

Synopsis

There are many guides and event walkthrough on the S8 Forum ([here](#)). The goal is not to duplicate all this work. To add some more insight on the game here a bunch of game nuggets, i.e. tip & tricks, to help you on some aspects of the game.

Disclaimer

I am not affiliated to Storm8, I am ([ShibuyaCloth](#)) just a regular player enjoying this game a lot. I have no special inside and basis this document purely on what the game tells us or what can be found on the Castle Story **Storm8 Forum**.

Nuggets

Nugget #1 - Inventory Overrun	3
Nugget #2 - Expanding	4
Nugget #3 - Neighbors	6
Nugget #4 - Energy	8
Nugget #5 - Monsters	10
Nugget #6 - Gems	13
Nugget #7 - Levels & Experience	14
Nugget #8 - Organize Your Castle	16
Nugget #9 - Trades.....	19
Nugget #10 - Inventory	24
Nugget #11 - How to play on old devices	25
Nugget #12 - Coins.....	26

Versions

- Version 1.91 - 2018.12.21
 - Small corrections & improvements
- Version 1.9 - 2018.08.31
 - Nugget #13 – Royal Points
 - Small corrections & improvements
- Version 1.8 - 2018.05.31
 - Various improvements & corrections
- Version 1.7 - 2017.01.03
 - Added Nugget #12
 - Various improvements
- Version 1.6 - 2016.03.19
 - Various improvements
 - Added various new info based on new game items
 - Added Nugget #11

- Version 1.5 - 2015.12.25
 - Added new sources in Nugget #1
 - Updated Nugget #2 with new plots
 - Updated energy sources in Nugget #4
 - Updated gems sources in Nugget #6
 - Updated links and pictures
 - Added Nugget #10
- Version 1.4 - 2015.06.20
- Version 1.3 - 2015.05.20
- Version 1.2 - 2015.04.06
- Version 1.1 - 2015.03.21
- Version 1.0 - 2015.03.06

Nugget #1 - Inventory Overrun

Many inventory items are capped 1, 5, 10, 50, etc), the most common is 99. Go in your inventory and look for the item you want to overrun, if it says x/y, then y is the cap. Decoration items usually have no visible cap, as of version 1.6 onward; all decoration items are limited to 99. Some items have a compound cap, this cap is not visible and you need to do the math:

1. Royal Point (RP) Decoration: 65
2. Royal Point (RP) Buildings: 55
3. Town Buildings: 55

Production Sources

To have an items go over its cap, you need to know if it can be acquired through a different mean then just harvesting, gathering or adventuring. In short, an item that can be obtained by gifting, crafting or goals is potentially a candidate to overrun.

1. Production buildings: Kitchen, Workshop, Potion Shop, Magic Forge, Thinker Camp, Winter Bakery, Greenhouse, Faerie Workshop, Mermaid Workshop, etc.
2. Gifts from neighbors
3. Feed the Baron: kitchen (only possible for certain items)
4. Grow Faeriebulb/Dark Seeds
5. Create Dark Seeds
6. Play the Baron's Tent Game
7. Daily Market

How to overrun

1. Gather, produce, etc. the item short of the cap (ideally 1 below the cap)
2. Produce the item in the production buildings
3. Gather from the usual sources until the cap is reached,
4. Pick up your production,
5. Accept gifts (if available),
6. Do as often as you want one of the following:
 - a. "Feed the Baron"
 - b. "Grow Faeriebulb Seeds"
 - c. "Create Dark Seeds"
 - d. "Grow Dark Seeds"
 - e. "Baron's Game Tent"
 - f. "Daily Market Goals"
 - g. Watch the daily promotion videos

Conclusion

Once you reach the cap, gathering, harvesting will only yield 15 coins per item. A pity to receive 15 coins for an Ornate Beam! Also, if you carefully manage your approach, you can overrun by a fair margin. For example, some players have managed +160 Wisp Lanterns by repeating "Feed the Baron" over and over again. Another item is "Feral Magic" during the "Kaz returns from Blythewood" goal, when testing soil samples and boar tusks in the greenhouse.

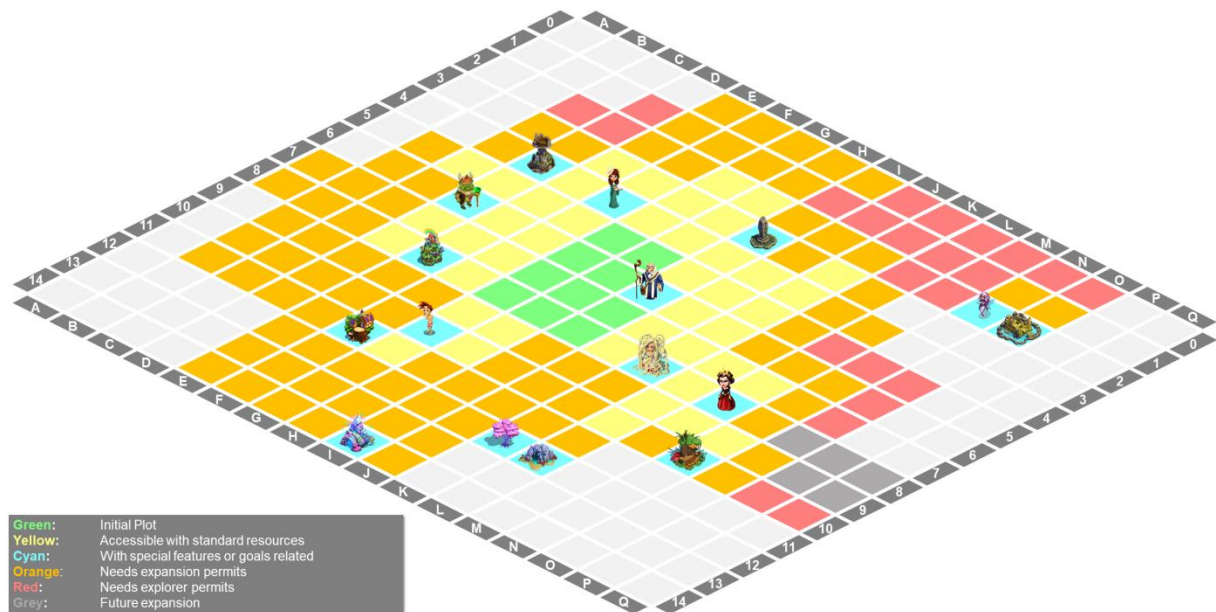
Nugget #2 - Expanding

The game has one unofficial goal that all of you must perform: **expanding**. To build a sound economy and be able to tackle the more advanced goals and adventures, you must grow your real estate. This go through a rather resource intensive process.

