

If you want to climb quickly to rank Truth Arena, quit these habits

If you avoid these habits, you will find it easier to climb rank of Truth Arena.

The Truth Arena ranking mode is being considered by many gamers. There are many players who rank very easily and are at very high rank. But there are also many gamers who still stuck at rank and silver rank.

Of course, it is partly due to the experience of playing, but besides this reason, many gamers also have some other reasons why the climb is not as good as other players. Here are some habits you should give up if you want to quickly rank DTCL.

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2. Instructing the Truth Arena Knight Knights formation
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The habits that make you climb rank of Truth Arena slow

Save money for too long



As you all know, TFT is like other Auto Chess games of money plus mechanism after each round. This mechanism is called Gold Interest, in particular you will receive 10% of the gold interest after each round based on the amount of money available.

For example, if you have 20 gold, then the gold will be 2 gold, the limit is 50 gold equivalent to 5 gold profit. Not to mention you will receive an additional amount of money from the winning series and the losing sequence.

Causing players to have a strategy to use this gold in a reasonable way.

Saving gold in DTCL is a worthwhile thing to do, but if you save too much, it will make your squad vulnerable to "flying colors". There are several times in the game where you need to spend all your money, especially at the beginning of the game.

Why is this the time when there is still little money, you should use the money to level up or upgrade 1 gold champion to keep your rank.



It is not a bad idea to use the loser chain to get the chance to get equipment in the market round. After that, when enough string has been lost and has the desired equipment. The kicker, the bird, the wolf will be the round where you have a lot of fallen pages.

You should take advantage of these times to build your squad along with the gearing up for the generals. Don't hug your money while you only have 3x blood left. Although you have a lot of money at the time, you can't use it when flying, so spend money wisely.

Not flexible in building teams



Maybe when you first started, you immediately thought of the line you followed. And you see that team is effective, keep following that line. However, it is not always possible to earn enough members for the squad you have followed from the beginning.

And if even that is your hobby line, sometimes you should be flexible with the lineup that you get in the Truth Arena.

Maybe after a version, there will be changes in some generals and they will become remarkably strong. But does not mean that the champion will become champion in all games or any team in the game.



There are many players, after a game where the dignity is good with a full line of desired components, then the next game will automatically pick up the team again, but it must be full as before.

So be diversified in tactics and think well for the squad. And please refer to many online tips to know which generals are suitable for which teams. If you can't remember all the teams, try to remember the current strong teams to build the best team with what DTCL gives you.

Make the right choice in general and general roll circles



Mechanism to rotate the general faction will help players renew the generals in the queue to find senior generals and suitable for the squad. By finding 2 or 3 star generals or finding rare heroes, the player can have an advantage over his opponent.

However, choosing this champion depends entirely on luck. So there will be times when you will receive generals that do not match the System and the Tribe in your squad. Not to mention that you upgraded 2-star generals but didn't use them and had to bear a high loss.

In addition, vacancies for important generals in the squad will no longer exist. All of this will make your squad a messy squad with no buffs, and it's natural to be pushed to the bottom of the board.



Also, it is quite fortunate that you give up 2 coins to roll out the right generals. If you keep your head on the roll to find the right champion, soon you will "burn the bag." So try to use what you have.

Attach early items to the general



It's like upgrading generals when rotating. The equipment will be a useful tool to help your champion gain stats on skills or have more beneficial effects for each round.

This is something that can help gamers turn the game around so it's worth noting. But it is not always possible to get things right away for the generals. You have to know the quality and should give priority to the main generals in the squad.

