GFBot Help English

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Intro

GFBot - is a software tool for the popular online game «Grepolis». In fact, the program is a **smart emulator** of various actions of the player, such as *the collection of resources, trade, recruiting troops and ships, building buildings, research technology in the Academy, sending attacks, evading enemy attacks, sending resources for a miracle, warning players about the attacks on E -mail and SMS* and much more. Due to the constantly updated protection program, it almost **can't be detected by the game's bot detection system**. The program version with simplified functionality is absolutely free. Additional modules such as social and a premium version give you the ability to separately purchase only the modules you require.

The program has a module "anticaptcha" which solves all captchas automatically bypassing the games anti-bot protection. The only one of its kind, the program has a function **BLOCK_BOT**, which is a unique setting that determines your activity in the game and allows you to avoid simultaneous actions while the bot is running so that whilst the bot is running all actions made are still human like. The program does not collect sensitive information about your account.

We remind you that all the programs that emulate the actions of the player are forbidden in the game. And you install the program on your own risk!

Download manual in PDF format
Or look at our website online

Functionally of the program

Functionally of the program is divided into modules, "Cashkeeper", "Commander", "Herald", "Merchant", "Foreman", "recruiter", "Docent", "World Wonder", "Anti-Captcha." How they all function:

Module "Cashkeeper"

○ Automatic collection of resources from villages
○ Auto market (automatically stores resources on the market when the warehouse is full)
○ Auto-village (automatic expansion of villages at a set capacity of warehouse)
○ Auto-cave (automatic filling of silver in cave, in the case of excess of silver in warehouse)
○ Auto Culture (automatic holding of victory processions and festivals. (With the set conditions you choose)
○ Filters (Limit the number of requests to the server)
○ BLOCK_BOT - unique option to automatically stop the bot activity while the player is active, This makes the bot almost impossible to be detected
○ Ability to set individual settings collecting resources for each city

Module "Commander"

○ Plan attacks with a given accuracy
○ Plan reinforcements with a given accuracy
○ Monitoring attacks and send reinforcements
○ Automatic correction of the number of troops before sending
○ Auto-Dodge - automatic withdrawal (offensive, defensive or all) of the city (with a given accuracy) to evade enemy attacks with a possible return before/ after the attack with CS for its destruction, with the ability to customize in each city.
○ BlockUI - blocking user input while sending attacks, in order to avoid the simultaneous activity of bot and Player.
○ Team game - the ability to open a list of commands to view your allies commands.

Module "Herald"

○ Notification of incoming attacks by SMS and e-mail with the definition of a colony ship, audible warning with the possibility to choose a melody alert
○ Opportunity alerts by SMS and email
○ Opportunity to alert your friends about incoming attacks on you

- Automatic maneuvering enemy attacks, with the ability to detect and destroy CS
- Automatic activation of millita

Module "Merchant"

- Automatic transfer of resources between cities in set proportions (can also send resources to your allies)

Module "Foreman"

- Automatic addition of jobs in the queue for the construction of buildings in the Senate. The ability to create jobs, even in the case of lack of resources.
- Reduce the possibility of multiple time settings for Gold

Module "Recruiter"
- Automatically add jobs to the queue for recruiting in the barraks and the harbour
- Allow multiple units to reduce construction time for the Gold
- Automatic Priority selection
- The ability to create repeatable orders

Module "Docent"

- Automatic research of technologies at the Academy.
- Allow multiple studies to reduce the time for the Gold
- Automatic priority selection

Module "World Wonder"

- Automatic transfer of resources to build world wonder

Module "Anti Captcha"

- Automatic captcha input
- Sound notification of captchas

Installing the program

Installing the program is very simple, there are step by step instructions on how to install the bot with different browsers Here.

The Bot versions

The bot comes in 3 versions; light, social and Premium

Module can also be purchased seperately with any version.

Here is a comparative table of all the features of the program in different versions:

Version	Light	Social	Premium
Module «Cashkeeper»			
Minimum time	**5 min**	**5 min**	**5 min**
Max performance	**50%**	**100%**	**100%**
Use Capitan	-	+	+
AutoCulture	-	+	+
Авто-Market+ AutoVillage +AutoCave	-	+	+
Autorun at startup	-	+	+
Auto Trade	-	-	+
FILTERS	+	+	+
Customising settings for cities	-	+	+
Module «Commander»			
Activated	-	+	+

Accuracy	-	-	+
Auto-Spell attacks	-	-	+
Dodge	-	-	+
Auto-Dodge	-	-	+
Module «Herald»			
Auto Militia	-	-	+
Alerts ingame	+	+	+
Sound notification	+	+	+
Notification by e-mail	-	+	+
SMS Alert	**Purchased as an option**		
Module «Merchant»			
Automatic transfer of resources	**Purchases as an option**		+
Module «Foreman»			
Automatic queing of jobs for construction of buildings in senate	**Purchased as a Module.**		
Module «Recruiter»			
Automatically adds jobs to que in barraks and ships.	**Purcahsed as a module.**		
Module «Docent»			
Automatical research in Academy	**Purchased as a module.**		
Module «World Wonder»			

Automatic transfer of resources to selected world wonder	-	+	+
Module «Anti-Captcha»			
Sound notification	+	+	+
Captcha Solver	-	+	+

Starup and main window features

The program starts automatically when you log into the game and immediately begins to gather resources. If done correctly, you should see the main window in the lower left corner. Let's look at the basic controls:
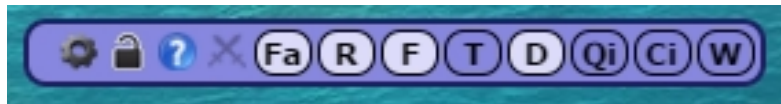
1. Opens up the bot settings

2. **Indicates the function** BOT_BLOCK (see section 6.2 filters). If the lock is closed requests are blocked by the bot

3. Help button

4. Opens window about incoming attacks

5. - The start and stop button of modules. - Indicates that the module is running, - indicates module has been stopped.

   ○ **Module "Fa"** (*Farm*) - start/stop fam

   ○ **Module "R"** (*Recruiter*) - start/stop the "**recruiter**"

   ○ **Module "F"** (*Foreman*) - start/stop the "**Foreman**"

   ○ **Module "T"** (*Trader*) - start/stop the "**Trader**"

- **Module "D"** (*Docent*) - start/stop the "**Docent**"

- **Module "W"**, starts/stops sending of resources to "**Wonder**"

6. **Module "Qi"** Opens up menu with control of all ques in each city.

7. **Module "Ci"** Opens up the commander orders

Que window

Que window opens up an overview and controls all tasks in city

The window is used to display all the ques for the selected city and includes modules "Recruiter" , "Merchant" , "Cashkeeper", "Docent" and "Foreman". You can control tasks in this wondow, to simply delete a task click on the icon in the que, you can also add tasks.

Lets look at this job from the "Recruiter" as an example
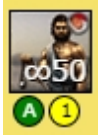
 - This order will be reduced by gold once.

 - Automatic priority selection enabled

 - Repeat is enabled

 - The number of units to be recruited in one go.

JCC (Jobs Control Center)

Jobs control center is designed to add new orders from a single window. To add a new order, you can select the module, check the boxes for the options you want, enter the other required information and click "Add". We describe in detail the addition of jobs in the documentation section of each module.

General information

Module "Cashkeeper" is a basic module of the bot. Configurable for each city.

