
async-supercell-api

Release 0.1

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Jan 06, 2022

GAMES

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async-supercell-api is a Python library for [Supercell](#)'s games' players (currently only Clash Royale) that offers an async and simple-to-use implementation of the Supercell APIs based on [Asyncio](#).

INSTALLATION

You can install using pip:

```
$ pip3 install -U async-supercell-api
```

Or you can directly install from GitHub:

```
$ pip3 install -U git+https://github.com/Princic-1837592/async-supercell-api
```

After installing, verify the installation:

```
from async_supercell_api import ClashRoyaleAPI, ClashOfClansAPI

cr_api = ClashRoyaleAPI('api_key')
coc_api = ClashOfClansAPI('api_key')
```

1.1 Available games

async_supercell_api

1.1.1 async_supercell_api

Modules

async_supercell_api.api

async_supercell_api.brawl_stars

async_supercell_api.clash_of_clans

async_supercell_api.clash_royale

async_supercell_api.errors

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Table 2 – continued from previous page

async_supercell_api.types

async_supercell_api.api

Classes

<i>SupercellAPI</i> (base_url, version, api_key[, debug])	Superclass for Supercell APIs.
---	--------------------------------

async_supercell_api.api.SupercellAPI

class `async_supercell_api.api.SupercellAPI`(base_url, version, api_key, debug=False)

Bases: `object`

Superclass for Supercell APIs. Should not be used, use subclasses instead.

Parameters

- **base_url** (*str*) –
- **version** (*str*) –
- **api_key** (*str*) –
- **debug** (*bool*) –

__init__(base_url, version, api_key, debug=False)

Parameters

- **base_url** (*str*) –
- **version** (*str*) –
- **api_key** (*str*) –
- **debug** (*bool*) –

Methods

__init__(base_url, version, api_key[, debug])

create_object(response[, object_class, ...])

make_api_request(url, **kwargs)

make_request(url[, method, headers, json, debug])

`async_supercell_api.brawl_stars`

`async_supercell_api.clash_of_clans`

Modules

`async_supercell_api.clash_of_clans.api`

`async_supercell_api.clash_of_clans.types`

`async_supercell_api.clash_of_clans.api`

Classes

<code>ClashOfClansAPI(api_key[, debug])</code>	Class to interact with Clash of Clans APIs
--	--

`async_supercell_api.clash_of_clans.api.ClashOfClansAPI`

class `async_supercell_api.clash_of_clans.api.ClashOfClansAPI`(*api_key*, *debug=False*)

Bases: `async_supercell_api.api.SupercellAPI`

Class to interact with Clash of Clans APIs

Parameters

- **api_key** (*str*) –
- **debug** (*Optional[bool]*) – in case you want the class to print every url and response status. Default (and suggested) False

__init__(*api_key*, *debug=False*)

Parameters

- **api_key** (*str*) –
- **debug** (*bool*) –

Methods

__init__(*api_key*[, *debug*])

create_object(*response*[, *object_class*, ...])

<code>get_clan</code> (<i>clanTag</i>)	Get information about a single clan by clan tag.
--	--

<code>get_clan_members</code> (<i>clanTag</i> [, <i>limit</i> , <i>after</i> , <i>before</i>])	List clan members.
--	--------------------

<code>get_clan_war_league_group</code> (<i>clanTag</i>)	Retrieve information about clan's current clan war league group.
---	--

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<code>get_clan_war_league_war(warTag)</code>	Retrieve information about individual clan war league war.
<code>get_clan_war_log(clanTag[, limit, after, before])</code>	Retrieve clan's clan war log.
<code>get_current_war(clanTag)</code>	Retrieve information about clan's current clan war.
<code>make_api_request(url, **kwargs)</code>	
<code>make_request(url[, method, headers, json, debug])</code>	
<code>search_clans([name, warFrequency, ...])</code>	Search all clans by name and/or filtering the results using various criteria.

async get_clan_war_league_group(*clanTag*)

Retrieve information about clan's current clan war league group.

Original method.

Parameters *clanTag* (*str*) –

Returns

Return type ClanWarLeagueGroup

async get_clan_war_league_war(*warTag*)

Retrieve information about individual clan war league war.

Original method.

Parameters *warTag* (*str*) –

Returns

Return type ClanWarLeagueGroup

async get_clan_war_log(*clanTag*, *limit=None*, *after=None*, *before=None*)

Retrieve clan's clan war log.

Original method.

Parameters

- *clanTag* (*str*) –
- *limit* (*Optional[int]*) –
- *after* (*Optional[str]*) –
- *before* (*Optional[str]*) –

Returns

Return type Page [ClanWarLeagueGroup]

async search_clans(*name=None*, *warFrequency=None*, *locationId=None*, *minMembers=None*, *maxMembers=None*, *minClanPoints=None*, *minClanLevel=None*, *limit=None*, *after=None*, *before=None*, *labelIds=None*)

Search all clans by name and/or filtering the results using various criteria. At least one filtering criteria must be defined and if name is used as part of search, it is required to be at least three characters long. It is not possible to specify ordering for results so clients should not rely on any specific ordering as that may change in the future releases of the API.

Original method.

Parameters

- **name** (*str*) –
- **warFrequency** (*str*) –
- **locationId** (*int*) –
- **minMembers** (*int*) –
- **maxMembers** (*int*) –
- **minClanPoints** (*int*) –
- **minClanLevel** (*int*) –
- **limit** (*int*) –
- **after** (*str*) –
- **before** (*str*) –
- **labelIds** (*str*) –

Returns

Return type Page [Clan]

async get_current_war(*clanTag*)

Retrieve information about clan's current clan war.

Original method.

Parameters **clanTag** (*str*) –

Returns

Return type ClanWar

async get_clan(*clanTag*)

Get information about a single clan by clan tag. Clan tags can be found using clan search operation.

Original method.

Parameters **clanTag** (*str*) –

Returns

Return type Clan

async get_clan_members(*clanTag, limit=None, after=None, before=None*)

List clan members.

Original method.

Parameters

- **clanTag** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page [ClanMember]

async_supercell_api.clash_of_clans.types

Modules

async_supercell_api.clash_of_clans.types.clans

async_supercell_api.clash_of_clans.types.goldpass

async_supercell_api.clash_of_clans.types.labels

async_supercell_api.clash_of_clans.types.leagues

async_supercell_api.clash_of_clans.types.locations

async_supercell_api.clash_of_clans.types.players

async_supercell_api.clash_of_clans.types.clans

Classes

Clan([warLeague, memberList, tag, ...])

ClanMember([league, tag, name, role, ...])

ClanWar([clan, teamSize, attacksPerMember, ...])

ClanWarAttack([order, attackerTag, ...])

ClanWarLeagueClan([tag, clanLevel, name, ...])

ClanWarLeagueClanMember([tag, ...])

ClanWarLeagueGroup([tag, state, season, ...])

ClanWarLeagueRound([warTags])

ClanWarLogEntry([clan, teamSize, ...])

ClanWarMember([tag, name, mapPosition, ...])

Language([name, id, languageCode])

WarClan([destructionPercentage, tag, name, ...])

async_supercell_api.clash_of_clans.types.clans.Clan

```
class async_supercell_api.clash_of_clans.types.clans.Clan(warLeague=None, memberList=None,
tag=None,
requiredVersusTrophies=None,
requiredTownhallLevel=None,
warLosses=None, clanPoints=None,
warFrequency=None,
warWinStreak=None, clanLevel=None,
warTies=None, warWins=None,
clanVersusPoints=None,
chatLanguage=None,
isWarLogPublic=None,
requiredTrophies=None, labels=None,
name=None, location=None,
type=None, members=None,
description=None, badgeUrls=None,
**kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **warLeague** (*Optional[dict]*) –
- **memberList** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **requiredVersusTrophies** (*Optional[int]*) –
- **requiredTownhallLevel** (*Optional[int]*) –
- **warLosses** (*Optional[int]*) –
- **clanPoints** (*Optional[int]*) –
- **warFrequency** (*Optional[str]*) –
- **warWinStreak** (*Optional[int]*) –
- **clanLevel** (*Optional[int]*) –
- **warTies** (*Optional[int]*) –
- **warWins** (*Optional[int]*) –
- **clanVersusPoints** (*Optional[int]*) –
- **chatLanguage** (*Optional[dict]*) –
- **isWarLogPublic** (*Optional[bool]*) –
- **requiredTrophies** (*Optional[int]*) –
- **labels** (*Optional[List[dict]]*) –
- **name** (*Optional[str]*) –
- **location** (*Optional[dict]*) –
- **type** (*Optional[str]*) –
- **members** (*Optional[int]*) –
- **description** (*Optional[str]*) –

- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

__init__ (*warLeague*=*None*, *memberList*=*None*, *tag*=*None*, *requiredVersusTrophies*=*None*, *requiredTownhallLevel*=*None*, *warLosses*=*None*, *clanPoints*=*None*, *warFrequency*=*None*, *warWinStreak*=*None*, *clanLevel*=*None*, *warTies*=*None*, *warWins*=*None*, *clanVersusPoints*=*None*, *chatLanguage*=*None*, *isWarLogPublic*=*None*, *requiredTrophies*=*None*, *labels*=*None*, *name*=*None*, *location*=*None*, *type*=*None*, *members*=*None*, *description*=*None*, *badgeUrls*=*None*, ***kwargs*)

Parameters

- **warLeague** (*Optional*[*dict*]) –
- **memberList** (*Optional*[*List*[*dict*]]) –
- **tag** (*Optional*[*str*]) –
- **requiredVersusTrophies** (*Optional*[*int*]) –
- **requiredTownhallLevel** (*Optional*[*int*]) –
- **warLosses** (*Optional*[*int*]) –
- **clanPoints** (*Optional*[*int*]) –
- **warFrequency** (*Optional*[*str*]) –
- **warWinStreak** (*Optional*[*int*]) –
- **clanLevel** (*Optional*[*int*]) –
- **warTies** (*Optional*[*int*]) –
- **warWins** (*Optional*[*int*]) –
- **clanVersusPoints** (*Optional*[*int*]) –
- **chatLanguage** (*Optional*[*dict*]) –
- **isWarLogPublic** (*Optional*[*bool*]) –
- **requiredTrophies** (*Optional*[*int*]) –
- **labels** (*Optional*[*List*[*dict*]]) –
- **name** (*Optional*[*str*]) –
- **location** (*Optional*[*dict*]) –
- **type** (*Optional*[*str*]) –
- **members** (*Optional*[*int*]) –
- **description** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

`__init__`([warLeague, memberList, tag, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, level=0, sep=' ', nl='\n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanMember

class `async_supercell_api.clash_of_clans.types.clans.ClanMember`(league=None, tag=None, name=None, role=None, expLevel=None, clanRank=None, previousClanRank=None, donations=None, donationsReceived=None, trophies=None, versusTrophies=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **league** (*Optional[dict]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **role** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **clanRank** (*Optional[int]*) –
- **previousClanRank** (*Optional[int]*) –
- **donations** (*Optional[int]*) –
- **donationsReceived** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **versusTrophies** (*Optional[int]*) –

__init__(league=None, tag=None, name=None, role=None, expLevel=None, clanRank=None, previousClanRank=None, donations=None, donationsReceived=None, trophies=None, versusTrophies=None, **kwargs)

Parameters

- **league** (*Optional[dict]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **role** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **clanRank** (*Optional[int]*) –
- **previousClanRank** (*Optional[int]*) –
- **donations** (*Optional[int]*) –
- **donationsReceived** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **versusTrophies** (*Optional[int]*) –

Methods

`__init__`([league, tag, name, role, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWar

class `async_supercell_api.clash_of_clans.types.clans.ClanWar`(*clan=None, teamSize=None, attacksPerMember=None, opponent=None, startTime=None, state=None, endTime=None, preparationStartTime=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (*Optional[dict]*) –
- **teamSize** (*Optional[int]*) –
- **attacksPerMember** (*Optional[int]*) –
- **opponent** (*Optional[dict]*) –

- **startTime** (*Optional[str]*) –
- **state** (*Optional[str]*) –
- **endTime** (*Optional[str]*) –
- **preparationStartTime** (*Optional[str]*) –

__init__(*clan=None, teamSize=None, attacksPerMember=None, opponent=None, startTime=None, state=None, endTime=None, preparationStartTime=None, **kwargs*)

Parameters

- **clan** (*Optional[dict]*) –
- **teamSize** (*Optional[int]*) –
- **attacksPerMember** (*Optional[int]*) –
- **opponent** (*Optional[dict]*) –
- **startTime** (*Optional[str]*) –
- **state** (*Optional[str]*) –
- **endTime** (*Optional[str]*) –
- **preparationStartTime** (*Optional[str]*) –

Methods

__init__([clan, teamSize, attacksPerMember, ...])

to_string (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarAttack

class `async_supercell_api.clash_of_clans.types.clans.ClanWarAttack`(*order=None, attackerTag=None, defenderTag=None, stars=None, destructionPercentage=None, duration=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **order** (*Optional[int]*) –

- **attackerTag** (*Optional*[*str*]) –
- **defenderTag** (*Optional*[*str*]) –
- **stars** (*Optional*[*int*]) –
- **destructionPercentage** (*Optional*[*int*]) –
- **duration** (*Optional*[*int*]) –

__init__ (*order=None, attackerTag=None, defenderTag=None, stars=None, destructionPercentage=None, duration=None, **kwargs*)

Parameters

- **order** (*Optional*[*int*]) –
- **attackerTag** (*Optional*[*str*]) –
- **defenderTag** (*Optional*[*str*]) –
- **stars** (*Optional*[*int*]) –
- **destructionPercentage** (*Optional*[*int*]) –
- **duration** (*Optional*[*int*]) –

Methods

__init__ ([*order, attackerTag, defenderTag, ...*])

<i>to_string</i> (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueClan

class `async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueClan` (*tag=None, clanLevel=None, name=None, members=None, badgeUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*Optional*[*str*]) –
- **clanLevel** (*Optional*[*int*]) –

- **name** (*Optional*[*str*]) –
- **members** (*Optional*[*List*[*dict*]]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

__init__(*tag=None, clanLevel=None, name=None, members=None, badgeUrls=None, **kwargs*)

Parameters

- **tag** (*Optional*[*str*]) –
- **clanLevel** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **members** (*Optional*[*List*[*dict*]]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

__init__([*tag, clanLevel, name, members, ...*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueClanMember

class `async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueClanMember`(*tag=None, townHallLevel=None, name=None, **kwargs*)

Bases: `async_supercell_api.types.SuperCellApiResponse`

Parameters

- **tag** (*Optional*[*str*]) –
- **townHallLevel** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –

__init__(*tag=None, townHallLevel=None, name=None, **kwargs*)

Parameters

- **tag** (*Optional[str]*) –
- **townHallLevel** (*Optional[int]*) –
- **name** (*Optional[str]*) –

Methods

`__init__`([tag, townHallLevel, name])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
---	---

to_string(*, level=0, sep=' ', nl='\n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueGroup

class `async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueGroup`(tag=None, state=None, season=None, clans=None, rounds=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*Optional[str]*) –
- **state** (*Optional[str]*) –
- **season** (*Optional[str]*) –
- **clans** (*Optional[List[dict]]*) –
- **rounds** (*Optional[List[dict]]*) –

`__init__`(tag=None, state=None, season=None, clans=None, rounds=None, **kwargs)

Parameters

- **tag** (*Optional[str]*) –
- **state** (*Optional[str]*) –
- **season** (*Optional[str]*) –
- **clans** (*Optional[List[dict]]*) –
- **rounds** (*Optional[List[dict]]*) –

Methods

`__init__`([tag, state, season, clans, rounds])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueRound

class `async_supercell_api.clash_of_clans.types.clans.ClanWarLeagueRound`(warTags=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters `warTags` (*Optional[List[str]]*) –

`__init__`(warTags=None, **kwargs)

Parameters `warTags` (*Optional[List[str]]*) –

Methods

`__init__`([warTags])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarLogEntry

```
class async_supercell_api.clash_of_clans.types.clans.ClanWarLogEntry(clan=None,
                                                                    teamSize=None,
                                                                    attacksPerMember=None,
                                                                    opponent=None,
                                                                    endTime=None,
                                                                    result=None, **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (*Optional[dict]*) –
- **teamSize** (*Optional[int]*) –
- **attacksPerMember** (*Optional[int]*) –
- **opponent** (*Optional[dict]*) –
- **endTime** (*Optional[str]*) –
- **result** (*Optional[str]*) –

```
__init__(clan=None, teamSize=None, attacksPerMember=None, opponent=None, endTime=None,
        result=None, **kwargs)
```

Parameters

- **clan** (*Optional[dict]*) –
- **teamSize** (*Optional[int]*) –
- **attacksPerMember** (*Optional[int]*) –
- **opponent** (*Optional[dict]*) –
- **endTime** (*Optional[str]*) –
- **result** (*Optional[str]*) –

Methods

```
__init__([clan, teamSize, attacksPerMember, ...])
```

<code>to_string(*[, level, sep, nl])</code>	Returns a prettified string representation of the object.
---	---

```
to_string(*, level=0, sep=' ', nl='\n')
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.ClanWarMember

```
class async_supercell_api.clash_of_clans.types.clans.ClanWarMember(tag=None, name=None,
                                                                    mapPosition=None,
                                                                    townhallLevel=None,
                                                                    opponentAttacks=None,
                                                                    bestOpponentAttack=None,
                                                                    attacks=None, **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **mapPosition** (*Optional*[*int*]) –
- **townhallLevel** (*Optional*[*int*]) –
- **opponentAttacks** (*Optional*[*int*]) –
- **bestOpponentAttack** (*Optional*[*dict*]) –
- **attacks** (*Optional*[*List*[*dict*]]) –

```
__init__(tag=None, name=None, mapPosition=None, townhallLevel=None, opponentAttacks=None,
         bestOpponentAttack=None, attacks=None, **kwargs)
```

Parameters

- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **mapPosition** (*Optional*[*int*]) –
- **townhallLevel** (*Optional*[*int*]) –
- **opponentAttacks** (*Optional*[*int*]) –
- **bestOpponentAttack** (*Optional*[*dict*]) –
- **attacks** (*Optional*[*List*[*dict*]]) –

Methods

```
__init__([tag, name, mapPosition, ...])
```

<code>to_string(*[, level, sep, nl])</code>	Returns a prettified string representation of the object.
---	---

```
to_string(*, level=0, sep=' ', nl='\n')
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces

- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.Language

class `async_supercell_api.clash_of_clans.types.clans.Language`(*name=None, id=None, languageCode=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **languageCode** (*Optional[str]*) –

__init__(*name=None, id=None, languageCode=None, **kwargs*)

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **languageCode** (*Optional[str]*) –

Methods

__init__([*name, id, languageCode*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.clans.WarClan

class `async_supercell_api.clash_of_clans.types.clans.WarClan`(*destructionPercentage=None, tag=None, name=None, badgeUrls=None, clanLevel=None, attacks=None, stars=None, expEarned=None, members=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **destructionPercentage** (*Optional[float]*) –

- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –
- **clanLevel** (*Optional*[*int*]) –
- **attacks** (*Optional*[*int*]) –
- **stars** (*Optional*[*int*]) –
- **expEarned** (*Optional*[*int*]) –
- **members** (*Optional*[*List*[*dict*]]) –

__init__(*destructionPercentage=None*, *tag=None*, *name=None*, *badgeUrls=None*, *clanLevel=None*, *attacks=None*, *stars=None*, *expEarned=None*, *members=None*, ***kwargs*)

Parameters

- **destructionPercentage** (*Optional*[*float*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –
- **clanLevel** (*Optional*[*int*]) –
- **attacks** (*Optional*[*int*]) –
- **stars** (*Optional*[*int*]) –
- **expEarned** (*Optional*[*int*]) –
- **members** (*Optional*[*List*[*dict*]]) –

Methods

__init__([*destructionPercentage*, *tag*, *name*, ...])

to_string (*[<i>level</i> , <i>sep</i> , <i>nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0*, *sep=' '*, *nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.goldpass

Classes

GoldPassSeason([startTime, endTime])

async_supercell_api.clash_of_clans.types.goldpass.GoldPassSeason

class async_supercell_api.clash_of_clans.types.goldpass.**GoldPassSeason**(*startTime=None, endTime=None, **kwargs*)

Bases: *async_supercell_api.types.SuperCellApiResponse*

Parameters

- **startTime** (*Optional[str]*) –
- **endTime** (*Optional[str]*) –

__init__(*startTime=None, endTime=None, **kwargs*)

Parameters

- **startTime** (*Optional[str]*) –
- **endTime** (*Optional[str]*) –

Methods

__init__([startTime, endTime])

<i>to_string</i> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.labels

Classes

`Label`([name, id, iconUrls])

async_supercell_api.clash_of_clans.types.labels.Label

class `async_supercell_api.clash_of_clans.types.labels.Label`(*name=None, id=None, iconUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

__init__(*name=None, id=None, iconUrls=None, **kwargs*)

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

Methods

__init__([name, id, iconUrls])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.leagues

Classes

League([name, id, iconUrls])

LeagueSeason([id])

PlayerRanking([league, clan, attackWins, ...])

PlayerRankingClan([tag, name, badgeUrls])

WarLeague([name, id])

async_supercell_api.clash_of_clans.types.leagues.League

class `async_supercell_api.clash_of_clans.types.leagues.League`(*name=None, id=None, iconUrls=None, **kwargs*)

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

__init__(*name=None, id=None, iconUrls=None, **kwargs*)

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

Methods

__init__([name, id, iconUrls])

<i>to_string</i> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces

- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.leagues.LeagueSeason

class async_supercell_api.clash_of_clans.types.leagues.**LeagueSeason**(*id=None, **kwargs*)

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters *id* (*Optional[str]*) –

__init__(*id=None, **kwargs*)

Parameters *id* (*Optional[str]*) –

Methods

__init__([*id*])

<i>to_string</i> (*[<i>level</i> , <i>sep</i> , <i>nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.leagues.PlayerRanking

class async_supercell_api.clash_of_clans.types.leagues.**PlayerRanking**(*league=None, clan=None, attackWins=None, defenseWins=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, trophies=None, **kwargs*)

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **league** (*Optional[dict]*) –
- **clan** (*Optional[dict]*) –
- **attackWins** (*Optional[int]*) –
- **defenseWins** (*Optional[int]*) –
- **tag** (*Optional[str]*) –

- **name** (*Optional*[*str*]) –
- **expLevel** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **trophies** (*Optional*[*int*]) –

__init__ (*league=None, clan=None, attackWins=None, defenseWins=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, trophies=None, **kwargs*)

Parameters

- **league** (*Optional*[*dict*]) –
- **clan** (*Optional*[*dict*]) –
- **attackWins** (*Optional*[*int*]) –
- **defenseWins** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **expLevel** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **trophies** (*Optional*[*int*]) –

Methods

__init__ ([*league, clan, attackWins, ...*])

to_string (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.leagues.PlayerRankingClan

```
class async_supercell_api.clash_of_clans.types.leagues.PlayerRankingClan(tag=None,
                                                                           name=None,
                                                                           badgeUrls=None,
                                                                           **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **tag** (*Optional*[[str](#)]) –
- **name** (*Optional*[[str](#)]) –
- **badgeUrls** (*Optional*[*Dict*[[str](#), *Any*]]) –

__init__ (tag=None, name=None, badgeUrls=None, **kwargs)

Parameters

- **tag** (*Optional*[[str](#)]) –
- **name** (*Optional*[[str](#)]) –
- **badgeUrls** (*Optional*[*Dict*[[str](#), *Any*]]) –

