



## Runes filter guide:

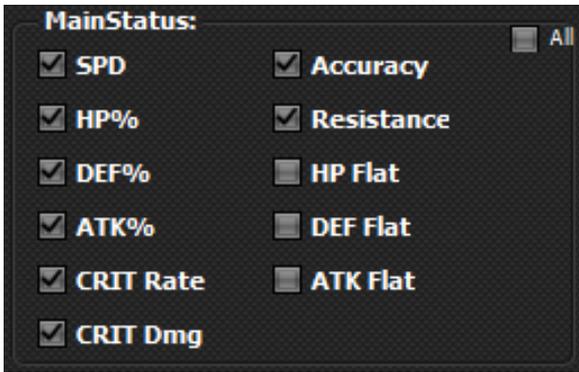
- 5\* Legend Par +SPD -Flat
- 5\* Legend Ímpar +SPD
- 5\* SPD Slot 2 Legend
- 6\* CDmg +Taxa
- 6\* Flat +SPD
- 6\* Legend Par (Reapp)
- 6\* Legend Ímpar (Reapp)
- 6\* Par + SDP -Flat
- 6\* SPD Slot 2
- 6\* Ímpar +SPD
- MidGame Par (Hero +SPD) -Flat
- MidGame Ímpar (Hero +SPD)
- Pegar tudo (\*.\*)
- Vio/Will 6\* Par com 3 subs bons
- Vio/Will 6\* Ímpar com 3 subs bons
- Vio/Will/Swift 6\* Par +SPD -Flat
- Vio/Will/Swift 6\* Ímpar +SPD

On the left side of the screen is the list of filters, each filter you can activate or deactivate (by checking or unchecking the checkbox next to it), deleting or adding a new one.

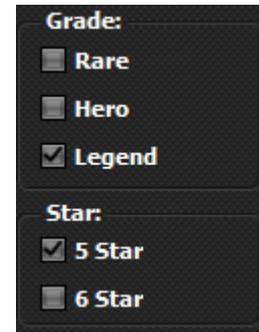
By clicking on each one, the settings will be loaded on the screen, the first field is the name of the filter.

<b>Giant:</b> <input type="checkbox"/> All	<b>Dragon:</b> <input type="checkbox"/> All	<b>Necropolis:</b> <input type="checkbox"/> All	<b>Rift:</b> <input type="checkbox"/> All
<input checked="" type="checkbox"/> Energy	<input checked="" type="checkbox"/> Guard	<input checked="" type="checkbox"/> Rage	<input checked="" type="checkbox"/> Determination
<input checked="" type="checkbox"/> Swift	<input checked="" type="checkbox"/> Endure	<input checked="" type="checkbox"/> Vampire	<input checked="" type="checkbox"/> Tolerance
<input checked="" type="checkbox"/> Blade	<input checked="" type="checkbox"/> Shield	<input checked="" type="checkbox"/> Nemesis	<input checked="" type="checkbox"/> Accuracy
<input checked="" type="checkbox"/> Fatal	<input checked="" type="checkbox"/> Focus	<input checked="" type="checkbox"/> Will	<input checked="" type="checkbox"/> Fight
<input checked="" type="checkbox"/> Despair	<input checked="" type="checkbox"/> Violent	<input checked="" type="checkbox"/> Destroy	<input checked="" type="checkbox"/> Enhance
	<input checked="" type="checkbox"/> Revenge		

In the first panels are the runes that the filter applies to the configuration, check which ones you want to use.



In the "MainStatus" panel you choose which is the main Rune Status

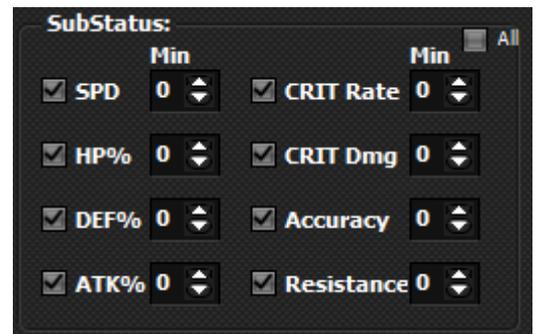


In Grade you choose the rarity, and in Star if the rule applies for 5 or 6 stars

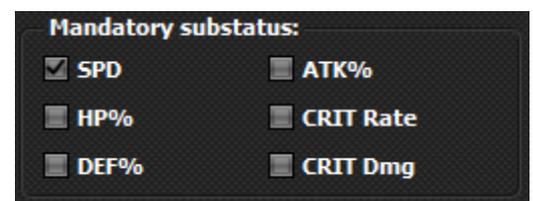
In Slots which Slot the rule applies, if the slot is empty (the number appears) it does not apply the rule to that slot. Below the slot design has the quick selection buttons for Even, Odd or All it selects the slots for you when you click.



In SubStatus you select only the Substats that you want to be counted as "good Sub-Status", and their minimum value for this count to be made. In the field: Number of "good sub-stat" you will choose how many good substatus the rune must have for it to be acquired.



In Mandatory Substatus you must select the Substatus that the rune must have for it to be acquired. If you score more than one, only if the rune has all Substats marked will it be saved.



Be careful, each rule applies to every detail of the rune. For example: if you select in MainStatus that you want rune with SPD, but in mandatory subs you select that SPD is a mandatory SubStatus, SPD Rune 2 will not be acquired when you drop, as there is no SPD rune 2 with SPD again, another rule must be created to take SPD slot 2 runes with the SPD substatus cleared in this case.

Create as many filters as needed to suit your personalization.