

# How to roll champions 3 stars quickly in Arena of Truth season 2 (Hyper-Rolling)

If you want a fast 3-star champion in Season 2 DTCL, rely on the Reroll strategy in this article to roll out the fastest 3-star champion and take advantage of the other lineup in DTCL Season 2.

A 3 star champion in Season 2 is something many players want to have when building their squad. And the sooner the 3-star champion is found, the more likely the team will win the series and reach TOP 1.

And many gamers have used the Hyper-Rolling strategy since the time they heard of it to find for themselves the earliest 3-star generals and have for themselves the strongest teams in DTCL 2.

In DTCL Season 1, many gamers often use this strategy in the Gunner or Assassin or Void squad. Coming to DTCL season 2, Hyper Roll strategy is also being used by many gamers because the 1-2 gold champions in this version are quite strong. So how is the fastest way to roll champion gold 3 in DTCL 9.22, please refer to the instructions below this article.

1. How to hunt rare Sacred Beast eggs easily in DTCL season 2
2. Want to climb quickly to the arena of Truth, skip these habits right away
3. Some simple tips to help you climb high in the Arena of Truth

## Guiding the earliest 3 gold champion reroll tactics DTCL 9.22

To further simplify the Hyper Roll strategy, you should choose a combination of Powerful Beasts. After familiarizing yourself with this style of play, you can apply it to any other squad. There are two notes that you need to keep in mind if you want this strategy to work:

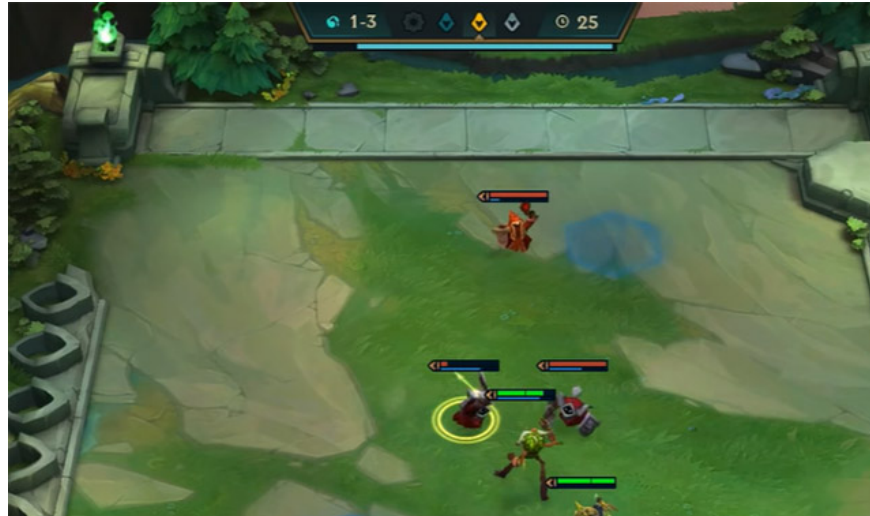
Rotate the squad at the right time: Certainly the game doesn't always produce the champions you need, so change the squad at the right time to be effective.

Need to monitor the enemy squad constantly to know which enemy is building and which team to avoid to avoid duplicate build.

### Early game

0		 Carrousel
1		 2x Melee Minion
2		 2x Melee and 1x Ranged Minion
3		 2x Melee and 2x Ranged Minion

To roll most effectively in the early stage, you only need to reroll after eating money from the first 3 round NPC. Once you have the money, do not level up, it will reduce your rate of 1 gold champion.



At the same time, you need to do a round of other teams to see what team they build, remember to avoid and have a plan to build your squad clearly.

## Between game

Beginning rounds 2 - 5, start storing 1 gold generals and arrange temporary teams. At this point it is likely that you will have to lose, do not lose too much blood. You should earn enough to get 50 gold before the Krugs round.

0		 Carrousel
1		 2x Melee Minion
2		 2x Melee and 1x Ranged Minion
3		 2x Melee and 2x Ranged Minion
6		 Carrousel
9		 3x Krugs

If you feel the team is too weak to land, then upgrade to level 5 and get a temporary damage hero to put in the team to eat Krugs at level 5.



