

Buildings

Buildings and upgrades

Buildings are constructed in special slots. Slots can be large or small and the buildings mentioned above are constructed in these slots.

Players can choose a slot for construction. Players can also choose the number of production buildings they would like to construct. Same applies to special buildings that can be built several times.

If there are vacant slots, players can move already constructed buildings to these slots (long tap on the building). Buildings can be upgraded up to level 30.

Building upgrades as well as new buildings become available when players upgrade the Citadel or construct the required buildings:

- Any building in the City can have a level higher than that of the **Citadel**.
- In order to upgrade the **Citadel**, players need to construct buildings (usually these are the Wall and the Storage, but there also can be other variants), that correspond to its level.
- The upgrades of certain buildings always depend on other buildings (e.g., **Headquarters** cannot be upgraded unless the **Tavern** is upgraded)

Construction and upgrades take some time. Players can either buy crystals to finish construction immediately or wait, or use special consumables called “accelerations”. Construction and upgrades can be completed immediately at no cost, if the process takes less than 5 minutes (VIP status allows increasing this time frame).

The buildings that are already constructed can be removed. Free removal grants players 50% of the resources they spent on construction (from the last construction). If players pay with crystals, 80% of all resources they spent on construction of the building are returned.



1	Building	Slot	Image	Function
2	Citadel	1		Main building with statistics data and durability of the castle
3	Watchtower	2		Determines the city's area of influence

4	Wall	20		Allows to defend the city
5	Port	25		Allows to send ships
6	Portal to the Distant Lands	39		Send Expeditions to obtain Seals for Generals and other items
7	Embassy	18		Allows to join alliance
8	Warehouse	5		Protects resources in the city
9	University	6		Allows to research upgrades for combat and the city
10	Headquarters	7		Allows to increase the capacity of the Hero and the Generals
11	Altar of Summoning	10		Allows to summon Gods, manage Guardians and perform sacrifices at the Altar of Rituals
12	Glory Altar	38		Glory levels activates recruitment speed and exp bonuses
13	Mercurio's Tower			Allows the players to trade items they have for something they need. It is also used in events. For example, as a source for gathering items.

14	Mint		Gold production and storage
15	Forge		Allows to craft items
16	Hospital		Allows to revive units killed at the Wall
17	Lumber Mill		Wood production and storage
18	Quarry		Stone production and storage
19	Stables		Activation and equipment of mounts
20	Stardust Mill		Stardust production and storage
21	Tavern		Allows to recruit Generals
22	Workshop		Allows to create traps for the Wall
23	Barracks		Allows to hire units

24	House		Adds units capacity to the city
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*If the building has no serial number in the list, it means that it may be constructed several times in different slots.

Buildings Balance:

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Function: allows to summon Gods						Other reqs
Level	Wood	Stardust	Gold	Stone	Time (sec)	Building
1	500	0	200	500	300	Citadel
2	25000	0	10000	25000	120960	Citadel
3	2500000	0	1000000	2500000	10368000	Citadel

Altar of Summoning | [Barracks](#) [Citadel](#) [Embassy](#) [Forge](#) [Headquarters](#) [Hospital](#) [House](#) [Lumber Mill](#) [Mint](#) [Port](#) [Quarry](#) [Stardust Mill](#) [Tavern](#) > <

