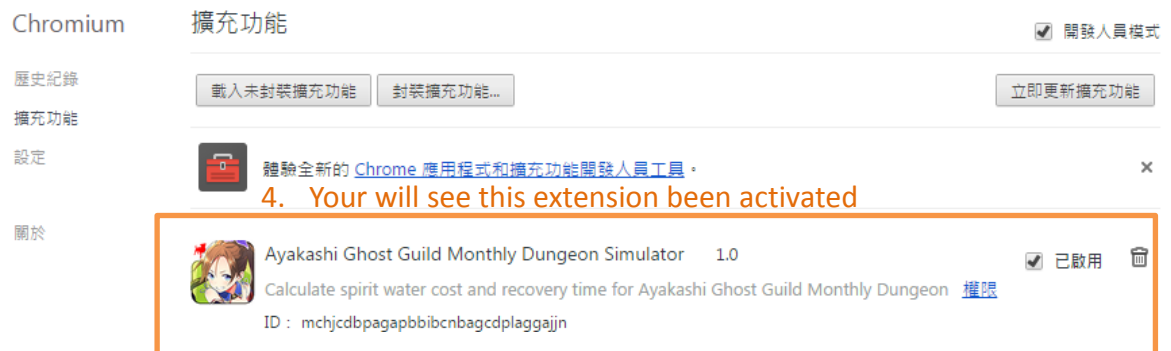
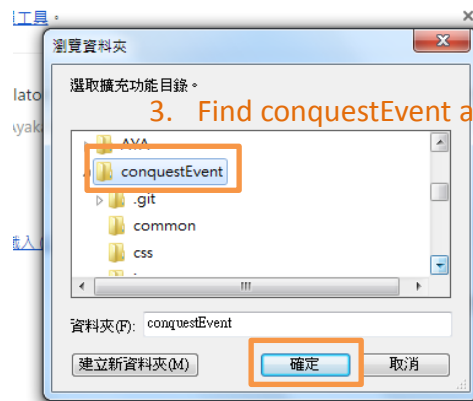


1. Check Develop Mode

2. Click Load unpacked extension



3. Find conquestEvent and accept



5. Go to this page:

<http://yasushi.me/ayabeta/conquest.html>

樓塔計算錄 (Beta) 攻擊 防禦 法門 爬塔 討伐(Alpha) 個人設定 問題回報

隊長 設定 儲存 載入 清除 從我的式神載入

點數分配 體力 攻擊 防禦
目前配點 50 150 300
極限配點 (10x1→7+) 17 161 322
推薦配點 (10x1→7) 29 157 314

數據分析

出卡數 體力 攻擊力 防禦力 格鬥力 所需靈力 消耗靈力
攻擊 防禦 攻擊 防禦

7. You will see a blank sheet if you haven't entered this page before

8. Place desired daemon as leader for your conquest daemons.

6. Place other 9 daemons here it will sort automatically

所有式神 我的式神 編輯我的式神

全部 99神

全部 ★1 ★2 ★3 ★4 ★5

※ 任意技能 無關鍵字

(此處預定放出陣模範)

數據僅供參考!!

大家好，我是計算錄的作者本層小鈴。從計算錄公諸於世到現在也已經有半年多的時間了，非常感謝各位的使用以及各種的錯誤回報與建議。然後被建議最多的「討伐試算」也已經完成一個階段，這邊就先公開給大家方便計算數據。由於公式是自己推測的，所以在靈力的計算上可能會有誤差，這點還請大家包涵。

© 2013 本層小鈴. All rights reserved. (RC群: 26237047) (Last Updated: 2014-06-28 15:28 UTC+8)
Trademarks are the property of their respective owners. Game content and materials © Zynga Inc. All rights reserved.

樓塔計算錄 (Beta) 攻擊 防禦 法門 爬塔 討伐(Alpha) 個人設定 問題回報

隊長 設定 儲存 載入 清除 從我的式神載入

點數分配 體力 攻擊 防禦
目前配點 50 150 300
極限配點 (10x1→7+) 17 161 322
推薦配點 (10x1→7) 29 157 314

數據分析

出卡數 體力 攻擊力 防禦力 格鬥力 所需靈力 消耗靈力
攻擊 防禦 攻擊 防禦

10 220855 149160 146275 392 131 262 66 131
7 156980 102110 105925 272 91 182 46 91
4 90330 58410 61125 157 53 105 27 53

所有式神 我的式神 編輯我的式神

全部 99神

全部 ★1 ★2 ★3 ★4 ★5

※ 任意技能 無關鍵字

(此處預定放出陣模範)

數據僅供參考!!

