

## **TRAINING CAMP**

### **0-1: The First One**

Deck: Knight, Musketeer

Enemy Deck(1): Skeletons(1), Baby Dragon(6)

Master Builder: Welcome to the new Training Simulation! For training.

UI: Place a Knight here.

Master Builder: OK, great job. Those cost Elixir. It's the purple stuff in the bar at the bottom. If you look down there, there should be 7 now. 'Cause you just used 3 of them. I think.

Master Builder: The simulation is going to send some skeletons. 3 or 4. Depends on which patch we're in.

UI: The Knight will move and attack on his own to defeat the Skeletons.

Master Builder: The troops move on their own. You don't have to tell them what to do. Not that you can.

Master Builder: Look, that guy's blue line is shorter than before.

UI: Red and blue lines above cards act as health bars, telling you how damaged something is.

Master Builder: Hey, it's a Baby Dragon. Course, it's gonna kill you or something if you don't do something about it. Why don't you put down a Musketeer?

UI: Put down a Musketeer here.

Master Builder: Baby Dragons are air troops. Not everything can target air troops. Keep that in mind.

Master Builder: OK, we're done here.

### **0-2: Buildings**

Deck: Cannon, Giant

Enemy Deck(1): Hog Rider(3), Goblin Hut(3)

Master Builder: I didn't tell you about this last time, but there's a thing called a building. They don't move, and they lose health on their own.

UI: Place a Cannon here.

Master Builder: If you're paying attention, you'll see that a Hog Rider is heading for your tower. They only target buildings. They can also jump over the river in the middle, which isn't as amazing as it sounds.

UI: Place a Giant here.

Master Builder: Hey, so your Giant is lumbering toward the enemy tower now.

Master Builder: Never mind, there's a Goblin Hut there now. It's distracting your Giant.

Master Builder: Use buildings wisely to defend against building-targeters.

### **0-3: Spells**

Deck: Zap, Musketeer, Giant

Enemy Deck(1): Skeleton Army(6), Fireball(3), Freeze(6), Mini-PEKKA(3)

Master Builder: I don't think I explained spells yet, either. Hold on, I'll send down a Skeleton Army.

UI: That's a Skeleton Army. Drag your Zap on top of it.

Master Builder: Well, it's not there anymore. Hey, you should place a Musketeer. You know, like in the first level.

UI: Place a Musketeer. You know, like in the first level.

Master Builder: Looks like your opponent took it out with a Fireball. You can use spells to quickly take out enemy threats.

UI: Place another Giant, like that time in the second level.

Master Builder: There's no spell strong enough to knock down a Giant. But wait, there are spells that do more than just damage.

UI: Your Giant is under the effect of Freeze, immobilizing it for several seconds.

Master Builder: Aw, that's sad. Your enemy froze your Giant to give their Mini-PEKKA time to take it down.

#### **0-4: Exam**

Deck: Giant, Musketeer, Cannon, Freeze, Zap, Knight

Enemy Deck(1): Skeleton Army(6), Fireball(3), Hog Rider(3), Goblin Hut(3), Baby Dragon(6)

Special: Enemy elixir builds up at a 0.75x rate.

Master Builder: Hold on, you do your thing, I've gotta go grab some groceries.

UI: Hold your own in an actual battle. For once.

When either 1:25 on the clock is reached or 5 seconds after any enemy towers are taken, whichever comes first: The Red King's ship bursts through the simulation wall, disabling the simulation to reveal a panelled white room. Elite Barbarians and Guards rush out in a cutscene, destroy all the Blue towers, then pillage tons of Gold, Gems, Cards, and Magic Items.

Master Builder: Hey, I'm ba- oh. Huh. Well, guess we have to go after them now.

### **GOBLIN FOREST**

#### **1-1: Payback**

Deck: Giant, Musketeer, Cannon, Arrows, Baby Dragon, Knight

Enemy Deck(2): Goblins(2), Spear Goblins(1), Goblin Hut(3), Archers(1), Arrows(4), Hog Rider(3)

Special: Enemy elixir builds up at a 0.85x rate.

Master Builder: Well, I've taught you how to do all this. Remember: When that Hog Rider comes, distract it with your Cannon.

Master Builder (When first crown is gotten): Nice. At the end of 3 minutes, whoever's got the most crowns wins. Destroying the enemy's King Tower (the one at the back, with the goblin chief on it) is an instant 3-crown win.

Rewards: 8x all Training Camp commons, 1x all Training Camp rares, 8x Goblins, 8x Spear Goblins, 1x Hog Rider

#### **Deck-Build Tutorial**

Master Builder: So, you should be able to make some cool decks now. Tap a card, then click Use to put it in your deck, Info to view its stats, and Upgrade to upgrade it if you have enough cards and gold. I'll leave you to it.

UI: Build an 8-card deck.

### **1-2: The Choice**

Deck: Player's Choice

Enemy Deck(2): Goblins(1), Goblins(3), Archers(2), Cannon(1), Giant(3), Goblin Hut(3)

Special: Enemy elixir builds up at a 0.9x rate.

Master Builder: I heard you just learnt how to build a deck. Hopefully you made something good. Well, we'll see.

Rewards: 8x Cannon, 5x Goblins, 5x Giant, 1000 Gold

### **1-3: Spell Disaster**

Deck: Player's Choice with Freeze, Zap, and Fireball

Enemy Deck(2): Spear Goblins(2), Musketeer(3), Goblin Cage(3), Hog Rider(3), Arrows(2), Rage(6), Lightning(6)

Master Builder: Careful, your opponent is stacked with powerful spells! Fortunately, I've picked out some for you, too. And watch out for that Hog Rider!

Rewards: 16x Spear Goblins, 4x Musketeer, 5x Goblin Cage, 10x Arrows, 500 Gold

### **1-4: Flying Kite**

Deck: Player's Choice with Giant

Enemy Deck(3): Knight(1), Mini-PEKKA(3), Goblins(4), Musketeer(3), Hog Rider(3), Goblin Cage(3), Fireball(4)

Master Builder: Alright, Giants aren't only good for taking towers. You can use them to distract enemies, too!

Master Builder (After scripted Knight on the right bridge): Place your Giant here to make the Knight try to chase it.

Master Builder: You have successfully wasted the Knight's time, and gotten a free counterattack out of it! Try kiting enemies when you get the chance, OK?

Rewards: 5x Giant, 8x Knight, 3x Goblin Cage, 800 Gold

### **1-5: Spearritory**

Deck: Player's Choice

Enemy Deck(3): Spear Goblins(4), Archers(2), Cannon(3), Giant(4), Arrows(1), Mini-PEKKA(3), Skeletons(2)

Special: Neutral level 1 Spear Goblins are positioned outside the arena next to the bridges.

Master Builder: Careful! There are Spear Goblins stationed on each side of the arena where you can't get them! They'll attack whoever's closest, whether it's blue or red, but they won't attack other Goblins.

Rewards: 5x Spear Goblins, 11x Archers, 4x Goblin Hut, 1x Mini-PEKKA, 100 Gold

### **1-6: Rider Rush**

Deck: Player's Choice

Enemy Deck(3): Hog Rider(3), Hog Rider(4), Goblin Hut(3), Zap(3), Goblins(4), Fireball(3), Musketeer(3), Knight(1)

Master Builder: This place's crawling with Hog Riders! You might want to carry 2 buildings to stop them.

Master Builder (If an enemy Hog Rider connects): Remember to distract the Hog Riders with your buildings!

Rewards: 5x Hog Rider, 10 Common Wild Cards, 1000 Gold

### **Magic Item Tutorial**

Master Builder: You ever heard of Magic Items? The devs put some in to speed along your progression. Cool, right?

Master Builder: Anyway, tap any of your Common cards.

Master Builder: Now tap the button with the book on it.

Master Builder: Now you'll be able to use your Wild Cards.

Master Builder: Great! Wild Cards and other magic items can get you up to speed a lot quicker.

### **1-7: Rider Revenge**

Deck: Player's Choice with Hog Rider and Hog Rider

Enemy Deck(3): Goblins(4), Goblin Hut(4), Skeletons(2), Archers(3), Fireball(4), Minions(1), Knight(3), Arrows(2)

Master Builder: I was able to recruit some more Hog Riders. Get the enemies while they're weak!

Rewards: 5x Hog Rider, 1 Rare Wild Card, 5 Common Wild Cards, 150 Gold

### **1-8: Spear Counterpart**

Deck: Player's Choice

Enemy Deck(4): Spear Goblins(5), Archers(3), Arrows(2), Hog Rider(4), Goblin Cage(4), Fireball(3), Musketeer(4)

Special: Neutral level 3 Spear Goblins are positioned in the middle left and middle right of the red and blue sides. They cannot target Arena Towers.

Master Builder: Not these guys again! You know what to do!

Rewards: 5x Goblins, 5x Musketeer, 8 Common Wild Cards, 180 Gold

### **Planning the Goblin Raid**

Master Builder: Hey! I've got an idea. Remember how the Red King wrecked the simulation and stole all your treasure?

Master Builder: I've gotten word that he's been storing all this treasure across the realms with all his evil friends. 'Cause he's got all these royal connections.

Master Builder: Anyway, my plan is this: We use the Goblins we've recruited to infiltrate the enemy Goblin base, then we suddenly strike, lift all the treasure they've got, and fight our way out. Sound good? Great. We leave right now to survey the area.

### **1-9: Surveying the Goblin Raid**

Deck: Player's Choice

Enemy Deck(4): Goblins(4), Spear Goblins(5), Archers(2), Hog Rider(4), Goblin Hut(4), Fireball(5)

Special: Enemy Arena Towers have an added Goblin Hut ability, player's Elixir builds up at a 1.5x rate.

Master Builder: Didn't expect this... If we want to scout the Goblin base, you'll have to get through these guys. Seems like there's a steady outflow of Spear Goblins from each of their Arena Towers. Fortunately, I've tapped into their village's Ley Lines to jack up your Elixir production.

