



## Welcome to the Chain of Alliance guide!

The first time you log in, our onboarding system will start up and guide you through the basics of the game, but this guide will be a useful tool to refer to in case.

Please note, the current game is an Alpha Build and being optimized for Desktop. You may experience issues when playing on a mobile browser. Also note that we are updating the game regularly and part of what you experience might differ from this document.

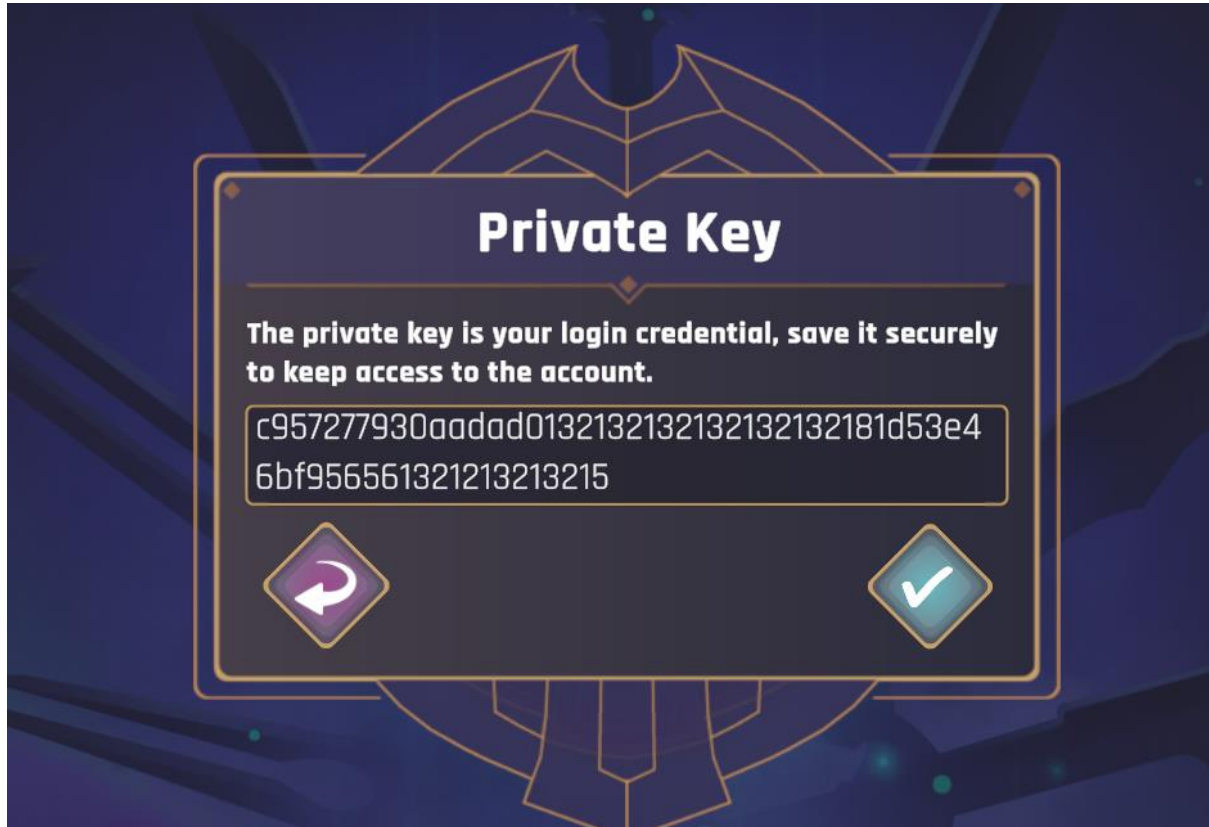
Character wipes may also occur during an Alpha, but wish to avoid this if possible!

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## First time log in

The first time you start the game at <https://play.chainofalliance.com/>, you will be automatically assigned a **Private Key**.

