

Bot Setup & Usage Guide

This document explains how to prepare the game, install required components, and use the bot correctly.

Pre-Requirements

Set in-game language to English.
Use default Landscape orientation.
Delete all clan troops.

Set troop bar to default.
Apply Base Village default scenery.

Bot Attack Guide – Town Hall (TH) Patterns

This guide explains how to attack using the bot by relying on example attack patterns designed for specific Town Hall (TH) ranges.

The images provided do not represent the only possible army compositions, but serve as reference examples. The bot has been designed and tested to work correctly with these troop types, quantities, and configurations.

Important: following the rules described below is essential for the correct functioning of the bot.

General Rules (apply to all TH levels)

You are free to choose which heroes to use. However, the number of heroes must always match the number shown in the image corresponding to the selected Town Hall range. The bot does not check which heroes are used, but relies exclusively on the visible hero count.

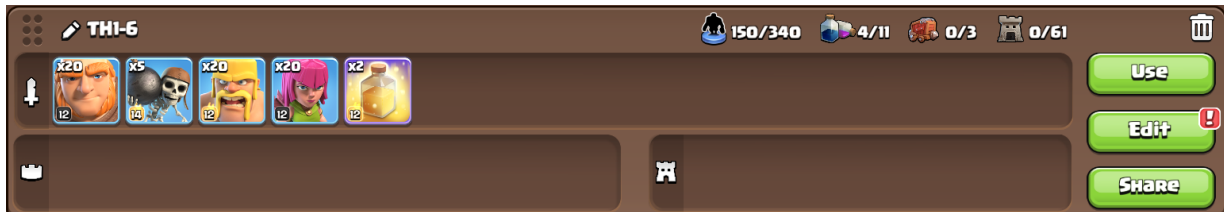
The spells used in the army must be exactly the same as those shown in the example images, both in type and quantity. Spells must not be added or removed, as any variation may interfere with the bot's attack logic.

If a Siege Machine is available, it can be freely chosen by the user. The type of Siege Machine is not restricted to the one shown in the example image.

Clan troops are not allowed under any circumstances. The Clan Castle must be completely empty before starting an attack.

The bot is optimized for the army compositions shown in the examples. Arbitrary changes to troop composition may result in incorrect behavior or failed attacks.

TH 1 – 6

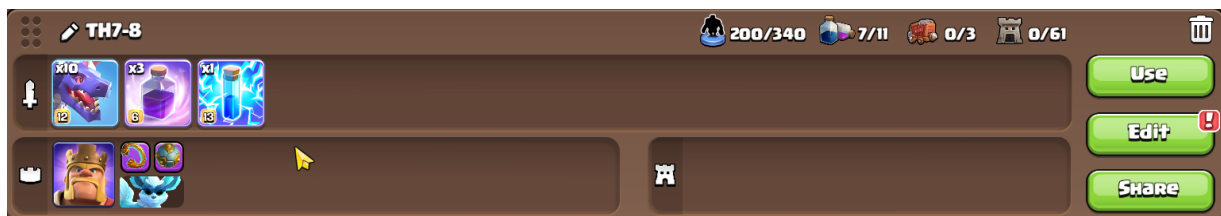


The image shows a basic army composition designed for lower Town Hall levels. This setup represents a reference pattern that the bot uses to execute the attack logic.

At these levels, heroes are not mandatory. If heroes are used, the general rules regarding hero count still apply.

The image should be considered only as an example of an attack pattern and not as a fixed or mandatory preset.

TH 7 - 8

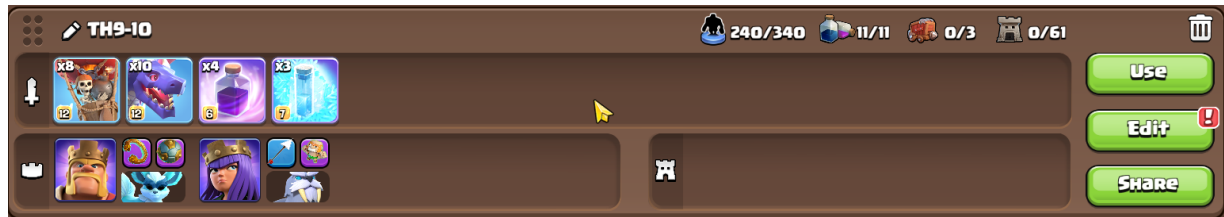


In this Town Hall range, exactly one hero is used. The number of heroes is not variable and must strictly match what is shown in the image.

The bot has been specifically designed to recognize and operate with this configuration, and any deviation may lead to incorrect attack execution.

The image represents a reference attack pattern consistent with the bot's intended behavior.

