



LEARNING SHAKES & FIDGET



from
players

Contents

Contents	2
I The Basics	8
1 Getting Started	9
1.1 Choosing a character class	9
1.2 Tavern quests and which to pick	9
1.3 Buying mount	9
1.4 Important stats for your class	10
1.5 Comparing items	10
1.6 Potions and gems	10
1.7 Leveling up and dungeon spamming .	10
1.8 Server start plan	10
2 Founding the Fortress	11
2.1 What not to build	12

2.2	Early build order	14
2.3	Catches	19
2.4	Fortress attacks after first 48-h	22
2.5	Maximizing wood/stone rewards	27
2.6	Important buildings	31
2.7	Planning for HoK 20	36
2.8	Mid to late build order	40
3	Other features unlocked by level 100	45
3.1	Mirror	45
3.2	Witch	45
3.3	Pets	45
3.4	The Blacksmith	46
3.5	Toilet	46
4	Arena Manager	48
4.1	How to upgrade attractions	49
4.2	How often to sacrifice	50
4.3	What boosts/offers to buy	52
4.3.1	Completely free to play	52
4.3.2	Minimal usage of mushrooms	53
4.3.3	Limited use of mushrooms . .	53

4.3.4	Fastest way to max bonuses	55
4.4	Getting 7-day skip offers daily	55
4.5	What runes to choose for equipment	57
4.6	Using the Mannequin	60
4.7	Surviving to max runes	60
5	Underworld	62
5.1	What not to build	63
5.2	Important buildings	64
5.3	Soul rewards	68
5.4	Sample build order	69
II	Grinding, grinding and more grinding	79
6	How to spend your shrooms	81
6.1	Completely F2P	81
6.2	Eco	81
6.3	Kilosshrooming	81
7	Events	82

7.1	Weekend events	82
7.2	Holiday events	82
7.3	Black Friday	82
7.4	Witch event	82
7.5	Legendary dungeon	82
7.6	Choosing a new server	83
8	Middle and late game tips	84
8.1	Fighting the Hydra	84
8.2	Toilet Aura	84
8.3	Upgrading items	84
8.4	When to switch to gold quests	84
9	Useful resources	85
9.1	Unofficial discord server	85
9.2	Official game forum	85
9.3	The en.4m7.de/sammelalbum website	85
9.4	sftools	85
9.4.1	Dungeon Simulator	86
9.4.2	Pet Simulator	86
9.4.3	Gold and XP	86
9.5	Wait, there are more tools...	86

10 Managing a guild	87
10.1 Pre-creating a guild	87
10.2 Tracking player progress	87
10.2.1 Overview of guild players . .	87
10.2.2 Levels, XP and stats gained .	87
10.2.3 Fortress state	87
10.2.4 Dungeons progress	87
11 Frequently Asked Questions	88
11.1 How to reach level 110+ in 3-4 days .	88
11.2 How to reach level 200+ in 3 days . .	117

Introduction

As usual we will announce servers in time...as soon as we know the date and want to announce it.

-Leander

The intended audience of this book are beginner and semi-advanced players, who are not only curious to know how to play, but also why specific approaches are being recommended.

You are currently reading version 0.4.4 of the book. To get the latest text go to <https://github.com/learningsf/sfbook>.

Part I

THE BASICS

Chapter 1

Getting Started

1.1 Choosing a character class

People often ask which class is the best. There is no right answer, but each of them has its pros and cons. Knowing those can help you make a choice that suits your play-style and is strong in the parts of the game you find most important.

TODO:

1.2 Tavern quests and which to pick

TODO:

1.3 Buying mount

TODO:

1.4 Important stats for your class

TODO:

1.5 Comparing items

TODO:

1.6 Potions and gems

TODO:

1.7 Leveling up and dungeon spamming

TODO:

1.8 Server start plan

TODO:

Chapter 2

Founding the Fortress

Once you reach level 25 you will be allowed to build the Fortress building. It's the main one in the Fortress screen and determines the wood and stone capacity of your storage.

The level of the Fortress building also determines the amount of wood and stone rewards you get from wheel of fortune, dice or quests during the Fortress event.



This is an important point, so will get back to it again later.

2.1 *What not to build*

Without further ado, we have to first tell you which buildings to keep at level 1 forever and never upgrade beyond that:

- **Never upgrade Fortification wall!**
- **Never upgrade Mage Tower!**
- **Never upgrade Archery!**
- **Never buy Archers and Mages, only buy Soldiers!**

Consider that not building defense buildings or units is a sacred law that should never be broken. Actually you don't have to take our word for it, as there is a reasonable explanation.

Every time someone attacks and defeats your Fortress, you get 24 hour protection. During that time other players can't steal anything from your main storage, they only take 50% of your woodcutter and stone quarry (also called resource buildings),

and also a bonus that is not subtracted from your resources, but is given to them by the game, out of thin air. With each attack your protection is extended with another 24 hours, and as that usually happens every 5 minutes, it last almost forever (as long as people continue attacking you).



If you have no wood or stone in your woodcutter and stone quarry, other players steal nothing from you, and only receive the bonus that the game gives them. The amount of that bonus depends on the level of your woodcutter and stone quarry, so the higher the level of those, the better the chances other players will be motivated to attack you.

On the other hand, if you upgrade the wall or build defence units, less people will attack you. Thus protection won't be extended and will expire. And when someone attacks you without protection, they steal 10% of your main storage, which is much more than the 50% in your resource buildings (which are usually empty anyway).

Not only that, but you will also have less chances to counter-attack, as few people will attack you in the first place, because of the strong defence.

Also, have in mind that the amount of resources you receive from fortress attacks also depends on the Fortress level of yourself and your opponent. If your opponent has equal or higher Fortress level than you, then you get the full attack amount. If his Fortress level is lower than yours the amount is reduced, and if the difference is more than 3 levels, you win nothing.

2.2 Early build order

Once you build Fortress level 1, you can buy the Fortress mushroom pack. It gives you 100000 wood and 50000 stone. Most important things to build with those resources are Fortress level 6 and Hall of Knights 6 (HoK 6).

Total guild HoK is important as it influences the stats of gems everyone in the guild receives. And getting better gems early helps to defeat dungeons, raids and portals faster.

For this reason you could first use the resources from the Fortress pack to build:

Table 2.1: *How to use Fortress mushroom pack*

Building	Level	Wood	Stone
Fortress	1		
HoK upgrade	1	720	240
Lab. Quarters	1	35	12
Fortress	2	150	50
HoK upgrade	2	1 408	448
Lab. Quarters	2	138	46
Fortress	3	440	140
HoK upgrade	3	2 640	800
Lab. Quarters	3	406	129
Fortress	4	1 100	333
HoK upgrade	4	4 800	1 536
Lab. Quarters	4	1 015	308
Fortress	5	2 500	800
HoK upgrade	5	9 600	3 200

table continues

continue table

Building	Level	Wood	Stone
Lab. Quarters	5	2 308	738
Fortress	6	6 000	2 000
HoK upgrade	6	18 400	6 080
Lab. Quarters	6	5 538	1 849

Ambitious guilds often skip building of everything up to HoK 6 (costs ~132 mushrooms) at the very start of the server. That helps them to reach total guild HoK of 300 as early as day #2 of server. And HoK 300 means +100 stats for your gems (compared to HoK 0).

Next most important buildings to have at that early stage are only the first level of Gem Mine and levels 1-5 of Woodcutter and Stone Quarry:

Table 2.2: *How to use Fortress mushroom pack*

Building	Level	Wood	Stone
Gem Mine	1	50	17
Woodcutter	1		
Stone Quarry	1	22	
Woodcutter	2	30	20
Stone Quarry	2	90	16
Woodcutter	3	88	56
Stone Quarry	3	264	45
Woodcutter	4	220	133
Stone Quarry	4	660	107
Woodcutter	5	500	320
Stone Quarry	5	1 500	256

Gem Mine is necessary as this is where you find gems, and equipping gems in socketed items gives them additional attribute points (stats). Once you unlock gems you should try to wear only socketed items, even if they are not epic, as a normal socketed item is better than an epic item with no socket (unless

the non-epic item has wrong attributes, or is older, or your guild has too low HoK).

You need a decent level of Woodcutter and Stone Quarry in order to become an attractive target for others to attack, thus having more chances to counter-attack others yourself.

And in order to do any attacks at all, you also need a decent level of Barracks too. Each level of barracks gives you 3 soldiers. It takes 10 minutes to rebuild a single soldier, so, if you have Barracks 6, it would be enough to make 18 fortress attacks once per 3 hours, without losing a single chance for attack.

Table 2.3: *How to use Fortress mushroom pack*

Building	Level	Wood	Stone
Barracks	1	20	14
Barracks	2	82	55
Barracks	3	240	153
Barracks	4	600	364

table continues

continue table

Building	Level	Wood	Stone
Barracks	5	1 364	873
Barracks	6	3 273	2 182

All buildings listed above cost 66 201 wood and 23 320 stone, so once those are ready, you will have some materials left for Fortress 7 and Laborers' Quarters 7 too.

After the initial 48 protection on new servers, your main source of wood and stone become fortress attacks, Fortress events and wheel of fortune (dice too, but after you unlock Tower). Woodcutter and Stone Quarry are only relevant as a means to attract others. You can read more on that in section “Fortress attacks after 48-h protection”.

