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## Clash of clans june 2020 update leaks

We have discovered that JavaScript is disabled in this browser. Please enable JavaScript or switch to a supported browser to continue using twitter.com. You can see a list of supported browsers in our Help Center. Help Center This is a fixed article where you will always find the latest Sneak Peeks and everything we know about the next Clash of Clans update. ContentGold Bomb ObstacleThis obstacle was previewed on the Winter 2020 Recap Winter video, so it may come soon. War SceneryWar Sceneries are coming! Right now, society can submit War Sceneries to the Supercell Make platform. The winner will be announced on February 4. The next update ScheduleIn 2020 Clash of Clans released an update on each quarter: Spring, Summer, Autumn (Halloween), and Winter (Christmas Update). We have no information for 2021, but there is a great chance of having a similar schedule, with the first update in March or April.Possible Schedule for the next UpdateLast UpdateThe Halloween (Autumn Update) has just been released! Here are the articles about it• 2020 Winter Update: Complete Recap• 2020 Winter Update: Hidden Changes and FeaturesPrevious Updates2020• 2020 Autumn Update: Complete Recap• 2020 Autumn Update: Hidden Changes and Features• 2020 Summer Update for 20: Complete recap• Summer Update 2020: Hidden Changes and Features• 2020 Spring Update: Complete Recap• 2020 Spring Update: Hidden Changes and Features2019• 2019 Rewind: A Clash Year in Review• 2 0 19 Xmas Update: Complete Recap• 2019 Xmas Update: Hidden Changes and Features• 2019 Halloween Update: Complete Recap• 2019 Halloween Update: Hidden Changes and Features• 2019 Summer Update: Complete Recap• 2019 Summer Update: Hidden Changes and Features• 2019 Spring Update: Complete Recap• 2019 Spring Update: Hidden Changes and Features2018• 2018 Xmas Update: Complete Recap• 2018 Xmas Update: Hidden Changes and FeaturesIs There Anything Missing Here? Contact me on Twitter @HouseofClashers and I will update this page! Supercell Games With Supercell Games aimed at posting an update for Clash of Clans every quarter, should the next arrive this summer. More specifically, it sounds like the update could come this month. Yesterday, Supercell teased that a full Season Bank at the end of June will come in handy, suggesting that you want lots of gold and elixir to spend on what new devices and upgrades will come up with the update. A follow-up post today added, Charging full speed ahead toward the update, further suggesting the summer 2020 update will come in late June. The last major update, which came in the spring, arrived in late March so a June release for the summer 2020 update would line up, hasn't officially started its sneak peek yet but it sounds like they're gearing up to announce a few things — early next week? In a new stream of community chief Darian and Game Lead Eino, they teased the black black of something that comes in the next update. It was later confirmed to be an Inferno Dragon, a device that is featured in supercell's card-based arena fighting game Clash Royale. Another developer stream leaked that Super Witch comes with the Summer 2020 update. Super Troops was introduced with the Spring 2020 update. They are temporarily propelled versions of ordinary troops in Hembyrn. Each comes with a unique ability that sets them apart from their normal counterpart. Only four Super Troops were introduced with the Spring update: Super Barbarian, Sneaky Goblin, Super Wall Breaker and Super Giant. It sounds like Super Witch will be the fifth but it's likely that the summer update will add a few others as well. Super Troops are upgraded using Dark Elixir and powered up for a week. After seven days there is a week-long cooldown for the specific Super Troop, so you have to turn the other available troops into Super versions. You can also only have one Super buff active at a time. Beyond the Inferno Dragon and Super Witch, it remains to be seen what the Clash of Clans Summer 2020 update will bring. Town Hall 13 came up with the December 2019 update, so it's unlikely we'll see a town hall 14 arrive so soon. 9. syyskuuta 2014 kello 0.00 - The next update is coming soon!! Check out what's new and stay tuned for more sneak peek! Subscribe for update news: s time for the great Clash of Clans update again!! This time I quickly reveal 2 update sneak peek that coming soon! The upgrade of a range of walls can be d... We want you to #StandUpToBullying. Our anti-bullying campaign & anti-bullying ambassadors program... Hay Day Pop is a match and solve puzzle game with never ending surprises! It's really nice here! ☺ ☺ Happy New Year, Chiefs! ☺ Get into the action with the very first Season Challenges of the year! Complete challenges, earn points, claim rewards and unleash your fury with the Warden of the North Hero skin, available in January's Golden Pass! Happy New Year and thank you, all clashers from all over the world, for making 2020 the best year ever for Clash of Clans. With lots of new content from new Super Troops to a new Spell to crown a new Master Clan during the World Finals, we can reflect on the great times and clash together in solidarity for better days yet to come. 2021 will be one of the most EPIC years for Clash and we can't wait to share it with you! Aiheeseen liittyvät sivut12 miil. tykkää tästäPUBG goes mobile! The original Battle Royale game is now available on your device! Download Android... Mobile Legends: Bang Bang22 