

What the bot does

Unlike the scanner (which only reports), **the bot plays for you**. It runs against a real device and, using the scanner's live map data, it **farms bosses and monsters, joins alliance rallies, steals enemy rallies, heals troops, tops up stamina, keeps your truce shield up and activates buffs** — all from a single dashboard.

The core loop: you define **presets** (each one = a march with its own troops, target list and attack mode) and mark which **monsters** to farm. Flip **AUTO** on and the bot keeps every enabled preset firing at the nearest winnable target, in its own mode, forever.

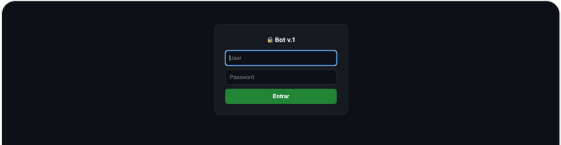
NOT READ-ONLY

The bot takes real in-game actions (launches marches, spends stamina, activates items). ■ **Stop Bot** halts everything; ↺ **Reload Bot** restarts it. Nothing here spends gems except *March Speed*, which is explicitly gated.

ACCESS

Sign in

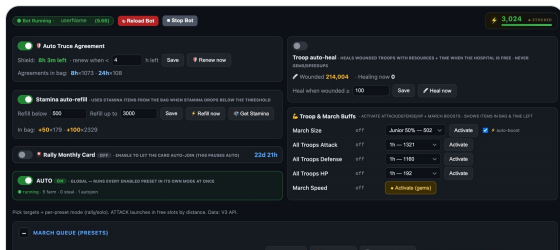
Log in with **user and password**. That's the whole gate — one dashboard, no per-tab views.



Login screen: user and password.

The control panel

Everything lives on one scrolling page. Up top: the **status bar** and a row of **automation cards**. Below them sit the **March Queue** (presets) and the **Targets / Rally Steals / History** panel.



The control panel: status bar (Bot Running / Reload / Stop / stamina) and the automation cards — AUTO, Auto Truce, Stamina refill, Troop auto-heal, Buffs, Rally Monthly Card.

- Bot Running Live state + account name and total power (e.g. `userName (9.6B)`).
- ⌂ Reload Bot Restart the bot (re-attaches to the game). Use if it looks stuck.
- Stop Bot Hard stop — closes the game/automation. The backend stays alive; *Reload* brings it back.
- ⚡ 3,024 STOCKED Current **stamina** and its reserve bar.
- AUTO The master switch (see below). Its line reads the live plan: `running · 5 farm · 0 steal · 1 autojoin` .

The remaining cards — *Auto Truce*, *Stamina auto-refill*, *Troop auto-heal*, *Troop & March Buffs*, *Rally Monthly Card* — are the upkeep automations, covered at the end.



AUTO — the master switch

This is the heart of the bot. **GLOBAL** — runs every enabled preset in its own mode at once. With AUTO **ON**, each active preset keeps launching marches at the nearest winnable marked monster; steal-mode presets watch for enemy rallies; auto-join presets jump into alliance rallies.

The status line summarizes what's live right now — how many presets are farming, stealing and auto-joining. Turn AUTO **off** and the bot goes idle (nothing launches) while keeping your config intact.

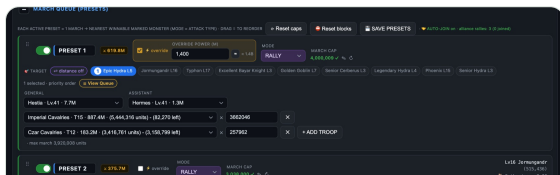
MENTAL MODEL

Presets = *what* to send and how. **Target monsters** = *which* monsters count.

AUTO = the on/off that makes it all run unattended.

Presets — the March Queue

Each active preset is **one march slot**: it fires at the **nearest winnable marked monster** using the troops and mode you set. Drag the handle (☰) to reorder priority. **SAVE PRESETS** persists changes; **Reset caps** / **Reset blocks** clear the safety limits.



March Queue: a preset = one march slot, with mode (RALLY/SOLO/AUTO-JOIN), override power, march cap, target chips, general/assistant and troop rows.

