an empty slot to create a new protection contract.

Rune Masters have a certain number of contract slots based on their level, and Tree of Life has a certain number of Rune Masters based on their level. So the tree of life has a maximum amount of invincible protection.

After the vacant contract slot is selected, the list of all eligible buildings will be opened, and the building you want to protect will be selected and confirmed. The city command window provides a graphical tree of life protection management interface, which can quickly and easily assign invincible protection. No matter how many people can manage the tree of life, only one player can control the tree of life protection.

Protect the contract

In return for protecting the Tree of Life, the Protection Allocation Window offers three ways:

Click to request the protected building to execute the tree of life kill list.

The general tax is paid for the monetary costs of protected buildings, similar to maintenance costs.

Money will be transferred from the building safe to the tree of life safe. This option is mainly used for buildings that do not produce or sell items (such as barracks or hotels).

Profits Tax A share of the proceeds from sales

The above method of return is subject to the consent of the building owner. Open the protection/maintenance window of the asset management window and click the OK button to enter into an agreement.

The city wall

Walls are one of the most useful and obvious urban defensive structures, stronger than most, able to withstand more attacks and limit attackers' access to the city. Players using ranged weapons or magic can also attack enemies while standing on walls. Note that hawks and other characters with flying spells can climb walls.

To build the wall

Only the leader of the ruling guild can place the wall. The wall can only be placed within the tree of life area. Guild leaders need to purchase the various wall seeds they need from the architect. The wall seeds are used the same way as the building seeds. Slightly different: the left side of the drop window now displays all kinds of wall ICONS; The wall segments automatically merge when placed close together. After the wall is placed, it is still in the construction stage and will take some time to complete and fully function.

Maintain the wall

The wall does not require maintenance. The wall can be repaired by placing money in the safe box in the wall management window. NPCs cannot be placed on walls.

The guard tower

Like the wall, the guard tower has a management window and a safe for repair, but can also house a special kind of NPC: the wall bow guard. Unlike other mercenaries, the Wall Arrow Guards cannot patrol, train, or

respond to commands. They will automatically attack guild members, nation members, or croissants on the kill list.

Wall section of the list

The types of wall sections are as follows:

Exterior wall

- **The largest wall section of a gate tower, consisting of a long outer wall and a large gate, with guard towers on either side of the outer gate.** The inside of the door is enclosed by the inner wall into a courtyard and forms the inner door.

- **An external wall section with a large wooden door in the middle.**

- **A basic section of exterior wall.**

- **An external wall with a staircase leading to the inside.** The defenders can climb the stairs to the top of the wall to fight.

- **An external wall with a short section of an internal wall, and a flight of stairs connects the top of the internal wall.**

The guard tower

- **The short outer wall at both ends of the concave tower is engaged in the right corner, and the guard tower inside the joint point, most of the edge of the tower is outward.**

- **The short outer wall of both ends of the convex tower is engaged in the right corner, and the guard tower inside the junction point, most of the edge of the tower is inward.**

- **A guard tower in the middle of a straight wall.**

Servants and city guards

Mercenaries can be recruited and trained by special merchants, and the player character can assign them defensive and patrol tasks. Mercenaries are divided into several categories:

● Magical Guard ● Archer ● Guard

Recruiter: Captain Magical Guard Recruiter: Master Arrow Recruiter: Captain Guardian

Mercenary features

Like any other player character, creature, or NPC, the Mercenary's level determines its combat effectiveness. The number of mercenaries in the city is dependent on the number and level of merchants and barracks recruited. You cannot give mercenaries items, weapons, or equipment. Mercenaries killed in combat do not respawn. Guard Captains can automatically train new Mercenaries of the same level.

Recruiting mercenaries

A player character in charge of a barracks can command a guard captain to recruit mercenaries in the same way a merchant produces items. Instead of a list of items, a recruit window displays the level of mercenaries that can be recruited. After enlistment, soldiers may be assigned to civilian tasks.

You can't upgrade any existing mercenaries. You can only recruit new and higher level mercenaries if you disband the existing mercenaries.

Mercenary management and behavior

The Mercenary has a series of default behaviors when no command is received:

● All Mercenaries will attack any character or monster that attacks their base barracks.

