**MainQuest()**  
Reference resolution: 1280x720  
  
Key:  
[Native X, Native Y](Red, Green, Blue)🡨clickPoint  
**%X.XXXXXXX, %Y.YYYYYYYY**

~~Look for text ‘Tap here to accept the quest’ test, click when present  
!test.png  
[16, 250](254, 254, 254)🡨 // first T~~**~~1.25, 34.72222222222222~~** ~~[40, 255](254, 254, 254) //must equal NOT white~~**~~3.125, 35.41666666666667~~** ~~[220, 258](254, 254, 254) // last t~~**~~17.1875, 35.83333333333333~~**

Look for blue arrow, if blue value is over 100, click main quest.  
!test.png  
[282, 243](54, 103, 123)  
**22.03125, 33.75**  
[282, 249](46, 91, 108)  
**22.03125,** **34.58333333333333**

Look for the high red value in the main quest active graphic,  
!test.png  
[56, 208](255, 184, 102)  
**4.375,** **28.88888888888889**

Look for Done circle, it hangs up to progress, click Main quest.  
  
[259, 272](232, 227, 224)  
**20.234375,** **37.77777777777778**

Look for Quest bubble, if it is present on screen for too long, click main quest  
  
[691, 262](63, 63, 63)  
53.984375, 36.38888888888889  
[691, 248](226, 226, 226)  
53.984375, 34.44444444444444

Look for wifi logo to verify combat screen is up.  
wifi.png  
[10,709](79, 136, 42)  
**0.78125, 98.47222222222222**

Click the Main quest button when the text is detected.

\*Native X , Y and RGB values were determined using the attached PSD.  
\*%X and %Y are determined by take the native value and dividing it by the respective resolution, the results are multiplied by 100.

