

What Scores on Building Day

After reset, Tuesday is **Building Day in Alliance Duel**.

The goal is not simply to complete as many random actions as possible. The State 775 guidance emphasizes choosing the **highest-value actions** and saving them for Tuesday.

What Scores on Tuesday

The supplied guidance lists:

- **Orange Bounty Missions**
- **Orange Refugees**
- **Purple Refugees**
- **Blue Refugees**
- **Building Speedups**
- **Structure Power**

Orange Bounties Are the Priority

The biggest takeaway from the State 775 guidance is the value of an **Orange Bounty Mission**.

According to the supplied information:

“ **One Orange Bounty Mission is worth the same as 25 hours of Building Speedups.**

That makes choosing the right bounty extremely important.

Instead of settling for a low-value bounty, use your refreshes to look for **Orange**.

Refugees Matter Too

Refugees also provide a major scoring opportunity.

According to the supplied guidance:

“ One Orange Refugee beats 20 Blue Refugees.

So don't simply recruit the first refugee available when you have an opportunity to refresh for a better one.

Tuesday Priority Order

Use this priority:

1. Orange Bounty Missions
2. Orange Refugees
3. Building Speedups
4. Everything Else

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QUALITY MATTERS. DON'T WASTE A CLICK ON LOW-VALUE OPTIONS WHEN YOU CAN REFRESH FOR ORANGE.

LAST Z ALLIANCE DUEL

TUESDAY BUILDING DAY

WHAT SCORES ON TUESDAY

- ORANGE BOUNTY MISSIONS
- ORANGE REFUGEES
- PURPLE REFUGEES
- BLUE REFUGEES
- BUILDING SPEEDUPS
- STRUCTURE POWER

WHAT SCORES ON TUESDAY

- ✓ Orange Bounty Missions
- ✓ Orange Refugees
- ✓ Purple Refugees
- ✓ Blue Refugees
- ✓ Building Speedups
- ✓ Structure Power

LEVEL UP

TUESDAY PRIORITY ORDER

- 1 Orange Bounty Missions
- 2 Orange Refugees
- 3 Building Speedups
- 4 Everything Else

KEY TAKEAWAYS

- Focus on **ORANGE** Bounty Missions.
- Prioritize **ORANGE** Refugees.
- Use your Building Speedups.
- Everything else comes after.

QUALITY MATTERS!

DON'T WASTE A CLICK ON LOW-VALUE OPTIONS WHEN YOU CAN REFRESH FOR ORANGE.

PLAN PREPARE BUILD SCORE

ONE ORANGE BOUNTY MISSION is worth the same as 25 HOURS of building speedups!

ONE ORANGE REFUGEE beats 20 BLUE REFUGEES!

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