

This guide starts with basics and goes to the hardest. There may be tricks you dont know even if youre a rank 100, also ill be appreciated if youre dropping your tricks on the comments. Lets start!

1-) Codes: When you started the game, first thing to do is finding the cue codes and referral code. You can just search on the google, but newest code isnt posted on google so im leaving it here: ITSASECRETTOEVERYBODY.

2-)Packs and Decks After you get all the gems and gold, youre ready to your journey. When you check the colletion tab, you can find there is 7 main album (paleontology, science etc.) Every album contains "subtypes", which is like amazing astronauts, mammals, fabulous fish, amazing math etc. You need to focus subtypes when deckbuilding. You will find there is more ways to make a deck, but its a great start.

Also there is 2 type of cards, limited or basic. Limited cards are basically better than basics. If its usable limited card, even its rare or common, it can be more valuable than basic legendary.

On the store, at the bottom, there is packs which contains 2 subtype-3 any collection 4000 gold cardpacks. my suggestion is go for the newest one so you have more time to collect all of them. Spend all of your coins there for a starter deck. After collecting most of the collection, stop buying coinpacks and start saving.

Also podium pack which has 1leg 1epic 1rare for 5000 gold is good. But dont spend too much money on that, after your 5-6th day on the game, that pack is not worth.

Hold 250 gems for weekly grab bag pack (old pickn mix). Its the best pack but u can only buy one for 250 gems. It comes on tuesdays (i guess) so wait for it.

Your remaining gems is for limleg finder pack, which you can find for 220 gem and contains 1limleg and high chance to find another one. It comes on a friday i guess. Spend all of your gems on these. Did u remember your saved coins? Now you can use them on a pack which is close to that limleg finder pack. **For example if its a history limleg finder, you need to buy a 4000gold 2/3 subtype pack which contains history cards.**

The most popular pack is 8card 4500 gold. DONT buy it unless you have a complete deck. That pack is for finding the mythics, but you need limited cards rather than mythics rn for trades etc. Start fishing mythics after u have a complete deck.

Do your quests every day, watch ad for wheel. Easiest quests are "play that x cards from that album", so just slap all of your cards from that album on a deck, go casual and say "i have a plan... i guess" to your opponent while theyre barbequing your ass with 850 power on turn 3.

Easiest starter deck is 8 immortals on chinese folklore. Just bring them together, add shi pei pu and zi wei (the moon card which buffs folklore). You can even get to the rank 4 with that deck. But you cant stand on higher leagues so dont rely too much on it.

And always fuse your cards. Try to find a fusion which helps your deck and go for it. Do as many trades and possible, even youre think its not as good as you think, just giveaway some of your cards to be sure youre getting what you want. Because time is more valuable than a %100 fair trade, so you can finish your deck as quick as possible. And go for the dragon so you get more rewards.

Also always go for the ultrafusions and go for the specific fusions which helps your deck.

3-Playing: The first thing first, you have a 18card deck on cue. But on high energy leagues, youre playing 40-45 cards in a game, so the cards going to bottom of your deck after you played "with a specific order". So when u played a combo, you will get the combo back after you played 16 cards. The cards you played left and middle comes after 5 turns and the right one comes after 6. Put your buff or important cards to left. u/NovaBlazer have a perfect guide for that rolling cards thing.

****Most important thing, you can see your opponents hand and what they played.**** So with looking their hand, you can see their cards are from which album, getting draw effects, cpst reduced etc. If its round 2 turn 3 or round 3 turn 1, their deck refreshed as well. So you can just check 5-6 turns earlier. If they played a shinigami on round 1 turn 1 to left slot for example, and if its round 2 turn 3, and they played a history card which they draw, its a shinigami. If its a ghost on round 2 turn 1 and they playing a arts and culture which they draw on round 3 turn 3, its a ghost. You can just check the tab on the game and see what your opponent played.

So how you use it? Try to play after your opponent. With checking your opponents specific cards and combos, you can see theyre going for a big hit or not. You can say a number which they drop, for example 300 and if you can beat it, go for it. If its a number you cant beat, you can just drop your junk cards for getting your important cards. Now you see your opponents cards and the cards you drawing, its not harder than a solitaire. I remember beating top tier decks with my tier 3 fabulous fish deck most of the time.

