

# CLASH OF CLANS

A vibrant, cartoonish scene from the game Clash of Clans. In the foreground, three Barbarians with yellow hair and red loincloths stand on a grassy cliff edge, looking out over a fantastical landscape. The middle ground features a large, multi-tiered stone fortress with various buildings, including a red-roofed house and a small castle. A large blue dragon with pink wings is flying in the sky, surrounded by several smaller purple dragons. A red and white striped hot air balloon is also visible. In the background, a large stone statue of a man's head is visible on a distant cliff. The sky is bright blue with soft clouds.

A DECONSTRUCTION REPORT  
-BY ABHITECHGAMES



The background of the image features three stylized, clay-like figures in dark red or maroon hooded robes. The figure on the left is a skeleton. The middle figure is a man with a large nose and a surprised expression, with his hand near his face. The figure on the right is a large, muscular figure with glowing purple eyes and horns. The scene is set in a dark, atmospheric environment.

Generated Over \$1 Billion in Revenue but...

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GAME HAVE NO ADS,  
IT'S JUST A MAGIC OF

“IN-APP-PURCHASES”

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# Game in a Nutshell...

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Build your Village, Setup Defenses and Offenses, Train your Troops, Have a Fight with Defenses of Enemy Base and Loot Resources...

Enemy's Troops will always try to Invade your Village and to get the wealth of your villages, you need to setup your Cannons, Archer Towers and other Defences such that Enemy will face a crushing Defeat

**GENRE : STRATEGY**

# Target Audience

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- Players who love playing games like Chess, Cards, etc
- Players who love playing strategy games
- Players with age of 15-40 Years
- Players with lots of Patience...






# RESOURCES IN VILLAGE

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 **GOLD** : Gold is a resource that is dug up by the Gold Mines. Once collected, it will be stored in your Gold Storages. The amount of gold you have is displayed at the top right side of the screen. Gold is used to build and upgrade Defensive Buildings, traps, Elixir Collectors, Elixir Storages, walls and workshop also used to place national flag decorations.


 **ELIXIR** : Elixir is a resource that is collected by Elixir Collectors. Once collected it is stored in your Elixir Storages. The amount of elixir you have is displayed at the top right side of the screen under gold. Elixir is used for purchasing and upgrading troops, Army Buildings, Dark Elixir Storage, Dark Elixir Drills, Gold Mines and Gold Storages. It is also used to place many Decorations. Elixir is a resource that is collected by Elixir Collectors. Once collected it is stored in your Elixir Storages. The amount of elixir you have is displayed at the top right side of the screen under gold. Elixir is used for purchasing and upgrading troops, Army Buildings, Dark Elixir Storage, Dark Elixir Drills, Gold Mines and Gold Storages. It is also used to place many Decorations.

\* Unfamiliar with Different Terms in this Slide? No Worries Keep Reading... Everything will be crystal clear in the end

# RESOURCES IN VILLAGE

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 **DARK ELIXIR** : Dark Elixir is a resource that is collected by Dark Elixir Drills. Once collected, it is stored in your Dark Elixir Storage. The amount of dark elixir you have is displayed at the top right side of the screen under elixir. Dark elixir is used for purchasing and upgrading hero class troops aside from the Grand Warden, as well as training and upgrading Dark Elixir Troops.

 **GEM** : Gems are a resource that is dug up by the Gem Mines. Gems are a resource primarily gained through in-app purchase (IAP). There are other ways to obtain gems, although these methods are rather slow in comparison to purchasing them in the shop. Small numbers of gems can be obtained by clearing rocks and trees from your village, but the rate of re-spawn of trees and bushes is quite low. Completing achievements also awards gems. In addition, the top players in the top three clans receive gems from the weekly tournament. Lastly, Supercell occasionally holds competitions on their Facebook page for which they award gems to the winners.

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# CORE MECHANICS

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Let's Start with Defence Mechanism First;

## DEFENCES

At Start your village consist of basic elements like :

- 1 Town Hall
- 1 Builder Hut
- 1 Army Camp
- 1 Gold Mine



# Inside a Village...

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- **Town Hall**



It is the heart of the Village Contains some resources like Gold, Elixir, this is the thing that controls the upgradation of all other elements. It's the Most Important Part of Village and Hence Defences must be placed around this to give full Protection;

- **Army Camp**

This the Place where your Trained Troops Live, Note this only act as a Container for Holding your Troops, this not responsible for Training your Troops...

- **Gold Mine**

Gold is a Resource which helps you added various systems to your Village is extracted in this Gold Mine



# Inside a Village...

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- **Builder Hut**

He is the most important person of Village, he is the Guy who will keep your Systems like Mines, Barracks, Storages, etc

**Note : Upgrading / Building takes time in a Village**  
**The more you Upgrade the more time it gonna take...**

A village can have 5 Builders at max, and by default 1 Builder is present in every



AS YOU BUILD YOUR VILLAGE...