Alternative view: **The Glimmer Forest Expansion Map**

Map

The current known expansion plots are:



Resources

Expanding the dominion is a resource intensive labor; especially the plots requiring expansion permits. Each expansion permit can be obtained with 30 trade tickets, and each explorer permit can be obtained with 5 expansion permits / 150 trade tickets. Those are by far the most time and resource consuming elements. All resources mapped per plot:

(All plots in **bold** have their values confirmed, mainly RP requirements have been lowered)

There is no best strategy. However, to speed up your expansion you better:

- It is important to have as much as possible real estate, rather than expanding in one direction; focus on the cheapest plot you can access.

From time to time when expanding, the plot closes when all resources are given. The game makes a resynch and you cannot access the plot anymore. Just force-close the game and restarts it. The plot should be accessible again; eventually you need to adjust the RP amount. The coins, lanterns and permits are not lost.

- ☐ **Expansion Map** (Image)
- ☐ **Expansion Map** (Power Point)
- ☐ **Resource Table** (Excel)
- ☐ **Resource Map** (Image)
- ☐ **Layout Map** (Image)

Nugget #3 - Neighbors

“Neighbors” is an important part of the game. It is even a necessity! They are useful for:

- ❑ **Goals:** you often need special items
- ❑ **Bonus:** when visiting a neighbor you get a small bonus: 1 energy (10 per day), 5 coins or 1 XP
- ❑ **Social Points:** when visiting a neighbor, you can “tend” a building (heart floating above). It doubles the amount of XP given at the next gathering. A “tended” building will also glimmer. Having a lot of heart will increase your social score, thus improve your visibility in the community list.
- ❑ **Chat:** if you like cluttering walls

How Many

A good question and highly dependent of your gaming style! However, there is a minimum you will need to have an efficient pool. Primarily, during timed Goals/events, neighbor interaction is often requested. If you have too few of them, it can impact your success.

During timed events, requesting neighbors will yield a maximum of 20 responses a day. Assuming some margin error, a good safe minimum would be to double this amount. Thus 40 should be your bottom line. If you need to add neighbors you have a **thread** for that.

Active Neighbor

Only active neighbors can help you with Goals as they need to answer you. Therefore your neighborhood should be populated with active players. There is no simple and direct way to know if your neighbor is active or not.

Some pointers you can use to identify the “active” state. Note that you need in general more than one of those clues to validate activity:

- ❑ The current or last timed event items are present or in progress
- ❑ The player has one or more social hearts (Note: hearts stay until the player logs into the game; decay is initiated when you login)
- ❑ You can “tend” buildings (Note: you can tend buildings even from inactive players, the “tended” flag resets after sometime, leaving the building open for a new tending)
- ❑ Check if crafting / animated builds are moving (Windmill, Sawmill, Workshop, Potion Shop, Magical Forge, etc.)
- ❑ Crops are growing
- ❑ Dominion layout has changed (you know your neighbor after some time)
- ❑ Your wall or news feed has traces of your neighbor’s activity
- ❑ The neighbor’s wall is active (cleaned, self-post, etc.)
- ❑ They are active on the forum

Social Rating

The social rating increases your visibility within the community and to certain extent shows you are an active player. The higher your social ratings, the higher changes are you are visible in the social community tab, thus people will visit you and eventually “tend” your buildings.

Social rating will be a nice boost when you have a young and growing dominion, once you have reached full maturity (have done all Goals), it becomes more a personal choice. Getting XP boosts from buildings are very welcome to level up fast.

The social rating is defined by the 4 hearts in your overview page; tap the star on the upper-left part of the screen to show your overview page. Gaining social ranks is done by petting buildings

with a heart floating above it in another kingdom, each pet provide 1 heart. Number of hearts needed to reach the next level:



Level 1 :	5
Level 2 :	20
Level 3 :	100
Level 4 :	500

Social hearts have a limited life time. Each day a certain amount will decay.

The precise decay formula is unknown at the moment but a first analysis suggests:

- The decay starts 2 days after acquiring the points.
- Decay rate is 20% of the current level every day, so at level 3, you lose 20% of 100 = 20 points a day.
- If the decayed point is greater than the remain points for the current level, the decay continues on the level below, but not more the 20% of that level. Example, social rating 3 with 5 point left, the decay will claim 20 points. You end up with a social rating of 2, and 16 points and not Level 2 with 5 points.

Requests

You will need, for many Goals, something from your neighbors. When you issue requests, your neighbors can accept or refuse it. But, a neighbor needs to explicitly perform the answering action. Now some rules apply:

- A Castle Story day starts at 0:00 AM **PDT**.
- You can request a neighbor only once a day.
- You can answer as many requests as you get.
- You can only receive 20 answers a day, +1 additional from the Stormie's Castle account.
- Request will backlog until answered by a neighbor or is decayed (number of days unknown, looks like 7 days). Thus a request sent 2 days ago can be answered and validated on the current day, and counts toward the answered day.

In conclusion, if you send out >40 requests to active players just before the end of a CS day, you can get 20 replies back, then the following day 20 more responses. For people living in a time zone where the CS day switch is in their night, they can cumulate 40 responses overnight (max 42 due to Stormie's Castle account).

Note: Do not send out too many requests if you know you need to send another one for another goal in the same day. You might clog you request pipeline!

Nugget #4 - Energy

Energy is the biggest strategic element of the game. Every action you do requires you to use energy. The maximum amount of energy you have is determined by your level, you get 1 additional energy max for each level, until you reach the energy cap (currently set at 40).

Restoration

Energy is restored at a rate of +1 every 3 minutes. The timer stops ticking if your current counter is equal or above the cap (40). The timer will reset and start ticking once you drop below the cap with the current counter. Note that the screen energy counter does not reflect the current energy counter; chained orders are reflected on the screen counter but not on the current counter!

Extra energy

There are numerous ways to acquire extra energy shoots, the higher level you get, the more options are available. This may cause you to temporarily exceed your cap, i.e. you could have 50/40 energy (balance/cap).

