



# LEARNING SHAKES & FIDGET

from  
players

# Contents

<b>Contents</b>	<b>2</b>
<b>I The Basics</b>	<b>7</b>
<b>1 Getting Started</b>	<b>8</b>
1.1 Choosing a character class . . . . .	8
1.2 Tavern quests and which to pick . . .	9
1.3 Buying mount . . . . .	9
1.4 Important stats for your class . . . . .	9
1.5 Comparing items . . . . .	9
1.6 Potions and gems . . . . .	9
1.7 Leveling up and dungeon spamming .	9
1.8 Server start plan . . . . .	9
<b>2 Founding the Fortress</b>	<b>11</b>
2.1 What not to build . . . . .	12

2.2	Early build order . . . . .	14
2.3	Gotchas . . . . .	19
2.4	Fortress attacks after 48-h protection	22
2.5	Finding a fortress buddy . . . . .	22
2.6	Maximizing event/wheel/dice rewards	22
2.7	Important buildings . . . . .	22
2.8	Planning for HoK 20 . . . . .	26
<b>3</b>	<b>Other features unlocked by level 100</b>	<b>27</b>
3.1	Mirror . . . . .	27
3.2	Witch . . . . .	27
3.3	Pets . . . . .	27
3.4	The Blacksmith . . . . .	28
3.5	Toilet . . . . .	28
<b>4</b>	<b>Arena Manager</b>	<b>29</b>
4.1	How often to sacrifice . . . . .	29
4.2	What boosts to buy . . . . .	29
4.3	Getting 7-day skip offers daily . . . .	29
4.4	What 1000+ runes give you . . . . .	29
4.5	What runes to choose for equipment	29
4.6	Surviving to max runes . . . . .	29

<b>5</b>	<b>Underworld</b>	<b>30</b>
5.1	What not to build . . . . .	30
5.2	Important buildings . . . . .	30
5.3	Sample build order . . . . .	30
<b>II</b>	<b>Grinding, grinding and more grinding</b>	<b>31</b>
<b>6</b>	<b>How to spend your shrooms</b>	<b>33</b>
6.1	Completely F2P . . . . .	33
6.2	Eco . . . . .	33
6.3	Kiloshrooming . . . . .	33
<b>7</b>	<b>Events</b>	<b>34</b>
7.1	Weekend events . . . . .	34
7.2	Holiday events . . . . .	34
7.3	Black Friday . . . . .	34
7.4	Witch event . . . . .	34
7.5	Legendary dungeon . . . . .	34
7.6	Choosing a new server . . . . .	34

<b>8</b>	<b>Middle and late game tips</b>	<b>35</b>
8.1	Academy vs Gem Mine vs Treasury . . . . .	35
8.2	Toilet Aura . . . . .	35
8.3	Upgrading items . . . . .	35
8.4	When to switch to gold quests . . . . .	35
<b>9</b>	<b>Managing a guild</b>	<b>36</b>
9.1	Pre-creating a guild . . . . .	36
9.2	Tracking player progress . . . . .	36
9.2.1	Levels, XP and stats gained . . . . .	36
9.2.2	Fortress state . . . . .	36
9.2.3	Dungeons progress . . . . .	36
9.2.4	Comparing runes, equipment and album . . . . .	36
<b>10</b>	<b>Useful resources</b>	<b>37</b>
10.1	Unofficial discord server . . . . .	37
10.2	sftools . . . . .	37
10.2.1	Dungeon Simulator . . . . .	37
10.2.2	Pet Simulator . . . . .	37
10.2.3	Gold and XP . . . . .	37
10.3	Wait, there are more tools... . . . . .	37

# *Introduction*

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

Explain shortly who this book is written for...

# *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 playstyle and is strong in the parts of the game you find most important.

TODO:



*1.2 Tavern quests and which to pick*

*1.3 Buying mount*

*1.4 Important stats for your class*

*1.5 Comparing items*

*1.6 Potions and gems*

*1.7 Leveling up and dungeon spamming*

*1.8 Server start plan*

- Join a guild
- If you are not completely F2P, use all gold from the starter pack on guild skills and the rest on stats
- Validate account to get extra 10 mushrooms
- Buy the 50% mount with the initial 25 mushrooms, unless you already bought the starter pack

- Sell the life potion from the starter pack for 100 gold and buy it again cheaper
- Reach level 2 with 8 arena wins
- Wait guild to be full and other players that are getting the starter pack to up their skills
- Reach level 10
- Buy scrapbook from magic shop
- How and why to fill the sticker album in the scrapbook

## 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 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 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 defence 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 (for brevity we will call those

'mines'), and also a bonus that is not subtracted from your resources, but is given to them from 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 mines, other players steals nothing from you, and only receive the bonus that the game gives to 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 mines (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.

