



SOULRISE GAMING



Ultimate Deck Guide
From Version 3.1 - April 2019

Introduction to Deck Guide

6 Main Points To A Great Deck Build

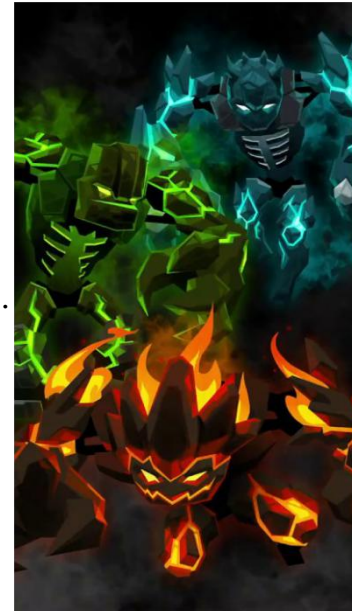
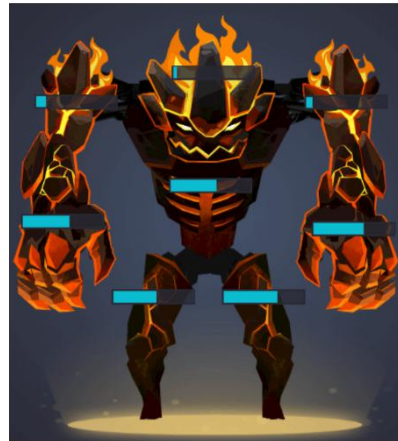
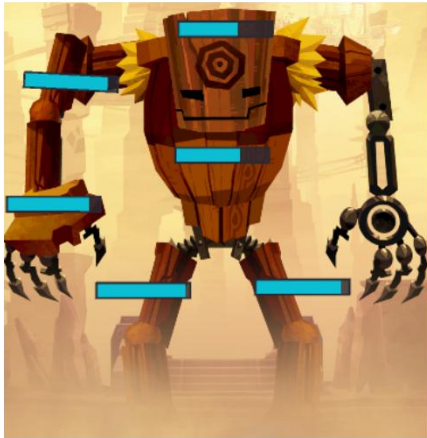
I've done a previously video explaining about Clan Raid Guide but I still get questions asking for help on which are the best deck builds and when to use them. So I thought I'll make a video which explains exactly which cards to use and when.

Please watch the Clan Raid Guide video in the link above before watching this to give a full explanation on Clan Raids.

To start off we first need to understand what are the main factors that affects a good card deck. These are 6 main points that determine this.

- 1] Type of titan [Armour, Body or Skeleton]
- 2] Titans current health at the time
- 3] Type of cards you have
- 4] Level of cards
- 5] Card swiping pattern
- 6] Name of Titan