TH 9 - 10

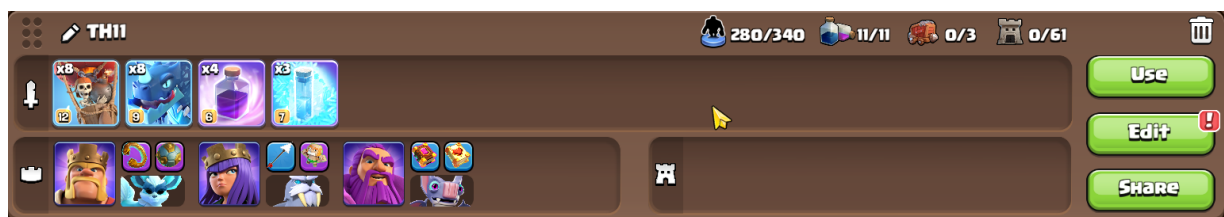


n this Town Hall range, exactly one hero is used. The number of heroes is not variable and must strictly match what is shown in the image.

The bot has been specifically designed to recognize and operate with this configuration, and any deviation may lead to incorrect attack execution.

The image represents a reference attack pattern consistent with the bot's intended behavior.

TH 11

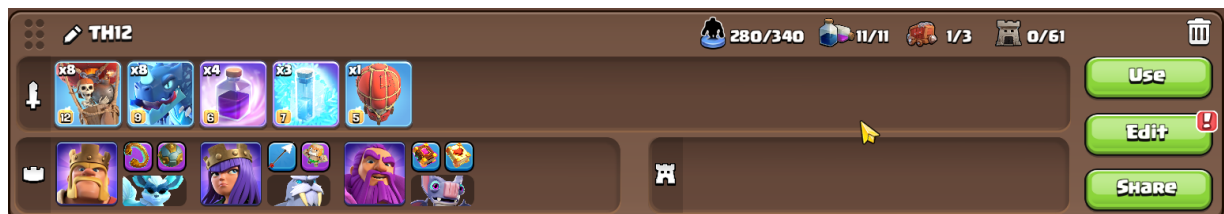


At Town Hall 11, the attack pattern does not include any Siege Machine. The army composition shown in the image represents the reference setup used by the bot at this level.

Spell management and deployment timing become more advanced compared to previous Town Hall levels.

The number of heroes must strictly match what is shown in the reference image, as the bot relies on this configuration to execute the attack correctly.

TH 12

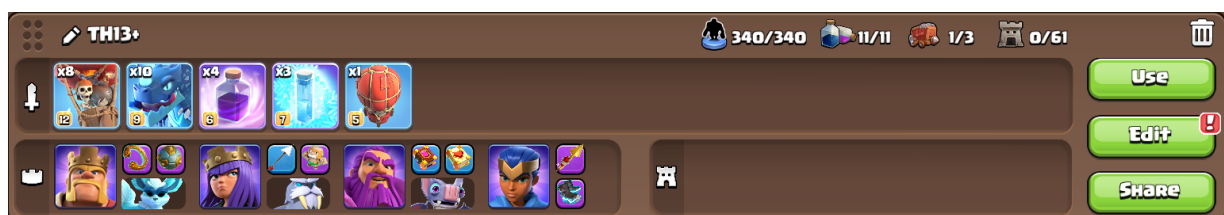


Starting from Town Hall 12, the use of a Siege Machine becomes available. The Siege Machine can be freely chosen by the user, as its type is not restricted by the example image.

This attack pattern is optimized for more advanced defenses and requires more precise spell usage and deployment timing.

The number of heroes must strictly match what is shown in the reference image, as the bot relies on this configuration as both a visual and logical reference during the attack.

TH 13+



This is the most complete and advanced army composition supported by the bot. The attack logic at this level represents the highest level of automation complexity.

The number of heroes must match the example image, and the overall composition should not be altered.

This configuration represents the final and most advanced model on which the bot has been designed and tested.

Disclaimer – Bot Usage and Responsibility

Users are advised not to overuse the bot by running excessively long or continuous attack sessions. Even though the bot has been designed to behave in the most human-like way possible, excessive usage can always carry potential risks.

Human-Like Behavior and Smart Pauses

To reduce these risks, the bot includes smart breaks that are triggered after a random number of attacks, simulating natural pauses similar to real player behavior.

In addition, troop deployment is never performed from the same exact location. For each Town Hall range, multiple attack patterns are available, ensuring that attacks vary and do not follow repetitive or predictable behavior.

These mechanisms are specifically designed to make the bot's activity appear as natural as possible during gameplay.

Usage Responsibility

The use of the bot is entirely at the user's own responsibility. The author of the bot and this guide does not assume any responsibility for potential penalties, account restrictions, suspensions, or bans that may result from the use of the software.

Each user is responsible for using the bot with caution and moderation, fully aware of the possible risks associated with game automation.

Liability Disclaimer

By using the bot, the user explicitly acknowledges and accepts this disclaimer.

The author fully disclaims any liability related to the use, misuse, or consequences arising from the use of the bot, including but not limited to violations of game rules or enforcement actions taken by the game provider.