Common

1. **Visit neighbors** – change to get 1-energy per visit; 10-energy per day limit.
2. **Level up** – a full energy boost is added when you go up a level.
3. **Monsters** – If you are fighting Monsters, there is a chance they will drop 1-energy when you hit them. They will mostly drop energy when you defeat them. Sometimes you will end up with more energy than you used to defeat them (and mostly not).
4. **Harvest crops** – you must have the 3rd Knowledge Shard (Agricultural) from the Tablet of Tabernum. Players below level 10 also get energy from harvesting. Some Fortunes provide the same temporary benefit.
5. **Energy Crates** – Can be obtained by certain adventures, timed events or other Storm8 gifts. The energy crates can be stored or chopped immediately. Crates of 10-, 25- or 50-energy exist.
6. **Buy** – you can purchase additional energy with gems. The regular offer is 5-energy for 10 gems; 12-energy for 20 gems; 30-energy for 50 gems.
7. **Promotion Packs** – you can purchase promotion packages from time to time with energy boosts (fix amount of unlimited energy for a limited time). Those require real money or gems.
8. **Goals** – some goals can boost your energy or provide an unlimited pool of energy for a limited time. Most common in the Weekly Warrior goal (timed goal on Thursday before the new event) providing in 3 stages: 30 energy, 10-20 minutes unlimited 2x times.

Buildings

1. **Keeps / Courts / Barrack** – Energy will drop when you collect from regular adventures. The Feral Lands adventure has been known to drop 10-Energy Crates (special box drop). Special adventures or timed event adventures do not always drop energy.
2. **Royal Exchange** – 2 energy trades to choose from.
3. **Wizard School** – available for gems in the market. Level 1 drops 6 energy/5 hours; up to Level 5 drops 10 energy / 4 hours and 20 minutes.
4. **Greenhouse** – craft “Faerie Elixir” for an instant 20-energy drop. Craft “Grow Faeriebulb Seeds” for a good chance of a 4-8 energy drop.
5. **Daily Market** – Some daily goals offer energy rewards
6. **Trade Wagon** – All trades will yield 4-8 energy
7. **Lucky Workshop** – Often drops energy when doing a trade
8. **Wizard’s Portal** – available in the Trade Wagon. Level 1 drops 4 energy / 5 hours; Level 5 drops 8 energy.

Animals

1. **Sir Pigglesworth** - Very rare drop of 30- or 40-energy.
2. **Alicorns/Rouncey/Destrier** - drops 40-energy every 7 days.
3. **Pink Alicorn** ("Pali") - drops between 4-8 energy every 22 hours. Reported rare energy drops of 10, 20, 50 and 100.
4. **Wedding Alicorn** ("Wali") - drops between 4-8 energy every 22 hours. Reported rare energy drops of 100.
5. **Glimmeregg Alicorn** ("Gali") - drops between 4-8 energy every 22 hours. Reported rare energy drops of 100.
6. **Glimmer Alicorn** ("Purple Ali") - drops between 4-8 energy every 22 hours. Reported rare energy drops of 10, 20, or 40.
7. **Alicot** - occasional drops between 5-, 10-energy.
8. **Dragons** - occasional drops of 5 energy
9. **Skelecorn** - drops between 4-10 energy every 22 hours.
10. **Others** - various event grand prizes offer energy drops. Mostly daily.

Nugget #5 - Monsters

As many other things in the game, monsters are part of it since your very first steps in the Glimmer Forest. Monsters will spawn as you play the game. To get rid of the monsters, you need to battle it. Once you defeat it, you get a small reward; each monster provides various items or/and some energy.

Notes: This reflects the latest stand of the game with all main story line Goals done. You may experience differences in spawn rate, spawn sources, and rewards at different stages of the game.

Types

- ❑ **Skunkupine** – (3 HP), a grey skunk, easy to kill, first to appear in the game.
- ❑ **Lovecupine** – (3 HP), the same as a regular skunk, but dressed in pink.
- ❑ **Fangbeast** – (5 HP) Red looking wolf.
- ❑ **Glimmer Troll** – (7 HP) until boar appears, trolls troll your forest.
- ❑ **Friendly Glimmer Troll** – (7 HP) Once Kaz returns to the Glimmer Woods. They are the same as the regular glimmer trolls.
- ❑ **Glimmer Golem** – (10 HP), a yellowish Golem spawning from rock outcroppings.
- ❑ **Dire Boar** – (8 HP), appear later in the game as the Faerie arc starts. Replace Trolls.
- ❑ **Aquanther** – (10 HP), only available once the Mermaid Arc is active. A blue Panther.
- ❑ **Marmosea** – (6 HP), comes in various colors, only available once the Mermaid Arc is active.
- ❑ **Specials Goals** – Only spawned during certain goals, part of the main storylines. They have generally higher hit points and other graphics as regulars or pets. When hit, they sometimes drop specific items. Known Specials: **Anje** (50 HP), **Blue Dire Boar** (30 HP), **Evil Queen** (99 HP), **Green Fangbeast** (15 HP), **Heksa** (99 HP, 199 HP, and 299 HP), **Pink Aquanther** (10 HP), **Purple Golem** (90 HP), **Red Troll** (60 HP), **Troll King** (99 HP), **Vulzal** (99 HP), **Yamike** (80 HP), **Yellow Skunkupine** (3 HP)
- ❑ **Special Events** – Only spawned during events. They generally drop special items when hit or defeated. See the inventory list or the event page see specifics about them.

Rewards

- ❑ **Skunkupine/ Lovecupine** – Rat Tail, Fur, Creep Tooth
- ❑ **Fangbeast** – Creep Tooth, Fur, Bone, Fey Crystal
- ❑ **Glimmer Troll** – Troll Horn, Troll Essence, Mysterious Venom, Bone, Glimmer Dust
- ❑ **Dire Boar** – Fur, Bone, Feral Magic, Boar Tusks, Troll Horn, Troll Essence, Boar Pelt
- ❑ **Golem** – Glimmer Shard, Glimmer Fragment
- ❑ **Aquanther** – Aquanther Scales
- ❑ **Marmosea** – Mermaid Arc items

Spawning (regular)

Each monster can be spawned from different sources. Note that only one monster can be on the game board at a given time.

