

Synopsis

Ever wondering what to do when you are a high level player (maxed out your level) and want to have some challenge in the game other than the weekly, mostly repetitive, events? When your regular quest book is drying up? Well quite a few of us have developed their own goals to hold the fun in the game.

To give you the soap box, share your goals so that other can emulate you. I am open to new suggestion; it is always good to have new goals set to move on. The rewards are purely self-satisfactory, though. If you spot issues, please be constructive and point out the obvious so I can correct it.

Post your goals [here](#) (Storm8 Forum)! To provide a boot strap here some examples. Also, some guideline to help read the document and shape your own goals is given below.

Disclaimer

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

Versions

Version 3.14 - 2023.10.29
Version 3.13 - 2018.11.16
Version 3.12 - 2017.03.26
Version 3.11 - 2016.04.17
Version 3.10 - 2016.03.13
Version 3.01 - 2015.12.26
Version 3.00 - 2015.09.04
Version 2.09 - 2015.08.01
Version 2.08 - 2015.06.21
Version 2.07 - 2015.04.19
Version 2.06 - 2015.04.03
Version 2.05 - 2015.03.06
Version 2.04 - 2015.01.18
Version 2.02 - 2014.12.27
Version 2.01 - 2014.11.10
Version 2.00 - 2014.09.28
Version 1.01 - 2014.07.20
Version 1.00 - 2014.07.15

Change Log

Version 3.14

- Added new goals: [UG-#43](#), [UG-#44](#), [UG-#45](#), [UG-#46](#)

Version 3.13

- Added new high challenges goals: [UG-#42](#)
- Added the alternative [MER] goals: [UG-#6](#), [UG-#42](#)
- Added the alternative [ELF] goals: [UG-#6](#)
- Many corrections and adjustments

Version 3.12

- Added [UG-#40](#).
- Added the [ELF] goals: [UG-#41](#).
- Minor corrections and adjustments

Version 3.11

- Added the [GE] alternative goals.
- Adapted [UG-#36](#) to include game changes.
- Added [UG-#38](#) & [UG-#39](#).

Version 3.10

- Improved overall quality.
- Cleaned and extended Stack Overflow [UG-#15](#).
- Simplified All those Mathoms [UG-#19](#).
- Updated Ready to Go [UG-#22](#).
- New goals [UG-#36](#) & [UG-#37](#).

Version 3.01

- Changed & enriched picture links
- Added a new difficulty level: *Impossible*
- Modified Stack Overflow [UG-#15](#) to remove non-basic materials
- All those Mathoms [UG-#19](#) leveled to impossible level. Alternative version is possible.
- New U-Goal: Troll Me! [UG-#35](#)

Version 3.00

- Added a Change Log
- Added new items and material to [UG-#01](#) goal
- Added new items to [SG-#02](#) goal
- Added missing materials to [UG-#15](#) goal
- Removed items not anymore in the game [UG-#18-ALT](#) goal
- Added link to pictures (more than 150 screenshots) to show proof in most goals
- Updated [UG-#07](#) to include the breakfast buffet

A Title, as in the quest book

Teaser: A small funny description of the goal.

Difficulty:

- *Easy:* Achievable at most levels and does not require too much resources/time
- *Medium:* might take some time to accomplish
- *Hard:* The resources are tight
- *Insane:* This is just getting out of control
- *Miracle:* This is just close to a miracle
- *Impossible:* Even for players since day 1, with highly advanced game economy this goal is utopian.

Achievement: What defines the fulfillment!

Requirements: Buildings, Resources, etc.

Tips: Anything that helps gets the job done.

Alternatives: Derivate goals based on some special elements/events/quests of the game. Alternatives are tagged with [XXX] and an abbreviation. The same abbreviations are used through the document.

[ALT]: Regular alternative goal to spice up or simplify a goal.

[VE]: 2013 Valentine edition of the game, this unlocks special items not found in the regular game. You need to have the "**Love Shack**" building in your possession.

[FE]: Faerie arc, this is for players that have unlocked and finished the main storyline with the Faeries as of September 2014. This is part of the regular game, but for advanced players. You need to have the "**Faerie Workshop**" building in your possession.

[GE]: Glimmereg Arc, this is for players that have bought the Glimmereg Forge & Items during Eastern 2016 Event. You need to have the "**Glimmereg Forge**" building in your possession.

[ELF]: Elves Arc. For players that have unlocked to the Elven Outpost (plot F11) and have unlocked the Elven Reliquary.

[MER]: Mermaid Arc. For players that have unlocked to the Mermaid Castle (plot N2 & O2).

A SMART Goal

How to make a good goal: **S.M.A.R.T.**

- **[S]**imple: The goal must be simple to express.
- **[M]**easurable: it must be quantifiable with clear values.
- **[A]**chievable: it must be possible to achieve for all.
- **[R]**eplicable: it must be possible to do it any time by everyone.
- **[T]**imed: the time necessary to achieve it must be quantifiable.

If the goal is not SMART, then it should probably be in the special section.

Regular Goals

These goals are S.M.A.R.T. and can be achieved by any player at any time.

	Done
1. Sooo Sticky	<input type="checkbox"/>
Sooo Sticky [FE]	<input type="checkbox"/>
2. Colorful World	<input type="checkbox"/>
Colorful World [ALT]	<input type="checkbox"/>
Colorful World [VE]	<input type="checkbox"/>
3. Master Builder	<input type="checkbox"/>
Master Builder [ALT]	<input type="checkbox"/>
4. Love Shake	<input type="checkbox"/>
Love Shake [ALT]	<input type="checkbox"/>
5. Botanic Frenzy	<input type="checkbox"/>
6. Blocks & Beams	<input type="checkbox"/>
Blocks & Beams [FE]	<input type="checkbox"/>
Blocks & Beams [ELF]	<input type="checkbox"/>
7. Baking Power	<input type="checkbox"/>
8. Jamie Oliver	<input type="checkbox"/>
9. Knights of the Round Belly	<input type="checkbox"/>
Knights of the Round Belly [VE]	<input type="checkbox"/>
10. Scrooge McDuck	<input type="checkbox"/>
Scrooge McDuck [ALT]	<input type="checkbox"/>
11. The RP Race	<input type="checkbox"/>
The RP Race [ALT]	<input type="checkbox"/>
12. Light-up the Forest	<input type="checkbox"/>
13. Quest-less	<input type="checkbox"/>
14. Magic Smith	<input type="checkbox"/>
15. Stack Overflow	<input type="checkbox"/>
Stack Overflow [VE]	<input type="checkbox"/>
16. There is No End	<input type="checkbox"/>
There is No End [ALT]	<input type="checkbox"/>
17. Genghis Khan	<input type="checkbox"/>
Genghis Khan [ALT]	<input type="checkbox"/>
18. Granny's Attic	<input type="checkbox"/>
Granny's Attic [ALT]	<input type="checkbox"/>
Granny's Attic [VE]	<input type="checkbox"/>
19. All those Mathoms	<input type="checkbox"/>
20. Put me on Display	<input type="checkbox"/>
21. Potion Grandmaster	<input type="checkbox"/>
22. Ready to Go	<input type="checkbox"/>
23. Faerie Grandmaster	<input type="checkbox"/>
24. Tinker Grandmaster	<input type="checkbox"/>
25. Builder Grandmaster	<input type="checkbox"/>

