

How to play Cross Server Alliance Siege in King's Throne

Well, all of us know the famous Alliance Siege game. Do we? Obviously most of us don't know it well, because we lose lots of points again and again. There may many reasons why, some don't read information in chat, some just ignore them, some think they're better than others, and some – well, you get the point.

Only LORDS and the LEADER can open a new battle in Alliance Siege. A battle is possible every 2 hours, a timer is shown to estimate the remaining time for the fight.

Alliance with higher points at the end of a battle wins the battle, alliance with highest count at the end of the challenge wins the challenge. If an alliance wins a map place all members of the alliance get 100 gems from there daily (collecting required!). So check at the end of the challenge!

First one of the lords has to set a GENERAL. Should be the most impressive KP in the alliance. After that it's all about fighting the opponent alliance's WALL. Walls can have different LEVELS – from 0 to 10, and they're built during FORTIFICATION (and only then, because building up gets rewarded!)

The higher a wall level is, the more hit points it has. Every player has 3 hits to attack the wall (plus additional bought by gems), and each hit brings an attack value of 400 (and, of course, 400 points for the alliance!).

After the wall is down you face the GENERAL! Each member has 1 hit, additional hits are possible with gems, and if you didn't use up your hits against the wall these can also be used for attacking the GENERAL.

Well, after the GENERAL IS DOWN, there comes the tricky part.

ATTENTION, BULLY BEHAVIOUR REQUIRED!

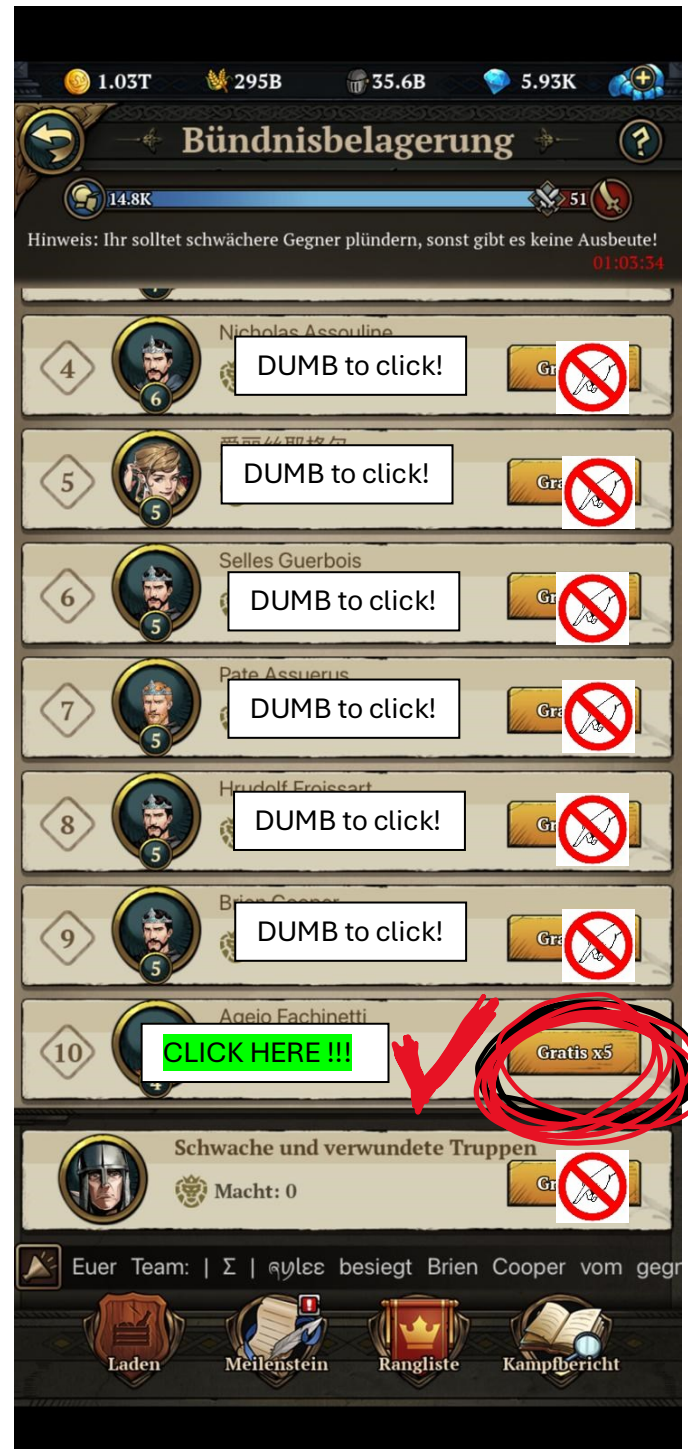
A list of members of the opposing alliance is shown, sorted by KP. First is highest KP count. Each hit on those members can bring up to 530 points – **if the opponent has less than 30% of YOUR KP**. If his KP is higher you will get less points – 433, 384, 289 or maybe you'll **LOSE THE FIGHT** if the opponent's KP is stronger than yours. So there's

ONE RULE

when the General is down: **ONLY fight the lowest KP opponent!!!!!!!**

You can win NEVER MORE than 530 points – but you have a HIGH RISK of getting less points! If I offer you 100\$ for free if you don't mess around, or you can draw a card and get only \$80 or \$60 or go home without any – would you EVER draw a card? NO – so please don't mess around with the points. They don't only count for the alliance but for YOU, too! They sum up and add to the amount of rewards you get at the end of the challenge!

Screenshots below show you how to act:



LOST TROOPS should ONLY be fought if the lowest opponent shows RED KP (that means his is higher than yours, you'll lose the fight!)