○ Automatic collection of resources from villages

○ Auto Market

○ Auto-village (automatically sends resources to villages for upgrade)

○ Auto-cave (automatically sends silver to a cave at a set level of silver in warehouse)

○ Auto-Culture (automatically holds victory processions and festivals)

○ Filters (limits number of requests to server)

○ BLOCK_BOT - unique option to automatically stop bot activity during player activity making the bot undetectable.

○ Custom settings for all cities.

Module settings
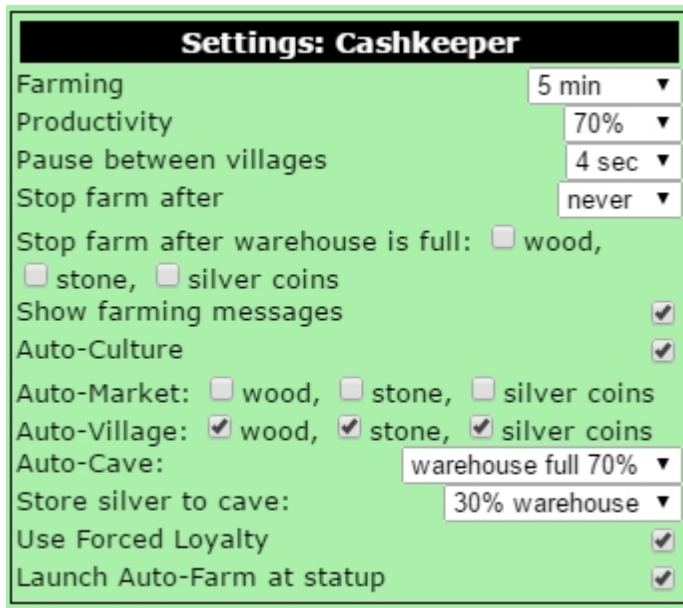
Farming: Allows you to set demand time. Which is benefi[...] 25 mins for the bot to finish a single farming cycle. So inste[...] the bot more efficient.

Productivity: It defines the performance of the auto-dem[...] 100% productivity then this can cause a ban a recommend[...]

Pause between villages: For each farming cycle the paus[...]

Stop Farm: Stops farm after X hours.

Stop farm after warehouse is full : Once one of the stor[...]

Show farming messages: Displays the farming in each city at bottom right corner of screen.

Auto-Culture: Carries auomatic victory processions and festivals, you can set individal settings for each city.

Auto-Market: When maximum capacity of warehouse is reached the bot will automatically place excess resources onto the market.

Auto-Village: Automatically sends resources to village so that you can upgrade them. Can be set for each individual city.

Auto-Cave: If the warehouse is filled to 70% then the bot can send 30% of the silver to warehouse. Setting can be configured for each individual city.

Use Forced Loyalty: The bot will detect if the item Forced loyalty is activated and will loot from villages rather than demand. (You need to complete Island Quest to get this item).

Launch Auto-farm at startup: Automatically starts the feature at loadup.

Individual settings for city

You can set individual settings for each city by clicking on them on the map and opening selecting info. From there you can configure different settings of the bot such as Auto-Cave, Auto-Market etc.

Below is the standard settings you can see

Here you can specifiy the indivual settings for each city such as auto-farm and auto clture.

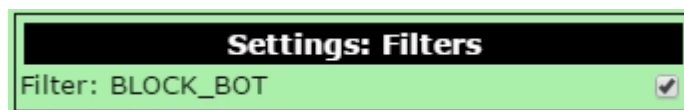**"Global"** means that the settings set in the module are set for this city.

BLOCK_BOT Filter

Filters can be adjusted in the special dialogue settings of the bot

Filter BLOCK_BOT We Highly Reccomend you use this option

A very improtant feature, which stops the bot activity during your active game play that would eliminate the bot from performing tasks at the same time you are performing them which administrators can see.

EXAMPLE: You are farming a village and at the same time the bot is sending an attack, the administrators would be able to see this and know that a bot is being used. This feature will eliminate that from happening.

Possible problems and their solutions

You can find solutions of possible problems with collecting resoures in main FAQ

General information and module settings

### The capabilites of «Commander»

○ Plans attacks with a given accuracy

○ Plans reinforcements with a given accuracy

○ Monitoring attacks and sending reinforcements

○ Automatic correction of number of troops before sending support/attacks

○ Dodge - ability to send troops out to evade enemy attacks.

○ Auto-Dodge - automatically withdraws offensive/defensive or all of cities troops to evade enemy attacks and can return before/after the CS.

○ BlockUI - blocks user input while sending out attacks in order to avoid simultaneous activity of the bot and player

○ Sharing commands - Can show the commands of your allies.

Scheduling attacks/support

Commander is intended to automatically send reinforcements or attacks with a given accuracy at a set arrival time.

First you need to open up the attack/support window in the target city, in the bottom window you will see the commander settings for this city.
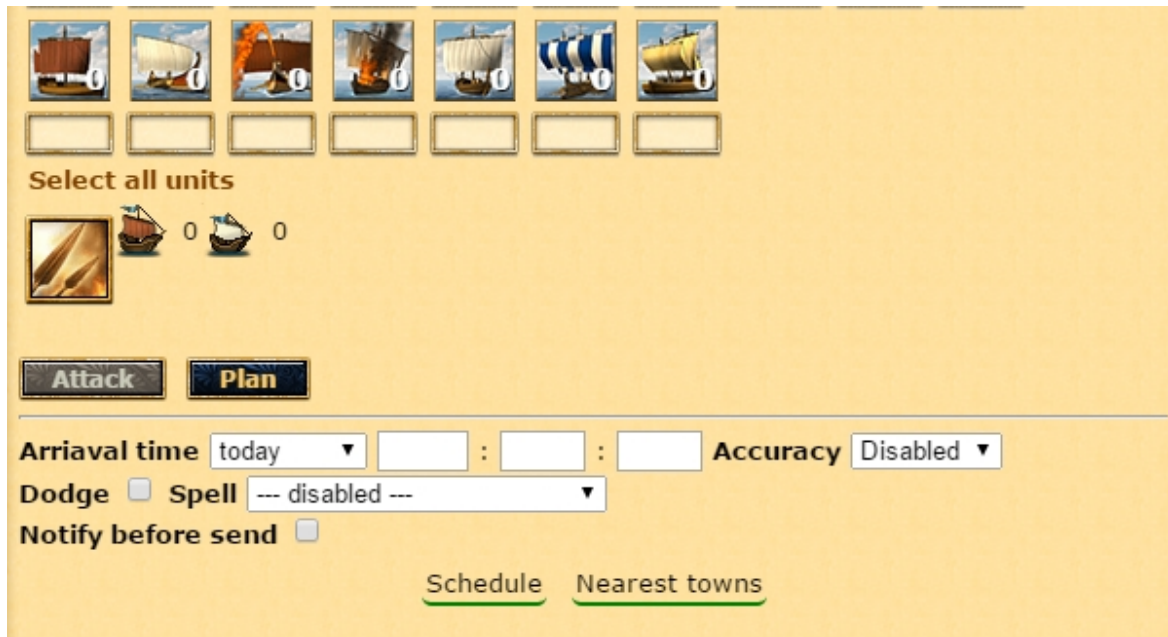
Lets look at the settings:

Arrival time: *hours:minutes:seconds* of the preferred arrival time. Note: the randomness of the server means that the actual arrival time may differ from what your preferred arrival time was.