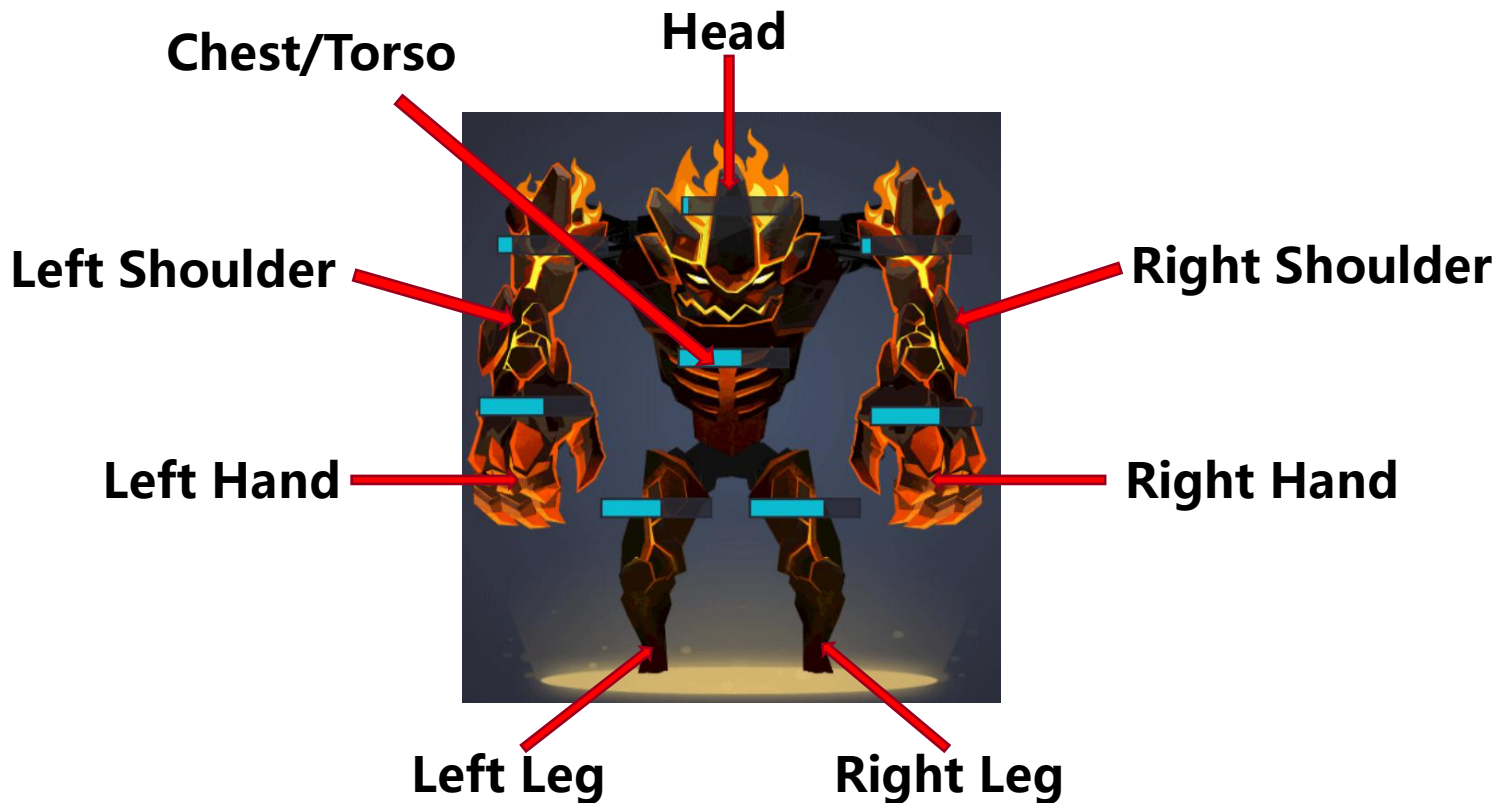
These 6 factors decide weather you'll have a higher chance of dealing massive damage on a Titan Lord.



Titan Lord Body Parts

Titan Lord Parts

Titan Lords in Clan Raids have eight different parts: Head, Torso, Left Shoulder, Right Shoulder, Left Hand, Right Hand, Left Leg, and Right Leg. Each part has its own health and certain cards will have more of an effect on that body part. So read the description of each card to see which ones are best suited for the job.



Titan Lords And Which Parts To Aim For

Titan Lords And Which Parts To Aim For


Every Raid Titan has a different health, body, and armour multiplier. This is why some titans have more health in torso, arms, legs, and head. There are currently six different types of Titan Lords: Lojak, Takedar, Jukk, Sterl, Mohaca and Terro. The following pages will show you which body parts you should be hitting and which to avoid. With this information you're able to save yourself a lot of potential wasted damage.





Titan Lords And Which Parts To Aim For

Titan Lords And Which Parts To Aim For Continued

Jukk	
Regions to Attack: Head, Torso, 3 Arms, 2 Legs	
Avoid: 1 Arm Part	

Terro	
Regions to Attack: Head, Torso, Left Leg	
Avoid: 1 Leg	

Mohaca	
Regions to Attack: Head, All Arms, All Legs	
Avoid: Torso	

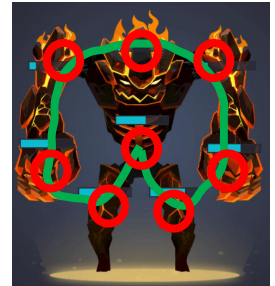
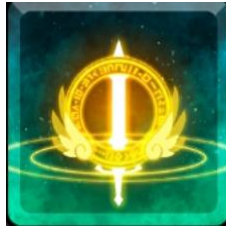
Sterl Option 1	
Regions to Attack: Head, Torso, Both Legs	
Avoid: All Arms	

Tier 1 Deck Guide - Beginners Guide

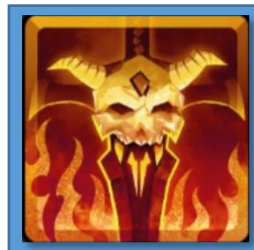
Tier 1 Deck Guide - Beginners Guide

This beginner section is for tier 1 stages and assuming your card levels are 1 or around the low levels. In Tier 1 stages you can only get Body and Skeleton based Titan lords. When you use the practise function you will also only fight a Body type Titan Lord. You can only get Armour Titan lords from Tier 2 stages and above.

