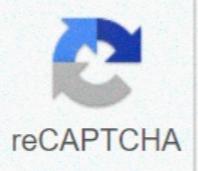




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# Diep.io sandbox arena closer

in: Special Tanks, Tanks, Diep.io This article is for the original Diep.io Arena Closer. For the Arras.io equivalent, see Arras:Arena Closer. For the event that occurs when this tank spawns, see Arena Closing. Arena Closers appear when a match of Domination, Tag, Mothership (no longer available) or Survival is completed or when a server closes in Free For All, Maze, 2 Teams or 4 Teams. The smaller version is playable in Sandbox, when using the \ key several times. However, as of October 2020, it is impossible to do this method, as Arena Closers and other special tanks have been completely removed from Sandbox mode. The goal of Arena Closers is, as their name implies, to close the server; Players killed by Arena Closers are then kicked off the server, then the server restarts when all players are killed out of the arena. However, if the player manages to survive them (for example, by activating God Mode on Sandbox), the player would still be kicked off the server after a few minutes. Unlike killed by regular tanks, Dominators, Motherships, or Bosses, you will be back on level 1 when you are killed by an Arena Closer only once. However, their levels are held in Free For All, 2 Teams and 4 Teams. Arena Closers don't have a health bar, so they can't be killed. Their bullets do three times as much damage as an Annihilator. Design Blue Arena Closer SVG The standard Arena Closer has a large yellow round base, with a cannon similar to the back of a Flank Guard. It's about the size of a Dominator, and the bullets it fires are about the size of an Annihilator bullet. In Sandbox, it takes on a blue color and is several times smaller than the average Arena Closer. The color of the yellow variants is the same as that of the Square's, Summoner's and neutral Dominator color. Technically The notification that appears when the Arena closes. Spawning Several Arena Closers (with a maximum of 16) will spawn when a Domination or tag match is over. In 2 teams, 4 teams or in FFA, the Arena Closers appear when only a few people are on the server or when the game is updated. In Maze when the server is up for 5 hours. Arena Closers can spawn outside the bounds of the map, in which case they will immediately target a player and move inward. The Arena Closer's behavior priority: The Surviving Mothership (for removing the game mode) All players are still alive (in the order of first close proximity to spawning and then on each killed player) All non-neutral Dominators. Bosses who are in team Fallen (Fallen Bosses). When they attack, they will shoot at the target while ramming into them. When all targets are dead or neutralized, their AI has no reason to keep firing, so they will spin and slowly random direction, just like regular Polygons. Statistics The Yellow Arena Closer has: Larger bullet size similar to an Annihilator's. Three times the destroyer's bullet damage. (Old Arena Closer) An unknown amount of (reportedly the same penetration as the health of a trap wagered by a Mega Trapper), and takes up to 2 hits to kill his target (any playable tank) The Bullet Speed of a Maxed Assassin. The speed of movement of base drones. The top-up of a maxed Reload of the Basic Tank. Effective infinite health, because it can not cause damage. Full resistance to Damage knockback because of the god mode or a passive setting. (Current Arena Closer) Infinite bullet penetration. In Sandbox mode, the playable Arena Closer has the health of a normal tank, but their bullets are still much more powerful than those of any other tank, roughly equivalent to a real Arena Closer. Several The Arena Closers are not targeted by the Base Drones until the Arena Closers accidentally shoot or collide with them. The base itself has no effects on Arena Closers. Also, the AI Dominators, Bosses and Crashers do not target them. Their bodies and bullets can't damage shapes, the neutral bullets just go through it, and the Arena Closers and their bullets can pass through the walls of Maze game mode. Moreover, Arena Closers can pass through each other. Strategy A playable Arena Closer (Distinguished by its non-yellow color and small size compared to Real Arena Closers) Note, before reading the bottom lines, the playable arena closers are completely removed from sandbox, making all these strategies impossible to do. Weak Against: Dominators, High FoV classes and Overlords, as well as fast rammer like the Booster, Drone swarms, if caught off-guard. Strongly against: Most normal classes. If the Arena Closer there is no real strategy to use when playing as the most powerful tank in the game. However, you should be vigilant when other Arena Closers are present in the server, as they are one of the few tanks that can easily defeat you. Outmaneuvering them is usually the best option, but in a perfect 1 versus 1 situation, the winner is usually the Arena Closer who manages to land the first hit. Against the Arena Closer Arena Closers in Sandbox Mode can only be easily taken over by other Arena Closers. Other tanks with huge health pools, such as Dominators that can stand a chance, as long as they are careful to stay far away. All other tanks can't handle the power of the Arena Closer. If it is distracted, with a Ranger/Stalker or Streamliner, you might have a few chances to kill them on the range because you have better FoV. You also have a small chance of killing an AC with the Overlord when distributing your drones on the AC. A quick rammer like the Booster might not work. However, experienced Boosters can dodge the bullets and ram the Arena Closer. Real Arena Closer Strong Against: All Tanks Without God Mode Weak Against: No Yellow Arena Closers Are Essentially invincible, so fighting them is not an option. Escape is virtually impossible, as they are faster than the Fighter, Tri-Angle and Booster class, even with fully complete and Movement Speed combined you couldn't escape from the Arena Closer. However, if all Arena Closers are stacked on top of each other, then the bullet attack can be dodged. This is a very rare situation, because it is hard enough to stay alive for so long. Old Arena Closer Strong Against: Slow Tanks, Low Penetration Tanks Weak Against: Fast Tanks Like the Booster or Tri-Angle, Bullet Spammers like the Triplet, Tanks with high penetration/damage like the Hybrid