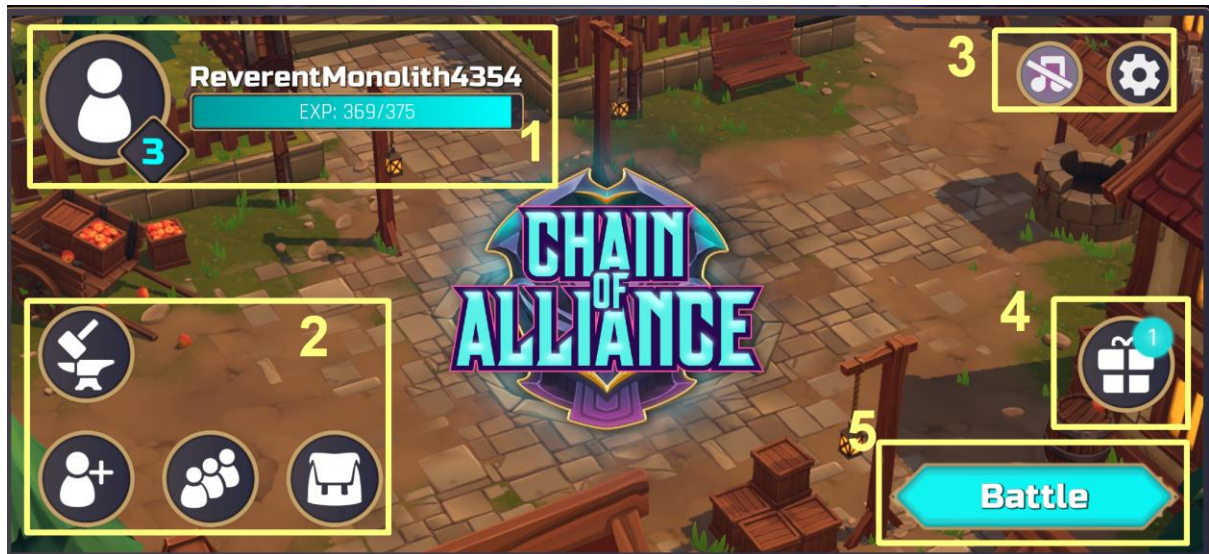


Please copy and save this key! If you lose it, you may lose access to your account.

When logging in to your account, the last used key should automatically be prefilled, but in case it is not, you can simply copy and paste it into the text box and then click the green tick to proceed.

## The Main Menu

After log in you will be directed to the Main Menu:

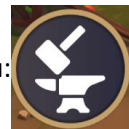


The main menu is divided into 5 sections:

- **Section 1** shows your account name, profile, account level and EXP needed to your next account level
- **Section 2** consists of 4 buttons which lead you (anticlockwise) to the Forge, Altar, Hero collection and Inventory.
- **Section 3** has the Mute button and options button
- **Section 4** has the Rewards button
- **Section 5** is the Battle button

## Creating new equipment

To create new gear, you need to visit the Forge by clicking this button on the Main Menu:



To craft an item:

1. Click on the **"Change"** button and ensure you have a Hero selected (weapons deal damage based on your Hero's stats, so selecting a Hero is currently necessary)
2. Click on the **"Choose Recipe"** button
3. Select the Recipe you wish to craft from the list that appears:



**Note:** The "Learned" tick box will toggle between showing your learned recipes, and your limited use recipes which you will receive as battle rewards!



4. You will now be presented with the material sliders:



5. In this example, the Greatsword requires 7 metal and 3 leather to craft. As the player only owns 6 common metals, some uncommon metal will be needed for this craft!
- By moving the slider to the right, more of the uncommon metal will be used. This will also increase the **minimum** quality of the greatsword, indicated by the quality range of 94%-100%. **Note**, estimated stat increases from the craft are based on a 100% perfect craft.



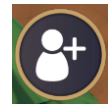
6. To craft the item, you simply click on the glowing hammer and Anvil in the lower middle of the screen.