2.3 *Catches*

Keep Gem Mine at level 1 As mentioned above you need Gem Mine level 1 early. As early as you

can.

Gems are important, but there is a gotcha that catches many players. Often new players assume that the higher the level of the mine, the better. It is, but not early in the game. Upgrading Gem Mine before level 70 (even to level 2) is considered a mistake, and truly slows you down.

Each level of Gem Mine slightly improves the stats of the gems you receive, but there is a trade off. With each next level the price of gems increases (they cost more gold, wood and stone), and so does the time required to mine them.

For example, with Gem Mine level 1 a single gem costs 150 gold, 2 wood and 1 stone, and takes 42 minutes to find a gem (with Laborers' Quarters level 6, also called just Lab). In comparison, with Gem Mine level 6 gems cost 900 gold, 400 wood and 133 stone, and take 5 hours and 36 minutes to harvest (with same level of Lab).

As you can see the time needed to find a gem inflates a lot with each next level, which means you get

less gems. Unfortunately you can't use all gems, as only some gems are suitable for your character. That means you could have waited for hours for a single gem only to find it is for the wrong class (yep, the RNG god often gives you gems for other classes, or luck gems, which are considered useless).

What's worse, the gold price also inflates a lot, and before level 50 you will find it hard to collect enough even for the gems that cost only 150 gold. Early in the game you level up quickly and need that gold for so many other things (guild skills, stats, starting raids, buying epics).

And on top of all that, the more time needed to mine a gem, the more expensive it is to skip waiting with mushrooms. This is the very reason why fast-leveling try-hard players keep Gem Mine at level 1 until their character reaches 215-225 level. To level up quickly they need to change gems very often, and having the mine at level 1 means that skipping a single gem costs only a few mushrooms.

Don't upgrade Smithy beyond level 9 At server start, don't rush to build the Smithy yet. Do that only when you can't win enough attacks anymore (usually around the time you have Fortress 10-11 ready).

Level 9 of Smithy allows you to upgrade your soldiers to level 70, and at that level training one soldier costs 346 wood and 112 stone. At the beginning of a new server level 70 is more than adequate to defeat just enough opponents, and the cost of the soldiers is low enough to allow you to attack opponents that give no resources, just to force a change of the opponent.

You might even manage to do just fine without ever building Smithy. Possible if you manage to find active players to exchange fortress counter-attacks with, as long as those players have no defences (no one should, right?).

2.4 Fortress attacks after first 48-h

After the initial protection on the server is over, your main source of wood and stone become:

- Fortress attacks and counter-attacks
- Rewards from quests during Fortress event (the Fantastic Fortress Festivity event)
- The 20 spins at wheel of fortune (especially during Fortress events, as reward is x2)
- The dice game (after you unlock Tower)

Fortress attacks give much more wood and stone than you could collect from the Woodcutter or Stone Quarry. Each server is different in that regard, but still it's pretty common to regularly find fortress attacks that give more than 4K wood and 1K stone:



But to make use of that you need to attack other fortresses multiple times per day. How often depends on the level of your Barracks. As was already explained earlier, each level of Barracks give you 3 soldiers, and you want a minimum of 18 soldiers in order

to not lose any chances for attacks, while keeping your sanity by not having to make those too often.

Always attack with 1 soldier (only use more soldiers, if it gives lots of resources).



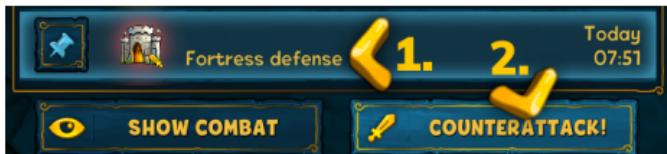
If attack is going to fail with 1 soldier, and no gold is required to change the opponent, do that.



If changing the opponent costs gold, do NOT do that.



Instead, go to MAIL ➔ BATTLES (B from keyboard) and find a Fortress defence to counter-attack with 1 soldier. By doing a counter-attack you gain resources, and also change the opponent for free. Always check Fortress defences from the bottom of the list first, cause the bottom ones disappear first.



Or, since scrolling to the bottom is still kind of slow, pin all Fortress defences to the top of the list.

Then counter-attack them, starting from the top.



After that check again what is the next available Fortress attack (F from keyboard). If it would be successful with 1 soldier, do that. If not, go to MAIL→BATTLES again, unpin the one you just did, and choose the next one to counter-attack. Repeat until you have no soldiers left and start training new soldiers. Training a soldier takes 10 minutes, so if you

have Barracks 6, you can take a deserved brake and come back to do counter-attacks again in 3 hours.

Make this a routine and soon you will know by heart the names of the players that give the most resources. If you need a simple example on what attacks to look for, try to find ones that give 1K stone or more, or at least close to that.

Some of the players that you attack will start to counter-attack you too, as long as your woodcutter and stone quarry are leveled up enough (eg. at least to lvl 10). That way you will both have more chances for counter-attacks.

Players often ask why one would want others to attack his fortress at all. The reason is that when someone attacks you, he receives more resources than you actually lose. You only lose 50% of the resources in your woodcutter and quarry (as long as you have protection), but the player attacking you is given an extra bonus. This bonus is not taken from you and depends on the level of your resource buildings. Same happens when you attack someone

else. So by constantly counter-attacking each other, you both earn that extra bonus, which is much more than what you lose.

When you have no soldiers, but notice a Fortress defense that would give lots of resources, use the pin button to save it for later. Pinned defences move to the top and won't be lost when the list is overwritten with new messages.

2.5 Maximizing wood/stone rewards

It's tempting for new players to just keep all buildings the same level. And since there is an achievement for upgrading all of them to level 15, many get tricked that this is the expected way to play.

But practice shows that some buildings are substantially more important than the rest, while others are so useless, that you don't ever need to upgrade them beyond level 1 (as was already explained in first section of this chapter).

The most important building of all is undisputedly the Fortress building itself. And it's not because you

need to build that just to please some Fortress deity, sacrificing your nerves and free time. As always, there is a reasonable explanation.

First of all, the amount of the wood and stone rewards that you receive from the wheel of fortune, dice game and quests (quests can give wood and stone only during the Fortress event) depend on the level of the Fortress building.

For example, you can expect the following wood and stone rewards with Fortress 15:

Table 2.4: *Rewards with Fortress 15*

Fortress lvl 15	Wood	Stone
<i>Outside Fortress event:</i>		
Dice (x5)	~4.5 million	~1.5 million
Wheel (x3)	453600	151200
<i>During Fortress event (x2):</i>		
Quest	750000	250000
Dice (x5)	~9 million	~3 million

table continues

continue table

Fortress lvl 15	Wood	Stone
Wheel (x3)	907200	302400

As you can see above, with Fortress 15, a single quest during the Fortress event rewards you with 750K wood or 250K stone. How many of those quests you will be given during the event depends on pure luck. That is why it's impossible to calculate exactly how much wood and stone you can earn. Yet consider that getting 10+ quests with wood or stone rewards for a single day is pretty common (with 320 thirst per day), and netting +7M wood and +2M stone during the whole event is definitely not unusual.

Each level of Fortress almost doubles the amounts of those rewards. At level 20 of Fortress (the maximum Fortress level), you will see the following rewards:

Table 2.5: *Rewards with Fortress 20*

Fortress lvl 20	Wood	Stone
<i>Outside Fortress event:</i>		
Dice (x5)	90 million	30 million
Wheel (x3)	9 million	3 million
<i>During Fortress event (x2):</i>		
Quest	15 million	5 million
Dice (x5)	180 million	60 million
Wheel (x3)	18 million	6 million

To make better use of the rewards during the event, you should plan what to build, trying to have the highest level of Fortress possible at the Friday morning, when it starts.

There is a very useful website (<https://en.4m7.de/sammelalbum/festung.php>) that shows exactly how much resources each of the Fortress buildings costs, and how much time it takes to build.

I can't recommend you to skip any building time with mushrooms, as that is very expensive. But if you really want and can afford to do that, at least limit yourself to skipping it only on the Fridays during Fortress events. If you skip only the remaining building time, completing the next Fortress level (exactly before starting quests or using dice/wheel), you will still benefit from nearly double rewards during the event, without even skipping a whole level.

Another well known way to maximize rewards is to choose the shortest quests during Fortress events. That is, the shortest quests that have no item/fruit/hourglass reward (you can't find resources with quests that give items/fruits/hourglasses). The goal is to do more quests with same thirst, and thus to have slightly better chance for getting more wood or stone.

2.6 Important buildings

The most important buildings you should focus on are Laborers' Quarters, Fortress, Gem Mine, Academy

and Treasury:

Laborer Quarters (often called just Lab), as for each level it reduces by 5% the building time and the time needed to find gems. Usually this is the first building to upgrade immediately after building a next level of Fortress (always keeping it same level as Fortress). Though, people who push for HoK 15 early stop upgrading the Lab at level 12 (sometimes even at level 11), and continue building it only once they have HoK 15. And since Lab is important, if you follow this approach, you should immediately upgrade it to level 15 (the max level) as soon as you have bought the HoK 15 upgrade.

Fortress, because, as was already explained in the previous section, the amount of the rewards you get from quests during the Forest event, and also the amounts you get from the wheel of fortune and the dice game, depend on the level of your Fortress building.

