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Comments Share an ancient castle occupied by wandering ghosts. Capital is the eleventh chapter in Archero that you will need to clean up in order to move on to the next chapter in the world of screen selection. Description of an ancient castle occupied by wandering ghosts. The capital presents a 50-stage dungeon-type chapter that consists of 17 different types of monsters and 5 bosses, one appears at each 10th stage. Each stage ending in 5 (stages 5, 15, 25, 35 and 45) will have a room only with an angel and no other enemies. Each stage ending in 9 (stages 9, 19, 29 and 39) will have a treasure chest that drops a large number of coins, exp and red hearts. Please note that this does not apply to Stage 49. At this stage, there will continue to be permanent enemies. Average enemies: ? Difficulty: Difficult? Community content is available under CC-BY-SA unless otherwise stated. Bills/Equipment of armor: the first place was taken by Vesta agility, and the second place - the epic mantle of the abyss with a poisonous effect (especially if you have a lot of attacks). Pets: I used a bat. Rings: Wolf (level 20 Helix) or Bear/Snake or Falcon. Most of the hard bosses in this chapter are grounded on the ground, so here you'll need the strength of the bear ring (improving your health won't hurt either). Snake ring gives you a percentage of evasion and good to deal with the most annoying enemies of the projectile. However, with critical impact correction and Helix coming into the game, the best choice is the Wolf Ring, even if you don't care about the damage in a close battle. Weapons: Onion/Scythian. If you have a legendary weapon, I think the bow is the best. Usually, if you have a problem with mobs, the scythian will be fine, and if you can't kill the boss, it's best to take the bow. If you don't need to move at all, Scythe has a slight advantage in terms of damage per second, but if you need mobility, I think you should take a bow. Recommended abilities (for braids and bows) Level 5 (mandatory): Ricochet, front arrows, multi-shot, Rage, Rise of Crit Level A (very strong): Attack get, shot in the head, star invincibility Level B (good): Winged Man, Dwarf, Health Improvement, Ripping Walls, Increased Attack Speed/Rage, Slow Shot Useless Skills: All Pets Do Daily Quests I have 5 spin wheels after killing the boss (chapter 7), then I open the Golden Chest, so I have a timer when they are both active again. It is best to spend gems on Helix. If you buy chests, choose Obsidian. To increase the farm coins, go to the last level you passed and play on it, or at least turn the wheel. With this method, you can simply convert all your Energy in Experience/Coin Points. Example: I bought talents, then Then I spent so many coins on scrolls (I have 66666 scrolls with weapons, 7044 armor, 6206 scrolls with rings and 7215 scrolls with animals) and finally to improve the hero. To increase the gem farm, go to Chapter 7 with the best equipment and start cleaning. Compared to other chapters, the seventh stage will take half as long and you end up getting over 10 stones in one cycle. To increase the number of items falling out, go to the chapter with minion waves that you can quickly clean (I used Chapter 6). Bosses in the second half of The Double Electric Pig's Goal is to move as little as possible in battles with bosses. You have to try to choose the point where the shells do not reach and stay there. Fine, you should stay on the same side as possible, so the bosses stay there too (preferably to your left). I prefer to be in the bottom left wall and then when the bosses approach too close, I run up the right wall to the top wall and then I stand near the corner of the top left wall. I stay there until it becomes too hard to dodge, then I'll go back to the first point. If you have good damage in a second, you can stay in the bottom wall for as long as you can and kill one of the bosses, and then the battle will be much easier. Double Boss My strategy is to stick closer to the center of the back wall (avoiding the side walls because the arrows moving horizontally confuse). Then shoot several times, and as soon as the red line disappears, dodge the projectile at the last second. Remember where the future danger zones are and stay away from them. Repeat until the bosses die. The ultimate boss. This boss has four moves: Skeleton call3 waves of stone shellsKneels down and heals The chargers and swings it around (with the fire track behind him) The first 3 movements you can dodge and maximize your damage. If the boss is between the moves, maximize the distance between him and you, and then you have to go to the boss perpendicular to the line, so you don't have to react to his 4 movements. Our Archer Chapter 11 Guide to walk you through all the bosses and monsters appearing in the game, including the ultimate boss and double archers. Archer Chapter 11 Stage Guide : Capital Ancient Castle, occupied by wandering ghosts. Archero Chapter 11 is called Capital. This is the 11th chapter in Archero. Capital consists of 50 stages. In most cases, enemies appear on each stage, however, each stage ending in 5 (5, 15, 25, 35 and 45 stage) will have room only with Angel. Also on stage 9, 19, 29, 39 and 49, a treasure chest that drops a huge number of coins (golden), exp and 2 red hearts will appear. Archer Chapter 11 All Monsters Tips and Guide in Archer Chapter 11, new types of monsters will appear. There are about 14 different types of monsters. The thing is that there is no fixed name for monsters. So we described them in terms of what is commonly called. Middle-fight enemies (monsters) sword and skeleton shield: skeleton holding shield and sword. These skeletons lunge forward and wield the sword in front of you when they are close. Their attacks have a wide slash radius and their shields reduce the damage a bit. Small Spear Skeleton : Basically just like a normal spear skeleton, but when attacked, this monster shoved the spear forward 3 times in a row when they get close to you. Spear Skeleton : Just like the previous chapters, they slowly chase you and attack you with their spear. So you have to keep your distance and defeat them quickly. Armored Ghost Knight: A ghost who wears armor and owns a shamshir. They teleport