Master Builder (After an enemy tower is destroyed): Alright, it should be smooth sailing from here, since less Spear Goblins are popping in.

Master Builder (After two enemy towers are destroyed): Nice, there shouldn't be any more Spear Goblins moving in. Go for the kill!

Rewards: 20 Common Wild Cards, Arena 1 Silver Chest

### **1-10: Recruitment Negotiations**

Deck: Player's Choice

Enemy Deck(6): Goblins(6), Spear Goblins(4), Goblin Hut(4), Goblin Cage(5), Goblin Gang(5), Fireball(5)

Special: When 1:20 is reached, enemy Dart Goblins(4) will parachute onto the arena once every 8 seconds. Enemy's Elixir builds up at a 0.9x rate.

Master Builder: OK, we're going to need to get as many Goblin cards as possible. Do this quickly, or they'll send in reinforcements.

Master Builder (At 1:20): Watch out, reinforcements are coming in! Finish this quick!

Rewards: 50x Goblins, 50x Spear Goblins, 10x Goblin Hut, 10x Goblin Cage, 2x Dart Goblin

### **1-11: The Goblin Raid**

Deck: Goblins, Spear Goblins, Goblin Hut, Goblin Cage, Arrows, Dart Goblin, Fireball, Hog Rider

Enemy Deck 1: Goblins(5), Goblin Cage(6), Giant(3), Archers(3)

Enemy Deck 2: Spear Goblins(5), Goblin Hut(3), Musketeer(5), Mini-PEKKA(3)

Enemy Deck 3: Dart Goblin(5), Cannon(4), Hog Rider(5), Fireball(5), Goblins(5), Skeleton Army(3), Knight(3)

Special: Battle in 3 waves where the opponent only has 1 tower with 1560 HP but the player's tower HP carries over.

A cutscene plays where the Blue King and Master Builder in a Goblin Giant costume march into a Goblin encampment along with a large amount of blue Goblins. The red Goblins eye them suspiciously. As they get to the treasure tent, the Blue King and Master Builder burst out of the costume, the Blue King hands off the treasure to the Master Builder, who disappears into the shrubbery, and the red Goblins scramble into formation.

Master Builder (Wave 1): Listen up, the Goblins don't seem prepared yet. This first wave shouldn't be hard to deal with.

Master Builder (Wave 2): Be careful! I'm stashing the treasure in our getaway sailboat right now. You keep battling.

Master Builder (Wave 3): They're sending in the hogs now! You've got two buildings, remember to use them!

After defeating the final wave, another cutscene plays where the Blue King and Master Builder escape by boat with a huge pile of treasure while the Goblins yell at them from the land.

Rewards: 65x Common Wild Cards, 15x Rare Wild Cards, 4x Epic Wild Cards, 1 Chest Key, 1 Magic Coin, 12x Knight, 6x Dart Goblin, 7x Mini-PEKKA, 8x Musketeer, 10000 Gold, 20 Gems

## **PROCELLOUS GULCH**

### **2-1: Goblin Raid Landing**

Deck: Goblins, Spear Goblins, Goblin Hut, Goblin Cage, Arrows, Dart Goblin, Fireball, Hog Rider

Enemy Deck(5): Skeletons(7), Bomber(5), Giant Skeleton(6), Witch(6), Valkyrie(3), Arrows(4), Archers(2)

Special: The player's Princess Towers start at 70% HP. Enemy's Elixir builds up at a 0.85x rate.

Master Builder: Darn! Couldn't land the boat anywhere else! We're gonna have to fight some more enemies, I guess...



Rewards: 25x Skeleton, 25x Bomber, 8x Valkyrie, Arena 2 Silver Chest, 10 Gold

## **2-2: Unprecedented Windfall**

Deck: Player's Choice with Goblin Hut

Enemy Deck(6): Bomber(5), Skeleton Army(6), Giant(4), Baby Dragon(6), Valkyrie(5), Fireball(4), Minions(5)

Special: A wind half the strength of Tornado constantly pushes all troops down.

Master Builder: The wind... wasn't supposed to be this strong today! You fight them! I'm leaving an angry message for the weather station!

Rewards: 10x Skeleton, 1 Rare Wild Card, 1x Skeleton Army, 40 Gold

## **2-3: Wind Farm**

Deck: Player's Choice

Enemy Deck(6): Skeletons(6), Giant Skeleton(6), Witch(6), Baby Dragon(6), Zap(4), Minions(5), Hog Rider(6), Cannon(6)

Special: A wind half the strength of Tornado constantly pushes all troops down, and four 3x3 windmills that are indestructible are positioned 3 tiles in front and 1 to the left/right of each Princess Tower. To the right of the leftmost towers, and to the left of the rightmost towers.

Master Builder: What's up with the zoning regulations here? Aren't there regulations against building turbines in the middle of a death battlefield? Hold on, I have to call the mayor of this place.

Master Builder (at 2:00): What do you mean, "your call is very important to us?!"

Master Builder (at 0:50): If you don't put a human on the line right now, I'm marching down to the Town Hall and screaming at the mayor myself!

Rewards: 10x Bomber, 1x Baby Dragon, 44 Gold

## **2-4: Oasis**

Deck: Player's Choice without Hog Rider, Royal Hogs, Mother Witch or Ram Rider

Enemy Deck(6): Bomber(5), Witch(6), Baby Dragon(6), Lightning(7), Zap(6), Minions(4), Goblin Cage(3), Skeleton Army(7)

Special: The River is 4 tiles wide.

Master Builder: You stay here, I'm going down to the oasis over there to grab a bottle of water. (After this text box, the Master Builder can be seen running to the river and bottling some of its water. He's intangible.)

Rewards: 33x Minions, 16x Arrows, 1x Skeleton Army, 30 Gold, (purely cosmetic) Water Bottle that sits on the King Tower in all PVE and PVP matches that point on.

## **2-5: Skeleton Key**

Deck: Player's Choice

Enemy Deck(6): Skeletons(8), Cannon(6), Musketeer(5), Fireball(7), Hog Rider(6), Spear Goblins(7), Knight(5), Zap(6)

Special: The Skeleton Gang Boss is on the Red King Tower and throws bones that do 50% more damage than the usual cannonballs. This tower is always activated.

Master Builder: Hey, those skeletons have something shiny. I'll go investigate. Make sure that that Skeleton Gang Boss doesn't get ya! I've heard terrifying stories about him...

Master Builder (After any crown towers are destroyed): Just figured it out, it's a Chest Key! Hurry up and defeat these guys!

Master Builder (After any 2 crown towers are destroyed): Quickly, come on!

Rewards: 1x Baby Dragon, Chest Key, Arena 2 Golden Chest, 6 Gold

## **2-6: Attack From the Dead**

Deck: Player's Choice with Tombstone

Enemy Deck(6): Skeletons(8), Tombstone(5), Archers(5), Hog Rider(7), Goblin Gang(4), Bomber(6), Fireball (7), Arrows(6)

Special: A constant Graveyard effect goes on on each side. Blue skeletons on the blue side, vice versa. The Skeleton Gang Boss is on the Red King Tower and throws bones that do 50% more damage than the usual cannonballs. This tower is always activated.

Master Builder: I'm not afraid of skeletons, or anything, but I... I'm gonna sit this one out, OK?

Master Builder (At 1:30): Is it over yet?

Master Builder (At 1:11): How about... now?

Rewards: 24x Tombstone, Arena 2 Silver Chest, 2 Gems

## **2-7: Locating the Crypt**

Deck: Player's Choice with Tombstone

Enemy Deck(7): Skeletons(8) Tombstone(7) Witch(6) Fireball(7) Giant(6) Musketeer(7) Bomber(8) Spear Goblins(6)

Master Builder: I heard there's a crypt full of valuable chests somewhere around here. Hold off the skeletons and all, I'm taking my metal detector around this desert.

Rewards: 3x Witch, 8x Fireball, 2 Common Wild Cards, 10 Rare Wild Cards, 51 Gold

## **2-8: Driller**

Deck: Player's Choice

Enemy Deck(7): Skeletons(9), Cannon(6), Witch(6), Fireball(7), Giant Skeleton(7), Arrows(6), Bomber(7), Goblin Drill(7)

Master Builder: The skeleton gangs around here have been experimenting with a new drill machine that cuts through the ground like warm butter. Once you take them down, you should be able to steal the prototype.

Rewards: 7x Goblin Drill, Arena 2 Golden Chest

## **2-9: Heavy-Duty Balloon**

Deck: Player's Choice with Goblin Hut

Enemy Deck(7): Balloon(7), Skeletons(8), Goblin Cage(7), Giant Skeleton(6), Arrows(9), Bomber(7), Skeleton Army(8)

Special: Enemy's Elixir builds up at a 0.8x rate.

Master Builder: One more thing we need. Punch through their defenses to steal a balloon that's sturdy enough to carry lots of heavy chests. They've got very heavy defenses around here, so

I've made your job easier this time around because they just happen to leave all their Elixir pipes lyin' around. Cut all the pipes I could find.

Rewards: Arena 2 Giant Chest, 21 Common Wild Cards, 3 Rare Wild Cards, 100 Gold

## **2-10: Storming the Crypt**

Deck: Player's Choice

Enemy Deck 1: Knight(5), Archers(6), Cannon(9), Lightning(5), Dart Goblin(7)

Enemy Deck Left 2: Bomber(7), Archers(5), Goblin Cage(6), Goblin Drill(8)

Enemy Deck Right 2: Bomber(8), Witch(6), Skeletons(6), Giant(6)

Enemy Deck Left 3: Giant Skeleton(9), Musketeer(6), Mini-PEKKA(5), Goblin Gang(6), Cannon(7)

Enemy Deck Right 3: Giant Skeleton(9), Baby Dragon(6), Mini-PEKKA(5), Goblin Hut(6), Valkyrie(7)

Enemy Deck 4: Balloon(8), Musketeer(4), Skeleton Army(6), Valkyrie(8), Goblin Cage(5), Archers (7)

Special: Battle in 4 waves where the enemy only has 1 tower with 1780 HP, but the player's tower health carries over between waves. Enemy's Elixir builds up at a 0.8x rate.