Accuracy: This parameter minimizes the impact of the random delay time of the server. We examine in detail how it works later.

Dodge: This is non-automatic dodge. All off your selected units

This option gives you the ability to manually dodge enemy attacks if the box is checked and time is set. Your troops will leave the city at the specified time and return to the city after the specific interval (the order will be cancelled after half of the travel time)

**Spell:** Automatically places a divine power on an attack.

Notify before send: Notifies you prior to sending the specifie function

Schedule: This button saves the order and will place it in the "Orders" part of the bot.

Nearest towns: You can select this to identify the closest cities to the target.

Module's Settings

To enter the settings, click on the gear icon on the bot and click on module commander.
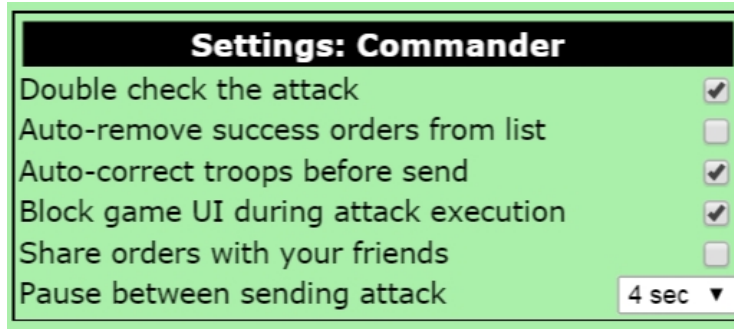
Double checking atta

Auto-deletion of succe

Auto correction befor
correct the number of tr

Block Interface: User i
the bot.

Share orders: This option enables you and your allies to view each others orders. For this to work you and your allies must share your BOT IDs with each other.

Pause between sending attacks: Important setting! This option sets the time the bot will pause between sending attacks to replicate a real person so as to not get banned. It is reccomended to not set the option lower than 4 seconds. You can find more about this settign in the Security section.

Orders Window

Orders Window

You can see your orders and your allies orders from this window. You can also cancel orders from this window.

Lets Take a look at

Icon x cancels this o

Refresh ⟳ : Updates

Sorts "start", "arriv

Orders: own, all , ex

Filter by city: Search

.

Accuracy

<u>Accuracy</u>

Now accuracy when planning orders is important. In order for the game to be less predictable the developers have made it harder to time attacks to your exact desired time.Typically the arrival time will vary. The bot has a mechanism which can improve the accuracy by sending and canceling attacks at a specified inerval. However the higher the accuracy the greater the chance that the attack will fail. In each order you save you can specifcy the desired accuracy, so the higher the accuracy the more chance it will fail. The lower the accuracy the greater chance it will suceed.

<u>Lets look at an example of how it works</u>

Set the order to attack at 12:10:30 and put 3 seconds before time.

Choose the time 12:10:30, set accuracy -3 ("-" means not later). Bot will take several attempts to send the attack, if the attempt falls within a given range, the attack goes away. If no attempt makes the desired range, the attack does not go at all!

With reinforcements roughly the same: for example, it is necessary that reinforcements would come no earlier than 12:10:30 and preferably kept within 3 seconds. Put exactly "3". The Bot will make several attempts to send reinforcements, and if the reinforcements in the desired interval does not fall, it will still be sent.

Why the attack on failure to enter the interval does not go away, and reinforcements go? Usually negative precision is used to sweep the city before the arrival of the CS, this usually comes after the attack, If the specified time is invalid (that would not kill the friendly CS). Reinforcement is coming anyway.

So To Summarize:

The "+ " means " not strictly before," which means the support can be later than the required interval (used to send reinforcements after the capture of the city , as well as for the destruction of enemy Units soon after his arrival in the friendly city).

Possible outcomes of departure: 1. reinforcement enters the predetermined interval 2. reinforcement misses the specified interval , but still leaves later.

The sign " - " means " strictly no later than " (used for front sweep CS , as well as to defeat the enemy's DEF and CS at the friendly city).

Possible outcomes of departure: attack hits a specified interval ; attempts do not fall within a predetermined range ; last opportunity to receive later specified interval - the attack is canceled (failed) , the attack does not go.

Caution! **Do not use high precision unless absolutely necessary as abuse of this can lead to a ban.**
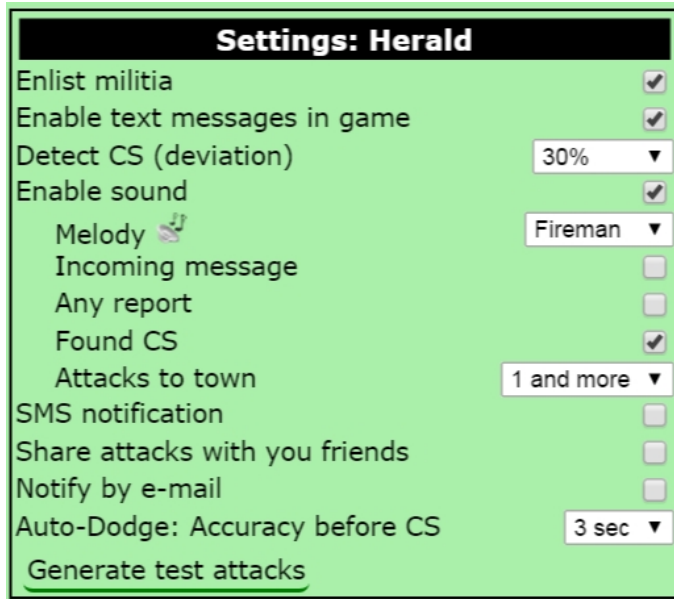
General information and module settings

The capabilities of the " Herald "

Module "Herald" - An important module. It will inform you and your allies about incoming attacks. It can notify you by e-mail and SMS, it will also maneuver enemy attacks, keeping your troops safe. It will also activate milita.

Configuration of "Herald"

Module "Herald" easily setup:

Militia activation: automatic activation of milit

Show messages: Shows reports of attacks in th

Identifying CS (error included): To understa
attack. If the bot discovers there is an attack or
takes an attack from your city to city1, including
of this margin then the bot detects it to be a Co
that in game there are various items and spells th
in and then log in after attacks were already lau
know what time the attacks were launched so ca

Enable sound: Beeps with an incoming attack, the ringing tone can be selected by clicking on the music icon and selecting a song.

Incoming mail: Signals when a mail comes in.

Any report: Notification sound on receiving any report.

CS found: alerts you when a CS is detected.

Attacks on the city: the number of attacks, at which will beep.

Sharing attacks: Alert your friends when you are attacked by having your friends bot ID and entering it into the bot so that you can share each other's attacks, you can specify a new ID by a new line or seperating each with commas.

Notify by Email: Notification of attacks by e-mail, indicate the email adress in the field below.

Auto-Dodge: Accuracy before CS. It makes sense to use this option if the quality of your internet is bad. So this setting allows you to dodge in advance. 3 seconds is the default setting. It is advised not to change this unless necessary.

Create a Test attack: Using this button can simulate a series of attack on the selected citym you can look at the results and select the best settings for your self. You can view test attacks by clicking on the swords symbol on the main bot panel.