- All Mercenaries will attack any character or monster that attacks the assets of the guild or nation to which their base barracks belong.

- All Mercenaries will attack any monster or alien character that attacks a guild member of their own barracks.

- All Mercenaries will attack any character, guild member, or nation member on the kill list.

  The player character can use the city management panel to give special orders to mercenaries.

City management surface plate

Ctrl+ left-click on any guild-owned city assets to open the city management panel.

The administration panel consists of the following:

- **The map window includes a map area that resembles a region map, showing all the buildings in the city.** Manageable buildings will display symbols that represent their basic types. The player can left-click on the building icon to make a selection. The selected building in guard mode will show a purple wireframe, and the building in protected mode will show a blue wireframe.

- **The area at the top of the name field window displays the name of the currently selected asset.**

- **Two buttons, labeled guard and protection, determine whether to use the tree of life protection command or the mercenary management command.**

- **The left column of the Options menu window shows the different command options buttons.**

- The button in the upper right of the node icon window can be dragged to the map area to set up the Mercenary's patrol points and outposts. These buttons appear only when the admin panel is in guard mode.

- **The Clear button clears all commands and nodes for the currently selected asset.**

- **The contract bar at the bottom of the contract bar panel appears only in repair mode, showing the contract details and options for the currently selected asset.**

- **Click the storage button to execute the command set by the administration panel.**

- **Zoom button to zoom in on the scale of the map.**

- **Click the close button to close the administration panel.**

A mouse over the building icon displays the name, level, and merchant, as well as the amount of Tree of Life healing power the asset has received   The proportion of.

Manages mercenaries through the city control panel

In the city management panel, click the guard button to set it to guard mode and left-click to select barracks. The corresponding command icon will appear in the left vertical bar. All the previously set nodes will also appear on the map, but the posts that are not selected barracks will appear in red.

Click the command option in the options menu to issue the command. The highest ranking recruit in a soldier decides how many commands are available. Commands include:

Set the sentry drag and place the sentry icon to make the barracks mercenary stand guard at the sentry. They will not move unless the automatic attack is triggered. Click and drag the existing post to move the position. The number of posts in the barracks does not exceed the number of mercenaries. The post can only be removed by using the clear button. The distance between the post and the barracks depends on the level of the barracks and recruiters.

Patrol Barracks All mercenaries not assigned to stand guard or other duties will now march along the barracks unless an automatic attack is triggered.

Patrol assets All mercenaries not assigned to guard or other duties can patrol ten selected buildings unless an automatic attack is triggered. The assets to be patrolled must be within the range of the barracks, which is determined by the level of the barracks and recruiters.

Random Patrol All Mercenaries not assigned to guard or any other mission can patrol ten randomly

selected buildings unless automatic attack is triggered. The assets to be patrolled must be within the range of the barracks, which is determined by the level of the barracks and recruiters.

All mercenaries who are not assigned to stand guard or other duties can circle the tree of life unless an automatic attack is triggered. Tree of Life must be within the range of the Barracks, which is determined by the level of the Barracks and the Recruiter.

Set Patrol Points Players can drag and drop Patrol Points and place them. Each patrol point placed is numbered to represent the order. All Mercenaries not assigned to guard or other duties can patrol along the patrol point in order and return to the first point, and so on, unless an automatic attack is triggered. Click and drag the existing patrol point to move the position. Only use the Clear button to remove the patrol point. Patrol points must be within the boundaries of the barracks, which are determined by the rank of the barracks and recruiters.

After selecting the command, remember to press the save button and confirm, otherwise the Mercenary will not remember the location of patrol points and posts.

Use the city control panel to manage protection

As with other Tree of Life management commands, only guild leaders and cabinet members can manage its invincible protection in the city management panel. Click the protection button in the admin panel to set it to protected mode.

After entering protected mode, all buildings receiving invincible protection will display a blue wireframe, the mouse over the building icon will display the name of the building, and whether the building has executed the tree of life kill order.

After switching to protected mode, a list of all rune masters will be displayed. Left-click rune masters to select, and all new contracts created will automatically use the contract bar of the selected rune masters.