Once crafted, you can click on the “**View Crafted**” button to see your new item in your inventory. The button “**Equip Crafted**” will take you to the Hero collection and automatically equip the item to your previously selected character. Clicking on “**To Forge**” on the same screen will take you back to the Forge, but **not** equip the item.

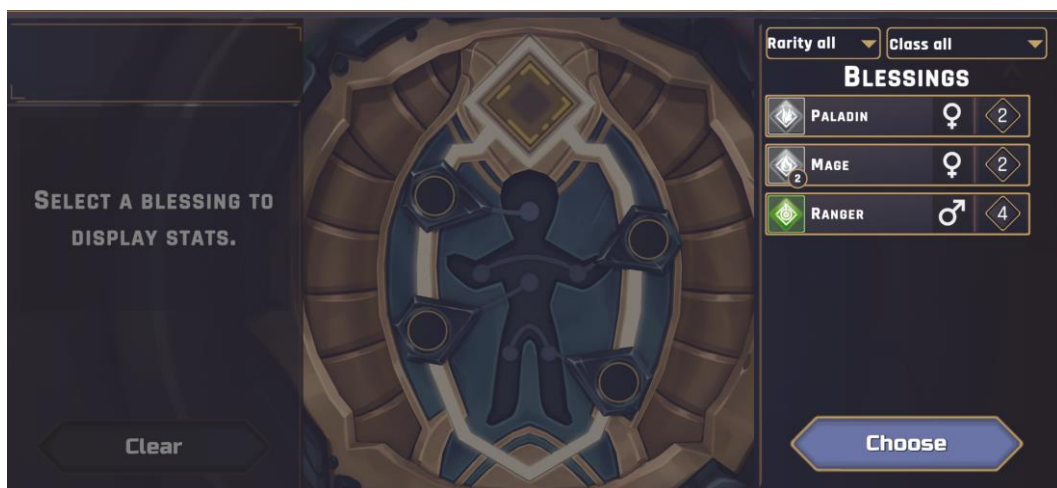


## Creating new Heroes

To create new Heroes, you need to visit the Altar by clicking this button on the Main Menu:



First select a blessing by clicking on the “**Diamond Shape**” at the top, to determine the class of your new Hero. Blessings come in multiple rarities that will allow you to use Fragments with higher stats.



The list on the right shows the available blessings.

Select a blessing by clicking on the one you want to use, then click the “**Choose**” button to continue with the fragment selection.





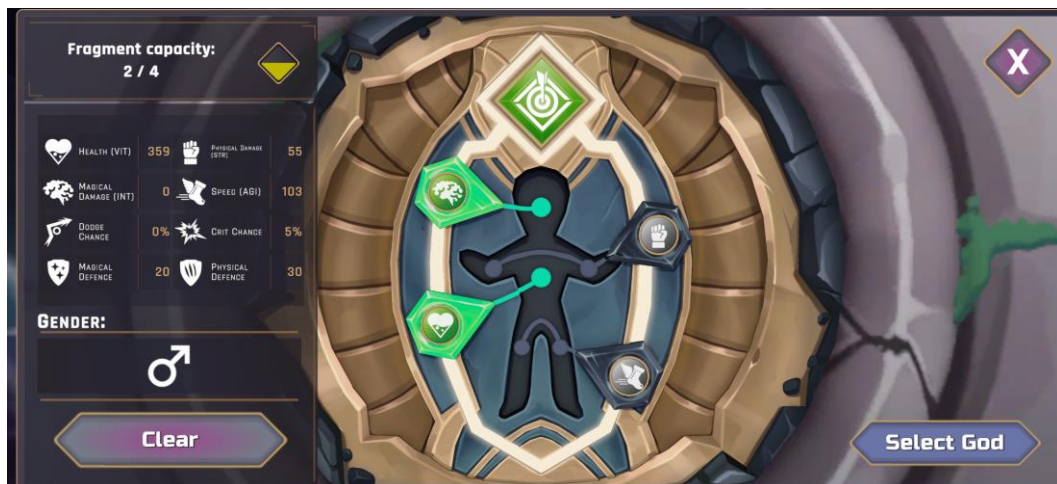
Fragments come with a range of stats

- **Strength:** Determines your physical damage
- **Intelligence:** Determines your magical damage
- **Agility:** Affects your speed (how often/quickly you attack in combat)
- **Vitality:** Determines your Health (how much damage your Heroes can take)

