LINES WE CROSS

LINES WE CROSS - INTRODUCTION

What is "Lines We Cross"?

In this new intense PvP event, you'll venture into uncharted territory to fight another region for control of their community buildings.

After your assault is complete, opponents will have the chance to retaliate! Will you have the strength to fight back!?



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LINES WE CROSS - REGISTRATION

When this event becomes available for your region, it will appear in your Event interface. Region Chiefs of participating regions will be able to select 3 out of 5 preferred battle times.

Once registration is over, the system will select the most appropriate time based on those initially chosen.



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LINES WE CROSS - RULES

The event is split into 3 sections: Clash 1: The Raid
Ceasefire
Clash 2: The Revenge

First one region will venture into the opponents region and attempt to take over their community buildings; then, after a short ceasefire, the opposing region will have a chance to get their revenge when the roles are reversed.

To gain points you must attack community buildings, defeat any defending formations and then garrison your formations to defend them.

When you garrison a formation in an enemies community building, you will slowly gain control. Once you reach 50% or more control over a building you will start accumulating points. The region with most points after both clashes have concluded will be declared the winner.



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LINES WE CROSS - MAP

Chaos will arise during this intense battle, and information will be critical for success. A special map interface with information on all community buildings and their occupation status will be available for players by tapping on the map icon on the bottom left of the screen.

Once inside the interface you will be able to check the status of each individual community and easily attack/garrison by clicking on the "Go" button.



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Revision #2
Created 2 May 2022 15:38:16 by Origin
Updated 29 April 2024 17:16:57 by Origin