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When you are playing clash royale, you probably would have wondered what is the introduction of Elite Levels, the max level 14, but recent updates have changed the game. Now, with the introduction of Elite Levels, the max level 14, but recent updates have changed the game. Now, with the introduction of Elite Levels, the max level 14 is the introduction of Elite Levels. This article will explore these changes in detail and uncover what they mean for players looking to enhance their card collections and strategies. Part 1: Understanding Card LevelsIn Clash Royale, each card has a specific level that determines its strength and effectiveness in battles. Players can upgrade cards to enhance their abilities. Epic Cards: Howerful cards with special effects. Legendary Cards: Widely available and easy to upgrade cards the strength and effectiveness in battles. Players can upgrade cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. Epic Cards: Widely available and easy to upgrade. Rare and unique cards their abilities. 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Part 2: What Was the Original Max Level: 14Upgrade Requirements: Similar to Common cards, needing duplicates and Gold Epic CardsMax Level: 14Upgrade Requirements: Special abilities that require careful consideration during upgrades. Champion CardsMax Level: 14Upgrade Requirements: With higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Special abilities that require careful consideration during upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. 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Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: 14Upgrade Requirements: Unique characteristics with higher costs for upgrades. Champion CardsMax Level: underwent significant changes regarding card levels. The max level for all card types has been raised to Level 14. Upgrade Requirements of Level 14 to Elite Wild Cards in Clash Royale?

Players can obtain Elite Wild Cards by collecting extra copies of their Level 15, known as Elite Level (Level 15), players need to collect 50,000 Elite Wild Cards in Clash Royale?

Players can obtain Elite Wild Cards by collecting extra copies of their Level 14 cards. The conversion rates vary by rarity: Common Card = 1500 Elite Wild Cards Epic Card = 20 Elite Wild Cards Epic Card = 20 Elite Wild Cards Epic Card = 20 Elite Wild Cards Epic Card = 1500 Elite Wild ong-term engagement with the game. Part 4: How to Level Up Cards in Clash Royale? Upgrading cards is crucial for improving your deck's performance. Heres a step-by-step guide on how to upgrade up to Level 14, utilize Gold along with duplicates. Gather multiple copies of your cards through chests or donations from clan members. Use Gold along with duplicates as tep-by-step guide on how to upgrade your cards through chests or donations from clan members. Use Gold along with duplicates as tep-by-step guide on how to upgrade your cards through chests or donations from clan members. Use Gold along with duplicates as tep-by-step guide on how to upgrade your cards through chests or donations from clan members. Use Gold along with duplicates as the possible for the pos Cards.Strategic Upgrades: Prioritize upgrading cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards to this max level. 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that complement your playstyle and deck composition.Part 5: FAQs about Max Level 15, you need to collect enough cards that cards in Clash Royale? The cards in C and supports to recharge a variety of games and live streaming platforms. Conclusion in conclusion in the upgrade system strategically, you can build powerful decks and dominate your opponents in Clash Royale! Skip to content This page is about what cards exactly are in general. To read more about the individual cards in Clash Royale, click here. Cards are the only method of deploying troops, spells, and buildings onto the battle. Cards are primarily obtained through buying them with Gold or Gems in the Shop, or through finding them or Wild Cards, which are used to upgrade cards, in different Chests. Cards can also be received through trading or through trading or through trading or through trading or through cards to your requests. Duplicate cards obtained will fill up an upgrade meter. Once the meter is full, you can upgrade the card with Gold. All health and Graveyard, will have their spawned croop level increased by 1 per level. Once a card is upgraded to the highest Level, finding extras in Chests or buying them from the Shop will result in extra Star Points and tower troops. Generally, spells are temporary and can be cast anywhere in the battlefield (with the exception of The Log Barbarian Barrel, and Royal Delivery), while buildings (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and the which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary and decay over time) and troops (which are stationary). 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Card Evolution Card 1,36930266553N/A3.5-11.5 Damaging Spells Spawners Tower Troops Please note that some cards have been omitted from the some card Evolution is a feature that allows specific Cards to evolve and become a more powerful version of themselves after a certain number of Cycles. Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card Evolution is deployed, a special deploy sound will be filled in the next time it comes into your hand. Every card with an Evolution shade in Evolution Shards or Wild Shards to be able to use it in battle. When a Card Evolution is deployed, a special deploy sound will play while a purple light temporarily shines down on them. When you obtain a Card Evolution in a match, a guitar rift will play. All Card Evolution is deployed, a special ability that the original card must be in your hand to obtain the Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution. If a card requires 2 Cycles to evolve, every 3rd of that card would be its Card Evolution in the Card Evolution in the Card Evolution in a match, a guitar rift will play while a purple light temporarily shines down on them. When you obtain a Card Evolution is deployed, a special ability that the original card must be in your hand. 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Supercell stated their intention to release one new card every two weeks following these additions.On 1/11/2016, the November 2016 Update, added 4 new cards over time. They are Tornado, Elite Barbarians, Clone, and Electro Wizard. On 13/3/2017, the March 2017 Update, added 4 new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2017 Update, added 4 new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2017 Update, added 4 new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2017 Update, added 4 new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2018 Update, added 4 new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2018 Update, added 4 new cards over time. 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However, players can hold after maxing it out (or collecting enough to max it out) in anticipation of the Rascals Draft Challenge. On 20/6/2018, the Summer 2018 Update, added Royal Recruits over time. On 3/9/2018, a Balance Update, added 2 new cards immediately. They are Royal Hogs and Giant Snowball. The update also added Royal Recruits over time. On 3/9/2018, a Balance Update, added 2 new cards immediately. They are Royal Hogs and Giant Snowball. The update also added Royal Recruits over time. Trade Tokens that will be added with the following update. On 5/9/2018, the September 2018 Update, and all three max out at Level 13 just like Common cards. On 9/11/2018, the Electro Dragon was added to the game. However, players could use the Electro Dragon from as early as 21/12/2018 by completing the Ram Rider practice. On 24/12/2019, the Wall Breakers from as early as 21/12/2019 by completing the Wall Breakers Draft Challenge. On 15/4/2019, the Wall Breakers Draft Challenge. April 2019 Update, added the Earthquake immediately. The update also added to the game. However, players could use the Elixir Golem from as early as 4/7/2019 by completing the Elixir Golem braft Challenge. On 4/11/2019, the Elixir Golem was added to the game. However, players could use the Elixir Golem braft Challenge. On 4/11/2019 by completing the Elixir Golem braft Challenge. On 4/11/2019, the End of November 2019 Update, revamped the card in oscreens, with a video of the game. However, players could use the Battle Healer from as early as 6/1/2020, the Firecracker from as early as 6/1/2020 by completing the Firecracker Challenge and via Trophy Road rewards. On 3/2/2020, the Firecracker from as early as 6/1/2020 by completing the Firecracker Challenge and via Trophy Road rewards. On 3/2/2020, the Firecracker from as early as 6/1/2020 by completing the Firecracker Challenge and via Trophy Road rewards. Trophy Road rewards.On 2/4/2020, a maintenance break, removed the Heal from the game, replacing it with the Heal Spirit.On 6/4/2020, the Royal Delivery was added to the game. However, players could use the Skeleton Dragons from as early as 5/6/2020, by completing the Classic Royale Challenge.On 6/7/2020, the Royal Delivery was added to the game. However, players could use the Skeleton Dragons from as early as 5/6/2020, by completing the Classic Royale Challenge.On 2/11/2020, the Electro Spirit were added to the game. However, players could use them from as early as 5/10/2020 by completing the Mother Witch Draft Challenges. 2021 On 4/1/2021, the Goblin Drill was added to the game. However, players could use the Mother Witch from as early as 12/6/2021 by completing the in Electro Spirit were added to the game. 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On 1/4/2024, the April 2024 Update, added the Connoneer immediately. On 1/4/2024, the April 2024 Update, added the Cannoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. On 1/4/2024, the May 2024 Update, added the Connoneer immediately. Curse, Goblin Machine & Goblin Demolisher immediately. On 30/07/2024, the October 2024 Update, added Goblinstein immediately. On 16/12/2024, the October 2024 Update, added Goblinstein immediately. On 16/12/2024, the October 2024 Update, added Goblinstein immediately. 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In the Korean language setting, Epic Cards are called Heroic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards are called Heroic Cards. This can happen if the player does not have any Epic Cards are called Heroic Cards. This can happen if the player does not have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have any Epic Cards to pene though a deck can only have a deck can only ha Elite Wild Cards50,000 Elite Wild Cards50,000 Elite Wild CardsTotal12,0873,2874274331Card LevelGold Required for as they can be used to upgrade a card to the next level. You can even donate or trade away the only non-Legendary or Champion card to unlock it and still be able to use the card at the lowest level. Page 2 Skip to content 2v2 is a battle mode in Clash Royale where two players play against two players. It is accessed through the Events tab. It can be played with a random teammate, a Clanmate or a Friend. 