Toggle + name	Enable/disable the preset and label it.
× Combat power	The gold × 619.8M chip is the preset's combat power (sum of its troop power). Compare it with a monster's <i>Power</i> in the Targets table to know if you can beat it.
MODE	RALLY (start an alliance rally), SOLO (solo attack), STEAL (snipe an enemy rally — land a solo first; see Rally Steals) or AUTO-JOIN (join others' rallies). The mode is the attack type for that slot.
Override Power	Tick ↗ override to raise the effective power used for the “can I win?” check (e.g. 1,400 ≈ 1.4B), so the preset also takes on bigger targets. Capped at × 3 — push it too high and it marches at things it can't solo.
March Cap	Max troops this march sends (e.g. 4,000,009). Guards against over-committing.
🎯 Target chips	Grey chips are the marked monsters (from <i>Target monsters</i>). Click a grey chip to assign it to this preset; click an assigned chip to remove it . Only SOLO and RALLY presets have this row.
Priority order	Assigned chips carry a number badge (1 , 2 , 3 ...) = attack priority . Drag the chips to reorder that priority. The label reads N selected · priority order (or all (default) if none are assigned — then the preset uses every marked monster). ≡ View Queue previews the next targets in the resolved order.
≠ distance	Per-preset toggle. ≠ distance (on) = hit the nearest eligible target first. distance off = ignore distance and follow your chip priority order above, then by power.
General / Assistant	The pair leading the march, with their power. Generals already used by another preset (or on building duty) show as <i>in use / on duty</i> and can't be re-picked.
Troop rows	Which tiers and how many (e.g. Imperial Cavalries T15 × 3,662,046). (X left) is the units still free across all presets. + ADD TROOP adds a line; the total respects <i>max march</i> .

AUTO-PROTECTION — BLOCKS & CAPS

If a target wipes your army (lost ≥90% of the troops sent) it gets **BLOCKED** for ~6h so the bot won't feed it again; chips near the recent-loss limit show **over-cap**. **Reset blocks** clears the blocks and **Reset caps** clears the loss caps (both in the March Queue header).

AUTO-JOIN NOTE

The header shows **AUTO-JOIN on · alliance rallies: 3 (0 joined)** — live alliance rallies detected and how many the bot joined. Auto-join marches force a minimal token army so they slot in without burning your main troops.

Live-rally controls — Cancel & Blitz

While a preset has a rally in flight, its card shows the live target and a gathering timer with a progress bar, plus two **manual** buttons:



A preset with a live rally: the target, a gathering timer/progress bar, and the manual Cancel rally / Blitz (gems) buttons.

* Cancel rally

Aborts the in-progress rally for that preset.

< Blitz N

Finishes the rally **instantly using gems** (the cost is shown, e.g. **1,000**). Manual only — the bot never blitzes on its own.

GEMS

Blitz is one of only **two gem actions** in the whole bot (the other is *March Speed* under Buffs). Both are manual and should be used deliberately.

✓ Target monsters

This is the shared shortlist: **mark which monsters the bot may farm**. Every preset attacks from this pool in its own mode. Type to add a family, or tick rows in the table.

Target monsters: MARK WHICH MONSTERS AUTO FARM (EACH PRESET ATTACKS IN ITS OWN MODE)

Selected families: Epic Hydra Lv5, Excellent Bayer Knight Lv3, Golden Goblin Lv2, Jormungandr Lv16, Legendary Hydra Lv4, Phoenix Lv15, Senior Cerberus Lv5

Buttons: Refresh, Clear targets

Tabs: Preview, ATTACK

Monster	Lv	Power	Group	#	Dist
Jormungandr	16	394.9M	Boss	7	145
Typhon	17	561.6M	Boss	2	42
Excellent Bayer Knight	3	225.2M	Boss	1	376
Golden Goblin	7	600K	Event	1	322
Senior Cerberus	3	234.2M	Boss	1	445
Epic Hydra	5	678.8M	...	...	...
Legendary Hydra	4	328.4M	...	...	...
Phoenix	15	262.7M	...	...	...

