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Afk journey guide

Dive into AFK Journey's vast world of strategy card RPGs, where you'll explore the enchanting realm of Esperia, battle Faceless and Miasma with your heroes, and discover hidden treasures. The game offers a live-action picture book experience with eye-catching graphics and magical aesthetics. With 45 unique heroes, each with its own skill, design, and story, you'll encounter a blend of classic strategic card gameplay and real-time battles. To progress, utilize your character's ultimate abilities effectively and adapt to changing terrain by collecting heroes and modifying troop formations. AFK Journey also allows for downtime, providing rewards even when not playing, so you can upgrade your heroes and participate in various game modes and events. These events offer great rewards for completing them, either solo or with other players from your guild. The game's pros include a vast character collection, combo creation, gear gathering, beautiful graphics, and rewarding gameplay. AFK Journey is free-to-play friendly and can be played on mobile and PC, offering an upgraded experience compared to AFK Arena. However, maxing everything out may take time, and the game can be addictive. Here are some tips for buying heroes in AFK Journey: First, prioritize buying Odie, Marilee, Kruger, or Korin from the Dream Store. Only buy heroes when you have enough items to ascend them. From the Guild Store, get Epic Invite Letters and Stellar Crystals at the same time. Buy Reinier as soon as possible because he is versatile in many game modes. Use the Recruitment Store for discounted Epic Invite Letters and Stellar Crystals. Upgrade your equipment first with the Head → Leg → Body → Accessory → Weapon sequence. Next, upgrade with the Body → Accessory → Head → Hands → Leg sequence. Then, upgrade with the Weapon → Head → Hands → Accessory → Body → Leg sequence. Use waypoints to explore the map and find chests for items. Complete quests, experiment with heroes, and participate in battles to progress. Join guilds, complete team battles, and collect loot from NPCs. Lastly, shop smartly and recruit new heroes to join your collection. AFK Journey Revolutionizes Hero Categorization with A-Level and S-Level Heroes The game introduces a new categorization system for heroes into A-Level and S-Level, offering more accessible options through gacha pulls and in-game shops. However, this accessibility doesn't compromise their potential. Both groups can reach the pinnacle of power, ascending to the Supreme+ tier. Gone is the fodder system, replaced by a more straightforward ascent mechanism that enhances a hero's rank with duplicates or Acorns, a special currency tied to factions. Character skills enhance automatically with levels, unlocking exclusive abilities and equipment. Legendary+ unlocks Hero Focus, while Mythic+ introduces the Exclusive Weapon, adding a unique passive skill. The game streamlines gear management with a class-based equipment system, ensuring heroes are battle-ready without manual intervention. The Resonating Hall feature guarantees all heroes level up in unison, based on the five highest-leveled characters, eliminating the need for constant swapping and resetting. This innovative approach provides a seamless and engaging experience, allowing players to focus more on strategy than micromanagement. AFK Journey offers a rich adventure for both veterans and newcomers alike, with the Resonating Hall being a game-changer that adopts the best features from various idle games. The Resonance Hall level cap is reached at 240 on your top five heroes. At this point, the focus shifts to leveling the hall itself. The level cap increases with each Supreme+ character owned, and the sole requirement for leveling is Essence. Additionally, earning Diamonds is rewarded for each level past 300. Leveling the Resonance Hall streamlines the AFK Journey process, allowing players to concentrate on gameplay and strategy without micromanagement. This enables a more enjoyable experience, as every moment becomes rewarding. The 'Battle Modes' section provides varied combat experiences with bountiful rewards. Initially, beginners have access to the Arena, which requires daily engagement for tokens in the Arena Store. Progressing through AFK Arena stages unlocks additional modes. Joining a guild is crucial for new players, providing camaraderie and learning opportunities. Guilds also offer guild quests, extra currencies, and prizes. Engaging with NPCs is an integral part of the adventure, and battles can be swift and decisive using the instant battle option. The Emporium in AFK Journey offers various stores, each with unique items. Accessing it via the Mystical House, newcomers should look for discounted items to manage their resources effectively. The heart of AFK Journey lies in building a robust team of heroes. Recruitment section in noble taverns allows summoning heroes, and strategy is key to gathering diverse heroes. AFK Journey Tier List helps identify strongest and weakest heroes, ensuring duplicate heroes play a crucial role in the ascension process. From Epic to Epic+, or from Elite+ to Epic, this process boosts stats, level cap, and skills, significantly increasing power. It's a vital strategy for strengthening your team and advancing in the game. In AFK Journey, equipment strategy is unique and efficient, as you only need one set of equipment per class. For example, a single tank gear set benefits all your tank heroes. Upgrading equipment is crucial, but new players don't need to