2v2 battles does not put Trophies at risk. 2v2 is also sometimes used as a Special Event Challenge and as 2v2 ladder, and they are also players play simultaneously in 1 Arena, and each team to win the match, just like normal 1v1 battles are battles between 2 teams of 2 players play simultaneously in 1 Arena, and each team attempts to win the match, just like normal 1v1 battles are battles on the player play simultaneously in 1 Arena, and each team attempts to win the match, just like normal 1v1 battles. 2v2 battles are is wider, has 2 Kings, has a special badge with 2 Crowns on it and it has about 20% more health than an equivalent level King's Tower. Both cannons have their own individual range. Each Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will use the Tower Troop and Skin that each player picked. Cards and Crown Tower will be also be a constant. Elixir generation is decreased to 70% of the normal Overtime generation (1 Elixir every 1.8 seconds, and 1 Elixir every 1.2 seconds in Triple Elixir). At the beginning of the battle they can see the teammate's current Cards in their hand. It is possible to work out how much Elixir every 1.2 seconds in Triple Elixir). This is very helpful in coordinating attacks and defenses, as well as designating who will respond to a situation, so Cards should always be dragged onto the Arena if time permits. 2v2 battles do not award or deduct Trophies from players. 2v2 battles award Cards/lucky drops and count towards pass royale if played from Event Tab.All spells affect both players of a team. For example, a friendly known towards pass royale if players of a team. For example, a friendly known toward or deduct Trophies from players. 2v2 battles award Cards/lucky drops and count towards pass royale if players or defenses, as well as designating who will respond to a situation, so Cards should always be dragged onto the Arena if time permits. 2v2 battles do not award or deduct Trophies from players. 2v2 battles award Cards/lucky drops and count towards pass royale if played from Event Tab.All spells affect both players or demonstrates. 2v2 battles award Cards/lucky drops and count towards pass royale if played from Event Tab.All spells affect both players or demonstrates. 2v2 battles award Cards/lucky drops and count towards pass royale if played from Event Tab.All spells affect both players or demonstrates. 2v2 battles award Cards/lucky drops and count towards pass royale if played from Event Tab.All spells affect both players or demonstrates. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battles do not award or deduct Trophies from players. 2v2 battle Skins). The Arena space behind a King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, there is less space between the sides of the King's Tower is expanded, to have more space for deploying troops. However, the space for the King's Tower is expanded, the space for the space f Battle[]This section describes content that has been replaced or removed from the game. This information is kept here for historical purposes. Clan Battles were at tournament standard. Clan Battles were triggered by a special button on the top-right corner of the Clans screen. They worked like 2v2 Friendly Battles in the sense that they didn't drop rewards and were at tournament standard. Clan Battles were triggered by a special button on the top-right corner of the Clan Battles were triggered by a special button on the top-right corner of the Clan Battles were at tournament standard. Clan Battles were at tourn opportunity to gather Clan Battle wins for the Clan Battle wins for the Clan Battle Chest. Players were able to gather Clan Battle wins for three days. They would attempt to gather as many wins as possible in order to maximize the rewards for the Elan Battle Chest. Once the players had enough Clan Battle Chest was be available for opening. The amount of Gold and cards offered do not differ between players had enough Clan Battle Chest. Once the but its contents will differ depending on the Arena the player is in. For example, a player in Arena 7 will not be able to obtain cards from Arena 8 through the Clan Battle win was shared between the two winning clanmates, so each win awarded both winning players with half a win each. To earn the rewards from the Clan Battle Chest, a player must have remained in the Clan Battle Chest, a player must have waited until the next Clan Battle Chest, a player must have remained in the Clan Battle Chest, a player must have waited until the next Clan Battle Chest, a player must have remained in the C neligible for the Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords. Clan Battle Chest required 2.5 n (n + 1) {\displaystyle 6n(n+17)} cords Rares 42050504448 Rares 5257566011011 Rares + 1 Epics 105027051,62027027 Rares + 2 Epics 10502751,62027027 R Clan Battle.On 3/4/2017, a maintenance break, increased the requirements of wins by 150%. The sizes of the Clan Battle button, allowing players from outside the player's friends from the Friend list. This mode of play also allowed play with clanmates as it did previously, and allowed players to obtain Chests without playing 1v1 Arena matches. This feature lasted for a week, as a probationary test for 2v2. This 2v2 mode no longer uses friendly rules; Crown Towers and Card Levels are no longer adjusted to tournament standards. This update unified the Clan Battle Chest, as both ladder matches are no longer uses friendly rules; Crown Towers and Card Levels are no longer uses friendly rules; Crown Towers are no longer uses friendly rules; Crown Towers are no longer uses friendly