Done

- 26. **Sweet Grandmaster** ☐
- 27. **Dark Sisters** ☐
 - Dark Sisters [ALT]** ☐
- 28. **All the Same** ☐
- 29. **A Pile of Dust-Eaters** ☐
- 30. **Call me Midas** ☐
- 31. **Easter-egg Hunt** ☐
- 32. **Ivy's Pantry** ☐
- 33. **The Zoo** ☐
 - The Zoo [ALT]** ☐
 - The Zoo [VE]** ☐
- 34. **Horsing Around** ☐
- 35. **Troll Me!** ☐
- 36. **Hunter Grandmaster** ☐
 - Hunter Grandmaster [ALT]** ☐
- 37. **Smeely O' Fishin** ☐
- 38. **Mythic Zoo** ☐
- 39. **Super Glimmer-Egg Hunt** ☐
- 40. **Flower Power!** ☐
- 41. **One Flew Over the Cloud Sparrow's Nest** ☐
- 42. **Atlantean Vault** ☐
- 43. **A Smelly Business** ☐
- 44. **Ivy's Baby Boom** ☐
- 45. **Bacchus** ☐
- 46. **Goblin Slayer** ☐

Special Goals

Not S.M.A.R.T. goals, but quite interesting for very challenged players.

Done

- 1. **Double Sighted** ☐
- 2. **Get Them All** ☐
- 3. **Christ-mass** ☐
- 4. **Floriade** ☐
- 5. **The Power Plant** ☐
- 6. **Beat the Start Screen** ☐

Regular Goals

1. Sooo Sticky

Teaser: Make sure you never run out of duct tape!

Difficulty: Insane

Achievement: Have all the different glues, pastes and cements maxed out ("Inventory is full!").

Requirements: This is an extreme resource guzzler, moreover it takes a very long time to harvest and make all the cements. Items in focus:

☐ Architect's Paste ([picture](#))

☐ Builder's Paste ([picture](#))

☐ Magic Cement ([picture](#))

☐ Simple Glue ([picture](#))

☐ Super Glue ([picture](#))

Raw resources needed for 100 of each:

Resource	Total
Coins	1 500 000
Glimmerdust	10 300
Living Wood	1 500
Mermaid Scales	1 500
Sap	27 200

Resource	Total
Silver Ore	1 500
Water	6 100
Wood	17 500
Days	523

Tips: you can obtain quite a few of the finished products through trades, adventures or with the Witch's Cauldron.

Alternative [FE]: If you have developed the Faerie Arc you can add:

☐ Faerie Paste ([picture](#))

☐ Faerie Sap ([picture](#))

In this case you will need an extra bag of resources for 100 extra:

Resource	Total
Faeries' Murmur	3 500
Fey Crystal	500
Glimmerdust	3 300
Living Wood	3 500
Purple Petal	2 500

Resource	Total
Red Petal	2 500
Sap	5 300
Water	400
Days	101

The Faerie workshop does not limit the production of Faerie Paste past 99, so your will not see "inventory is Full". Drops from the bridge, adventure or trade will be converted in coins. Making of the final paste is done in the Faerie Workshop.

2. Colorful World

Teaser: Add a bit of color in your life.

Difficulty: Easy

Achievement: Have all the dyes maxed out ("Inventory is full!").

Requirements: Make the following items:

☐ Blue Dye ([picture](#))

☐ Purple Dye ([picture](#))

☐ Red Dye ([picture](#))

☐ Yellow Dye ([picture](#))

Raw resources needed for 100 of each:

Resource	Total
Blue Petal	600
Orange Petal	400
Purple Petal	600
Red Petal	600

Resource	Total
Water	1 200
White Petal	400
Days	17

Tips: Use the petals overflow to craft dyes overtime. It is a good and cheap way to use your potion shop during idle times, I did this and had all maxed out quite quickly. To speed up just focus on one dye and have a batch of the right color flowers planted. Red dye might be a challenge for those who without the Love Shack [VE] or buy the right flowers with gems. The Purple Cow drops purple dye and purple petals quite often, so maxing out the purple is a no brainer.

Alternative [ALT]: Have the additional dyes added to the list:

☐ Black Ink / Black Dye ([picture](#))

☐ Green Dye ([picture](#))

☐ Orange Dye ([picture](#)) part of [MER]

☐ White Dye ([picture](#))

Only available during some quests/events (not an S.M.A.R.T. goal). But if you have enough resources, you should have time to produce 100 of each. Resources needed for this:

Resource	Total
Blue Petal	600
Coal	500
Orange Petal	1 000

Resource	Total
Water	1 600
White Petal	600
Days	25

Alternative [VE]: Add the Pink Dye ([picture](#)). Raw resources needed for 100 of each:

Resource	Total
Red Petal	400
Water	300

Resource	Total
White Petal	400
Days	4

3. Master Builder

Teaser: Be the perfect Architect!

Difficulty: Medium

Achievement: Have one of each building and upgraded to the highest level.

Requirements: Have at least one of each building type on display. The amount of resource needed has not been calculated, but it is quite significant. Be careful with the different building caps.

Tips: Not too hard to achieve over time, it comes naturally.

Alternative [ALT]: To make it a bit more challenging (hard): add the gems buildings, and/or have 2 of each. This can be a serious resource constraint, do it overtime.

4. Love Shake

Teaser: With all the love you have!

Difficulty: Medium



Achievement: Have the "materials" section of your love shake maxed out ("Inventory is full!").