Gem Mine, because it improves the stats of the gems you receive. There are different approaches on when to start upgrading the Gem Mine. What most players do, is to start upgrading it sometime after level 70-80, and have it at level 10 by the time they reach level 100-110. The reason is that around those levels they are strong enough to clear the first 9 dungeons, and to unlock the Tower dungeon. And having Gem Mine level 10 and access to the Tower dungeon are the two requirements for unlocking the Underworld.

It was already explained how long you should keep Gem Mine at level 1 before pushing it to level 10. People also often ask when to start upgrading it beyond level 10. As you already know, the higher the level of that mine, the longer it takes to find gems, and the more wood and stone they cost.

It does not take much time for your character to reach level 215-225, and that is completely possible with Gem Mine 10 (even with Gem Mine 1). Quickly reaching those levels means you need to change gems

with better ones more often (as stats of gems depend also on your character level). That is why it is not advisable to even think about making it level 11 before your char has leveled up to 225.

One can say that leveling up from 225 to 315 is also not that slow, so keeping Gem Mine at level 10 throughout those levels is generally a good plan, again, allowing you to change gems for your char and your companions more often. Around level 315 dungeon monsters become much more harder and progress slows down. That's why level 300 is a pretty good moment to start upgrading the Gem Mine beyond level 10 (eg. at least to level 13-14), without ignoring too much the other important buildings.

Whatever time you choose to do that, make sure that your Fortress is always at least 1 level (may be even 2 levels) above your Gem Mine, or you might find yourself short on wood and stone. This actually matters only if you don't have a serious fortress buddy to exchange counter-attacks with.

I personally keep Gem Mine at level 10 until I have

a Fortress of at least level 17 or even 18, then upgrade Gem Mine to level 13-14 as first priority, before focusing on Fortress 20.

Academy is not very useful early as it gives too little XP when your character is low level. Still, if you completely ignore it, you will lose lots of XP later on.

My approach is to usually upgrade Academy to level 10-11 after getting Gem Mine to level 10 and Laborers' Quarters to level 12, and to keep it at that level until I have Fortress 20. Upgrading Academy to level 20 is my first priority once my Fortress reaches the max level.

If you already have enough resources for next level of Fortress, you could also build a few levels of Academy (eg. to level 12-14) in between, when your Fortress is at level 17-18. It's good to have Academy 14 early, as at that level it can accumulate exactly 8 hours of XP. This means you don't lose any XP while you sleep. And if you sleep longer than that, just build 1 more level.

Treasury determines how many slots for items you have in your backpack. And space in backpack is never enough. It's considered especially important at higher levels (eg. around 370 level), as by that time you already find normal items that sell for 5M gold to the witch. And 5M is half of a stat point. You also need some free space for backup items with quest runes (max 8 slots for that), and some to save epic items for toilet (minimum 3, to be able to save at least 3 items for Toilet events). All this just goes to show that upgrading Treasury is never a mistake.

2.7 *Planning for HoK 20*

The fastest way to reach HoK 20 (the maximum), is to build Fortress 20 first (again, the maximum) and only then to buy all of the HoK upgrades.

Of course, you can't stay with HoK 0 until you reach Fortress 20, since the quality of gems (stats) in your guild depends on everyone's HoK, yours included. Actually the quality of the gems depends on your level, the level of your gem mine and the guild

HoK. But early in the life of a new server players have low levels and Gem Mine 1, so the amount of the guild HoK has the most tangible effect at gem stats in the early game (and thus at progress in dungeons).

The good news is that all HoK upgrades until level 12 actually don't cost much, so there is no reason to save resources for the main building by not buying those. 50 players with HoK 12 amount to total HoK of 600, which means +200 stats on your gems. That is more than enough even for the most ambitious and impatient players, who want to push dungeons and level up quickly.

I often see players who are tricked to believe that small differences in HoK have a huge effect on their characters even at higher levels. Sometimes leaders and officers use small difference in HoK as a reason to kick and replace players (guilty, also happened to me several times). Others protest when someone in the guild has 1-2 less HoK than the average and use that as a reason to change guilds.

As was already explained a HoK of 600 gives you

+200 stats on your gems (1/3 of HoK), so if another guild has 660 HoK that means they can only get +20 stats on their gems. If you were level 50 those +20 stats could matter more, but at level 250+ (when your Gem Mine is already level 10), those +20 stats can at best help you pass a single floor of a dungeon. Small differences are even more meaningless when you are close to the maximum (max is 1000 HoK, and that happens when your average guild level is at least 370+).

Deviated from the topic a bit, but seemed important to emphasize how insignificant those small differences are. Now full ahead to HoK 20.

Since HoK upgrades from 13 to 20 are much more expensive, it makes sense to make some planning and change the approach once both your Fortress and HoK are level 12. Buying HoK 13 alone costs ~3M wood and ~1M stone. Getting that before Fortress 14 can delay you in collecting enough resources for the main building, which in turn would mean smaller rewards from dice and wheel, or the next Fortress

event.

That's why many players stop bying HoK upgrades at 12, and only continue to build Fortress until it's level 15. Once that is ready, they can afford to buy HoK 13-15 almost at once. Now you could ask why stop at Fortress 15 then, why not push to Fortress 20 and only then buy the upgrades.

As was already mentioned, you can't ignore HoK completely. Gem stats depend on that, but what's more important is that each player with HoK 15 in the guild increases everyone's chances to mine black gems. A popular belief is that each HoK 15 in the guild increases the chance with about 1%, so having 50 players with HoK 15 in your guild could give you a chance of 50% to mine a black gem (and +250 stats for your gems).

Once you have HoK 15, make sure to first upgrade your Laborers' Quarters building to level 15. At that level it reduces both the building time and the time for mining of gems by 75%, so getting it should be your first priority. After that feel free to focus only

on the Fortress building until it reaches its maximum level of 20.

2.8 Mid to late build order

There are different approaches to develop your Fortress. What was outlined above is a popular way to max out the main building and HoK, even if you are not too invested in fortress counter-attacks and have no intention to skip any building time. I will often give opionated advice in this book, trying to suggest an approach that works well for most people. To stay true to that, what follows next is a sample build plan for development of Fortress after level 7 (for the early build order check several sections above), which tries to summarize everything said so far:

- **Fortress, Laborers' Quarters and HoK until level 10;**
- **Gem Mine to level 10** (required to unlock Underworld, but some hardcore players actually

keep it level 1 longer and play without Gladiator until level 215-225+);

- **Woodcutter** and **Stone Quarry** to level 9;
- **Barracks** to level 7/8;
- If you have no fortress buddy to counter-attack with, also upgrade your **Smithy** to level 9;
- Continue with **Fortress**, **Laborers' Quarters** and **HoK** until level 12;
- **Woodcutter** and **Stone Quarry** to level 10;
- **Academy** to level 10 and **Treasury** to level 8-10;
- **Only Fortress until level 15;**
- **Buy HoKs 13-15;**
- **Only Laborers' Quarters until level 15;**
- **Fortress** to level 17/18;

- If you are already level 300+, build **Gem Mine** to level **13/14**;
- **Only Fortress until level 20**;
- **Buy HoKs 16-20**;
- Treasury to level **12/13**;
- Academy to **level 20**;
- Once Academy is lvl 20 you need to **focus only on Treasury and Gem Mine**. Which one you push more depends on your style of play (note that **max level of Treasury is 50** and **max level of Gem Mine is 100**):
 - If you want to be an efficient late-game player, you need more spaces in backpack (to save items for witch, epics for toilet events or dismantling). In that case push the Treasury much more than the Gem Mine. For example, you can upgrade the **Gem Mine to level 17/18** (so that you

are not too weak in dungeons and fights), and then push **Treasury** to **level 30+** before touching Gem Mine again. **Once Treasury is level 50**, keep building only **Gem Mine until it reaches level 100**.

- If you want to be strong in mid game (here and now, not years later), at the cost of losing gold and arcane splinters (holy gold, who would do anything so outrageous, stop and think again), you can focus more on Gem Mine. If that's your choice, have in mind that there are already players with Gem Mine level 100 at old servers, and it's clear that Gem Mine levels from 50 to 100 barely improve your gem stats at all. So even if you choose this approach, there is **no reason to upgrade Gem Mine to more than level 50 before your Treasury is maxed out**. Considering that, you could first upgrade

Gem Mine to level 20 (each Gem Mine level from 16 to 20 slightly reduces the mining time, and at level 20 is when you unlock an earth pet, if that matters to you), and **while mining new gems** for your char and companions could **build a few levels of Treasury**. Next you could **focus at Gem Mine, until it reaches level 50** (building a few Treasury levels here and there in between). Actually, after Gem Mine level 25 you are allowed to upgrade the Gem Mine and search for gems simultaneously, so you don't need to plan when to replace gems anymore. Again, **once Gem Mine is level 50** (or even 40), stop upgrading it and make sure to **max out Treasury to level 50** before you continue with the Gem Mine.

Chapter 3

Other features unlocked by level 100

TODO:

3.1 Mirror

TODO:

3.2 Witch

TODO:

3.3 Pets

TODO: First explain how to find the pet nest

Which pets to feed

Shadow Pets TODO:

Light Pets TODO:

Earth Pets TODO:

Fire Pets TODO:

Water Pets TODO:

3.4 The Blacksmith

Upgrading items TODO:

What to use splinters for TODO:

Getting more metal and splinters TODO:

3.5 Toilet

What does the aura give you TODO:

What items to throw TODO:

Chapter 4

Arena Manager



At level 105 the Arena Manager mini-game unlocks. The goal is to gain runes, and once you collect 1000+, you can find items with rune bonuses. The more runes you have, the better those bonuses are.