After the Stone Player you will reach round 3 - 1, now you will be at level 4 with 8/10 experience if not leveled up once and will earn about 50 gold. This will be the time when you start rerolling constantly to find the 1 gold champions in the game.

6		Carrousel
9		3x Krugs
12		Carrousel
15		4x Murk Wolf and 1x Greater Murk Wolf
18		Carrousel

Although the main goal now is to 3 stars so that the main generals carry a good team gold. But if the roll has 2 gold champions that can be combined with the squad, then save it to upgrade. Because your goal is to raise 3 stars for as many champions as possible, 1 or 2 gold is the same.



If you only lack 1 - 2 champions, it will be 1 star 3, then continue to roll, otherwise stop if you have 10 gold left. Because if you pause here, you still have gold to continue to roll next round. There will be 3 cases if you reach round 3 - 2 as follows:

1. **Good squad:** You reach 5 levels with a full lineup with 1 3-star general and full reserves of generals waiting for upgrades.
2. **Temporary roster :** You reach 5 levels with a full 2 ??star squad and have a champion waiting for 3 stars in the reserve.
3. **Bad squad:** You reach level 5 and there are only a few 2 star champions waiting on the field and the bench has nothing (others are also Hyper Roll with you).

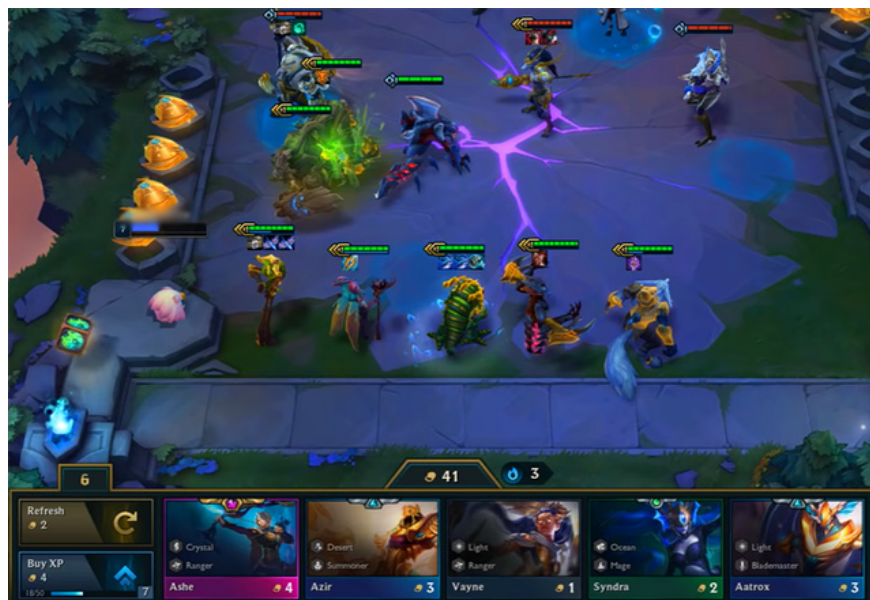
## Late Game

18		Carrousel
21		4x Raptor and 1 Crimson Raptor
24		Carrousel
27		1x Dragon
30		Carrousel
33		2x Mech Cannon and 4x Mech Melee Minion
36		Carrousel
39		1x Rift Herald
42		Carrousel
45		1x Elder Dragon

In the round 3 - 2 until you meet the Wolf, you will have to pause reroll to get the necessary generals until round 4 - 1. If you do not have a 3 star star then spend about 20 gold to reroll out a 3 or more generals is better.



Starting in round 4 - 2, you will have around 12/20 experience points and can level up to 6 to increase the rate of having 5 gold in the store. From now on, you can play normally without reroll unless you encounter a strong opponent. If you have a lot of money and less health then roll on to increase your champion.



If in round 4 - 1 you already have a 3 star general and find your team strong enough, you can keep accumulating money until you reach level 7. Then use the money to find the 5 gold general and rotate the squad to the end of the game.

Based on the above 3-star general reroll instructions, gamers can roll out the fastest 3-star champion from the beginning to the middle of the game and take advantage of other competitors.

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