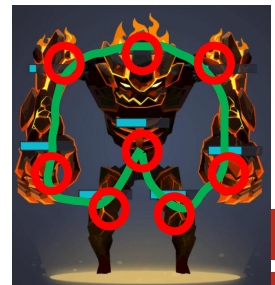
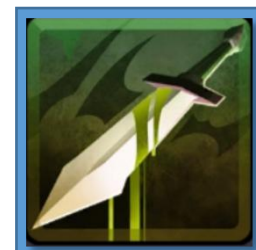
Deck 1 (Fuse Deck): Fusion Bomb/Inspiring Force/Decaying Strike. Titan Full Health | All Body Parts | Attack Pattern Mild Loop



Deck 1a (Fuse Deck): Fusion Bomb/Inspiring Force/Blazing Inferno or Thriving Plague. Titan Not Full Health | All body parts | Attack Pattern Mild Loop.



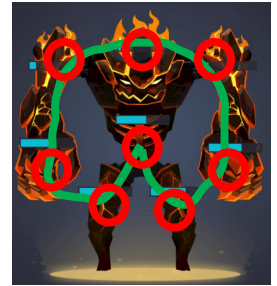
OR



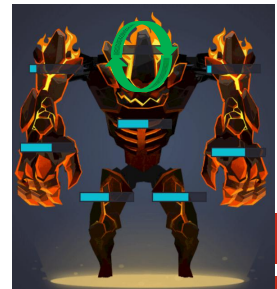
Tier 1 Deck Guide - Beginners Guide Continued

Tier 1 Deck Guide - Beginners Guide Continued

Deck 2 (Whip Deck): Whip of Lightning/Blazing Inferno/Inspiring Force. Titan Full Health | All Body Parts | Attack Pattern Mild Loop.



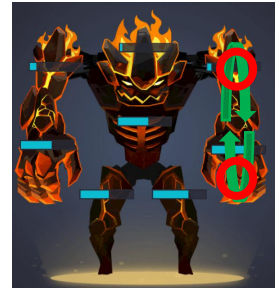
Deck 3 (Focus Head): Skull Bash/Grim Shadow/Crushing Instinct. Titan Full Health | Focus Head | Attack Pattern Small Circle On One Part.



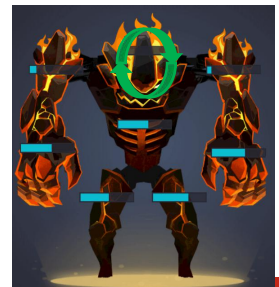
Tier 1 Deck Guide - Beginners Guide Continued

Tier 1 Deck Guide - Beginners Guide Continued

Deck 4 (Purify Deck): Purifying Blast/Acid Drench/Inspiring Force. Titan Full Health | Focus 2 parts | Attack Pattern Curved over 2 parts.



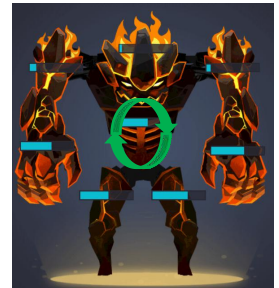
Deck 4a (Purify Deck): Purifying Blast/Acid Drench/Crushing Instinct. Titan Full Health | Focus Head | Attack Pattern Small Circle



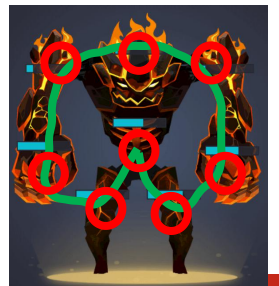
Tier 1 Deck Guide - Beginners Guide Continued

Tier 1 Deck Guide - Beginners Guide Continued

Deck 5 (Moon Deck): Moon Beam/Soul Fire/Razor Wind. Titan Full Health | Focus Torso | Attack Pattern Small Circle



Deck 6 (Barrage Deck): Clanship Barrage/Ancstral Favor/Razor Wind. Titan Full Health | All Body Parts | Attack Pattern Mild Loop.