worry excessively at the start. Just ensure each class is equipped and gradually upgrade your gear. The Resonating Hall serves as the hub for leveling up your main five heroes, known as the Hands of Resonance. Upgrading these heroes evenly ensures balanced progression and effective use of resources. Weekly events keep the excitement alive, offering rewards such as heroes, soul stones, gems, equipments, and more. Participate in these events to boost progression. Quests play a pivotal role in progress and offer substantial rewards. Daily Quests accumulate 100 points for unlocking a chest containing 300 gems. Guild Quests earn guild tokens, which can be spent in the guild shop. Growth Path and Trials have attractive rewards but no time limit. Building connections with other players and your guild members is key. Access friends by clicking on the three-line icon and selecting 'Friends'. Exchanging gifts and earning tokens for shopping depends on having more friends. AFK Journey is a top-down open world auto-chess style gacha game with a combat system revolving around activatable Ultimates and automatically activated skills. The game focuses on teambuilding, team variety, and utilizing interesting character combinations. Its colorful cast of characters and unique artstyle make it noteworthy. AFK Journey offers a unique blend of features that cater to players seeking a relaxing idle experience with easy progression and team building. The game's focus on allowing players to breathe room and enjoy their journey is evident in its approach to content distribution. While not a traditional main game, AFK Journey provides a comfortable pace for players to engage with the game without requiring frequent log-ins. The character system in AFK Journey boasts significant differences from its predecessor, AFK Arena. Characters can be divided into seven factions and six classes, each with unique characteristics and ascendability paths. A-level characters may be less rare and cheaper to obtain than their S-Level counterparts but still offer valuable rewards and upgrades. The game's equipment system has also undergone a change, eliminating the need for individual gear and instead relying on class-based equipment. One notable feature of AFK Journey is its Resonating Hall, which simplifies character management by automatically leveling up other characters based on the five highest-levelled members. This feature allows players to easily swap out their top-tier characters without worrying about limited slots. The game's progression system also includes a competitive PVP mode and leaderboard for those who want to compete with others. Overall, AFK Journey appears to be an attractive option for players seeking a more relaxed idle gaming experience with engaging team building and storytelling elements. Resonating Hall is an innovative system that combines the best features of various idle games. It simplifies character management in AFK Journey by allowing players to focus on progression without tedious micromanagement. This feature becomes available early in the game, giving players a head start. When Resonating Hall is unlocked, your top 5 heroes are promoted to "Hands of Resonance." Other heroes have their levels reset, and resources are refunded. The Resonance Level is determined by the lowest-level member of Hands of Resonance, and all owned Resonance heroes will be leveled up accordingly. The key aspects of this system include: * Heroes can be swapped in and out of "Hands" positions without cost. * The level of Hands of Resonance cannot exceed the Resonance Level by more than 10 levels. * Mistakes in leveling characters are easily correctable, as players can switch characters to rectify issues. Character progression involves acquiring Gold, Experience, and Essence. However, every 10 levels after reaching a certain threshold, additional Essence is required, which can be challenging to obtain. Beyond the 240 level cap on top characters, the Resonance Hall system changes. The hall's level cap increases by 5 for each Supreme+ character possessed, and only Essence is needed for progression. Additionally, Diamonds are rewarded for leveling past a certain point. AFK Journey has removed the concept of "fodder" and simplified its Ascension system. To ascend a character, players must either gather duplicates or faction-tied Acorns. The table below outlines the current ascension requirements: | Current Tier | Target Tier | Requirements | | --- | --- | --- | | A-Level | S-Level | 1x -- | | S-Level | Celestial/Hypogean | 3x -- | | Epic | Epic+ | 4x 1x 1x | | Legendary| Legendary+ | 5x 50x 1x | | Mythic | Mythic+ | 10x 100x 2x | | Supreme | Supreme+ | 20x 200x 2x | Upgrading characters past Supreme+ requires obtaining 25 of that tier. The base stats are increased, and Rivalry stats are added for PVP modes. To unlock the ability to tier up a character beyond Supreme+, specific requirements must be met. You need 25 Supreme+ heroes for tier 1; Paragon levels require fewer dupes and Faction Acorns. To ascend A-Level characters, you'll need the original copy + 63 dupes (64 total) and 200 Faction Acorns.To ascend S-Level characters, you'll need the original copy + 7 dupes (8 total). To ascend Celestial and Hypogean characters, you'll need the original copy + 13 dupes (14 total). Unlocks are available at different levels: Legendary+ for Hero Focus, Mythic+ for Exclusive Weapon, Supreme+ for Skill Enhancement. AFK Journey has replaced gear equipment with a Class-based Equipment system, making it easier to handle and try out characters before battles. Each