- ❑ **Skunkupine** – Flowers, Corn, Wheat, Sugar, Tomato, Fellora Plant, Pepe, some Trees, Plants, Skunkupine Trap (5 gems), Fire Fox , Teacup Poodle, Shi Tzu, Lair of Beasts
- ❑ **Lovecupine** – Pink Flowers, Love Trees, Love Animals, Spire of Love, Fluttermush Ring
- ❑ **Fangbeast** – Animals (Cow, Chicken, pigs), Hot Pepper, Carrot, Trees, some Buildings (Stable, Hatchery, Farmhouse), Fangbeast Trap (5 gems), Glimmeregg Bunny, Season 5 Training Dummy , Teacup Poodle, Shi Tzu, Ugly Goose, Lair of Beasts
- ❑ **Glimmer Troll** – Cabbage, Cocoa, Strawberry, Glimmer Bulbs, Buildings, Goddess Tree, Multi Flowered Hedge, Mushrooms, Pond, Well, Rocks, Glimmer Dust droppers, Glimmergate
- ❑ **Friendly Glimmer Troll** – Troll Sparring Pit, Lair of Beasts

- **Dire Boar** – Cabbage, Cocoa, Strawberry, Glimmer Bulbs, Buildings, Goddess Tree, Multi Flowered Hedge, Mushrooms, Pond, Well, Dire Boar Trap (5 gems), Rock Outcropping, Lair of Beasts
- **Aquanther** – Mermaid items that do not spawn Marmosea
- **Marmosea** – Tide Gate, Tidebloom

Battles

Once a monster has spawned on the game board you need to battle it to get rid of it. Some important battle facts:

- The battle is a series of weapon **Left**, **Middle** or **Right** swings. Each swing deals 1-HP damage.
- The battle is won once the monster has no more HP.
- Critical hits are dealt on random occasions. It inflicts 2-HP damage; with some special monsters you can inflict more damage.
- The Tablet of Tabernum provides a shard that increases the critical hit rate.
- A battle drains energy, you might get some back, but in general you lose more energy as you gain.
- A monster does not heal from combat injuries, so you can take your time to fight. You can even leave a monster with 1 HP for weeks in a corner of your map (Parking).

Statistics

Energy Payback

Battles statistics all made with the knowledge shard from monsters spawned during regular play.

Monsters	Battles	Swings	Critical	Energy+	ΔE	HP	E-Ratio	C-Ratio	Damage
Boar	40	253	71	145	- 108	8	0.57	0.28	1.26
Fangbeast	27	112	34	83	- 29	5	0.74	0.30	1.21
Lovecupine	17	37	18	44	7	3	1.19	0.49	1.38
Sunkupine	44	114	27	128	14	3	1.12	0.24	1.16
Troll	22	122	37	126	4	7	1.03	0.30	1.26
Total	150	638	187	526	- 112		0.82	0.29	1.24

Boars remain high energy drainers. The best fights are with the light monsters: Skunks & Trolls. They have the highest chance of generating a positive energy balance and are prone to high critical hits (faster defeat). For the lucky persons able to spawn Lovecupine, they are your best friend.

Beast	ΔE>=0
Boar	5.00%
Fangbeast	29.63%
Lovecupine	88.24%
Sunkupine	75.00%
Troll	77.27%

Note that statistics on regular Glimmer Trolls have not been made!

Critical Hits

A critical hit is when a swings deals 2 or more damage. There is not statics on special monsters; however experience has shown that they are more prone to take critical hits then regular monsters.

The average change for a critical hit is 30%. Chances for a critical hit increases when it is the last blow to be made.

Battle Phase	Swings	Critical	C-Ratio
Start			
Left	62	17	27%
Middle	25	7	28%
Right	63	21	33%
Middle			
Left	104	31	30%
Middle	132	32	24%
Right	104	22	21%
End (Kill)			
Left	52	22	42%
Middle	51	18	35%
Right	45	17	38%
Total	638	187	29%

Battle Strategy

Speculation has been rampant since long on what is the best swing you need to perform to maximize de energy delta.

Strategy	Gap	Battles
LLL	- 28	25
LMR	- 21	25
RRR	- 10	25
MMM	- 22	25
RML	- 13	25
Random	- 18	25
Total	-112	150

With **R**, **M** or **L** respectively **Left**, **Middle** or **Right**. The best strategy in terms of return on energy remains a right hit only approach.

Nugget #6 - Gems

Gems are a strategic resource acquired through either purchase or as a reward for completing specific actions. Gems are the virtual currency of Castle Story. Whilst the game can be played without using gems, using gems allows you to play the game in your own way and purchase additional items which will enhance your game play. You can do all goals without the need to spend gems. It just might take you a little longer.

Sources

- 1) **Buy** – you can buy gems with real money through the game in-game purchase. Several options available. From time to time sales offers reducing purchase price are provided.
- 2) **Goals** – some goals reward gems. Some rewards provide up to 30 gems. Short of buying gems, this is a major source.
- 3) **Keeps / Courts / Barrack** – doing adventures provide small amounts of gems. This is the best sustainable way to acquire gems.
- 4) **Purple Cow** – rare drop of 1 gem.
- 5) **Dragons** – rare drop of a few gems.
- 6) **Sir Pigglesworth / Sri Hamlet** – very rare drop of 5 gems.
- 7) **Royal Exchange** – 2 gem-trades to choose from. Rather costly in resources, but a good way to offload some inventory items.
- 8) **Fortune** – some fortunes drop gems.
- 9) **Feed the Baron** – rare drop of 5 gems.
- 10) **Trade Wagon** – rare drop of a few gems.

Caution

Gems can easily be spent by an unintentional player action, e.g. speeding up an action. The best way to avoid accidentally using gems is to play carefully and not rush when collecting from items on your board.

Nugget #7 - Levels & Experience

Most actions in the game are rewarded by a blue stars, each star is an eXperience Point (XP). As you gather experience you can gain levels. For each level you get more energy, capabilities and can access more advanced buildings, trades, adventures, Goals, etc. Experience is acquired over time; you don't need to do specific actions (unless you focus on maximizing experience).

Sources

The XP come from various sources:

- 1) Tending building: 1 XP; if the building is sparking 2 XP
- 2) Tending items (flowers, trees, animals, etc.): 1 XP
- 3) Harvesting crops: 1XP
- 4) Chopping (grass, trees, rocks, etc.): 1XP per chop
- 5) Attacking: 1 XP per swing
- 6) Doing goals
- 7) Doing adventures
- 8) Visiting neighbors (can also yield coins or energy)

Production buildings (workshops, keep, barracks, potion shop, etc.) do not provide XP when tended.

Gaining XP

XP are provided by the sources. For most of them, 1-energy is converted into 1 XP. To estimate XP progression: energy used = XP gained.

If you are an active player, you can gather **energy** on a daily basis:

- 1) Energy timer: 360
- 2) Wizard schools: 160
- 3) Neighbors: 10
- 4) Alicorn, Dragon, Horse: 6 (average per day)
- 5) Greenhouse crafting: 20
- 6) Other (Adventure, crops, beasts, etc): 50

A reasonable active player can generate 400-500 XP per day. Some extreme players manage over 1000 XP a day.

Levels

To reach a certain level you need sufficient XP. Hit your star on top level of the game screen to see your dominion overview.