Methods

__init__ ([tag, name, badgeUrls])

to_string (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string (*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** ([int](#)) – starting level of indentation. Default: 0
- **sep** ([str](#)) – character sequence for indentation. Default: 4 spaces
- **nl** ([str](#)) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.leagues.WarLeague

```
class async_supercell_api.clash_of_clans.types.leagues.WarLeague(name=None, id=None,
                                                                    **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **name** (*Optional*[[str](#)]) –
- **id** (*Optional*[[int](#)]) –

__init__ (name=None, id=None, **kwargs)

Parameters

- **name** (*Optional*[*str*]) –
- **id** (*Optional*[*int*]) –

Methods

__init__([name, id])

<i>to_string</i> (*[, level, sep, nl])	Returns a prettified string representation of the object.
---	---

to_string(*, level=0, sep=' ', nl='n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_of_clans.types.locations

Classes

ClanRanking([clanPoints, clanLevel, ...])

ClanVersusRanking([clanPoints, clanVersusPoints])

Location([localizedName, id, name, ...])

PlayerVersusRanking([clan, ...])

async_supercell_api.clash_of_clans.types.locations.ClanRanking

```
class async_supercell_api.clash_of_clans.types.locations.ClanRanking(clanPoints=None,
                                                                    clanLevel=None,
                                                                    location=None,
                                                                    members=None,
                                                                    tag=None, name=None,
                                                                    rank=None,
                                                                    previousRank=None,
                                                                    badgeUrls=None,
                                                                    **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **clanPoints** (*Optional*[*int*]) –

- **clanLevel** (*Optional*[*int*]) –
- **location** (*Optional*[*dict*]) –
- **members** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

__init__(*clanPoints=None, clanLevel=None, location=None, members=None, tag=None, name=None, rank=None, previousRank=None, badgeUrls=None, **kwargs*)

Parameters

- **clanPoints** (*Optional*[*int*]) –
- **clanLevel** (*Optional*[*int*]) –
- **location** (*Optional*[*dict*]) –
- **members** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

__init__(*clanPoints, clanLevel, location, ...*)

to_string (<i>*[, level, sep, nl]</i>)	Returns a prettified string representation of the object.
---	---

to_string(**, level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.locations.ClanVersusRanking

```
class async_supercell_api.clash_of_clans.types.locations.ClanVersusRanking(clanPoints=None,
                                                                    clanVersus-
                                                                    Points=None,
                                                                    **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **clanPoints** (*Optional[int]*) –
- **clanVersusPoints** (*Optional[int]*) –

__init__ (*clanPoints=None, clanVersusPoints=None, **kwargs*)

Parameters

- **clanPoints** (*Optional[int]*) –
- **clanVersusPoints** (*Optional[int]*) –

Methods

__init__ ([*clanPoints, clanVersusPoints*])

to_string (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.locations.Location

```
class async_supercell_api.clash_of_clans.types.locations.Location(localizedName=None,
                                                                    id=None, name=None,
                                                                    isCountry=None,
                                                                    countryCode=None,
                                                                    **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **localizedName** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **isCountry** (*Optional[bool]*) –

- **countryCode** (*Optional*[*str*]) –

__init__(*localizedName=None, id=None, name=None, isCountry=None, countryCode=None, **kwargs*)

Parameters

- **localizedName** (*Optional*[*str*]) –
- **id** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **isCountry** (*Optional*[*bool*]) –
- **countryCode** (*Optional*[*str*]) –

Methods

__init__([*localizedName, id, name, ...*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.locations.PlayerVersusRanking

class `async_supercell_api.clash_of_clans.types.locations.PlayerVersusRanking`(*clan=None, versusBattleWins=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, versusTrophies=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (*Optional*[*dict*]) –
- **versusBattleWins** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –

- **name** (*Optional*[*str*]) –
- **expLevel** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **versusTrophies** (*Optional*[*int*]) –

__init__(*clan=None, versusBattleWins=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, versusTrophies=None, **kwargs*)

Parameters

- **clan** (*Optional*[*dict*]) –
- **versusBattleWins** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **expLevel** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **versusTrophies** (*Optional*[*int*]) –

Methods

__init__([*clan, versusBattleWins, tag, ...*])

<i>to_string</i> (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string(*[, *level=0, sep=' ', nl='\n'*])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.players

Classes

LegendLeagueTournamentSeasonResult([...])

Player([*league, clan, role, warPreference, ...*])

continues on next page

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<i>PlayerAchievementProgress</i> ([stars, value, ...])
<i>PlayerClan</i> ([tag, clanLevel, name, badgeUrls])
<i>PlayerItemLevel</i> ([level, name, maxLevel, ...])
<i>PlayerLegendStatistics</i> ([legendTrophies, ...])
<i>VerifyTokenResponse</i> ([tag, token, status])

async_supercell_api.clash_of_clans.types.players.LegendLeagueTournamentSeasonResult

class `async_supercell_api.clash_of_clans.types.players.LegendLeagueTournamentSeasonResult`(*trophies=None*,
id=None,
rank=None,
***kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **trophies** (*Optional[int]*) –
- **id** (*Optional[str]*) –
- **rank** (*Optional[int]*) –

__init__(*trophies=None*, *id=None*, *rank=None*, ***kwargs*)

Parameters

- **trophies** (*Optional[int]*) –
- **id** (*Optional[str]*) –
- **rank** (*Optional[int]*) –

Methods

__init__([*trophies*, *id*, *rank*])

to_string(*[, *level*, *sep*, *nl*])

Returns a prettified string representation of the object.

to_string(*, *level=0*, *sep=' '*, *nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.players.Player

```
class async_supercell_api.clash_of_clans.types.players.Player(league=None, clan=None,
                                                             role=None, warPreference=None,
                                                             attackWins=None,
                                                             defenseWins=None,
                                                             townHallLevel=None,
                                                             townHallWeaponLevel=None,
                                                             versusBattleWins=None,
                                                             legendStatistics=None,
                                                             troops=None, heroes=None,
                                                             spells=None, labels=None,
                                                             tag=None, name=None,
                                                             expLevel=None, trophies=None,
                                                             bestTrophies=None,
                                                             donations=None,
                                                             donationsReceived=None,
                                                             builderHallLevel=None,
                                                             versusTrophies=None,
                                                             bestVersusTrophies=None,
                                                             warStars=None,
                                                             achievements=None,
                                                             versusBattleWinCount=None,
                                                             **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **league** (*Optional[dict]*) –
- **clan** (*Optional[dict]*) –
- **role** (*Optional[str]*) –
- **warPreference** (*Optional[str]*) –
- **attackWins** (*Optional[int]*) –
- **defenseWins** (*Optional[int]*) –
- **townHallLevel** (*Optional[int]*) –
- **townHallWeaponLevel** (*Optional[int]*) –
- **versusBattleWins** (*Optional[int]*) –
- **legendStatistics** (*Optional[dict]*) –
- **troops** (*Optional[List[dict]]*) –
- **heroes** (*Optional[List[dict]]*) –
- **spells** (*Optional[List[dict]]*) –
- **labels** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –

- **bestTrophies** (*Optional[int]*) –
- **donations** (*Optional[int]*) –
- **donationsReceived** (*Optional[int]*) –
- **builderHallLevel** (*Optional[int]*) –
- **versusTrophies** (*Optional[int]*) –
- **bestVersusTrophies** (*Optional[int]*) –
- **warStars** (*Optional[int]*) –
- **achievements** (*Optional[List[dict]]*) –
- **versusBattleWinCount** (*Optional[int]*) –

__init__ (*league=None, clan=None, role=None, warPreference=None, attackWins=None, defenseWins=None, townHallLevel=None, townHallWeaponLevel=None, versusBattleWins=None, legendStatistics=None, troops=None, heroes=None, spells=None, labels=None, tag=None, name=None, expLevel=None, trophies=None, bestTrophies=None, donations=None, donationsReceived=None, builderHallLevel=None, versusTrophies=None, bestVersusTrophies=None, warStars=None, achievements=None, versusBattleWinCount=None, **kwargs*)

Parameters

- **league** (*Optional[dict]*) –
- **clan** (*Optional[dict]*) –
- **role** (*Optional[str]*) –
- **warPreference** (*Optional[str]*) –
- **attackWins** (*Optional[int]*) –
- **defenseWins** (*Optional[int]*) –
- **townHallLevel** (*Optional[int]*) –
- **townHallWeaponLevel** (*Optional[int]*) –
- **versusBattleWins** (*Optional[int]*) –
- **legendStatistics** (*Optional[dict]*) –
- **troops** (*Optional[List[dict]]*) –
- **heroes** (*Optional[List[dict]]*) –
- **spells** (*Optional[List[dict]]*) –
- **labels** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **bestTrophies** (*Optional[int]*) –
- **donations** (*Optional[int]*) –

- **donationsReceived** (*Optional[int]*) –
- **builderHallLevel** (*Optional[int]*) –
- **versusTrophies** (*Optional[int]*) –
- **bestVersusTrophies** (*Optional[int]*) –
- **warStars** (*Optional[int]*) –
- **achievements** (*Optional[List[dict]]*) –
- **versusBattleWinCount** (*Optional[int]*) –

Methods

`__init__`([league, clan, role, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, *level=0*, *sep=' '*, *nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.players.PlayerAchievementProgress

```
class async_supercell_api.clash_of_clans.types.players.PlayerAchievementProgress(stars=None,
                                                                              value=None,
                                                                              name=None,
                                                                              tar-
                                                                              get=None,
                                                                              info=None,
                                                                              comple-
                                                                              tion-
                                                                              Info=None,
                                                                              vil-
                                                                              lage=None,
                                                                              **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **stars** (*Optional[int]*) –
- **value** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **target** (*Optional[int]*) –
- **info** (*Optional[str]*) –

- **completionInfo** (*Optional[str]*) –
- **village** (*Optional[str]*) –

__init__ (*stars=None, value=None, name=None, target=None, info=None, completionInfo=None, village=None, **kwargs*)

Parameters

- **stars** (*Optional[int]*) –
- **value** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **target** (*Optional[int]*) –
- **info** (*Optional[str]*) –
- **completionInfo** (*Optional[str]*) –
- **village** (*Optional[str]*) –

Methods

__init__ ([stars, value, name, target, info, ...])

to_string (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string (*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_of_clans.types.players.PlayerClan

class `async_supercell_api.clash_of_clans.types.players.PlayerClan` (*tag=None, clanLevel=None, name=None, badgeUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*Optional[str]*) –
- **clanLevel** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

__init__ (*tag=None, clanLevel=None, name=None, badgeUrls=None, **kwargs*)

Parameters

- **tag** (*Optional*[*str*]) –
- **clanLevel** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

`__init__`([tag, clanLevel, name, badgeUrls])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
---	---