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You will Train Various Troops in Barracks from Attacks, build up defences like Cannon, Archer Tower, etc to Protect your Village, Upgrade Barracks to get more variants of Troops. Setup walls, set traps, Keep Expanding, Keep attacking, loot and build your Village. Keep Upgrading with Help of your Builders...

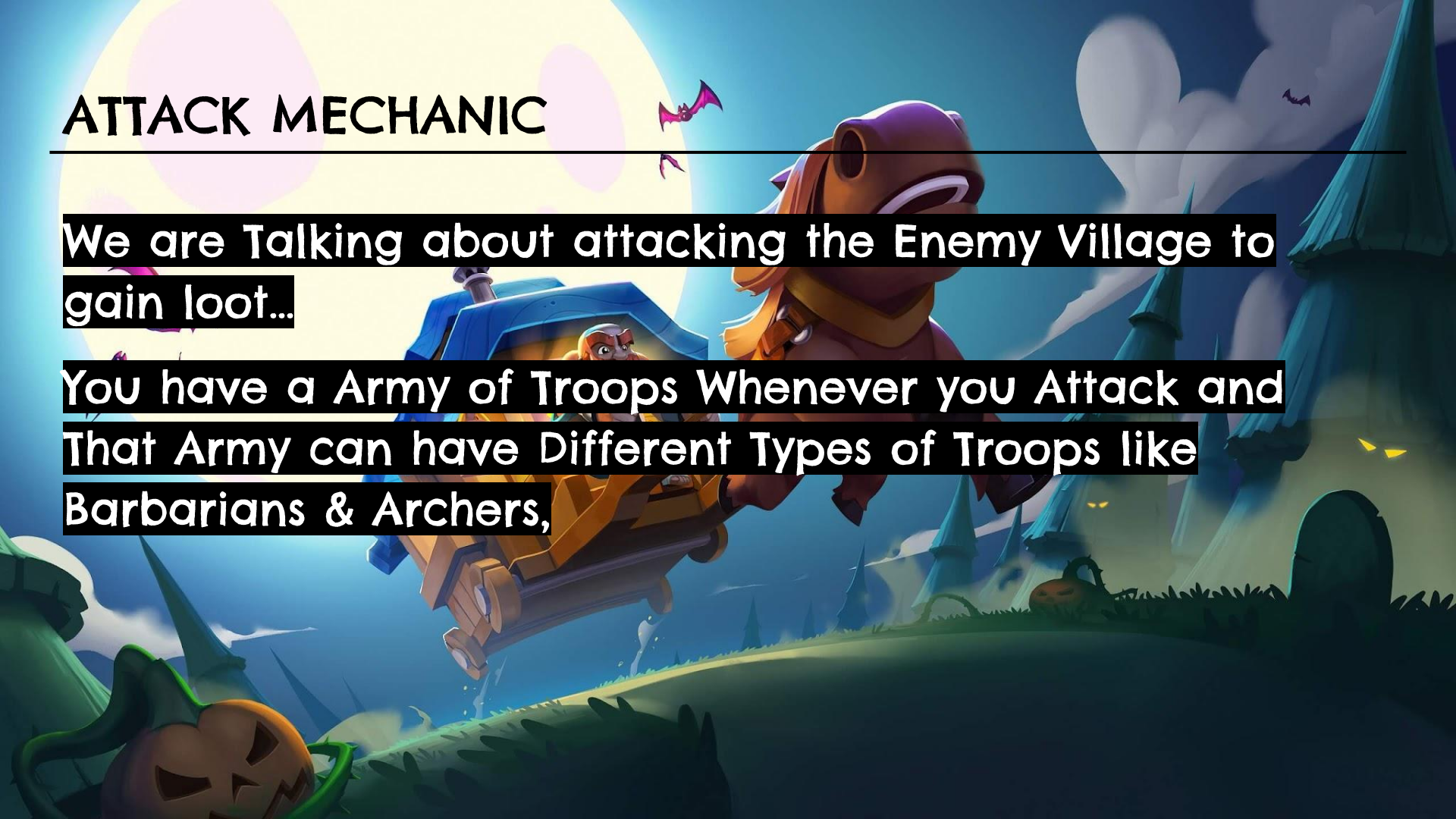


# ATTACK MECHANIC

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We are Talking about attacking the Enemy Village to gain loot...

You have a Army of Troops Whenever you Attack and That Army can have Different Types of Troops like Barbarians & Archers,



# ATTACK MECHANIC

- Select a Troop/Spell first,
- Click on the position of the Village where you want to spawn that Troop/Spell (Only in Green Zone : Place where Troops can be Spawned because it is little Far for Enemy Defences)
- That Troop/Spell will get Spawned there and Do his work in that Battle







THANKS...