to where you are and hit you with their shamshir. Range enemies (monsters) one-eyed laser bat: Just like previous chapters, these monsters fire a laser beam at you. In addition, their lasers pass through the walls. Fortunately, they are not chasing you, and the laser path will be celebrated on the ground. So, just make sure to keep avoiding their laser beam. Turret crossbow : Same as Chapter 5, these are the machines that shoot arrows. They shoot 3 arrows in the fan shape area at you. Just like a one-eyed laser bat, the arrow's path will be celebrated on the ground. So what you need to do is let them lock on you, and avoid those paths. Red Fireball Turret : Same as Chapter 5. This glowing ball shoots 8-direction fireballs. Brown Rock Golem : Just like previous chapters, these golems spin around and release some small breeds. They shoot rocks randomly, so you can't predict it. But, it's pretty easy to avoid, so you don't have to worry too much. Big Blue Blob : They say blue shells that spawn Green Slime (also called Blue Slime) after hitting the ground. They are not directed directly at you. Purple Orb Magician: This magician fires homing purple balls at you. The purple projectile will pause in the air for about 1 second after launch, and will fly towards you. Purple Electric Spirit: Just like Chapter 5, these slow-floating monsters release a purple lightning projectile at you. This projectile consists of 2 small purple balls and electricity that connects these two. Red Archer : Just like the previous chapters. Red Archers look like the Green Archer. However, they are an update version of Green Archer. They shoot you with an arrow that bounces off the walls 3 times before it disappears. The path of the attack is marked by a red line. Red Scythe Mage : Red Scythe Mage looks exactly like one of the pets that you can collect and equip in Archero, and an upgraded version of blue. They throw a red glowing braid at the which bounces off the walls 3 times before returning to them. Snake woman (aka Medusa) : Snake women who are very similar to Medusa. This monster will throw 3 small red shells to the which are spread randomly and moved at random distances. Archero Chapter 11 All Bosses Tips and Management there are 5 bosses in Archero Chapter 11 and every boss appears at every 10th stage (stage 10, 20, 30, 40 and 50). These five bosses consist of 4 random bosses and one final boss. All Chapter 11 Boss - Accidental Boss : Giant Snake Woman (Giant Medusa), Giant Fire Wizard, Double Archers, Round Yellow Electric Dragon x2 / Final Boss : Giant Armored Skeleton Knight. Giant female snake (aka Giant Medusa) Giant snake woman (aka Giant Medusa) is a larger version of the normal block. Like the usual Medusa, its main attack is an attack. First, it will shoot about 4'5 small red shells in the shape of a fan, or shoot a huge amount of small red shells that are widespread. This is a rather far-off attack, and the farther you are from the boss, the wider the gap between the shells. So, stay as far away as you can from her to avoid being attacked. In another picture, it will dash towards you quickly on a short range, firing 6 small red shells, 3 on each side. Round yellow electric dragon x2 You will be familiar with this boss because it is the same dragon that appeared in Chapter 5. The difference is at this time, he just brought a friend. They shoot 2 blue-and-white shells (also called electric balls) forward or 2 diagonally, and each electric ball will end up divided into 4 smaller ones. Small shells move in 4 directions (up, down, left and right) and can bounce off the walls once. There are many shells to avoid, but this dragon is a relatively easy boss. Just stay away from the trajectories. The giant fire magician Giant Fire Magician is a larger version of the normal. Just like the usual version, the boss fires homing purple balls at you, but this time generates 8 balls instead of one. All 8 purple shells will pause in the air about 1 second after launch, and will fly towards you. The magician will also fire 6 small fireballs in the shape of a fan forming towards you. These two attacks can be easily avoided, stay as far away as you can. Finally, the boss will cause 5 big fire meteors on top of your character. You can avoid them easily because it is circling on the floor. Double Archers Double Archers is the boss of that combination of two giant green archers, and is considered one of the hardest boss in this chapter. Double archers will shoot an arrow that bounces off the walls. The boss attack scheme itself is simple, but it's really tricky because the arrows they shoot bounce off the wall a lot, there aren't many places to escape. The red lasers, which show the trajectory of the arrow, is also of the things that puts psychological pressure on the player. The most realistic way to deal with this boss is to let them aim at you. Don't move the character until they've finished aiming. Remember the position of red red displayed while they are directed. As soon as they finish aiming and the red laser disappears, quickly evacuate the character from the area. Giant Armored Skeleton Knight : The ultimate boss of a giant armored skeleton knight is the final boss in Archero Chapter 11. This giant armored skeleton is very nimble and has simple but deadly attack models. Two of the most sophisticated attack models, first, the boss will dashing by shoving his sword at you, leaving a burning path, and secondly, it will randomly shoot a few small rocks all around. In the case of his dash attack, you have to be very careful because the dash speed is very fast and the range of the sword attack is wider than you think. The boss can also summon the skeleton to fight you. Source: © 2018 HABBY PTE. LTD. ALL RIGHTS ARE RESERVED. Trademarks are the property of their respective owners. Its licensees are otherwise not approved and are not responsible for the work or content on this site. The official website. Note : All images on this page are copyrighted. We argue that this is qualified as fair use of materials in accordance with United States copyright law. Copyright on this site is on the Owwya.com and Owwya Youtube channel. c) Owwya.com. All rights are reserved. Reserved. archero chapter 11 final boss guide

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