Requirements: Have the Valentine Edition [VE]. Items in scope:

- | | |
|--|--|
| <input type="checkbox"/> Box of Chocolates (picture) * | <input type="checkbox"/> Pink Dye (picture) * |
| <input type="checkbox"/> Chocolate Egg (picture) | <input type="checkbox"/> Pink Fur (picture) * |
| <input type="checkbox"/> Chocolate Truffle (picture) | <input type="checkbox"/> Pink Jewel (picture) * |
| <input type="checkbox"/> Love Essence (picture) * | <input type="checkbox"/> Red Ribbon (picture) |
| <input type="checkbox"/> Milk Chocolate (picture) | <input type="checkbox"/> Valentine Feast (picture) * |

Raw resources needed for 100 of each item to be crafted (*):

Resource	Total
Chocolate Egg	800
Chocolate Truffle	800
Coins	100 000
Fur	1 000
Jewels	1 000
Kissing Dust	500
Mermaid Scales	300
Milk	2 500

Resource	Total
Milk Chocolate	500
Red Petal	400
Red Ribbon	200
Water	800
White Petal	400
Days	24

Tips: The love Shack has some bugs; several items will not be greyed out ("Inventory is full!") when maxed, check your inventory to see if the max has been achieved. Having one VE animal to produce the base resources is a good to avoid massive alchemy work, although it requires gems.

Alternative [ALT]: Additionally this can be extended to the special items:

- | | |
|---|---|
| <input type="checkbox"/> Absorption Crystal (picture) * | <input type="checkbox"/> Love Stone (picture) |
| <input type="checkbox"/> Entwined Seedling (picture) * | <input type="checkbox"/> Love Wood (picture) |
| <input type="checkbox"/> Kissing Dust (picture) | |

Although they are also maxed at 99, their production is still possible but with a null yield! Raw resources needed for 100 of each item to be crafted (*):

Resource	Total
Jewels	1 000
Kissing Dust	1 300
Living Wood	100
Love Stone	500

Resource	Total
Mermaid Scales	600
Water	1 000
Days	9

5. Botanic Frenzy

Teaser: Be a perfect gardener!

Difficulty: Medium



Achievement: Have the "materials" section of your greenhouse maxed out ("Inventory is full!").

Requirements: Items in scope:

☐ Dark Seeds ([picture](#))

☐ Vital Extract ([picture](#))

☐ Floral Glow ([picture](#))

Raw resources needed for 100 of each:

Resource	Total
Glimmer Fragments	500
Glimmer Shard	500
Glimmerdust	500
Living Wood	300
Mushroom	1 500

Resource	Total
Pile of Seeds	800
Purple Petal	500
Red Petal	500
Days	10

Tips: The Living Tree (gems needed) makes this just a little less time consuming. However, it is a good way to use the greenhouse when all other quests needing it are done. Also, it enables you to craft in no time 10 Faerie Elixir when some energy boost is needed. Note that you can create up as many dark seeds as you want (they just does not drop naturally anymore after 99 in the inventory).

6. Blocks and Beams

Teaser: Get out and build!

Difficulty: Insane

Achievement: Have the "materials" section of your workshop maxed out ("Inventory is full! "). Except for some persistent adventure items like the Faerie Offering, focus is on blocks and beans.

Requirements: items in scope:

- | | |
|--|--|
| <input type="checkbox"/> Banner Pole (picture) | <input type="checkbox"/> Ornate Block (picture) |
| <input type="checkbox"/> Earth Wisp (picture) | <input type="checkbox"/> Royal Beam (picture) |
| <input type="checkbox"/> Enchanted Beam (picture) | <input type="checkbox"/> Royal Block (picture) |
| <input type="checkbox"/> Enchanted Block (picture) | <input type="checkbox"/> Stone Block (picture) |
| <input type="checkbox"/> Fancy Beam (picture) | <input type="checkbox"/> Wisp Lantern (picture) |
| <input type="checkbox"/> Fancy Block (picture) | <input type="checkbox"/> Wooden Beam (picture) |
| <input type="checkbox"/> Ornate Beam (picture) | <input type="checkbox"/> Enchanted Lantern (picture) |

Raw resources needed for 100 of each:

Resource	Total
Cloudberry	600
Coins	2 050 000
Earth Wisp	3 300
Glimmerdust	1 000
Iron Ore	5 500
Jewels	3 300
Living Wood	1 500
Mermaid Scales	1 000

Resource	Total
Sap	5 000
Silver Ore	1 800
Stone	15 500
Water	1 000
Wisp Essence	400
Wood	16 000
Days	474

Tips: A lot of the base items can be trades in the trade exchange or with adventures. Avoid using the trade with tickets. Also it is a perfect goal to lower your stones and wood supply that will overflow in no time. Up to the royal beams it is fairly trivial to do, but the Ornate items are will take a HUGE toll on your living wood and Jewel supply. Enchanted Lantern might not be available until you hit the expansion plots linked to the Sabina Arc.

Alternative [FE]: As the Faerie items come later into play and you need a special building for those, the alternate goal can be done independently from the main one. The alternate is to max out the Faerie workshop:

- | | |
|--|---|
| <input type="checkbox"/> Faerie Beam (picture) | <input type="checkbox"/> Faerie Block (picture) |
|--|---|

To have 100 of them:

Resource	Total
Faeriebulb Seeds	500
Faeries' Murmur	3 000
Fey Crystal	1 000
Glimmerdust	5 500
Iron Ore	1 000
Purple Petal	5 000

Resource	Total
Red Petal	5 000
Sap	1 000
Stone	3 000
Wood	3 000
Days	90

The Faerie workshop does not limit the production of beams & blocks past 99, so your will not see "inventory is Full". Drops from the bridge, adventure or trade will be converted in coins.

Alternative [ELF]: Opens with the Elf arc, new crafts related to the Elf Magic in the Workshop only.

☐ Spellbound Beam ([picture](#))

☐ Spellbound Block ([picture](#))

To have 100 of them:

Resource	Total
Coins	2 000 000
Glimmerdust	2 000
Iron Ore	3 000
Mermaid Scales	2 000
Sap	3 000

Resource	Total
Stone	9 000
Water	2 000
Wood	9 000
Days	204

This is a very long run goal of you don't have a steady supply of Spellbound Dew. With just Ivy's Hut and daily gathering, expect to craft 1-2 beams or blocks a week! So it can take a few years to complete. There are several decoration items (plants & animals) dropping Spellbound Dew as well.

Alternative [MER]: Opens with the mermaid arc, new crafts related to the mermaids in the Workshop only.

