

Guide Eco play and Gamble in Dota Underlords

This is all Eco tips and gameplay in Dota Underlords

Eco's play, also known as **Economy**, is one of the ways to sell blood, but will exchange for a powerful comeback late game lineup and win the TOP 1 in the current DotA Underlords.

Below is a detailed guide on how to apply Eco play in Dota Underlords to help you make a comeback with a strong team.

1. The best general rankings Dota Underlords today
2. List of stats, skills and system of chess / generals in Dota Underlords
3. Compare Dota Underlords and Auto Chess Mobile

Dota Underlords: Instructions for applying Eco gameplay in the game

Donate money



As you know, after finishing 1 round, we will have some more money from many sources, namely:

1. **Basic Gold:** + 5 Gold
2. **Win round:** + 1 Gold
3. **Interest Gold:** Plus 1 to 5 gold. (plus 10% of total gold available)

The winning or losing sequence: adding 1 to 3 gold

This is the stage that will determine whether you follow Eco or not, which is also an extremely important stage on the chart. The initial build of the squad or the sudden appearance of the 4 gold pieces will greatly affect the mid game period, late game and the way of Eco money.

Consider carefully whether there should be level ups in round 5 or round 9. If you are losing, you should not level up in round 5 or round 9 to get 20 or 30 gold through round 10.

Mid game (Round 11-20)

In this stage you must carefully calculate if you want to survive. After you have shaped the Early Game play style with 20 or 30 gold inside, this will be the time when gamers decide how to use this money.

First you need to identify the strengths that are in your squad. For example, if you have a Troll formation that lacks a **Troll Warrior** that accompanies **Ax** and **Tusk**, the appearance of a Troll Warrior is very important in your squad.

Troll Warrior is a 4 gold chess piece so you need to pay attention to the appearance of 4-gold generals at the chess pieces. The rate of 4 gold pieces in **5-6-7-8** will correspond to 2-7-10-15% respectively, you should level up to high levels to increase the ratio of Troll or Kunkka to replace Ax to save money and reach new strength thresholds.

Late game (Round 21 later)

Start Comeback with a strong lineup. This is the stage where you must sprint, continue with the troll formation above. At this point, what you need is the effect of controlling, magic resistance and blood-sucking, healing.

But more importantly, how is the opponent's lineup. Assuming that there are 2 enemies who are playing Knight and Dragon, we will use the "card lock" plan.

Lock the opponent's card, which means buying and dropping it in the back line. Lock DK all the time, then enjoy the moment when the two guys win each DK on the board. So you have eliminated some competitors on the way to TOP 1.

Example lineup 1

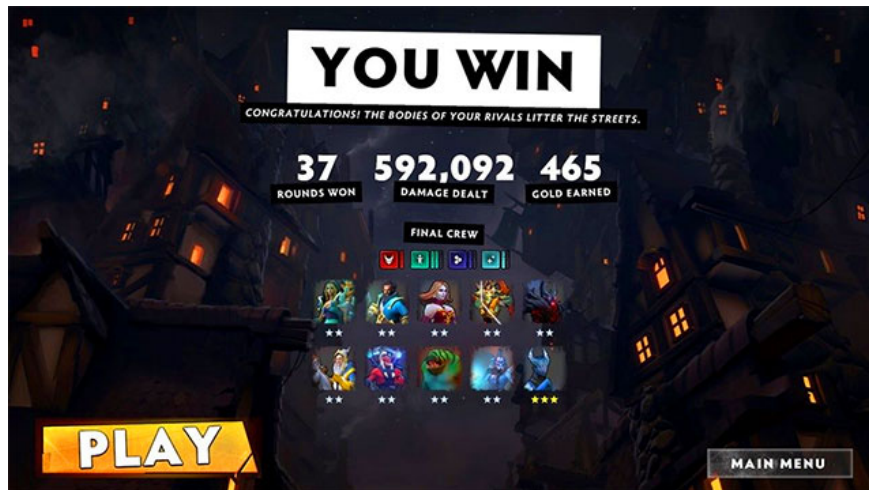


1. Easy to climb 3 stars: **Jugg, Ax, BM, Lycan**
2. The rest can climb 2 stars, and you don't expect 3 stars for the remaining pieces.
3. With level 7, you need 6 Warrior + Disruptor.

Lineup example 2

With level 7: 6 Assassin + LD (can add 2 tankers) or NP (get buff for TA and PA)

If you have to say how to fight, it is very difficult and depending on the experience of each person. The only trick is to not go to level 6 without Disrup, KK or Doom in the Warrior or TA team in Team Assassin.



Priority to put money on stars first, because level 5 roll very easily out of the above, let two identical insects on the floor also. Limit the loss of a large amount of blood in each round.

Clearly with the above, Eco play is not a tactic but has turned into Survival. And you will win easily if you are wise enough.

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