A cutscene plays where the King and Master Builder each get into a Goblin Drill and tunnel into the ground, bursting dramatically through the crypt wall straight into a legion of guards.

Master Builder (Wave 1): Hey, looks like there's a fork in the tunnels ahead! Tell me after all this which way you think we should go!

After Wave 1, the player is prompted to choose left or right in a cutscene. Either way, they're ambushed by more enemies.

Master Builder (Wave 2): I'm looking for the chests!

Master Builder (Wave 3): Found them! After you finish up there, let's tunnel to the surface!

After Wave 3 in either direction, the Blue King and Master Builder get back into Goblin Drills and tunnel to the surface. They're ambushed one more time by enemies.

Master Builder (Wave 4): The Heavy-Duty Balloon is parked half a kilometer from the crypt in the direction of the sun! Hurry!

After Wave 4, the two of them load the drills with chests, then tunnel to the Heavy-Duty Balloon, transfer the chests to the balloon, then fly off before skeleton reinforcements can arrive.

Rewards: 5x Arena 2 Silver Chest, 3x Arena 4 Golden Chest, 2x Arena 3 Magical Chest, 2x Arena 4 Giant Chest, Legendary Chest, Plentiful Gold Crate

## **INFERNO PLATEAU**

### **3-1: Triple-Barrel**

Deck: Player's Choice with Barbarian Barrel

Enemy Deck(7): Goblin Barrel(7), Barbarian Barrel(8), Skeleton Barrel(8), Fire Spirit(6), Cannon(8), Wizard(7), Skeletons(9), Arrows(6)

Master Builder: If we can swipe some of these barrels the Barbarian clans stole from your treasury, I think I can arrange for the goods to be shipped back to your castle.

Rewards: Arena 4 Golden Chest, 4x Goblin Barrel, 10x Barbarian Barrel, 150x Skeleton Barrel, 130 Gold

### **3-2: Pyroclast Pass**

Deck: Player's Choice with Fire Spirit

Enemy Deck(7): Skeleton Barrel(8), Fire Spirit(7), Wizard(6), PEKKA(7), Goblins(9), Valkyrie(8), Cannon(7)

Special: Pyroclasts that deal the same damage as Arrows and leave fire on the ground that lasts 4 seconds and does 80 damage per second fall from the sky randomly. The radius is 2 tiles.

Master Builder: Weather app just predicted some falling pyroclasts in the area. Look out for those! Man, it's hot around here.

Rewards: 80x Common Wild Cards, 180x Fire Spirit, 10x Rare Wild Cards, 30 Gold

### **3-3: Inferno Outpost**

Deck: Player's Choice with PEKKA and Zap

Enemy Deck(7): Inferno Tower(8), Valkyrie(6), Wizard(7), Battle Ram(7), Goblin Cage(7), Barbarian Barrel(6), Skeleton Army(9), Fireball(9)

Special: Pyroclasts fall. The opponent starts with a Goblin Cage in a 4-3 placement from the left tower. The player starts with 6 Elixir instead of 5.

Master Builder: Hey, I think I can see the Red King's castle in the distance! We're getting closer! By the way, refrain from attacking 'til that Goblin Cage expires. It's bad news.

Master Builder (After the opponent plays a Goblin Cage): They've got more! Bait them out, then attack in the other lane!

Rewards: 30x Rare Wild Cards, Arena 4 Silver Chest, 150 Gold

### **3-4: Undermined**

Deck: Player's Choice

Enemy Deck(7): Miner(9), Giant Skeleton(6), Goblins(5), Valkyrie(8), Fire Spirit(7), Barbarian Barrel(6), Mini-PEKKA(9)

Master Builder: If you see dirt popping up on the ground, that's a Miner heading for your tower! Or a chipmunk. It's hard to tell.

Rewards: Legendary Trade Token, Arena 4 Golden Chest, 3x Giant Skeleton, 1x Barbarian Barrel, 250 Gold

### **3-5: Spell Doom**

Deck: Player's Choice with Rage, Lightning, and Earthquake

Enemy Deck(7): Miner(8), Fire Spirit(7), Cannon(6), The Log(9), PEKKA(9), Tornado(6), Skeletons(6), Goblin Barrel(8)

Master Builder: Again with the spells! I've gotten some cool new spells for you on loan from a nearby factory. Have fun.

Rewards: 100x Arrows, 30x Fireball, 10x Goblin Barrel, Legendary Trade Token, 385 Gold

### **3-6: Heat Wave**

Deck: Player's Choice

Enemy Deck(7): Knight(9), Baby Dragon(6), Mini-PEKKA(7), Musketeer(8), Fire Spirit(9), Goblin Barrel(7), Arrows(9), Tombstone(8)

Special: Pyroclasts fall. All troops take 56 damage every 0.8 seconds. All elixir builds up at a 1.2x rate.

Master Builder: Man, it's sweltering! I can really feel myself taking 56 damage every 0.8 seconds!

Master Builder: What? Was I not supposed to say that?

### **3-7: Barbaric Ambush**

Deck: Player's choice from 3-6 (Player's Choice when replaying level)

Enemy Deck(11): Barbarians(9), Elite Barbarians(10), Fire Spirit(7), Barbarian Barrel(10), Barbarian Hut(9), Archers(11)

Special: Battle ends in victory at 1:20

Master Builder: Don't panic! I'm going to go drill a hole in the volcano nearby to get lava all over their towers! Just hold the line for a couple minutes!

Master Builder (At 1:35): I'm almost done! Keep holding them off!

Rewards: 100x Barbarians, 63x Fire Spirits, 5x Barbarian Barrel, 30x Archers, 1000 Gold

### **Planning the Barbarian Assassination**

Master Builder: OK, we've gotta get rid of the guy in charge of those thugs. Did my research; he's the Barbarian King.

Master Builder: I've got a plan to take him out: I found a portal device in one of the science labs around here.

Master Builder: We head into that portal, head out into this high-tech island I saw on a world map once, and we grab a heavy sniper rifle out of there. Then, we'll set up a Musketeer on a hill and take the guy out.

Master Builder: Sounds like a plan? Alright, let's go.

### **3-8: Portal Maintenance Crew**

Deck: Player's Choice

Enemy Deck(7): PEKKA(9), Musketeer(7), Minions(9), Battle Ram(8), The Log(9), Fireball(8), Cannon(7), Skeletons(8)

Master Builder: You take out these guys, I have to fix the portal over there!

Rewards: 3x PEKKA, 32x Battle Ram, 400 Gold, 1 Gem

### **3-9: High-Tech Hardware**

Deck: Player's Choice

Enemy Deck(7): Giant(9), Musketeer(6), Mega Minion(7), Zap(9), Fireball(9), Knight(8), Cannon(7), Skeletons(9)

Master Builder: The Red King's royal guard is here too? We'll have to get past them to get the rifle.

Rewards: None, as victory is immediately interrupted by 3-10.

### **3-10: The Mega Crab**

Deck: Player's choice from 3-9 (Player's Choice when replaying level)

Boss HP: Infinite

Boss Deck: Mini-PEKKA(7), Goblin Gang(9), Archers(9), The Log(9), Hog Rider(8), Mega Minion(7), Ice Wizard(8), Rage(6)

Special: Battle ends in victory at 1:50. Boss can fire a rocket barrage that does 700 damage over 2 seconds in a 2.5-tile radius. Player's towers start at full health. Enemy's Elixir builds up at a 1.3x rate.

Master Builder: Another ambush? Wow. Unlucky. I'll circle around and pull that guy out of the cockpit. Then we can get in the huge purple robot crab and defeat the Red King that way.

After the clock reaches 1:50, a cutscene plays where the Master Builder tosses Dr. Sadness out of the cockpit of the Mega Crab, then takes control of it.

Master Builder: There we go!

Master Builder: Eh, why don't you get in now?

Master Builder: So what were we doing here? Stealing this Mega Crab so that... uh...



Master Builder: Anyway, I always wanted be in charge of the kingdom! We can be in charge together! I can improve the infrastructure, install better education, create more jobs, and you can... uh...

Master Builder: What exactly do you do all day?

Master Builder: And what exactly have you been doing for the past decades as King? Huh? Nothing. Nothing but watching deathmatches and having banquets. I think I'd actually do something if I were in charge.

Master Builder: What are you... Are you trying to get into my Mega Crab? Get away from me! I've got a kingdom to improve!

The Master Builder flings the Blue King off into the distance using a Mega Crab arm.

## **SPELL WEALD**

### **4-1: Bombing Run**

Deck: Player's Choice

Enemy Deck(7): Wall Breakers(8), Miner(9), Barbarian Barrel(7), Skeleton Dragons(7), Goblins(9), Valkyrie(8), Tombstone(7), Mega Minion(8)

Special: 1 Wall Breaker spawns behind each Princess Tower every 10 seconds. The time decreases to 6 seconds at 1:00 and to 3 seconds in Overtime.

Reward: 8x Wall Breakers, 8x Mega Minion, 80x Skeleton Dragons, 230 Gold

### **4-2: Aggravated Bat Territory**

Deck: Player's Choice with Bats

Enemy Deck(8): Bats(9), Witch(9), Spear Goblins(9), Miner(9), Mini-PEKKA(8), Arrows(8), Inferno Tower(7), Wall Breakers(8)

Reward: 100x Bats, Plentiful Gold Crate, 2 Gems

### **4-3: Bridge the Gap**

Deck: Player's Choice with Hog Rider

Enemy Deck(8): Hog Rider(9), Musketeer(7), Cannon(9), Fire Spirit(8), Fireball(8), Skeletons(9), Knight(9), The Log(9)

Special: There is only one bridge, which is at the center of the arena.