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Target monsters: mark which monsters the bot may farm; Preview (dry-run) / ATTACK (launch now); table with Lv, Power, Group, count and distance.

Target chips

Selected families (e.g. Epic Hydra Lv5). × removes one; Clear targets wipes all.

Preview

Dry-run: shows what *would* launch without sending anything.

ATTACK

One-shot launch **now** against the current selection (bypasses waiting for AUTO's cycle).

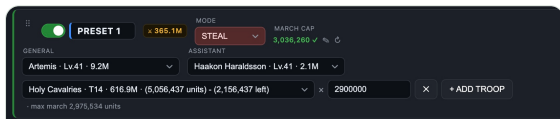
Table

Every monster on the map: **Lv**, **Power**, **Group** (Boss/Event/Normal), **#** (count on map) and **Dist**. Checked rows are active targets.

Rally Steals

Turns your STEAL-mode presets into snipers: when a target alliance rallies a monster, the bot can **land a SOLO first and steal the kill**. Runs under global AUTO.

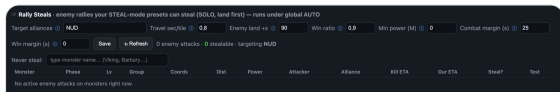
A preset opts into stealing by setting its **MODE** to **STEAL** :



The interface shows a preset configuration for 'PRESET 1' with a cost of 'x 365.1M'. The 'MODE' is set to 'STEAL' and the 'MARCH CAP' is '3,036,260'. Under the 'GENERAL' section, the 'ASSISTANT' is 'Artemis · Lv.41 · 9.2M'. The 'Holy Cavalries · T14 · 616.9M · (5,056,437 units) - (2,156,437 left)' is selected with a multiplier of 'x 2900000'. A button '+ ADD TROOP' is visible. At the bottom, it states 'max march 2,976,534 units'.

A preset set to STEAL mode — it snipes enemy rallies with a solo march instead of starting or joining one.

The panel below is where you tune *who* to steal from and the timing math that decides whether a steal is safe:



The panel is titled 'Rally Steals - enemy rallies your STEAL-mode presets can steal (SOLO, land first) — runs under global AUTO'. It includes several adjustable settings: 'Target alliance' (set to NUD), 'Travel sec/le' (0.8), 'Enemy land +s' (90), 'Win ratio' (0.9), 'Min power (M)' (0), and 'Combat margin (s)' (25). There are 'Save' and 'Refresh' buttons. Below these, it shows 'Win margin (s)' (0), '0 enemy attacks', and '0 stealable - targeting NUD'. A 'Never steal:' field is set to 'type monster name... (Viking, Barbaric...)'. At the bottom, a table lists columns for 'Monster', 'Phase', 'Lv', 'Group', 'Coords', 'Dist', 'Power', 'Attacker', 'Alliance', 'Kill ETA', 'Our ETA', 'Steal?', and 'Test'. A message at the bottom states 'No active enemy attacks on monsters right now.'

Rally Steals: snipe enemy rallies (land a SOLO first) — target alliances, timing/safety thresholds and a live stealable-attacks table.

Target alliances

Whose rallies to snipe (e.g. **NUD**).

Travel sec/tile

Your march speed, used to compute whether you can land in time.

Enemy land +s / Win ratio / margins

Timing and safety thresholds: how much lead the enemy has, the power ratio you need to win, and how many seconds of margin to keep.

Never steal

Blocklist of monsters to skip (e.g. Viking, Barbary).

Table

Live stealable enemy attacks with Phase, Coords, Attacker, Alliance, **Kill ETA** vs **Our ETA**, and a **Steal? / Test** verdict.

History

The event log of everything the bot did: rallies, joins, stamina top-ups, misses.
Filter by type, **Refresh** or **Clear**.