At the picture above you can see that the arena money and runes you have already gained are shown at the left side.

You start with one arena attraction (the seat). Attractions generate arena money (even when you are

not online and playing). The more you improve the attractions, the more money they generate. You use the money to improve the attractions, so they generate more money.

All the money you invested in your arena since the last sacrifice are automatically converted to runes. That amount of runes is shown at the right side, as part of the [SACRIFICE] button. You can collect those runes by clicking the sacrifice button, resetting all your arena progress.

Each rune gained increases with +5% the money profit from all attractions.

4.1 How to upgrade attractions

When you start, improve the attraction that has the lowest MIN price. It's a good rule to follow even later, but it also depends on how close the attraction is to the next milestone (25, 50, 100, 250, 500, 1000, 2500, 5000, 10000).

Each time an attraction reaches such a milestone, it doubles its profit, and reduces the time required

to fill the attraction with 1/3. So, it makes sense to first upgrade attractions that are closer to the next milestone, even if they have a higher MIN price.

Likewise, when two attractions have a similar MIN price, it's more efficient to upgrade the one with less upgrades. For example, if you upgrade an attraction that reached 100+, it will boost the overall profit more than if you would upgrade a higher attraction that reached 500+.

Another rule you can follow for efficient progress, is to keep difference between two consecutive attractions between 50 and 100 upgrades. This remains true until the very end of that game.

4.2 How often to sacrifice

When you start, if you have lots of time to rebuild the progress of the attractions, you can make first sacrifice when you have between 10 and 20 runes waiting to be sacrificed. If you don't have too much time at that moment, wait for 20 runes.

After that, until you collect about 1 million runes,

sacrifice each time runes double their amount (the amount of runes waiting to be sacrificed at the button is the same as the amount of runes you have already gained).

It's a good idea to sacrifice during the day, so you have enough time to rebuild attractions before the night. In this way they can accumulate more money while you sleep.

Once the toilet attraction reaches 1000 (or even if it reaches 500), you should start to sacrifice more often, not waiting for runes to double anymore (more than once per day). **The ideal is to sacrifice every time the toilet attraction fills (1 cycle of toilet).**

The reason for this is that last attractions generate the most arena cash, but they also have the largest amortization, so if you wait runes to double, amortization accumulates and last attractions are not that efficient.

Sacrificing each time the toilet attraction fills might be the fastest way, but since that takes way too much time, no one really does that. If you manage to sac-

rifice at least 5 times per day, you will still do better than most players.

4.3 What boosts/offers to buy

What boosts to buy depends on your playstyle, so let's split that in 3 parts:

4.3.1 Completely free to play

Don't buy boosts on the first attractions at all and don't buy any skip offers.

When you unlock last attraction, get both the speed and money boost for the toilet attraction (25+50 mushrooms). It takes time to collect those, but it's worth it.

The reason for buying boosts for last attraction only is that **each attraction generates almost as much as all other earlier attractions combined together**.

4.3.2 Minimal usage of mushrooms

Don't buy boosts on the first attractions at all and don't buy any skip offers.

When you unlock last two attractions (the toilet and straying monster), get both the speed and money boost for both of them ($25+50+75+100$ mushrooms).

4.3.3 Limited use of mushrooms

At first buy both the speed and money boosts for the first attraction only (the seat).

After that buy several 7-day skips in order to reach 1 million runes faster. At that amount you can find items with '+2% Hit point' runes. Equip 8 such items, and you will have a total of +15% extra hit points (the maximum you can get is +15%).

Once you have those you can continue buying skip offers here and there, until you unlock the last 2 attractions. When that happens, buy both boosts for those last 2 attractions (toilet and straying monster). All those boosts (plus the first seat) cost 525 mushrooms.

Only continue buying 7-day skip offers until you reach 25% damage bonus. Following this start buying them only occasionally, for example if you feel it gets so slow that you just can't stand it (eg. between Tredecillion and Quattuordecillion). Check one of the next sections on tips how to force the merchant to offer you 7-day skips every day, even if you don't have all boosts.

Having 25% damage runes on the weapon will help you push early dungeons more easily. About the same time rune generation slows down to a crawl, so even if you had all boosts, you would still need to wait quite some time before you can equip any better weapon runes.

And by the time you make progress to +30% damage runes, dungeons will be so difficult that those won't help you clear more than a few dungeon floors. In fact even the maximum of +60% damage bonus does not help too much. At best it will assist you to clear several floors and gain 1-2 levels.

4.3.4 *Fastest way to max bonuses*

If you want to unlock the max rune bonuses in the fastest way possible, you need to buy absolutely all boosts, including the platinum ones (platinum boosts become available only after you have all speed and gold boosts), and to buy 7-day skips daily for about 100 days.

It costs 4300 mushrooms to buy all of them (including platinum boosts) and about 3000 mushrooms to buy enough 7-day skips. Of course that is expensive and not worth it. You can buy much less boosts and skips, and still reach the maximum bonuses in 6-12 months.

4.4 *Getting 7-day skip offers daily*

There is a trick to force 7-day skips daily:

1. Set an alarm about 1-2 hours before next arena offer.
2. When alarm rings, sacrifice arena progress, and only upgrade the seat, and the attractions

that you already have both boosts for (eg. monster and toilet only).

3. Set another alarm for 1 minute after next arena offer.
4. When alarm rings, open the offer (it is important to open the offer before improving other attractions, as offer is calculated the moment you open it, not when time expires).
5. **Merchant can only offer you boosts for attractions that you are currently developing**, so he will be forced to offer you either a boost for the seat or offers for skips.
6. If there is a 7-day skip, don't rush to buy the offer.
7. Set another alarm for 15-30 minutes before the offer expires.

8. Immediately start increasing all attractions in order to develop them as much as possible before accepting the 7-day skip.
9. When alarm fires buy the 7-day skip.

4.5 What runes to choose for equipment

Every player should have three sets of items (gear):

- main/fighting set - with runes for fights
- questing set - with runes for quests
- shopping set - for refreshing shops and Legendary Dungeon

The main/fighting set should have items with total of '+15% hitpoint' runes. If you have unlocked 5% hitpoint runes (some time after 1 Nonillion), you need only 3 items with such a rune, and can use the rest slots for other runes ('+Improved item quality' is the next best):

- 3 items with '+5% Hit point' runes
- 3 items with '+2 Improved item' quality
- 2 items with resistance (or you can keep those 2 with hit point runes too, so you don't have to swap runes that often).

The questing set should contain items with a total of '+10% XP bonus' and '+50% Gold bonus' (the maximum allowed). The '+XP bonus' runes are more important than '+Gold bonus' ones, so if you can't have both yet, focus on the XP ones.

It doesn't take much time to unlock '+3% XP bonus' runes. When that happens (after 10 Septillion) the questing set should contain:

- 2 items with '+3% XP bonus' runes
- 2 items with '+2% XP bonus' runes
- 4 items with '+12-13% Gold bonus' runes

The Shopping set should contain items with total of '+5 Improved item quality' and '+50% Chance of epics', and again, improved item quality is more important than increased chance of epics, so if you can't have both, focus on the first one.

Once you hit 100+ Quindecillion runes, you can completely get rid of the questing set, as you can equip your main/fighting gear with both:

- 2 items with '+7-8% Hit point'
- 2 items with '+2-3 Improved item quality'
- 2 items with '+5% XP bonus'
- 2 items with '+25% Gold bonus'

Note you still need to keep 2 items with '+25% Chance of epics' runes to use when refreshing shops. Ideally the type of those items should be different than the ones with '+Improved item quality', so you can equip both when refreshing shops.

4.6 *Using the Mannequin*

Once you collect 1000 runes you can find the Mannequin in the weapon shop. It takes a while, so don't expect to find it at the same day, unless you refresh the shop with mushrooms (can take +25 mushrooms).

There is not much to explain about the Mannequin. It's where you put your questing set of items, and you can switch between your main gear and the one on the mannequin with a single click.

4.7 *Surviving to max runes*

It's good to know when you can expect to have maximum rune bonuses.

Without any skips, if you have both boosts on last two attractions, it will take you about 2 years to reach the max bonuses, as long as you sacrifice +10 times per day. If you sacrifice less often than that, it can take you several months longer.

Situation improves a lot if you can buy some boosts or skips:

Table 4.1: *Time to max runes*

Boosts	7-day skips	Time needed
Last 2	None	2 - 2.5 years
Last 4	Often, but not daily	6 months
All	Daily	3 months

Chapter 5

Underworld



After you unlock the Tower dungeon, you can find the key to the Underworld (The Hearth of Darkness) in the gem mine, if you have Gem Mine level 10 or higher.

You can access the Underworld from the Fortress menu (use the coin icon). Similarly to the Fortress, there is also a main building here (The Hearth of Darkness), and its level determines what structures are available to build.

To buy anything in the Underworld you need to have souls (and some minimal gold). Unlike the Fortress, the building that determines the capacity of your resource storage is not the main structure, but the Soul Extractor. As such it is the Extractor that determines the amount of rewards during the Days of Doomed Souls event (we'll call that just the Souls event) and also how much souls you get from dice and wheel of fortune.

