

WAR DRAGONS Atlas

Basics guide by DutchBurnedYa

Hey and welcome by this beginners guide for War Dragons Atlas, also make sure you check out my other guides on wardragons.info... I hope this guide will be helpfull... Good luck and have fun playing the game!!!

As I told this will be a beginners guide so it will be for the basic suff mostly.. Atlas will also have a lot of team specific tactics and stuff.. different teams will have different tactics so I will focus myself on player basics...

Start guide...

Shortly what is Atlas... Atlas is a huge expansion for the game War Dragons... basically its almost a game at its own... thats how huge atlas really is... Atlas has his own events and even his own event season... It has his own kind of gameplay...

When you get or have atlas you can enter the atlas part by clicking on the icon as shown on the picture below...



When you first start atlas.. you will automatically be placed in a safezone.. Safezones are all over the map... you can not be atacked for a atlas attack while in a safezone... This however doesnt say you cant lose any earned gold... Gold can be collected on different ways... will tell more about gold later on... So what is a safezone... A safezone shortly is a place on neutral

ground and you can not be attacked for atlas attacks... there will be a mine and poachers you can attack for collect gold, but you will not lose or earn any glorypoints.... glorypoints are points you get by enemy battles and you need those points for up your rider and primarch.... Will tell more about glorypoints and up rider and primarch later on... In safezone it will look kinda like shown in the image below...



Green is your location on the map in cordinates... so if your team has a castle already you can ask for the cordinates i will explain later how to move your home and primarch on the map

Red is an enemy primarch... since this is in a safezone you cant attack them and they cant attack you

Bleu is a poacher... a poacher you can attack for gold and it will give you shards aswell... in a safezone this will not cost any troops to do so... outside safezone it will cost troops... there will also be a mine in safezone.. mines only give gold no shards...

purple this is your primarch it is shown as green... yours will be green a allieded will be yellow and a enemy will show as red

Yellow here you can see your amount of gold and your amount of diamonds.. diamonds pretty much are same as rubies in the normal war dragons... you can speed up things or collect chests with those

Chosing your first primarch, in atlas its wise having a nice ballance of different primarches... most likely a leader or officer or a pointed member of your team will tell you what kind of primarch you should go for... The higher levels and very active most likely will get a taunter or sieger... most

of the team will go for a fighter or rusher first... This kinda is a teams choise in most cases so ask the one who you should go for...

Training your primarch:

After you chosen your primarch its time to level it up... In atlas there will also be special events... one of those is for training your primarch... I suggest upgrade your primarch during those events... For upgrading your primarch you will need gold and glorypoints...

How to collect gold... there are several ways you can collect or earn gold...

1. You can earn gold by attack any mine or poacher in the zone you are in, your primarch should be in the same zone as the mine or poacher you attack... in safezone this will not cost any troops... but that also will say you aint earn any glory points... outside safezone it will cost troops but you can earn glorypoints then...
2. Gold can be transfered from teams bank when having one or more castles
3. Gold can be earned or collected by attacks outside of atlas... this is what i ment earlier.. you can lose gold even when you are in safezone... it will be during attacks outside atlas... so if you have huge amounts of gold you better can share or use it on leveling your primarch or build troops... Also if you need a lot of gold for a upgrade it might be wise having your wood and food very low in your storage... its less change they will attack you outside atlas...

Building troops:

As explained above you can see how you can get gold... gold you need for several things in atlas, one of those is building and revive troops... building troops is for new troops you make.... revive troops is for healing troops you lost during enemy battles... revive troops is best to do during troops training events... outside those events focus on building new troops... So how do you train or revive troops...

First click on the pointed icon as shown on the picture below



Then go to the troops tab after then click an empty spot as pointed on the picture below... for revive click on the revive icon...



After that the screen below will pop up and you click the train button or swipe to another amount of troops and then click the button...



As told before... you can use troops for getting glorypoints and when doing that a certain amount of your lost troops can be revived... if possible save those for revive during training events in Atlas...

The amount of new troops you can train is different from the amount of hats and gold you need for revive troops.... revive troops need way less gold and hats... for new troops you can use 800k gold and 8000 hats in this situation if i would have had the amount of gold... the hats will automatically build up again after you trained troops... You can collect finished troops by click on the item if it shows finished... when your primarch is on the same location as your home your builded troops will automatically go to your primarch.... when your primarch is on a different location your troops will go into barracks... you can transfer troops from your barracks to your primarch...

Attacking a mine or Poacher:

Just click on a mine or poacher in the zone where your primarch is... then this screen will popup and just click attack...



In this image i selected a poacher... in the lower left corner you can see the amount of loot you can get... as told before a poacher will give gold and shards a mine only will give gold... when click attack you will go to the screen below...



Attack a poacher or mine will always be on your Invader base... Your Invader base will kinda look like this... the level and tower levels will be related for your level... there are lists available where you can see what level towers should be on your invader base compared to your base level... A Invader base will give you max xp for your level... so you can use your multipliers for leveling your dragons while collect stuff for atlas, gold and shards... or just gold.... Now you might think Invader base replace farmbases right... Not really... for xp yeah indeed your Invader base will give you max xp so in that situation you right... however Invader bases aint have turrets or flak towers... So you still can use farmbases for doing missions... You might have noticed some changes in farmbases lately... first there only where xp bases, then chestbases were added after that

missionbases and now even questbases exists... So basically your Invader base is awesome but you still like having farmbases around for your egg missions!!!

How to move in Atlas:

You just swipe with your finger on your screen to the location you like to move to.... as shown before you can see the coordinates in the upper right of your screen... when you are at the zone you like to move your primarch or home you can then click the castle in that zone... then the screen below will appear... after that you can chose set home or move... move will be for the selected primarch... set home will give your home a new location... if your team has a castle or more castles then there should be your home set...



How do you transfer troops from barracks to primarch:

First you click on your primarch then you click the transfer icon as shown below



After you clicked the transference icon you will get the screen below... you can move the bar for the amount of troops you like to be transferred to your primarch and after that click the transfer button... the selected amount will now be transferred to your primarch



Shards:

Shards you need for crafting or leveling gear... there are special events for crafting and leveling up gear for your rider... best time to craft or leveling gear is during those events...

Crafting gear you will do in your forge on your main base... click forge and then click gear... a screen like below will pop up... in the top of the screen you can see the amount of shards and scrolls you have... there are different kind of sets... Defence set will be added on a rider you fit on a defence dragon that will be on e perch tower... a battle set is for a rider you add on a attack dragon....



After you have chosen what kind of set you like craft gear for... you just click on that set and then all gear will show up just click craft and then hit craft again... a set will look like the picture below... after you clicked the part you like to craft a screen will popup and show you what amount of shards is needed for that part... you can just click craft there when you have the shards and scrolls for it...



How to level up gear:

on your main base click dragonroster icon



After that your active dragonroster will appear... chose the dragon that has the rider you like level up gear for...



In this case i chose for Aibrean... then this screen will pop up and you click on the pointed part of the screen...



After that the following screen will pop up



Just chose the item you like leveling up and click on it



You then can level up salvage or equip the gear you have chosen...

I hope these basics for War Dragons Atlas will help you... more will be added soon!!!!

Good luck and have fun flying dragons!!!!

Greetz,

DutchBurnedYa

