**SMITE Guide**

Hello and welcome to the #1 thrown-together SMITE guide this side of the Mississippi. I’ll be your host, Drew Manuel, or as *everyone* in the SMITE community knows me, “VoidVigilante”. This guide will be all about the basics, mainly for *Arena*, *Joust*, and *Conquest*. I will also touch on some of the basic gods and how to build effectively with them. So as the kids say:

“Shit fam those kicks on fleek my guy. Haven’t yeet that kush ina hot minute. Finna get

fucked up on Friday. YOLO.”

Oh, to be young again…anyway, on with the guide.

Disclaimer: I am not to be held accountable for any and all incorrect information viewed in this document. This document contains information that is correct to the best of my knowledge. Some information will be based on opinion but I will try to avoid “hot takes” to the best of my ability. I am not responsible for any and all injuries that may occur while viewing this document or by listening via audiobook, dedicated friend/Significant-other, or paid/unpaid professional / casual / semi-casual reader helpers.

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**Dictionary (EnglishPlz)**

* **Role**: Each god has a designated “role” they play in the game. This helps dictate their playstyle, stats, typical item builds, and the overall team composition.

In conquest Roles are called by one of the following:

* + ADC (Attack Damage Carry) – hunter or auto-attack based ranged god
  + Mid (Middle lane) – mage or god with strong poke and burst
  + Solo (Solo/short lane) – warrior or god with high sustainability
  + Sup (Support/Tank) – guardian or god with good crowd control
  + Jgl (Jungle) – assassin or god with good mobility and camp clear

This list shows the typical team comp, but any god can be played in any role, it just depends on how viable they are and if they fit the overall team composition.

Sometimes roles will be called by the type of god instead of the position, usually in non-conquest game modes. For instance, instead of calling “mid”, a joust player might call “mage”. It will mainly depend on the game mode and how many people are playing. The most typical teams in any game mode will have a Hunter-Mage-Guardian team. This covers all the bases of Physical Damage, Magical Damage, and Support. If there are other slots, then they can be filled however they see fit, but these three roles are the core of any team.

* **Minion / Creep**: The little soldiers that walk in the lanes in different game modes. They come in varieties: Archers, Warriors, and Mega. There are fire variants of each of those types, which only spawn when that lane’s phoenix (last tower) is destroyed. Killing them rewards gold and experience. Landing the final attack on them before they die grants a bigger reward. If you don’t land the last hit, but are close enough when they die, it will count as an assist and you will get a reduced reward.
* **Wave**: Not just moving your hand in greeting or parting. A wave is a single unit of minions/creeps, usually 3 Archers + 4 Warriors, that move down the lane.
* **Tower**: They look like literal towers. They are lane objectives / structures. Think of them like checkpoints, you have to destroy one to get to the next one, no skipping. Each lane will have at least one tower. The tower has a health bar that does not regenerate and an area of influence designated by the circle at the base of the tower. If minions/creeps enter that ring, the tower will attack them one at a time. If an enemy god enters the ring, the tower will attack them, again one at a time if there are multiple enemy gods in the ring. The tower will prioritize minions/creeps in the ring ONLY if they enter the ring BEFORE an enemy god. The tower will switch priority to an enemy god ONLY if there are no more minions/creeps OR that enemy god has attacked a friendly god while in the ring. If multiple enemy gods are fighting under a tower, the tower will target the FIRST god that attacks a friendly god. You can reset the tower to a different target by leaving the ring.

When attacking the tower, you can only use basic-attacks to damage it. Penetration and power will increase your damage on towers. You CANNOT critical hit a tower. If there are minions/creeps in the ring, the tower’s defense will be debuffed (weakened). Physical defense will help reduce damage from tower shots if you are getting hit. Destroying a tower rewards gold and experience and unlocks the next objective to be damaged.

What does this all mean? The goal is to push minion/creep waves into the tower to more easily deal damage to it. Push the tower when you have an advantage.

* **Acronyms / Abbreviations**:
  + **FG** – Fire Giant
  + **GF** – Gold Fury
  + **RL** – Right lane
  + **LL** – Left lane
  + **Mid** – Middle lane
  + **Solo** – Solo lane / Short lane
  + **Duo** – Duo lane / ADC-Support lane
  + **ADC** – Attack Damage Carry / Hunter / Auto-attacker
  + **Sup/Supp** – Support / Tank / Guardian / Healer
* **Gank** – Surprise attack, usually with multiple people
* **Feeding / Fed** – Essentially giving a player free kills in order to boost their lead. DO: get fed by the enemy. DON’T: feed the enemy.

**Arena Basics (A101)**

1. What is arena?
   1. Arena is a 5v5 game mode focused on brawling. The closest thing to “I just wanna frag” that you will get in SMITE.
2. How do I win?
   1. Each team starts with 500 tickets. The goal is to reduce the enemy team to 0 tickets. You do this by clearing minions, escorting minions, or by killing enemy gods.
3. That’s cool n’ all…but HOW do I win?
   1. Minion waves (friendly and enemy) will meet in the middle of the arena periodically.
   2. For each minion you last hit (land the killing blow on), you will subtract 1 ticket. Each wave has 7 minions so the max ticket count per enemy wave is 7 tickets.
   3. For each minion you escort into the opposing portal, you will subtract 1 ticket. Each wave has 7 minions so the max ticket count per friendly wave is 7 tickets.
   4. This means that each new wave has a potential score of 14 (!!!!) tickets, this rarely happens because people ignore waves and go for the sweet killz cuz frags = fun amiright?
   5. Sometimes there will be a special big minion with a health bar. This is worth 15 tickets if you escort it into the opposing portal. Big payoff, hard to defend.
   6. For each enemy god you kill, you will subtract 5 tickets.
   7. When you or your enemy is down to 10 tickets, only killing the last big minion in each wave will count for a ticket. This is essentially your last 10 waves to win the game, unless the other team can catch up through other means. Escorting minions into the portal will still count each minion as 1 ticket, only last-hitting is changed at this time in the game.