



Game Intro and Players' Strategy

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Choose a Hero

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The first thing we need to understand is about heroes. Heroes are mainly divided into 3 rarities (N, R, E). The higher the level, the more attributes and income bonuses (You should notice that each hero has its corresponding N, R, E rarities)

Therefore, we can see from the bonus chart below that we must choose the most cost-effective heroes of the E rarity, followed by the R rarity, and finally the N rarity.





Rewards Bonus

Hero Type	Level1	Level2	Level3	Level4	Level5	Level6	Level7	Level8	Level9	Level10
N	101%	102%	103%	104%	105%	106%	107%	108%	109%	110%
R	152%	154%	156%	158%	160%	162%	164%	166%	168%	170%
E	573%	576%	579%	582%	585%	588%	591%	594%	597%	600%

The upgrade of each hero requires different number of Land Token consumption.

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Gameplay Modes

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1.RevoLand has two modes (Bounty & Entertainment): There are 6 ways to play (2 singles, 4 teams), the game is refreshed every one hour, and 3 are refreshed each time (single + team + team)

How to play: Clocktowner (Team) - Battle Square (Individual) - Doodle Dash (Team) - Fruit Bash (Team) - Altar Assault (Team) - Bounty Hunter (Individual)

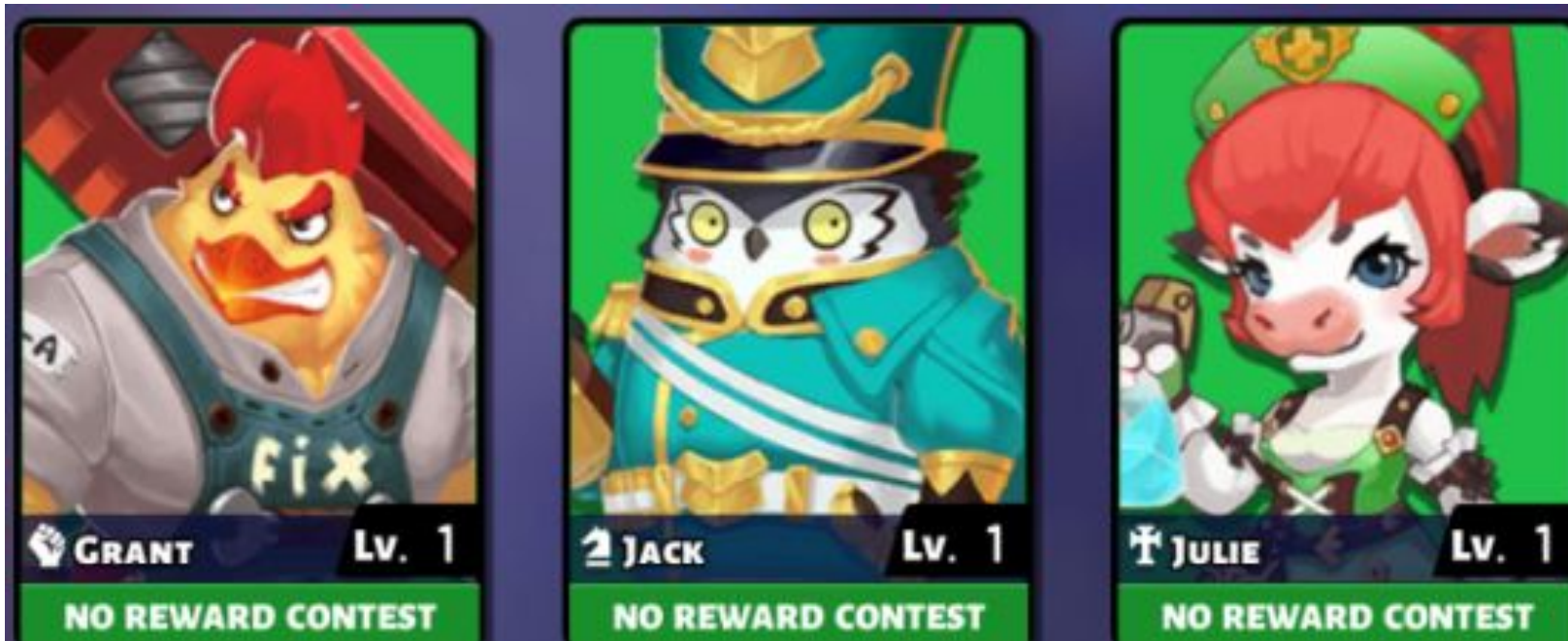




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Because the Land Coins obtained in the Bounty Tournament is much higher than the Entertainment Tournament, except for the 3 initial free heroes (Gerner, Julie, Jack) who cannot participate in the Bounty Tournament, other heroes will play the Bounty Tournament first, and then the Entertainment Tournament.