ru well as the ability to rematch (play another match) with the co-mate. It also allowed teaming up with clanmates or friends to play 2v2 Special Event Challenges on 12/10/2017, an Optional Update, changed the sound effect of the Electro Valley in 2v2 to match its 1v1 counterpart Previously, the sound effect was identical to that of the Spell Valley Arena. On 25/4/2018, the Clan Wars Update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, fixed an issue causing the player's "card hovering" to disappear when Emotes are muted. On 5/9/2018, the September 2018 Update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game ban from 2v2 when a player would leave their 2v2 battle. Starting from this update, allowed players to see their teammate's name. The same update also added an in-game update also added an i April 2019 Update, extended the duration of Overtime in 2v2 battles to 3 minutes (from 1 minute). On 1/7/2019, the End of September 2019 Update, moved 2v2 to Party mode. The 2v2 matchmaking was also changed to consider card and King Tower son that it is shown as 2 different King Tower son that 2 different King Tower son t evel when searching for an opponent. It also fixed a crash when canceling a 2v2 battle. On 1/10/2019, a maintena ance break, improved 2v2 matchmaking times. On 3/12/2019, an Optional Update, fixed an issue where players still had the same issue, so a maintenance break happened on 3/12/2019, to address it. 2020On 10/9/2020, an Optional fixed a bug where players could enter a 2v2 match with a deck that had less than 8 cards.On 18/11/2020, the Clan Wars Improvement Update, added a badge that showed the number of 2v2 victories that the player had done.On 11/8/2022, a maintenance break, adjusted 2v2 match making to better match players based on card and King among Emotes after a 2v2 battle ended and fixed an issue where Arrows dealt double damage to King Towers in 2v2. The same update, moved 2v2 to the Events tab, and removed the Chests, Crowns and Victory Gold rewards from it. It also fixed a crash when sending Emotes after a 2v2 battle ended and fixed an issue where Arrows dealt double damage to King Towers in 2v2. The same update also made it so that 2v2 would now use Friendly Rules. On 18/4/2023, the Losers Update, moved 2v2 to the Events tab, and removed the Chests, Crowns and Victory Gold rewards from it. It also fixed a crash when sending Emotes after a 2v2 battle ended and fixed an issue where Arrows dealt double damage to King Towers in 2v2. The same update also made it so that 2v2 would now use Friendly Rules. On 18/4/2023, the Losers Update, moved 2v2 to the Events tab, and removed the Chests, Crowns and Victory Gold rewards from it. It also fixed a crash when sending Emotes after a 2v2 battle ended and fixed an issue where Arrows dealt double damage to King Towers in 2v2. The same update also made it so that 2v2 would now use Friendly Rules. On 18/4/2023, the Losers Update, moved 2v2 to the Events tab, and removed the Chests, Crowns and Victory Gold rewards from it. It also fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes after a 2v2 battle ended and fixed a crash when sending Emotes afte Evolution Update, allowed 2v2 to award Chests and Crowns, and readded the Play Again button. 2024 Starting from November 2024, during some seasons, 2v2 ladder is added for a limited time. You can get rewards during the first leage, and then compete in a globel leaderbordHit SpeedRangeTarget1 sec7Air & GroundLevelHitpointsDamage Damage per second12,88050 x253 x253,28357 x257 x223,08253 x253 x253,28357 x257 x243,48560 x260 x253,71664 x264 x263,97569 x269 x274,23473 x273 x284,52278 x278 x294,81083 x2105,27191 x291 x2115,789100 x2106 x2126,365110 x2110 x2136,999121 x2121 x2147,69013 x2133 x2158,459146 x 2 Skip to content This page is about what cards exactly are in general. To read more about the individual cards in Clash Royale, click here. Cards are the only method of deploying troops, spells, and buildings onto the battlefield. A certain category of troops, those being Tower Troops, aren't deployed, but are chose about what cards exactly are in general. To read more about the individual cards in Clash Royale, click here. efore battle. Deploying cards costs Elixir, which is gradually gained during the battle. Cards are primarily obtained through buying them or Wild Cards, which are used to upgrade meter. Once the meter is full, you can upgrade the card with Gold. All health and damage statistics are increased by roughly 10% per level. Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have their spawned troop level increased by 1 per level. Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have their spawned troop level increased by 1 per level. Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have their spawned troop level increased by 1 per level. Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have their spawned troop level increased by 1 per level. Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have their spawned troop level increased by 1 per level. 