After selecting a building, there are controls at the bottom of the panel that the Tree of Life manager can use to create, adjust, or terminate conservation contracts quickly and easily. These controls are:

The protection switch sets whether the selected building is protected.

Unsupport This option will only appear if the selected building has a conservation contract. Clicking will immediately terminate the contract and free the contract column.

Clicking the check box will require the selected building to execute the Tree of Life's Kill Order in return.

General taxes Clicking on the check box will require the selected building to pay general taxes in return.

Profit Tax Clicking on the check box will require the selected building to pay an income and profit tax in return.

第IX章 City War

When diplomacy fails, the guild and nation will go to war. As described in the Death section, a character in the game will not die permanently unless the player deletes it. Guild wars are only fought to destroy or capture enemy guild cities or destroy their economic base and expensive investments. Cities are easier to defend than to capture, so guild wars are usually long sieges. Betrayal, strategy, guile and perseverance are all important components of war.

War stage

The main objective of the war is to destroy the tree of life and as many buildings as possible in the player's city. There are two key elements in urban warfare: the tree of life for defending the city and the ring of poison for attacking. There are three stages of urban warfare:

Challenge stage

When the ring is placed, the challenge phase begins.

The ring of poison is invincible at this stage, as is the tree of life.

The challenge phase can last up to 18 hours.

During this phase, guild leaders (or members of the interior council) defending the city can be challenged by visiting the poison ring. The "accept the challenge" command will allow the target city guild to set the start time of the combat phase. This must be within 48 to 72 hours of the start of the challenge at the latest. Accepting the challenge immediately begins the "preparation" phase.

If the pick is not accepted by the defender within 18 hours of the poison ring being placed, the preparation phase will automatically start, and the combat phase will automatically start 18 hours later (36 hours after the challenge).

Once the defending guild leader or member of the internal council accepts the challenge, the start of the war phase will be set by him. Once set, the timer cannot be modified by either party.

Preparation for

Between the challenge phase and the combat phase is the preparation phase. This allows both sides to gather guild members, find Allies and build siege tents and siege equipment, or negotiate agreements to avoid war.

During the preparation phase, the system will issue an hourly notification of the remaining time until the combat phase. This announcement will become more frequent as the preparation phase draws to a close.

The preparation phase is the ideal time for the attacker to deploy siege tents and batteries, and to build siege equipment, as well as to break through gaps in the walls and destroy unprotected city structures.

Both the Ring of Poison and the Tree of Life (as well as buildings protected by the Tree of Life) are now invincible

during the preparation phase.

War stage

Once the war phase begins, both the ring of poison and the tree of life will now be uninvincible. In addition, all building protection provided by the tree of life will be removed and all buildings in the city will be able to take damage from attacks.

If the poison ring is destroyed during the war phase, the siege is over and the siege battle is lost. The tree of life will now restore invincible status and provide invincible protection to buildings.

If the tree of life is destroyed during the war, the results are different depending on the situation:

- The Wandering Guild will immediately claim the Tree of Life. The Tree of Life is now level 1 and has full health. This tree of life belongs to the attacker's wandering guild.

- Allegiance guilds will break their alliance with the country they belong to and claim the city as a vagrant guild.

- The provincial guild will completely destroy the tree of life, destroying all defensive structures (walls, guard towers, barracks) at the same time. The city will be completely wiped off the map of the world.

In each of these cases, the ring of poison will also be destroyed at the end of the siege.

The attack on construction

Once in combat mode, you can attack any building or city asset, either by selecting the attack option or by pressing Ctrl+A. Note that buildings are much harder to fight than monsters. Buildings have a fairly high hit point and are very resistant to most damage, so it takes an extremely long time to attack with only weapons and magic. Siege Technician sells different types of siege weapons and machinery.

Moreover, the level of a city's assets determines how easily it can be damaged. Attacking an asset's health to

zero does not automatically destroy it, but rather reduces its level by one level. It will only be destroyed if it has a level 1 and zero health. The same is true of walls, castles, buildings, and the tree of life. This means that the more money and time the defenders spend, the less likely their assets are to be destroyed.

City assets

The war has its own unique set of buildings, merchants, mercenaries, and special equipment.