The Auto-Dodge

The Auto-Dodge

Auto-dodge allows evasion of enemy attacks. This is done by sending your troops out as reinforcements to a selected city and then cancels the order so that they return after the attack has landed. This protects your troops from incoming enemy attacks. It is possible to only dodge with offensive/defensive or both types of troops. It can also set the troops to return before a CS lands so that it destroys it. Below you can see some diagrams:
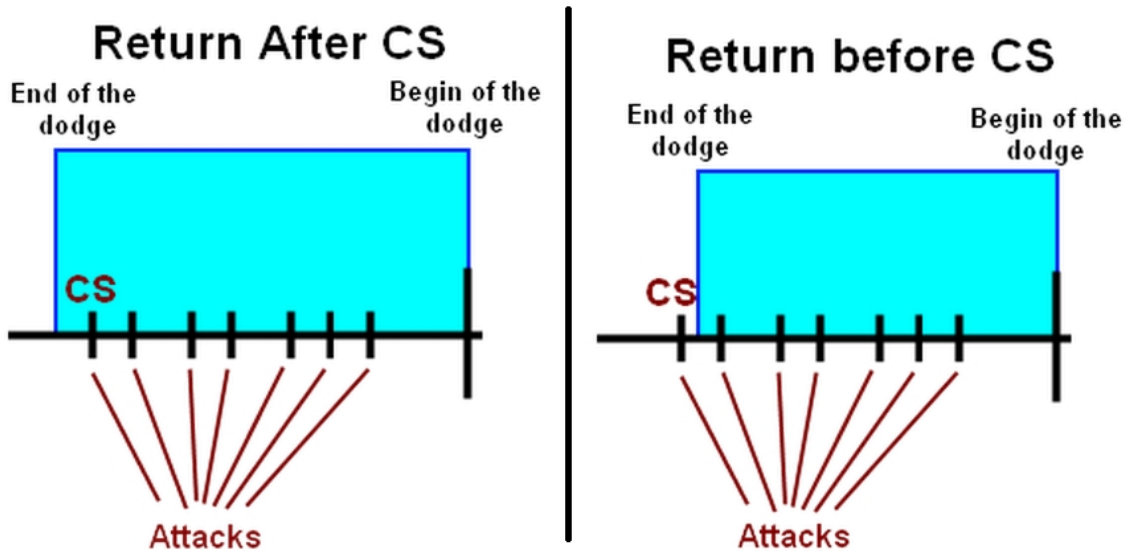
How to configure Auto-Dodge

To configure auto-maneuver we will be doing it for each city for this purpose:

1. Select a city on the map and click on the info button.

2. A dialog window will open up showing information about the city, you will see a menu like this below, you will see the individual settings for the selected city.

3. Select "Herald" and specify the settings for this city.

If one of the attacks in the group is a CS , then, according to the " Auto - Maneuver " , troops may be returned :

○ Before the arrival of the CS ("including return of all units to the city to try and block the CS with defense)

○ After the arrival of the CS ("including return of all units to the city to try and destroy CS with offense)

This setting is only used to attack the CS.

In the troops to dodge it indicates the type to dodge with, "defensive", "offensive" , or "all".

In the city output, you need to specify a city in which the troops will be sent to so that the bot can dodge with. Note: You must make sure that the player is not on vacation mode or banned. To make things easier you can select ***random*** so it will select a random city on the island.

IMPORTANT NOTE: If you reboot the computer with the game some time after the incoming attack or go into the game with an attack already coming at you , the bot can make a mistake in the definition of CC , which will trigger the Auto - Maneuver for this attack as an attack without the CS ! In order to manually specify (or check) attack with CC use the window " Incoming attack" !

Incoming Attack Window

Incoming Attack Window

To open the window with incoming attacks click on the symbol with the crossed swords on the main bot panel on the bot.
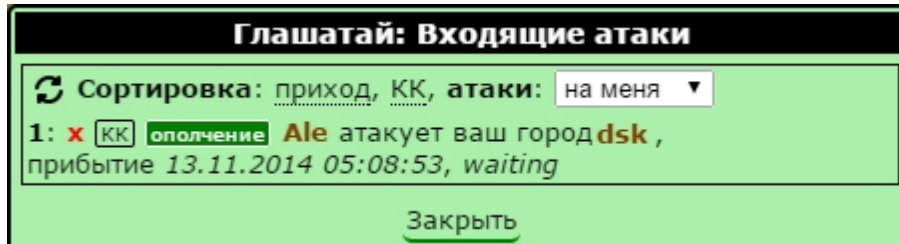
This window will display a list of incoming attacks. The buttons "KK" and "Militia" are clickable. Using them can activate on them specific attacks. , but if you reboot the bot with the game after the incoming attack or start the game with an already incoming attack the bot can make a mistake in detecting a CS, which will trigger the automaneuver for this attack without the CS!!

At the top of the window is a filter, (sort by time of arrival, by presence of CS, display only attack "me", "external" or "all") select these filters on what suits you best.

## General information and module settings

Module Merchant

The merchant is a tool for automatic transfer of resources between your citie. You can set a city to be a consumer or supplier. The consumer city does not have to be your own city.

To operate the merchant you should have at least one supplier and one consumer. Lets see how you can configure it.

1.Select your city on the map and click on the "**Info**" button.
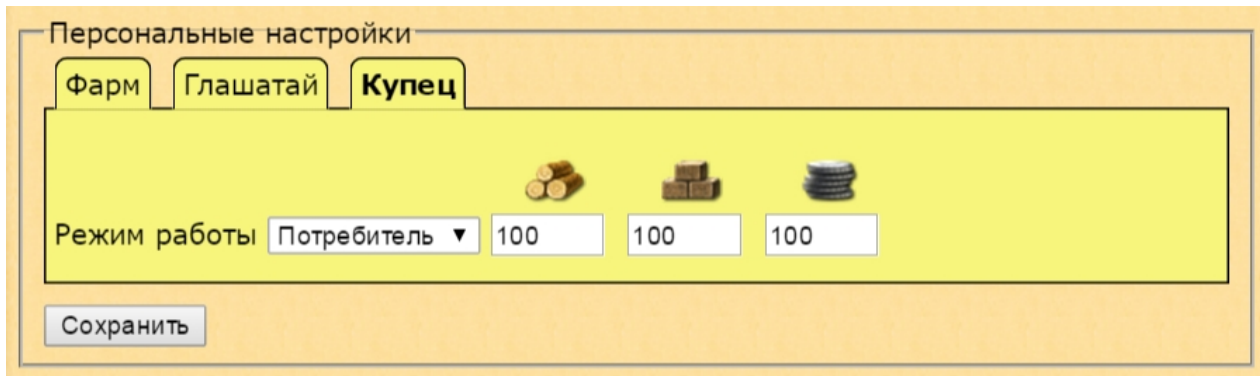
2.A window with information of the selected city will pop up. You will see the individual settings for the bot.

3.Open the "Merchant" tab and select the operation mode and set the ratio of resources to each of city.

After you have configured a supplier and a consumer city you can activate the Auto-Trade module by clicking on "T" on the bot panel.
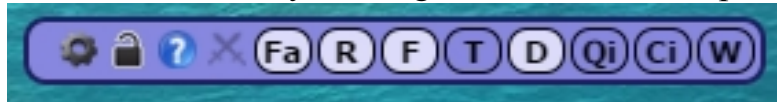

You can add a single job from the control panel of the bot

In the centre of the control task you can add a task for a single shipment proportion to a selected city.