Rewards: 45x Hog Rider, 54x Musketeer, Gold Crate

#### **4-4: Hit and Bone**

Deck: Knight, Musketeer, Tombstone, Skeleton Dragons, Zap, Fireball, Goblins, and player's choice of a win condition.

Enemy Deck(8): Miner(10), Hog Rider(8), Skeleton Barrel(9), Wall Breakers(9), Giant (7), Skeletons(10), Fire Spirit(8), Archers(7)

Special: The Skeleton Gang Boss is on the Red King Tower and throws bones that do 50% more damage than the usual cannonballs. This tower is always activated.

Rewards: 33x Hog Rider, 99x Skeleton Barrel, 11x Wall Breakers, 33x Giant, 999 Gold

#### **4-5: Troubled Waters**

Deck: Player's Choice with Poison

Enemy Deck(8): Giant(8), Prince(9), Cannon(7), Bomber(7), The Log(9), Poison(8), Mega Minion(9), Skeletons(6)

Special: All troops and buildings within 2 tiles of the River take Level 9 Poison damage.

Rewards: 20x Fireball, 20x Bomber, 20x Mega Minion, 20x Skeletons, 800 Gold

#### **4-6: Fragile Existence**

Deck: Player's Choice

Enemy Deck(8): Wizard(7), Tombstone(8), Balloon(9), Barbarian Barrel(9), Mini-PEKKA(8), Zap(8), Fireball(9), Knight(9)

Special: Everything has half the HP.

Rewards: 5x Balloon, 25x Wizard, Arena 5 Magical Chest

#### **4-7: Four-Leaf Arena**

Deck: Player's Choice with only cards that cost 3 or 4 Elixir

Enemy Deck(8): Archers(9), Knight(8), Goblin Cage(9), Baby Dragon(9), Hog Rider(9), Fireball(8), Arrows(9), Minions(9)

Special: There is an extra river that runs from one King Tower to the other with no bridges.

Rewards: 44x Minions, 44x Knight, 4x Goblin Barrel, 444 Gold

#### **4-8: Bone Zone**

Deck: Player's Choice with only skeleton-themed cards in the first 4 slots.

Enemy Deck(8): Witch(8), Clone(8), Skeletons(9), Giant Skeleton(7), Balloon(8), Bomber(8), Skeleton Barrel(7), Tombstone(9)

Special: The Skeleton Gang Boss is on the Red King Tower and throws bones that do 50% more damage than the usual cannonballs. This tower is always activated.

Rewards: 50x Skeletons, 10x Giant Skeleton, 8x Witch, 2x Balloon, Arena 5 Silver Chest

#### **4-9: Out of the Woods**

Deck: Player's Choice

Enemy Deck(8): Witch(9), Goblin Barrel(9) Bats(9) Clone(10)

Rewards: 4x Witch, 4x Goblin Barrel, 40x Bats, Arena 5 Magical Chest

### **ROYAL FACTORY**

#### **5-1: Brick and Mortar**

Deck: Player's Choice

Enemy Deck(8): Mortar(9), Zap(10), Fireball(9), Knight(8), Wall Breakers(8), Skeleton Dragons(7), Spear Goblins(9), Minions(7)

Special: Enemy starts with a Mortar at each bridge. The player starts with a Mega Minion behind each Princess Tower and 6 starting Elixir instead of 5.

Rewards: 404x Mortar, Arena 6 Silver Chest, 500 Gold

#### **5-2: Blitzed**

Deck: Player's Choice with Rage

Enemy Deck(8): Lumberjack(9), Balloon(9), Zap(7), Mega Minion(8), Fire Spirit(8), Musketeer(8), Fireball(9), Valkyrie(8)

Special: Sudden Death Battle

Rewards: Arena 6 Lightning Chest, 300 Gold

### **5-3: Recruiting Season**

Deck: Player's Choice with Prince

Enemy Deck(8): Royal Giant(9), Dark Prince(7), Zap(9), Bats(7), Fire Spirit(7), Witch(8), Fireball(9), Goblin Cage(8)

Special: Royal Recruits spawn one at a time alternating between left and right towers behind the towers. This increases to 2 at a time at 1:00.

Rewards: Arena 7 Golden Chest, 420x Royal Recruits, 30x Bats, 390 Gold

### **5-4: Ley Line Lunacy**

Deck: Player's Choice with only cards that cost 5 or more in the first 4 slots

Enemy Deck(8): Sparky(9), Giant Skeleton(7), PEKKA(9), Royal Recruits(9), Rocket(8), Barbarian Hut(8), Witch(10), Valkyrie(7)

Special: Infinite Elixir Battle

Rewards: 2x Giant Skeleton, 20x Wizard, Plentiful Gold Crate

### **5-5: Hop To It**

Deck: Player's Choice with Mega Knight

Enemy Deck(8): Mega Knight(9), Elite Barbarians(10), Fire Spirit(7), Tombstone(8), Valkyrie(7), Witch(9), Minions(8), Arrows(9)

Rewards: 1x Mega Knight

### **5-6: Running of the Hogs**

Deck: Player's Choice with Royal Hogs

Enemy Deck(8): Royal Hogs(9), Goblin Cage(8), Arrows(8), Archers(7), Skeletons(7), Skeleton Barrel(9), Bats(8), Dark Prince(8)

Special: Hog Race

Rewards: 86x Royal Hogs, Arena 7 Lightning Chest

### **5-7: Princely Pair**

Deck: Player's Choice with either Dark Prince or Prince

Enemy Deck(8): Royal Giant(9), Prince(9), Dark Prince(9), Baby Dragon(9), Zap(10), Knight(7), Musketeer(8), Poison(9)

Rewards: 4x Prince, 4x Dark Prince, 4x Rare Wild Cards

### **5-8: Scoping Out the Factory**

Deck: Player's Choice

Enemy Deck(8): PEKKA(9), Prince(8), Dark Prince(9), Goblin Gang(7), Goblin Barrel(8), Hunter(9), Arrows(9), Minion Horde(8)

Rewards: 1x PEKKA, 1x Prince, 1x Dark Prince, 1x Goblin Barrel, 1111 Gold

### **5-9: Giant Bombs**

Deck: Player's Choice with Bomber

Enemy Deck(8): Giant Skeleton(9), Clone(10), Archers(7), Dark Prince(7), Fireball(9), Zap(7), Skeleton Barrel(9)

Rewards: 1x Giant Skeleton, 2x Dark Prince, 34x Zap, Arena 7 Silver Chest

### **5-10: Sleeping Gas Grab**

Deck: Player's Choice with Giant Skeleton

Enemy Deck(8): Poison(10), Musketeer(9), Giant(9), Dark Prince(7), Skeleton Dragons(9), Arrows(8), Goblin Drill(9), Skeletons(6)

Rewards: 3x Goblin Drill, 58x Skeleton Dragons, 1x Musketeer

## **5-11: The Factory Heist**

Deck: Player's Choice with Giant Skeleton

Enemy Deck 1: Royal Recruits(8), Royal Giant(9), Skeletons(7), Cannon(7), Zap(8), Bomber(9)

Enemy Deck 2: Lumberjack(10), Balloon(9), Fire Spirit(7), Cannon(8), Knight(8), The Log(9), Minions(7), Barbarians(7)

Enemy Deck 3: Goblin Drill(8), Valkyrie(7), Giant(9), Skeletons(8), Zap(9), Fireball(7), Goblin Cage(8)

Special: Fight in 3 waves where the Blue King's tower health carries over but the enemy only has one tower with 2000 HP.

A cutscene plays where the Blue King places a giant bomb near one of the walls on a factory and hides behind a wall. He then tosses some sleeping gas in, but one enemy squadron escapes the facility and accosts the King.

After the first wave, the Blue King moves in and takes control of a flatbed truck containing lots of valuables, while all the enemies inside are unconscious. He drives out of the building, but the truck's tire is shot by an Archer, among other reinforcements. In waves 2 and 3, the flatbed truck replaces the usual crown towers. It has 6000 HP, takes up an 8x4 area, and does not attack.

After the second wave, the Blue King is able to repair the damaged tire, but during that time, additional enemy reinforcements had moved in, which must be fought in the flatbed truck.

Finally, after the third wave, there are no more reinforcements and the Blue King takes off in the flatbed truck, escaping the industrial zone into the snow-capped mountains.

Rewards: Arena 7 Legendary King's Chest, 20000 Gold, 25 Gems, Rare Book of Cards, 3 Chest Keys, 150 Common Wild Cards, 100x Royal Giant, 3 Legendary Trade Tokens

## **FROST JUNGLE**

### **6-1: Thunderstorm**

Deck: Player's Choice with Lightning

Enemy Deck(8): Lightning(10), Lightning(10), Giant(8), Witch(8), Wizard(9), Goblin Cage(7), Zap(9), Spear Goblins(8)

Special: The enemy's Lightning costs only 5 Elixir.

Rewards: 5x Lightning, 270 Gold

### **6-2: Absolute Zero**

Deck: Player's Choice

Enemy Deck(8): Balloon(9), Freeze(10), Lumberjack(9), Archers(7), Goblin Cage(7), Barbarian Barrel(8), Fire Spirit(8)

Rewards: 3x Freeze, 1 Epic Wild Card, 19 Gold

### **6-3: 2.6**

Deck: Player's Choice

Enemy Deck(9): Hog Rider(9), The Log(10), Musketeer(9), Fireball(8), Ice Golem(8), Skeletons(7), Cannon(9), Ice Spirit(9)

Rewards: 10x Rare Wild Cards, 3x Hog Rider, 100x Ice Spirit, 30x Ice Golem, 51 Gold

### **6-4: Elixir River**

Deck: Player's Choice with only cards that cost 5 or more in the first 6 slots

Enemy Deck(9): Mega Knight(9), Sparky(9), Royal Recruits(10), Rocket(7), Ram Rider(9), Barbarian Hut(8), PEKKA(9), Freeze(10)

Special: Infinite Elixir Battle

Rewards: 3x Freeze, 2x PEKKA, 100 Gold

### **6-5: Terrain Advantage**

Deck: Player's Choice

Enemy Deck(9): Royal Hogs(9), Fireball(8), Flying Machine(8), Goblin Cage(10), Lightning(8), Giant Snowball(9), Skeletons(10), Ice Spirit(8)

Special: Non-jumping ground troops can't move from the blue side to the red side.