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_of_clans.types.players.PlayerItemLevel

```
class async_supercell_api.clash_of_clans.types.players.PlayerItemLevel(level=None,
                                                                    name=None,
                                                                    maxLevel=None,
                                                                    village=None,
                                                                    superTroopIsActive=None,
                                                                    **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **level** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **maxLevel** (*Optional*[*int*]) –
- **village** (*Optional*[*str*]) –
- **superTroopIsActive** (*Optional*[*bool*]) –

`__init__`(level=None, name=None, maxLevel=None, village=None, superTroopIsActive=None, **kwargs)

Parameters

- **level** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **maxLevel** (*Optional*[*int*]) –

- **village** (*Optional*[*str*]) –
- **superTroopIsActive** (*Optional*[*bool*]) –

Methods

`__init__`([*level*, *name*, *maxLevel*, *village*, ...])

<code>to_string</code> (*[<i>level</i> , <i>sep</i> , <i>nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level*=0, *sep*=' ', *nl*='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_of_clans.types.players.PlayerLegendStatistics

class `async_supercell_api.clash_of_clans.types.players.PlayerLegendStatistics`(*legendTrophies*=None, *previousVersusSeason*=None, *previousSeason*=None, *bestSeason*=None, *currentSeason*=None, *bestVersusSeason*=None, ***kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **legendTrophies** (*Optional*[*int*]) –
- **previousVersusSeason** (*Optional*[*dict*]) –
- **previousSeason** (*Optional*[*dict*]) –
- **bestSeason** (*Optional*[*dict*]) –
- **currentSeason** (*Optional*[*dict*]) –
- **bestVersusSeason** (*Optional*[*dict*]) –

`__init__`(*legendTrophies*=None, *previousVersusSeason*=None, *previousSeason*=None, *bestSeason*=None, *currentSeason*=None, *bestVersusSeason*=None, ***kwargs*)

Parameters

- **legendTrophies** (*Optional*[*int*]) –
- **previousVersusSeason** (*Optional*[*dict*]) –
- **previousSeason** (*Optional*[*dict*]) –
- **bestSeason** (*Optional*[*dict*]) –
- **currentSeason** (*Optional*[*dict*]) –
- **bestVersusSeason** (*Optional*[*dict*]) –

Methods

__init__([legendTrophies, ...])

<i>to_string</i> (*[<i>level</i> , <i>sep</i> , <i>nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level*=0, *sep*=' ', *nl*='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_of_clans.types.players.VerifyTokenResponse

class `async_supercell_api.clash_of_clans.types.players.VerifyTokenResponse`(*tag*=None, *token*=None, *status*=None, ***kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*Optional*[*str*]) –
- **token** (*Optional*[*str*]) –
- **status** (*Optional*[*str*]) –

__init__(*tag*=None, *token*=None, *status*=None, ***kwargs*)

Parameters

- **tag** (*Optional*[*str*]) –
- **token** (*Optional*[*str*]) –
- **status** (*Optional*[*str*]) –

Methods

`__init__`([tag, token, status])

`to_string`(*[, level, sep, nl]) Returns a prettified string representation of the object.

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale

Modules

`async_supercell_api.clash_royale.api`

`async_supercell_api.clash_royale.types`

async_supercell_api.clash_royale.api

Classes

`ClashRoyaleAPI`(api_key[, debug]) Class to interact with Clash Royale APIs

async_supercell_api.clash_royale.api.ClashRoyaleAPI

class `async_supercell_api.clash_royale.api.ClashRoyaleAPI`(api_key, debug=False)

Bases: `async_supercell_api.api.SupercellAPI`

Class to interact with Clash Royale APIs

Parameters

- **api_key** (*str*) –
- **debug** (*Optional* [*bool*]) – in case you want the class to print every url and response status. Default (and suggested) False

`__init__`(api_key, debug=False)

Parameters

- **api_key** (*str*) –

- **debug** (*bool*) –

Methods

<code>__init__(api_key[, debug])</code>	
<code>create_object(response[, object_class, ...])</code>	
<code>get_cards([limit, after, before])</code>	Get list of available cards.
<code>get_clan(clanTag)</code>	Get information about a single clan by clan tag.
<code>get_clan_members(clanTag[, limit, after, before])</code>	List clan members.
<code>get_clan_ranking(locationId[, limit, after, ...])</code>	Get clan rankings for a specific location.
<code>get_clan_war_log(clanTag[, limit, after, before])</code>	Retrieve clan's clan war log.
<code>get_clan_wars_ranking(locationId[, limit, ...])</code>	Get clan war rankings for a specific location.
<code>get_current_river_race(clanTag)</code>	Retrieve information about clan's current river race.
<code>get_current_war(clanTag)</code>	Retrieve information about clan's current clan war.
<code>get_global_tournament_ranking(tournamentTag)</code>	Get global tournament rankings.
<code>get_global_tournaments()</code>	Get list of global tournaments.
<code>get_location(locationId)</code>	Get information about specific location.
<code>get_locations([limit, after, before])</code>	List locations.
<code>get_player(playerTag)</code>	Get information about a single player by player tag.
<code>get_player_battles(playerTag)</code>	Get list of recent battles for a player.
<code>get_player_ranking(locationId[, limit, ...])</code>	Get player rankings for a specific location.
<code>get_player_upcoming_chests(playerTag)</code>	Get list of reward chests that the player will receive next in the game.
<code>get_river_race_war_log(clanTag[, limit, ...])</code>	Retrieve clan's river race log.
<code>get_top_player_league_season_handler(seasonId)</code>	Get top player league season.
<code>get_top_player_league_season_rankings(seasonId)</code>	Get top player rankings for a season.
<code>get_tournament(tournamentTag)</code>	Get information about a single tournament by a tournament tag.
<code>list_top_player_league_seasons_handler([...])</code>	Lists top player league seasons.
<code>make_api_request(url, **kwargs)</code>	
<code>make_request(url[, method, headers, json, debug])</code>	
<code>search_clans([name, locationId, minMembers, ...])</code>	Search all clans by name and/or filtering the results using various criteria.
<code>search_tournaments([name, limit, after, before])</code>	Search all tournaments by name.

async get_clan_war_log(*clanTag*, *limit=None*, *after=None*, *before=None*)

Retrieve clan's clan war log.

Original method.

Parameters

- **clanTag** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page [ClanWarLogEntry]

async search_clans(*name=None, locationId=None, minMembers=None, maxMembers=None, minScore=None, limit=None, after=None, before=None*)

Search all clans by name and/or filtering the results using various criteria. At least one filtering criteria must be defined and if name is used as part of search, it is required to be at least three characters long. It is not possible to specify ordering for results so clients should not rely on any specific ordering as that may change in the future releases of the API.

[Original method.](#)

Parameters

- **name** (*Optional[str]*) –
- **locationId** (*Optional[int]*) –
- **minMembers** (*Optional[int]*) –
- **maxMembers** (*Optional[int]*) –
- **minScore** (*Optional[int]*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page`[:class:`~types.clans.Clan]

async get_river_race_war_log(*clanTag, limit=None, after=None, before=None*)

Retrieve clan's river race log.

[Original method.](#)

Parameters

- **clanTag** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page`[:class:`~types.clans.RiverRaceLogEntry]

async get_current_war(*clanTag*)

Retrieve information about clan's current clan war.

[Original method.](#)

Parameters **clanTag** (*str*) –

Returns

Return type async_supercell_api.clash_royale.types.clans.CurrentClanWar

async get_clan(*clanTag*)

Get information about a single clan by clan tag. Clan tags can be found using clan search operation.

[Original method.](#)

Parameters **clanTag** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.clans.Clan`

async get_clan_members(*clanTag*, *limit=None*, *after=None*, *before=None*)

List clan members.

[Original method.](#)

Parameters

- **clanTag** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page[:class:`~types.clans.ClanMember`]`

async get_current_river_race(*clanTag*)

Retrieve information about clan's current river race.

[Original method.](#)

Parameters **clanTag** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.clans.CurrentRiverRace`

async get_player(*playerTag*)

Get information about a single player by player tag. Player tags can be found either in game or by from clan member lists.

[Original method.](#)

Parameters **playerTag** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.players.Player`

async get_player_upcoming_chests(*playerTag*)

Get list of reward chests that the player will receive next in the game.

[Original method.](#)

Parameters **playerTag** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.players.UpcomingChests`

async get_player_battles(*playerTag*)

Get list of recent battles for a player.

[Original method.](#)

Parameters **playerTag** (*str*) –

Returns

Return type `List[Battle]`

async get_cards(*limit=None, after=None, before=None*)

Get list of available cards.

[Original method.](#)

Parameters

- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.players.Item]`

async search_tournaments(*name=None, limit=None, after=None, before=None*)

Search all tournaments by name. It is not possible to specify ordering for results so clients should not rely on any specific ordering as that may change in the future releases of the API.

[Original method.](#)

Parameters

- **name** (*Optional[str]*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.tournaments.TournamentHeader]`

async get_tournament(*tournamentTag*)

Get information about a single tournament by a tournament tag.

[Original method.](#)

Parameters **tournamentTag** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.tournaments.Tournament`

async get_clan_ranking(*locationId, limit=None, after=None, before=None*)

Get clan rankings for a specific location.

[Original method.](#)

Parameters

- **locationId** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.locations.ClanRanking]`

async get_player_ranking(*locationId*, *limit=None*, *after=None*, *before=None*)

Get player rankings for a specific location.

[Original method.](#)

Parameters

- **locationId** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.locations.PlayerRanking]`

async get_clan_wars_ranking(*locationId*, *limit=None*, *after=None*, *before=None*)

Get clan war rankings for a specific location.

[Original method.](#)

Parameters

- **locationId** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.locations.ClanRanking]`

async get_top_player_league_season_handler(*seasonId*)

Get top player league season.

IMPORTANT I don't know how this endpoint works since the documentation is missing.

[Original method.](#)

Parameters **seasonId** (*str*) –

Returns

Return type `async_supercell_api.clash_royale.types.locations.LeagueSeason`

async get_top_player_league_season_rankings(*seasonId*, *limit=None*, *after=None*, *before=None*)

Get top player rankings for a season.

[Original method.](#)

Parameters

- **seasonId** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type `Page`[:class:`~types.locations.PlayerRanking]`

async list_top_player_league_seasons_handler(*limit=None, after=None, before=None*)

Lists top player league seasons.

Original method.

Parameters

- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page`[:class:`~types.locations.LeagueSeason]

async get_locations(*limit=None, after=None, before=None*)

List locations.

Original method.

Parameters

- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page`[:class:`~types.locations.Location]

async get_location(*locationId*)

Get information about specific location.

Original method.

Parameters **locationId** (*str*) –

Returns

Return type async_supercell_api.clash_royale.types.clans.Location

async get_global_tournament_ranking(*tournamentTag, limit=None, after=None, before=None*)

Get global tournament rankings.

Original method.

Parameters

- **tournamentTag** (*str*) –
- **limit** (*Optional[int]*) –
- **after** (*Optional[str]*) –
- **before** (*Optional[str]*) –

Returns

Return type Page`[:class:`~types.locations.LadderTournamentRanking]

async get_global_tournaments()

Get list of global tournaments.

Original method.

Returns

Return type List[LadderTournament]

async_supercell_api.clash_royale.types

Modules

async_supercell_api.clash_royale.types.
clans
async_supercell_api.clash_royale.types.
global_tournaments
async_supercell_api.clash_royale.types.
locations
async_supercell_api.clash_royale.types.
players
async_supercell_api.clash_royale.types.
tournaments

async_supercell_api.clash_royale.types.clans

Classes

Arena([name, id, iconUrls])	
Clan([memberList, tag, clanWarTrophies, ...])	
ClanMember([clanChestPoints, arena, ...])	
ClanWarClan([crowns, tag, clanScore, ...])	param crowns
ClanWarLogEntry([standings, seasonId, ...])	param standings
ClanWarParticipant([tag, name, cardsEarned, ...])	param tag
ClanWarStanding([trophyChange, clan])	param trophyChange
CurrentClanWar([state, clan, participants, ...])	
CurrentRiverRace([state, clan, clans, ...])	param state
Location([localizedName, id, name, ...])	
PeriodLog([items, periodIndex])	param items

continues on next page

Table 49 – continued from previous page

PeriodLogEntry([clan, pointsEarned, ...])	param clan
PeriodLogEntryClan([tag])	param tag
RiverRaceClan([tag, clanScore, badgeId, ...])	
RiverRaceLogEntry([standings, seasonId, ...])	
RiverRaceParticipant([tag, name, fame, ...])	
RiverRaceStanding([rank, trophyChange, clan])	

async_supercell_api.clash_royale.types.clans.Arena

class `async_supercell_api.clash_royale.types.clans.Arena`(*name=None, id=None, iconUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

__init__(*name=None, id=None, iconUrls=None, **kwargs*)

Parameters

- **name** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **iconUrls** (*Optional[Dict[str, Any]]*) –

Methods

__init__([*name, id, iconUrls*])

to_string(*[*level, sep, nl*]) Returns a prettified string representation of the object.

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces

- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.Clan

