How to active the Gurdians

Close your cok game "game.bat"

Go to Game folder-Resources folder then open acivity_panel.xml file

Name	Date modified	Type	Size
cn	5/23/2018 6:12 PM	File folder	
ab	6/29/2017 7:21 PM	XML Document	2 KB
ability	6/29/2017 7:21 PM	XML Document	7 KB
achievement	6/29/2017 7:21 PM	XML Document	10 KB
activity	6/29/2017 7:21 PM	XML Document	6 KB
activity_panel	6/29/2017 7:21 PM	XML Document	2 KB
affairs	6/29/2017 7:21 PM	XML Document	38 KB
alliancescience	6/29/2017 7:21 PM	XML Document	120 KB
allianceshop	6/29/2017 7:21 PM	XML Document	4 KB
area	6/29/2017 7:21 PM	XML Document	9 KB
arena	6/29/2017 7:21 PM	XML Document	9 KB
arms	6/29/2017 7:21 PM	XML Document	22 KB
army	6/29/2017 7:21 PM	XML Document	16 KB
attribute_random	6/29/2017 7:21 PM	XML Document	2 KB
building	6/29/2017 7:21 PM	XML Document	174 KB
building_22062017	6/29/2017 7:21 PM	XML Document	174 KB
cargo	6/29/2017 7:21 PM	XML Document	2 KB
characters	6/29/2017 7:21 PM	XML Document	1 KB
checkpoint	6/29/2017 7:21 PM	XML Document	1 KB
city	6/29/2017 7:21 PM	XML Document	11 KB
crossFightWorld	6/29/2017 7:21 PM	XML Document	5,053 KB
daily_login	6/29/2017 7:21 PM	XML Document	3 KB
daily_quest	6/29/2017 7:21 PM	XML Document	3 KB

Open it using Notepad++

```
activity_panel.xml
 1   <?xml version="1.0" encoding="UTF-8" standalone="no"?>
 2  <tns:database xmlns:tns="http://www.iw.com/sns/platform/" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
 3      <ItemSpec id="57000" type="1" rewardid="232900" function_on="1" popup="1"/>
 4      <ItemSpec id="57001" type="2" activityid="9006" function_on="1" popup="1"/>
 5      <ItemSpec id="57002" type="3" function_on="1" popup="1"/>
 6      <ItemSpec id="57003" type="4" start_time="2017-05-11" duration="15" function_on="1" popup="1"/>
 7      <ItemSpec id="57006" type="6" autoupdate="1" exchange="2" free_num="2" refresh_cost="50" function_on="1" popup="1"/>
 8      <ItemSpec id="57007" type="7" function_on="1" popup="2"/>
 9      <ItemSpec id="57010" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
10      <ItemSpec id="57011" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
11      <ItemSpec id="57012" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
12      <ItemSpec id="57013" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
13      <ItemSpec id="57014" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
14      <ItemSpec id="57015" type="6" autoupdate="1" exchange="0" function_on="1" popup="1"/>
15      <ItemSpec id="57016" type="8" function_on="0" popup="0"/>
16      <ItemSpec id="57017" type="6" autoupdate="1" exchange="0" function_on="0" popup="0"/>
17      <ItemSpec id="57018" type="6" autoupdate="1" exchange="0" function_on="0" popup="0"/>
18      <ItemSpec id="57019" type="6" autoupdate="1" exchange="0" function_on="0" popup="0"/>
19      <ItemSpec id="57020" type="6" autoupdate="1" exchange="0" function_on="0" popup="0"/>
20      <ItemSpec id="57021" type="6" autoupdate="1" exchange="0" function_on="0" popup="0"/>
21  </tns:database>
22
```

Change start_timee="" to your date and duration="200"

Save the file then close it

You will see in the same folder file called item.xml

Open it and look for a line called wa_swich as you see in the picture you will see k1="0" Switch it to "1" then save the file and open your game ☺

```
<ItemSpec id="dragonglass_control" k1="1.1.7" k2="1"/>
<ItemSpec id="wa_score" k1=".00001" k2="30;5" k3="26;1" k4="15" k5="5" k6="1000;1" k7="2000;2" k8="3000;3" k9="5000;4"/>
<ItemSpec id="wa_scene" k1="201"/>
<ItemSpec id="wa_reward_v" k1="50" k2="10"/>
<ItemSpec id="wa_switch" k1="1" k2="1.1.8"/>
```