大家好，我是計算錄的作者本層小鈴。從計算錄公諸於世到現在也已經有半年多的時間了，非常感謝各位的使用以及各種的錯誤回報與建議。然後被建議最多的「討伐試算」也已經完成一個階段，這邊就先公開給大家方便計算數據。由於公式是自己推測的，所以在靈力的計算上可能會有誤差，這點還請大家包涵。

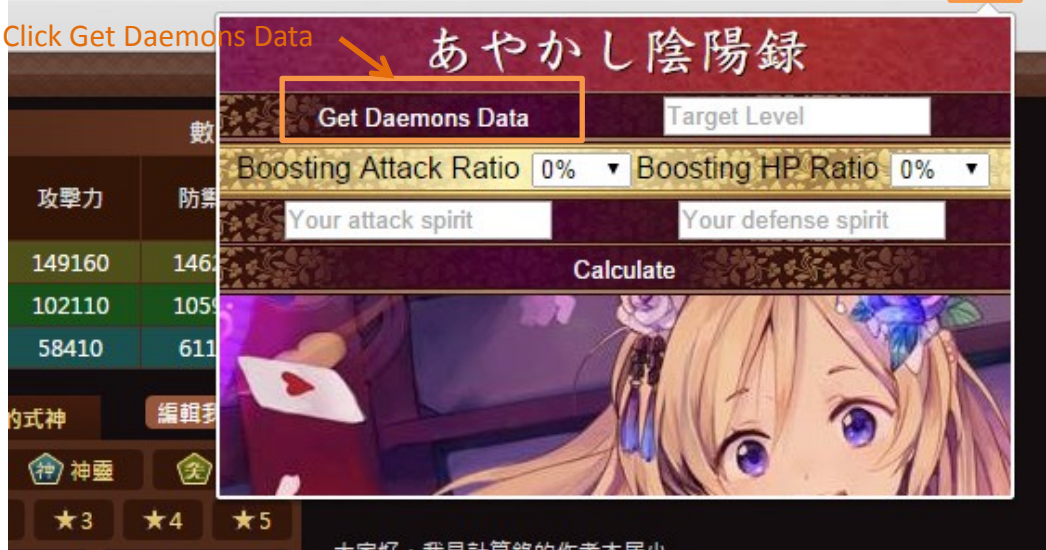
© 2013 本層小鈴. All rights reserved. (RC群: 26237047) (Last Updated: 2014-06-28 15:28 UTC+8)
Trademarks are the property of their respective owners. Game content and materials © Zynga Inc. All rights reserved.



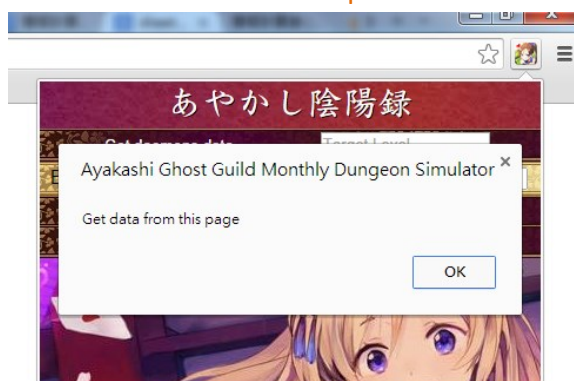
10. An alert will show name for those daemon on the list