Million tykkää tästäSupport: mobilelegendsgame@gmail.com Business: business@mooton.com Bloopers: mlfansart+bloopers@... Näytä lisää1.1 million | tykkää tästäOur dream is to create games for as many people as possible who are played for years and remember... EUR 4.7 million | tykkää tästäClash Royale ett kampspe! I realtid, head-to-head in the Clash universe. Welcome to Arenan!86 million tykkää tästäThe latest and greatest music videos, trends and channels from YouTube.22 miil. tykkää tästäWelcome to the official Xbox page - your source for news, information, product releases, events... EUR 4.7 million | tykkää tästäDota is a competitive game of action and strategy, played both professionally and casually by... 990 t. tykkää tästäVideopeli14 million tykkää tästäESRB Rating: TEEN With Blood, Fantasy Violence, Mild Suggestive Themes, Use of Alcohol and Tobacco |... I'm told there's a major content update coming in June, has there been any official in released on this? Is the project blue sky finally getting its wings? Th13 incoming or more towards Christmas? Page 2 8 comments 26 Oct 2020 Optional update v1.3576.8 Read more Mar 30, 2020 Spring Update Full Release Notes Read more Feb 27, 2020 Mini Balance! (Now Live) Read more Jan 14, 2020 Balance changes (now Live) Read more Dec 19, 2019 New optional update available Read more Dec 12, 2019 Optional update - Bug fixes! Read more 9 Dec 2019 December update - Patch Notes Read more 22 Oct 2019 Optional update v11.866.6 Read more October 16, 2019 October 2019 Update Read more October 22, 2019 19 Optional update v11.866.6 Read more October 16, 2019 October 2019 Update Read more October 16, 2019 Source Comments Share This page is about Future updates and other ideas for Future updates that people often talk about. If you're looking for information about the announced new content of Supercell, check out the Sneak Peeks page! It is used to document messages that Supercell has posted on Facebook or on their forums. Please don't add them here. If you have any questions, ask one of our staff for help. For urgent update information, check out Sneak Peek! As stated above, please do not post them here. Sneak peeks will continue to be updated as information becomes available on the Supercell Facebook page and/or the official Supercell forums. Major Add-ons Below are ideas submitted by users for Supercell to consider. That does not mean that they are working on. Please do a forum search before starting new feature requests, especially if they are listed below. Dueling/challenge/sparring area. Clan villages: all clan members contribute, leaders control. Add a featured temporary single player map - 1 per week/month/update on a rotating basis. Add a squad battle mode where only defenses or buildings. Random event - meteorite lands in the village - Dark Elixir to clear, improved experience / gem rewards. Single player levels (missions) regenerate their resources after a while. Further into the campaign, it takes longer to regenerate. (1-10 days). Increase loot penalties for higher town halls. Add the Rifleman device from Boom Beach as an Easter egg and actual squad. Contact clan members privately (which means not to use Clan War Tournaments. Clan War Gambling (Bet on winning clan with gems during war, if you win, you get double gems, etc.) Being able to customize the appearance of your troops (does not affect statistics). Load animation does not reset rather than reset attack animation every time any re-target. Possibility to choose the first target of a squad freely rather than the nearest building, for the troops without preferred targets. Possibility to rotate any building in all 8 directions. A chat window only available under Clan Wars to chat with our opponents. A squad that we can personally control, which has extra health. A defensive structure/auto-triggering spell that can only be placed in (spell) or next to (structure) Town Hall and project a shield (similar to those on Storages when struck by a flash/earthquake spell) that covers the Town Hall and some buildings so troops must destroy it to continue, giving the defense time to kill the attacker's troops. Extra Single Player campaign according to festivals, with reward with each plan ready, and great reward if you're done with everything with 3 stars. The ability to expand land in both villages (perhaps by hiring a lumberjack and cutting down the forests) for money, it may take some time for lumberjacks to clear the village. This would allow people to more space to place down troops when they attack, and make the village look better. Dark Gold made for upgrading troops. The raid continues even if the app is crashed or forced to exit or other devices connect to this account so that the player can resume attacks (as in Clash Royale). Single player mode will top up its loot at the end of each season so players can continue to win loot in single player mode and it won't be worthless after all the loot is stolen for the first time. Suggestions Official clan alliances and / or rivalry, do not just write it in your description. Add more member roles - Master, High Elder, Trusted Member, etc. Separate chat for leaders and co-leaders to determine who should kick and whether applicants should be accepted Add a title founder, which is not for the leader, but the person who founded / created the clan. While he is the leader, his title should be Founder/Leader, but when he is not the leader, his name should appear on the clan top as founder and on his position to e.g Founder / Co-Leader. Ways to designate sister / feeder / associated clans to link clan chat in a separate tab. Block specific players from joining the clan (blacklist). Request and leave clan type add-ons to Anyone can join, Invite Only and Closed. Remove clan go request from clan chat if they have joined another clan already. Add the ability to send short messages to rejected applicants similar to deportation. Troop donations: Do not recover when leaving clans, have a running total, average per recovery period. History button on Clan App - see statistics: Latest x clans, time in, donations given/ received, kicked / left, etc. Reduce leader message cool from 12 hours, increasing text space. Modify clan messages of players join who invited players. Eg xx went clan, of xx. Separate tab in the chat for troop requests. troop requests. kick / promote the menu for leaders / elders to operate from names in clan chat as well as clan interface. Queue troop donation messages when offline - show when online or new interface to see info after. Make the public clan description text area larger. Move the 'Leave' button away from the near window button; it's too easy to accidentally press when on a smaller screen. Create a government to order the clan. Add a notification notification when Global chat is open, as when it is closed it shows clan activity, but also when it is open. The ability to change to or option of trophy required to join the clan between home and builder trophies so that a high home trophy player who does not play builder base mode can still join the clan. System notification (possibly able toggled) for when someone goes and/or leaves. State when the clan was created. Clan rating. Able to change the clan name (only once) Mute button to turn off someone (only for you) for a certain period of time. Limit for Elders to kick by the hour, and Co-leader to kick every 20 minutes. More bookmark spaces for clans. The possibility of joining alliances with other clans Make it so that there may be 49 vs 49 wars, 37 vs. 37 wars, 31 vs 31 wars, 24 vs 24 wars, 13 vs 13 wars, 12 vs 12 wars, etc. (war that does not mean that the number of members must be divisible by 5) so that clans do not have to wait or have to, under certain circumstances, force certain clan members (namely those who selected or those who are inactive) to participate. That way, those who have opted out or those who are inactive don't bring down the chances of their clan winning. It also allows the clan to have more active players in war. End Clan Wars as soon as both clans have used up all their attacks. Separate clan wars chat only for the strategy of war planning. Revealing spells: spells that can reveal enemy trap locations before battle in a jump spell size area. Costs 100 Dark Elixir, 2 per war maximum. A new button Ready for each clan leader, in case both click on it during the preparation day, the day of war starts immediately. If a defending player watches live, they can control Clan Castle's troops and defend a limited amount. No draws in clan wars, instead the leaders will have a duel battle to determine the outcome of the war. The preparation day is half the time of Battle Day. Heroes can be used in clan wars while upgrading, just as troops are. A clan perk that allows you to have more attacks in war. Clan war matchmaking is based on clan level. Most Heroic Attack/defense decided by votes of clan members in the clan war. Possibly, the most heroic attack has given the player another war star on their profile. Does not affect attack clan wars. To assure yourself not to be selected for clan wars when you don't want to: tweak the I'm Out option to make the leaders of co-leaders unable to select those who use I'm Out preferences. Added a variant of the clan Arcade War: This variant of the clan war is just like usual war But With Few Important Differences: All players have only one attack Enemies clan castle troops can be seen. All Hidden Teslas are visible. Award loot bonuses for successful defense in addition to successful attack. Alter matchmaking to FIRST try to match within your League, then continue outside if needed Increase loot bonuses. Ability to search in the name of certain players. Ability to bookmark players. Ability to close your inbox so you don't receive invitations. An On or Off Pic (denote whether the player is online or offline). New profile picture. Add a defense that is placed on walls and you can place an Archer or Wizard on them depending on their level/your choice. Possible names: Wall Platform, Troop Cannon, etc. Healer Tower - Heals all towers in a short radius but can not heal itself. Don't do lots of healing, just enough to delay buildings destruction slightly. Add hidden tesla trigger radius circle (green maybe). Change the ammo to include variables: ex: every 5th Cannon shot is a freeze ball, or 7th Archer Tower projectile is a fire mortar, Wizard Towers alternative different spells. Different shots carry different attributes, if slow, fire damage, extra damage to some troops, etc. Let Hidden Tesla absorb some/all Lightning Spell damage if revealed. Use Gems to make a defensive structure more powerful during defense (e.g. a Cannon double its DPS). Add options for a mortar to have higher range, but all shots fired within 4 plates of mortar will damage Mortar itself as well as the Giant Tower - Don't do damage, but count as a defensive tower. Re-implement being able to put troops at the town hall; You will have to take out troops first; TH7 and up. Decoy Tower - Looks like a defensive tower but does nothing. Defense painters will attack this. (Either this or giant tower) Add special abilities (20 levels) and Ultimate Abilities (8 levels) for defensive towers of enough level, such as special abilities, Stun - Hidden Teslas have the ability to stun units, and ultimate abilities, Execute - Archer Towers has a chance to kill a unit in one shot, and upgrade them with gold. Add Dark Gold (new gold) to build stronger defenses. Add Ability Spikes (Lvl. 10+ Gold Mine, Lvl. 8+ Gold Storage, Lvl. 10+ Elixir Storage, Lvl. 6+ Dark Elixir Drill, Lvl. 5+ Dark Elixir Storage, Lvl. 8+ Wall): Has slight melee damage to ground units depending on building level. 