War structures

In addition to fortress buildings, two other types of buildings are often used by both sides in urban warfare:

- **Siege tent A place where siege weapons, instruments, and other tools are manufactured.**

  Merchant type Siege Technician

- **A platform for siege equipment.**

  Merchant category artillery captain

  Mercenaries have three types of siege equipment

  Urban warfare buildings are acquired and placed like any other city asset.

Battle city businessman

  Two special merchants can create items for urban warfare or train mercenaries:

- **Siege technician**

  The building is a siege tent

  Siege weapons, repair tools, batons

- **Artillery captains**

   Battery of the building

   Product siege equipment

Siege equipment

- **Bed ballista**

Platform fort

Maker Artillery Leader

Missions attack people and buildings

- **The white sports**

Platform fort

Maker Artillery Leader

Mission Attacker

- **Flint car**

Platform fort

Maker Artillery Leader

Mission Attack Building

Siege equipment characteristics

Siege equipment combines the characteristics of both pets and mercenaries. Siege equipment cannot be moved and can only be used from the fort. Siege equipment has limited range. Like pets, siege equipment obeys the player's commands. But unlike a pet, it can't move, help or protect its owner, and won't fight back. Siege machines can be attacked and destroyed by monsters or other players.

Acquire and place siege equipment

First place the battery and artillery captain, through the employee management window to control the artillery captain to make siege equipment. The cost will be automatically paid when the build is complete, and the siege equipment will appear on one of the fort's platforms. A turret can hold up to three siege instruments.

Command siege equipment

Unlike mercenaries, siege equipment must be directed to attack a target. Players can do this in two ways: by using the baton or by using the Commander's Deputy's stunt. The baton is made by the siege technician.

Using the baton, double-click in the item bar and select the siege device you want to command. A window similar to the pet control window will pop up. Select the target and click the corresponding command button to command the siege equipment. After issuing an attack command to a siege vehicle, it will automatically continue to attack the target until the target is destroyed. The baton can only be used once, and commands to other siege equipment require the use of another baton. If the player dies or goes too far above the siege machine, the siege machine will stop attacking and wait for other commands. A player can control only one siege vehicle at a time, but does not interfere with casting spells or attacking other players or targets.

Siege instruments used in battle

There are three ways to deal with the enemy's siege equipment:

Attack the siege equipment

Siege instruments can be attacked and will not automatically counterattack. When a siege machine is destroyed, the artillery captain will automatically produce another siege machine of the same type to replace it.

Attack the artillery captain

When an artillery captain is killed, siege equipment production stops until the artillery captain is resurrected.

Attack fort

The battery can be attacked and destroyed just like any other structure. When the turret is destroyed, its artillery captain and siege equipment will disappear.

City war items

Like normal weapons, players can buy, equip, and use city weapons to attack buildings.

Repair tools can quickly repair damaged buildings. Use this item in the item bar and select the building. Each piece can only be used once.

Baton players use this item to control siege equipment.

Drug ring

A well-organized offensive army and siege machine phalanx is formidable, while the defender's advantage lies in the tree of life's ability to protect it. The ring of poison is the only way to fight the tree of life. The ring of poison can drain the magic from the tree of life. When the ring of poison is fully active, the attacker can attack the defending city at will. It is impossible to destroy or capture the tree of life without a ring of poison.

The ring of poison is initially invulnerable, but once you enter the battle phase of the city battle, the ring of poison is no longer invulnerable and can be destroyed like any other structure. The emitter of the ring's guild affiliation determines the outcome after capturing the tree of life.

Create the poison ring

The ring of poison is the product of powerful magic, the opposite of the magic that creates the tree of life. This secret is kept by the Warlock Council, and no player can master it. To create a ring of poison you must purchase a scroll of summoning ring of poison. Scrolls can only be purchased at a high price from level 7 magic item merchants. After purchasing the scroll, any player can use the poison ring magic. Rings of poison spell must be within the city's control area. Rings of poison spell must be within the target tree, and only one ring can be placed per tree.

Once the poison ring is placed, the system channel will publish a message notifying every player online in the server. The tree of life also has a magic effect. The placement of the ring represents an open declaration of war and cannot be hidden or ignored. With the ring of poison in place, the challenge phase of the city battle begins.