When putting the fragments together for your Hero, take into account the following:

- **Rangers** and **Fighters** do physical damage
- **Bards** and **Mages** do magical damage
- **Paladins** mostly do a mix of damage

Select the fragments that best match up with the desired traits for your new Hero but always keep the maximum **fragment capacity** of the blessing in mind:





Fragments have a cost based on their rarity:

Fragment costs	#
Common	0
Uncommon	1
Rare	2
Magic	4
Legendary	7

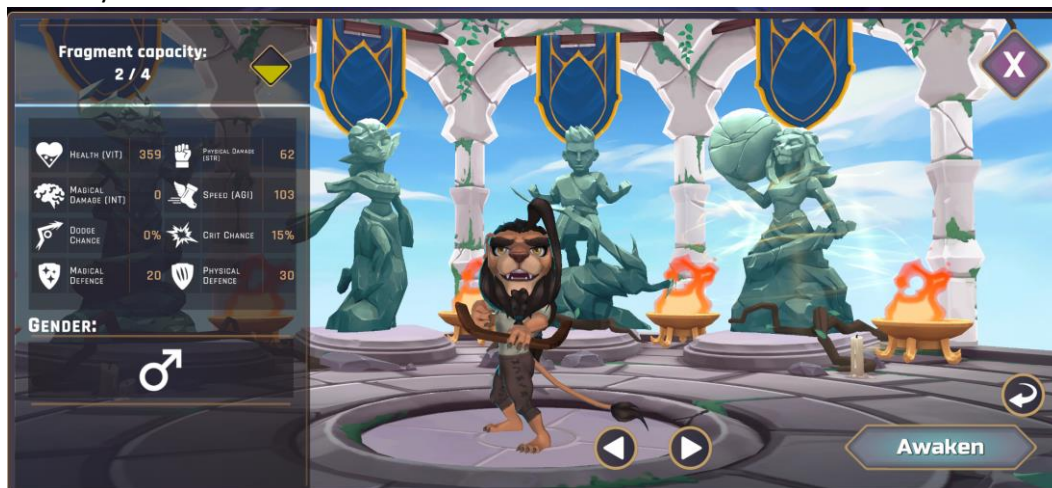
Blessings have a capacity, also based on their rarity:

Blessing capacity	#
Common	2
Uncommon	4
Rare	7
Magic	11
Legendary	16

You **cannot** exceed the Blessing's Fragment Capacity with the total cost of your 4 fragments.

So if your blessing is rare, you will have a Blessing capacity of 7. When choosing your 4 fragments, you must ensure their costs, when added together, do not exceed 7.

Once you have finished adding the fragments to your blessing, click on the “**Select God**” button to choose your Hero's race.



Race selection plays an integral part in the Hero collection, as every race comes with unique traits:

- **Leo:** Increased physical damage and crit chance
- **Draco:** Increased magical damage and higher chance to resist certain effects
- **Elf:** Increased speed and hit chance
- **Human:** Increased health and healing received

Once you are happy with your selection, click the “**Awaken**” button.



## Getting an overview of your Heroes

The Hero collection gives you an overview of all the Heroes in your roster. You can view their stats, if they are assigned to a battle party and you can also change their equipment.

Enter the Hero collection by clicking this button on the Main Menu:



In order to change equipment, select a Hero on the left of the screen and click on one of the equipment slots on the right to open a list of available equipment. Equipment comes in many rarities, from default (as shown in the chest and weapon slots above) to legendary. Default equipment **cannot** be given to another character.