1.5x damage to Goblins. Add an upgrade in which some structures require resources (Inferno Tower, X-Bow) auto-reload, using no loot. (Upgrading should be expensive). Improved defensive miner behavior: in defense mode he will still dig underground to make attacking troops harder to deal with these miners. Prison - Use cage to capture up to fifty residential spaces of troops from enemies to use for later battles/defenses. Witch Tower - Spawns Skeletons if a squad is too close, acts as a magician. Blacksmith - Build weapons and armor for troops. Troop Armor Building - Research upgrades to to armor/ attack / speed, etc. Add info on available loot %/ how looting works to the storage info screen. Show total training time left above Barracks. Add a second Spell Factory. Add defensive spells. Spell Cannon - Load with Spells like Healing Spells and Rage Spells to help your Clan Castle troops or Lightning Spells to damage then opponents. When heroes are defeated, they release packages of Dark Elixir similar to the Tombstone process. Hero gear - collect / equip boots / gloves / armor / rudder / belt / weapon (s) items like many other games. Option to close the order clan castle troops deploy (Slide / arrange icons in CC info screen for sequence?). New troop targeting support buildings (non-defence or resource buildings). 5x or 10x button in squad training screens for faster queue. Ways to alternate hero guard/sleep while they are injured (buton disappears) to set action after healed. Upgrade Barbarian King to be able to throw his sword and beat air troops and the sword will return to him as executioner in Clash Royale. Ability to steal gems from a pearl box (up to 15 or so) when attacking a village with a gift. A lab for Lava pups, Golemites, and Skeletons. A new Dark Elixir Drill level (Level 5 or 10). A royal artillery - Train Royal Giant, Princess, Prince and Musketeer (All from Clash Royale). Possibly a new elixir to be trained by. Defensive Spell - Make a purple blue-green ring and defense depending on what Town Hall you are getting up and attacking the attacker's troops. It cannot be an Inferno Tower or an Eagle Artillery and the defense can be upgraded in the Laboratory. New Troops / Hero Type Request Heroes Minion Soldier, Mechanical Catapult, Ballista, Trebuchet, Battering Ram, Minesweeper, Pirate Ship, Sparky (from Clash Royale), Units Hydra, Ogre, Snake, Assassin, Wizard, Berserk, Dark Night Hawk, Sorcerer, Sorceress, Cyclops, Rogue, Knight, Elf, Dead Skeleton, War Elephant, Giant Spider, Wraith, Phoenix, Cavalry, Falcon, Priest, Ninja, Blimp, Sagittarius, Samurai, Gargoyle, Gryphon, Demon, Ghost, Horsemounted/Archer/Goblin, Serpent, Slimer, Dark, Elf, Giant, Minotaur, Centaur, Pegasus, Zombie, Dark Wizard (Death), Gunner, Jet Bomber Pilot, Skydiver, Mystery Morpher, Dragon Warrior, A squad targeting the defense that beats it, Spearman/woman, Geomancer, Thunder Mage, Paladin, Cannon Team, Gryphon Rider, Spell-Stealer Shield, Bearer, Werewolf (Or Woman), Electricricker Drake, Armored Skeleton, Dwarven Blunderbussier, War Drummer, Thief, Superspeedman, Worm Driller, Trojan Horse, Swift, Shapeshifter, Kataphract, Bomber, Dragon King, Absorber, Goblin King, Arcane Ray, Goblin Spearman, Barbarian King Full Metal, Alchemist - Randomly Throwing Potions, Hog Rider King, Killertank spell, Combination / Unique Infernal - Flying squad that starts with attack enough to one-shot most buildings, but defense low enough for to be a shot of something. As you deploy troops their attack decreases and defense increases (Healers DO count count this). General - Can focus attackers to a specific building. Wolf Rider - Archer on Wolf, attacks until Wolf perish, then Archer continues. Paratroopers - Deployed from above, can land anywhere and keep fighting. An Air-based resource targeting unit. Rager - Similar to Healer but gives the effect of a Rage Spell to devices rather than healing spell. Pegasus - Shoots a magical gust of wind that damages buildings in 1 straight line. Assassin - Prefer to attack defend troops (heroes and troops from Clan Castle) and towers with troops. Teleporter - Troops entering it can be teleported to any part of a base. Mole - Digs underground and finds traps. Absorber - Drains energy from defensive troops and buildings. Spell Stealer - Takes a Spell's effects and puts it on itself. Thunder Mage - Throws chain lightning. Cannon Team - Long range siege weapons. Shield carrier - Shield absorbs damage. Electricricker Dragon - Allows other troops or yourself to make a stunning attack. (added 25 injuries). Gryphon Rider - Has the fog ability, which in within a small radius makes defenses often miss. Dwarven Blunderbussier - Shoots in a bow. War Drummer - Increases the attack rate and damage of nearby troops. Lion Rider: Hog Rider who deals more damage to Clan Castle defending troops/heroes. Mercenary - Using a machine gun (DPA - 24.1; DPS - 327.76), rockets (DPA - 275.2; DPS - 412.8; can not take critical hits), missiles (DPA - 227.7; DPS - 296.01; homes in buildings, Clan Castle troops and heroes; can not take critical hits), dynamies (DPA - 163.7; DPS - 294.66; can not take critical hits) as varied weapons and a shock rod (DPA - 174.5; DPS - 331.55; 20% chance of reducing target DPA by 30%) as a melee weapon. Has 357 hitpoints, 15% critical chance (x4 injury) and 90% accuracy. Shadow - Passes through walls and has constant, short radius-spell around it that allows walls in radius to be bypassed by all ground troops. Deals half damage of the guilds with 3x health. Costs 4500 Elixir. Mask Driller - dark elixir squad. Have the ability to dig and bypass walls similar to air drive but take 1.5x damage from the wizard tower, mortar, bombs and gigantic bombs. It has 2 second time delay before digging, favorite target is defense, uses a drill (dps - 30, 3 other attack range). Health is 1000 at level 1, speed is hog rider-like. Requiring 20 housing space, enemy Clan Castle troops can not attack if not out of the ground. Unaffected by lightning, heal, rage and freeze spells when underground. Swift - Dark Elixir squad. Acts as a jumping bean, has a spiky shoes, and favorite target is Mortars. When it dies, it spreads 4+ jumping beans that have lower hitpoints but greater damage. Education Cost: 250. / Housing Space: 15 ::: Level 1: HP: 580 / DMG: 98 / SPD: 3.6 / Summoned Troops: 4::; Level 2: HP: 600 / DMG: 105 / SPD: 3.6 / Summoned Troops: 6. Shapeshifter - Changes form to troops at random, for example, each form lasts 15 seconds. Each upgrade unlocks a new set of that it can turn into (you must have that squad unlocked in the Barracks first). When it turns into a troop and dies, it remains like the original form for the rest of the battle. Original form: DPS: 80 HP: 800. Shapeshifting Form: DPS: Depends on Form. HP: Depends on Form. Cataphract - Do not attack enemies one at a time. Instead charges right through buildings and enemy troops. Can crush barbarians and archers with their heavily armored horses. Bombs - A propeller-driven plane flying around the enemy base, throwing down bombs and firing with its machine guns. Very expensive. Super Giant- A mechanical flying robot that shoots bombs. Very defensive, weak to Hidden Teslas. Each upgrade adds a cannon or two, and makes it bigger. Costs 300 dark elixir, takes up 20 place. DPS: 75 HP: 1000 Titan Golem - Unlock at Dark Barracks Level 8 (New Level), x2.5 times by Golems Hg. injuries and injuries in death, Spawns 2 Golems from death. Housing Space 125, Cost x5 by Golem, Training Time 45 minutes and 22.5 minutes, Range 1.5 Sabotages - Troops can put inside the red area, after a delay time of 3 seconds, he can remove a building outside the Town Hall. Cannon Carrier - Carry a portable cannon that upgrades 2 levels when cannon carrier is upgraded. (Example: Cannon Carrier Level 1 has a Level 3 Cannon. Level 2 has a Level 5 Cannon). Goblin Torch - Very fast. Sets buildings on fire for 30 seconds, dealing with damage over time. Only target non-burning buildings. If all the buildings are on fire, he sits and waits until a fire is extinguished or an enemy unit comes too close to him. If an enemy unit gets too close to him at any time, he immediately throws his torch at them (setting them on fire), runs away, and spends a few seconds lighting a new torch. After 1:30 on the same torch, it burns out and he becomes a regular Goblin at 1 level above the level the torch was at. Hog Rider king make little pigs go for anything. The Witch Queen call the little Witch's. Killer Tank spell: It's a spell that brings out a tank and you can upgrade it with Dark Elixir. Goblin God - has ability to quickly steal. Gunman Has a little higher health than the barbarian Must load after every 6-10 shots (depends on level) doing a small amount of damage has 3 housing space fire speed is about 0.8 shots per second favorite target: storages, hjälet, and troops (troops can verse each other via the clan castle) and do 9x damage to them (up to 20x at higher levels) Has the reach of an archer and is the ground Is very useful in a clan castle when defending because it does 15x damage to other troops Revenge list enter online / Shield on or currently attackeable without having to click on each person's button. Auto request Clan Castle troops in clan if you win a defense (Shield, still attackable). No

standard squad selected upon entry into battle - avoid accidental combat starts. Remove / Reduce Town Hall loot penalty on revenge - will make original pick wiser. Take advantage of the with ships/water-related attack/defense/units. This is done in several similar games including Boom Beach and Battle Beach. Have a Replay Vault, where you can save your best/funniest/worst replays to watch later. Maintenance Raster doesn't affect that.) Bonus for x wins in a row: Loot, bonuses, squad modifiers, offensive or defensive advantages, other random perks. 