Level	XP	Level	XP	Level	XP	Level	XP	Level	XP
1	-	11	1,937	21	13,000	31	41,800	41	90,100
2	15	12	2,463	22	14,990	32	45,900	42	95,700
3	31	13	3,111	23	17,205	33	50,200	43	101,400
4	80	14	3,870	24	19,635	34	54,600	44	107,200
5	171	15	4,730	25	22,280	35	59,200	45	113,100
6	303	16	5,711	26	25,143	36	64,000	46	119,100
7	522	17	6,837	27	28,220	37	68,900	47	125,300
8	790	18	8,135	28	31,515	38	74,000	48	131,600
9	1,114	19	9,600	29	35,040	39	79,200	49	138,000
10	1,491	20	11,210	30	38,750	40	84,600	50	144,500

The current game cap is set at 50. XP, however, continue to accumulate and has no known cap. XP per level seems to follow an exponential curve from level 1 to 30, after that, it follows a linear trend.

Future Levels

For levels after the cap, only speculations are true. Based on the initial known data, we can extrapolate the following XP for each level.

Level	XP	Level	XP	Level	XP	Level	XP	Level	XP
51	151,100	61	222,600	71	304,100	81	395,600	91	497,100
52	157,800	62	230,300	72	312,800	82	405,300	92	507,800
53	164,600	63	238,100	73	321,600	83	415,100	93	518,600
54	171,500	64	246,000	74	330,500	84	425,000	94	529,500
55	178,500	65	254,000	75	339,500	85	435,000	95	540,500
56	185,600	66	262,100	76	348,600	86	445,100	96	551,600
57	192,800	67	270,300	77	357,800	87	455,300	97	562,800
58	200,100	68	278,600	78	367,100	88	465,600	98	574,100
59	207,500	69	287,000	79	376,500	89	476,000	99	585,500
60	215,000	70	295,500	80	386,000	90	486,500	100	597,000

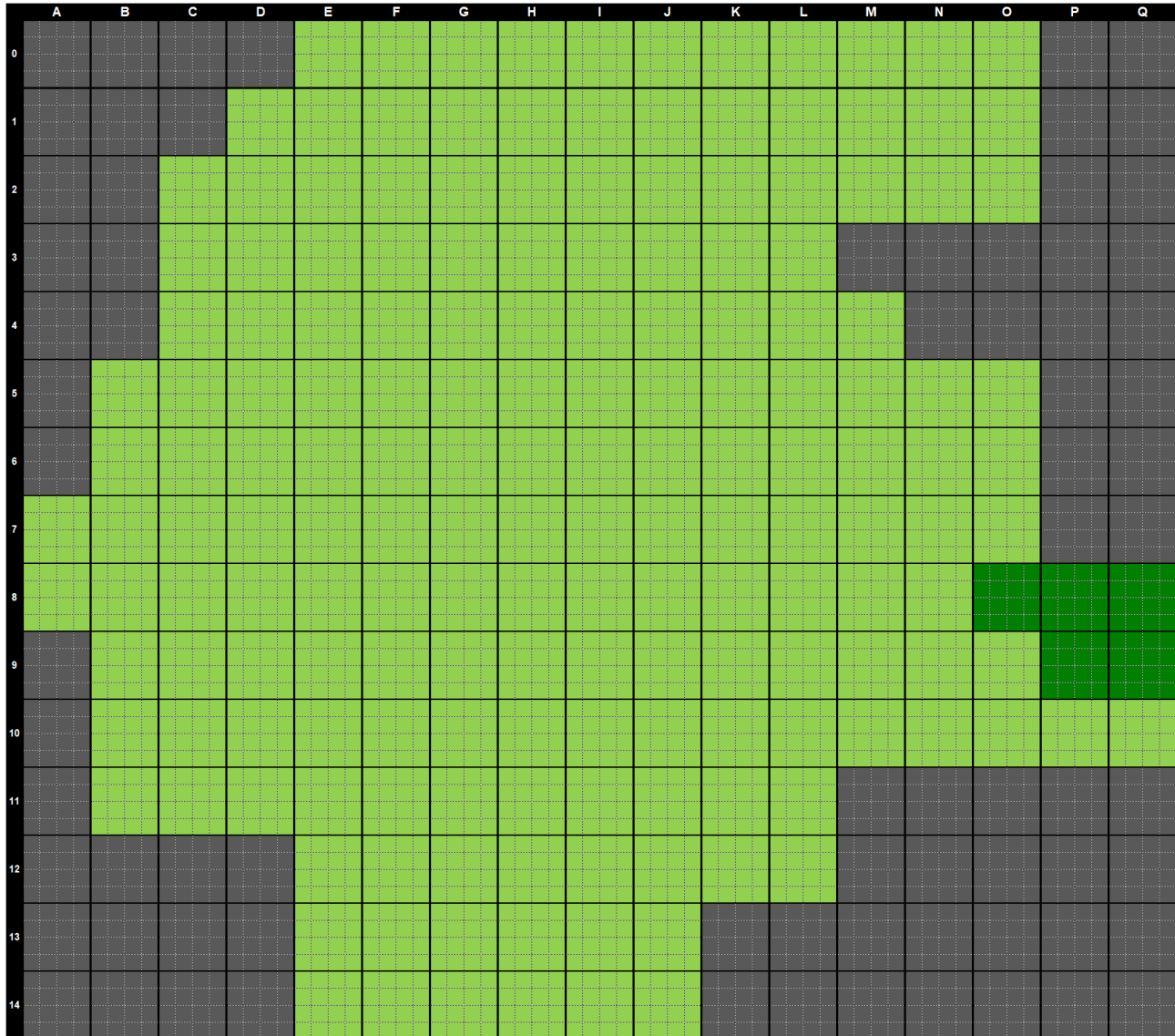
Level	XP	Level	XP	Level	XP	Level	XP	Level	XP
101	608,600	111	730,100	121	861,600	131	1,003,100	141	1,154,600
102	620,300	112	742,800	122	875,300	132	1,017,800	142	1,170,300
103	632,100	113	755,600	123	889,100	133	1,032,600	143	1,186,100
104	644,000	114	768,500	124	903,000	134	1,047,500	144	1,202,000
105	656,000	115	781,500	125	917,000	135	1,062,500	145	1,218,000
106	668,100	116	794,600	126	931,100	136	1,077,600	146	1,234,100
107	680,300	117	807,800	127	945,300	137	1,092,800	147	1,250,300
108	692,600	118	821,100	128	959,600	138	1,108,100	148	1,266,600
109	705,000	119	834,500	129	974,000	139	1,123,500	149	1,283,000
110	717,500	120	848,000	130	988,500	140	1,139,000	150	1,299,500

Downloads

- [Levels Table \(Excel\)](#)

Nugget #8 - Organize Your Castle

Many take time to design a nice looking dominion. It is not always easy to do it properly. You suddenly figure out that you have too few or too much space left for what you wanted. To ease a little the burden, here a little tool that can help you! Sketch your future Queen- or King-dom.