To do this:

- Click on "**Qi**"

- Select the *Merchant*

- You must enter the town BB code of the city *[town]34242[/town],*

- If you have the option "Auto" enabled. : If enabled, the bot will automatically select the order of the general turn of the city, which may execute other commands are ignored. If the option is disabled (check mark), the order is fixed. Fixed orders have the highest priority. If the queue city bot finds such an order, it stops further processing queue until they have accomplished this order (for example, would be to save resources).

- Click **Add**
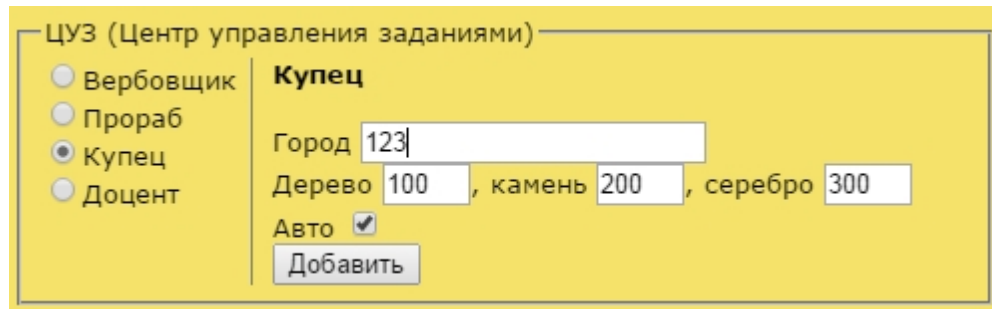
Window module settings

In this window you can view and change the settings of the module for different cities as well a change some settings for the auto-trader.
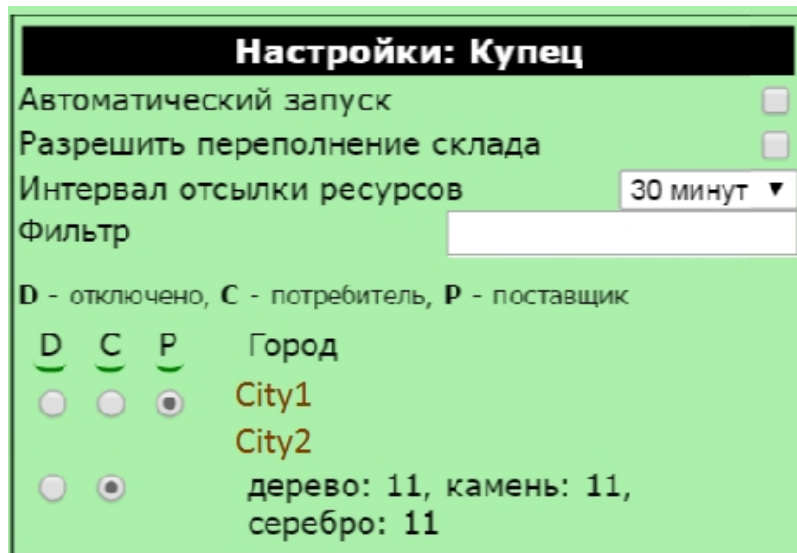
Automatic Start: Automatic starts trading after 1

Allow overflow of storage: Does not consider

Filter: Filter the list of cities (display only those c

Buttons D C P: Set the mode for each selected

Proportion trading
The bot can check the maximum amount of resources it can send from each supplier city. So for example if you have set he resources proportion as 13/3/8 and the stock has 1300/150/600 pairs divide and choose the smallest number 1300/13 = 100 150/3 = 50 600/8 = 75, the least common multiple of 50, it is multiplied by the proportion of the basic 13/3/8, we 650/150/400. This is supposed to send the party. Then there is a calculation based on available market, it is checked whether the active option "Allow overflow warehouse", and there is a sending. If the total number of resources is less than 1,000, shipping will happen.
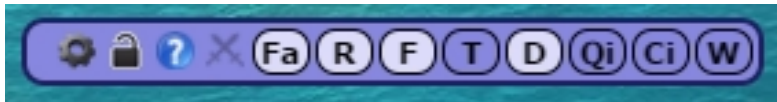
General information and module settings

Main Functions of the module

Module «foreman» allows you to automate construction of buildings in senate. You can create tasks in the bot even if you don't have the resources available yet. It also has automatic priority selection.
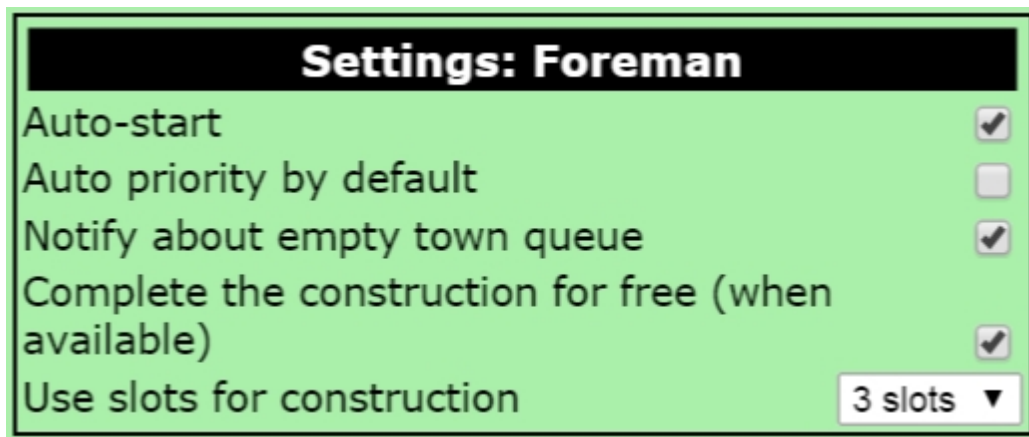
Start the module

You can run the module by selecting the button on the main bot panel ("F" - Foreman).

Configure the module

Lest look at the settings of the module:

Automatic start : Automatic start when booting bot

Automatic priority by default: For all added jobs defaults priority to "Auto"

Announce an empty queue for the city: If the module completes all the orders in the city, with this option enabled, the bot will notify you of this pop-up message.

Accelerate the construction of the (possible): In those worlds where the opportunity is available to complete the construction of the Gold, you can free to complete the construction site when her time is less than 5 minutes. The bot will do it automatically.

Use the slots of construction: setting the bot says that he used no more than a certain number of slots. This option can help to optimize teamwork supervisor modules, Recruiter and Assistant Professor.

Que management

You can add orders to the que in two ways:

1. You can press "+" icon on the building pictogram.

2. Go to the senate (or Que window) and at the bottom of the window you will see a control panel like the one seen below.

In the drop-down list, select the name of the desired building.

If Auto is enabled the bot will automatically select the building to build that it has enough resources for. If the option is disabled the bot will be fixed, so fixed orders have highest priority. The bot will not continue to process an order until it has completed the fixed order that was before it in the que.

Once selecting an order press queue!

To delete an order simply click on the icon.

This is what the circles mean under the order:

 - Automatic priority selection is enabled.

General information and module settings

The main functions of the module

Module "Recruiter" allows you to automate the construction of troops and ships. Tasks may create, even if you do not have enough resources. There is also the possibility of multiple reduction of construction time for the Gold, the ability to create recurring orders and the ability to automatically sample order, which may be executed first. The module can be purchased with any version of the game.