1 gem each battle when you get 100%. This starts with Gold II, 2 gems on Champion III, 4 gems on Legend. Possible overdrive effect when in danger, all defensive weapons are in sort of a rage mode. Include the opponent's TH level in the battle log. Better matchmaking, match with Town Hall level only, etc. Reduce find match cost at all Town Hall levels Be able to enter loot raids or trophy raids (perhaps trophy dropping raids) Reduce the HP of hog by 25%, but when killed, Rider would have 3/4 of Hog riders, double Damage and a running ability (like the prince in CR) Ability to specify clan buddies or friends list friends who are raided with the indicator of a shield icon instead of the sword icon (clan when friends/friends attacks). Remove, visually, for the attacker, all obstacles in the defender's base in multiplayer. Add a spell that reveals the traps for a short time. Add defensive spells - placed just like other defenses/traps- 1x1 with varying radius. Make the magic form colors/ graphics more unique, wrong choice during battle due to similarities. When upgrading spells, include increased reach, duration, etc. not just primary state. Click /Hold spells at deployment to view radius/range circle to move around - release to distribute. Defensive Spell ideas (if implemented) Slow, Confuse, Rage (for CC troops), Rage (for defenses), Defensive Lightning, Heal (for buildings or CC troops), Mirror/ Reflect damage back on attackers. Add a new trap that must be purchased with Dark Elixir. Upgrade traps to be usable more than once per defense. Add a search/move ground-based trap similar to the air mines/bombs. Disguise Traps as random building / obstacles / decoration. Convert tombstones into small traps/bombs - click on them, choose collect elixir or convert. Include damage, reach, other relevant info within the I/Info button in stores or even on item after purchase. Cage (provides captive troops to help with other battles) Electric Wire: Stun your enemies temporarily! The higher the level, the longer they are shocked. Spiked Ground: Persistent, no re-arming. All troops crossing the trap will be impaled through their feet. (?) Lava Trap: The ground opens, revealing a chamber of lava. When the spring trap tries to lift the P.E.K.K.A.S, they will be lifted up and if they are heading towards, they can be lifted over walls, or when ST tries to lift it, p.e.k.k.a.s will be thrown to random parts of the map. Camp Trap: It will send some troops from your camps to defend your base. Other ideas Moat, Lightning Rod, Lighting Trap, Tar Pits, Pitfall, Hollow Trap, Poison Bushes, Wildfire, Rock Wall, Wall, (Dogs/Animals) To Attack Enemies. Ability to Add Poison Ivy to Walls, Sticky Trap, Vine Trap, Stun, Taser, Vortex, Freeze/Permafrost, Tremor/Earthquake, Lantern, Fire, Weaken, Confuse, Freezing/Cyclone Mine, Acid Pit that's dissolving troops completely Hero trap: this traps heroes and if heroes get stuck then the hunter can bargain for a good amount of resources but no more than 25% of each Builders currently all look the same when building things, with wooden posts string with ropes surrounding the building (or or empty space if not whitely constructed). It is suggested that either the builders construction site simultaneously build poles to stone instead of wood etc. based on the town hall level, or that it be changed based on the level of the player or building. Weather like a thunderstorm or snow, it can be turned off but it just to make the game look good. Ability to turn on all circles defense builds radius at once to control coverage. Add a way to export battle replays to photo roll or YouTube built in. Add clan rank to Clan Info Screen - Faster to reference than to scroll to the end of the top 200 list. View loot/trophies that were available on battle logs in addition to what was earned. Increase tombstone reward based on troop killed. Ex: A P.E.K.K.A.'s tombstone can yield 1,000 Elixirs while a barbarian can yield 20. Let the battery indicator icon for your iOS device appear during the game. Add Attacks / Defense Won stat (from Leagues) to clan view. Leave the clan / global chat box available when visiting clan / global villages. Ability to customize the appearance and colors of your base, non-building wise. Add a red ! on Upgrade Tiles if prerequisites are not met beyond displaying it inside the upgrade view. Add a popup prompt all users to link to Game Center (similar to the latest IAP pop-ups). View loot available/won, trophies available/won, troops used & battle summary in shared replays. Update troop avatar images to match the level of troops (upgraded pics to match gameplay). Make walls Town Hall 5 and up glow Ability to choose weather to use book of battles or book of everything when you research a squad in the lab instead of just a book option when the player has both books (if spells then book of spells etc). Miscellaneous Additional leaderboards based on Town Hall level. Add the ability to play background music while in the game native. Log gem usage/winnings in Game Center (or in-game) so users can watch to see where they went. Add push notification for Clan Castle full. Change the music setting from on/off to allow multiple volume settings, i.e. low/medium/high or the slider bar. Add a small gem reward on each level up, or even every 5 or 10. Add custom audio notifications for Clash push notifications. Add a new design on the outskirts of the village (magical forest). More trolls fast / another campaign. Also, goblins should take back their bases at random and buildings should upgrade (More loot too), as resource bases in Boom Boom A tool where you could see how much loot an opponent at a certain TH level could take from you- for example, a City Hall 8 player could take x amount of gold, y amount of elixir and a variety of dark elixir A new story mode with a completely different approach as opposed to the Goblin campaign. Connect Archer Towers to walls. (Archer Towers looks like the towers of a castle.) Fluid defense. (Can only be charged by