It is a not a complex & fancy tool, but it helps place what you want before overhauling the map.

Example

In the designer tool, my old kingdom would look like this:



Which translates into (nearly)...



Usage

The tool is made in MS Office Excel 2010 format, thus usable on any MS Office version 2010, 2013, 365, or above. Save the file locally on your hard drive where you can find it. Open it with Excel (or any equivalent spreadsheet application). Once in Excel, you need to "Enable Editing" before starting your layout, button in the yellow warning box on upper part of the screen.

Once in the Tool, the only worksheet of interest is the "Layout" tab. The map is divided into plots the same as the Castle Story **Map**. Each plot is a 4x4 cells area that you can populate with your objects. In each cell, you can only put items from the pop-up list. A detailed legend is available on the right of the layout map. The "Scope" column indicates the objects related to a given type. Those pop-up lists have no effects; they are just for information.

Downloads

- ☐ **Designer Tool** (Excel)
- ☐ **Layout Map** (Image)
- ☐ **Castle Story Map** (Image)

Nugget #9 - Trades

Trades have become a large part of the game for those of you willing to focus on "Expanding" their dominion. Trades are also often used in Goals or events. The trade is done in the Royal Exchange building, available to all players at level 12 or more that bought and erected the building.



Cost:	14,000 coins
Size:	3x3
Requirements:	4 Fancy Beam, 4 Fancy Block, 2 Super Glue

A detailed thread on how to unlock and build the exchange by *Dabag* can be found on [the forum](#).

Regular Trades

Regular trades are always available. They provide certain rewards and **1 Trade Ticket** on completions. Items in inventory over flow are converted to coins, 15 coins per item!

Fruit Trade (Limited)



Time:	1 hour
Supplies:	25 Strawberry, 5 Sugar
Rewards:	5-energy
Remarks:	After 5 fruit trades, it upgrades to the Rare Fruit Trade. Gives 5 bonus trade tickets during the upgrade

Rare Fruit Trade (Limited)



Time:	2 hours
Supplies:	40 Strawberry, 25 Glimmerbulb, 3 Sugar
Rewards:	10-energy
Remarks:	After collecting 1 magic fruit it upgrades to Magic Fruit Trade

Magic Fruit Trade



Time:	4 hours
Supplies:	60 Strawberry, 40 Glimmerbulb, 6 Magic Fruit
Rewards:	15-energy

Eggs & Dairy Exchange



Time:	2 hours
Supplies:	40 Milk, 25 Egg
Rewards:	1 Bread, Breaded Fish, Grit, Hearty Stew, Noodle, Pasta
	Any combination of:
	0-2 Flour
	0-2 Sugar

Meat Delivery

Time:	2 hours
Supplies:	25 Roast Chicken, 25 Bacon, 25 Fish
Rewards:	10-Energy

Trapper Trade

Time:	4 hours
Supplies:	30 Hide, 15 Wool, 15 Fur
Rewards:	0-2 Fancy Beam 0-2 Fancy Block Any two combination of: 1-2 Simple Glue 2-15 Iron Ore 1-10 Sap

Monster Hunter Trade (Limited)

Time:	3 hours
Supplies:	20 Creep Tooth, 20 Bones
Rewards:	10'000 Coins
Remarks:	After 5 trades, it upgrades to the Troll Hunter Trade

Troll Hunter Trade

Time:	6 hours
Supplies:	20 Troll Horn, 20 Creep Tooth, 20 Bones
Rewards:	25'000 Coins

Trade with Belladonna

Time:	5 hours
Supplies:	15 Living Wood, 30 Mushrooms, 15 Rat Tail
Rewards:	Any combination of: 0-10 Jewels 0-12 Glimmerdust 0-1 Earth Wisp 0-1 Mermaid scale 0-1 Skunku-pie
Remarks:	Unlocks after completing goal "Ivy's Sister"

Send Belladonna Plants

Time:	5 hours
Supplies:	10 Glimmer Trap, 6 Glimmer Pitcher, 1 Glimmer Rafflesia
Rewards:	1 Belladonna's Inscription 1 to 3 combination of: 2 Troll Horn 2 Pile of Seeds 2 Bones 2 Boar Tusks 2 Creep Tooth

	2 Rat Tails
	1 Vital Extract
	1 Faery Jar
	1 Feral Magic
	1 Golden Apple
	1 Manticore Whisker
	1 Skunku-pie
Remarks:	Unlocks after completing goal "Through the Grapevine"

Jeweler's Trade

Time:	3 hours
Supplies:	40 Water, 30 Glimmer Dust, 30 Jewels
Rewards:	3-7 Iron Ore
	3-7 Silver Ore
	Any combination of:
	0-2 Adamant
	0-2 Mithril

Delicious Trade

Time:	8 hours
Supplies:	2 Apple Pie, 2 Orange Cobber, 2 Lemonade
Rewards:	1 Gem
Remarks:	Unlocks after completing Goal "Ship Out the Goodies"

Golden Trade

Time:	10 hours
Supplies:	3 Golden Nuggets, 2 Golden Eggs, 1 Golden Apple
Rewards:	5 Gems

Trade with the Fruit Farmers

Time:	2 hours
Supplies:	50 Mushrooms, 25 Truffle, 5 Magic Fruit
Rewards:	Any combination of:
	0-2 Strawberry
	0-2 Apples
	0-2 Tomatoes
	0-2 Oranges
	0-2 Lemons
	0-1 Golden Apple
Remarks:	Unlocks at goal "A Kings Appetite"

Trade with the Faeries

Time:	8 hours
Supplies:	12 Bonbons, 12 Tea Cakes, 6 Jeweled Hairpins
Rewards:	Any combination of:
	0-2 Faerie Blocks
	0-2 Faerie Beams
	0-2 Faerie Paste
Remarks:	Unlocks at goal "Best Frienemies"

Supply Trades

Trades that consumes trade tickets to obtain specific items. You need to do regular trades before being able to do those.

Royal Supply Crate



Time:	1 hour
Supplies:	10 Trade Tickets
Rewards:	Any combination of:
	0-x Royal Beam
	0-x Royal Block

Enchanted Supply Crate



Time:	2 hours
Supplies:	20 Trade Tickets
Rewards:	Any combination of:
	0-x Enchanted Beam
	0-x Enchanted Block

Ornate Supply Crate



Time:	3 hours
Supplies:	30 Trade Tickets
Rewards:	Any combination of:
	0-x Ornate Beam
	0-x Ornate Block

Expansion Permit



Time:	4 hours
Supplies:	30 Trade Tickets
Rewards:	1 Expansion Permit
Remarks:	The trade disappear once all the expansions with permits are done. It comes back once now plots are available.