It should also be noted that while every Hero can use any item, regardless of class, it is wise to use appropriate weapons for your classes. Some skills may be very underpowered, or not even be usable if you have the wrong weapon equipped!

You can also preview skills your Hero will unlock at later levels by clicking on the “Skills” button:



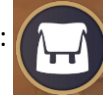


Once you reach level 18, you will be able to select **ONE** of the final tier 4 skills for your Hero. Choose wisely!

## Getting an overview of your items

In the Inventory you can view all of your account's items, including Blessings, Fragments, crafting materials, equipment, recipes and even Heroes.

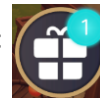
You can enter your Inventory by clicking this button on the Main Menu:



## Collecting your account rewards

On the rewards page, you can collect your rewards for progressing in the game. When a reward is available, a number will appear on the button, as below.

Visit the Reward Page by clicking this button on the Main Menu:



Then simply click on the "Collect All" button to collect all of your outstanding rewards and add them to your inventory.



## How to join the Battle

To participate in battles, click on the “**Battle**” button on the main menu:



This opens up the Battle screen:



First you need to set up a party. Click on the big “+” icon on the left middle of the screen:







A party consists of 3 Heroes on either the **Front** or **Back** line. By selecting a Hero on the left you initiate the Hero Placement:



Heroes on the back line will deal less melee damage if they are attempting to attack past a friendly, **or enemy**, Hero. However! They will also take reduced melee damage in this case. Ranged attacks are not affected by this.

Once your Heroes have been placed to your liking, you need to select a leader by clicking on the grayed-out crown icon next to them.

The leader will grant a bonus to your party, depending on their class:

- **Fighters:** grant the party 10% extra health
- **Ranger:** grant the party a speed bonus
- **Bards:** grant the party increased critical hit chance
- **Mages:** grant the party increased resistance to effects
- **Paladins:** grant the party damage reduction

If your party leader falls in combat, you will lose this bonus.



Click the **“Save”** Button once you are content.

To battle with your party, click on the **“Join Queue”** button:



## Combat

This is how combat looks:



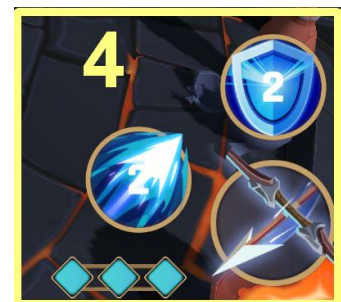
In the above screenshot

- **Section 1** is the turn order. This is affected by speed. Heroes at the top will attack first.
- **Section 2** shows the selected Hero's stats. Click on a Hero on the field to show the stats.
- **Section 3** shows in the middle, the turn timer. If this runs out, you will pass your turn. The sides also show your and your opponents names, as well as their current strength rating (higher the rating the stronger the party.)
- **Section 4** shows your available Skills and your **Action Points** (AP, represented by the 3 blue diamonds)

### Basic Attacks, Skills and Action Points

The 3 icons represent the different skills your Hero has. The biggest Icon in the lower right is the **Basic Attack**. The shield on the top right is a **Defend** skill which will heal your Hero slightly, increase your armor and counterattack most attacks. Those two skills are common among all Heroes.

The number in the middle of the Skill Icon represents the Action Point cost of the skill. For example, "Defend" has a cost of 2 AP. Keep that in mind when using a skill!



Your Hero's current AP is shown by the diamonds in the lower left. They are blue when available and black when empty. During combat, Action Points regenerate at one per turn.

As your Hero gains levels, he will gain access to more skills and his maximum Action Point total will also increase



## Combat Rewards

After each combat you will be rewarded for your efforts.



- **Section 1** shows the experience point rewards:
  - The left number (60 in this case) is the Hero EXP you have been rewarded. This will increase your Heroes levels.
  - The right number (90 in this case) is your Account EXP reward. This will help level up your account.
- **Section 2** shows the material and item rewards from the combat. You can be rewarded with one-time crafting recipes, items, fragments and even blessings!

