

# FAQS

Usually asked questions that you can find answers to here.

- [Official - Trivia you might consider as Bugs](#)

# OFFICIAL - TRIVIA YOU MIGHT CONSIDER AS BUGS

## Why did my city suffer attacks while the shield was in effect? Should I be compensated for the shield?

It is usually a calculation error due to time zone issue. The time shown in the shield effective log is the time of the player's time zone, while the battle report is the uniform UTC+0 time, which needs to be converted, that is, it is very likely that your shield has been disabled.

## Why is Survivor Rick on my queue, but the skill is not effective and I don't get 20% extra experience?

Survivor Rick's skill is passive so his experience bonus skill is already in effect whether he joins the battle or not.

## I activated the attack bonus, but why is the 'bonus' in the battle report in the arena not displayed

If you activated the bonus, upgraded survivors, etc., you need to re-edit the queue in the arena to make it effective, instead of using items to make it effective immediately.

## Why can't I build more roads anymore?

There is a limit for the number of roads you can build in town currently 200 squares.

## Why does it still show insufficient resources when I train soldiers after adding resources from the item bar when the current resources are not enough?

This is because the fighters you have now require consumption of resources, so if the resources only just meet the training requirement when using, then the fighters consume a little bit of resources, this situation may occur. It is recommended to add more resources in the item bar when there is not enough resources.

## My unclaimed mail expired, is the loss irretrievable?

In the three columns of Battle Report/System/Developer, the emails containing attachments will all be automatically claimed the moment before the emails are automatically deleted. If you still believe you have losses, please contact our customer service staff for further verification as well.

## I completed the fighters training after the training day started, why didn't the points increase?

It is because the training needs to be done after the event starts, collecting fighters that are already trained after the event starts is not counted in the quest calculation.

## **Why do I have thousands of idle fighters in my town, but was defeated by 1 survivor with 1 fighter by other players?**

In the current game, if there is no survivor queue stationed in the city, the soldiers have no leader and no combat power, so when they are attacked, the idle soldiers cannot defend directly and you will be consider a direct defeat.

## **Why does the chat interface show other languages?**

The automatic language translation function of the chat channel is determined by the system language of the device you are using, please change it in the language setting interface.

## **The player who attacked me must have been in the War Fever bonus phase, why can he activate his shield immediately after attacking me?**

The war fever time is based on the moment the troops start, the situation is normal and likely to happen if both players are far away from each other.

## **Why do my community buffs look incorrectly displayed? Not all of them are in effect?**

Please note that identical community buffs do not stack and take effect; identical means that the bonus values and the type of buff effects are identical.