class can equip 6 pieces of equipment, prioritizing upgrades based on the specific stats needed. You can forge equipment manually using Casting Shards or drop higher item levels from AFK stages or quests. When upgrading to Mythic+ tier, Exclusive Items become available to unlock and upgrade, granting set stats tailored towards each character. This banner has rates of S-Level hero - 2.05%, A-Level hero - 22.5% and various faction Acorn rates. The pity starts at 10 pulls, increasing every time you pull an S-Level character, capping at 60 pulls. If you do a 10-pull, you will get at least one A-level character. When the rate-up hero is S-Level, you're guaranteed to obtain them on every S-level pull, and when it's A-Level, you'll get 8 copies of them. The number of rate-up heroes you can get is determined by your highest tiered heroes. To optimize your faction bonus, select two characters of each A-level and S-level from the same faction. For Epic Recruitment Banners, prioritize S-level characters due to limited spots. Consider adding A-level units to your Wishlist for potential upgrades via Epic versions, which grant additional soulstones. To create a balanced team, maximize faction bonuses by keeping teams limited to two factions or using 'neutral' characters like Celestial and Hypogean, which can contribute to any faction. Mono-faction setups are not recommended due to the lack of synergized characters. Instead, focus on a core set of three characters from the same faction and add complementary units based on synergy or power. Typically, teams follow a standard setup: pick a Tank, two DPS, and a Support, with an optional Flex spot for a Specialist or second Support. The chosen team composition will vary depending on enemy formations, but this framework can guide your decision-making. Journey offers a wide array of gamemodes even at its initial release. This guide provides an overview of these modes, but detailed guides for each will be released soon. The main story progression has been replaced by an open-world experience, allowing players to roam and engage in various activities like quests, combat, treasure hunting, gathering materials, and puzzle-solving. The world is divided into areas and chapters, with progress dependent on completing quests within each section. AFK Stages are essentially battles against increasingly powerful enemies. Reaching specific stages in this mode unlocks other game features and functionalities. Players can also take advantage of the auto-challenge feature to automatically move on to the next stage after defeating the current one. The maximum level currently achievable is stage 1125, with a default AFK loot interval of every 12 hours that can be increased through achievements. Additionally, Journey offers several other gamemodes: - Dream Realm: A boss rush mode where players compete against each other on their server to deal the most damage to bosses. The more damage dealt, the better the rewards obtained at the end of the day. - Honor Duel: A fair play PVP mode that allows players to challenge others using game-provided heroes in a card/shop system. Building synergies between heroes and counter-strategies is key to success. - The Arena: Another PVP mode where players use their own roster of heroes to fight against defense teams set up by other players. Winning battles earns rank points, which progress players through the League system, increasing daily and weekly rewards as they rise through the ranks. The Labyrinth is back in AFK Journey, but with some improvements this time around. The gameplay has changed a bit, now you enter a room and choose between two other rooms that offer different rewards for defeating the enemy inside. New modes have been added to the game, including Battle Drills which is similar to Abyssal Expedition but on a smaller scale. This mode requires coordination among guild members to progress through the map by killing scouts, camps, and bosses. You can collect buffs from strongholds to make your heroes stronger. There are also Primal Lords that spawn on the map, and players must work together to defeat them for better rewards. The Trial of Abyss is a cyclical event where you have to climb down a dungeon and beat teams featuring multiple Celestial and Hypogean characters. The Artifact system has been changed, now you select an Artifact to use in battle instead of it being tied to a character. There are six Artifacts available, and you can unlock them as you progress through the main story. AFK Journey also has various shops where you can buy Invite Letters, summoning currency, S-Level and A-Level character dupes, Acorns, and more. To access these shops, visit the Mystical House and then the Emporium. There are five shops available, each refreshing at different intervals. In AFK Journey, guilds serve as a way for friends to collaborate and advance through the game by tackling challenges together. However, there's also an opportunity to compete against other guilds in specific events. A notable difference between AFK Journey and its predecessor, AFK Arena, is that guilds are not cross-server compatible in this version. This means that players must join servers where all their friends are present in order to participate in the same guild together. It's worth noting that this limitation might make it difficult for guilds on older servers to recruit new members and stay competitive in PvP and Dream Realm activities. For a more detailed look at AFK Journey's guild system, readers can refer to our companion guide.

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