5.1 What not to build

Before you learn anything more about the Underworld, you need to know which are the least important structures:

- Do not build Troll Block until everything else is level 15!
- Do not build Goblin pit until everything else is level 15!

Level 15 is the maximum construction level for everything in the Underworld, except for the Gold Pit. But

in order to continue upgrading the pit to level 100, you first need to max out all other buildings. That is why even if the two structures above are completely useless, you still need to upgrade them to the maximum at some point, in order to continue with the Gold Pit.

5.2 Important buildings

Similar to the Fortress, the most important building here is the one that determines the capacity of the storage, and that is the Soul Extractor. So upgrading that should be your first priority and you should keep it several levels above all other structures until it reaches level 13. With Soul Extractor 13 you get so much resources from quests during the Souls event, that you can collect enough souls to completely finish the other two most important buildings. And those are the Gladiator Trainer and the Adventuromatic (also known as the Time Machine).

Each level of the Gladiator Trainer increases the damage of your critical hits with +5% in all types

of fights (dungeons, arena, guild fights, pet fights). At the maximum level of 15, this building brings you +75% critical damage (damage for critical hits is displayed in red during fight replays). Needless to say that having nearly double critical damage is huge, and you want it as soon as possible, as it helps to defeat more dungeons earlier. The Gladiator damage bonus is also applied to critical hits in pet dungeons. Having a Gladiator of level 13+ helps to get a decent chance of defeating the important pets in the habitat dungeons (even the very last pets).

The next most important is the Adventuromatic. It's primary useful feature is that it generates some bonus thirst for you. The amount depends on the level of the building (+1 thirst for each level from 1 to 10 and +2 for each level from 11 to 15).

It generates thirst daily, but there is no need to collect it daily. The bonus thirst accumulates over time, and you can use it anytime you decide. So, at level 15 the Adventuromatic gives you +20 thirst daily, which obviously makes this structure also a

high priority.

But collecting souls from the extractor or earning them in quests during the Souls event is not the only source of underworld resources. A significant way to reap more souls is by luring heroes (making underworld attacks).

That's why next on the list is the Underworld Gate. Since the summer update of 2020, the first 5 levels of that building increase the number of heroes you can lure daily by 1. Levels from 6 to 15 increase the amount of souls you get from each hero with 20%. That update made the Underworld Gate similar in function to the Torture Chamber. Yet, not only the gate gives +20% souls for each level (compared to only +10% for the Torture Chamber), but it is also much cheaper to build than the chamber.

In order to win any attacks you also need to have an underworld unit that will fight with those heroes. The only unit worth the investment is the Keeper. To make it stronger you need to upgrade both the level of its building, and also the level of the unit

itself. Since both cost precious souls, you only need to upgrade them just enough to be able to defeat the strongest player on the server.

Players in most guilds usually share with other members lists of suitable heroes to attack in underworld. Those heroes are most often players with no equipment and varying levels. You need players with different levels, as the amount of souls reaped depends on the level of the hero you defeat. But there is also a maximum threshold.

You start with a threshold of 1, which means that even if you are capable of defeating a player of level 20, you still get only as much souls as you would get, if you defeated a hero of level 1. The way to increase that threshold is by making successful attacks only. Each successful attack increases the threshold by 1, whereas losing an attack reduces it by 5.

Finding players with no equipment to attack (and low enough level, so you can defeat it with the level of your Keeper building/unit) means you are nearly guaranteed to win. Doing that 5 times per day raises

the threshold by 5, at least until you can't anymore find any easy targets.

Once that happens, it's time to consider upgrading your Keeper a bit. Usually you want to keep the Keeper unit (pun intended) a level that is close to the level of the target heroes. As long as upgrading the Keeper unit is much cheaper than upgrading the Keeper building, do that.

5.3 Soul rewards

It was already emphasized that the most important building to have early on is the Soul Extractor, and the reason is, that it's level determine the amount of rewards from quests (during the Souls event only), dice and wheel of fortune.

Actually rewards from dice and wheel are so small, that they only play a role in the very beginning. That's not the case with the souls you get from quests during the Souls event.

To demonstrate that, here is a comparison of rewards with different levels of the Soul Extractor build-

ing:

Table 5.1: *Approximate rewards during Souls event*

Soul Extractor lvl	Quest	Dice x5	Wheel
Level 10	~225K	~8K	~24K
Level 11	~500K	~16K	~36K
Level 12	~1 million	~37K	~56K
Level 13	~2 million	~75K	~84K

As you can see the only rewards worth anything at levels 10+ are the ones from the quests during the event. In fact, once you have Soul Extractor level 13, you can accumulate so many resources during 1-2 events, that you will have enough to raise to level 15 the other two important buildings: Gladiator and Time Machine.

5.4 *Sample build order*

Once you unlock the Underworld, you are allowed to get the first pack that contains souls (100K souls).

That can be used with the following build order:

Table 5.2: *Early Underworld build order*

Building	Level
Extractor	1
Hearth	2
Extractor	2
Hearth	3
Extractor	3
Hearth	4
Extractor	4
Hearth	5
Extractor	5
Hearth	6
Extractor	6
Gladiator	1
Gladiator	2
Gladiator	3
Gladiator	4

All of the above cost about ~80K souls, so you will have about ~20K souls left. If you prefer to play without getting any packs, then adjust that order a bit, building the first few levels of the Keeper and the Underworld Gate structures too.

If you also get the next pack (the one that gives 150K souls), you will have a total of 170K+, which can be used to upgrade the following:

Table 5.3: *Sample use of souls from Pro+ pack*

Building	Level
Hearth	7
Extractor	7
Hearth	8

Since the new Souls events are not that often anymore, try-hard players tend to skip the above buildings, if a Souls event is around the corner. That way they accumulate more soul rewards during the event.

In general, Underworld is not difficult to max out

(except the Gold pit), so spending mushrooms on skipping of building time is not worth it, unless you are on the track of fast-leveling. In that case, getting a better Gladiator might justify boosting the early construction levels a bit.

I usually try to get Extractor level 8 before touching any of the less important structures:

Table 5.4: *Build order until Extractor lvl 8*

Building	Level
Extractor	8
Gladiator	5
Underworld Gate	1
Underworld Gate	2
Underworld Gate	3
Underworld Gate	4
Underworld Gate	5
Underworld Gate	6
Keeper	1

table continues

continue table

Building	Level
Keeper	2
Keeper	3
Hearth	9

But first levels of those are cheap enough, so you could adapt the build order and start working on them earlier. Assume it's situational. If a Souls event is on the door, focus on Extractor, if not, build a few early levels of those.

Next goal is to get Souls Extractor to level 13. But since that is a bit expensive in terms of souls, you should construct a few levels of the other important buildings in between:

Table 5.5: *Build order until Extractor lvl 13*

Building	Level
Extractor	9
Underworld Gate	7
Hearth	10
Extractor	10
Adventuromatic	1
Adventuromatic	2
Adventuromatic	3
Adventuromatic	4
Gladiator	6
Gladiator	7
Adventuromatic	5
Hearth	11
Extractor	11
Hearth	12
Extractor	12
Gladiator	8

table continues

continue table

Building	Level
Gladiator	9
Gladiator	10
Gladiator	11
Hearth	13
Extractor	13

The Keeper building is not listed in above table, but that does not mean you should ignore it completely. When to upgrade it, depends a lot on what is the level of your current hero targets. If you've already reached a point where you cannot defeat higher level targets, you will need to either upgrade the building or the Keeper unit, whichever is cheaper overall.

If you have lots of luck with the order of events you could quickly reach Soul Extractor 13 without paying too much attention to the attack buildings (Keeper, Underworld Gate, Torture Chamber). Unfortunately with the new events that is rarely the case, so when you notice the next levels of the important structures

cost too much, upgrade the Keeper and Underworld Gate a bit in between. As was explained earlier, the Gate is pretty cheap, so many people keep it the same level as the Hearth of Darkness all the time.

Once you have Soul Extractor level 13, you should stop upgrading that (also stop upgrading Keeper, Underworld Gate, Torture Chamber) and focus on raising Hearth, Gladiator and Adventuromatic to level 15, before you continue with anything else:

Table 5.6: *Build order after Extractor lvl 13*

Building	Level
Adventuromatic	6
Adventuromatic	7
Adventuromatic	8
Gladiator	12
Gladiator	13
Hearth	14
Hearth	15

table continues

continue table

Building	Level
Gladiator	14
Gladiator	15
Adventuromatic	9
Adventuromatic	10
Adventuromatic	11
Adventuromatic	12
Adventuromatic	13
Adventuromatic	14
Adventuromatic	15
Extractor	14
Extractor	15

As soon as the Extractor hits level 15, focus only on the Gold Pit. Unlike other structures the Gold pit can be upgraded even beyond level 15, but in order to do that, you must first bring all other underworld structures to level 15. The Gold Pit does not give that much gold before level 25 (eg., at level 22 it mines 11,465,760 gold per day), so push it to that level non-

stop, even if that means you won't be able to collect from it. The reason for that is after level 25 you are allowed to collect gold while it's upgrading, and there is long road to level 100 to make use of that.

