



# LEARNING SHAKES & FIDGET

from  
players

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# 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 0.2.2 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 substracted 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.

## 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
Lab. Quarters	5	2 308	738
Fortress	6	6 000	2 000

table continues

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continue table			
Building	Level	Wood	Stone
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		

---

table continues

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continue table			
Building	Level	Wood	Stone
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
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).



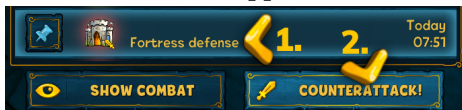
If attack is going to fail with 1 soldier, and no gold is required to change the opponent, do that.



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*

<b>Fortress lvl 15</b>	<b>Wood</b>	<b>Stone</b>
<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
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*

<b>Fortress lvl 20</b>	<b>Wood</b>	<b>Stone</b>
<i>Outside Fortress event:</i>		
Dice (x5)	90 million	30 million
table continues		

continue table		
<b>Fortress lvl 20</b>	Wood	Stone
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.

**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.

## 2.7 *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 everyones 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 buying 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 opinionated 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*

### *4.1 How often to sacrifice*

TODO:

### *4.2 What boosts to buy*

TODO:

### *4.3 Getting 7-day skip offers daily*

TODO:

### *4.4 What 1000+ runes give you*

TODO:



## 4.5 *What runes to choose for equipment*

TODO:

## 4.6 *Surviving to max runes*

TODO:

## 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*

<b>Soul Extractor lvl</b>	<b>Quest</b>	<b>Dice x5</b>	<b>Wheel</b>
Level 10	~ 109K	~ 8K	~ 24K
Level 11	~ 225K	~ 16K	~ 36K
Level 12	~ 510K	~ 37K	~ 56K
Level 13	~ 1 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



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continue table

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Building	Level
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Gladiator	14
-----------	----

Gladiator	15
-----------	----

Adventuromatic	9
----------------	---

Adventuromatic	10
----------------	----

Adventuromatic	11
----------------	----

Adventuromatic	12
----------------	----

Adventuromatic	13
----------------	----

Adventuromatic	14
----------------	----

Adventuromatic	15
----------------	----

Extractor	14
-----------	----

Extractor	15
-----------	----

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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:

## FREQUENTLY ASKED QUESTIONS

## *How to reach level 110+ in 3-4 days*

### *Warnings*

Let's first start those 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 waste, and only worth for the thrill or as a way to help the guild start raids earlier.

### *Primary Goal*

Ambitious people aiming at top ranks sometimes do that in order to unlock Pets, Arena Manager and Underworld sooner, getting 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,** so that 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, before doing any quests;
- 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 early game the stats of gems depend entirely on the guild HoK, it also helps a lot to be in an ambitious guild, where most players will skip to HoK 6 at the end of day 1 (or in the early morning of day 2). Better HoK means better gems and more stats, so you 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).

Enough blabber, time for action.

## 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**
  1. Join the guild
  2. Buy the Starter Pack.
  3. **Sell the life/hitpoints potion for 100 gold.**
  4. **Upgrade your skills to 4/6 (TREASURE/INSTRUCTOR).**



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 skills 4/6 and the guild has 40% GOLD and 60% XP bonuses.**
8. Reach level 2 with arena fights (only until you win 8 times, save last 2 fights for later).
9. **Do quests only until you reach level 10. Only choose XP quests! Choose them carefully!** Calculate which quests give most XP per minute of thirst! If you will play quests without hourglasses, spend the gold from quests on stats, so noone steals it.
10. If you are druid, equip bear mask.

## Day 2



Goals for end of day 2:

*Day 3*



Goals for end of day 3:

*Day 4*



Goals for end of day 4:

*How to reach level 200+ in 3 days*

TODO:

## 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):  
Chapter 2, Chapter 5*

*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 forget to mention you.*

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**YOUR NAME HERE:**

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

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