Start the module

Run the module can use the dashboard to the bot (button "R" - Recruiter).

Configure the module

Auto-start: Automatic starts module after bot starts.

Use slots for recruiting: bot will use not greater than X slots for recruiting.

Que management

Go to the barraks or harbor and at the bottom of the window you will see a menu like shown below:

In the drop-down menu select the unit you want to recruit.

"Use the spell" option before performing the job can be used.

If the option "repeat" is enabled the bot will repeat this order continously. Which is convenient for mythical units.

If Auto is enabled the bot will automatically select the building to build that it

has enough resources for. If the option is disabled the bot will be fixed, so fixed orders have highest priority. The bot will not continue to process an order until it has completed the fixed order that was before it in the que.

"*Max*": the required number of units.

After you have selected the settings press Queue!

To delete an order simply click on the icon.
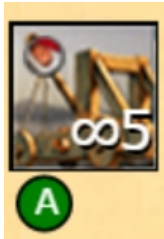
 - Automatic priority selection is enabled.

 - Repeat is enabled.

 - The number of units to construct in a single order.

General information and module settings

The main functions of the module

Module «Docent» allows you to automate research of technology in the academy. Like other modules you can create the tasks in the que even if you don't have enough resources for it yet! You can also reduce research time with using gold. You can purchase this module.

Start and configure the module

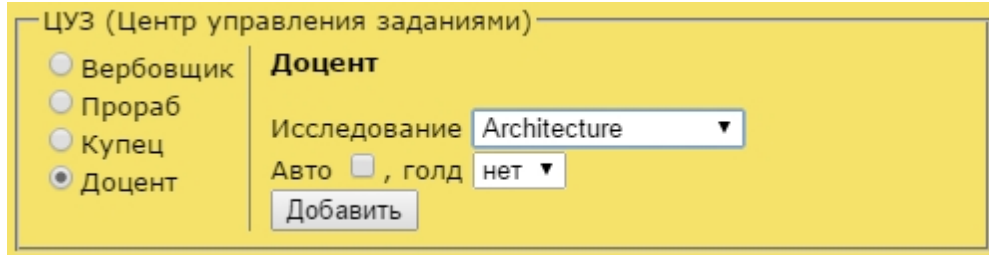Run the module using the main bot panel (Button "D" - Docent).
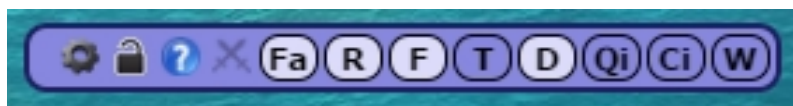
The settings in this module are "Auto-run"
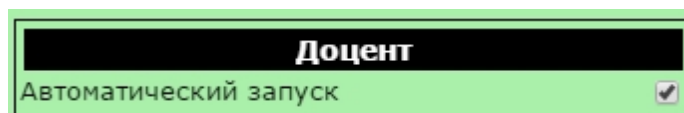
Job management

You can only add jobs to the que by clicking on the Qi on the main bot panel and selecting Docent.

○ In the menu select the desired research;

○ If auto is enabled the bot will automatically select the order and can execute other commands whilst others are ignored. If the option is disabled the order is fixed. Fixed orders have priority. If the que has a fied order in them then it will not process beyond this order until it has been complete.

○ Select the drop down list "gold" and select the number of times you wish the bot to use gold to reduce the construction time of this order.

○ Click the "add" button and the job will be added to the que.

In order to delete an order simply click on its icon to remove it.

If these icons appear under the order:

  - This order's construction time will be reduced once with gold.

 - Automatic priority selection is enabled.

General information and module settings
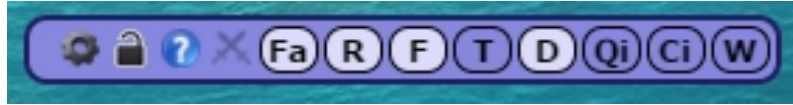
The main functions of the module

Module "Wonder of the World" is designed to automatically send resources to the Wonders of the World.

Start and configure the module

To run the module you need to choose a miracle and run the module from the main

panel of the bot (Button "**W**" - Wonder).

Let us consider the basic settings:
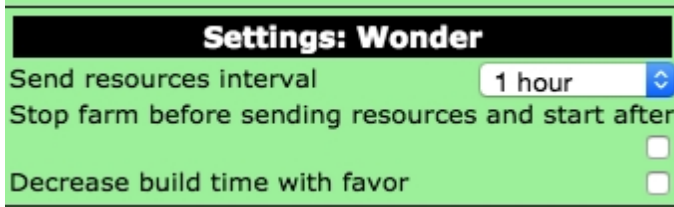
Send resources interval: Frequency of sen

Stop the farm before sending resources a resources more like a real player action.

Decrease build time with favor: decrease l

General information

Module "anticaptcha"

Intro

Starting with version 2.30 the game has a mechanism of protection against bots based on the input verification code from the image. Our experts are the first to find a solution to this problem and developed a module "Anti-Captcha."

In the function module includes:

- Automatic recognition and text input with check images.

- Sound notification of CAPTCHA (especially true for the free version, which is not available for automatic Recognition).

Module settings:

Enable captcha recognition: The bot will recognize and enter text captcha automatically. This feature is available in the Social and Premium versions.

Enable sound: Notification sound that asks for captcha (useful for users light version, where automatic detection is not available).

How the antibot systems works

In this section we will talk about how to best protect your account from the administrators Ban. As we have mentioned earlier, we can not give an absolute guarantee that you will not be banned, but from our side we will take all measures to prevent this from happening. Our specialists will monitor the system which houses the game and promptly update the security bot. If you comply with these guidelines below, you can reduce the chance of being banned.

First, let's look at the system of protection of the game. Listed below are mission-critical parameters.

1. **Your activity** (how much you've been online and how many actions during this time committed actions). Of course, if you have a week online and you supposedly click every 2 seconds - you're a bot. In order to prevent this, see recommendation below.

2. **Captcha.** By and large, administrators are not interested in how much time you entered the code, not how many times wrong (although this too), and how your bot to perform an action at a time when hanging captcha (of course, the player hands will not be able at this time to do anything but some other bots captcha spat on and Farm through it, of course the player for a few days (here as lucky) is flagged for a ban gun (even without administrator). This solves the problem of module "anticaptcha."

3. **For fans write slander in support**: Use the bot and write complaints bots in support of this very ugly. Lord complainants, keep in mind that the account of the one who wrote the complaint, administrators check in the first place (and not only on boats)! They have a complete log of your work from the time of registration, on this, even if you remove the bot before writing a complaint, you sign a verdict. We also reserve the right to block access to the full bot player who himself wrote a complaint to the bots in the event of such.

4. **Checking Complaints for "extra-Accuracy".** When players come dozens of attacks in a short period of time, it may refer the complaint to the helpdesk. If barrator provide convincing evidence (screenshots with a bunch of attacks in a

short period of time), the administrators conduct a full scan, which can result in suspension of your account. When the module is "Commander" has been working in high-risk ranges (± 3 seconds ± 5 seconds) - this can cause suspicion among administrators, as is done manually is very difficult. Use these intervals in case of emergency, and it is better not use at all! Just pay attention to the setting: Settings -> "Commander" -> "pause between sending attacks", this setting is responsible for the pause between sending attacks, the higher pause - the less chance of successful delivery, but much closer to sending troops player manually . We recommend that you do not change this setting.