```
class async_supercell_api.clash_royale.types.clans.Clan(memberList=None, tag=None,
                                                         clanWarTrophies=None,
                                                         requiredTrophies=None,
                                                         donationsPerWeek=None,
                                                         clanScore=None, badgeId=None,
                                                         clanChestMaxLevel=None,
                                                         clanChestStatus=None,
                                                         clanChestLevel=None, name=None,
                                                         location=None, type=None,
                                                         members=None, description=None,
                                                         clanChestPoints=None, badgeUrls=None,
                                                         **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **memberList** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **clanWarTrophies** (*Optional[int]*) –
- **requiredTrophies** (*Optional[int]*) –
- **donationsPerWeek** (*Optional[int]*) –
- **clanScore** (*Optional[int]*) –
- **badgeId** (*Optional[int]*) –
- **clanChestMaxLevel** (*Optional[int]*) –
- **clanChestStatus** (*Optional[str]*) –
- **clanChestLevel** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **location** (*Optional[dict]*) –
- **type** (*Optional[str]*) –
- **members** (*Optional[int]*) –
- **description** (*Optional[str]*) –
- **clanChestPoints** (*Optional[int]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

```
__init__(memberList=None, tag=None, clanWarTrophies=None, requiredTrophies=None,
          donationsPerWeek=None, clanScore=None, badgeId=None, clanChestMaxLevel=None,
          clanChestStatus=None, clanChestLevel=None, name=None, location=None, type=None,
          members=None, description=None, clanChestPoints=None, badgeUrls=None, **kwargs)
```

Parameters

- **memberList** (*Optional[List[dict]]*) –

- **tag** (*Optional[str]*) –
- **clanWarTrophies** (*Optional[int]*) –
- **requiredTrophies** (*Optional[int]*) –
- **donationsPerWeek** (*Optional[int]*) –
- **clanScore** (*Optional[int]*) –
- **badgeId** (*Optional[int]*) –
- **clanChestMaxLevel** (*Optional[int]*) –
- **clanChestStatus** (*Optional[str]*) –
- **clanChestLevel** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **location** (*Optional[dict]*) –
- **type** (*Optional[str]*) –
- **members** (*Optional[int]*) –
- **description** (*Optional[str]*) –
- **clanChestPoints** (*Optional[int]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

Methods

`__init__`([memberList, tag, clanWarTrophies, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
---	---

`to_string`(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.ClanMember

```
class async_supercell_api.clash_royale.types.clans.ClanMember(clanChestPoints=None,
                                                             arena=None, lastSeen=None,
                                                             tag=None, name=None,
                                                             role=None, expLevel=None,
                                                             trophies=None, clanRank=None,
                                                             previousClanRank=None,
                                                             donations=None,
                                                             donationsReceived=None,
                                                             **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **clanChestPoints** (*Optional[int]*) –
- **arena** (*Optional[dict]*) –
- **lastSeen** (*Optional[str]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **role** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **clanRank** (*Optional[int]*) –
- **previousClanRank** (*Optional[int]*) –
- **donations** (*Optional[int]*) –
- **donationsReceived** (*Optional[int]*) –

```
__init__(clanChestPoints=None, arena=None, lastSeen=None, tag=None, name=None, role=None,
expLevel=None, trophies=None, clanRank=None, previousClanRank=None, donations=None,
donationsReceived=None, **kwargs)
```

Parameters

- **clanChestPoints** (*Optional[int]*) –
- **arena** (*Optional[dict]*) –
- **lastSeen** (*Optional[str]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **role** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **clanRank** (*Optional[int]*) –
- **previousClanRank** (*Optional[int]*) –
- **donations** (*Optional[int]*) –

- **donationsReceived** (*Optional*[*int*]) –

Methods

`__init__`([clanChestPoints, arena, lastSeen, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_royale.types.clans.ClanWarClan

class `async_supercell_api.clash_royale.types.clans.ClanWarClan`(*crowns=None, tag=None, clanScore=None, badgeId=None, name=None, participants=None, battlesPlayed=None, wins=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **crowns** (*int*) –
- **tag** (*str*) –
- **clanScore** (*int*) –
- **badgeId** (*int*) –
- **name** (*str*) –
- **participants** (*int*) –
- **battlesPlayed** (*int*) –
- **wins** (*int*) –

`__init__`(*crowns=None, tag=None, clanScore=None, badgeId=None, name=None, participants=None, battlesPlayed=None, wins=None, **kwargs*)

Parameters

- **crowns** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **clanScore** (*Optional*[*int*]) –
- **badgeId** (*Optional*[*int*]) –

- **name** (*Optional[str]*) –
- **participants** (*Optional[int]*) –
- **battlesPlayed** (*Optional[int]*) –
- **wins** (*Optional[int]*) –

Methods

`__init__`([crowns, tag, clanScore, badgeId, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

`to_string`(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_royale.types.clans.ClanWarLogEntry

class `async_supercell_api.clash_royale.types.clans.ClanWarLogEntry`(*standings=None, seasonId=None, participants=None, createdDate=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **standings** (*ClanWarStanding*) –
- **seasonId** (*int*) –
- **participants** (*ClanWarParticipant*) –
- **createdDate** (*str*) –

`__init__`(*standings=None, seasonId=None, participants=None, createdDate=None, **kwargs*)

Parameters

- **standings** (*Optional[List[dict]]*) –
- **seasonId** (*Optional[int]*) –
- **participants** (*Optional[List[dict]]*) –
- **createdDate** (*Optional[str]*) –

Methods

`__init__`([standings, seasonId, ...])

`to_string`(*[, level, sep, nl]) Returns a prettified string representation of the object.

to_string(*, level=0, sep=' ', nl='\n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.ClanWarParticipant

class `async_supercell_api.clash_royale.types.clans.ClanWarParticipant`(tag=None, name=None, cardsEarned=None, battlesPlayed=None, wins=None, collectionDayBattlesPlayed=None, numberOfBattles=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*str*) –
- **name** (*str*) –
- **cardsEarned** (*int*) –
- **battlesPlayed** (*int*) –
- **wins** (*int*) –
- **collectionDayBattlesPlayed** (*int*) –
- **numberOfBattles** (*int*) –

`__init__`(tag=None, name=None, cardsEarned=None, battlesPlayed=None, wins=None, collectionDayBattlesPlayed=None, numberOfBattles=None, **kwargs)

Parameters

- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **cardsEarned** (*Optional[int]*) –
- **battlesPlayed** (*Optional[int]*) –
- **wins** (*Optional[int]*) –
- **collectionDayBattlesPlayed** (*Optional[int]*) –

- **numberOfBattles** (*Optional* [*int*]) –

Methods

`__init__`([tag, name, cardsEarned, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_royale.types.clans.ClanWarStanding

class `async_supercell_api.clash_royale.types.clans.ClanWarStanding`(*trophyChange=None, clan=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **trophyChange** (*int*) –
- **clan** (*ClanWarClan*) –

`__init__`(*trophyChange=None, clan=None, **kwargs*)

Parameters

- **trophyChange** (*Optional* [*int*]) –
- **clan** (*Optional* [*dict*]) –

Methods

`__init__`([trophyChange, clan])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces

- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.CurrentClanWar

class async_supercell_api.clash_royale.types.clans.**CurrentClanWar**(*state=None, clan=None, participants=None, clans=None, collectionEndTime=None, warEndTime=None, **kwargs*)

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **state** (*Optional[str]*) –
- **clan** (*Optional[dict]*) –
- **participants** (*Optional[List[dict]]*) –
- **clans** (*Optional[List[dict]]*) –
- **collectionEndTime** (*Optional[str]*) –
- **warEndTime** (*Optional[str]*) –

__init__(*state=None, clan=None, participants=None, clans=None, collectionEndTime=None, warEndTime=None, **kwargs*)

Parameters

- **state** (*Optional[str]*) –
- **clan** (*Optional[dict]*) –
- **participants** (*Optional[List[dict]]*) –
- **clans** (*Optional[List[dict]]*) –
- **collectionEndTime** (*Optional[str]*) –
- **warEndTime** (*Optional[str]*) –

Methods

__init__([*state, clan, participants, clans, ...*])

<i>to_string</i> (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.CurrentRiverRace

```
class async_supercell_api.clash_royale.types.clans.CurrentRiverRace(state=None, clan=None,
                                                                    clans=None,
                                                                    collectionEndTime=None,
                                                                    warEndTime=None,
                                                                    sectionIndex=None,
                                                                    periodIndex=None,
                                                                    periodType=None,
                                                                    periodLogs=None,
                                                                    **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **state** (*str*) –
- **clan** –
- **clans** (List[RiverRaceClan]) –
- **collectionEndTime** (*str*) –
- **warEndTime** (*str*) –
- **sectionIndex** (*int*) –
- **periodIndex** (*int*) –
- **periodType** (*str*) –
- **periodLogs** (List[PeriodLog]) –

```
__init__(state=None, clan=None, clans=None, collectionEndTime=None, warEndTime=None,
         sectionIndex=None, periodIndex=None, periodType=None, periodLogs=None, **kwargs)
```

Parameters

- **state** (*Optional[str]*) –
- **clan** (*Optional[dict]*) –
- **clans** (*Optional[List[dict]]*) –
- **collectionEndTime** (*Optional[str]*) –
- **warEndTime** (*Optional[str]*) –
- **sectionIndex** (*Optional[int]*) –
- **periodIndex** (*Optional[int]*) –
- **periodType** (*Optional[str]*) –
- **periodLogs** (*Optional[List[dict]]*) –

Methods

`__init__`([state, clan, clans, ...])

`to_string`(*[, level, sep, nl]) Returns a prettified string representation of the object.

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.Location

class `async_supercell_api.clash_royale.types.clans.Location`(localizedName=None, id=None, name=None, isCountry=None, countryCode=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **localizedName** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **isCountry** (*Optional[bool]*) –
- **countryCode** (*Optional[str]*) –

`__init__`(localizedName=None, id=None, name=None, isCountry=None, countryCode=None, **kwargs)

Parameters

- **localizedName** (*Optional[str]*) –
- **id** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **isCountry** (*Optional[bool]*) –
- **countryCode** (*Optional[str]*) –

Methods

`__init__`([localizedName, id, name, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.PeriodLog

class `async_supercell_api.clash_royale.types.clans.PeriodLog`(items=None, periodIndex=None, **kwargs)

Bases: `async_supercell_api.types.SuperCellApiResponse`

Parameters

- **items** (List[PeriodLogEntry]) –
- **periodIndex** (*int*) –

`__init__`(items=None, periodIndex=None, **kwargs)

Parameters

- **items** (Optional[List[dict]]) –
- **periodIndex** (Optional[int]) –

Methods

`__init__`([items, periodIndex])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.PeriodLogEntry

```
class async_supercell_api.clash_royale.types.clans.PeriodLogEntry(clan=None,
                                                                pointsEarned=None,
                                                                progressStartOfDay=None,
                                                                progressEndOfDay=None,
                                                                endOfDayRank=None,
                                                                progressEarned=None,
                                                                numOfDefensesRemaining=None,
                                                                progressEarnedFromDefenses=None,
                                                                **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (`PeriodLogEntryClan`) –
- **pointsEarned** (`int`) –
- **progressStartOfDay** (`int`) –
- **progressEndOfDay** (`int`) –
- **endOfDayRank** (`int`) –
- **progressEarned** (`int`) –
- **numOfDefensesRemaining** (`int`) –
- **progressEarnedFromDefenses** (`int`) –

```
__init__(clan=None, pointsEarned=None, progressStartOfDay=None, progressEndOfDay=None,
endOfDayRank=None, progressEarned=None, numOfDefensesRemaining=None,
progressEarnedFromDefenses=None, **kwargs)
```

Parameters

- **clan** (`Optional[dict]`) –
- **pointsEarned** (`Optional[int]`) –
- **progressStartOfDay** (`Optional[int]`) –
- **progressEndOfDay** (`Optional[int]`) –
- **endOfDayRank** (`Optional[int]`) –
- **progressEarned** (`Optional[int]`) –
- **numOfDefensesRemaining** (`Optional[int]`) –
- **progressEarnedFromDefenses** (`Optional[int]`) –

Methods

`__init__`([clan, pointsEarned, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.PeriodLogEntryClan

class `async_supercell_api.clash_royale.types.clans.PeriodLogEntryClan`(tag=None, **kwargs)
 Bases: `async_supercell_api.types.SuperCellApiResponse`

Parameters **tag** (*str*) –

`__init__`(tag=None, **kwargs)

Parameters **tag** (*Optional[str]*) –

Methods

`__init__`([tag])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.RiverRaceClan