Part II

GRINDING, GRINDING AND MORE GRINDING

Chapter 6

How to spend your shrooms

6.1 Completely F2P

TODO:

6.2 Eco

TODO:

6.3 Kiloshrooming

TODO:

Chapter 7

Events

7.1 Weekend events

TODO:

7.2 Holiday events

TODO:

7.3 Black Friday

TODO:

7.4 Witch event

TODO:

7.5 Legendary dungeon

TODO:

7.6 *Choosing a new server*

TODO:

Chapter 8

Middle and late game tips

8.1 Fighting the Hydra

TODO:

8.2 Toilet Aura

TODO:

8.3 Upgrading items

TODO:

8.4 When to switch to gold quests

TODO:

Chapter 9

Useful resources

9.1 Unofficial discord server

TODO:

9.2 Official game forum

TODO:

9.3 The en.4m7.de/sammelalbum website

TODO:

9.4 sftools

TODO:

9.4.1 Dungeon Simulator

TODO:

9.4.2 Pet Simulator

TODO:

9.4.3 Gold and XP

TODO:

9.5 Wait, there are more tools...

TODO:

Chapter 10

Managing a guild

10.1 Pre-creating a guild

TODO:

10.2 Tracking player progress

10.2.1 Overview of guild players

TODO:

10.2.2 Levels, XP and stats gained

TODO:

10.2.3 Fortress state

TODO:

10.2.4 Dungeons progress

TODO:

Chapter 11

Frequently Asked Questions

11.1 How to reach level 110+ in 3-4 days

Warnings

Let's first start with some warnings.

Reaching level 110-120 in first few days of a server is possible, but expensive. In the long run it makes no sense, and is a waste of mushrooms, unless you are aiming for a top rank on the server. Even if that is the case, you can only benefit from that, if you plan to keep pushing long-term. If you ever stop pushing at the same rate, other players who started slower (and

cheaper) can catch up with you later, with overall less budget.

Again, pushing early, and then chilling in eco or free to play mode, is a complete waste, and only worth for the thrill.

Primary Goal

Ambitious people aiming at top ranks sometimes do that in order to unlock Pets, Arena Manager and Underworld sooner. In this way they get an earlier advantage to most players in rune bonuses, pets, and the gladiator critical damage bonus.

The most important milestone is to reach level 50 at day #2, or at latest, in the morning of day #3. Thus you can start buying epics from the shops before the initial multi-event is over.

It helps a lot, if you have a guild with the following requirements:

- 4/6 (or 5/5) skills at the very start
- everyone level 25+ at end of day #1

- everyone HoK 6 at end of day #1

Budget

Expected cost is between 1K and 2K mushrooms per day. The exact amount depends on the choice of class, previous experience and the guild. Given some luck, classes like berserker, scout and druid are more likely to defeat dungeon monsters that are of a much higher level than the player, so the cost for them is lower than for the rest.

That's especially true for the berserker, as its rage attack ability sometimes allows it to kill an enemy without taking a single hit. This is also the only special class ability that also works against mages, which makes mage dungeons extremely easy for the berserker class. So, if you just want to try fast-leveling as an experiment, it would be **most cost-efficient to do it with the berserker class.**

The pace of your progress is also influenced a lot by the guild bonuses and HoK. To make it cheaper, you need a guild where everyone plans to increase

their guild skills to 4/6 (or 5/5) with the Starter Pack, at the very start of the server.

Since in the beginning gem stats depend entirely on the guild HoK, it also helps a lot to be part of an ambitious guild. Better HoK means better gems and more stats, so you will find it easier to defeat dungeons earlier. This is only possible if everyone pushes to level 25+ at the end of day #1, in order to unlock the Fortress pack. The resources from that pack are necessary in order to skip to HoK 6 (costs only about ~130 mushrooms).

Most of the steps in this guide have been tested with a battle mage character, in an ambitious guild. It went a bit outside the budget, but if you use another class, it should work better.

Enough blabber, time for action.

General tips

- When changing weapon **compare only maximum damage** and stats, ignore minimum and average damage.

- If you can't find a good epic weapon, choose one with main stat only.
- At lower levels you can use the following simple formula to calculate what **maximum damage to look for in shops**: $\underline{MaxDamage = 3 \times CharacterLevel + 15}$ (for scout weapons multiply by 1.25, and for mage weapons by 2.25).
- And the following formula for max item stats to look for: $\underline{MaxItemStats = 2 \times CharacterLevel}$.
- Once you unlock Gem Mine, **only equip items with gem sockets**.
- After you unlock Gem Mine, **keep base stats in 50/50 ratio**.
- Only increase luck while it's cheap. Having at least 15-20% chance for critical hits is good to have.

Note that finding items in shops with maximum possible damage or stats is expensive, so if you are given something relatively close to that, just take it.

Farming gold

When you are low on gold, and need that to raise stats, you can find players in the hall of fame that give the maximum gold possible (equal to their level), and attack them repeatedly until you steal all the gold. After the player drops too much in rank compared to you, you will stop earning any gold from him.

To get around that, spend the gold, unequip as much of your equipment (especially the weapon), and attack him a few times. Thus you raise him in rank, while lowering yourself. Equip your items again and continue attacking him until you are sure he has no more gold.

If you hear anyone talking about 'farming arena for gold', that is what he means.

Another way to earn extra gold is to buy the 50% mount multiple times. Each time you buy it, you get

an environmental gold reward. But be careful with that, as it is very expensive, especially before level 35, and you can still progress enough without that. Yet, good to know.

If you don't have enough gold to buy new equipment, or gems, or whatever, the above options can help you to proceed further without doing too much quests (saving the thirst for later).

Day 1

Goals for end of day #1:

- **Reach level 26+ (34+ for berserkers/scouts/druids), although even a battle mage can reach level 31-32 on day #1, as long as you go outside of the budget enough;**
- **Collect 45%-50% of album**

Let's start:

1. Join the guild.

2. Buy the Starter Pack.
3. **Sell the hitpoints potion for 100 gold.**
4. **Upgrade your Treasure and Instructor skills to 4/6 (or 5/5, if that is what the guild decided).**
5. Buy small potions.
6. Use remaining gold on main stat and constitution (before you unlock gems, try to have slightly more main stat than const).
7. **Wait until all 50 players have 4/6 skills and the guild has 40% GOLD and 60% XP bonuses (or 50% / 50%).**
8. Don't do any arena fights yet, save them for later.
9. **Do quests only until you reach level 10. Only choose XP quests!** Calculate which quests give the most XP per minute of thirst.

10. If you are a druid, equip the bear mask.
11. **At level 10 stop doing quests, refresh Magic Shop, and buy Scrapbook.**
12. Equip your character with all items (except Talisman, you can't buy it from the shop before level 15). At level 10 you can find items with +20 stats (total main+constitution), but you need to refresh the shops much more to find those.
13. Spend remaining gold on stats.
14. **Login from another device to get the +5 stats for the achievement.**
15. Start attacking players in the Hall of fame in order to fill the album. Choose players with different levels and classes.
16. Your goal **at level 10 is to fill minimum 25% of album** before touching quests. If you want to have more than that, you need to raise

your stats enough, so that you are able to defeat higher level players. You can even reach close to 40% album before doing any quests, but it's expensive. So, better stop around 25% (550 stickers) and continue improving album to +40% some time after level 15 (when you can find medium potions without too many refreshes).

17. Don't forget to spend all gold for stats after each attack.
18. **Do a few quests** (hopefully 2-3 only), until you find the **key for the first dungeon**.
19. Since you raised your stats with gold while you were filling the album, you might be able to kill the first 3-4 monsters. In general the idea is to always **try dungeons before doing more quests**. Clearing a few floors of a dungeon gives you enough XP to level up, which means you will later play quests at a higher level, receiving more XP from your thirst.

20. If you have a PC and lots of free time, you can save some mushrooms by using the Dungeon Simulator from sftools to check the chances for winning a dungeon, before actually trying it (<https://sftools.mar21.eu/dungeons.html>, thank mar21 from the Tavern Discord for creating this!).
21. Once blocked at the dungeon, try improving album again. You should be higher level now, and can defeat more players with stickers you need.
22. **Wait until about 1-2 hours before server reset time** (communicate that with your guild first, as some people find that selfish), so that more players have increased their guild skills, and there are also more stickers available on the server.
23. **Do quests to reach level 15.**

24. Refresh the Magic Shop to **buy a Talisman and medium potions.**
25. Refresh the Weapon Shop and **buy a new weapon** (of course also check if other items offered are better). You will change all items at level 18 again.
26. **Clear 1-2 more dungeon floors.** When you reach the Banshee monster (with level 22) you can stop, as it is hard to defeat at level 15 for most classes.
27. Around level 15 it should be possible to collect enough gold to upgrade your Treasure skill (if you went for 4/6) or Instructor (if you went for 5/5).
28. Since you changed equipment and are stronger now, you can **improve album again.** At that level, you can already collect between 30% and 40% of album, how much depends on your budget.

