

A manual on how to survive Gold Rush, or to die a miserable death.

Please find enclosed a manual written in an attempt to explain the renegades and what they could offer you. It will later be extended with information on the event GR itself.

Chapter 1 Renegades; How non-paying players briefly got hope.

When Gold Rush was first introduced it was a non-paying players world. For a small period of time they crushed the souls of paying players with their renegade and reasonable things like knowledge, patience and hard work. Ugh.

Briefly, because Mafia City fixed this after several complaints from payers so that the people who don't care about their wallet could again totally crush non-paying players by just buying the new packs available. Sorry not sorry so to speak. Getting that coin Mafia City, I see you!



Chapter 2 The different renegades

Every season of Gold Rush brings new renegades. The minute the season start you will see them floating around in events like real estate and in season. Even when the leader cannot access the renegade itself, you will be faced with players who already (completely) collected them in Gold Rush seasons.

1. List of Gold Rush renegades Season 1

There are 5 renegades to open up in season one.



Lan Qing

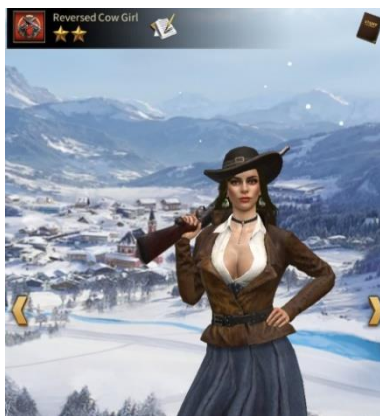
Assault Vehicles

(T11, T10, T8, T7, T5, T3 and T1)

We first get introduced to Qing. A treasure hunter who somehow has a fetish for cars. Does it makes sense within the story? No. Do we care? Again, no.

Before Gold Rush was introduced there were very few players who paid a lot of attention to the stats increase of the vehicle. They are usually the lowest percentage of all stats.

Qing single-handedly changed the game and made players more aware that vehicles can do more than collect RSS and being really slow in attacks, although they are cars.



Celeste

Tanker Bulkers

(T11, T10, T7, T6, T4, T3 and T1)

With a big gun and a cleavage that's screams "Sugar daddy paid for my tits, so now I have to dress like this" she is introduced to us as a poor girl who just wanted a better life. In my whole life I never met a poor girl called Celeste so again the backstory is a little far-fetched, but who reads those backstories anyway.

It's no surprise that Celeste rules the tankers, which are all men. This makes her upgraded a very good renegade to place in garrison at your precious mansion and/or to use as 2nd renegade in your formation when the second slot opens up.



Tammy Assaulter Bikes

(T11, T9, T7, T5 and T4)

Tammy is the Chuck Norris of the renegades. She too was attacked by a snake and bite it back. She is the assaulter biker renegade who bosses around your female bikers.



Her first skill favor biker charge damage which targets Snipers or any other of the other ranged troops: Assaulters, Gunners and Assault Vehicles. Ranged troops are all the troop types who have more than +1 in range.

Needless to say she is one of the renegades that are useful for players who consider themselves Bikers.



Randy Snipers Shooters

(T11, T9, T7, T4 and T3)

Randy is introduced as the white knight persona who protects Celeste massive titties as her personal security guard. In short, whenever Celeste doesn't want to break a nail, she sends this lunatic to use excessive violence.

Randy is more than a simp though, he is also a pimp who supports the female shooter crew type which makes him a great addition for any Shooter player.

Nevertheless Randy and Celeste do complement each other and with him at 5 stars his skills 1 + 3 are pretty useful against enemy Tankers. By so this brings great potential fighting Bikers who need those Tankers when attacking a Shooter.



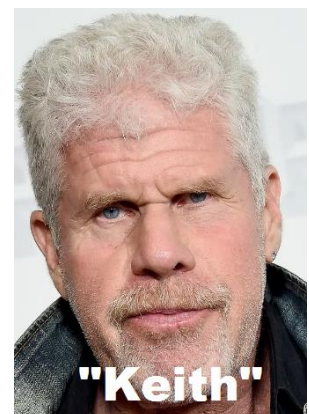
Keith Combatant Bulklers

(T11, T9, T8, T5, T3)

I guess Ron Perlman needed some more money and now he is also in Mafia City under the alias Keith. A beast of a fella who increases the stats of the combatant bulker.

He used to fight bears and now has a saloon, were he swoops gold dust of the floor. At least bears in Mafia City are safe.

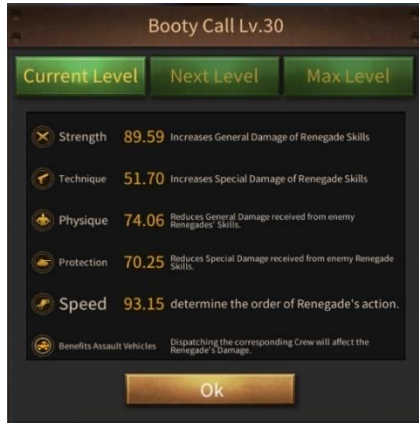
Keith is especially effective against Bikers, but can also work well against vehicles when he reaches star level 3.



2. List of Gold Rush renegade Season 2

To be continued

Chapter 3 Renegade Stats; Damage, damage, damage, more damage and speed.



When you go to your list of renegades the first tab in the list shows you the stats of your renegade. The main theme of these stats are damage, with the exception of speed which determines order of action.