5. Routine check on this end, but if the Administrator nevertheless decided to ban you or you received a complaint, then the fun begins: Administrator **raises the log of your actions**. Yes, all your clicks are recorded, all recorded. And he sees an interesting pattern: you second in the second Raid village, launch attacks and ordering troops to barracks. Naturally, this can not be done hands, and noticed a couple of these "strange coincidences" you send to the ban. **At the moment, our bot is capable of easily pass this test! (Any other of the known bots did not pass the test at the time of this writing).**

6. **The administrator has decided to ban any cost you.** With these harder this may also occur. Maybe you have got nasty to him or he is guided or any other considerations. Unfortunately, to do that either there is already difficult, but if you follow all of the data we have recommendations you have a great chance that your subsequent complaint to the project manager will be considered a positive outcome for you. So do not hesitate and go for it! About how to properly write a complaint can be read here.

All you need to know to avoid ban

<u>Tips on how to avoid the ban for increased activity:</u>

- Do not expose the efficiency of greater than 70%, and the pause between Farm is less than 4 seconds.

- Do not skimp on the playing premium "Captain!" This will greatly reduce the number of requests to the server. Farm without "capital" with a large number of cities is a direct path to the ban!

- Do not leave the boat round the clock on, make at least small breaks (best done

logout and re-enter, update page does not help).

- New option: "Settings -> CashKeeper -> Stop farm after" This setting automatically turns off the farm by N hours (default is 7). This will increase the pause between actions, which is one of the criteria of bot using.

- Auto-Trade (Merchant), auto-cave, auto-culture - try not to use these functions without need. This is all reflected in the log and very spoils the picture. Particularly draw your attention to auto-trade: do not forget to remove the city from the list of consumers after the enemy robs you the city! Bot will continue to send the machine resources and you risk getting a complaint against the bot and ban!

- Tips on how to avoid the ban for captcha: In the paid version includes a module bot "anticaptcha" it automatically enters the code for you. Nothing else to do. The free version of the bot completely stop its activity, and alert you with an audible warning of captchas. After that, you should as soon as possible to solve the example and enter the answer in the box. If you enter a code systematically through the afternoon, you run the risk of ban.

Tips on how to avoid the ban on complaints "extra - Accuracy.":

- Do not use the precision with risky intervals + -3 seconds ± 5 seconds!

- In the settings module "commander" do not make the setting "Pause between attacks" less than 4 seconds.

- Do not abuse the Auto-maneuver and Auto-militia.

Tips on how to avoid the ban for the simultaneous activity of the player and bot:

- In the settings module "Commander" function must be activated "Block interface while dispatch." This function locks the game interface at the time of sending the attack, making it impossible to perform any action the player manually. If the function is not activated, you run the risk that you press your hands together with the dispatch of attacks, which in turn can lead to the ban during the scan.

- In the settings in the "Filter" function must be activated "Filter BLOCK_BOT". A very important feature! It is when you do something with his hands and stop all actions bot (except for attacks, for them the option above, which blocks the other way round game interface at the time of sending the attack). If the window is minimized or inactive players, the farm work without restrictions. For users of

the free version is available for another function "Filter BLOCKUI» it will be during the bot block interface.

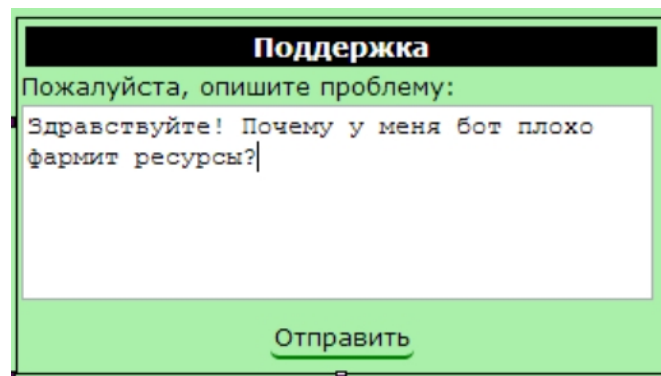- If you are still banned, then read tips on how to write a complaint to the helpdesk.

Customer support system

To contact customer support bot there is a special module "Support". When sending requests through the specified module just sent all the necessary debug information: configuration of the bot, the bot log (this does not include the error log of browser, how to make a complete log, see here) that allows our experts to immediately start working to address the issue .

To write a support request, go to the configuration of the bot, click the "Support". Try as much as possible to describe in detail the problem, and if possible, attach a link to the screenshots and logs bot. (If the log large, it is advisable to send it by e-mail info@botsoft.org writing in the subject "Logs #nn", where nn - number of circulation).
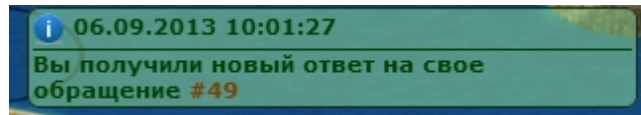

Once you press the "Send" button, you will see the bottom number of your treatment. "Message # 49" - where # 49 - an active link to your message by clicking on it will take you to our website.

When our staff will respond to your request, you will be notified with an active link back to your question. (You can open an appeal later, the settings, as described above).

Here is an example of open access to the link on the website:

Обращение #49

Сводка

- Учетная запись: ⎯⎯⎯⎯⎯⎯⎯
- Дата/время: 6 сентября 2013 г. 9:52:09
- Статус: **открыто**

удалить закрыть

Описание проблемы

Здравствуйте! Почему у меня бот плохо фармит ресурсы?

Комментарии

6 сентября 2013 г. 9:52:09 **<system>**: *Обращение #49 создано*

6 сентября 2013 г. 10:00:17 **<support>**: У вас включен фильтр BLOCK_BOT. При включенной опции бот блокирует все действия во время вашей активности, что бы исключить одновременную активность бота и человека. Мы крайне не рекомендуем отключать эту опцию, так как это может привести к блокировке.

Спасибо!   отправить

After your problem is solved, press "Close". The symbol # before the number will change the treatment of H +.:

Обращения: +49

FAQ (Potential issues and methods of their solution)

General questions, launch, password

Q: Bot missing (does not load at all). What to do?

A: Try to go to our website http://botsoft.org, if it does not open, you may be suffering from our hosting provider (yes, it happens sometimes). Wait a bit and try again to enter the site if the site was opened, refresh the page with the game. Sometimes you may need to reinstall the script. If the above steps do not help, then please contact us at support info@botsoft.org. To solve your problem our specialist may need access to TeamViewer.

Q: Bot does not start and asks for a password.

A: You need to write an e-mail requesting a password info@botsoft.org. The text of the request is necessary to inform your game nickname. If you sent your password is not accepted by the bot, try to enter it manually (copy / paste can be a problem).

Module "CashKeeper"

Q: Bot not collect resources.

A: You may have bailed all possible resources of the villages. If when the premium "Captain" in at least one village life is finished, the bot blocks resource gathering in the city for 1 hour. The same will happen if you gather resources hands in front of the bot. Find out what the problem is you will log of the bot, press Ctrl + Shift + J. In case independently determine the cause of the problem with the collection of resources does not work, please contact us at support.

Q: I have a lot of cities, all settings on high, and the bot selects from villages with few resources. What can be done?