4-) Analyzing your opponents deck and counter it: its a play component but i wanted to explain it more. So every deck has a weak point at somepoint. Try to adapt and hunt for your opponents weakness.

There is my examples:

Immortal decks have a low power output on the first turn but they're snowballing. You can go aggressive to beat them early. Also they have a card which buffs itself for every immortal they played. On the late turns, it can be 200+ power on his own, but you know when they drop it with the trick, so you can just pass and watch their 700 power turn goes for nothing. Also their other cards are just can't win on their own. There's 10 other cards on their deck which can't win a round. So when they don't have their immortals on their hand, you can easily win a round. If they won a round with playing tons of immortals, you'll surely beat them at the next round, so don't go hard and wait. Aim for the 1-2-3 or 1-2-4 as rounds, but you can change it on the how game goes. If you know they're gonna drop their bombs at turn 4, go for a turn 5.

Tiny decks. This little fellas are sometimes hard to deal with, but their power output range is short, like every turn 400-600. So if you're playing a deck with larger power output range, like 300-700, just watch their plays. Always try to win first round against them before they snowball, use their cloning card to buff your cards. After round 3, they're dropping like 400 per turn at least. So try to make it close, and if they didn't went for a big hit, hunt them with your biggest plays. If you know they're gonna a big hit this round, just skip. Their buffs are mostly "until played", and the cards which gives them to this effects are not that strong. So if they're gonna play a buff card this round, you can try to get them this round too. Aim for 1-2-?, 2-3-? as rounds, depend on when you're gonna drop your big hit.

Mono paleo decks. Even if they're not as snowball as others, their power output is really strong on middle rounds. But their permanent buff card depends on the win at that turn. So just barely win that turn and they won't get the perma buff. If you're a playing more buffs on your deck, you can win the last round. Aim for 1-2-5 or 1-4-5.

Lock decks. Uh, they can be tough sometimes. Always watch their devil, and watch their overlock turns. They can only play 1 card before overlock, so if it's turn 3, you can just beat their 1 card without using tons of resources. If it's turn 1 or 2, try to bait them or decide are you going for it or not. You'll know their power output, so if you're not beating them after your calculations maybe a skip-lowdrop would be a way.

I slapped a bunch of mythic and called it a deck decks. Most of the time they don't have a synergy. Oh you're playing a mythic horse because you drew it! What a hard synergy to accomplish, and playing archangel whenever it comes looks hard. Jokes aside just try to win with your strategy and watch their power output. Because they're not stable, their power output range is really large. Try to remember which cards archangel buffed and when they gonna drop the horse. Most of the time horse is only 150-200 power so you can beat it on the later turns with your buffed cards. They have specific great cards rather than all of it so keeping track of them maybe win you the game. You can beat them on the late turns if their arch rng didn't clutch.

Mono Life on land/ Plant on life decks. This deck is really struggles on early turns but comes with strong late turns. Also they have a "mess with opponents +50 base power cards card, so when they drop it, dont play your +50 power cards that turn to counter it.

5-)Adapt into arena: Leagues changing every week, so you need to adapt and improvise to catch up. If new one gives you more energy, maybe cutting some cards and slapping more expensive cards helps. Also some decks are better on the high energy weeks, for example paleo decks needs tons of energy so it helps a lot. Also some subtypes gets huge buffed on the arenas, so if theres a constellation subtype buff and high energy league; u can easily slap godzilla on your deck.

6-)Last but most important: HAVE FUN! This is a game which you downloaded for fun, so dont play a deck contuniously if youre not having fun with it. Try to mix different playstyles and decks. I just made this deck when the new space oddities card released on my 4 or 5th day of starting with trading tons of cards and upgraded it. Dont forget, your other cards are meaningless if youre not playing them, (unless uranus from space and thrust card from science, theyre important on trades). So if theres an average limleg u want, dont be scared to give other person 2 average limlegs youre not playing to get that card.

Also crop your names when youre posting trade and dont reply the posts without cropped, mods hunting for people who dont and converting their soul to gift codes. Be careful!