Rewards: 10x Royal Hogs, 3x Flying Machine, 130 Gold

### **6-6: Attrition**

Deck: Player's Choice

Enemy Deck(9): Poison(10), Zap(8), Ice Spirit(8), Musketeer(8), Royal Giant(10), Goblin Cage(7), Ice Wizard(9), Minions(9)

Special: Everything takes constant Level 9 Poison damage.

Rewards: 2x Poison, Arena 9 Silver Chest, 350 Gold

### **6-7: King of the Jungle**

Deck: Player's Choice

Enemy Deck(8): Goblin Giant(13), Poison(6), Zap(7), Bomber(5), Ice Spirit(8), Cannon(6), Archers(6), Mega Minion(8)

Special: Enemy elixir builds up at a 0.9x rate.

Rewards: 3x Goblin Giant, 40 Common Wild Cards, 6 Rare Wild Cards, 200 Gold

### **6-8: Clash Portale**

Deck: Player's Choice

Enemy Deck(9): Hog Rider(9), The Log(10), Musketeer(9), Fireball(8), Ice Golem(8), Skeletons(7), Cannon(9), Ice Spirit(9)

Special: There is a portal on each bridge that leads to the other bridge, making troops always switch lanes at the bridge.

Rewards: Arena 9 Magical Chest, 68 Gold

### **6-9: Mapping Out the Temple**

Deck: Player's Choice

Enemy Deck(9): Miner(10), Rocket(10), Baby Dragon(9), Tesla(10), Valkyrie(8), Goblin Gang(9), Skeleton Barrel(9), Giant Snowball(8)

Rewards: 150 Gold, 51 Common Wild Cards

### **6-10: Solum, Caelum et Infernos**



Deck: Player's Choice

Enemy Deck(9): Miner(10), Inferno Dragon(9), Skeleton Dragons(8), Valkyrie(8), Skeleton Army(9), Skeleton Barrel(9), Zap(8), Lightning(9)

Rewards: 10x Inferno Tower, 2x Goblin Drill, 30x Skeleton Dragons, 246 Gold

### **6-11: Night Vision Goggles**

Deck: Player's Choice

Enemy Deck(9): Giant(10), Witch(10), Lightning(8), Skeletons(8), Ice Spirit(8), Cannon(9), Baby Dragon(9), Lumberjack(9)

Rewards: 2x Golem, 591 Gold

### **6-12: Cleaning Out the Temple**

Deck: Player's Choice

Enemy Deck 1: Hog Rider(9), The Log(10), Archers(9), Fireball(8), Knight(8), Skeletons(7), Cannon(9), Ice Spirit(9)

Enemy Deck 2: Balloon(9), Freeze(10), Lumberjack(9), Archers(8), Goblin Cage(7), Barbarian Barrel(10), Fire Spirit(8)

Enemy Deck 3: Goblin Gang(10), Goblin Giant(10), Goblin Barrel(10), Rage(10), Arrows(10)

Special: Battle in 3 waves where the enemy only has 1 tower with 3380 HP, but the player's tower health carries over between waves. Rage Battle.

At the beginning of the level, the Blue King puts on night vision goggles and leads his army stealthily into the temple shown in Jungle Arena. He sends half his army to the treasure chamber and holds off the enemies with the other.

After Wave 1, the other half regroups, and they head for the exit, where an ambush is waiting.

After Wave 2, the Blue King and his army pop out of a trapdoor to the surface, where the Goblin Chief and his underlings attack the Blue King.

After Wave 3, the Blue King manages to escape into the mountains on foot as the Goblin Chief is too weakened to pursue.

Rewards: Arena 9 Epic Chest, Arena 9 Lightning Chest, 40 Gems, 1545 Gold, 2x Chest Keys, 1x Magic Coin, 50x Rare Wild Cards

## **TRANQUIL CLIFFS**

### **7-1: To Arms**

Deck: Musketeer, Firecracker, Hunter, Royal Giant, Cannon, Bomber, Spear Goblins, Arrows

Enemy Deck(9): Hog Rider(10), Hunter(9), Baby Dragon(8), Rocket(8), Goblin Cage(9), Princess(10), Fire Spirit(9), The Log(9)

Rewards: 300x Firecracker, 10x Hunter, 50x Royal Giant, Arena 10 Silver Chest

### **7-2: Elixir Geyser**

Deck: Player's Choice

Enemy Deck(9): Balloon(9), Lumberjack(10), Firecracker(8), Goblin Cage(8), Poison(9), The Log(9), Skeletons(7), Minions(9)

Special: Ramp Up Battle

Rewards: 10x Firecracker, 2x Poison, 5x Minions, Arena 10 Golden Chest

### **7-3: Brute Force**

Deck: Player's Choice with Golem

Enemy Deck(9): Lava Hound(10), Miner(9), Inferno Dragon(9), Valkyrie(8), Minions(9), Mega Minion(7), Goblin Hut(8), Arrows(10)

Rewards: 8x Golem, 8x Mega Minion, 888 Gold

### **7-4: Scouting the Castle**

Deck: Player's Choice

Enemy Deck(9): Royal Hogs(9), Arrows(10), Flying Machine(8), Poison(9), Mini-PEKKA(8), Goblin Cage(9), Skeleton Army(10), Fire Spirit(7)

Rewards: Arena 10 Silver Chest

### **7-5: Structural Damage**

Deck: Player's Choice with Battle Ram

Enemy Deck 1: Royal Giant(8), Arrows(7), Fire Spirit(8), Flying Machine(9), Bomber(8), Archers(9), Mini-PEKKA(9)

Enemy Deck 2: Hog Rider(7), Skeletons(10), Musketeer(9), Fireball(9), Cannon(8), The Log(9), Ice Spirit(8), Ice Golem(9)

Enemy Deck 3: X-Bow(8), Ice Wizard(10), The Log(9), Mega Minion(7), Rocket(8), Skeletons(7), Tornado(10), Ice Golem(8)

Special: Battle in 3 waves. The enemy has only one tower, being a foundation pillar with 3120 HP.

After the third wave, a cutscene plays where the Red King's castle falls down, and the Red King leaps out before it fully collapses. The Red King tells the Blue King that the Master Builder has already stolen all the treasure in the castle, but that he can have what's left. The Red King accompanies the Blue King on the journey from that point on.

Rewards: 5000 Gold, Arena 10 Giant Chest

## **7-6: Asteroids Golem**

Deck: Player's Choice

Enemy Deck(9): Elixir Golem(10), Barbarian Hut(9), Ice Spirit(10), Poison(8), Zap(8), Archers(9), Skeleton Dragons(9), Skeletons(7)

Red King: So these are Elixir Golems. I had them manufactured a couple of months ago to guard these lands. They split into Elixir Golemites, which split into Elixir Blobs. Destroying a Blob gives you a single Elixir, so destroying a whole Elixir Golem will net you a +4. Counterattack after defeating one of those!

Red King (After destroying 4 Elixir Blobs total): Well done! Now use that elixir quickly to counterattack!

Rewards: 30x Elixir Golem, 30x Barbarian Hut, 30x Ice Spirit, 30x Archers

## **7-7: Public Execution**

Deck: Player's Choice

Enemy Deck(9): Executioner(10), Executioner(9), Hog Rider(8), Goblins(9), Valkyrie(7), The Log(9), Rocket(8), Ice Spirit(9)

Red King: Looks like you knocking down my castle put you on the radar of the Executioners. Technically, they're on my payroll, but they basically do their own thing now, not that anyone can stop them.

Red King (At 2:15): I should get in touch with their supervisor. Someone's got to make these executions safer.

Red King (At 1:15): The supervisor is on vacation on some beach an ocean away. I heard he's stuck there because they've tightened travel restrictions because two maniacs hijacked an experimental military superweapon. Can you believe it?

Rewards: 5x Executioner, 50x Goblins, 412 Gold

### **7-8: Nightfall**

Deck: Player's Choice

Enemy Deck(9): Night Witch(10), Golem(8), Lightning(9), The Log(9), Skeletons(7), Minions(8), Tombstone(9), Baby Dragon(9)

Red King: Be careful out there, I hear that this is where the Night Witches roam. They summon hordes of Bats and attack with a pointed staff! If I had my Poison with me, I'd get out there and teach those hags a lesson...

Red King (At 1:50): By the way, you did bring some Poison, right?

Rewards: 1x Poison

### **7-9: Elite Task Force**

Deck: Player's Choice

Enemy Deck(9): Elite Barbarians(11), Rage(6), Hunter(8), Skeletons(7), Zap(8), Witch(7), Archers(7), Fireball(8)

Red King: Those are my best warriors! Such a shame we have to do in a whole bunch of them now... The investors aren't going to like this. They're already pretty angry after you destroyed my castle.

Rewards: 280x Elite Barbarians, 105 Gold

## **7-10: Horde Mentality**

Deck: Player's Choice

Enemy Deck(9): Minion Horde(9), Skeleton Army(10), Goblin Gang(8), Goblin Barrel(10), Night Witch(10), Lava Hound(9), Royal Recruits(10), Lumberjack(9)

Special: Infinite Elixir Battle

Red King: You really better have brought Poison this time. I even gave you one a couple of battles ago. If not, I don't see how we're going to deal with so many swarms.

Red King (At 2:20 if the player did not bring Poison): You're an idiot.

Rewards: 951 Gold, 253x Minion Horde

## **RASCAL BASE NEO**

### **Laying Out the Royal Score**

Red King: Say... I think I have a plan to take back your castle and for me to reclaim what's mine.