A: With more than 37 cities (with captain) should think about extending the farming time (read about setting "Farming" module "CashKeeper"). The problem may occur because of slow Internet connection or computer.

Q: I have two cities on the island, as the bot will collect resources?

A: Game mechanics works so that if we demand resources from the farming from one city, the other cities on the same island, it will be unavailable at the time of farm. This is done that would build a city on the same island has been extremely not profitable. We have incorporated this feature in bot: using individual settings for city, you can turn off the farm in the same town, and to include in the other. To configure farm in a particular city, switch to another city, choose and click «Info», there you will see a dialogue with personal settings for the selected city, pay attention to the option "Farm time", it can be put in the "disabled" (means selected city will not receive resources).

Module "Commander"

Q: Attacks do not leave at the scheduled time.

A: Keep in mind that if you use up, under certain conditions, the attack / reinforcement can fail! The greater accuracy, the greater the chance of failure. More information can be found in the section "Precision". In case of failure of the attack, this information, as well as the number of attempts appear in the "Orders". If the problem is not in it, then please see the bot log for errors. If you own the cause could not be detected or you see mistakes and think this is a mistake in the boat, then write to support and attach to circulation magazine bot c detailed description of the problem.

Module "Herald"

Q: I have not worked Auto-Dodge (undecided CS), what to do?

A: If you reload the game some time after the incoming attack or go into the game with an already running at you attack, the bot can make a mistake in the definition of CS, which will trigger the Auto-Dodge for this attack as an attack without the CS! In order to manually specify (or check) attack with CS use the window "Incoming attack"!

Q: I have a slow Internet, and because of this problem with the auto-dodge. Something can be done?

A: If the Internet works unstable, you can try to configure the module "Herald", "Auto-Maneuver: Accuracy before CS" option.

Module "anticaptcha"

Q: Bot does not recognize the captcha. How Come?

A: Automatic recognition of images is not available in the free version of the bot.

Providing access throw TeamViewer

Providing access to experts from technical support via TeamViewer.

Sometimes it happens that the problem lies in the bot on the computer player. With free software TeamViewer our staff can connect to your computer and solve the problem with your bot.

How to grant access to TeamVIewer our employee.

1. Download TeamViewer http://download.teamviewer.com/download/ TeamViewerQS_ru.exe link and run it.

2. We see the following screen:
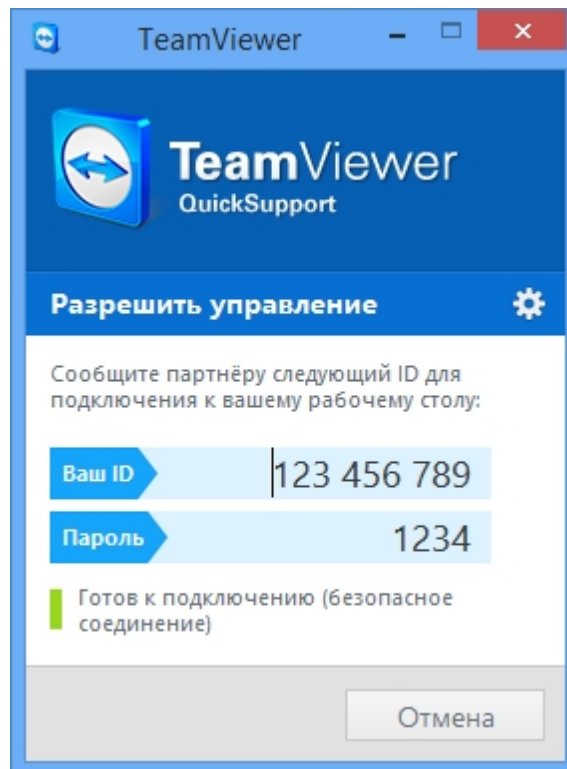
3. Send the "Your ID" (123456789 in the example) and your one-time password "Password" (1234 in the example) to our expert.

4. We expect our employees to connect. Try not to use a mouse and keyboard while the employee.

Warning! Any connection of our staff takes place only with your consent and after you have submitted the required data for the connection (login + temporary password). The connection can be terminated by you at any time.

System logs and debug

During operation, the bot records all events in the log (logged their work), the skill of the magazine will help you to decide a number of problems, as well as greatly simplify and speed up troubleshooting support staff bot, if you apply to the description of the error problem area magazine (Note: If there was an error and need to remove the log, do not refresh the window with the game by default when you upgrade window with the game log is cleared!).

If you think that the bot does not behave correctly (for example, Farm village, does not send the attack, the maneuver does not work, etc.) without updating the window with the game go to the log (console browser) and find the problem area log, copy it and attach to your treatment (preferably as soon as possible to describe in detail the problem, make a screenshot of the game interface or error), it is very much simplify our work and will solve your problem in the shortest time and priority! Let's analyze the example of how to work with the magazine. We will use the browser Google Chrome, other browsers procedure may vary slightly, but the meaning is the same.

First you need to open the console browser. To do this in the game at the same time, press "Ctrl Shift J". You will see at the bottom of this window:
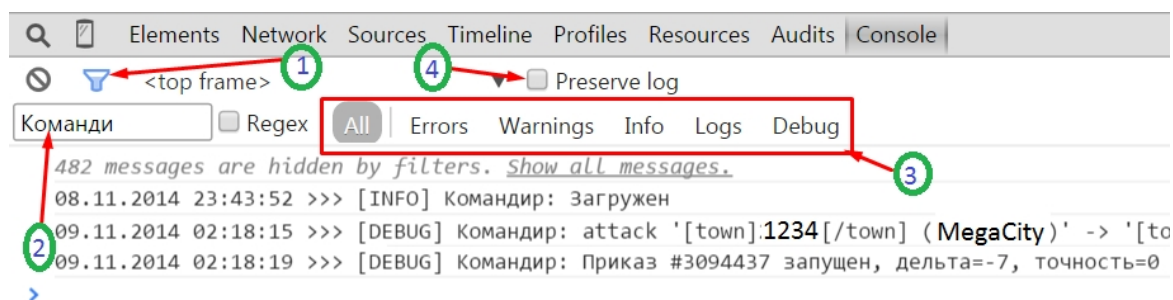
Below you will find just the magazine of the bot, it can scroll, select, copy. In order to display only messages from a particular module, you can use the filter "1" Click on this icon to open the bottom and the "2", from there to enter text, such as "commander", the console will only messages that contain the text " commander. " In the "3", you can choose what type of message is displayed: "All" - displays all messages, "Errors" - browser bugs, "Logs" - the bot logs. If you check "4" "Preserve log", the browser will not clean the console when the page is reloaded (do not forget to turn off the option after working with the console).

How you can write a complaint to the game support

You followed (complied with) all the recommendations, but you are still banned. What to do? Write a complaint to the support! A couple of tips:

Communicate politely, in any case, do not grieve the administrator is not required, and especially not threaten!

Greet and politely ask them to double-check your account and report that could cause blockage, as you, of course, "no bots do not use."

If you comply with all the recommendations and the administrator refuses to allow you to unlock, throwing standard phrases, politely ask them to transfer your issue to the project manager.

Ask the project manager double-check your account. If the answer is to wait for the expiration of the ban.

Conclusion

Thank you that you are with us!

Contact Us! We would be glad to answer all your questions!

If you couldn't find an answer to your question, then ask us!

Customer Support Email: info@botsoft.org