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Cards that are able to spawn troops, such as the Goblin Hut and Graveyard, will have the spawned troop level increased by 1 per level. main types of cards: troops, spells, buildings and tower troops. Generally, spells are temporary and can be cast anywhere in the battlefield (with the exception of the Miner and Goblin Drill). Tower Troops stay on the user's Crown Towers and attack opposing troops. There are also 5 card rarities: Common (signified by grey or pale blue), Rare (signified by orange), Epic (signified by orange), Epic (signified by a rainbow gradient) and Champion Cards have 13 different Levels, ranging from Level 3 to Level 15. Epic cards have 13 different Levels, ranging from Level 15. Champion cards have 5 different Levels, ranging from Level 15. Champion cards have 5 different Levels, ranging from Level 15. Champion cards have 6 to Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 5 different Levels, ranging from Level 15. Champion cards have 6 to Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 6 to Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 6 to Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 10 different Levels, ranging from Level 15. Champion cards have 7 different Levels, ranging from Level 15. Champion cards have 10 different Levels, ranging from Level 15. Champion cards have 10 different Levels, ranging from Level 15. Champion cards have 10 different Levels, ranging from Level 15. Champion Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champion Cards have 10 different Levels, ranging from Level 15. Champi to be more than 1 player-aligned Champion to be active at any time. Once the Champion dies, the Champion will be added back to the player's hand after 3 cards are played. Cloned Champion to be present in a deck at any time. Once the Champion card can be present in a deck at any time. Once the Champion will be added back to the player's hand after 3 cards are played. Cloned Champion card can be present in a deck at any time. Once the Champion card was a Champion to be active at any time. Once the Champion card was a Champion to be active at any time. Activating an ability while a cloned Champion is on the arena will only trigger it for the original troop. Ranges are classified as "Melee: Short". Should a card have a range of 0.8 tiles or less are classified as "Melee: Medium". Cards that have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". Should a card have a range of 1.6 tiles are classified as "Melee: Short". 'Melee: Long". Cards with a range of 2 or more tiles are simply classified as "Slow". Cards that have a speed of 45 are classified as "Very Fast". Note: the levels of the cards in the table below are currently those of the Tournament Standard Rules (11). TroopsCardCost (Ability) Hitpoints (+Shield) Damage Pair Second Special Damage Range CountArchers 33041070.9118 N/A52Archer Queen 5 (1)1,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 N/A $\hat{3}$ .51Balloon 51,6796402320240 (Death) On 10,0002251.2187 N/A51Baby Dragon 41,1521611.5107 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(Charge)1.2 \ (Melee: Medium)1Electro \ Giant73,8551632.177192 \ (Melee: Medium)1Electro \ Giant7$ Golem31.5692531.1230N/A0.80 (Melee: Short)12Iixir GolemiteN/A7621281.1116N/A0.80 (Melee: Short)12Executioner51.280168 (x2)2.4140N/A1.2 (Melee: Short)12Executioner51.280168 (x2)2.4140N/A1.2 (Melee: Short)12Executioner51.280168 (x5)3106N/A6 (Projectile 7.5)1Firecracker330464 (x5)3106N/A6 (x5)3106N/A6 (x5)3106N/A6 (x5)3106N/A6 (x5)3106N/A6 (x5)3106N/A6 (x5)3106N/A6 ( Brawler41,0803371.1306N/A0.80 (Melee: Short)1Goblin Gang3202/133120/811.1/1.7109/47N/A0.50 (Melee: Short)4Goblins22021201.1109N/A0.50 (Melee: Short)4Gobli  $(1)1,7991610.9178335\ (x10)\ (Dashing\ Dash)1.2\ (Melee:\ Medium)1Golem85,1203122.5124225\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.2381N/A4\ (Projectile\ 6.5)1Heal\ Spirit1230110N/AN/A400\ (Healing)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.2381N/A4\ (Projectile\ 6.5)1Heal\ Spirit1230110N/AN/A400\ (Healing)2.51Ice\ 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Spirit1230110N/AN/A400\ (Healing)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.2381N/A4\ (Projectile\ 6.5)1Heal\ Spirit1230110N/AN/A400\ (Healing)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (Melee:\ Short)1Hunter488584\ (x10)2.51Ice\ Golem21,198842.53384\ (Death)0.75\ (De$ Knight73,9932681.7157430 (Spawn) 537 (Jump)1.2 (Melee: Long)1Minion38373111.5207N/A1.6 Medium)1Mother Witch45291331133N/A5.51MonsterN/A2,3041281.585N/A1.2 (Melee: Long)1Princess1,697250/1041.8/1.1147/94501 (Melee: Long)1Princess1,203911.4279783 (Charge)1.6 (Melee: Long)1Princess3261168356N/A91Ram Rider51,697250/1041.8/1.1147/94501 (Charge)0.80 (Melee: Short)/5.51Rascal Boy51,9401331.588N/A0.80 (Melee: Short)1Rascal Girl52611331133N/A52Royal Ghost31,2102611.8145N/A1.2 (Melee: Medium)1Princess3261168356N/A91Ram Rider51,697250/1041.8/1.1147/94501 (Melee: Long)1Princess3261168356N/A91Ram Rider51,697250/1041.8/ Short) 2Witch58391351.1122N/A5.51Wizard57552811.4200N/A5.51Zappies45291172.155N/A4.53Defensive BuildingsCardCostHealthLifetimeDamageHit SpeedDamage per SecondSpecial DamageRangeBomb Tower41,356302221.8138222 (Death)6Cannon3824302121212N/A5.51Cannon Cart (broken)5824302121212N/A5.51Cannon Cart (broken)58243021212N/A5.51Cannon Cart (broken)582430212N/A5.51Cannon Car every 3rd of that card would be its Card Evolution. This can be easily tracked as once you deploy the card, a diamond above the card will play while a purple light temporarily shines down on them. When you obtain a Card Evolution in a match, a guitar rift will play. All Card Evolutions have a special ability that the original card doesn't have. In addition to the ability, some have increased stats to compensate for their low appearance in matches. History 2016 42 cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; the May 2016 Update, added Level 1 in Friendly Battles and Tournaments: King's Tower and Cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards, 14 Rare cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present during Clash Royale's game launch on 