Venom management and city battle timing

The management interface of the poison ring displays various information of the current city battle. Any player can double-click the poison ring to open the poison ring information window, which includes the following parts:

Poison ring information window

The poison information window includes the following components:

The two guild emblems show which guild and which country placed the poison ring.

A brief description of the > target city.

< Guild name of > poison ring in top area.

< Stage area > describes the role of the poison ring and the end of the war conditions.

< Result zone > shows the attacking guild and nation, and the outcome of the city (destroyed or captured)

if the defense fails.

< City Battle Timing Area > displays the countdown of the war phase and the specific time the war phase

begins.

< phase indicator > shows the current phase of the city battle.

< Destroy Poison Ring button > is only visible to the Attack Guild Leader or Cabinet members. Clicking

will immediately destroy the poison ring, ending the city battle.

< timer button > is only visible to guild leaders as cabinet members. Click to open the city timer window,

the defender can adjust the start time of the war phase, this button can only be in the challenge phase (24

hours after the poison ring is lowered).

Toxic link management

Unlike buildings, both attack and defense guild leaders and cabinets can manage the Poison Ring. In fact,

choosing the time of battle is the biggest advantage of the defense.

The leader or cabinet member of the guardian guild double-clicks the poison ring to open the information

screen of the poison ring. Click the timer button to open the city battle timer window and adjust the start time

of the war phase.

Use the slider in the timer window to adjust the time. As you adjust, the timer window will automatically display

the start time of the war phase. Once selected, click the OK button to start the timer. The timer can only be

adjusted once. Once set, it cannot be changed again. And only adjust the timer during the challenge phase.

When the timer is changed, the city battle will immediately enter the preparation stage. The stage indicator in

the ring of poison message window will automatically change. The magic effects of ring of poison and tree of

life will also change accordingly.

Wins and losses are easy to tell in Demon Blade. There are no draws, and the war ends with the opponent's poison ring being destroyed or the defender's tree of life being destroyed.

Defender: Survive!

The ultimate goal of the defender is to destroy the attacker's poison ring. In the first two stages of the war, the poison ring was completely invincible. Once the war phase begins, the defenders must break through the attackers and directly attack the poison ring.

Once the poison ring is destroyed, the defender's health is restored to invincibility, and the existing protection contracts are also restored. The same is true if the attacker destroys his own ring of poison and retreats, and if the battle phase does not begin, the opponent's tree of life has no effect at all. When the ring of poison is destroyed, even if the attacker immediately creates a new ring of poison, they still have to go through the challenge phase and the preparation phase again.

Attacker: Conquer!

The ultimate goal of the attacker is to destroy the defender's tree of life. Attacking the Tree of Life is a long process. When the Tree of Life is hit at level 1 and has health of 0, the attacker wins. The outcome depends on the guild of the player who placed the poison ring.

Destroy the tree of life

If the attacker wins and the person who placed the ring is a member of the ruling guild, the tree of life is destroyed. Destroying the Tree of Life now causes the following effects:

The city's emblem disappeared from the world map, and the region's name changed to its original name. A shield left blank on the world map indicates the presence of the city's remains.

- The tree of life guild has become a wandering guild.

- The loyalty guild of the tree of life guild becomes a vagrant guild and dissolves its alliance.

- Buildings owned by members of the tree of life guild still exist, but no invincible protection.

Capture the tree of life

If the attacker wins and the person who placed the ring is a Wandering Guild or a Loyal Guild member, the Tree of Life will be captured. Capturing the Tree of Life now has the following effects:

- Ownership and management of the tree of life is transferred to the leader of the guild that placed the ring of poison. The director can replant the tree of life and name it.

- City emblems and city names on the world map have been changed immediately.

- Ownership and management of military buildings in the city is transferred to the leader of the guild that placed the poison ring.

- The occupiers guild becomes the ruling guild, and the previous alliance with the other ruling guilds is dissolved.

- Tree of Life's former guild has become a Wandering Guild.

- All former guilds loyal to the Tree of Life become Wandering Guilds and the related alliances are terminated.