- 29. Do quests to reach level 18.**
- 30. Buy new equipment.**
- 31. Defeat 1-2 more dungeons.**
- 32. Improve album again. By that time you should have at least 35% of album, but +40% is highly recommended.**
- 33. If you have lots of time on your hands, try to get the achievement for 3 wins in a row against the gambler. That gives you only +5 stats on everything, but if you use the '/gold bet 1' command in the chat box, it doesn't cost much gold.**
- 34. Do quests to reach level 20 and to find the key for the second dungeon.**
- 35. Try both dungeons again.**
- 36. If you are very close to completing a level, do 1-2 quests to close the level, before changing items.**

37. **Change all items with better. At level 20 you can find items with +40 total stats.**
38. **Improve album.**
39. **Next goal is to reach level 25 at reset time.**
40. **Try dungeons again.**
41. If you are blocked and want to reach more than level 25 in the first day, farm arena, improve stats, change some items and try again.
42. **If you find farming arena expensive, do more quests, but try saving about 30-50 thirst, so you have some chance to find the key for the third dungeon (unlocks at level 30).**
43. If you are very close to level 25, but still not there, use your 10 arena fights to close the level.
44. At level 25, if you are a druid, change to cat mask and only use that from now on (try bear

mask against mages sometimes, but it rarely helps).

45. **At level 25, build Fortress level 1 and get the Fortress mushroom pack.**
46. The fortress pack gives you 1 level for free, so you will immediately get to level 26.
47. Use the resources from the pack to **skip your Fortress to level 6 and to buy HoK 6**. Use the remaining resources as shown in section 'Early build order' in Chapter 2.
48. If everyone in the guild is expected to skip to HoK 6, wait until the guild has about 250-300 total HoK (can happen only when most people are level 25+).
49. Meanwhile, if you are a druid, try dungeons again without changing any equipment, but this time with cat mask.

50. **Buy new equipment with sockets. From now on never use an item without socket again.**
51. Once you unlock gems, **level up your base main and const stats equally.**
52. Farm gold and **skip for gems**. You want more main gems than const gems (eg. 6 main and 3 const). The ratio of your **total main and const stats should be close to 60/40** (total, not base). You can achieve that with gems and equipment. For now it does not matter if the gem is small, medium or big, so use whatever you find.
53. If you are a berserker, you can even equip blue gems only. That would allow you to kill more harder dungeons (with many tries), but will also cost you more tries in easier dungeons.
54. Farming gold for gems at that level is expensive, so **you could stop for 1st day**,

if you are already over budget. That way you will also give more time to players in your guild to also improve HoK. **So, if you are already at least level 26, and want to stop for today:**

- a) Do 20 spins on the wheel.
- b) Spend the gold on guild skills, and whatever remains on stats.
- c) Improve album, trying to reach 50%.
- d) Finish the remaining thirst.
- e) Wait for reset time.

55. If you want to continue pushing beyond level 26, your next goal is reaching level 30 (to unlock next dungeon). To do that you need to have some thirst left. If that is the case:

- a) Farm gold, up stats and change equipment (if you made any levels). Around

level 30 you can find items with +60 total stats.

- b) Farm gold and skip for new gems.
- c) Try dungeons.
- d) **Repeat above 3 steps until you are level 30** (if you are a hair's breadth from lvl 30, use any remaining arena fights to close the level).
- e) Find the **key to next dungeon in quests**.
- f) Spam the new dungeon until you reach level 32.
- g) **At level 32 buy large potions and try dungeons again.**
- h) **Do 20 spins on the wheel.**
- i) **Spend the gold on guild skills**, and whatever remains on stats.
- j) **Improve album to 50%.**
- k) **Finish any remaining thirst.**

- l) Wait for reset time.

Day 2

Goals for end of day #2:

- **Reach level 60+** (berserkers/scouts/druids can do more, eg. 90+, in that case also check instructions for day #3);
- **Collect 58%-60% of album**

The **main goal during day #2 is to reach level 50+**, in order to shop for epics. Alternatively, as a minimum you could try to reach something close to level 50, for example lvl 47.

1. **If you stopped at level 26 the previous day:**
First, aim for **level 30**, in order to **unlock third dungeon**:
 - a) Do quests until you reach level 30.
 - b) Find the key to next dungeon in quests.

- c) Try dungeons.
 - d) **At level 32 buy large potions.**
 - e) Change equipment, gems and up stats.
Around level 30 you can find items with +60 total stats.
 - f) Now that you have large potions and new equip, try dungeons again, until blocked.
 - g) Improve album.
2. From now on, if you read 'Try/push dungeons', assume that includes changing of equipment and gems.
 3. **Next goal** is to reach **level 40+** in order to **unlock 4th dungeon**.
 4. **Do quests to get to level 40**, but try to **leave about 100 thirst** in order to be able **to find the keys for 4th and 5th dungeons** later.
 5. If you stopped at level 26 the previous day, you might find it hard to reach level 40, while

saving that much thirst. You already know the way to compensate for that - farm gold, improve your char and push dungeons.

6. **At level 40**, use some of the saved thirst to **find the key to dungeon 4**.
7. **Try the new dungeon.**
8. **Around level 44**, if you feel this is overrunning your budget, stop for today. **Level 44 on day #2 is not bad**. If that is the case:
 - a) **Do 20 spins on the wheel.**
 - b) **Spend the gold on guild skills**, and whatever remains on stats.
 - c) **Improve album to +58-60%** or close to that.
 - d) Finish remaining thirst.
 - e) Wait for reset time.
9. If you want to continue, **push dungeons until level 50**.

10. At level 50 use some thirst to **find key to dungeon 5.**
11. **Farm gold** in order to **buy epics.**
12. Fully **equip with socketed epics.**
13. After getting epics you can **reach level 60+.** Leveling up more is possible, but might be too expensive for most classes.
14. Since **no dungeon unlocks at level 60 (next key is at level 70)**, you'd better stop for day #2:
 - a) **Do 20 spins on the wheel.**
 - b) **Spend the gold on guild skills**, and whatever remains on stats.
 - c) **Improve album to +58-60%.**
 - d) **Finish remaining thirst.**
 - e) Start city guard and continue the next day.

Day 3

Goals for end of day #3:

- **Reach level 90+.**
- **Collect 62% of album.**

The two primary goals for day #3 are to **reach level 70** in order to **buy the key for dungeon 6**, and **level 75** in order to **unlock pets**.

1. Start with quests, but try to **save about 80-100 thirst for the key and the pet nest**.
2. Don't forget to try dungeons again at every 1-2 levels.
3. If you are really blocked, and you don't intend to keep Gem mine at level 1 for a long time (eg. until level 215-225), upgrade Gem Mine a bit, but only a few levels (eg. max up to level 3-4). If you are berserker, scout or druid, you won't really need to do that though. You should be

able to progress even with Gem Mine 1. And keeping Gem Mine at level 1 longer is better, since it will be much cheaper (both in terms of gold and mushrooms) to replace gems. So do that only as a last resort.

4. When you reach **level 70**, **buy the key for the 6th dungeon from the Magic Shop**.
5. You already know what to do after you unlock a new dungeon.
6. **At level 75** do quests to **find the pet nest**.
7. **If you have more than 50 thirst left**, try to do only quests, which would allow you to **find some of the pets that boost your main stat or const**. **Save about 50 thirst** in order to find the **next key**.
8. **Don't forget to also fight in pet dungeons, as they give good XP at those levels.**

9. Once they start selling for about 200 gold, **you can mine gems in order to sell them.** This would probably be profitable only after level 80.
10. At **level 80** do quests to **find the next key.**
11. **Try dungeons until level 85.**
12. **At level 85 skip gems to find the Holy Grail** (you already have 1000+ stickers in album), and **hunt for the missing stickers** that are available on the server.
13. If you already upgraded Gem Mine to level 10, you might want to extract gems from old equipment. Of course, when the gems get old, you will still need to replace them. The problem is, when you extract the gem, the item is destroyed and you can't sell it for gold. And you need that gold to buy new epics. This is another reasons why it is good to keep Gem Mine at level 1 while fast-leveling. That way

you can just sell your old epics and skip for new gems.

14. At level 90 the Blacksmith unlocks. Shame on me, but I sometimes forget that the blacksmith can add gem sockets, and I just keep refreshing the shops for items with sockets... Learn from my mistake...
15. Try dungeons for the last time today.
16. At level 95 you can **find the key for dungeon 8** (on a quest). But since you probably have no thirst left, there is no point to push that much. Leave that for the next day.
17. **Do 20 spins, up guild skills to 10/10, finish thirst, and start city guard so that it ends several minutes before reset time (so that you can collect the gold reward before the x5 multiplier from the event expires).**

Day 4

Goals for end of day #4:

- **Reach level 110-120+.**
- **Collect 66% of album.**

The major goal for day #4 is to reach level 95 and to unlock dungeon 8. Once you do that it should be relatively easy to reach level 110.

1. **Do quests to reach level 95.**
2. **Find key for dungeon 8** in quest.
3. At some point you might find out that changing epics is just not enough to continue, even if you have the best ones. If that happens, the reason could be that you neglected your base stats. So, remember to also use some of your gold to upgrade the stats. You can check how much you need, by looking at other players with a similar level to yours. You could also use the dungeon simulator, adding arbitrary points to your base stats, until the chances of defeating the dungeon become at least 1%.