4/1/2016; with 14 Common cards and 14 Epic cards were present d er: 13 (from 12); Common - 13 (from 12); Rare - 17 (from 12); Rare - 17 (from 10); Epic - 8 (unchanged); Legendary - 5 (from 6). This means that there are new Level 8 was also reduced to upgrade from Level 8 was also reduced to upgrade from 30). The Gold costs to upgrade them was also increased for Levels 2-8. All the players that had already collected their Epic or Legendary cards operating Epic and Legendary cards operating Epic and Legendary cards over the cap. On 19/5/2016, the Tournaments Update, added 4 new cards immediately. They are Ice Spirit, Bowler, The Log, and Lumberjack. On 19/9/2016, the September 2016 Update, added 4 new cards over time. They are Inferno Dragon, Ice Golem, and Graveyard. Supercell stated their intention to release one new cards over time. They are Dart Goblin, Executioner, Battle Ram, and Goblin Gang. 2017 On 13/3/2017, the March 2017 on Update, added 4 new cards over time. They are Bandit, Heal, Night Witch, and Bats. After this set of cards was announced, Supercell announced that it would no longer follow the two-week release scheme that was in place from September 2016. The same update also added a "Tournament Level" button to see their stats at that Level. On 12/6/2017, the June 2017 Update, added 4 new cards over time. They are Cannon Cart, Mega Knight, Flying Machine, and Skeleton Barrel. On 12/12/2017, the Electrifying Update, added 2 new cards immediately. They are Royal Ghost, Magic Archer, and Barbarian Barrel.2018 by completing the Rascals Draft Challenge. On 25/5/2018, the Rascals were added to the game. However, players could use the Rascals were added 2 new cards immediately. They are Royal Hogs and Giant Snowball. The update also added Royal Recruits over time. On 3/9/2018, a Balance Update, increased the number of cards players can hold after maxing it out (or collecting enough to max it out) in anticipation of the Trade Tokens that will be added with the following update. On 5/9/2018, the September 2018 Update, added the Goblin Giant immediately. The update also changed how cards 'Levels were numbered, such that all cards of equal Level have similar Levels of strength: Rare Epic, and Legendary cards are now unlocked at Level 3, 6 and 9 respectively, and all three max out at Level 13 just like Common cards. On 9/11/2018, the Electro Dragon from as early as 27/10/2018 by completing the Electro Dragon from as early as 21/12/2018 by completing the Ram Rider Draft Challenge. On 26/2/2019, the Wall Breakers were added to the game. However, players could use the Electro Dragon from as early as 21/12/2019 by completing the Ram Rider Draft Challenge. On 15/4/2019, the Wall Breakers from as early as 4/7/2019 by completing the Fisherman Draft Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. On 15/4/2019, the Fisherman from as early as 4/7/2019 by completing the Fisherman Draft Challenge. Challenge.On 4/11/2019, the Elixir Golem was added to the game. However, players could use the Battle Healer from as early as 2/12/2019 by completing the Elixir Golem from as early as 2/12/2019, the Editir Golem from as early as 10/10/2019, the Editir Golem from Challenge and via Trophy Road rewards.On 3/2/2020, the Firecracker from as early as 6/1/2020 by completing the Firecracker from as early as 6/1/2020, the Royal Delivery from as early as added to the game. However, players could use the Firecracker from as early as 6/1/2020, the Royal Delivery from as early as 2/3/2020 by completing the Firecracker from as early as 2/3/2020, the Royal Delivery from as early as 6/1/2020, the Skeleton Dragons were added to the game. However, players could use the Skeleton Dragons from as early as 5/6/2020, the Electro Giant and the Electro Spirit were added to the game. However, players could use the Mother Witch was added to the game. However, players could use the Mother Witch from as early as 7/12/2020 by completing the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Champion cards: the Goblin Drill from as early as 12/6/2021, the Goblin Drill from as maximum Levels for King's Tower and cards to Level 14 (from 13). This also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. All the players that had already collected their cards past Level 11 was also decreased. 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Later, it passed towards the Middle East and Europe, and took many forms. Training Camp, Jungle Arena, Electro Valley, Spooky Town, Rascal's Hideout and Miner's Mine unlock the most Cards, with 9 cards each. Dragon Spa, Boot Camp, Clash Fest, PANCAKES and Legendary Arena unlock the most Cards, with 9 cards each. each. Epic Cards can only be requested once every Sunday; Legendary and Champion Cards are called Ultra Rare Cards, the terms often used in card collection games. In the Korean language setting, Epic Cards are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards, the terms often used in card collection games. In the Korean language setting, Epic Cards are called Ultra Rare Cards while Legendary and Champion Cards are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary and Champion Cards are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary and Champion Cards are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards while Legendary are called Ultra Rare Cards while Legendary Cards are called Ultra Rare Cards are called U as they can be used to upgrade a card to the next level. You can even donate or trade away the only non-Legendary or Champion card to unlock it and still be able to use the card at the lowest level. Page 2 Skip to content 2v2 is a battle mode in Clash Royale where two players. It is accessed through the Events tab. It can be played with a random teammate, a Clanmate or a Friend. 