enemies who attack everything / melee troops) Add tab to Friend, Search Player, Search Clan, and Member List in Clan. (If you click on the tab they will go sort by level, name and Trophy. On clan sort by level, name, Trophy, troops donated and troops received) Add a new category to the store called Boost. It will contain spinners, blocks and paint. Spinners would double the attack speed of a defense, blocks would make ground-only defenses hit air units and color would allow changing the appearance of a defense to look like another building, until it loses 50% of its health, is struck by a damaging spell or kills a squad. New squad: Grins. Running and hitting buildings. When destroyed it goes for another. New squad: name SIRK. Running around and hitting some building around itself. When someone plays in your clan it tells you when they play or talk in clan chat. Excluded or implemented Excluded Supercells Developers have related that these ideas are excluded, please do not start threads that ask for them; they will just be locked. Frequently requested: Playing Clash of Clans (or any other SC game) on a computer or through a web browser e.g. Enter the latest online date Remove the Report button/feature from global chat. Abused too often, and mute is better solution Clan Related: Add other clan requirements to apply in addition to trophies, ex: Specific squad lvl, TH lvl, lab lvl, game lvl Add the ability to send short message to rejected applicants similar to when expela large text area for clan rules that just the clan can see (separate from public clan description) Leader (and co-leader) ability to delete messages in chatA Change clan msg of players join who invited players: xx joined clan, invited by xx Add clan rank to Clan Info Screen - Faster to refer than to browse to the end of the top 200 list Increase clan size: 75 or 71 00 are most common requests Separate Elder + chat tab in the game Ability to set points threshold required to get rewards from clan games or to vary the level received according to individual contributions Defensive structure Related : Ability to camouflage/purchase camouflage – (make AT look like a barracks until within reach) Ability to load current x-arc with elixir or dark elixir for extra bonus on sort Stack def structures – ATs over walls, Teslas on top of barracks (really hidden), etc. Upgrade to 2-story walls that hog riders / jump spell can not penetrate (perhaps limit #) Display both X-bow range circles at once for planning - different color of inactive a Modify clan castle - switch defend / not defend (as heroes) Auto request Clan Castle troops in clan if you win a defense (shield do not activate, Still Attackable) Other Buildings Related: Wizard Laboratory to Create/Upgrade Wizard Projectiles/Spells Add a second laboratory or a second site in the current lab to do two research at once the Troop Armor Building. Research upgrades to troop armor/attack/speed, etc. Swap buildings – drop one on the other, pop-up or double faucet to change the same size Option to turn on all def build radius circles at once to check coverage Trap/Explosives hut to upgrade/build larger Lightning Rod to absorb lightning spell Troop/Barracks Related: Customize troop builds = to order, permanent productions, saved queues, etc. Queue troop donation messages when offline - show when online again or new interface to see info after Show total training time left above barracks Show total elixir costs for troops sitting in army camp 5x or 10x button in squad training screens for faster queue Ability to arrange barracks queued troops (ex: click/hold slide icon first in line to center) Change healers to include healing air troops Drop a hero for each type (A few more may come eventually, but not EVERY squad) Pre-packaged squad cluster = similar to clan castle deployment, but you can load that 50 squad count in 4 different clusters to deploy on offense at once. Have clan war force donations count towards donation statistics Battle Related: Ability to filter matchmaking of resources or trophies available Capture live attackers and have them relocated to your own clan castle, army camps, or new structure Bonus/award if attackerskips your village - installment to you on match fee On Offensive Battle Summary includes resource cost for troops/spells used Ability to assign 5 or so of your own troops to defend Town Hall, same AI as CC, smaller radius Option to transfer a revenge to a clan member or public hitlist Auto reset / repurchase traps if you win a defense (shield not activate, still attackable) Add a small chance to Steal / Win / Replace spells on an attack victory (suggest 3 star only) Back button in matchmaking for accidental Next click - Maybe cost double fee to return De stava activate selection after casting to avoid multiple mis-casts , make the user re-choose if wanted to Add a 1-2 second spell casting cooldown to prevent unwanted multiple mis-casts Graphical Related: Separate tab in the chat for squad requests Revenge list enter online/screened or currently attackable without having to click on each person's button Ability to hide certain attacks in combat logs Show loot/trophies that were available on battle logs except besides was earned When revenge is used - defense log contains original attack results (resources / trophies / %/stars) Change That / Def Won stat to include losses as well, example: Attacks: 3812 Defense: 3 / 12 Add commas or space on thousands of space in ALL places: Upgrade buttons, spell / squad buttons, shop, etc. Add a counter