Special Trades

Those trades are only available once, or during certain Goals & events. The trades disappear once completed OR expires.

Royal Chateau Deed



Time:	8 hours
Supplies:	50 Trade Tickets
Rewards:	Access the Royal Chateau

Open Tinker Camp



Time:	16 hours
Supplies:	99 Trade Tickets
Rewards:	Access the Tinker Camp

Send Letter to Agnes

Time:	3 days
Supplies:	4 Letters to Agnes, 5 Mythic Essences
Rewards:	Access to the Blythewood Sapling
Remarks:	Only accessible during: Four Trinkets of Blessing

Mail Agnes Materials

Time:	2 days
Supplies:	3 Letters to Agnes, 2 Adamant, 1 Enchanted Silver Bar
Rewards:	1 Life Tree Trinket
Remarks:	Accessible during: Any New News? Faerie Rich History, and History Revealed

Trade Notes with Agnes

Time:	2 days
Supplies:	1 Goddess Tree Notes
Rewards:	1 Tabernum Notes
Remarks:	Accessible during: The Tabernum Connection Goal

Links

- ☐ Royal Exchange **goal chain**
- ☐ Interesting post on **tips for newbies**
- ☐ Royal Exchange **Building Guide**

Nugget #10 - Inventory

Nugget #1 - Inventory Overrun discussed on how to overrun inventory items. Now what about the inventory itself? The inventory is one place you will spend a lot of time. By storing or removing items, skimming through the list to find items #459, the white cow, on page 153 to decorate your map.

The inventory is represented in the game by the storage cellar, a small building with a 2x2 footprint and a purple roof. The storage cellar cannot be stored away to avoid a physical paradox. However, the cellar itself is a multi-dimensional storage facility.



Limits

There is not limit on the number different items you can store. For each 3 different items stored, a page number is added. So if you have 300 different items, you will have 100 pages inventory.

Some items have a cap, for example you cannot store more than 99 buckets of water. On the other hand you can store 1500 dark seeds without hitting a storage limit.

Items

The game has a large variety of items. The number is growing continually, mainly due to the different events producing unique items or the Baron Tent game adding a long list of new items each month.

If you are a hardcore hoarder since day 1, can fully achieve each event, purchase each decoration offered, have one building on each level (when possible) in the inventory and have a duplicate of each other item ever made available, you can have a whooping inventory of >1000 pages!

The List

Having the full list of all possible items here would make this nugget insane long and hard to maintain. So I have added a web page with all items found with some attributes: **The full Castle Story inventory**, but if you want detailed info, look into **The HUB**. This list is constantly updated to reflect the current state of the game.

Caution: do not visit this inventory with a mobile connection; you will probably annihilate your monthly subscription in no time (unless you have unlimited data coverage).

An alternative view is the **Castle Story Inventory Card page**. This one contains all the inventory cards you can encounter. **Be careful as this page is very big!**

Downloads

- ☐ **Castle Story: Inventory Guide** (Storm8 Form)
- ☐ **Inventory List** (Web Page)
- ☐ **Inventory Cards** (Web Page)
- ☐ **Inventory List** (Excel)

Nugget #11 - How to play on old devices

The game uses a lot of memory; it is very rich in **items**. On older devices, like iPad 1, iPod, or iPhone 4, a regular player with level 25 or more can experience repeated game crashes (game closes abruptly). If you do not want to buy a new device but want to future enjoy the game, it is possible; you will need to make some concessions.

What to do first

1. Store all pure decoration items: roads, walls, banners, etc.
2. Chop all trees, logs, rocks, etc.
3. Store all functional decorations: flowers, ponds, etc.
4. Store all currently unused buildings
5. Spread all remaining items on the available space, the more space between them, the less the game has to display
6. Store all your walkers in the Time Square

When you play

1. **Force close** all application before starting the game
2. Zoom in to have as few as possible items visible, this reduces you visibility, but ensure stability
3. Before entering a building, ensure the work queue is **flushed**
4. Avoid to queue to many order at once, having too many harvested goodies on the screen is not good
5. Reboot your device from time to time (after to force close all application)

Other things

1. If you cannot enter the game anymore, please write to the **S8 Support Team**.
2. Visiting neighbors or community members of high level might be difficult if not impossible. Limit yourself to low levels (<25), when possible
3. Only have items out you strictly need for the current Goal or event
4. No decoration!
5. Limit the number of different items; having 100 times the same is different than having 100 different items.

Nugget #12 - Coins

"Coins" is a strategic resource acquired through either play the game or purchased with gems. Coins are need all over the place and you will need large quantities of it in order to progress.

How Many

There is no limit on how many you need, but even if you stick to the core game storyline and do all expansions, you will need 10's of millions of coins. Also, it is a good practice to have a few million coins in reserve for timed Goals. Timed events & Goals often require to purchase expensive or a lot of coin based items.

Sources

Nearly everything in the game produces coins:

- ☐ Buildings
- ☐ Farming
- ☐ Animals
- ☐ Decorations
- ☐ Adventures
- ☐ Goals
- ☐ Daily Login
- ☐ Inventory overrun (when an item cannot be stored anymore it is converted into 15 coins)

Note that selling an item might yield some coins, but avoid this option as the economics are really in your disfavor.

Strategy

If you just play the game (tend animals, collect buildings, harvest crops, etc.), do events or goals you will amass enough coins to make Scrooge McDuck droll. After you completed the main storyline, you are likely to quickly amass a huge stock pile.

If you really need to get as much as possible coins on short notice; you better focus on coin producing game items, but this can come at a great energy cost.

