

like this when there are 9 members

Some other tweaks are also updated by Riot Game for gamers such as The Elemental Stone's Stone Man has increased armor from 20 to 40. Knight's damage has been slightly nerfed from 15/30/55 to 15/35/65 .

Completely changed the DTCL drop-out system

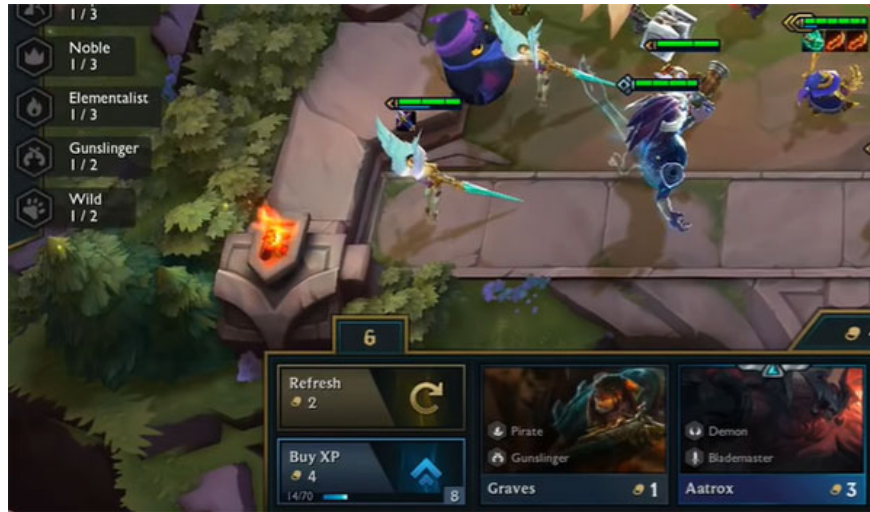


Changes to the equipment drop system in DTCL will be as follows: In the monster fighting rounds, players will receive 3 different types of equipment boxes. Detail:

1. **Normal Box:** Gold, Neeko Help or champion.
2. **Rare Box:** Still a gold, Neeko Help or champion but has additional equipment components.
3. **Extremely Rare Boxes:** Gold Shovel, complete equipment, gold, champions and Neeko Help.

Those who fight against each other in a match will receive the same number of equipment boxes. This will help balance the game when everyone will multiply the number of different equipment boxes.

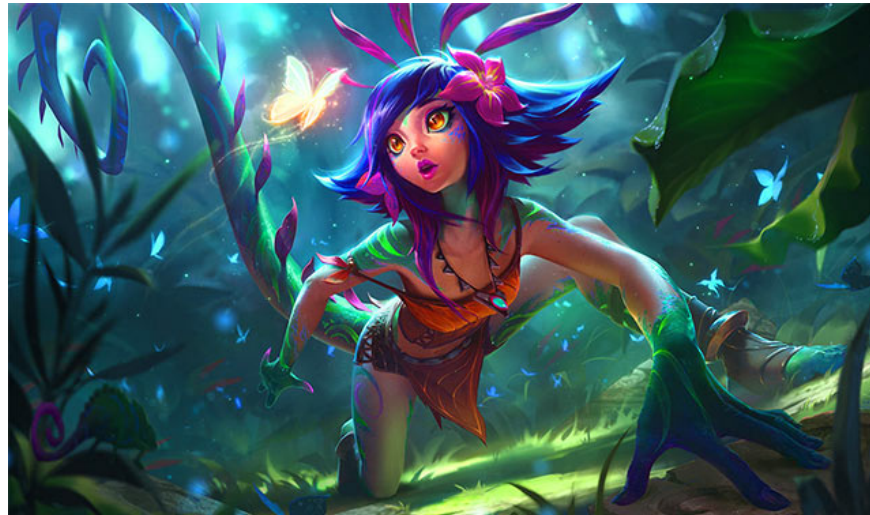
Change in experience points DTCL 9.18



Riot Game has made some pretty big adjustments to the player's experience system in every match. Specifically, in this DTCL version 9.18 will increase by 2 XP if the player wants to level 5, 6, 7. The remaining will be 4 XP and 6 XP respectively with level 8 and level 9.

Although the amount of XP updates for gamers is not too large, it will cause the game level to fall behind. Especially when gamers want to level up naturally and do not buy more XP. This update is a significant impact on the player's fast leveling, making the late game stage very soon compared to normal.

Equip Neeko Help



This new equipment is a bit special when appearing in this new version. Neeko's Help can help you create a 1 star general identical to the original. This skill is also available in General Neeko in normal 5vs5 fighting mode.

You can use this equipment to upgrade your champion quickly if you can't find the champion you need to upgrade. Although small, it can change the whole strategy and how to build your squad.

The Yordle squad will have a hard time facing Wild



A small but effective change as well as other significant consequences is that if you have 4 Wild generals in the squad, the whole team will be increased by 12% attack speed for each attack launched, max is 5 stacks.

More specifically when Wild has an additional avoid bypass rate in each attack. That also means that the Yordle clan's ability to dodge will be useless against the Wild 4th squad.

The updates in this version of Truth 9.18 are quite interesting when there are equipment with small features but great impact on the squad. Accompanied by changes in gameplay mechanics that bring many opportunities for gamers to flip.

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