2v2 battles does not put Trophies at risk. 2v2 is also sometimes used as a Special Event Challenge and as 2v2 ladder, and they are also players play simultaneously in 1 Arena, and each team attempts to win more Crowns than the opposing team to win the match, just like normal 1v1 battles.2v2 battles can be played with a friend, a clanmate, in a clanmate, a clanmate, a clanmate or a Friend. 2v2 is a battle mode in Clash Royale where two players lit is accessed through the Events tab. It can be players used as a Special Event Challenge and as 2v2 ladder, and they are also players. All 4 players play simultaneously in 1 Arena, and each team attempts to win more Crowns than the opposing team to win the match, just like normal 1v1 battles.2v2 battles can be played with a friend, a clanmate, in a player player players. All 4 players players used as a Special Event Challenge and as 2v2 ladder, and they are also players are alto match players. It is accessed through two players are later to unlock it and still be able to unlock it and st Elixir generation is decreased to 70% of the normal Overtime generation (1 Elixir every 1.8 seconds, and 1 Elixir every 1.8 seconds in Triple Elixir). At the beginning of the battle, players can see each others banners, and during the other beginning of the normal Overtime generation (1 Elixir every 1.8 seconds in Triple Elixir). At the beginning of the battle, players can see each others banners, and during the battle they can see the teammate's current Cards in their teammate's current Cards in their teammates are hovering their Cards in their current band of Cards. They will also see where their teammates are hovering their Cards in their players can see each others banners, and during the battle they can see the teammate's current band of Cards. They will also see where their teammates are hovering their Cards in their players can see each others banners, and during the battle they can see the teammate's current band of Cards. They will also see where their teammates are hovering their Cards in their players can see each others banners, and during the battle they can see the teammate's current band of Cards. They will also see where their teammates are hovering their Cards in their players can see each others banners, and during the battle, players can see each others banners, and during the battle, players can see each others banners, and during the battle they can see the teammates are hovering their Cards in their current band of Cards. They will also see where their teammates are hovering their Cards in their current band of Cards. They will also see where their teammates are hovering their Cards in their current band of Cards. They will also see where their teammates are hovering their current band of Cards. They will also see where their teammates are hovering their current band of Cards and their current band of ammate's. Similarly, an opposing Freeze or damaging spell would freeze or damage both teammates' units. However, an Elixir Collector will only generate Elixir for whoever plays it. The opposing Freeze or damage both teammates' units. However, an Elixir Forward all of its forms, when destroyed, only give Elixir for whoever plays it. The opposing Freeze or damage both teammates' units. However, an Elixir Forward all of its forms, when destroyed, only give Elixir for whoever destroys at forms. Skins). The Arena space behind a King's Tower is expanded, to have more space between the sides of the Arena. Since the Twin King Tower sand the edges of the Arena. Since the Twin King Tower sand the edges of the Arena. Since the Twin King Tower sand the edges of the Arena. Since the Twin King Tower sand the edges of the Arena. Since the Twin King Tower sand the edges of the Arena space between the sides of the Arena. Since the Twin King Tower sand the edges of the Arena. Since the Twin King Tower sand the edges of the Arena space for deploying troops. However, there is less space between the sides of the Arena space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space between the sides of the Arena space for deploying troops. However, there is less space for deploying troops. However, the area space nents from a different Clan. Clan Battles always took place in the Royal Arena. Winning a Clan Battle would award one Clan Battle Win to the Clan Battle Win to the Clan Battle Chest, no matter how many Crowns were taken. The Clan Battle Chest was a type of chest belonging to a Clan. It was similar to a Clan Battle Win to the Clan Battle Chest, no matter how many Crowns were taken. The Clan Battle Chest was a type of chest belonging to a Clan Battle Win to the Clan Battle Chest, no matter how many Crowns were taken. The Clan Battle Chest was a type of chest belonging to a Clan. It was similar to a Clan Battle Win to the Clan Battle Win to the Clan Battle Chest, no matter how many Crowns were taken. The Clan Battle Chest was a type of chest belonging to a Clan Battle Win to the Clan Battle Win to the Clan Battle Chest was a type of chest belonging to a Clan Battle Win to the Clan Battle Win to the Clan Battle Win to the Clan Battle Chest was a type of ch apportunity to gather Clan Battle wins for the Clan Battle wins for the Clan Battle Chest. Players were able to gather as many wins as possible in order to maximuze the rewards for the Clan Battle Chest. Once the players had enough Clan Battle wins for the maximum reward, or the three-day Clan Battle Chest. Once the players