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## Cursed treasure 2 skills guide

Don't let go of the skulls! Heroes sometimes drop this very rare loot, and you can use it to call for some very powerful magic. You won't get very much on it during the game, and you're going to need those spells over the last few levels. If the hero carries one of his gems from the cave, you can use the magic of terror to make the next bring him most of the way back. Undead towers can use something like this magic, so it is useful to build at least one of these towers along the main route to the cave. The spelling of terror can also be used to remove negative effects from your towers when annoying heroes hit them with their skills. Small scrolls have fallen down the heroes now and then will freeze nearby targets when you tap them. Do not use them until there is actually something worth stopping around them. It is best to distribute your points, which you get from the equalization evenly between the three groups. Level up the demon skills of Infamy early to attract more experience points faster. In the long run, it's very worth it. Watch the flying heroes to see what shortcuts they will take, then create the right defense to cut off the wings. Take advantage of higher ground. The game will tell you this, but as a reminder, your towers will be able to attack double the range if you built them on high ground. Don't worry about getting three stars into your first trip at each stage. Just focus on moving forward. If you hit a tough scene, head back and try to get more stars on the previous one. It's a more fun way to grind out the experience you need. Fix the mines as early as possible. You will definitely get your investment back in shovels if you get to them near the start of the round. Every hero has his own special abilities. Make sure you know what you're dealing with when checking Evlopedia often! RPG Matt February 22, 2015 Cursed Treasure 2 is an exotic role-playing game on iOS that is quite unique in its core concept. As you may be able to draw a description of the game, you will actually be playing the bad guy here as your goal is to gather dark forces and build towers to defend your treasure from those thefts of goody-goody heroes. Well, it sounds a bit like a paradox, but with unusual premises aside, you get to do a lot of things that you get to do mobile RPG, such as casting spells and improving skills and structures. With that quick description out of the way, let's move on to some flipping treasure 2 strategies as you yourself do what you can be the best bad guy you can in this game. 1. Go to the gold mine early in time you have the opportunity to capture the gold mine, go for it. The sooner you capture one of these structures, the more chances to make money at any level. 2. Mix and match the skills of your heart content, but strategically there is no real right or wrong way to assign skills to your Here. Depending on the level you complete, certain can be useful, while other levels can make the same skills useless. We mention this because Cursed Treasure 2 allows you to redistribute skill points at any time in the game, which is something you don't always see in the RPG. 3. Know your enemies In other words, know the strengths and weaknesses of good guys. Paladin, for example, will be mostly impervious to magic, so it is necessary to do as the game tells you to destroy it as soon as possible. Templars, like Paladins, have a fearless quality to his description, which means that you don't want to waste the terror spell on these heroes. 4. Don't Rush Using Your Magical Scrolls You won't always get to purchase magic scrolling, so hang on to them as much as you can, and use them only when you're against a particularly cool hero. 5. Use your Extra Mana Right Away Since you are not technically allowed to have extra mana, make sure to use it while you still have it, may be casting spells or any other reason. 6. The spell of terror can be effective in defending your buildings before, we've told you that you won't get anywhere using the spell of terror paladins and Templars, due to their fearless attribute. So when do you use this spelling? Well, you can always use them on your towers, because it would eliminate any negative effects from them. 7. Build Towers On High Ground Tiles High Ground Tiles will allow you to increase the range of any tower you build on it 50 percent - this allows you to create a tower, i.e. any type of tower, on a high ground tile. 8. Deal with flying enemies and ninjas effectively these characters just try to surprise you, so if you want to protect yourself from flying enemies, keep your eyes on the attack bar and build your defense well in advance. As for ninjas, you want to block them by creating towers near map entrances. Tips for beginners and Walkthrough advanced mission chaoticum Simple guide to explaining skulls, skills, game progress and difficult missions at the end of the game. Cursed Treasure 2 is one of the classic TD games. I hope you like it and this guide will help you. Disclaimer: I'm not the author of video guides. Original authors: Wyvern Studios, Taior3 Studios, ptger123, 魂民. Who said it wasn't good to be bad? With one sweet hoard of gems, being a Dark Lord seems like a pretty swan deal for me. Of course, the downside is that the good guys won't leave you alone, and in the InySoft Tower Defense