Red King: Our two castles were built using the same basic foundations and floor plans, so I know more or less which rooms are where.

Red King: I'll need you to fight your way to the third floor, where the Master Builder has installed a shield generator. Destroy that, and I'll ambush the Mega Crab with a missile airship.

Red King: I know where to get one of those airships, but they aren't cheap. I've been running a huge deficit ever since the Master Builder pillaged my castle with his cursed crab, so we definitely aren't affording it anytime soon. The shop is right off the edge of the Master Builder's new kingdom.

Red King: I'm thinking of hitting the royal vault. Mine is buried in a secret location near my kingdom, and I'm betting his must be, too. Unfortunately, inside those vaults is the heaviest security I've ever heard of. Not even my vault had that much defense, but I guess the Master Builder's pretty rich right now. If we can get our hands on all that gold, I can buy the airship.

Red King: We still have to actually reach that kingdom, though. Let's focus on that for now.

### **8-1: The Zap Pack**

Deck: Player's Choice

Enemy Deck(9): Electro Giant(9), Dark Prince(8), Barbarian Barrel(10), Baby Dragon(8), Goblin Cage(7), Ice Wizard(9), Lightning(8), Tornado(10)

Red King: What th- are those Giants wearing my prototype Zap Packs? That Master Builder's meddling in things already. Look at those abominations of technology! I was planning to use those Zap Packs as traps!

Red King (At 1:55): And they're not even fashionable! What kind of beard has a huge gap in the middle?! Not to mention that the Zap Pack is horribly unfashionable, not that it was built to be. And...

Red King (At 1:05): And my Zap Pack designs clearly specified hot pink, not to mention...

Rewards: 6x Electro Giant, 4x Lightning, 2x Goblin Cage

### **8-2: Dirty Rascals**

Deck: Player's Choice

Enemy Deck(9): Rascals(9), Bats(7), Barbarian Barrel(10), Fireball(10), Fire Spirit(10), Goblin Drill(8), Goblin Gang(8), Skeleton Barrel(8)

Red King: Hooligans! These kids kept vandalizing my castle. They stopped a while ago, because, you know, you tore the place down. Thanks, by the way.

Red King (After killing a Rascal): You know, what are children doing on a battlefield, anyway?

Rewards: 310x Rascals, Arena 14 Silver Chest (Cannot contain Arena 12 cards)

### **8-3: Bellator Invicta**

Deck: Player's Choice

Enemy Deck(9): Bandit(10), Bats(7), Firecracker(9), Goblin Drill(8), Mega Knight(9), Goblins(10), Wall Breakers(8), Zap(9)

Red King: I'm fairly certain that the Bandit is invincible during her dash. Make sure she doesn't hit your tower, or there will be dire consequences. Which is to say, you'll take a bunch of damage.

Red King (If a Bandit attacks the player's tower): What did I tell you not to do?

Rewards: 25x Rascals, 25x Firecracker, 3x Wall Breakers, Arena 11 Silver Chest

#### **8-4: Spam Alert**

Deck: Player's Choice

Enemy Deck(9): Bandit(10), Minions(9), PEKKA(9), Electro Wizard(9), Magic Archer(9), The Log(10), Poison(9), Battle Ram(9)

Red King: The Magic Archer's arrows can pierce through everything. Say, what happens if two of those arrows were to collide?

Red King (If a red Magic Archer hits 3 or more targets): Don't just line your units up for him to shoot!

Rewards: 1x PEKKA, 10x Battle Ram, 110 Gold

#### **8-5: Dragohm**

Deck: Player's Choice

Enemy Deck(9): Electro Dragon(9), Dark Prince(10), Giant(8), Prince(8), Fireball(10), Miner(9), Zap(8), Mega Minion(9)

Red King: That lightning from the big blue dragon will bounce to three of your units, so position them wisely.

Red King (If the Blue King Tower is activated by an Electro Dragon): Nicely done!

Rewards: 7x Electro Dragon, 2x Electro Giant, 1x Giant

#### **8-6: Quadragon**

Deck: Player's Choice with at least one Dragon card

Enemy Deck(9): Baby Dragon(9), Inferno Dragon(10), Electro Dragon(8), Skeletons(10), Giant(8), Skeleton Dragons(10), Electro Spirit(9), Arrows(10)

Red King: Four different dragons? We have a real problem here.

Rewards: 4x Baby Dragon, 4x Inferno Tower, 4x Electro Dragon, 20x Skeleton Dragons

#### **8-7: One-Hit KO**

Deck: Player's Choice

Enemy Deck(9): Sparky(9), Arrows(10), Bats(7), Giant(8), Mini-PEKKA(9), Minion Horde(8), Skeleton Army(7), Zap(8)

Red King: OK, I need you to steal one of those Sparkies so that we can burst into the royal vault later.

Rewards: 1x Sparky, 640 Gold

### **8-8: Revenge Served With Bones**

Deck: Player's Choice

Enemy Deck(9): Night Witch(10), Golem(8), Lightning(9), The Log(9), Skeletons(7), Bats(8), Furnace(9), Baby Dragon(9)

Red King: Something's off about this place. I can smell a faint trace of calcium. You battle while I investigate.

At 2:35, the Skeleton Gang Boss jumps into the screen and presses a button, causing the floor to open up and the two Kings to fall into a deep and dark pit.

Enemy Deck(9): Skeleton Army(10), Valkyrie(8), Goblin Drill(9), Bomber(10), Fireball(8), Tesla(8), Wall Breakers(9), Fire Spirit(9)

Special: The top half of the screen is too dark to see. Fire-based cards and projectiles create light in a small area.

Red King: It's dark down here... I think I can see an exit. If you can finish off the Skeleton Gang Boss' goons, we can get out.

Rewards: 3x Skeleton Army, Arena 2 Giant Chest

### **8-9: Skeleton Boss Pursuit**

Deck: Player's Choice

Enemy Deck(9): Skeleton Army(10), Valkyrie(8), Goblin Drill(9), Bomber(10), Fireball(8), Tesla(8), Wall Breakers(9), Fire Spirit(9)

Special: The Skeleton Gang Boss throws Bomber bombs from the middle of the river at nearby blue targets in a 4 tile range.



Red King: That guy's camping in the middle of the river! He'll throw bombs at your troops. He's also fast enough to dodge any attacks you send his way. Really wish I could just take my sword over there, and... Nah, too dangerous.

After winning, a cutscene plays where the Skeleton Gang Boss dashes away before any of the Blue King's troops can catch him.

## **ECTOTHEATER**

### **9-1: Architectural Map**

Deck: Player's Choice

Enemy Deck(9): Guards(10), Clone(10), Golem(8), Night Witch(9), Lumberjack(9), Skeleton Dragons(9), Tornado(8), Baby Dragon(9)

Special: The enemy has only 1 tower, which is a bunker housing the architect.

Red King: Like I said, I don't know exactly where the Master Builder's royal vault is... we'll have to capture the architect and take his map. First, we'll need to get through this huge security detail.

Rewards: 8x Guards, Arena 15 Silver Chest

### **9-2: A Proper Elixir Golem Deck**

Deck: Player's Choice

Enemy Deck(10): Arrows(10), Elixir Golem(10), Battle Healer(8), Elite Barbarians(11), Electro Dragon(8), Heal Spirit(9), Inferno Dragon(9), Rage(8)

Red King: Battle Healers will cast a healing aura every time they attack, so take them out quickly before they heal up the enemies around them.

Rewards: 40x Battle Healer, 30x Heal Spirit, 20x Elixir Golem

### **9-3: Hang Ten**

Deck: Player's Choice with 10 cards

Enemy Deck(10): Witch(10), Night Witch(10), Mother Witch(10), Skeletons(10), Bats(10), Royal Hogs(10), Fireball(10), Giant Snowball(10), Flying Machine(10), Zappies(10)

Red King: Look out for magic. I'm sensing a lot of it around here.

Red King: I'm joking. You can't sense magic.

Rewards: 3x Witch, 500 Gold, Arena 15 Silver Chest

#### **9-4: Hide and Seek**

Deck: Player's Choice

Enemy Deck(10): Royal Ghost(10), Magic Archer(10), PEKKA(8), Electro Wizard(9), Fireball(10), Zap(10), Battle Ram(9), Bandit(9)

Red King: I think that's my third cousin! I'll go talk- oh, he's dead. That means your troops won't be able to see him until he strikes. He's not immune to spells and splash damage while invisible, however.

Rewards: 10x Battle Ram, 80x Common Wild Cards

#### **9-5: Roll With the Punches**

Deck: Player's Choice

Enemy Deck(10): Bandit(11), Magic Archer(9), Barbarian Barrel(11), Fireball(9), Ice Golem(11), Inferno Dragon(9), Ram Rider(9) Lumberjack(10)

Special: Tap and drag blue arena towers and king tower to move them along horizontal tracks.

Red King: This opponent is quite formidable! Fortunately, there are rails below your towers. Move them strategically to dodge enemy attacks!

Rewards: 30x Ice Golem, 1 Chest Key

#### **9-6: Two-Time Portal User**

Deck: Player's Choice

Enemy Deck(10): Rascals(9), Bats(8), Barbarian Barrel(10), Fireball(10), Fire Spirit(10), Goblin Drill(8), Goblin Gang(8), Skeleton Barrel(9)

Red King: We'll need to fix this portal so we can go through to a faraway island and steal a military helicopter. I'll be busy fixing it. Why do we need a military helicopter? It's the only flying vehicle sturdy enough to carry that much gold.

Red King (At 1:20): Done! You just fight through them, now!

Afterward, a cutscene plays where the two Kings observe then enter the portal. An additional portion plays at the beginning of the cutscene if the battle was finished before 1:20, where the Red King is shown making finishing touches on the portal.