Note: hero's spirit will not be deducted from recreational competitions





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Personally, it is recommended to participate in the team match, because winning the team match can get about 170 Land coins. While in the individual match, unless you rank the first, you can receive more than 200 Land coins, however, if you rank the second you will get less than 170 Land coins, so the team match is the best choice.



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Hero Type Skills Explanation

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In this section of hero skills, we mainly introduce the characteristics of all types of heroes (fighter-flanker-gunner-support), so that you can better understand which type of hero you are suitable for.

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Fighter Hero (recommended pets + shield + HP recovery + deceleration, damage reduction and other effects)



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Features: The skill distance is short, the blood volume is relatively thick, and the talent mainly chooses blood-sucking and recovery types to ensure that you can survive longer in battle.



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Big move: It is mainly a directional dash, jumping to the ground, escaping and other types of big moves, which can cut in the enemy camp very well in the battlefield.



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Skill release: Everyone must pay attention to control the remote sensing position when releasing the ultimate move. When you release the ultimate move, the hero will rush to the position you specify, and it will not change in between, so generally in battle It's all about predicting where you're going to land or where you want to



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Flanker Hero (pet recommendation + speed bonus + damage bonus + stun effect)



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Features: The attack distance is medium, and it mainly deals with projectile damage. It is a highly mobile type hero in the battlefield. It requires the operator to have a good positioning, and constantly damage dealing and control. It is the best choice for harassing the enemy.



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Big move: Big moves are mainly bombs, small turrets, summons and other types. In the battlefield, it is mainly responsible for controlling and harassing the enemy camp.



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Skill release: The skill is mainly released in the crowd. In addition to causing huge damage to the enemy, it can also cooperate with teammates to kill enemy heroes.



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Gunner Hero (pet recommendation + damage bonus + distance bonus + bullet recovery speed)



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Features: Ultra-long-distance dealing, huge damage, usually big moves can instantly kill the enemy's squishy heroes, it is the best choice for damage delivery in the battlefield to kill enemies.



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Big move: mainly to strengthen skill damage, long-distance skill damage, range control, long-distance lock damage, etc., and is mainly responsible for killing enemies in the battlefield.



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Skill release: It should be emphasized in particular that the rage skill will have a strengthening effect in the following period of time after clicking to release the ultimate move. Lock-on ults will prioritize heroes with low HP or close distances.



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Support Hero (pet recommendation + treatment effect enhancement + random item acquisition + immobilization)



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Features: Medium range damage dealing, low damage, mainly responsible for adding blood recovery effect to teammates in the battlefield.



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Big move: range bonus, range recovery, range control, mainly responsible for support in the battlefield, ensuring the continuous damage dealing of teammates.



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**Hi Hero,
Choose your pet**

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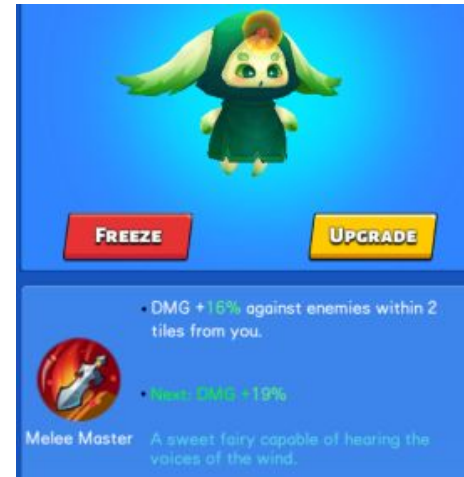
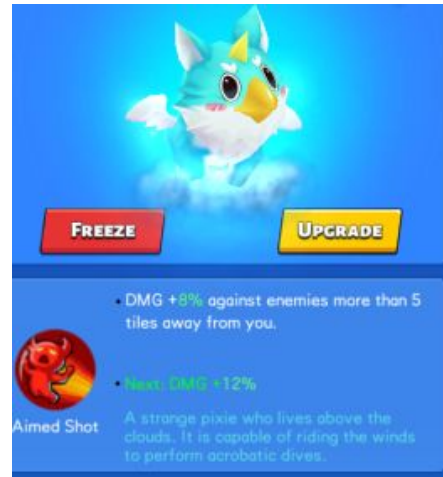
Recommended Pet (team match)