## Troubleshooting and Info

- We may reset progress at any time
- If experiencing issues please first try pressing ctrl+F5 at the same time. This will reset your browser's cache and should resolve most issues
- If you experience persistent issues, please join our discord (see below) and ask there. You are also welcome to join to simply give us feedback too!





Join us on Discord, Medium and Twitter!

We have a very active community on our Discord server, join us and have the chance to give feedback to influence the direction of the game!

<https://discord.gg/chainofalliance>

To be kept up to date with Chain of Alliance news, follow us on Medium and twitter!

<https://medium.com/@chainofalliance>

<https://twitter.com/chainofalliance>

Or sign up to our newsletter!

<https://chainofalliance.ck.page/20cfbb8fef>



## Glossary of terms

### Status Effects:

Confused	Reduced hit chance of victim
Corrupted	Reduced resistance of victim and hinder friendly skills
Provoked	Forces you to attack the caster
Blinded	Victim has diminished hit chance and acts slightly slower
Frozen	Victim is frozen immobile and has reduced physical armor
Enraged	While caster is alive, target is provoked to attack own allies
Stunned	Affected is immobile (cannot take any action) and has reduced dodge chance
Bleeding	Lose health evenly for a set duration, can be stacked
Poisoned	Lose health evenly for a set duration, can be stacked
Burning	Lose health evenly for a set duration, can be stacked



## Skills

<u>Common skills</u>	<u>Description</u>	<u>AP Cost</u>
Attack	Regular weapon attack on an enemy target	0
Defend	Character assumes a defensive stance to hit back vs direct attacks and also recovers some health. As well as increasing armor slightly	2

<u>Fighter Skills</u>	<u>Description</u>	<u>AP Cost</u>
Hard Hit	Hard hitting weapon attack with increased damage and critical chance	2
Taunt	Weapon attack with a chance to provoke the target to attack the caster	2
Sandtoss	Small damage attack with a blind effect on an enemy, reducing target's hit chance	2
Berserk	Attack all enemies in a line with your weapon for reduced damage but increased critical chance	3
Ignore Pain	Heals the caster and adds a small health shield as well as removing one negative effect	3

<u>Paladin Skills</u>	<u>Description</u>	<u>AP Cost</u>
Shield	Heal a friendly character and give them an extra health shield	3
Dispel	Dispel up to three negative effects on one friendly character	2
Protect	Over duration increase armor and spell resistance of your party	1





Smite	Powerful magical attack that ignores the target's armor (can be resisted)	3
Charge	Powerful physical attack with a high hit chance which can slow the targets actions	2

<u>Mage Skills</u>	<u>Description</u>	<u>AP Cost</u>
Firestorm	Summon a firestorm on an enemy line causing damage and burning the targets	3
Fire shield	Protect a friendly character by increasing burn and poison resistances and also increasing their dodge chance	1
Fireball	Hit one target with magical damage and a chance to stun	2
Immolate	Causes huge burn damage over time on one enemy	3
Meditate	Caster gains health and action points and shortens time till next turn	1

<u>Ranger Skills</u>	<u>Description</u>	<u>AP Cost</u>
Piercing arrow	Well aimed attack which partly penetrates physical armor	2
Dust cloud	Raise a dust cloud around all friendly Heroes on a line to increase their dodge chance and chance to avoid stun	1
Frost arrow	Weapon attack with additional magical damage and high chance to freeze the target	3



Debilitate	Well aimed weapon attack that reduces target's action points	3
Hail of arrows	Weapon attack on a line of enemies	3

<u>Bard Skills</u>	<u>Description</u>	<u>AP Cost</u>
Nimble	Increase armor and dodge chance of your friendly party	1
Confuse	Hit a target for magical damage and skill point loss as well as delay the targets next action	2
Motivate	Increase speed, regeneration and hit chance of your party.	1
Enrage	Cause your target to attack his own allies on the next turn	4
Doubt	For a duration, reduces speed, heal and hit chance of the enemy party	3