RELATIONSHIPS

Relationships

Relationships (Beta) - Introduction

Greetings Survivors, in this guide we will cover some introductory information regarding how the Relationship function works. Let's get into it!

What's Relationships?

- Players with Town Hall Lv. 13 and above in Season 4 and beyond can unlock Relationships.

- By clicking on the Profile in the top left corner, players can access the function "Relationships".

- 2-5 players in the same region can enter a mutual relationship with each other that bring extra benefits for them.



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Relationships (Beta) – Types & Buffs 1

There are 4 different relationship types:

Love Couple:
An intimate relationship for two people.
Buff:
Enhanced Sharpshooters Health and Melee Training Speed.



Blood Bound:
A combat team relationship for two people.
Buff:
Improved Melee Defense and Cavalry Training Cost reduction.



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Relationships (Beta) – How to form 1

There are two ways to form relationships:

1. Apply to join others' relationships
Click other's Profile – Relationships, go to the Relationship page and click + buttion to Apply.



Relationships (Beta) – How to form 2

If someone has applied or invited you to form Relationships , you can check your **Messages** to respond.

There are Invitation List and Application List.

For players in the list, you can **view** their player information, **decline** invitations/applications, or **accept** invitations/applications.



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Relationships (Beta) – How to leave

1. **Exit**
Click Your Profile – Relationships, switch to the Relationship you have joined, click on your own avatar and select "**Exit**" to leave.

2. **Kick out**
The one who starts a Relationship acts as **administrator** can go to the Relationship page, switch to the corresponding Relationship, then select the player in the Relationship and click the "**Kick Out**" button to remove the player.

Attention: Whether it is kicking out a player or a player voluntarily leaving the Relationship, the vacant slot in the Relationship will enter **cooldown (7 hours)**.



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Relationships (Beta) – Upgrading

Relationships have levels. **Active Relationships** can be upgraded.

Donating special **Relationship items** can gain contribution points to upgrade the Relationship level.

Earn Relationship items by recycling other items, completing Daily Tasks, or purchasing them in the ELITE store using Rubies.

The total Contribution points all members of the Relationship combined determine the Relationship level.







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Relationships (Beta) – Effect

Unlock Effect:
You need a **Lv.20 Relationship** to unlock a special visual effect.

Active Effect:
- The Relationship Spots are **all filled**;
- Effect has been **unlocked**;
- All members of the Relationship **select this effect as Privileges**;
- The members of the Relationship have to choose **Position** to put their Towns **in a specific pattern** to trigger the effect.



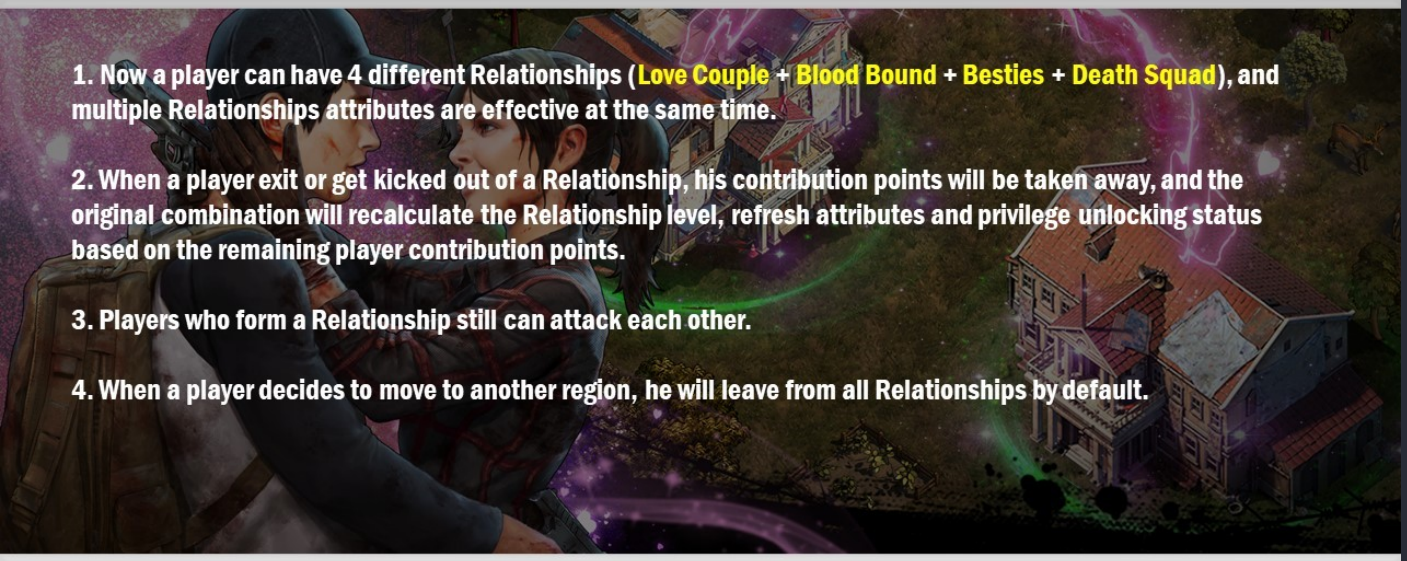
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Relationships (Beta) – Effect Patterns



Relationships (Beta) – Tips



1. Now a player can have 4 different Relationships (Love Couple + Blood Bound + Besties + Death Squad), and multiple Relationships attributes are effective at the same time.

2. When a player exit or get kicked out of a Relationship, his contribution points will be taken away, and the original combination will recalculate the Relationship level, refresh attributes and privilege unlocking status based on the remaining player contribution points.

3. Players who form a Relationship still can attack each other.

4. When a player decides to move to another region, he will leave from all Relationships by default.

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