Buildings

Sorted by coins per hour (CPH) yield (only show those with a CPH> 500):

Building	Timer	Size	Coins	CPH	EPH	YPPPH
Coral Castle L10	120	4x4	2000	1000	0,50	63
Coral Castle L9	120	4x4	1900	950	0,50	59
Coral Castle L8	120	4x4	1700	850	0,50	53
Coral Castle L7	120	4x4	1600	800	0,50	50
Dainty Farmhouse L9	10	2x2	126	756	6,00	189
Farmhouse L9	10	2x2	126	756	6,00	189
Toadstool Farmhouse L9	10	2x2	126	756	6,00	189
Baron's Carousel L10	120	2x2	1500	750	0,50	188
Dainty Farmhouse L8	10	2x2	119	714	6,00	179
Farmhouse L8	10	2x2	119	714	6,00	179
Toadstool Farmhouse L8	10	2x2	119	714	6,00	179
Dainty Farmhouse L7	10	2x2	112	672	6,00	168

Building	Timer	Size	Coins	CPH	EPH	YPPPH
Farmhouse L7	10	2x2	112	672	6,00	168
Toadstool Farmhouse L7	10	2x2	112	672	6,00	168
Dainty Farmhouse L6	10	2x2	105	630	6,00	158
Farmhouse L6	10	2x2	105	630	6,00	158
Toadstool Farmhouse L6	10	2x2	105	630	6,00	158
Dainty Farmhouse L5	10	2x2	98	588	6,00	147
Farmhouse L5	10	2x2	98	588	6,00	147
Toadstool Farmhouse L5	10	2x2	98	588	6,00	147
Dainty Farmhouse L4	10	2x2	91	546	6,00	137
Farmhouse L4	10	2x2	91	546	6,00	137
Toadstool Farmhouse L4	10	2x2	91	546	6,00	137
Dainty Farmhouse L3	10	2x2	84	504	6,00	126
Farmhouse L3	10	2x2	84	504	6,00	126
Toadstool Farmhouse L3	10	2x2	84	504	6,00	126

Buildings that have been visited (tapped on a heart) by a neighbor will yield an additional 20% coins. It is therefore useful to have many active neighbors.

Farming

Sorted by coins per hour (CPH) yield:

Crop	Timer (min)	Cost	Coins	CPH	EPH	YPPPH
Corn	3	10	30	400	20	400
Tomato	10	5	40	210	6	210
Strawberries	60	60	170	110	1	110
Cocoa Beans	180	200	350	50	0	50
Fellora Blossom	2640	2800	4450	38	0	38
Tidebloom	1320	3000	3750	34	0	34
Wheat	120	30	90	30	1	30
Glimmerbulb	480	140	340	25	0	25
Sugar Cane	240	60	160	25	0	25
Cabbage	960	170	510	21	0	21
Hot Pepper	720	110	360	21	0	21
Carrots	1320	190	630	20	0	20

The Elven "Harvest Champion" boost does only double the yield, not the coin drop!

Decorations

Only the most important decorations are listed, decorations are rather poor sources for coins. Sorted by coins per hour (CPH) yield (only show those with a CPH > 200):

Decoration	Timer (min)	Size	Coins	CPH	EPH	YPPPH
Garden of Stars (S)	30	2x2	500	1000	2,00	250
Flower Fountain	15	1x1	200	800	4,00	800
Garden of Stars (E)	60	2x2	750	750	1,00	188

Decoration	Timer (min)	Size	Coins	CPH	EPH	YPPPH
Garden of Stars (N)	120	2x2	1000	500	0,50	125
Garden of Stars (W)	15	2x2	100	400	4,00	100
Blossom Dojo L5	120	2x2	600	300	0,50	75
Blossom Dojo L4	120	2x2	500	250	0,50	63

Animals and resources to chop are in general not yielding much coins, their purpose is different!

Special

Special cases with decoration dropping materials, for every drop above the cap, the game converts it into a 15 coins drop. This feature can be exploited to generate high coin drops. This comes however at a high energy cost. Sorted by coins per hour (CPH) yield (only show those with a CPH >200):

Special	Timer (min)	Size	Drops (min)	Drops (max)	CPH (min)	CPH (max)	EPH	YPPPH
Auranticum Shrub	3	1x1	3	4	900	1200	20,00	900
Iceland Poppy Shrub	3	1x1	3	4	900	1200	20,00	900
Larkspur Shrub	3	1x1	3	4	900	1200	20,00	900
Penstemon Shrub	3	1x1	3	4	900	1200	20,00	900
Red Trillium Shrub	3	1x1	3	4	900	1200	20,00	900
White Trillium Shrub	3	1x1	3	4	900	1200	20,00	900
Autumn Blooms	1	1x1	1	1	900	900	60,00	900
Iceland Poppy Patch	3	1x1	1	2	300	600	20,00	300
Blue-Flower Penstemon	3	1x1	1	2	300	600	20,00	300
Mushroom Patch	3	1x1	1	1	300	300	20,00	300

Notes

- CHP = Coins Per Hour
- EHP = Energy Per Hour
- YPPPH = Yield Per Plot Per Hours

Farmhouses, of all types at any level, are the cheapest and most easy way to build up a good stash of coins in a short time.

Nugget #13 - Royal Points

Royal Points (RP), like **Gems** or **Energy**, is a strategic component of the game acquired through buildings or decorations with RP attached.

Items with royal points attached:

Type	Tab
Building	Royal
	Special
Decoration	Animals
	Plants
	Royal
	Town
	Walls

You will find those in the game marketplace under their respective tabs. Note that event or goal items are only available during specific times. Only items that are placed on the game board count toward your RP count. Stored items are ignored.

RPs are mainly needed to open unexplored realm plots, see Nugget #2 - Expanding to know how much you need to have to expand to all available plots.

Maximizing

As part of the U-Goals, you can seek to maximize the number of RPs. The maximum number of RP in the realm is defined by the available space and items with RP on the game board. After discounting all the items that cannot be sorted, there are 2280 single plots available.

As the game has a cap on all items or an aggregated cap per item class (i.e. Royal Buildings), you cannot only place the highest RP density item on the game board (currently the best footprint RP ratio is the Theater from level 2 onward, a Level 9 Theater yields >80 RP per plot). You will need a faire combination of items, moreover to have a functional game you need a variety of buildings or decorations in order to progress.

One mix that seems to fit the equation:

Name	#	Total RP
Barracks	1	100
Cathedral L9	1	364
Conservatory L9	1	160
Cownt Dracula	1	15
Fey Gateway	99	990
Floral Rainbow Arch	99	990
Floral Topiary Wall	99	297
Good de Fence	99	495
Haunted Keep	1	100
Hydrangea Hedge	99	99
Jeweler L9	1	140
King's Keep	1	180
Knights' Hall L6	1	304

Name	#	Total RP
Lantern Spire L9	1	84
Library L9	1	126
Observatory L9	1	210
Queen's Gate	99	297
Queen's Tower	99	297
Royal Chateau L5	1	400
Royal Cow	99	2 475
Royal Manor L10	1	220
Royal Pig	99	2 475
Royal Piglet	99	2 475
Sabina's House	1	100
Sand Spire	99	1 485
Sand Wall	99	297
Sand Watchtower	99	1 485
Stone Wall	37	37
Theater L9	37	11 914
Topiary Wall	99	297
Tower	99	297
Victorian Garden	1	155
Wall	99	297
Watchtower L9	1	84
Wrought-Iron Gate	99	297

This will yield >30'000 RP, The only catch: the kingdom will look awful!