time verse cursed treasure 2 they have some new tricks. Unfortunately for them, so are you. With a sleek new look and all the strategic games that dominate your free time in the original, it's time to kiss your productivity goodbye and take the dark side. Don't bother. You didn't need all those friends, family and reliable income. As before, the goal of each stage is to keep all the gems in your sight in the fortress, removing the Heroes who appear in waves before they can basket gems away. To do this, you build towers... Orcs, undead, and demon towers all have their own unique abilities and must be built on a specific terrain. If you have money, of course. As they take down enemies, they can eventually be leveled, and after a few levels, you can even choose a specific route to make a tower track, each bringing their new strengths to the table. As the Dark Lord, you can use Mana, which regenerates automatically, throw various spells to rotate the battle wave in your favor or even change terrain. The level ends when you destroy all the heroes or they steal all your fabulous gems, and between stages you can miss any implied chips you have earned upgrades to make your life easier. This time, however, you will notice there are also enemy buildings to consider. Some, such as mine and mana wells, can be captured by your lie casting cut out spell on them three times, and will give you gold or mana bonuses periodically. Others, however, are more... Terrible. For example, cities will create additional heroes that can attack you, so you'll want to remove them sooner rather than later, so as not to be overwhelmed. Fortunately, the slain enemies have the opportunity to drop not only additional coins and mana bottles, but also powerful miraculous scrolls, which, when pressed, will deploy various useful magical spells that will adversely affect any enemy soldiers nearby. Not that it will be a walk in a corpse-stretched park, because the various enemies of each region will also bring you spectacular battles of the boss, where leaders will be able to get out with the whole tank at once, if you can not stop them in time. Cursed Treasure 2 is almost all possible cases, a massive improvement over the original that keeps all the items you loved and polished them up to the mirror shiny. The new visual design is excellent, colorful and animated exotic, and an impressive variety of enemies, before which everyone has their new abilities, will keep you on hand. Levels are usually both long and challenging though, although you'll probably do a little grinding to earn upgrades, you'll usually see that an impossible battle can be much easier just to rethink the location of the tower. Adding buildings to the battlefield adds an extra layer of strategy, but more often than not finish forcing you to just spam cut the spell as soon as possible. It makes sense that the whole essence of the game is to protect the gems, because the Cursed Treasure is one of the most striking crown gems of the genre. It's both smart and challenging, but the immediate level of attractive and open players experience, and more often than not, will help you come back more. Play Flipping Treasure 2 Trying to decide on some of the most useful skills to pick up and upgrade? Here are some useful ones you'll really want to invest in. Remember that you can Free whenever you want, so feel free to experiment a little more than these vital skills. Orcs Die and Deliver earns you lots of extra coins that allow you to invest more in your defense. Win-win. Timber Yard gets you coins for chopping trees, which is something you're going to do a lot anyway. Why not profit from it? Cut mastery reduces the cost of mana to cut down those trees, allowing you to convert a little mana into a lot of coins when you have increased both this skill and the last. The wisdom of the undead ancestors begins to take you with more mana. You always, always, always want more mana. Especially at the beginning when it can help you clear space towers. Soul Distillation is like orcs's Die and Deliver, but mana pottons instead of coins. Pump this to get a lot of extra mana bottles, which we've already found is what you want. The mastery of terror reduces the cost of terror spelling mana, allowing it to be used more often and at a lower cost. This is one of the most reliable ways to save the bacon if the hero becomes too close to the edge of the map with a pearl. Haunted caves are doing so that caves can fire undead magic with anything that comes too close, which is a nice last ditch defense when everything else has failed. Demons Infamy have already been mentioned in the above mentioned tips, and here again it is mentioned again. This gives you more experience points than you normally get and is a good thing to max out as quickly as possible to make it easier to gain level for the rest of the game. The contribution is a golden version of the above ancestral wisdom skills. This gives you more gold at the beginning of the round, which allows you to build more defenses right away from the hop. It's easy to see why it's okay, right? The infernal magnet is just great. If the hero carries the gem away and is killed, the fallen gem will slowly be pulled back into the cave. How fast it depends on how much you are pumped up by this skill, so don't forget to invest in it. It.

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