Simply put the stats of the renegades are either focused on damage given or to reduce damage received. With allocating the points given you can increase their stats and make the renegade perform better in combat.



In the example to the left I gave all points to Lan Qing in Strength.

The reason behind this is that I wanted her doing a lot of general damage and more than someone who evenly distributes all their points. Mind you this might not be the smartest approach in general, or when more of them open up or her (skill) level increases. It works for me and with the renegades the points can be redistributed at any time for the fair cost of gold.



When you want to change the appointed points go to 3rd tab and press reset points. First time is free, than you either have to wait till they are free again or pay 1K,2K,3K gold to reset again. This makes it easy to change the renegades to your needs and test it out in events to find that sweet spot you are looking for.

Chapter 4 Renegade Skills; They are talented people.

In your renegade list the 2nd tab is called star-up. Here you find your star level, the amount of fragments you have/need and the 3 skills every renegade has. You unlock skills by making the renegade star level 1, 3 and 5.



The skills itself can be upgraded to make them more effective. To upgrade the skill levels the player uses Renegade Skill EXP items.

The ways to obtain Renegade Skill EXP is:

1. During the underground prison event during Gold Rush,
2. By defeating street wars during the season.
3. By buying packs (e.g. final recruitment pack)

Another important thing to remember is the basis Mafia city use to calculate the damage your renegade does or the received damage from your opponent. For example the total of general damage you do is, beside skill level and stats, also the average of the attack of the crew types used. Would a player only use T10 vehicles, than MC will use 164 for their calculation. If the leader is not Jeff it is more likely the leader uses different types. In that case the general damage is based on the average attack of all the crew types and tiers involved.



Chapter 5 Investments; forget about Bitcoin.

Gold Rush starts, everyone is excited and still full of hope on what's to come and after the update leaders will notice (or not) that a new type of investment just became accessible in the investment agency. Under the tab renegade a whole new world opens. This new world will cost you massive amounts of RSS, but with the promise of a nice stats boost we should not cry about it.

There are two types of investments under renegade in the investment agency:

1. Top half

The top half are general stats increase with the goal to open up a slot for your renegade. Provide that extra chair at the cool kids table by investing on one of the tiers (bulker, biker, shooter or vehicles) first.

My personal advice would be to go for either bulker as it is the only one which has a health stats increase, or to pick the one which matches your preferred attack type (biker, shooter).

Another smart move could be to pick vehicle. The reason being Lan Qing, the first renegade every players opens.

You "only" need to spend to level 5 to make the slot investment accessible and to start the invest called The Strengthening. The exact costs of RSS I don't remember, but I do remember that one kidney I had to sell to make it happen. It's a lot, so its better to not think too much about it.



2. Bottom half

The second part of the investment is specifically for the renegade itself. In the example to the left I have marked the two investments tiers that are important for the leaders to focus on first.

Strength

Strength is the maximize the damage the renegade does with their skills.

Physique

Physique is to minimize the general damage received.

Technique

increases the special damage of the renegade skills

Protection

Protection is to minimize the special damage received.

Speed

Determines the order of the renegade's actions.



Chapter 5 Crew drill; Get those certificates!



The crew drill feature allows leaders to transfer a portion of their crew bonus (stats) into the attributes of the corresponding renegade by using crew drill certificates and RSS. How much you can upgrade depends on your current statistics (attack/defense) in the specific crew type (shooter, biker, bulker or vehicle).

The applied stats bonus could never be higher than your current stat, for example if your Biker attack is 560 percent, then the applied stat bonus could not exceed 560 percent.

Please note that upgrading using crew drill is not for troop updates, only renegade and will only be triggered when the renegade is added to your formation.

Crew drill certificates can be collected various different ways within the game:

1. Daily Missions

You can collect 5 crew drill certificates a day in the daily mission boxes.

2. The Crew Drill Certificate Pack

For +- 20 Euros you will receive 45 crew drill certificates and a bunch of other items.

For your first renegade Mafia City advises to invest first in Strength and Technique, while for your second renegade they advise Protection and Physique drill levels because the 2nd renegade in your formation causes significantly less damage than your first.

My advice would be to first focus on Strength for the first renegade. If you reach the maximum in relation with your statistics, move onwards to Physique, Technique and lastly Protection. For the (future) 2nd renegade firstly focus on Strength as well, the reason behind this is that it takes a while (and again loads of RSS) before the 2nd slot of the renegade becomes available. For the remaining follow Physique, Protection and Technique.

Chapter 6 Crew formation; Don't believe the rumors, size does matter.

When the renegades were first introduced to activate the renegade in your formation you simply added 1 crew member of the renegade type to it. A few small updates later Mafia City changed this.

To fully activate the renegade nowadays a minimal of 10 percent of your crew formation needs to be the specific type of car, shooter, biker or bulker that matches the renegade you would like to use. For example in a crew formation of 150K with the renegade Lan Qing 15.001 crew members need to be assault vehicle.

Chapter 7 Council Hall; Ignored or just forgotten?



The council hall is a place where players can get information about every season event. Furthermore you can also access the season mastery investments, see who the Viceroy Officials are and where the Mayor can give away season gifts after the season ends. It might just be a coincidence, but one of the few things I have noticed is that a lot of players forget to upgrade this building. It influences this thing called morale of your renegades. The higher or lower the morale is in relationship with that of your opponent, the more the difference is in damage done or received in an attack.

The buildings max level is 20 after season 1 and not that crazy to upgrade so make sure it is at max level.