```
class async_supercell_api.clash_royale.types.clans.RiverRaceClan(tag=None, clanScore=None,
    badgeId=None, name=None,
    fame=None,
    repairPoints=None,
    finishTime=None,
    participants=None,
    periodPoints=None, **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **tag** (*Optional*[[str](#)]) –
- **clanScore** (*Optional*[[int](#)]) –
- **badgeId** (*Optional*[[int](#)]) –
- **name** (*Optional*[[str](#)]) –
- **fame** (*Optional*[[int](#)]) –
- **repairPoints** (*Optional*[[int](#)]) –
- **finishTime** (*Optional*[[str](#)]) –
- **participants** (*Optional*[*List*[[dict](#)]]) –
- **periodPoints** (*Optional*[[int](#)]) –

```
__init__(tag=None, clanScore=None, badgeId=None, name=None, fame=None, repairPoints=None,
    finishTime=None, participants=None, periodPoints=None, **kwargs)
```

Parameters

- **tag** (*Optional*[[str](#)]) –
- **clanScore** (*Optional*[[int](#)]) –
- **badgeId** (*Optional*[[int](#)]) –
- **name** (*Optional*[[str](#)]) –
- **fame** (*Optional*[[int](#)]) –
- **repairPoints** (*Optional*[[int](#)]) –
- **finishTime** (*Optional*[[str](#)]) –
- **participants** (*Optional*[*List*[[dict](#)]]) –
- **periodPoints** (*Optional*[[int](#)]) –

Methods

`__init__`([tag, clanScore, badgeId, name, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

`to_string`(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.clans.RiverRaceLogEntry

`class` `async_supercell_api.clash_royale.types.clans.RiverRaceLogEntry`(*standings=None*,
seasonId=None,
createdDate=None,
sectionIndex=None,
***kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **standings** (*Optional[List[dict]]*) –
- **seasonId** (*Optional[int]*) –
- **createdDate** (*Optional[str]*) –
- **sectionIndex** (*Optional[int]*) –

`__init__`(*standings=None*, *seasonId=None*, *createdDate=None*, *sectionIndex=None*, ***kwargs*)

Parameters

- **standings** (*Optional[List[dict]]*) –
- **seasonId** (*Optional[int]*) –
- **createdDate** (*Optional[str]*) –
- **sectionIndex** (*Optional[int]*) –

Methods

`__init__`([standings, seasonId, createDate, ...])

`to_string`(*[, level, sep, nl]) Returns a prettified string representation of the object.

`to_string`(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘\n’

async_supercell_api.clash_royale.types.clans.RiverRaceParticipant

```
class async_supercell_api.clash_royale.types.clans.RiverRaceParticipant(tag=None,
                                                                    name=None,
                                                                    fame=None,
                                                                    repairPoints=None,
                                                                    boatAttacks=None,
                                                                    decksUsed=None,
                                                                    decksUsedToday=None,
                                                                    **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **fame** (*Optional[int]*) –
- **repairPoints** (*Optional[int]*) –
- **boatAttacks** (*Optional[int]*) –
- **decksUsed** (*Optional[int]*) –
- **decksUsedToday** (*Optional[int]*) –

`__init__`(tag=None, name=None, fame=None, repairPoints=None, boatAttacks=None, decksUsed=None, decksUsedToday=None, **kwargs)

Parameters

- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **fame** (*Optional[int]*) –
- **repairPoints** (*Optional[int]*) –

- **boatAttacks** (*Optional[int]*) –
- **decksUsed** (*Optional[int]*) –
- **decksUsedToday** (*Optional[int]*) –

Methods

`__init__`([tag, name, fame, repairPoints, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, level=0, sep=' ', nl='n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_royale.types.clans.RiverRaceStanding

class `async_supercell_api.clash_royale.types.clans.RiverRaceStanding`(rank=None, trophyChange=None, clan=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **rank** (*Optional[int]*) –
- **trophyChange** (*Optional[int]*) –
- **clan** (*Optional[dict]*) –

`__init__`(rank=None, trophyChange=None, clan=None, **kwargs)

Parameters

- **rank** (*Optional[int]*) –
- **trophyChange** (*Optional[int]*) –
- **clan** (*Optional[dict]*) –

Methods

`__init__`([rank, trophyChange, clan])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
---	---

to_string(*, level=0, sep=' ', nl='\n')
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.global_tournaments

Classes

LadderTournament([gameMode, maxLosses, ...])

SurvivalMilestoneReward([chest, rarity, ...])

async_supercell_api.clash_royale.types.global_tournaments.LadderTournament

```
class async_supercell_api.clash_royale.types.global_tournaments.LadderTournament(gameMode=None,
maxLosses=None,
minExpLevel=None,
tournamentLevel=None,
milestoneRewards=None,
freeTierRe-
wards=None,
tag=None,
ti-
tle=None,
start-
Time=None,
end-
Time=None,
topRankRe-
ward=None,
maxTo-
pRe-
wardRank=None,
**kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **gameMode** (*Optional[dict]*) –
- **maxLosses** (*Optional[int]*) –
- **minExpLevel** (*Optional[int]*) –
- **tournamentLevel** (*Optional[int]*) –
- **milestoneRewards** (*Optional[List[dict]]*) –
- **freeTierRewards** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **title** (*Optional[str]*) –
- **startTime** (*Optional[str]*) –
- **endTime** (*Optional[str]*) –
- **topRankReward** (*Optional[List[dict]]*) –
- **maxTopRewardRank** (*Optional[int]*) –

```
__init__(gameMode=None, maxLosses=None, minExpLevel=None, tournamentLevel=None,
milestoneRewards=None, freeTierRewards=None, tag=None, title=None, startTime=None,
endTime=None, topRankReward=None, maxTopRewardRank=None, **kwargs)
```

Parameters

- **gameMode** (*Optional*[*dict*]) –
- **maxLosses** (*Optional*[*int*]) –
- **minExpLevel** (*Optional*[*int*]) –
- **tournamentLevel** (*Optional*[*int*]) –
- **milestoneRewards** (*Optional*[*List*[*dict*]]) –
- **freeTierRewards** (*Optional*[*List*[*dict*]]) –
- **tag** (*Optional*[*str*]) –
- **title** (*Optional*[*str*]) –
- **startTime** (*Optional*[*str*]) –
- **endTime** (*Optional*[*str*]) –
- **topRankReward** (*Optional*[*List*[*dict*]]) –
- **maxTopRewardRank** (*Optional*[*int*]) –

Methods

```
__init__([gameMode, maxLosses, minExpLevel,
...])
```

```
to_string(*[, level, sep, nl]) Returns a prettified string representation of the object.
```

```
to_string(*, level=0, sep=' ', nl='\n')
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.global_tournaments.SurvivalMilestoneReward

```
class async_supercell_api.clash_royale.types.global_tournaments.SurvivalMilestoneReward(chest=None,
rarity=None,
rewards=None,
source=None,
type=None,
amount=None,
card=None,
wins=None,
**kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **chest** (*Optional*[*str*]) –

- **rarity** (*Optional*[*str*]) –
- **resource** (*Optional*[*str*]) –
- **type** (*Optional*[*str*]) –
- **amount** (*Optional*[*int*]) –
- **card** (*Optional*[*dict*]) –
- **wins** (*Optional*[*int*]) –

__init__ (*chest=None, rarity=None, resource=None, type=None, amount=None, card=None, wins=None, **kwargs*)

Parameters

- **chest** (*Optional*[*str*]) –
- **rarity** (*Optional*[*str*]) –
- **resource** (*Optional*[*str*]) –
- **type** (*Optional*[*str*]) –
- **amount** (*Optional*[*int*]) –
- **card** (*Optional*[*dict*]) –
- **wins** (*Optional*[*int*]) –

Methods

__init__ ([*chest, rarity, resource, type, ...*])

<i>to_string</i> (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.locations

Classes

ClanRanking ([*clanScore, badgeId, location, ...*])

LadderTournamentRanking ([*clan, wins, ...*])

continues on next page

Table 70 – continued from previous page

LeagueSeason([id])

PlayerRanking([clan, arena, tag, name, ...])

PlayerRankingClan([badgeId, tag, name, ...])

async_supercell_api.clash_royale.types.locations.ClanRanking

```
class async_supercell_api.clash_royale.types.locations.ClanRanking(clanScore=None,
                                                                    badgeId=None,
                                                                    location=None,
                                                                    members=None, tag=None,
                                                                    name=None, rank=None,
                                                                    previousRank=None,
                                                                    badgeUrls=None, **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **clanScore** (*Optional[int]*) –
- **badgeId** (*Optional[int]*) –
- **location** (*Optional[dict]*) –
- **members** (*Optional[int]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

```
__init__(clanScore=None, badgeId=None, location=None, members=None, tag=None, name=None,
          rank=None, previousRank=None, badgeUrls=None, **kwargs)
```

Parameters

- **clanScore** (*Optional[int]*) –
- **badgeId** (*Optional[int]*) –
- **location** (*Optional[dict]*) –
- **members** (*Optional[int]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

Methods

`__init__`([clanScore, badgeId, location, ...])

`to_string`(*[, level, sep, nl]) Returns a prettified string representation of the object.

`to_string`(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.locations.LadderTournamentRanking

`class async_supercell_api.clash_royale.types.locations.LadderTournamentRanking`(clan=None, wins=None, losses=None, tag=None, name=None, rank=None, previousRank=None, **kwargs)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (*Optional[dict]*) –
- **wins** (*Optional[int]*) –
- **losses** (*Optional[int]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –

`__init__`(clan=None, wins=None, losses=None, tag=None, name=None, rank=None, previousRank=None, **kwargs)

Parameters

- **clan** (*Optional[dict]*) –
- **wins** (*Optional[int]*) –
- **losses** (*Optional[int]*) –
- **tag** (*Optional[str]*) –

- **name** (*Optional[str]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –

Methods

`__init__`([clan, wins, losses, tag, name, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.locations.LeagueSeason

class `async_supercell_api.clash_royale.types.locations.LeagueSeason`(*id=None, **kwargs*)
Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters *id* (*Optional[str]*) –

`__init__`(*id=None, **kwargs*)

Parameters *id* (*Optional[str]*) –

Methods

`__init__`([id])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.locations.PlayerRanking

```
class async_supercell_api.clash_royale.types.locations.PlayerRanking(clan=None, arena=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, trophies=None, **kwargs)
```

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **clan** (*Optional[dict]*) –
- **arena** (*Optional[dict]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –

```
__init__(clan=None, arena=None, tag=None, name=None, expLevel=None, rank=None, previousRank=None, trophies=None, **kwargs)
```

Parameters

- **clan** (*Optional[dict]*) –
- **arena** (*Optional[dict]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –

Methods

```
__init__([clan, arena, tag, name, expLevel, ...])
```

<pre>to_string(*[, level, sep, nl])</pre>	Returns a prettified string representation of the object.
---	---

```
to_string(*, level=0, sep=' ', nl='\n')
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.locations.PlayerRankingClan

```
class async_supercell_api.clash_royale.types.locations.PlayerRankingClan(badgeId=None,  
                                                                    tag=None,  
                                                                    name=None,  
                                                                    badgeUrls=None,  
                                                                    **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **badgeId** (*Optional[int]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

__init__ (*badgeId=None, tag=None, name=None, badgeUrls=None, **kwargs*)

Parameters

- **badgeId** (*Optional[int]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **badgeUrls** (*Optional[Dict[str, Any]]*) –

Methods

__init__ ([*badgeId, tag, name, badgeUrls*])

<i>to_string</i> (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players

Classes

<i>Battle</i> ([gameMode, arena, type, ...])	Type representing a battle.
<i>Chest</i> ([name, index, iconUrls])	
<i>GameMode</i> ([id, name])	
<i>Item</i> ([iconUrls, name, id, maxLevel])	
<i>LeagueSeasonResult</i> ([trophies, rank, ...])	
<i>Player</i> ([clan, arena, role, wins, losses, ...])	
<i>PlayerAchievementBadge</i> ([maxLevel, progress, ...])	
<i>PlayerAchievementProgress</i> ([stars, value, ...])	
<i>PlayerBattleData</i> ([clan, cards, tag, name, ...])	
<i>PlayerClan</i> ([badgeId, tag, name, badgeUrls])	
<i>PlayerItemLevel</i> ([id, count, level, ...])	
<i>PlayerLeagueStatistics</i> ([bestSeason, ...])	
<i>UpcomingChests</i> ([items])	

async_supercell_api.clash_royale.types.players.Battle

```
class async_supercell_api.clash_royale.types.players.Battle(gameMode=None, arena=None,
                                                            type=None, deckSelection=None,
                                                            opponent=None,
                                                            challengeWinCountBefore=None,
                                                            boatBattleSide=None,
                                                            boatBattleWon=None,
                                                            newTowersDestroyed=None,
                                                            prevTowersDestroyed=None,
                                                            remainingTowers=None, team=None,
                                                            battleTime=None, challengeId=None,
                                                            tournamentTag=None,
                                                            challengeTitle=None,
                                                            isLadderTournament=None,
                                                            isHostedMatch=None, **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Type representing a battle.