History							
All events	Refresh	Clear	438 events				
Time	Type	Target	Power	Enemy	Our force	Result	
11:08:00 11:07:21	RALLY	Excellent Bayar Knight L3 @405,238	225.2M	—	2,666,900 tr - Lomaxo de Medici	pending	expected win
11:08:00 11:06:15	RALLY	Senior Cerberus L3 @454,338	234.2M	—	2,666,900 tr - Becouff	pending	expected win
11:08:00 11:06:05	STAMINA	monarch stamina	—	—	+2,893 stamina (20 frames)	ok	
11:08:00 11:05:51	RALLY	Jormungandr L16 @515,436	394.1M	—	2,677,340 tr - Hatshepsut	won	killed it, 3,182 lost battle report
11:08:00 11:02:05	MISS	Senior Cerberus L3 @562,864	234.2M	—	2,666,900 tr - Becouff	gone	target disappeared before arrival — stamina refunded (system mail)
11:08:00 11:01:34	JOIN	Behemoth L5 @622,449 - alliance rally (LANE partner)	187.7M	—	1 tr - Hua Qiang	joined	
11:08:00 11:01:43	RALLY	Senior Cerberus L3 @975,707	234.2M	—	2,677,340 tr - Hatshepsut	won	killed it, no losses battle report
11:08:00 11:01:19	RALLY	Senior Cerberus L3 @977,617	234.2M	—	2,666,900 tr - Becouff	won	killed it, no losses battle report
11:08:00 11:00:14	RALLY	Excellent Bayar Knight L3 @554,565	225.2M	—	2,666,900 tr - Becouff	won	killed it, no losses battle report
11:08:00 11:00:34	RALLY	Senior Cerberus L3 @1038,521	234.2M	—	2,677,340 tr - Hatshepsut	won	killed it, no losses battle report
11:08:00 10:58:53	RALLY	Phoenix L15 @637,517	262.3M	—	2,666,900 tr - Lomaxo de Medici	won	killed it, 3,182 lost battle report
11:08:00 10:53:46	RALLY	Senior Cerberus L3 @469,1021	234.2M	—	2,616,848 tr - Becouff	won	killed it, no losses battle report

History: the bot's event log — rallies, joins, stamina, misses — with result badges and battle reports.

Type RALLY , JOIN , STAMINA , MISS .

Result WON (killed it, losses if any + battle report), pending (expected win), joined , GONE (target vanished — stamina refunded).

Our force Troops sent and the leading general.



Auto Truce Agreement

Keeps a **peace shield** up automatically. Set *renew when* $< N \text{ h left}$ and the bot re-applies a truce item from your bag before it lapses. The card shows time left and how many **8h** / **24h** agreements you hold. **Renew now** forces one.

Stamina auto-refill

Uses stamina items from the bag when stamina drops below the threshold. Set *Refill below* and *Refill up to*; the card shows how many **+50** / **+100** items you hold. **Refill now** tops up immediately; **Get Stamina** claims free sources.

UPKEEP



Troop auto-heal

Heals wounded troops **with resources + time when the hospital is free — never gems or speedups**. Set *Heal when wounded* $\geq N$; the card shows current wounded and whether it's healing. **Heal now** triggers it manually.

Troop & March Buffs

Activate Attack / Defense / HP boosts and march buffs from your bag, with the item and duration shown per row. **March Size** can **auto-boost** (tick the box).

GEMS

March Speed has no bag item, so it's bought with **◆ Activate (gems)**. It's one of only **two gem actions** (the other is *Blitz* on a live rally) — both manual, and worth confirming each time.



Rally Monthly Card

If you own the monthly card, enabling this lets **the card's own auto-join** run. It's mutually exclusive with global AUTO (turning it on pauses AUTO). The card shows subscription time left (e.g. `22d 21h`).

Notes

Farm vs rally vs join

Mode is per preset. A boss you can't solo → RALLY. Cheap monsters you one-shot → SOLO. Big alliance targets → AUTO-JOIN. AUTO runs them all in parallel, one march slot each.

Nothing is launching

Check three things: AUTO is **ON**, the preset is enabled, and its target family is marked in *Target monsters*. If the target isn't on the map ($\# = 0$), there's simply nothing to hit.

Stop means stop

■ **Stop Bot** closes the game and halts all automation. Use it before manual play so the bot doesn't fight you for march slots.