☐ Earthen Beam ([picture](#))

☐ Earthen Potion ([picture](#))

☐ Earthen Block ([picture](#))

To have 100 of them:

Resource	Total
Coins	8 000 000
Glimmerdust	4 000
Iron Ore	6 000
Living Wood	1 500
Mermaid Scales	4 000
Mushroom	900
Pile of Seeds	600

Resource	Total
Sap	6 000
Spellbound Dew	8 000
Stone	18 000
Water	4 000
Wood	18 000
Days	468

This is a very long run goal as the limitation factor will be the Spellbound Dew.

7. Baking Power

Teaser: Ready for a big coking party!

Difficulty: Medium

Achievement: Have all basic dishes prepared ("Inventory is full! ").

Requirements: dishes in scope:

- | | |
|---|--|
| <input type="checkbox"/> Baked Butterfish (picture) | <input type="checkbox"/> Grits (picture) |
| <input type="checkbox"/> Breakfast Buffet (picture) | <input type="checkbox"/> Hearty Stew (picture) |
| <input type="checkbox"/> Catfish Soup (picture) | <input type="checkbox"/> Ivy's Hot Sauce (picture) |
| <input type="checkbox"/> Chocolate (picture) | <input type="checkbox"/> Sugar (picture) |
| <input type="checkbox"/> Flour (picture) | |

Raw resources needed for 100 of each:

Resource	Total
Bacon	2 400
Butterfish	500
Cabbage	1 000
Carrots	800
Catfish	500
Cocoa Beans	500
Corn	400
Eggs	2 000
Hot Pepper	600
Lemon	200

Resource	Total
Milk	1 000
Orange	1 000
Rat Tail	100
Roast Chicken	800
Sugar Cane	500
Tomato	1 000
Wheat	500
Water	900
Days	45

Tips: If you can play often for a couple of minutes, it is feasible to max those items out AND have 2 adventures running in parallel. You still have time to craft dishes. You must have also the farming capability to produce enough crops or harvest from the different sources. There are quite a few buildings that drop ingredients to lighten up the task.

8. Jamie Oliver

Teaser: plenty of yummy things

Difficulty: Insane

Achievement: Have all side dishes prepared and maxed ("Inventory is full!").

Requirements: dishes in scope:

- | | |
|--|---|
| <input type="checkbox"/> Apple Pie (picture) | <input type="checkbox"/> Noodles (picture) |
| <input type="checkbox"/> Bread (picture) | <input type="checkbox"/> Orange Cobbler (picture) |
| <input type="checkbox"/> Breaded Fish (picture) | <input type="checkbox"/> Pasta (picture) |
| <input type="checkbox"/> Cake (picture) | <input type="checkbox"/> Royal Sundae (picture) |
| <input type="checkbox"/> Candy Bonbons (picture) | <input type="checkbox"/> Syrup (picture) |
| <input type="checkbox"/> Ice Cream (picture) | <input type="checkbox"/> Teacake (picture) |
| <input type="checkbox"/> Lemonade (picture) | |

Raw resources needed for 100 of each:

Resource	Total
Apple	1 000
Cocoa Beans	2 500
Eggs	3 400
Fish	1 000
Glimmerdust	500
Lemon	1 000
Milk	4 300
Mushroom	1 200
Orange	1 000

Resource	Total
Sap	500
Strawberries	1 000
Sugar Cane	7 500
Tomato	800
Water	1 400
Wheat	7 500
Days	157

Tips: Maxing a couple of them is still possible with careful planning, but all of them, is close to impossible if you are doing adventures and need supply for goals. The best way is to have no more goals, stop adventuring with the knight or trading and redirect your kitchen effort toward producing as much as possible with minimal consumption. There quite a few buildings that drop ingredients to lighten up the task. If you do the "Baking Power" first, you have a good head start on the base materials.

9. Knights of the Round Belly

Teaser: Have all adventures dishes maxed.

Difficulty: Insane

Achievement: Have all adventures dishes prepared and maxed (“Inventory is full!”).

Requirements: dishes in scope:

- | | |
|--|---|
| <input type="checkbox"/> Hearty Feast (picture) | <input type="checkbox"/> Smoked Fish Sandwich (picture) |
| <input type="checkbox"/> Mercury Feast (picture) | <input type="checkbox"/> Spicy Feast (picture) |
| <input type="checkbox"/> Simple Feast (picture) | <input type="checkbox"/> Sweet Feast (picture) |

Raw resources needed for 100 of each:

Resource	Total
Bacon	800
Butterfish	600
Cabbage	1 500
Carrots	800
Catfish	500
Cocoa Beans	5 000
Corn	800
Eggs	9 700
Fish	1 800
Hot Pepper	3 000
Lemon	200
Jewels	500

Resource	Total
Milk	9 000
Mushroom	3 200
Rat Tail	500
Roast Chicken	3 300
Sap	2 500
Silver Ore	2 000
Strawberries	5 000
Sugar Cane	7 500
Tomato	1 800
Water	5 100
Wheat	11 000
Days	399

Tips: It will be difficult to have this one maxed out as you perform adventures in the meantime. Also some dishes are so time-intensive to create, that it is nearly impossible to do this goal with 2 kitchens and bakery. Some buildings or trades really help a lot by dropping valuable components. The special event item Bountiful Table is a real savior as it drops 1 dish every 2 days.

Alternative [VE]: If you have the valentine edition you can add the Valentine Feast ([picture](#)).

Resource	Total
Chocolate Egg	400
Chocolate Truffle	400
Milk	2 500

Resource	Total
Milk Chocolate	500
Red Ribbon	100
Days	6

If you do not have the [VE] animals, you can still produces the base items with the love shack.



10. Scrooge McDuck

Teaser: NO, I am NOT the Baron!

Difficulty: Hard

Achievement: Have 10 Million coins in treasury.

Requirements: Have enough coin buildings to harvest from. Cathedrals at level 5 are very good and require low energy. This just takes some time to achieve, but when all is done in your kingdom, money will be a no issue and the bank account will soon grow quickly.

Tips: If you want to speed up this one, use Farmhouses at level 5 (>14'000 coins a day), might be a real energy drain, but in a single day insistent harvesting, you will pile up coins really quickly.

Alternative [ALT]: If you want to push it to insane difficulty, put the limit to 100 Million coins.

11. The RP Race

Teaser: I am the RP King!

Difficulty: Hard

Achievement: Clock over 10K RP.

Requirements: Have enough Royal buildings standing on the map to reach 10K RP.

Tips: Have high yield RP buildings like the Amphitheater. All buildings should be at maximum level to boost RP output. As you are limited in Royal buildings, avoid low yield buildings. It has been reported by quite a few that this level is feasible without too much trouble.