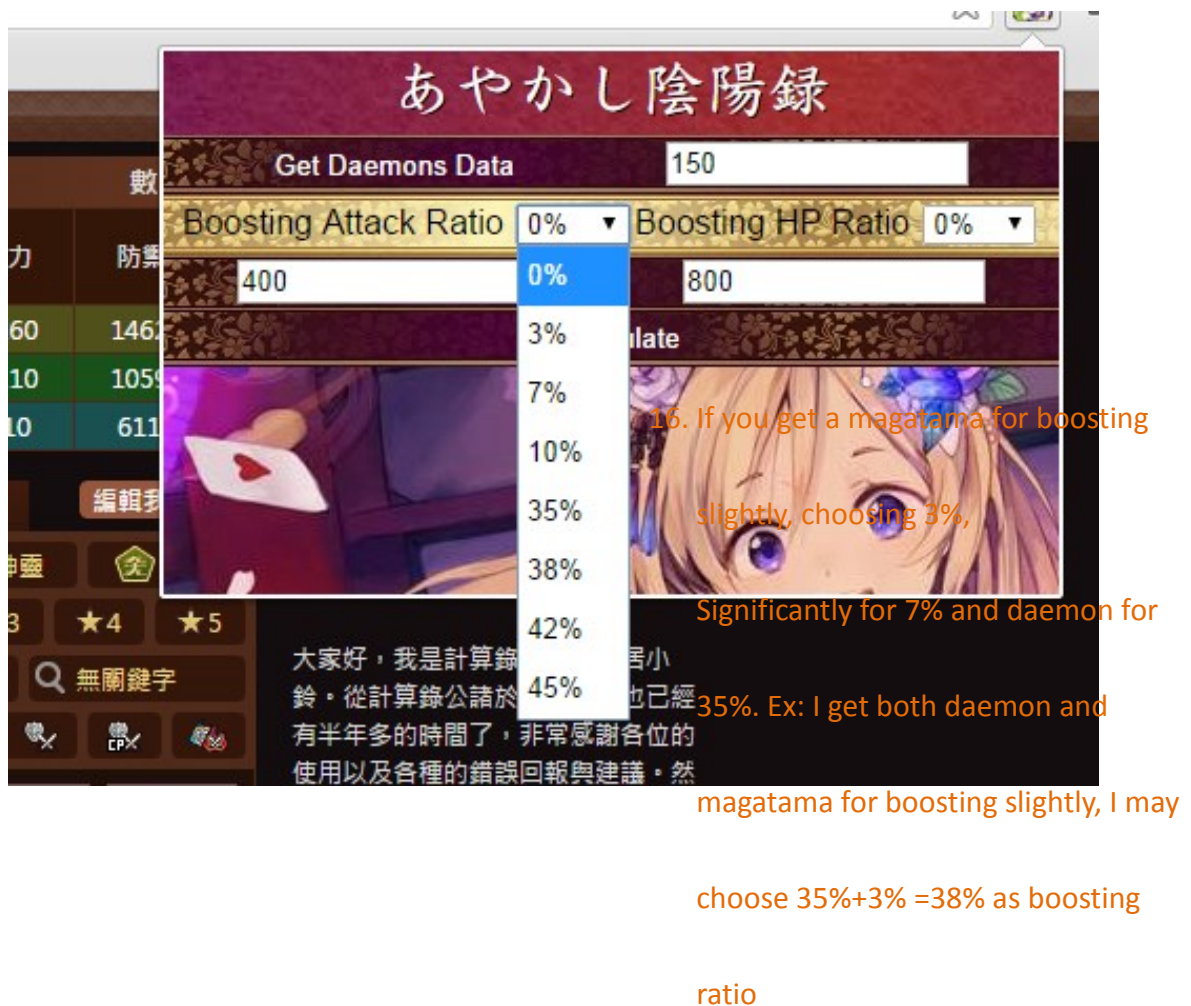
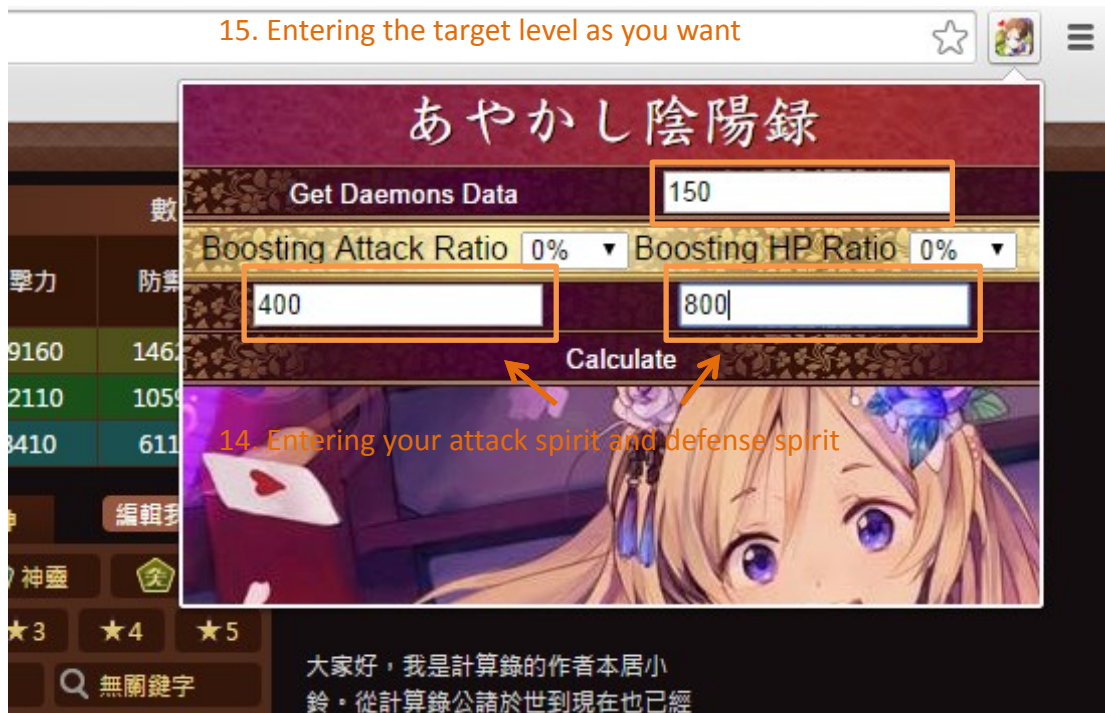
11. Click this icon and the popup page will show up as below