when all builders are busy to indicate when first one will be free Allow iOS Device battery indicator icon to appear while in-game Upgrade menu list all things upgradeable Option to turn on white buffer lines without moving building/decoration Miscellaneous: Reset or restart a specific village Keep replays through maintenance - increase from 4 to 6 or at least then last log in a setting to disable village animations to improve performance on older devices Add bead a use confirmation of all features Botany Research- Ups spawn the degree of obstacles and / or increase in chance / # of beads when removing Additional leaderboards based on TH level Add ability to play background music while in-game native Add push notification for Hero ready (healed / able to attack) Log gem use / profits in gamecenter (or in game) so users can see to see where they went Add an unmute option for mistakes of error - or have a list showing all muted to pick some unmutes Add custom audio messages for Clash push notifications Add mini-games, something to occupy time Improved renaming feature: The rename feature will be allowed to change for free once every six months with the minimum duration will be two weeks, will cost more gems then two weeks of renaming and will lower its cost until the six months period is over. Sound bug fixes: When the player placed a building on somewhere, it will make both the sound when the building was knocked and when the building was placed at the same time when normally it should just make the later sound. Flags for more countries. These ideas have not been ruled out by Supercell, but are NOT scheduled to work on at this time: More leadership roles/levels. New types of Battle (Siege, spell warfare, war) click here for more info Dueling Arena/Challenge Battles/Simulator/Sandbox. Mercenary Troops – Troops paid with Gold. Previous Updates ideas from users who have been implemented. New levels for Spring Trap. Invisibility spell to turn troops invisible, with some changes Guard / sleep modes for Clan Castle The Baby Dragon. Skeleton Spell, as a method of calling troops on the battlefield via spell. Friendly challenges: challenge friends and clanmates to attack them for practice or just for fun. Ability to hide traps and Teslas in edit mode (Scout mode in edit mode) Faster Valkyrie attack/charge animation. Click + next to builder icon/ graphics takes up the screen showing all builds/times/etc. Increased Town Hall Donate Dark Spells, and later Elixir Spells. Level 11 walls design change. Customize the flag symbols, but can't create them your own. Dark Spell Factory. Resource Resource immune to Spell damage. Name change Notification for Healed Hero. Registration for Spell Factory Ready. The air sweeper. The lava dog. A Dark Elixir squad for Town Hall 10 - the pitcher. Dismiss troops and spells. The witch squad. Heroes. Hero abilities. Multi-Target Inferno Tower. Attack and defense replays. The warning for when the army camps are full. Army camp troops who survive attacks to your village. Message showing when someone leaves / kicked from the clan. Trophy limits for clan applications. Gem use confirmation. Small shields after maintenance and disconnects. Many of the combat balances are due to user input. Matchmaking queue. Army Camp storage succeeded as a whole instead of per Army Camp. Barracks queue information. Clan Search. Clan wars. Global chat moderation. Trophies to be lostwin in match screen. Wider range of trophies available to win per match. Troop donation statistics. Custom request for troop reinforcement. Share replays. View the highest trophies ever obtained. Android version. Ambush / Foxhole trap - hidden storage for very few (1-3?) Army Camp spaces of the owner's troops for defense - essentially Skeleton Trap. Add a pause button to the replays. Make the surrender button smaller/move out of the game playing area – too many accidents. Ability to hot link a village for clan to view, search not always possible - implemented clan hashtags and bookmarks. Change the shared replay button in clan chat to different color - too similar to the donate button. The gem mine. Mini-games / Quests for resource bonuses - essentially Clan games, and season Challenges Lowered the cost of upgrading walls. Reduced costs (and time) for upgrading different buildings with lower planes, troops, heroes and spells (done in several updates, usually when new levels were introduced). Reduction of hero renewal times. Increased fight duration (although the latter returned, but as Supercell has explained Town Hall 12 is about to hit the limit and the timer extend may impose again soon). Reduced cooldown for sharing replays in Clan Chat. Units with the ability to carry Troops - essentially Siege Machines. More Single Player Campaign Levels, featuring Dark Elixir (including x-bows, Inferno Towers, Eagle Artillery and a small variety of Giga Tesla). Possibility to set the Grand Warden to ground or air position even during a battle before he is deployed. See Version History for full details of what was released when. Most commonly suggested ideas These are the most common suggested ideas that have not been confirmed, Dear Supercell, and peeking forums. New Animations/Background (Including landscapes and music). New features for the games (including flares, leave a message after an attack and other things). Private chat and group chat (For privacy). Community content is available under CC-BY-SA unless otherwise stated. Noted.

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