Alternative [ALT]: the +20K RP might be the super league challenge.

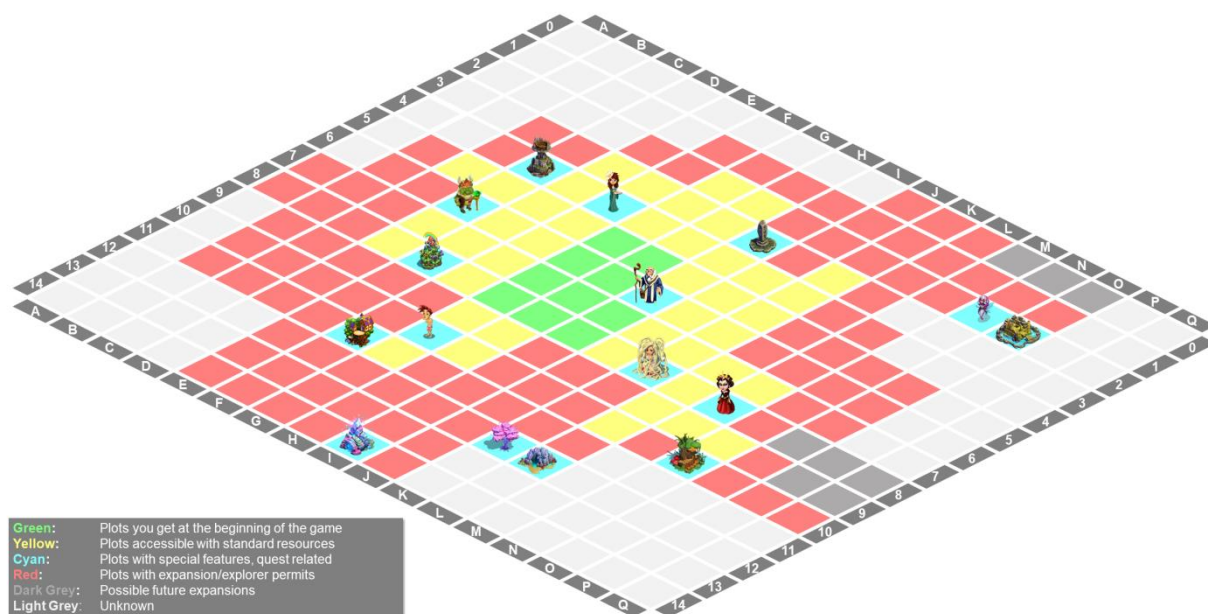
12. Light-up the Forest

Teaser: Nowhere to hide anymore.

Difficulty: Hard

Achievement: Have expended to all possible corners of the forest.

Requirements: All expansion slots are open. To have all the expansions you will need:



To open all slots you need:

Items	Amounts
Royal Points:	5 950
Wisp Lantern:	2 344
Enchanted Lantern:	138
Coins:	78 547 500
Expansion Permit:	273
Explorers Permit:	52
Trade Ticket:	15 990
Crafting Days:	1 389

Tips: Check out the [weekly update](#) list for all details. This is long term goal, the expansion tickets are by far the most expensive to acquire. This goal will be achieved in time anyway.

13. Quest-less

Teaser: I lost my Quest Book.

Difficulty: Insane (for regular player), Hard (for dedicated Fans)

Achievement: The quest book is no more.

Requirements: Do all the official quests that the game has to offer until the book in the upper left corner disappear.

Tips: This is a really long term goal. With the weekly update this goal is a moving target. If you have the Fortune Tent more quests are added as the tent gets updates as well. Every day a market quest will be added for 24 hours.

14. Magic Smith

Teaser: Shroud the forest with Magic smoke.

Difficulty: Insane



Achievement: Have the "materials" section of your Magic Shop maxed out ("Inventory is full!").

Requirements: items in scope:

- | | |
|--|---|
| <input type="checkbox"/> Adamant (picture) | <input type="checkbox"/> Mithril (picture) |
| <input type="checkbox"/> Jeweled Hairpin (picture) * | <input type="checkbox"/> Sentry Horn (picture) * |
| <input type="checkbox"/> Jewels (picture) | <input type="checkbox"/> Silver Ore (picture) |
| <input type="checkbox"/> Light Armor (picture) * | <input type="checkbox"/> Silver Platter (picture) * |
| <input type="checkbox"/> Longsword (picture) * | <input type="checkbox"/> Troll Club (picture) * |

Jeweled Hairpin is only available once [FE] is activated. Raw resources needed for 100 of each (assuming * crafting only):

Resource	Total
Boar Tusks	400
Glimmer Shard	300
Hide	500
Iron Ore	1 600
Jewels	1 100

Resource	Total
Silver Ore	3 600
Troll Essence	200
Wood	1 000
Days	71

Tips: Most weapons can be obtained as a rare drop from several buildings. Mineral comes from mines or trades as well. Maximizing Adamant is best achieved through trade or deep mines; alchemy is just a way to avoid losing Silver Ore or Mithril along the way.

15. Stack Overflow

Teaser: What to do will all this stuff!!!

Difficulty: Hard

Achievement: Have all the basic resources maxed out.

Requirements: Have the following resources reach their respective. Resources in scope:

- | | |
|--|--|
| <input type="checkbox"/> Adamant (picture) | <input type="checkbox"/> Horse Hairs (picture) |
| <input type="checkbox"/> Apple (picture) | <input type="checkbox"/> Hot Pepper (picture) |
| <input type="checkbox"/> Bacon (picture) | <input type="checkbox"/> Iron Ore (picture) |
| <input type="checkbox"/> Blue Fish (picture) | <input type="checkbox"/> Jewels (picture) |
| <input type="checkbox"/> Blue Petals (picture) | <input type="checkbox"/> Lemon (picture) |
| <input type="checkbox"/> Boar Pelt (picture) | <input type="checkbox"/> Living Wood (picture) |
| <input type="checkbox"/> Boar Tusks (picture) | <input type="checkbox"/> Lucky Clover (picture) |
| <input type="checkbox"/> Bone (picture) | <input type="checkbox"/> Magic Fruit (picture) |
| <input type="checkbox"/> Butterfish (picture) | <input type="checkbox"/> Manticore Whisker (picture) |
| <input type="checkbox"/> Cabbage (picture) | <input type="checkbox"/> Mermaid Scales (picture) |
| <input type="checkbox"/> Carrots (picture) | <input type="checkbox"/> Milk (picture) |
| <input type="checkbox"/> Catfish (picture) | <input type="checkbox"/> Mithril (picture) |
| <input type="checkbox"/> Coal (picture) | <input type="checkbox"/> Mushroom (picture) |
| <input type="checkbox"/> Cocoa Beans (picture) | <input type="checkbox"/> Mysterious Venom (picture) |
| <input type="checkbox"/> Corn (picture) | <input type="checkbox"/> Orange (picture) |
| <input type="checkbox"/> Creep Tooth (picture) | <input type="checkbox"/> Orange Petals (picture) |
| <input type="checkbox"/> Dark Seeds (picture) | <input type="checkbox"/> Pile of Seeds (picture) |
| <input type="checkbox"/> Dragon Scales (picture) | <input type="checkbox"/> Prime Cut (picture) |
| <input type="checkbox"/> Earth Wisp (picture) | <input type="checkbox"/> Purple Petal (picture) |
| <input type="checkbox"/> Eggs (picture) | <input type="checkbox"/> Rat Tail (picture) |
| <input type="checkbox"/> Faerie Jar (picture) | <input type="checkbox"/> Red Petals (picture) |
| <input type="checkbox"/> Faeriebulb Seeds (picture) | <input type="checkbox"/> Roast Chicken (picture) |
| <input type="checkbox"/> Faeries' Murmur (picture) | <input type="checkbox"/> Sap (picture) |
| <input type="checkbox"/> Fellora Blossom (picture) | <input type="checkbox"/> Silver Ore (picture) |
| <input type="checkbox"/> Feral Magic (picture) | <input type="checkbox"/> Skunku-pie (picture) |
| <input type="checkbox"/> Fertilizer (picture) | <input type="checkbox"/> Spellbook (picture) |
| <input type="checkbox"/> Fey Crystal (picture) | <input type="checkbox"/> Stone (picture) |
| <input type="checkbox"/> Fish (picture) | <input type="checkbox"/> Strawberries (picture) |
| <input type="checkbox"/> Fur (picture) | <input type="checkbox"/> Sugar Cane (picture) |
| <input type="checkbox"/> Glimmer Fragments (picture) | <input type="checkbox"/> Tomato (picture) |
| <input type="checkbox"/> Glimmer Pitcher Plant (picture) | <input type="checkbox"/> Troll Essence (picture) |
| <input type="checkbox"/> Glimmer Rafflesia (picture) | <input type="checkbox"/> Troll Horn (picture) |
| <input type="checkbox"/> Glimmer Shard (picture) | <input type="checkbox"/> Truffle (picture) |
| <input type="checkbox"/> Glimmer Trap Plant (picture) | <input type="checkbox"/> Water (picture) |
| <input type="checkbox"/> Glimmerbulb (picture) | <input type="checkbox"/> Wheat (picture) |
| <input type="checkbox"/> Glimmerdust (picture) | <input type="checkbox"/> White Petals (picture) |
| <input type="checkbox"/> Glimmermouth (picture) | <input type="checkbox"/> Wood (picture) |
| <input type="checkbox"/> Hide (picture) | <input type="checkbox"/> Wool (picture) |

Tips: Harvest from all the sources of the game until you have maxed out. Although not too difficult to achieve, when crafting items resource, drain is occurring. The best is to reach +90 in each then stop crafting for a while until you max out the given resource. Some resources are very rare drops, so it can take a very long time to may them.

Alternative [VE]: Have the Valentine Edition resources maxed out, in scope:

- | | |
|---|--|
| <input type="checkbox"/> Kissing Dust (picture) | <input type="checkbox"/> Love Wood (picture) |
| <input type="checkbox"/> Love Stone (picture) | <input type="checkbox"/> Pink Fur (picture) |

16. There is No End

Teaser: To Infinity and Beyond

Difficulty: Hard

Achievement: Have >250K XP (>250,000 XP) on the counter.

Requirements: Get as many XP as you can until you get 250K XP or more.

Tips: Just play the game! You will end up at that level without even thinking about it.

Alternative [ALT]: To make it “Miracle”, push the XP limit to 1 Million (1,000,000 XP).

17. Genghis Khan

Teaser: Be prepared to conquer the world!

Difficulty: Miracle

Achievement: Have all the items for expansions maxed out.

Requirements: Have the following items maxed out (99 or more). Resources in scope:

- | | |
|---|--|
| <input type="checkbox"/> Earth Wisp (picture) | <input type="checkbox"/> Wisp Lantern (picture) |
| <input type="checkbox"/> Expansion Permit (picture) | <input type="checkbox"/> Explorer's Permit (picture) |
| <input type="checkbox"/> Trade Ticket (picture) | <input type="checkbox"/> Enchanted Lantern (picture) |

Tips: Earth wisp and wisp lantern are the easy part, but maxing out of expansion or explorer's permit is a real painful job. Moreover, you cannot craft permits if your finish goal Light-up the Forest. So you need to choose which to do. If you can do nonstop craft with 2 hours trade tickets, you still need a whopping lifetime to finish this goal.

Alternative [ALT]: If you have done goal [#12 – Light-up the Forest](#), then this goal can be counted as reached if you have 3 000 + 15 000 trade tickets (🎫🎫🎫) in the inventory, because permits cannot be crafted.

18. Granny's Attic

Teaser: Grandpa was a crafter!

Difficulty: Insane

Achievement: have the all the items in the workshop Decorations' section at least at 99 each. The Royal Point items ^(*) have a compounded limit set to 55 items in total (on the board + inventory).

Requirements: items in scope:

- | | |
|--|--|
| <input type="checkbox"/> Beast Statue (picture) | <input type="checkbox"/> Rustic Well (picture) |
| <input type="checkbox"/> Blue Banner ^(**) (picture) | <input type="checkbox"/> Stone Bench (picture) |
| <input type="checkbox"/> Dragon Statue ^(*) (picture) | <input type="checkbox"/> Unicorn Statue ^(*) (picture) |
| <input type="checkbox"/> Fountain (picture) | <input type="checkbox"/> White Flower Bed (picture) |
| <input type="checkbox"/> Purple Banner ^(**) (picture) | <input type="checkbox"/> Wood Bench ^(**) (picture) |
| <input type="checkbox"/> Red Banner (picture) | <input type="checkbox"/> Yellow Banner (picture) |

Item marked with ^(**), can also be purchased in the market for coins. All others can be purchased with gems. Raw resources needed for 100 of each:

Resource	Total
Blue Petal	600
Coins	2 000 000
Hide	1 600
Glimmerdust	1 200
Iron Ore	14 500
Jewels	4 900
Orange Petal	400
Purple Petal	600
Red Petal	600

Resource	Total
Sap	4 700
Silver Ore	3 400
Stone	39 500
Water	4 300
White Petal	700
Wood	5 700
Days	627

Tips: This is a very long goal, either focus on one at a time or do any of them when you have some resources overflow. You'll need 627 days of non-stop crafting with a workshop to finish this! You can focus on one item at the time to make it more affordable; the Rustic Well needs stones and wood, resources that are generally maxed out anyway.