Tier 1 Deck Guide - Beginners Guide Summery

Summery

Deck set up for Tier 1 only Titan Lords (Body & Skeleton Titan Lords)

Slot 1

All Body Parts
Attack Pattern Mild Loop*



Slot 2

All Body Parts
Attack Pattern Mild Loop.



Slot 3

Focus Head
Attack Pattern Small Circle On One Part.



Slot 4

Focus 2 Parts
Attack Pattern Curved 2 Parts**



Slot 5

Focus Torso
Attack Pattern Small Circle



Slot 6

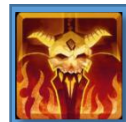
All Body Parts
Attack Pattern Mild Loop.



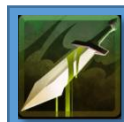
*If not full health swap.



with



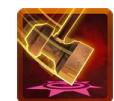
or



**Focus Head = swap



with

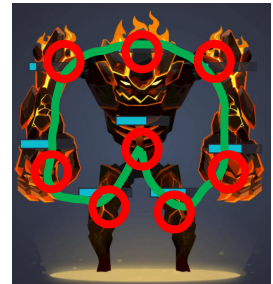


Tier 2 Deck Guide - Armour Guide Titans

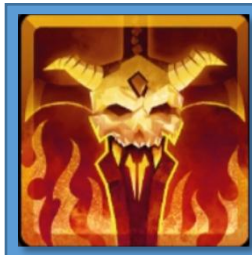
Tier 2 Deck Guide - Armour Guide Titans

The first layer is Armor, which only exists on tier 2 Titan Lords. Armor has its own health and must be broken through to get to the next layer. Always refer to your clan's Raid Strategy before using a deck. Head tends to die first so lot of clans dont start with head attacks as it renders the other decks useless. Most clans wont allow body attacks untill armour is broken.

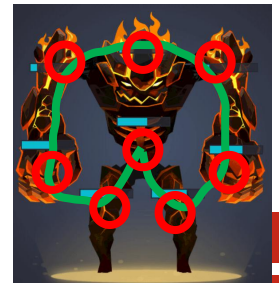
Deck 1 (Fuse Deck): Fusion Bomb/Prismatic Rift/Decaying Strike. Titan Full Health | All Body Parts | Attack Pattern Mild Loop



Deck 1a (Fuse Deck): Fusion Bomb/Decaying Strike/Blazing Inferno or Thriving Plague. Titan Not Full Health | All Body Parts | Attack Pattern Mild Loop.



OR



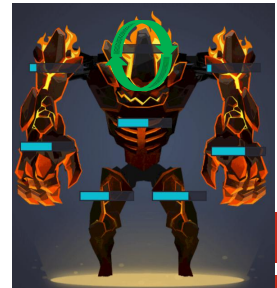
Tier 2 Deck Guide - Armour Guide Titans Continued

Tier 2 Deck Guide - Armour Guide Titans Continued

Deck 2 (Whip Deck): Whip of Lighting/Blazing Inferno/Prismatic Rift. Titan Full Health | All Body Parts | Attack Pattern Mild Loop



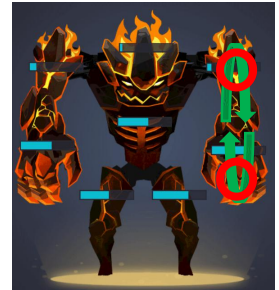
Deck 3 (Focus Head): Skull Bash/Grim Shadow/Crushing Instinct. Titan Full Health | Focus Head | Attack Pattern Small Circle On One Part.



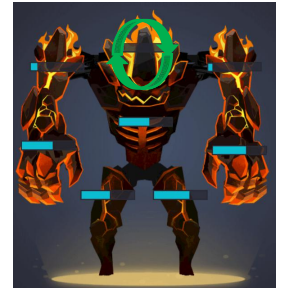
Tier 2 Deck Guide - Armour Guide Titans Continued

Tier 2 Deck Guide - Armour Guide Titans Continued

Deck 4 (Purify Deck): Purifying Blast/Acid Drench/Prismatic Rift. Titan Full Health | Focus 2 Parts | Attack Pattern Curved Over 2 Parts.