Rewards: 50x Goblin Gang, 1 Epic Wild Card

### **9-7: Military Chopper**

Deck: Player's Choice

Enemy Deck(10): Barbarian Barrel(9), Bomber(8), Elite Barbarians(11), Fireball(9), Ice Golem(11), Inferno Dragon(9), Magic Archer(10), Ram Rider(9)

Special: Instead of having towers, the enemy has a single Barbarian King with 6900 HP who moves around on his side and has an attack identical to the Mini-PEKKA.

Red King: No good! The Barbarian King has staked his claim to this territory! What's that- you tried to assassinate him earlier? So why didn't it go through?

After winning the battle, a cutscene plays where the Barbarian King presses an emergency button that launches a bomb at the area, then runs away. The two Kings quickly hijack a Heavy Choppa and fly it through the portal.

Rewards: 35x Elite Barbarians, 8x Rare Wild Cards, 2 Gems

### **9-8: Portal Ambush**

Deck: Player's Choice from 9-7 (Player's choice when replaying level)

Enemy Deck(10): Goblin Gang(11), Bats(9), Fireball(10), Goblin Giant(10), Prince(8), Spear Goblins(9), Zap(10), Goblin Drill(10)

Red King: Hey, this tribe usually lives in a jungle far away from here! How'd they get all the way here?

After winning, the Goblin Chief slinks out of an air duct. The Blue King tries to give chase, but gets stuck briefly in the vent and cannot go in.

Rewards: 3x Goblin Giant, 100x Spear Goblins, 5 Rare Wild Cards, 1 Gem

### **9-9: Mirror Match**

Deck: Player's Choice with Mirror

Enemy Deck(10): Same as Player's Choice with Mirror

Special: Mirror Battle

Red King: After playing a card, you can play a Mirror to play that same card again, for +1 Elixir!  
Use it strategically.

Rewards: 10x Mirror, 135 Gold

### **9-10: Bury the Spear**

Deck: Player's Choice

Enemy Deck(10): Guards(10), Clone(10), Golem(9), Night Witch(9), Lumberjack(9), Skeleton Dragons(10), Tornado(8), Electro Dragon(9)

Special: 1 Guard spawns from the top left or top right alternating every 1.1 seconds. The player gets Triple Elixir.

Red King: Should've gone the other way... I can get you some extra Elixir here, but there are hordes of Guards coming in.

Rewards: 4x Guards, 11 Gold

## **BLUE KINGDOM**

When entering this world, a cutscene plays where the two Kings walk into the kingdom and see that almost everything is automated with wooden contraptions.

### **10-1: Homecoming Havoc**

Deck: Player's Choice

Enemy Deck(10): Goblin Drill(11), Mother Witch(10), Fireball(9), Dark Prince(9), Electro Wizard(10), Barbarian Barrel(10), Cannon Cart(10), Bandit(10)

Red King: You know the drill! Take them out now!

Rewards: 135 Common Wild Cards, 139 Gold

### **10-2: Surveying the Vault**

Deck: Player's Choice

Enemy Deck(10): The Log(10), Princess(9), Rocket(11), Tesla(10), Knight(10), Ice Spirit(11), Goblin Gang(10), Goblin Barrel(9)

Red King: Causing a diversion? Smart play! I'll be over here casing the vault.

Rewards: 500 Gold, 3 Gems

### **10-3: The Third Way**

Deck: Player's Choice

Enemy Deck(10): Miner(11), Wall Breakers(10), The Log(10), Tesla(9), Spear Goblins(9), Bats(9), Dark Prince(10), Fireball(9)

Special: There is a third bridge in the center of the arena.

Red King: We're almost there! Just clear out this legion and we'll be at the vault!

Rewards: 3 Gold

### **10-4: The Royal Score**

Deck: Player's Choice

Enemy Deck 1: Archers(11), X-Bow(9), The Log(10), Ice Spirit(11), Knight(9), Skeletons(11), Tesla(10), Fireball(10)

Enemy Deck 2: Hog Rider(10), Cannon(11), Fireball(11), Ice Golem(9), Ice Spirit(11), Skeletons(10), Musketeer(9), The Log(10)

Enemy Deck 3: Goblin Drill(10), Wall Breakers(11), Valkyrie(9), Fireball(10), Fire Spirit(11), Skeletons(11), Bomber(10), Tesla(10)

Special: Battle in 3 waves where the opponent has only 1 tower with 3725 HP but the King's tower health carries over.

Before the first wave, a cutscene plays where the Red King focuses on the royal vault with a mounted Sparky. He fires a single blast that puts a massive hole in the vault ceiling. A legion jumps the Blue King from behind.

After the first wave, the Blue King is shown rappelling down into the vault. Before he can grab any gold, another legion ambushes him in the vault.

After the second wave, the Red King has gotten the Heavy Choppa in position above the vault. The Blue King is busy putting the gold in the cargo crate when a final backup legion rappels into the vault.

After the third wave, the Blue King finishes loading the Heavy Choppa with gold, and the two Kings fly into the nearby forest until the heat dies down.

Rewards: 384500 Gold, 26 Gems, Rare Book of Cards, 150 Common Wild Cards, Arena 15 Giant Chest

### **10-5: Breaking Down the Gates**

Deck: Player's Choice with Battle Ram

Enemy Deck: Golem(10), Night Witch(11), Skeleton Army(11), Zap(10), Mini-PEKKA(9), Arrows(9), Bomber(10), Mega Minion(9)

Special: Instead of towers, there is a single gate at the back of the arena with 7 600 HP. There is no river.

Red King: Here we are, the castle. Those gates look sturdy... nothing a Battle Ram can't break down.

Red King (At 2:30): I'm going to go buy the airship.

Rewards: 189 Gold, 3 Gems

### **10-6: Lawless Lobby**

Deck: Player's Choice

Enemy Deck(11): Mega Knight(10), Sparky(11), Rocket(10), Magic Archer(10), Barbarian Hut(10), Goblin Drill(9), Giant Skeleton(11), Royal Recruits(10)

Special: Infinite Elixir Battle

Red King: The elixir in here is building real fast, so take advantage of it! Hold the line against hordes of strong troops!

Rewards: 5x Elixir Golem, 40x Royal Recruits, 159 Gold

### **10-7: All-Out Attack**

Deck: Player's Choice

Special: Double Elixir Battle. The enemy has no towers. All cards are Level 9.

Pattern: At 2:57, two Baby Dragons come from the left and one PEKKA from the right.

At 2:54, four Skeletons come from the right.

At 2:53, nine Barbarians come from the left and a Magic Archer and a Dark Prince from the right.

At 2:42, five Lava Pups come from the left and an Elixir Golem and a Dart Goblin from the right.

At 2:35, a Goblin and two Spear Goblins come from the left.

At 2:30, two Guards come from the right.

At 2:24, a Goblin Giant comes from the left and two Minions come from the right.

At 2:17, an Electro Wizard comes from the left and a Knight and a Bomber come from the right.

At 2:11, a Heal Spirit comes from the right.

At 2:03, a Mini-PEKKA comes from the left and a Giant comes from the right.

At 2:01, an Archer and a Minion come from the right.

At 1:55, a Mega Minion comes from the left.

At 1:49, a Goblin comes from the left and a Royal Giant comes from the right.

At 1:41, a Mega Minion comes from the left and an Executioner comes from the right.

At 1:32, a Magic Archer comes from the left and a Knight comes from the right.

At 1:31, an Ice Spirit comes from the right.

At 1:25, an Electro Giant comes from the left.

At 1:22, a Night Witch comes from the left and an Ice Wizard comes from the right.

At 1:20, a Goblin Brawler comes from the right.

At 1:14, a single Wall Breaker comes from each side and a Musketeer comes from the right.

At 1:13, an Electro Spirit comes from the left and a Skeleton Dragon comes from the right.

At 1:07, a Balloon comes from the left and a Fire Spirit and a Hunter come from the right.

At 1:06, two Minions come from the left and two Royal Hogs come from the right.

At 0:59, a Hog Rider comes from each side and a Barbarian comes from the left.

At 0:53, an Ice Golem and Princess come from the right.

At 0:45, a Giant comes from the left.

At 0:43, a Witch comes from the left and a Royal Ghost and a Flying Machine from the right.

At 0:20, a Golem comes from each side.

At 0:14, an Electro Dragon comes from the left and a Rascal Girl comes from the right.

At 0:12, a Skeleton comes from the right.

When there are no enemies left after 0:12, the battle is won.

Red King: He's sending everything he's got! Just hold the line until he's got no more reinforcements!

Red King (At 2:24): Look out, a Goblin Giant!

Red King (At 1:54): A Royal Giant is coming in soon!

Red King (At 0:12): That's the last of them! Finish them all off, and he'll have nothing left!

## 10-8: End of an Era

Deck: Player's Choice

Enemy Deck 1(10): Goblin Gang(10), Bats(9), Fireball(10), Goblin Giant(10), Prince(8), Spear Goblins(9), Zap(10), Goblin Drill(10)

Enemy Deck 2(10): Skeleton Army(10), Valkyrie(9), Goblin Drill(9), Bomber(10), Fireball(8), Tesla(10), Wall Breakers(9), Fire Spirit(9)

Enemy Deck 3(10): Barbarian Barrel(9), Bomber(9), Elite Barbarians(11), Fireball(9), Ice Golem(11), Inferno Dragon(9), Magic Archer(10), Ram Rider(9)

Before advancing to the roof to confront the Mega Crab, the Blue King explains that there are still enemies who pose a significant threat and who won't let up until they're dead. The Red King agrees to help the Blue King kill his enemies. First, they head to the Goblin Forest to assassinate the Goblin Chief, who's in a clearing feasting with his tribe.

Red King: Here, you take this Sparky Cannon. Make sure to aim right! He should be in that clearing having a feast.

UI: Take out the Goblin Chief.

After blowing up the Goblin Chief with the Sparky Cannon, a horde of goblins runs up the hill, initiating the first battle. After succeeding in this battle, the two Kings take a balloon to the Procellous Gulch to kill the Skeleton Gang Boss, who's doing an exercise routine for his nonexistent muscles.

