

ALL MISTAKES OF CLASH ROYALE

Spoilers!
(duh)

God this will be so hard Clash Royale is awesome!

① Silver chests take 3 hours to open. That's a lot for something relatively useless. (I rarely get an Epic from a silver chest.)

② Supercell is too good a game creator. They're not supposed to be that great. (Not really)

③ 1 star ratings on reviews. The game deserves 3 stars at the least. This is false, but I'll sin it anyway because, well **** ratings.

④ Minion Hordes shouldn't be able to destroy a Crown Tower alone.

⑤ Super Magical Chest drops were unchanged, despite the update saying it was doubled.

⑥ This game doesn't have enough sim. Only 18?
For a game that deserves 60+! Never mind. I have 1150.XD

⑦ I really prefer Clash Royale over Clash of Clans. I could do this for Clash of Clans and have 30+ sins. Same applies here.

⑧. Did the chests have to be in a cycle? I'm just wondering. (And every body hates it)

⑦ Clash Royale is the perfect game. Actually it's far from perfect.

⑧ There are no more than 100 sins on all of Supercell's works. (False, but I'll sin anyway.)

⑨ I'll be honest, Legendary Cards are just too rare.

④0. Spacky in Bone Pit.

⑪. Tournaments, enough said.

12. From my experience, you have to reach arena 8 before you get a Legendary.

13. I've been to arena 7 with no legendary.

⑭ Butthole who laugh when they win.

⑮ My cousin made it to arena 8 with no
legendary. Now, he finally has... The Lava Hound...

16. Level 1 Pushers, enough said.

⑪ Why? I'll tell you just to add another sin. JV

Royale sucks now, You know they'll win.
If one of them lost, I'd literally faint.

⑪ If my first legendary will be the Log...
*** this game.

①9 July update.

20. Only 20 sine.

(21) all YouTubers are Arena 7,8, or 9.***
YouTubers.

22. Gem exaggeration for Tournaments.

23. Lumberjack should be in arena 3. He sucks Mochadick.
(a buff actually made him WAY better.

+2

②④ JV Royale arena 1-7. Why? Level 1 Pushers.

(26) The Update did not TOWN Level 7s in Spell Valley. Show the newer players some love, Superkill.

+5

27. Hackers.

32. The Furnace was inspired by Minecraft.

33. A pair of bare butts. So I'll mention the laughing buttholes from Sin No. 14 again.

34. Clash Royale is not ridiculous. Also, why is there a Super Magical Chest there?

35. Sins fly. Sins are blue. Sins are cheap. Minions
are sins.

36. Hog Riders smell their hogs's butts. That's why they're so popular. But hey, so do Minions.

37. Royal Giant Buff.

38) Hog ... Cycle Decks

39. At first, you hate them, but later, Spawners bring no trouble. If you're struggling, put Bomber in your deck.

40. There are over 1,000,000 different deck combinations. However, only about 20 are used in Legendary Arena.

+1000

④1 Gemmers.

42 Answer to Life
the Universe
and Everything

1042 People who rocket your tower to death.

1043 Skeleton Army's Buff of 5 levels, -5 skeletons and -1 elixir made it the most popular card in the game. Yes, even MORE so than Hog riders.

1044 Epic & Legendary Chests.

+100

(1045) Ice Golem. Not really. TV ROYALE

1145 Three Musketeers, Tornado, Ice Spirit,
Princess, Barbarians, Giant... Creative? I
think not.

(1146) I had a character called the 'Inferno-ist'
Damage 30-540
Hit Speed 0.4sec
Life 750
Ground Troop
5 Elixir.

But then Inferno Dragon came.

-1

(1146) Which I just happened to get. "Yay"

1147 Speaking of 'Yay', The Graveyard had the word
"Yay" in its description.

How is this even a sin?

1148 A horizontal Tesla on wheels is 8 times more powerful. Lol.

+9

1149 Giant Combos.

BONUS: +1 sin for each listed combo

Giant+Balloon	1
Giant+Poison	2
Giant+Witch	3
Giant+Wizard	4
Giant+Hog	5
Giant+Bomber	6
Giant+Giant Skeleton	7
Giant+Barbarians	8
Giant+Spear Goblins	9
And many more.	

1150 The sheer length of this list.

(1151) (Actually 50) It starts with an I and ends
with a T. (the Devil's Work) XD

1152