MANAGORE

I. Guild Levels (Help Section article) have been added. They give bonus to each guild member (change made in accordance with a player's suggestion).

- To increase the Guild level or Guild specialty level a certain amount of resources is required.
- These resources are accumulated by members donating them to the Guild warehouse.
- 5% of each member's hourly income is added to the Guild Warehouse.
- Now a survey can be created. It can be posted in the Guild forum.
- The Guild leader can assign ranks, that determine which members can create surveys and manage the resources in the Guild Warehouse.

II. Changes in the Arena duels (Help Section article);

- Victories over players that are 5 or more level weaker, don't bring anything to the winner.
- Victories over players that are 2 to 4 level weaker, bring Arena points, Rating and a chance to get Runes
- Victories over players that are 1 level weaker, or the same level, give a chance to steal an item from the Inventory or active offers on the Rune market.
- In case of a victory over a player who is 1 or more levels stronger, a chance to steal an Artifact is calculated as mentioned above.
- The option to "defend" a certain area is removed. Now only attacks are possible in a duel.

- Artifacts of the types Helms, Armor and Boots, give the hero a chance to reflect the damage back to the attacker. Helms increase this chance for attacks in the head area. Armor increases this chance for attacks in the torso area. Boots increase this chance for attacks in the legs area.
- Offline duels are possible. Player can duel with a player who was not online in the previous 15 minutes, without them explicitly agreeing. A player can't challenge the same player more than once in a matter of an hour (affects all heroes).
- A button to skip the flash animations has been added. In the case of an offline duel it leads directly to the report. In case of an online duel, the game waits for the other player to select their actions, while the player pressing the button, doesn't have to select their actions. The condition is that the duel must remain open and not closed.
- In case one side leaves the duel, that side is considered the loser. If both sides leave, both sides lose the duel.
- The Bot is available only up to level 5.
- Calculation of weekly rankings (Help Section article)(change made in accordance with a player's suggestion).

III. Changes in the Game Goal;

- When the Game goal gets activated all marches to active players are accelerated tenfold.
- An attack to the Dragon takes 1 hour to reach the destination, regardless of the distance.
- An attack to the Dragon requires 10 000 000 Food regardless of the army and distance.
- Players have the chance to challenge more than 1 guardian in the same day. Each such case costs 500 Credits.

IV. Changes made to the Newbie protection. Apart for previous functionalities the following have been added: Resource gain, Unit training, Building construction, Developing knowledges, Developing upgrades and March speed are all accelerated X5.

V. All marches to own Kingdoms, that take more than an hour to reach the target, are now fixed to 1 hour (change made in accordance with a player's suggestion).

VI. The marches can't take more than an hour, even if the speed reduction option is used.

VII. The Mentor is visible in all Kingdoms and quests regarding Building level requirements can be completed at any Kingdom (change made in accordance with a player's suggestion).

VIII. An option has been added that allows players to move a Kingdom to empty coordinates (Help Section article).

IX. Changes have been made to the missions assigned by the mentor (Help Section article). Some have been removed, other altered and a few have been added.

X. Players that have lost over 80% of all their army have the option to activate Recovery mode. (change made in accordance with a player's suggestion).

XI. The buildings that transform remains give 2 additional processes per level, instead of 1. At the buildings highest level the resources transformed are always more than a 100% of the Remains invested.

XII. Players can personalize the menu where they choose Kingdoms. They can now determine which Kingdom is positioned where, by dragging and dropping (change made in accordance with a player's suggestion).

XIII. An Enchanting march can only be sent if there are Craft items in the Inventory (change made in accordance with a player's suggestion).

XIV. Up to 5 items can be won from Battles daily (change made in accordance with a player's suggestion).

XV. The requirement to access the Rune Market and Rune shop is changed. Now an artifact or item in the inventory is required (excluding the starting artifact).

XVI. The maximum amount of simultaneous marches at level 0 of Centralism is now 5 (change made in accordance with a player's suggestion).

XVII. The amount of resources that all units can carry has been doubled (change made in accordance with a player's suggestion).

XVIII. The population of all Orc melee units has been increased from 1 to 2.

XIX. When viewing a player's profile players can see on which Kingdom they clicked on the map – it is marked in red.

XX. In the messages about a duel, information has been added about whether a rune, artifact or item has been won (or a combination of these).