Parameters

- **gameMode** (*GameMode*) –
- **arena** (*Arena*) –
- **type** (*str*) –
- **deckSelection** (*str*) –
- **opponent** (*PlayerBattleData*) –
- **challengeWinCountBefore** (*int*) –
- **boatBattleSide** (*str*) –
- **boatBattleWon** (*bool*) –
- **newTowersDestroyed** (*int*) –
- **prevTowersDestroyed** (*int*) –
- **remainingTowers** (*int*) –
- **team** (*PlayerBattleData*) –
- **battleTime** (*str*) –
- **challengeId** (*int*) –
- **tournamentTag** (*str*) –
- **challengeTitle** (*str*) –
- **isLadderTournament** (*bool*) –
- **isHostedMatch** (*bool*) –

__init__ (*gameMode=None, arena=None, type=None, deckSelection=None, opponent=None, challengeWinCountBefore=None, boatBattleSide=None, boatBattleWon=None, newTowersDestroyed=None, prevTowersDestroyed=None, remainingTowers=None, team=None, battleTime=None, challengeId=None, tournamentTag=None, challengeTitle=None, isLadderTournament=None, isHostedMatch=None, **kwargs*)

Parameters

- **gameMode** (*Optional[dict]*) –
- **arena** (*Optional[dict]*) –
- **type** (*Optional[str]*) –
- **deckSelection** (*Optional[str]*) –
- **opponent** (*Optional[List[dict]]*) –
- **challengeWinCountBefore** (*Optional[int]*) –
- **boatBattleSide** (*Optional[str]*) –
- **boatBattleWon** (*Optional[bool]*) –
- **newTowersDestroyed** (*Optional[int]*) –
- **prevTowersDestroyed** (*Optional[int]*) –
- **remainingTowers** (*Optional[int]*) –
- **team** (*Optional[List[dict]]*) –
- **battleTime** (*Optional[str]*) –

- **challengeId** (*Optional*[*int*]) –
- **tournamentTag** (*Optional*[*str*]) –
- **challengeTitle** (*Optional*[*str*]) –
- **isLadderTournament** (*Optional*[*bool*]) –
- **isHostedMatch** (*Optional*[*bool*]) –

Methods

__init__([gameMode, arena, type, ...])

<i>to_string</i> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.Chest

class `async_supercell_api.clash_royale.types.players.Chest`(*name=None, index=None, iconUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **name** (*Optional*[*str*]) –
- **index** (*Optional*[*int*]) –
- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

__init__(*name=None, index=None, iconUrls=None, **kwargs*)

Parameters

- **name** (*Optional*[*str*]) –
- **index** (*Optional*[*int*]) –
- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

`__init__`([name, index, iconUrls])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

`to_string`(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.GameMode

class `async_supercell_api.clash_royale.types.players.GameMode`(*id=None, name=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **id** (*Optional[int]*) –
- **name** (*Optional[str]*) –

`__init__`(*id=None, name=None, **kwargs*)

Parameters

- **id** (*Optional[int]*) –
- **name** (*Optional[str]*) –

Methods

`__init__`([id, name])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

`to_string`(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.Item

class async_supercell_api.clash_royale.types.players.**Item**(iconUrls=None, name=None, id=None, maxLevel=None, **kwargs)

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –
- **name** (*Optional*[*str*]) –
- **id** (*Optional*[*int*]) –
- **maxLevel** (*Optional*[*int*]) –

__init__(iconUrls=None, name=None, id=None, maxLevel=None, **kwargs)

Parameters

- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –
- **name** (*Optional*[*str*]) –
- **id** (*Optional*[*int*]) –
- **maxLevel** (*Optional*[*int*]) –

Methods

__init__([iconUrls, name, id, maxLevel])

to_string (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*, level=0, sep=' ', nl='\n')

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default 'n'

async_supercell_api.clash_royale.types.players.LeagueSeasonResult

class async_supercell_api.clash_royale.types.players.**LeagueSeasonResult**(trophies=None, rank=None, bestTrophies=None, id=None, **kwargs)

Bases: [async_supercell_api.types.SupercellApiResponse](#)

Parameters

- **trophies** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –

- **bestTrophies** (*Optional*[*int*]) –
- **id** (*Optional*[*str*]) –

__init__(*trophies=None, rank=None, bestTrophies=None, id=None, **kwargs*)

Parameters

- **trophies** (*Optional*[*int*]) –
- **rank** (*Optional*[*int*]) –
- **bestTrophies** (*Optional*[*int*]) –
- **id** (*Optional*[*str*]) –

Methods

__init__([*trophies, rank, bestTrophies, id*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.Player

```
class async_supercell_api.clash_royale.types.players.Player(clan=None, arena=None, role=None,
wins=None, losses=None,
totalDonations=None,
leagueStatistics=None, cards=None,
currentFavouriteCard=None,
badges=None, tag=None,
name=None, expLevel=None,
trophies=None, bestTrophies=None,
donations=None,
donationsReceived=None,
achievements=None,
battleCount=None,
threeCrownWins=None,
challengeCardsWon=None,
challengeMaxWins=None,
tournamentCardsWon=None,
tournamentBattleCount=None,
currentDeck=None,
warDayWins=None,
clanCardsCollected=None,
starPoints=None, expPoints=None,
**kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **clan** (*Optional[dict]*) –
- **arena** (*Optional[dict]*) –
- **role** (*Optional[str]*) –
- **wins** (*Optional[int]*) –
- **losses** (*Optional[int]*) –
- **totalDonations** (*Optional[int]*) –
- **leagueStatistics** (*Optional[dict]*) –
- **cards** (*Optional[List[dict]]*) –
- **currentFavouriteCard** (*Optional[dict]*) –
- **badges** (*Optional[List[dict]]*) –
- **tag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **expLevel** (*Optional[int]*) –
- **trophies** (*Optional[int]*) –
- **bestTrophies** (*Optional[int]*) –
- **donations** (*Optional[int]*) –
- **donationsReceived** (*Optional[int]*) –
- **achievements** (*Optional[List[dict]]*) –

- **battleCount** (*Optional*[*int*]) –
- **threeCrownWins** (*Optional*[*int*]) –
- **challengeCardsWon** (*Optional*[*int*]) –
- **challengeMaxWins** (*Optional*[*int*]) –
- **tournamentCardsWon** (*Optional*[*int*]) –
- **tournamentBattleCount** (*Optional*[*int*]) –
- **currentDeck** (*Optional*[*List*[*dict*]]) –
- **warDayWins** (*Optional*[*int*]) –
- **clanCardsCollected** (*Optional*[*int*]) –
- **starPoints** (*Optional*[*int*]) –
- **expPoints** (*Optional*[*int*]) –

__init__(*clan=None, arena=None, role=None, wins=None, losses=None, totalDonations=None, leagueStatistics=None, cards=None, currentFavouriteCard=None, badges=None, tag=None, name=None, expLevel=None, trophies=None, bestTrophies=None, donations=None, donationsReceived=None, achievements=None, battleCount=None, threeCrownWins=None, challengeCardsWon=None, challengeMaxWins=None, tournamentCardsWon=None, tournamentBattleCount=None, currentDeck=None, warDayWins=None, clanCardsCollected=None, starPoints=None, expPoints=None, **kwargs*)

Parameters

- **clan** (*Optional*[*dict*]) –
- **arena** (*Optional*[*dict*]) –
- **role** (*Optional*[*str*]) –
- **wins** (*Optional*[*int*]) –
- **losses** (*Optional*[*int*]) –
- **totalDonations** (*Optional*[*int*]) –
- **leagueStatistics** (*Optional*[*dict*]) –
- **cards** (*Optional*[*List*[*dict*]]) –
- **currentFavouriteCard** (*Optional*[*dict*]) –
- **badges** (*Optional*[*List*[*dict*]]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **expLevel** (*Optional*[*int*]) –
- **trophies** (*Optional*[*int*]) –
- **bestTrophies** (*Optional*[*int*]) –
- **donations** (*Optional*[*int*]) –
- **donationsReceived** (*Optional*[*int*]) –
- **achievements** (*Optional*[*List*[*dict*]]) –

- **battleCount** (*Optional[int]*) –
- **threeCrownWins** (*Optional[int]*) –
- **challengeCardsWon** (*Optional[int]*) –
- **challengeMaxWins** (*Optional[int]*) –
- **tournamentCardsWon** (*Optional[int]*) –
- **tournamentBattleCount** (*Optional[int]*) –
- **currentDeck** (*Optional[List[dict]]*) –
- **warDayWins** (*Optional[int]*) –
- **clanCardsCollected** (*Optional[int]*) –
- **starPoints** (*Optional[int]*) –
- **expPoints** (*Optional[int]*) –

Methods

`__init__`([clan, arena, role, wins, losses, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerAchievementBadge

class `async_supercell_api.clash_royale.types.players.PlayerAchievementBadge`(*maxLevel=None, progress=None, level=None, target=None, name=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **maxLevel** (*Optional[int]*) –
- **progress** (*Optional[int]*) –
- **level** (*Optional[int]*) –
- **target** (*Optional[int]*) –
- **name** (*Optional[str]*) –

__init__(*maxLevel=None, progress=None, level=None, target=None, name=None, **kwargs*)

Parameters

- **maxLevel** (*Optional[int]*) –
- **progress** (*Optional[int]*) –
- **level** (*Optional[int]*) –
- **target** (*Optional[int]*) –
- **name** (*Optional[str]*) –

Methods

__init__([*maxLevel, progress, level, ...*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerAchievementProgress

class `async_supercell_api.clash_royale.types.players.PlayerAchievementProgress`(*stars=None, value=None, name=None, target=None, info=None, completionInfo=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **stars** (*Optional[int]*) –
- **value** (*Optional[int]*) –
- **name** (*Optional[str]*) –
- **target** (*Optional[int]*) –
- **info** (*Optional[str]*) –
- **completionInfo** (*Optional[str]*) –

```
__init__(stars=None, value=None, name=None, target=None, info=None, completionInfo=None,
          **kwargs)
```

Parameters

- **stars** (*Optional*[*int*]) –
- **value** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **target** (*Optional*[*int*]) –
- **info** (*Optional*[*str*]) –
- **completionInfo** (*Optional*[*str*]) –

Methods

```
__init__([stars, value, name, target, info, ...])
```

```
to_string(*[, level, sep, nl])
```

Returns a prettified string representation of the object.