Alternative [ALT]: have non-craftable decoration items reach 99 or more. Items in scope:

- | | |
|---|--|
| <input type="checkbox"/> Bluebell Faerie Flower (picture) | <input type="checkbox"/> Queen's Tower (picture) |
| <input type="checkbox"/> Feeding Trough (picture) | <input type="checkbox"/> Red Flower Bed (picture) |
| <input type="checkbox"/> Floral Topiary Wall (picture) | <input type="checkbox"/> Royal Road (picture) |
| <input type="checkbox"/> Friendly Gallows (picture) | <input type="checkbox"/> Stone Path (picture) |
| <input type="checkbox"/> Green Banner (picture) | <input type="checkbox"/> Stone Wall (picture) |
| <input type="checkbox"/> Hydrangea Hedge (picture) | <input type="checkbox"/> Street Torch (picture) |
| <input type="checkbox"/> Magic Mirror (picture) | <input type="checkbox"/> Topiary Wall (picture) |
| <input type="checkbox"/> Peony Fence (picture) | <input type="checkbox"/> Tower (picture) |
| <input type="checkbox"/> Pillory Platform (picture) | <input type="checkbox"/> Wall (picture) |
| <input type="checkbox"/> Pink Flower Bed (picture) | <input type="checkbox"/> White Royal Road (picture) |
| <input type="checkbox"/> Queen's Gate (picture) | <input type="checkbox"/> Wrought-Iron Gate (picture) |

Tips: This is a relative easy goal, it just needs a **lot** of coins, some open space on the board and a lot of time to buy & store items.

Alternative [VE]: have the all the valentine decoration items reach 99 or more. Items in scope:

- | | |
|---|---|
| <input type="checkbox"/> Heart Banner (picture) | <input type="checkbox"/> Romantic Fountain (picture) |
| <input type="checkbox"/> Kissing Light Post (picture) | <input type="checkbox"/> Romantic Path (**) (picture) |
| <input type="checkbox"/> Lover's Gate (picture) | <input type="checkbox"/> Serenade Tower (picture) |
| <input type="checkbox"/> Pink Rainbow (picture) | <input type="checkbox"/> Serenade Wall (picture) |

Item marked with (**), can also be purchased in the market for coins. All others can be purchased with gems. Raw resources needed for 100 of each:

Resource	Total
Coins	50 000
Earth Wisp	100
Hide	400
Glimmerdust	2 000
Iron Ore	500
Kissing Dust	2 500
Love Stone	8 700
Love Wood	4 500

Resource	Total
Red Petal	1 600
Mermaid Scales	300
Water	6 700
White Petal	1 600
Wood	500
Days	169

Tips: The best way is to use your inventory overflow of wood and stone to craft items over time. Most items don't need other crafting buildings.

19. All those Mathoms

Teaser: I am a Proud Hobbit!

Difficulty: Impossible

Achievement: Have every possible "mathoms" items maxed out

Requirements: A Mathom item can be defined as:

1. Is a (very) rare drops
2. "Have no use": means that they are drops which never had any use in Castle Story, or were used in some quests or for specific action, but after the quest is completed, you cannot use it anymore, just collecting. Drops still in use (such as Golden Apples, which are really rare, but you can still use in a trade for gems) are not mathoms.
3. "Is achievable": means that you can still get/find them, so I exclude from mathoms things you cannot have more (such as items you can craft during special quest, but not after quests, or drops you can find until special period/quest, but not after it - for example pyre crystals).

Have the following Mathoms (max for each mathom), in scope:

- | | |
|--|--|
| <input type="checkbox"/> Big Ruby (10) (picture) | <input type="checkbox"/> Large Topaz (10) (picture) |
| <input type="checkbox"/> Boar Pelt (99) (picture) | <input type="checkbox"/> Mysterious Venom (99) (picture) |
| <input type="checkbox"/> Feral Magic (99) (picture) | <input type="checkbox"/> Purple Hide (99) (picture) |
| <input type="checkbox"/> Large Diamond (99) (picture) | <input type="checkbox"/> Skunku-Pie (99) (picture) |
| <input type="checkbox"/> Large Emerald (10) (picture) | <input type="checkbox"/> Super Yummy Pie (99) (picture) |
| <input type="checkbox"/> Large Sapphire (10) (picture) | <input type="checkbox"/> Spellbook (99) (picture) |

Tips: Most of those items are very rare drops, so it will be month if not years to collect them at max.

Alternative [ALT]: Instead of maxim them out, have one of each in your inventory. This should be pretty simple.

20. Put me on Display

Teaser: I went everywhere and my hall of fame is now full!

Difficulty: Medium

Achievement: Have every possible adventure decoration item on display in your land.

Requirements: find during adventures all the different decoration items and put them on display in your land. The following items have to be found:

- | | |
|--|---|
| <input type="checkbox"/> Anvil (picture) | <input type="checkbox"/> Faerie Campfire (picture) |
| <input type="checkbox"/> Beast Statue (picture) | <input type="checkbox"/> Overgrown Bench (picture) |
| <input type="checkbox"/> Berry Mound (picture) | <input type="checkbox"/> Pumpkin Hutch (picture) |
| <input type="checkbox"/> Campfire (picture) | <input type="checkbox"/> Scarecrow (picture) |
| <input type="checkbox"/> Carriage (*) (picture) | <input type="checkbox"/> Unicorn Statue (*) (picture) |
| <input type="checkbox"/> Dragon Statue (*) (picture) | |

The Royal Point items ^(*) have a compounded limit set to 55 items in total (on the board + inventory).

Tips: This goal relays mostly on luck and patience. Doing adventures will, over time, yield all decorations.

21. Potion Grandmaster

Teaser: Be the best Potion brewer of Glimmer Wood!

Difficulty: Insane



Achievement: Have all of your Potion Shop maxed out (“Inventory is full!” message).