Old Yellow Arena Closers are essentially invincible as current Arena Closers, so fighting them would still be difficult, but you could slow them down using the Triplet or Bullet Tank Spammers. You were also able to walk away from it using level 8 Tank (with maxed out motion speed), Tri-Angle, Booster, and Fighter (with maxed out motion speed and reloading) because in an old version, Arena Closers were as small as a level 45 tank. This would make an Old Arena Closer as fast as our tanks. They also did not do as much damage so it was possible to out-penetrate them with large bolspamham hammers or with destroyer branch tanks. History Despite their power and speed, their name tag used to indicate that they are only level 1. On July 31, 2016, the spawn of the Arena Closers was postponed after the message Arena Closed: No players can join. The Arena Closer was the first AI-controlled tank in the game. It was originally much easier to escape the Arena Closers because both their movement and Bullet Speed were much slower than they are now. Some Tri-Angles, Fighters and Boosters were able to survive their attack with maxed out Movement Speed, Reload and Bullet Penetration. They were honed to their current power and speed in the same update that added the Domination Gamemode. They were polished again to be a lot bigger, so they can handle Body Damage, and shoot larger bullets that are a fraction larger than the size of an Annihilator's bullet, making it harder to dodge them. As of September 3, 2016, with the addition of Sandbox Mode, Arena Closers became playable tanks, but only in Sandbox. Since September 6, 2016, they've had scores, and when they kill the Bosses, there's nothing left about an unnamed tank. Since September 25, 2016, the Arena Closers could pass through maze walls. In the first few days of Maze, they could not, so it was possible to survive their attack until the server shut down powerfully. In an update, Arena Closers was no longer pushed back due to damage. During the same update, they received unlimited bullet penetration. (Domination mode only) When all player-controlled tanks depart/die, they attack the player-controlled Dominators. Their score was indicated as 0. They spawned in the middle of the map, but now they're spawning outside the map. They have been completely removed from sandbox game mode at 14 2020. Trivia Playable Arena Closer in Sandbox. If you're killed by an Arena Closer, you're not going to a new all you have to do is enter the revamped version of the same server. This was probably intended to prevent the game's huge ping freezing of redundant servers. When something is shot by an Arena Closer, it seems to get thrown to one side before it is killed due to the Arena Closer's extreme bullet knockback. Arena Closers can spawn outside the regular card boundaries. However, when spawning, they will move within the map limits (because their AI will target a player in the card, and will go to them). Previously, they originated in the middle of the map. Arena Closers sometimes merge with other Arena Closers because of their 100% recoil resistance. As such, they are the only tanks that can move on top of each other. There was previously a bug where Arena Closers AI broke, causing them to float slowly like Polygons, even if there were players left. In Sandbox, the Arena Closer is just after the Necromancer when you have the \ command. This is due to the Arena Closer being the last added tank when Diep.io was released, and the Necromancer will be added next. Base Drones can chase and attack Arena Closers. However, they will die from affecting their bullet or body. It has become a game in itself to try to survive the barrage of arena closers for as long as possible. Previously, you could survive the Arena Closers in sandbox mode by opening a Sandbox arena, playing it as someone else, leaving as a host, waiting ten minutes, and entering God mode as the other player. You used to be able to survive with a team of Mega Trappers and Hybrids until they were polished to have unlimited bullet penetration. Arena Closers come from all sides of the card, so it is advisable to stay in the middle if the player wants to survive as long as possible. Arena Closers have the shortest and widest cannons apart from all tanks. They used to have a longer barrel when they were smaller, however. These tanks shoot the biggest bullets of all the tanks in Diep.io. They used to shoot bullets that were slightly larger than a max level tank. Old Arena Closers looked like an Assassin. Old Arena Closers used to be as fast as a normal tank It is possible to survive a single shot of an arena closer because they have infinite penetration, no damage. On the side, see how to survive a hit of the Playable Arena Closer in Sandbox if you're a Dominator. Along with bosses, neutral Dominators and Base Drones, the Arena Closers are the only AI-Controlled things in Diep.io that can detect invisible tanks. Arena Closers get the score of killed players, but it only shows in-game modes that show scores, such as FFA or 4 Teams. Gallery What Arena Closers used to look like. Old Arena Closers attacking a Tri-Angle. Many old Arena Closers closing an arena. When killed by new Arena Closers with the new color schemeArena Closers attacking a red DominatorA Tri-Angle is being chased by Arena ClosersAdd a photo to this gallery Bugs This section contains bugs related to Closer. Before adding a bug to this list, consider the following: Please take a screenshot and then reload. If the bug happens a second time, you will get a second screenshot to check if the bug is still happening. If the bug is still occurring, place the bug report with the correct system template, PC, or mobile, depending on which platform the bug was found on. Describe the bug in detail, but avoid conversations in the description and/or use of first-person anecdotes: such discussions belong in the comment section or on the correct forum board. Epic Diep.io Glitch 1:35 for the pc mobile bug Sometimes, when the Arena closes, the Arena Closers' AI would glitch out, causing them to slowly float like Polygons, even if there are still players on the server. Bugs PC Bugs Mobile Bugs Special Tanks Tanks Diep.io Español Français Polski Português do Brasil Русский Türkçe Tiňg Viňt The Community content is available under CC-BY-SA unless otherwise stated. Noted.

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