4. If you don't intend to keep your Gem mine at level 1 any longer (eg. until level 215-225), it is a good time to **upgrade the Gem Mine to level 10**, and to equip better gems. Upgrading the mine helps a lot in dungeons, but, as was already pointed out, skipping gems with mine 10 costs a lot. Decide that for yourself.
5. **Dungeon 8** can lead you somewhere around **level 105** without much pushing, but to get the next key you need level 110.
6. The good news is the key for dungeon 9 can be bought from Weapon Shop, so you don't have to leave any thirst.
7. But don't push yourself too much, even if you don't reach level 110 before reset time, you can do that immediately after reset time.
8. **At level 110 buy the next key from the Weapon Shop.**

9. If you improve your character enough, you should be able to clear all first 9 dungeons. That will unlock the Tower, and will allow you to get the first pack that gives souls. You can read more on how to develop the Underworld in Chapter 5.
10. At level **125** remember to **skip gems for the key to Shadow world** (you can find that even with gem mine level 1). **The Twister dungeon gives lots of gold for stats and buying of epics.**
11. Once you unlock the Tower, **completely ignore the companions until around level 150-160.** At lower levels you can only use them as extra backpack space, keeping useless items longer, so that you have a chance to sell some of them to the witch.

11.2 How to reach level 200+ in 3 days

TLDR

To save you time, this section only list some key differences from the previous guide (for level 110 in 3-4 days). So for best results, read the other guide first.

It's cheapest to achieve this with a berserker. Experienced players can do it with 10K mushrooms (requires full mushroomer guild with ~300 HoK at end of day 1). First-timers will probably need around 15K.

And if you use another class, prepare to be blocked on mages in dungeons, which will cost you much more to pass. If you've never done that before, the cost with a scout or druid can reach 20-30K mushrooms. Doing it with warrior/mage/battle mage can easily cost the same type of player 40-50K mushrooms.

Wasting mushrooms is pointless in general, but doing it with a deamon hunter would be next level

blunder. The deamon hunter class is considered inferior to all others, so don't invest mushrooms in that.

Day 1:

Goal for first day is level 44-45 and album close to 55%.

- When looking for new weapon/items in the shop, use the following formulas to decide, if the items offered are worth the gold:
 - Maximum weapon damage (not average):
$$\underline{MaxDamage = 3 \times CharacterLevel + 15}$$
(for scout weapons multiply by 1.25, and for mage weapons by 2.25).
 - Maximum stats of single-stat items:
$$\underline{MaxItemStats = 2 \times CharacterLevel}$$
- Only use Wheel of Fortune at the end of each day.

- At level 10 farm gold, up base stats, buy small potions and find the best possible equipment in shops.
- You need equipment that would give you much more main stat than constitution. The ratio of your total stats should be at least 60:40, even 70:30.
- Improve album to at least 25%.
- Do as few quests as needed to find key for first dungeon.
- Farm more gold and improve stats enough to reach level 12+ with dungeons only. Always tryhard dungeons before doing any further quests.
- At level 12 buy medium potions (chance is low, and it's expensive, but is possible).
- Find the best possible equipment in shops.

- Before doing any other quests, you need to collect at least 40% of album. If you are not strong enough to defeat higher level players that have newer items, farm more gold and improve base stats more. It's possible to reach ~40% of stickers at level 12, but not immediately at server start. You will need to continue improving album until 1-2 hours before server reset time. Later in the evening impatient players will have already played their thirst/dungeons, so there will be more item stickers available.
- Always play thirst 1 hours before reset time. Use the rest of the day to improve album, base stats and, if possible to defeat any dungeons.
- At this point you can start doing some quests in between dungeons. Choose only XP quests, as you can farm extra gold in other ways.
- You find keys for first 5 dungeons on quests, at levels 10, 20, 30, 40 and 50. When reach that level, play only shortest quests until you find

the key, then focus on the new dungeon that opened.

- Your goal at day 1 is to reach level 40, so you need to save about 150 thirst for the keys at levels 20, 30 and 40 (about 50 thirst per key).
- Farm gold and replace equipment every 2-3 levels, and every time you open a new dungeon. For example at level 10, 12, 15, 18, 20, 22, 24).
- Use arena fights only when very close to filling a level. That way you play next quest at higher level.
- In between dungeons and quests, continue improving album. You want around 55% of stickers at the end of the day.
- Don't forget all the easy achievements that give free stats. You get +40 points on all stats for the following early achievements: Buy mushrooms from the dealer; Get Dragon/Grieffin mount;

Play on different devices; Beat the gambler 3 times in a row; Increase an attribute to 100 basis value; Win 10 arena fights in one day; Spend 10 mushrooms on personal guild skill; Reach level 18.

- At level 25, up your main stat and constitution equally, and equip only main stat gems. Use item stats to balance your total stats in a 60:40 or 70:30 ratio.
- After you unlock gems at level 25, you need to farm lots of gold for gems and to push dungeons a lot before doing any quests. If your guild has close to 300 HoK (everyone is level 25 and skipped to HoK 6), you will get gems with +100 stats at level 25, which is a huge boost.
- Keep Gem Mine at level 1 until you reach level 225!
- Don't forget to equip big potions at level 32.

- Save 50 thirst in order to find key for forth dungeon, and continue until level 40.
- You can stop pushing for day 1 around level 44-45 (if not a berserker, stop at level 36-38).
- At end of day 1 (or beginning of day 2) you should have collected about 58-60% of the stickers.

Day 2:

Goal for day 2 is level 130-140 and album of minimum 66%.

- Again, play thirst 1 hour before reset time (although that way you can't find any daily pets on second day).
- Thanks to epics in shops you make lots of progress after level 50. By only changing epics and spamming dungeons you can reach level 60+.

- Never dismantle or extract gems of epics. Sell epics for gold and skip for new gems instead. That's one of the reasons to keep Gem Mine at level 1.
- The bad news is there is no dungeon at level 60, so you will need to improve your base stats a lot in order to reach level 70 and the next dungeon. Of course you also need the best gems and equipment possible (definitely an epic weapon with good range and stats). It will take lots of dungeons tries, so save some mushrooms by using the Dungeon simulator of mar21 to see if your improvements are good enough to defeat the next dungeon floor.
- You can use some quests, but you need to save about 200 thirst for:
 - 50 thirst to find the pet nest at level 75
 - 100 thirst to find dungeon keys at level 80 and 95

- up to 50 thirst to find a few of the pets for your main stat and const (Water and Shadow pets for berserker).
- The good news is that at level 70 you don't waste thirst to find the key for the 6th dungeon, and instead you can buy it from the Magic Shop.
- At level 75 find the pet nest and try to use up to 50 thirst for finding a few of the important pets for your class. Some pets can be found only during the day, while others can be found only in evenings, so plan when to play that 50 thirst.
- Don't forget to also fight in pet dungeons, as they give lots of XP and some gold.
- Fight pets of other players, but carefully select weaker opponents, as you don't want to lose fruits.

- Remember to buy key for dungeon 9 from Weapon Shop at level 110 and not to waste thirst for that.
- At level 125 skip gems to find key to Shadow World/Dungeons.
- Clear as much of Twister as possible and use all gold on stats.
- Don't equip anything to companions yet. They are useless before level 140, so better sell the Twister items for gold, and increase base stats with that gold (changing equipment only is not enough).

Day 3:

- This time, start playing shortly before 17:30 (server time), so you can find the relevant daily pets you are missing.
- After you find those pets, stop playing any thirst and continue 1 hour before reset time.

- Make sure to find key to the toilet, while you still have thirst left.
- Some time around level 145 (but before level 150) you can equip companions with socketed items, only with main stat gems. Other gems are useless for companions as they survive only 1-2 hits anyway.
- When close to level 150 you can start defeating first floors of the shadow dungeons.

ABOUT THIS BOOK

Writing this book started as an effort to create a community book for the Shakes and Fidget game, which can be distributed for free, in ebook-compatible formats.

The git repository of this project is located at <https://github.com/learningsf/sfbook>.

When and if this book will be finished is completely unknown and depends on players like you. Want to write a chapter? Join the authors below:

List of authors:

Zealot at W40 (E L Y S I U M), W46 (OLYMPUS), W50 (PROJECT ALPHA):

Chapter 2, Chapters 4-5, How to reach level 110+ in 3-4 days

I want to say thank you to many players who helped me with advice when I was starting the game. Can't list everyone here, so excuse me if I forgot to mention you.

Special thanks to nForce@W40, Johny P@W40

and Tolis@W4o who always helped their guild members and created a really nice environment in ELYSIUM guild at W4o.

Thanks to Goddess Lilith for the great leadership at W42 and also for teaching me how to trick the arena merchant to offer 7-day skips daily.

A thank you is also due to players from rival guilds like MG Aris, KeroMero, Inyourface, Anthoniaco and N3utr4L from W4o, who always responded to my stupid noob questions and were always ready to help.

Also want to express gratitude to the mentors in the unofficial “S&F’s Tavern” discord server, especially to psychoazubi, suri, Acclamator, Zorago who are investing so much of their time to help other players. It’s a pity I joined your discord server so late, after making so many mistakes on my characters.

YOUR NAME HERE:

Adopt a chapter now! Learn how to contribute at
<https://github.com/learningsf/sfbook>.

License

The Mulish font used on the cover page of the book is licensed under the SIL OPEN FONT LICENSE Version 1.1 - 26 February 2007, which is available in fonts\Mulish\OFL.txt file in the git repository of the book.

This book is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. The full text of the license is available in LICENSE.txt file in the git repository.

Disclaimers

The authors of this book are not affiliated in any way with the owners of the game “Shakes and Fidget”. The game is property of its respective owners.

All screenshots from the game presented in this book, are for demonstration purposes only. Their use here does not imply any endorsement from the owner of the game.