	ECHO	IRON SOUL	SPARK	KORLON	REDEMPTION	DARKIN
AS DMG	AFTER CASTING ABILITY, GAIN 20 MANA SERAPP'S EMBRACE	ADJACENT ENEMIES: - 25% ATTACK SPEED FROZEN HEART	BASIC ATTACKS HAVE 50% CHANCE TO SILENCE TARGET FOR 3S HUSH	AT 25% HP, HEAL SELF & NEARBY ALLIES FOR 1000 HP REDEMPTION	BECOMES A DEMON DARKIN	
ARER R 4S	ADJACENT ENEMIES: - 25% ATTACK SPEED FROZEN HEART	REFLECT 100% OF PHYSICAL DMG BACK TO ATTACKER AS TRUE DMG THORMAIL	25% CHANCE ON BASIC ATTACKS TO DISARM TARGET FOR 4S SWORD BREAKER	BASIC ATTACKS DEAL 2.5% OF TARGET'S MAX HP AS TRUE DMG FOR 5S, PREVENTS HEALS RED BUFF	BECOMES A KNIGHT KNIGHT'S VOW	
KE MG	BASIC ATTACKS HAVE 50% CHANCE TO SILENCE TARGET FOR 3S HUSH	25% CHANCE ON BASIC ATTACKS TO DISARM TARGET FOR 4S SWORD BREAKER	GAIN 83% MAGIC DMG RESISTANCE DRAGON'S CLAW	START OF COMBAT: BANISH UNIT ON MIRRORRED OPPOSITE SIDE OF BOARD FOR 5S ZEPHYR	ATTACKS HIT +1 TARGET FOR 25% DMG, APPLYING ON-HIT EFFECTS RUNAAN'S HURBISCANE	
S IT'S NE TO	AT 25% HP, HEAL SELF & NEARBY ALLIES FOR 1000 HP REDEMPTION	BASIC ATTACKS DEAL 2.5% OF TARGET'S MAX HP AS TRUE DMG FOR 5S, PREVENTS HEALS RED BUFF	START OF COMBAT: BANISH UNIT ON MIRRORRED OPPOSITE SIDE OF BOARD FOR 5S ZEPHYR	REGENS 6% OF MISSING HP PER SECOND WARMOG'S ARMOR	BECOMES A GLACIAL FROZEN MALLET	
A	BECOMES A DEMON DARKIN	BECOMES A KNIGHT KNIGHT'S VOW	ATTACKS HIT +1 TARGET FOR 25% DMG, APPLYING ON-HIT EFFECTS RUNAAN'S HURBISCANE	BECOMES A GLACIAL FROZEN MALLET	+1 UNIT CAP FORCE OF NATURE	

However, on the right map, but the wrong time will make your formation stronger but at the end of the game, things will be different.

The reason is because in the first three rounds, Devil Birds, Wolves, and Rock Monsters may give you other precious items. And if you do an early pairing, you won't be able to pull that item back to the other generals, except to sell it.

In addition, tier S equipment such as Natural Armor, Armor Gai cannot be successfully paired as the in-game mechanics do not allow for separate items in the game. With this mechanism, you will definitely be "dropped" at the end of the game. Not to mention that you will no longer equip to fight against generals from other teams and

will have to leave the chessboard with a rank of 7 or 8.

Arrange generals in a stereotyped manner



Also known as arranging in a very . mechanical way, you need to be flexible not only in customizing your formation according to the evolution of the game, but also in the way of arranging generals. You can avoid these 4 things, but as long as your rankings are a little wrong, the team will take the consequences.

A good example of this is Blitzcrank, when your team fights Blitzcrank but leaves Miss Fortune or Draven in the corner of your team, you get pulled back by Blitzcrank. This is a fairly basic mistake many gamers make, especially in low rank gamers.

Maybe because low rank players often think that resisting will be at the forefront and the main damage in the corner. The amount of damage that the main heroes do will increase the effect and effectiveness of the move, but it is important that you put that general in a place where the champion can live long enough to make a move, it will be effective. OK.

So the flexibility in arranging the DTCL lineup is very important. You can lose at previous times, but the next time you draw your experience and rearrange it, you can absolutely win.

Besides equipment that only supports one champion, the Zeke Flag, Iron Solari Line or Wind Sword will be equipment that will have a support effect for a particular line or position. Observe the opponent and arrange for your team to be the most effective.

If you avoid the above things, you will find your team effective and climb rank DTCL more easily. Of course, it can't be dependent on your dignity when playing the Truth Arena.

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