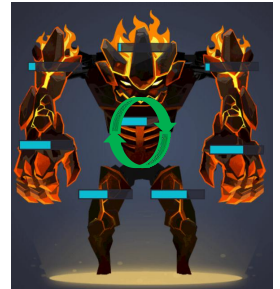
Deck 4a (Purify Deck): Purifying Blast/Acid Drench/Crushing Instinct. Titan Full Health | Focus Head | Attack Pattern Small Circle



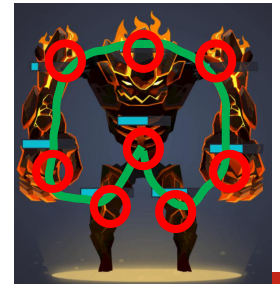
Tier 2 Deck Guide - Armour Guide Titans Continued

Tier 2 Deck Guide - Armour Guide Titans Continued

Deck 5 (Moon Deck): Moon Beam/Soul Fire/Fragmentize. Titan Full Health | Focus Torso | Attack Pattern Small Circle



Deck 6 (Barrage Deck): Clanship Barrage/Ancestral Favor/Fragmentize. Titan Full Health | All Body Parts | Attack Pattern Mild Loop.



Tier 2 Deck Guide - Armour Guide Titans Summery

Summery

Deck set up for Tier 2 onwards Titan Lords (Armour & Body Titan Lords)

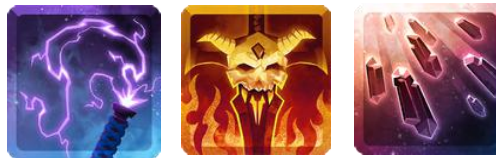
Slot 1

All Body Parts
Attack Pattern Mild Loop*



Slot 2

All Body Parts
Attack Pattern Mild Loop



Slot 3

Focus Head
Attack Pattern Small Circle On One Part.



Slot 4

Focus 2 Parts
Attack Pattern Curved 2 Parts**



Slot 5

Focus Torso
Attack Pattern Small Circle



Slot 6

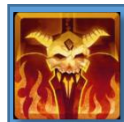
All Body Parts
Attack Pattern Mild Loop



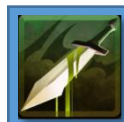
*If not full health swap.



with



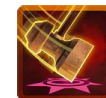
or



**Focus Head = swap



with



Raid Strategies

Raid Strategies

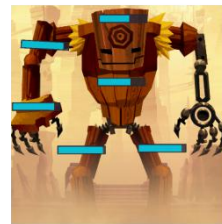
Create groups that level only specific cards. This typically will be done to split up people leveling Head/Torso cards and Armor/Body cards, but having your team specialize can give good results. This can involve some coordination on when people can hit, especially if you require an Armor team to hit before a Body team can begin.

Spread out damage. If several people all attack the same part at the same time and destroy it at once, any overkill damage to that part is wasted. Using decks focused around targeting several parts can help spread out your damage and prevent waste. This can also prevent situations where a Head or Torso is destroyed and your clan has a lot of players who have leveled up those cards, but the rest of the titan is still alive and well.

Focus specific parts. This strategy revolves around maximizing Victory March. Targeting specific parts and bursting through them as soon as possible helps expose the skeleton, which can then give a large bonus to damage when using Victory March. This strategy can work very well for titans that don't have much health in their arms, since the four parts can break easily and allow everyone else to finish off the head, torso, and leg.

Other Tips!

- Keep an eye on your stacks and maintain them during an attack run.
- Airplane Mode = If the attack is bad, close the game, turn off airplane mode and the attack will not be saved letting you try again (as many times as you want)
- Don't do body attacks until all armor is broken on Tier 2 Titan Lords.



Raid Strategies - Team Set Up

Raid Strategies - Team Set Up Example

Team 1

Focus Head

Attack Pattern Small Circle On One Part.



Focus Torso

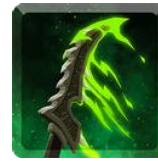
Attack Pattern Small Circle On One Part.



Team 2

Focus 2 Parts

Attack Pattern Curved 2 Parts.

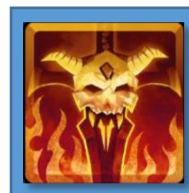


All Body Parts

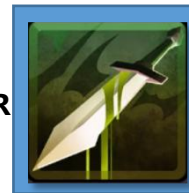
Attack Pattern Mild Loop



Both Teams Finish Off
All Body Parts | Attack Pattern Mild Loop



OR



Boulder's Tips

Boulder's Tips

Here is Boulder's Region of attack plan. This is very useful in Clan strategies where clan might say, attack limbs or focus head or torso. This shows the perfect positioning for hitting the right areas on the Titan Lord.





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