## 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:

- Fortress 1
- HoK upgrade 1
- Laborers' Quarters 1
- Fortress 2

- HoK upgrade 2
- Laborers' Quarters 2
- Fortress 3
- HoK upgrade 3
- Laborers' Quarters 3
- Fortress 4
- HoK upgrade 4
- Laborers' Quarters 4
- Fortress 5
- HoK upgrade 5
- Laborers' Quarters 5
- Fortress 6
- HoK upgrade 6

- Laborers' Quarters 6

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 level 1 of Gem Mine and levels 1-5 of Woodcutter and Stone Quarry:

- Gem Mine 1
- Woodcutter 1
- Stone Quarry 1
- Woodcutter 2
- Stone Quarry 2
- Woodcutter 3
- Stone Quarry 3



- Woodcutter 4
- Stone Quarry 4
- Woodcutter 5
- Stone Quarry 5

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 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:

- Barracks 1
- Barracks 2
- Barracks 3
- Barracks 4
- Barracks 5
- Barracks 6

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, events and wheel (later dice too). Mines (Woodcutter and Stone Quarry, called mines for brevity) are only relevant as a means to attract others.

## 2.3 Gotchas

**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 consired 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 a gem.

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 comparision, 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 the right gems for your character are useful, so that means you could wait 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, at before level 50 you will find it hard to collect enough gold even for the gems that cost only 150 gold. So early in the game you level up quickly and need that gold for so many other things (stats, guild skills, starting raids, buying epics).

And on top of all that, the longer the 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 to level 1 until their character reaches 220-230 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 (check the Finding a fortress buddy section below for whys and hows), and if those players have no defences (no one should, right?).

## *2.4 Fortress attacks after 48-h protection*

## *2.5 Finding a fortress buddy*

## *2.6 Maximizing event/wheel/dice rewards*

## *2.7 Important buildings*

The most important buildings you should focus on are Fortress, Gem Mine, Academy and Treasury:

**Laborer Quarters** (further called just Lab), as each level of it reduces by 5% building time and time needed to find gems. Usually this is the first building to upgrade immediately after building 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 11 or 12, 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 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. Each level of Fortress doubles those amounts.

**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 are level 100-110. The reason is that at that level they are very close to reaching the Tower dungeon, and having Gem Mine of level 10 is the other requirement to unlock the Underworld.

It as already explained how long you should keep Gem Mine at level 1 before upgrading 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.



**Academy** is not very useful early as it gives too little XP when your character is lower 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 after getting Gem Mine to level 10 and Laborer Quarters to level 11, and then keep it at that level until I have HoK 15 and Fortress 17-18.

**Tesury** 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 Tesury is never a mistake.

## 2.8 *Planning for HoK 20*

## Chapter 3

# Other features unlocked by level 100

### 3.1 Mirror

### 3.2 Witch

### 3.3 Pets

*How to find the nest*

*Which pets to feed*

**Shadow Pets** Sample graphic with full page width:



## **Light Pets**

## **Earth Pets**

## **Fire Pets**

## **Water Pets**

### **3.4    *The Blacksmith***

#### **Upgrading items**

#### **What to use splinters for**

#### **Getting more metal and splinters**

### **3.5    *Toilet***

#### **What does the aura give you**

#### **What items to throw**

## *Chapter 4*

# *Arena Manager*

- 4.1 How often to sacrifice*
- 4.2 What boosts to buy*
- 4.3 Getting 7-day skip offers daily*
- 4.4 What 1000+ runes give you*
- 4.5 What runes to choose for equipment*
- 4.6 Surviving to max runes*

## *Chapter 5*

# *Underworld*

*5.1 What not to build*

*5.2 Important buildings*

*5.3 Sample build order*

## *Part II*

# *GRINDING, GRINDING AND MORE GRINDING*



## *Chapter 6*

# *How to spend your shrooms*

*6.1 Completely F2P*

*6.2 Eco*

*6.3 Kiloshrooming*

## *Chapter 7*

# *Events*

*7.1 Weekend events*

*7.2 Holiday events*

*7.3 Black Friday*

*7.4 Witch event*

*7.5 Legendary dungeon*

*7.6 Choosing a new server*

## *Chapter 8*

# *Middle and late game tips*

*8.1 Academy vs Gem Mine vs Treasury*

*8.2 Toilet Aura*

*8.3 Upgrading items*

*8.4 When to switch to gold quests*

## *Chapter 9*

# *Managing a guild*

### *9.1 Pre-creating a guild*

### *9.2 Tracking player progress*

#### *9.2.1 Levels, XP and stats gained*

#### *9.2.2 Fortress state*

#### *9.2.3 Dungeons progress*

#### *9.2.4 Comparing runes, equipment and album*

## *Chapter 10*

# *Useful resources*

*10.1 Unofficial discord server*

*10.2 sftools*

*10.2.1 Dungeon Simulator*

*10.2.2 Pet Simulator*

*10.2.3 Gold and XP*

*10.3 Wait, there are more tools...*

## FREQUENTLY ASKED QUESTIONS

## *How to reach level 200+ in 3 days*