Red King: Alright, this guy's real fast. We know that. You time a Freeze right to stop him in his tracks, and I'll nail him with a bomb.

UI: Freeze the Skeleton Gang Leader.

After killing the Skeleton Gang Leader, a bunch of Skeletons ambushes the Kings from the cliff they're on. After winning this battle, the kings take a balloon to the Inferno Pit, where the Barbarian King is locked in battle with the Grand Warden, who is losing.

Red King: He's distracted! Here's a Log. Push it down this mountain at a good angle, and you should knock the Barbarian King into the lava lake next to him.

UI: Get rid of the Barbarian King.



After assassinating the Barbarian King, his troops spot the two Kings and accost them, while the Grand Warden jumps on the opportunity to escape. After winning that battle, the two Kings fly back to the Blue Castle, and crash through the window, destroying the Shield Generator. The Red King ambushes the Mega Crab with his missile airship, weakening it, before the Mega Crab fires a laser at the airship, crashing it.

Boss Phase 1: Goblin Barrel(9), PEKKA(9), Skeletons(9), Battle Ram(9), Magic Archer(9)

Phase 1 Deck: Golem(9), Miner(9), Night Witch(9), Electro Dragon(9), Goblins(9), The Log(9), Bomber(9), Heal Spirit(9)

In the first phase, the Mega Crab is protected by two backup Shield Generators, which have 4000 HP each. The Mega Crab has a Barrage attack, which does 1500 damage using 6 missiles that do 250 damage each. This attack targets the nearest blue troop, and is able to damage the Shield Generators. The player must send Miners to the Shield Generator to bait the Mega Crab into shooting them with the Barrage. The Mega Crab also shoots Goblin Barrels from its arms two at a time.

Phase 1 Master Builder Lines:

Hey, it's you again!

It's good to see you.

No, I'm kidding myself. It really isn't. You've ruined everything.

But I *wanted* you to come back. I did. Because... uh... I set up a trap. Which you're in.

'Course, you had to ruin that, too. I bet you'd be dead already if your friend didn't fire those missiles at the Mega Crab.

Are you wondering why your red friend isn't sending you any more tips? You didn't think I wouldn't jam the communications, right? How stupid do you think I am?

And I received reports lately that someone's cleaned out the Royal Vault... That was you, wasn't it?

You're a clever guy. Very much. But you are going to die right now. Because, honestly, I've got technology leaps and bounds ahead of yours.

So why don't you do us both a favour and die a bit quicker? I've got a racquetball game in twenty minutes, and I'm betting you'd rather die painlessly.

Not dying is hardly even an option. Sure, you're doing it right now, but the point is that you are going to die at my hands sooner or later.

Die at my claws, more like. 'Cause I'm in a giant crab. Get it?

So more dying, less fighting. That's the plan. Right?

Got it? You're aware of the plan? Good. Now all you gotta do is the dying part.

It's hard sometimes. People don't really wanna die. But, you know, it's for the greater good, so hurry up with the dying already.

Boss Phase 2: Royal Delivery(9), Mega Minion(9), Bats(9), Electro Dragon(9), Balloon

Phase 2 Deck: Mortar(9), Musketeer(9), Minions(9), Tesla(9), Poison(9), Spear Goblins(9)

In the second phase, the arms are now vulnerable. Each one has 3000 HP, and should be destroyed with Mortars. The Barrage attack continues, but is weakened to only 110 damage per missile, for 660 total. At the beginning of the phase, the Master Builder sends metal tentacles that block off the bridges for ground troops.

Phase 2 Master Builder Lines:

You know, I'm getting pretty pissed off at you.

Why won't you die?

You know, you were supposed to die a while ago.

You shouldn't even be here. You should really go home.

Well, this is your home, I guess. Not anymore, though.

If you won't die, you might as well go away. You aren't gonna win.

If I kill you, though, you'll come back, won't you?

Yeah. Do me a favour and stay dead for once.

Unbelievable. You're still trying to kill me? I never should have trusted you. What's wrong with you?

Why are you still here doing this?

Don't you have better things to do? The dishes? A walk? Hell, even going back to sleep?

All I know is that you're here to kill me for no reason. You cold-blooded murderer.

Boss Phase 3: Lumberjack(9), Skeleton Barrel(9), Hunter(9), Balloon(9), Dart Goblin(9), Knight(9), Cannon Cart(9)

Phase 3 Deck: Lava Hound(9), Balloon(9), Cannon(9), Dart Goblin(9), Skeletons(9), Fireball(9), Mini-PEKKA(9), Fire Spirit(9)

In phase 3, the tentacles are gone, but the bridges are reconfigured to launch ground troops that step on them 4 tiles downward. The next objective is to take out the legs. Each front leg has 2400 HP. If a Balloon or Lava Hound gets too close to the Mega Crab, the Master Builder will fire 4 Minions out of a back-mounted cannon.

Phase 3 Master Builder Lines:

Taking out the tentacles? Well played. Doesn't matter, though, I've just reconfigured the bridges. You'll see.

You're pathetic, that's what. No sane person would still be going at this. I'll give you one thing, you're determined.

Determined and pathetic.

I ought to just drop an airstrike on this whole place. That'd clean you up nicely.

You know what? I'm calling one in right now.

There we go. It's done. You are guaranteed to die within the next ten minutes.

I mean, I'll call off the airstrike if you die before it arrives. But the threat is there.

If you'd just walk off the side of the roof, it'd be very much appreciated. It'd save a lot of energy. This crab isn't terribly efficient, you know.

Come on, jump off. It isn't hard. You know what a "leg" is, right? Use them.

If you don't, I'll have to revert to plan A, where I kill you myself. And it'll be a lot more painful than if you just killed yourself now. So think about it.

Boss Phase 4: Bandit(9), Minions(9), PEKKA(9), Electro Wizard(9), Magic Archer(9), The Log(9), Poison(9), Battle Ram(9)

Phase 4 Deck: Royal Giant(9), Skeletons(9), Magic Archer(9), Freeze(9), Barbarians(9), Electro Spirit(9), Zap(9)

In the fourth phase, the Mega Crab's legs are destroyed, so it activates a hover. It also activates a back-mounted Doom Cannon. It does 1000 damage per shot and shoots every 2.1 seconds with a range of 7.5. The Mega Crab's body has 1800 HP in this phase. The Doom Cannon can (and must) be frozen, allowing the Royal Giant to get in range.

Phase 4 Master Builder lines:

You were never even on my side, were you?

I've figured it all out, now. You were just using me to get back at the Red King.

And as soon as I try to do a little something of my own, you both team up and attack me for no reason. What's wrong with you?

Well, your friend is dead now. And you're about to be. Good riddance. This kingdom can really do without you.

Not only that, think about how inhumane this whole "arena" thing is! You literally send people to kill each other for entertainment! You're really sick, I'll tell you that.

Honestly, by killing you now, I'm doing everyone a huge favour.

And you wouldn't even kill yourself after I literally told you to. You insolent rat.

This is what you get for pushing me around all that time. This is a karmic death. You deserve this. And I deserve to rule your kingdom.

And after I defeat you, who knows? Maybe a bit of torture. Did I say a bit? I meant hours of torture. That's what you deserve for using me as a pawn in your plot.

Boss Phase 5: Giant(9), Bowler(9), Graveyard(9), Bandit(9), Bats(9), Rocket(9), Ice Spirit(9), Ice Wizard(9)

Phase 5 Deck: Elite Barbarians(9), Bomb Tower(9), Hunter(9), Giant Snowball(9), Electro Wizard(9), Ice Golem(9), Goblin Gang(9)

In the fifth and final phase, the Mega Crab draws on its backup power to stay alive, and pumps up its elixir production to double as the player gets an increase of merely 1.7x. The Mega Crab has only 3 minutes of emergency power, so lasting 2 minutes and 15 seconds results in a victory. The Mega Crab is invincible due to spending emergency power on a force field.

Phase 5 Master Builder Lines:

Great, the airstrike won't be coming in. That's what happens when you buy cheap.

Doesn't matter, I'll kill you myself. Slowly.

Well, maybe not slowly. I've only got 3 minutes of backup power.

Alright, no more talking. I've got to focus.

After 2 minutes and 15 seconds have elapsed, the Master Builder funnels all the remaining backup power and fires a massive energy beam that destroys the Princess Towers and the King Tower, also meaning the Mega Crab runs out of energy and falls to the roof, dead. The player has six elixir remaining. The massive beam also destroys the player's card holder, leaving only a Lightning lying at the bottom of the UI.

Master Builder: Alright, you've outlasted my attacks. But you've lost. No towers. That means no more elixir. We can sit here forever, if you like. The kingdom is still under my rule as long as I live. And you can't kill me, because, you know, no cards.

Using the Lightning on anywhere except the Mega Crab causes a fake WiFi error that returns the card to the player's hand. Using it on the Mega Crab causes the Master Builder to quickly lightning rod it with a Three Musketeers.

Master Builder: Did you really think I wouldn't predict-

A fourth red Lightning strike hits the Mega Crab, blowing it up and launching the Master Builder over the edge. The Blue King rushes over and grabs the Master Builder's hand before he fully falls past the edge. The player can then choose to drop or save the Master Builder.

If the player chooses to drop him, the Blue King lets go of the Master Builder, who only falls a few metres before being unceremoniously blasted to death in midair by the Red King's Sparky Cannon.

If the player chooses to save him, the Blue King starts to pull up the Master Builder. The Red King fires a Sparky blast at them both, and the Blue King jumps away just in time to avoid the blast, which kills the Master Builder.

If the player acts too slowly, the Blue King will eventually struggle to hold on to the Master Builder's hand, at which point the Red King fires the Sparky Cannon, killing the Master Builder as the Blue King falls backward onto the castle floor.

## POSTGAME: KINGDOM DEFENSE

Levels (except World 0 levels) can be replayed in Kingdom Defense Mode to amp up the levels of enemy cards and towers.