

## there is no I in team to win the mentality

Posted by ginalee0430 - 2014/12/17 15:52

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As the full investigation commander and improvements, new characters start becoming available that are stronger and bigger (a beast team is so great you can't see your torso or head, as you get close to it) and new weapons as scatterguns and mortars for people or fire magic and even an ability opponent poison animals can be used. Those things cost money though, and kill the enemy or neutral creatures found along country like Monkits (intelligent men brandishing spear mono) and Chiprels (smart Hurl Rocks chipmunk that) helps to fatten your wallet and get updates, but if you don't have enough of their commander has the power to let you have what you need. The moral of the story always remember who is in charge, as you may favor later. Besides promoted or getting gold, if necessary, and then it is obvious that there is no I in team to win the mentality, there is still a reason to listen to their commander. Another Feature Savage is the fact that the characters will level up 4x faster as they do tasks like to help me or building, kill enemies, and just next the orders given by the commander.

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