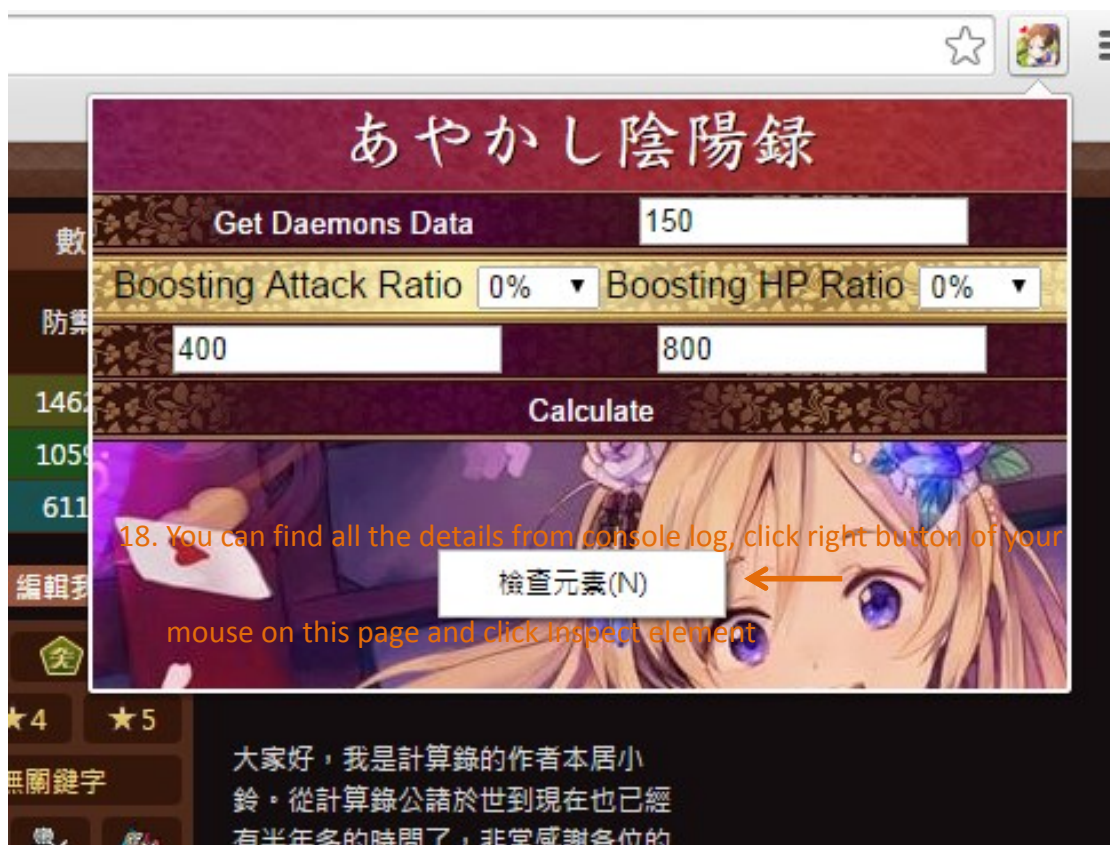
12. Click Get Daemons Data



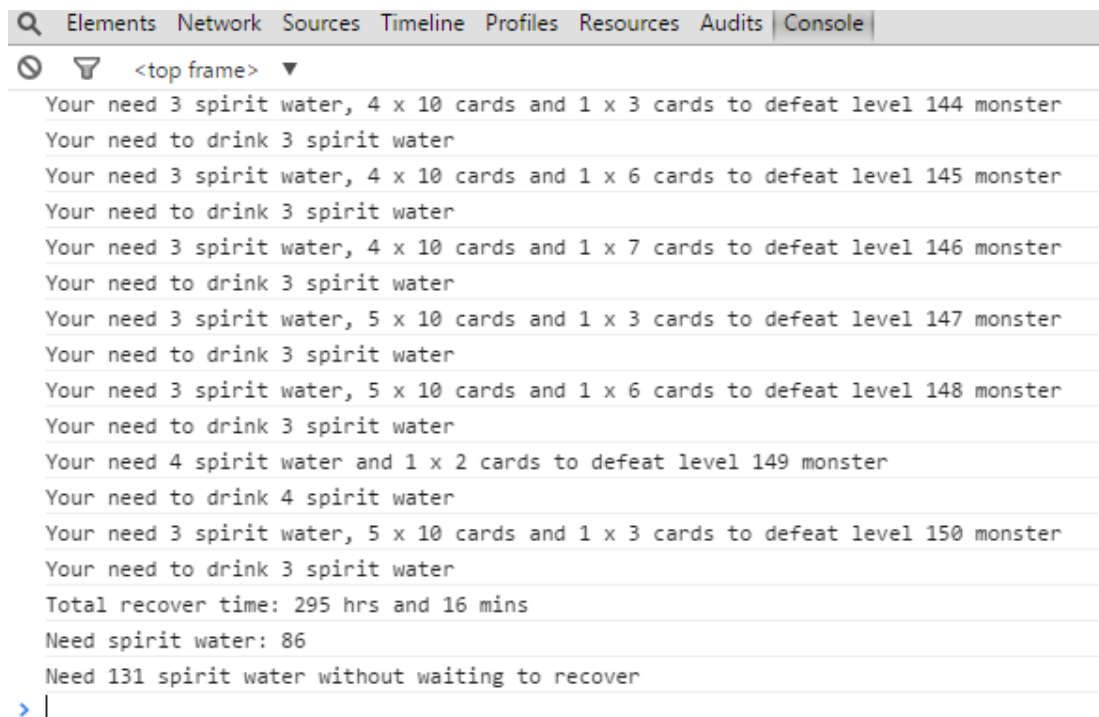
13. Another alert shows up...







19. Choose console, you can find out all the detail, such as spirit water cost, how many cards to defeat monster for each level



```
Q Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Your need 3 spirit water, 4 x 10 cards and 1 x 3 cards to defeat level 144 monster
Your need to drink 3 spirit water
Your need 3 spirit water, 4 x 10 cards and 1 x 6 cards to defeat level 145 monster
Your need to drink 3 spirit water
Your need 3 spirit water, 4 x 10 cards and 1 x 7 cards to defeat level 146 monster
Your need to drink 3 spirit water
Your need 3 spirit water, 5 x 10 cards and 1 x 3 cards to defeat level 147 monster
Your need to drink 3 spirit water
Your need 3 spirit water, 5 x 10 cards and 1 x 6 cards to defeat level 148 monster
Your need to drink 3 spirit water
Your need 4 spirit water and 1 x 2 cards to defeat level 149 monster
Your need to drink 4 spirit water
Your need 3 spirit water, 5 x 10 cards and 1 x 3 cards to defeat level 150 monster
Your need to drink 3 spirit water
Total recover time: 295 hrs and 16 mins
Need spirit water: 86
Need 131 spirit water without waiting to recover
> |
```

20. This extension is just for calculating spirit water cost and recover time approximately for you to refer. Usually, it may cost less spirit water for some phenomena could hardly been included in simulation, such as critical hit of both monster and daemons. If you have any suggestion or want to translate in different language, please feel free to contact me.

Email:bluebluebluelan@gmail.com