Hero: Ziggs (rabbit)

Occupation: flanker

Pets: Nimbus, Windy, Winged Knight

Features: Skills, big moves are all area damage, with damage bonus. Control pets can cause huge control damage, which has a great advantage in team mode and group battles.





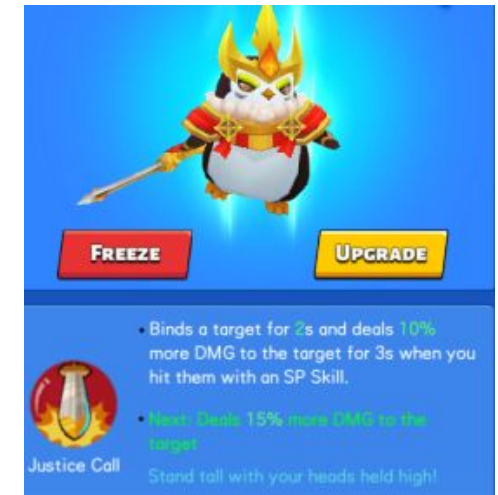
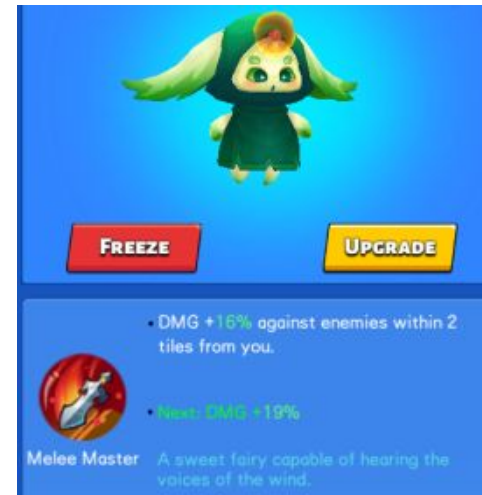
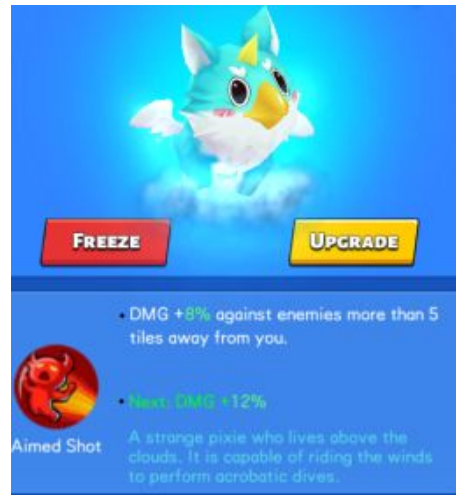
Recommended Pet (team match)

Hero: Amy (Cat)

Occupation: Gunner

Pets: Nimbus, Windy, Winged Knight

Features: Skills and big moves are all area damage. If all skills hit, it will cause huge damage. With damage bonus pets, you can quickly kill enemies. It has great advantages in team mode and group battles.