```
to_string(*[, level=0, sep=' ', nl='\n'])
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerBattleData

```
class async_supercell_api.clash_royale.types.players.PlayerBattleData(clan=None, cards=None,
tag=None, name=None,
startingTrophies=None,
trophyChange=None,
crowns=None, kingTowerHitPoints=None,
princessTowersHitPoints=None,
**kwargs)
```

Bases: *async_supercell_api.types.SuperCellApiResponse*

Parameters

- **clan** (*Optional*[*dict*]) –
- **cards** (*Optional*[*List*[*dict*]]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **startingTrophies** (*Optional*[*int*]) –

- **trophyChange** (*Optional*[*int*]) –
- **crowns** (*Optional*[*int*]) –
- **kingTowerHitPoints** (*Optional*[*int*]) –
- **princessTowersHitPoints** (*Optional*[*List*[*int*]]) –

__init__(*clan=None, cards=None, tag=None, name=None, startingTrophies=None, trophyChange=None, crowns=None, kingTowerHitPoints=None, princessTowersHitPoints=None, **kwargs*)

Parameters

- **clan** (*Optional*[*dict*]) –
- **cards** (*Optional*[*List*[*dict*]]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **startingTrophies** (*Optional*[*int*]) –
- **trophyChange** (*Optional*[*int*]) –
- **crowns** (*Optional*[*int*]) –
- **kingTowerHitPoints** (*Optional*[*int*]) –
- **princessTowersHitPoints** (*Optional*[*List*[*int*]]) –

Methods

__init__([*clan, cards, tag, name, ...*])

<i>to_string</i> (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string(*[, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerClan

class `async_supercell_api.clash_royale.types.players.PlayerClan`(*badgeId=None, tag=None, name=None, badgeUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **badgeId** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –

- **name** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

__init__(*badgeId=None, tag=None, name=None, badgeUrls=None, **kwargs*)

Parameters

- **badgeId** (*Optional*[*int*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **badgeUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

__init__([*badgeId, tag, name, badgeUrls*])

to_string (*[<i>level, sep, nl</i>])	Returns a prettified string representation of the object.
---	---

to_string(*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerItemLevel

class `async_supercell_api.clash_royale.types.players.PlayerItemLevel`(*id=None, count=None, level=None, starLevel=None, name=None, maxLevel=None, iconUrls=None, **kwargs*)

Bases: `async_supercell_api.types.SuperCellApiResponse`

Parameters

- **id** (*Optional*[*int*]) –
- **count** (*Optional*[*int*]) –
- **level** (*Optional*[*int*]) –
- **starLevel** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **maxLevel** (*Optional*[*int*]) –
- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

```
__init__(id=None, count=None, level=None, starLevel=None, name=None, maxLevel=None,
         iconUrls=None, **kwargs)
```

Parameters

- **id** (*Optional*[*int*]) –
- **count** (*Optional*[*int*]) –
- **level** (*Optional*[*int*]) –
- **starLevel** (*Optional*[*int*]) –
- **name** (*Optional*[*str*]) –
- **maxLevel** (*Optional*[*int*]) –
- **iconUrls** (*Optional*[*Dict*[*str*, *Any*]]) –

Methods

```
__init__([id, count, level, starLevel, ...])
```

```
to_string(*[, level, sep, nl])
```

Returns a prettified string representation of the object.

```
to_string(*, level=0, sep=' ', nl='\n')
```

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.PlayerLeagueStatistics

```
class async_supercell_api.clash_royale.types.players.PlayerLeagueStatistics(bestSeason=None,
                                                                           currentSea-
                                                                           son=None,
                                                                           previousSea-
                                                                           son=None,
                                                                           **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **bestSeason** (*Optional*[*dict*]) –
- **currentSeason** (*Optional*[*dict*]) –
- **previousSeason** (*Optional*[*dict*]) –

```
__init__(bestSeason=None, currentSeason=None, previousSeason=None, **kwargs)
```

Parameters

- **bestSeason** (*Optional[dict]*) –
- **currentSeason** (*Optional[dict]*) –
- **previousSeason** (*Optional[dict]*) –

Methods

`__init__`([bestSeason, currentSeason, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.players.UpcomingChests

class `async_supercell_api.clash_royale.types.players.UpcomingChests`(items=None, **kwargs)
Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters **items** (*Optional[List[dict]]*) –

`__init__`(items=None, **kwargs)

Parameters **items** (*Optional[List[dict]]*) –

Methods

`__init__`([items])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.tournaments

Classes

Tournament([membersList, status, ...])

TournamentHeader([status, ...])

TournamentMember([rank, previousRank, clan, ...])

async_supercell_api.clash_royale.types.tournaments.Tournament

```
class async_supercell_api.clash_royale.types.tournaments.Tournament(membersList=None,
status=None, preparationDuration=None,
createdTime=None, startedTime=None,
endedTime=None, firstPlaceCardPrize=None,
gameMode=None, duration=None,
type=None, tag=None, creatorTag=None,
name=None, description=None,
capacity=None, maxCapacity=None,
levelCap=None, **kwargs)
```

Bases: *async_supercell_api.types.SupercellApiResponse*

Parameters

- **membersList** (*Optional[List[dict]]*) –
- **status** (*Optional[str]*) –
- **preparationDuration** (*Optional[int]*) –
- **createdTime** (*Optional[str]*) –
- **startedTime** (*Optional[str]*) –
- **endedTime** (*Optional[str]*) –
- **firstPlaceCardPrize** (*Optional[int]*) –
- **gameMode** (*Optional[dict]*) –
- **duration** (*Optional[int]*) –
- **type** (*Optional[str]*) –
- **tag** (*Optional[str]*) –
- **creatorTag** (*Optional[str]*) –
- **name** (*Optional[str]*) –

- **description** (*Optional*[*str*]) –
- **capacity** (*Optional*[*int*]) –
- **maxCapacity** (*Optional*[*int*]) –
- **levelCap** (*Optional*[*int*]) –

__init__ (*membersList=None, status=None, preparationDuration=None, createdTime=None, startedTime=None, endedTime=None, firstPlaceCardPrize=None, gameMode=None, duration=None, type=None, tag=None, creatorTag=None, name=None, description=None, capacity=None, maxCapacity=None, levelCap=None, **kwargs*)

Parameters

- **membersList** (*Optional*[*List*[*dict*]]) –
- **status** (*Optional*[*str*]) –
- **preparationDuration** (*Optional*[*int*]) –
- **createdTime** (*Optional*[*str*]) –
- **startedTime** (*Optional*[*str*]) –
- **endedTime** (*Optional*[*str*]) –
- **firstPlaceCardPrize** (*Optional*[*int*]) –
- **gameMode** (*Optional*[*dict*]) –
- **duration** (*Optional*[*int*]) –
- **type** (*Optional*[*str*]) –
- **tag** (*Optional*[*str*]) –
- **creatorTag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **description** (*Optional*[*str*]) –
- **capacity** (*Optional*[*int*]) –
- **maxCapacity** (*Optional*[*int*]) –
- **levelCap** (*Optional*[*int*]) –

Methods

__init__ ([*membersList, status, ...*])

to_string (*[, <i>level, sep, nl</i>])	Returns a prettified string representation of the object.
--	---

to_string (*, *level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces

- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.tournaments.TournamentHeader

```
class async_supercell_api.clash_royale.types.tournaments.TournamentHeader(status=None,
    preparationDuration=None,
    createdTime=None,
    firstPlaceCardPrize=None,
    gameMode=None,
    duration=None,
    type=None,
    tag=None,
    creatorTag=None,
    name=None,
    description=None,
    capacity=None,
    maxCapacity=None,
    levelCap=None,
    **kwargs)
```

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **status** (*Optional[str]*) –
- **preparationDuration** (*Optional[int]*) –
- **createdTime** (*Optional[str]*) –
- **firstPlaceCardPrize** (*Optional[int]*) –
- **gameMode** (*Optional[dict]*) –
- **duration** (*Optional[int]*) –
- **type** (*Optional[str]*) –
- **tag** (*Optional[str]*) –
- **creatorTag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **description** (*Optional[str]*) –
- **capacity** (*Optional[int]*) –
- **maxCapacity** (*Optional[int]*) –
- **levelCap** (*Optional[int]*) –

```
__init__(status=None, preparationDuration=None, createdTime=None, firstPlaceCardPrize=None,
    gameMode=None, duration=None, type=None, tag=None, creatorTag=None, name=None,
    description=None, capacity=None, maxCapacity=None, levelCap=None, **kwargs)
```

Parameters

- **status** (*Optional[str]*) –

- **preparationDuration** (*Optional[int]*) –
- **createdTime** (*Optional[str]*) –
- **firstPlaceCardPrize** (*Optional[int]*) –
- **gameMode** (*Optional[dict]*) –
- **duration** (*Optional[int]*) –
- **type** (*Optional[str]*) –
- **tag** (*Optional[str]*) –
- **creatorTag** (*Optional[str]*) –
- **name** (*Optional[str]*) –
- **description** (*Optional[str]*) –
- **capacity** (*Optional[int]*) –
- **maxCapacity** (*Optional[int]*) –
- **levelCap** (*Optional[int]*) –

Methods

`__init__`([status, preparationDuration, ...])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.clash_royale.types.tournaments.TournamentMember

class `async_supercell_api.clash_royale.types.tournaments.TournamentMember`(*rank=None, previousRank=None, clan=None, tag=None, name=None, score=None, **kwargs*)

Bases: `async_supercell_api.types.SupercellApiResponse`

Parameters

- **rank** (*Optional[int]*) –
- **previousRank** (*Optional[int]*) –

- **clan** (*Optional*[*dict*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **score** (*Optional*[*int*]) –

__init__(*rank=None, previousRank=None, clan=None, tag=None, name=None, score=None, **kwargs*)

Parameters

- **rank** (*Optional*[*int*]) –
- **previousRank** (*Optional*[*int*]) –
- **clan** (*Optional*[*dict*]) –
- **tag** (*Optional*[*str*]) –
- **name** (*Optional*[*str*]) –
- **score** (*Optional*[*int*]) –

Methods

__init__(*[rank, previousRank, clan, tag, ...]*)

to_string (<i>*[, level, sep, nl]</i>)	Returns a prettified string representation of the object.
---	---

to_string(**, level=0, sep=' ', nl='\n'*)
Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.errors

Exceptions

ClientError (<i>[reason, message, type, detail]</i>)	Generic exception.
---	--------------------

async_supercell_api.errors.ClientError

exception `async_supercell_api.errors.ClientError`(*reason=None, message='Unknown error', type=None, detail=None, **kwargs*)

Generic exception. contains all the information about the error response.

Parameters

- **reason** (*Optional[str]*) –
- **message** (*Optional[str]*) –
- **type** (*Optional[str]*) –
- **detail** (*Optional[Dict[str, Any]]*) –

async_supercell_api.types

Classes

<code>Page(items, paging, _page_generic_type)</code>	Object representing a list of items.
<code>SupercellApiResponse([success])</code>	Superclass of all API responses.

async_supercell_api.types.Page

class `async_supercell_api.types.Page`(*items=None, paging=None, _page_generic_type=None, **kwargs*)
 Bases: `async_supercell_api.types.SupercellApiResponse`, `Generic[async_supercell_api.types.T]`

Object representing a list of items. It's returned by all the methods that have the 'limit', 'after' and 'before' parameters.

Parameters

- **items** (*Optional[List[SupercellApiResponse]]*) – list of items
- **paging** (*Optional[Dict[str, Any]]*) – info about the current, next and previous pages
- **_page_generic_type** (*Optional[Type[SupercellApiResponse]]*) – private type parameter, only used for generalization

__init__(*items=None, paging=None, _page_generic_type=None, **kwargs*)

Parameters

- **items** (*Optional[List[async_supercell_api.types.T]]*) –
- **paging** (*Optional[Dict[str, Any]]*) –
- **_page_generic_type** (*Optional[Type[async_supercell_api.types.SupercellApiResponse]]*) –

Methods

`__init__`([items, paging, _page_generic_type])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

async_supercell_api.types.SupercellApiResponse

class `async_supercell_api.types.SupercellApiResponse`(*success=True, **kwargs*)

Bases: `object`

Superclass of all API responses.

Parameters **success** (*bool*) – whether the response was successful. Useful to spot errors

`__init__`(*success=True, **kwargs*)

Parameters **success** (*bool*) –

Methods

`__init__`([success])

<code>to_string</code> (*[, level, sep, nl])	Returns a prettified string representation of the object.
--	---

to_string(*[, level=0, sep=' ', nl='\n'])

Returns a prettified string representation of the object.

Parameters

- **level** (*int*) – starting level of indentation. Default: 0
- **sep** (*str*) – character sequence for indentation. Default: 4 spaces
- **nl** (*str*) – new line sequence. Default ‘n’

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