had enough Clan Battle wins for the maximum reward, or the Clan Battle Chest. Once the players had enough Clan Battle wins for the clan Battle Chest. Once the players had enough Clan Battle Chest. Once the players had enough Clan Battle wins for the maximum reward, or the clan Battle wins for t but its contents will differ depending on the Arena 8 through the Clan info screen. There, players were ranked based on the number of wins the player is in. For example, a player is in. For example, a player in Arena 8 through the Clan info screen. There, players were ranked based on the number of wins the player is in. For example, a player is in. For example, each. To earn the rewards from the Clan Battle Chest, a player must have remained in the Clan Battle Chest, a player must have remained in the Clan Battle Chest. A player must have waited until the next Clan Battle Chest was available, regardless of any previous contribution were still in length but without further rewards. Players with zero contribution were still play Clan Battle Chest, a player must have remained in the Clan Battle Chest, a player must have waited until the next Clan Battle Chest was available, regardless of any previous contribution were still in length but without further rewards. Players with zero contribution were still play Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest statistics Chest TierClan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, even if they had contributed after that. The n-th tier of a Clan Battle Chest, a player must have evaluated that had just joined the Clan Battle Chest, a player must have evaluated that had just joined the Clan Battle Chest, a player must have evaluated that had just joined the Clan Battle Chest, a player must have evaluated that had just joined the Clan Battle Chest, a player must have evaluated that had just joined the Clan Battle Chest, a player must have evaluated that had just joined that Rares 42050504848 Rares 5257566011011 Rares + 1 Epic 63010582813813 Rares + 1 Epic 7351401,00816816 Rares + 1 Epic 7351401,00816816 Rares + 2 Epics 9452251,40423423 Rares + 2 Epics 9452251,40423 Clan Battle On 3/4/2017, a maintenance break, increased the requirements of wins by 150%. The sizes of the Clan Battle Dests stayed unchanged on 12/6/2017, the June 2017 Update, expanded the 2v2 mode, adding a temporary 2v2 button adjacent to the normal Battle button, allowed players to play matches with players friends from the Friend list. This mode of play also allowed players to play matches with players friends from the Friend list. This mode of play also allowed players to btain Chests without playing 1v1 Arena matches. This feature lasted for a week, as a probationary test for 2v2. This 2v2 mode no longer uses friendly rules; Crown Towers and Card Levels are no longer adjusted to tournament standards. This update unified the Clan Battle Chest, as both ladder matches and 2v2 matches contribute. resulting in double contribution. On 30/6/2017, the 2v2 button was made available for the entire month of July, retaining the same functionality as it did in the earlier probationary period. This allowed players to play 2v2 matches outside of Clan Battles. This button was then removed on 1/8/2017. On 21/8/2017, the 2v2 battles as well as the ability to rematch (play another match) with their friends or flanges or have a different Challenge or have a different Challenge or have a different Challenges or friends to play 2v2 Challenges or have a different Challenge or have a hovering" to disappear when Emotes are muted. On 5/9/2018, the September 2018 Update, allowed players to see their teammate's current Elixir and allowed players to join a clanmate's 2v2 Collection Day battle even if they have already done their own Collection Day battle even if the Level when searching for an opponent. It also fixed a crash when canceling a 2v2 battle.On 1/10/2019, a maintenance break, improved 2v2 matchmaking times with friends.On 30/11/2019, a maintenance break, improved 2v2 matchmaking times with friends.On 30/11/2019, an Optional Update, fixed an issue where players still had the same issue, so a maintenance break, improved 2v2 matchmaking times.On 7/10/2019, an Optional Update, ixed a bug where players could enter a 2v2 match with a deck that had less than 8 cards.On 18/11/2022, the Summer 2022 Update, added a badge that showed the number of 2v2 match making to better match players based on card and King levels. 2023On 27/3/2023, the Losers Update, moved 2v2 to the Events tab, and removed the Chests, Crowns and Victory Gold rewards from it. It also fixed a crash when sending Emotes after a 2v2 battle ended and fixed an issue where Arrows dealt double damage to King Towers in 2v2. The same update also made it so that 2v2 would now use Friendly Rules. On 18/4/2023, a maintenance break, fixed 2v2 Battles awarding incorrect Season Token amount. On 19/6/2023, the Card Evolution Update, allowed 2v2 to award Chests and Crowns, and readded the Play Again button. 2024 Starting from November 2024, during some seasons, 2v2 ladder is added for a limited time. You can get rewards during the first leage, and then compete in a globel leader bordHit SpeedRangeTarget1 sec7Air & GroundLevelHitpointsDamage per second 12,88050 x 253 x 223,08253 x 223,08253 x 223,08253 x 223,08253 x 253 x 243,48560 x 260 x 274,23473 x 273 x284,52278 x278 x294,81083 x2105,27191 x291 x2115,789100 x2100 x2126,365110 x2110 x2133 x2158,459146 x 2147,690133 x 2158,459146 x 2147,69013 x 2158,459146 x 2147,69013 x 2147,69013 x 2158,459146 x 2147,69013 x 2147,69013 x 2147,69013 x 2158,459146 x 2147,69013 x 2147,69