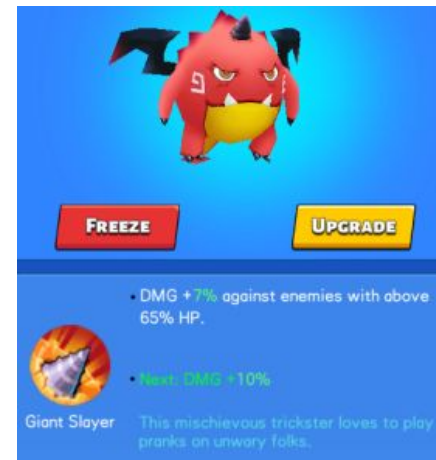
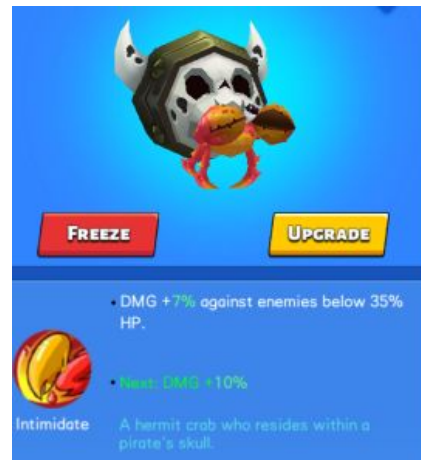
Recommended Pet (team match + individual match)

Hero: Anthony (Penguin)

Occupation: Fighter

Pets: Crabby+Stooge+Master Croak

Features: fighter heroes, 3-stage normal attack displacement + ultimate move to escape the ground effect, can perfectly kill enemies, and is a lurker in the battlefield. Combined with the pet's damage bonus and the crit blood-sucking bonus, Anthony can continue to increase the damage after killing the hero, which is a proper instant killing machine.





Recommended Pet (team match + individual match)

Hero: Tyler (Kangaroo)

Occupation: Fighter

Pet: Duskbringer+Death Eye+Slinky

Features: fighter hero good at close combat, large tanky type, who can hold damage and make great contributions to the team. Its big move long-distance rush can better enter the battlefield and get close to the enemy. Combined with the damage reduction + shield + deceleration effect, it can better stick to the enemy and provide dealing space for teammates.



FREEZE **UPGRADE**

- DMG Received -9% and HP Recovery +10% when your HP is below 40%.
- Next Damage Received -13%

Night Shroud A dark sprite created by the twilight shrouds.

FREEZE **UPGRADE**

- Target's SPD -7% for 2s when you hit them with an SP Skill.
- Next Target's SPD -10%. Lasts for 3s.

Crippling Strike A creepy hovering eyeball with the ability to sense looming threats.

FREEZE **UPGRADE**

- Gains a 400 HP shield for 10s when your HP is below 40% (20s cooldown).
- Next Shield +600

Spirit Barrier Energetic cat with an elastic, springy tail that it uses to bounce around.



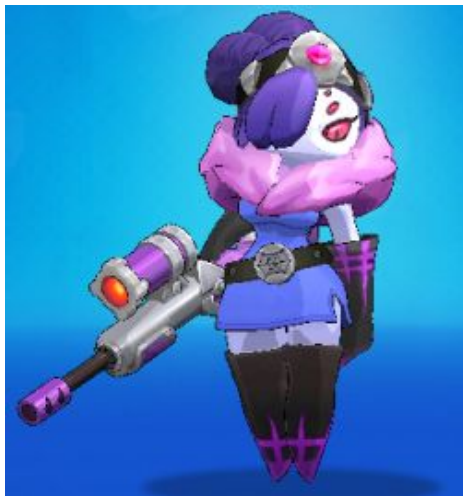
Recommended Pet (team match + individual match)

Hero: Gina (Spider)


Occupation: Gunner

Pets: Nimbus+Wriggly+Sea King

Features: long-range insta killing gunner, a hero who is good at hiding behind objects to instantly kill enemies. Combined with the damage bonus effect of pets, it is a huge threat to other heroes. It is also a highly polarized hero. Without the bonus of pets and hero level, it is difficult to kill enemies.




FREEZE **UPGRADE**



Aimed Shot A strange pixie who lives above the clouds. It is capable of riding the winds to perform acrobatic dives.

- DMG +8% against enemies more than 5 tiles away from you.
- Next: DMG +12%


FREEZE **UPGRADE**



Quick Reload Produces a luminescent glow to enhance visibility in the dark.

- Reload SPD +8% and reloads 10% Bullets when you defeat a Brawler.
- Next: Reload SPD +10%

FREEZE **UPGRADE**



Killing Instinct Undisputed lord of the sea. Thrives on a meat-only diet.

- Reload SPD +30% and DMG +8% on a camouflage tile.
- Next: DMG +11%

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TOP Heros Leaderboard

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THANKS