Requirements: This means you have finished the **Sooo Sticky** and **Colorful World** goals (do them first). Then finish the max out the remaining items:

- | | |
|--|---|
| <input type="checkbox"/> Enchanter's Essence (picture) | <input type="checkbox"/> Mythic Essence (picture) |
| <input type="checkbox"/> Living Wood (picture) | <input type="checkbox"/> Transformation Tonic (picture) |
| <input type="checkbox"/> Lumin Essence (picture) | |

To craft 100 items (expect Living Wood), you need:

Resource	Total
Dragon Scale	500
Fellora Blossom	500
Earth Wisp	500
Glimmerdust	1 300

Resource	Total
Manticore Whisker	1 000
Mermaid Scales	1 500
Water	1 800
Days	58

Tips: Do the **Sooo Sticky** and **Colorful World** goals, this one will automatically be done as you will flush your inventory anyway to make the remaining items.

22. Ready to Go

Teaser: be sure that you never run out of adventures

Difficulty: Miracle



Achievement: Have all the adventure items for every fix adventure fully stacked up.

Requirements: Max out (99 or more) every item needed for each fix quest. This includes:

- | | |
|--|---|
| <input type="checkbox"/> Allergy Potion (picture) | <input type="checkbox"/> Plain Bait (picture) |
| <input type="checkbox"/> Faerie Offering (picture) | <input type="checkbox"/> Sentry Horn (picture) |
| <input type="checkbox"/> Fishing Net (picture) | <input type="checkbox"/> Simple Feast (picture) |
| <input type="checkbox"/> Fishing Pole (picture) | <input type="checkbox"/> Smoked Fish Sandwich (picture) |
| <input type="checkbox"/> Hearty Feast (picture) | <input type="checkbox"/> Spicy Feast (picture) |
| <input type="checkbox"/> Light Armor (picture) | <input type="checkbox"/> Super Bait (picture) |
| <input type="checkbox"/> Longsword (picture) | <input type="checkbox"/> Sweet Feast (picture) |
| <input type="checkbox"/> Lumin Essence (picture) | <input type="checkbox"/> Troll Club (picture) |
| <input type="checkbox"/> Mercury Feast (picture) | |

Tips: This is a very long term goal, if you manage to terminate the Knights or the Round Belly, Magic Smith and Potion Grandmaster goals; you basically nearly has this one done. Also, doing adventures during this goal makes it nearly impossible to achieve.

Alternative [VE]: Add the [VE] quest items to the list:

- | | |
|---|--|
| <input type="checkbox"/> Absorption Crystal (picture) | <input type="checkbox"/> Valentine Feast (picture) |
|---|--|

23. Faerie Grandmaster

Teaser: Be sure that you have your place in the Faerie Records

Difficulty: Hard (Insane when crafted)



Achievement: Have all the construction items of the Faerie Workshop maxed out maxed out (“Inventory is full!” message).

Requirements: Have 99 or more of the following items in your inventory:

- | | |
|---|---|
| <input type="checkbox"/> Faerie Beam (picture) | <input type="checkbox"/> Faerie Paste (picture) |
| <input type="checkbox"/> Faerie Block (picture) | <input type="checkbox"/> Faerie Sap (picture) |
| <input type="checkbox"/> Faerie Essence (picture) | |

To reach 100 you need:

Resource	Total
Faeriebulb Seeds	500
Faeries' Murmur	8 000
Fey Crystal	2 000
Glimmerdust	11 300
Iron Ore	1 000
Living Wood	3 500
Purple Petal	10 000

Resource	Total
Red Petal	10 000
Sap	6 300
Stone	3 000
Water	400
Wood	3 000
Days	200

Tips: This goal can be tedious to do if you want to craft everything. With the Faerie Bridge and Faerie Trade you can easily reach the max in a reasonable time. Be sure to always check your bridge for drops.

24. Tinker Grandmaster

Teaser: Tinkerbell is no more the Queen

Difficulty: Insane



Achievement: Have all the crafting options of the Tinker Camp maxed out maxed out ("Inventory is full!" message).

Requirements: Finish the "Sooo Sticky" and "Blocks & Beams" goals and this one will be nearly done. Other items to push to the max:

☐ Rope ([picture](#))

Tips: -.-

25. Builder Grandmaster

Teaser: I'll build anything you want, now...

Difficulty: Insane

Achievement: Have all the materials options of the Workshop maxed out ("Inventory is full!" message).



Requirements: Finish the Blocks & Beams goal and have the following items maxed out:

☐ Faerie Offering ([picture](#))

☐ Fishing Pole ([picture](#))

☐ Fishing Net ([picture](#))

☐ Rope ([picture](#))

Tips: If you have the Blocks & Beams and the Ready to Go goals finished, at the same time, you have done this one.

26. Sweet Grandmaster

Teaser: It's such a sweet world!

Difficulty: Insane



Achievement: Have all the Winter Bakery items out maxed out ("Inventory is full!" message).

Requirements: You need a Winter Bakery (Christmas 2014 event). Items in focus:

- | | |
|---|---|
| <input type="checkbox"/> Apple Pie (picture) | <input type="checkbox"/> Royal Sundae (picture) |
| <input type="checkbox"/> Bread (picture) | <input type="checkbox"/> Smoked Fish Sandwich (picture) |
| <input type="checkbox"/> Cake (picture) | <input type="checkbox"/> Sugar (picture) |
| <input type="checkbox"/> Chocolate (picture) | <input type="checkbox"/> Sweet Feast (picture) |
| <input type="checkbox"/> Flour (picture) | <input type="checkbox"/> Syrup (picture) |
| <input type="checkbox"/> Ice Cream (picture) | <input type="checkbox"/> Teacakes (picture) |
| <input type="checkbox"/> Orange Cobbler (picture) | |

Tips: First do the Baking Power goal to have enough base material.

27. Dark Sisters

Teaser: Life is a plant / plant for your life

Difficulty: Insane

Achievement: Have maxed out dark plants.

Requirements: You need to have 99 or more of each. Items in scope:

- | | |
|---|--|
| <input type="checkbox"/> Belladonna's Inscription (picture) | <input type="checkbox"/> Glimmer Pitcher Plant (picture) |
| <input type="checkbox"/> Dark Seeds (picture) | <input type="checkbox"/> Glimmer Rafflesia (picture) |
| <input type="checkbox"/> Fellora Blossom (picture) | <input type="checkbox"/> Glimmer Trap Plant (picture) |

Tips: The inscriptions are a real pain to have, with one of the Fortune; it might help get this one done it a more reasonable time.

Alternative [ALT] – aka "Hell Sisters": Miracle level: Dark Seeds & Plants have no cap, thus you can shoot for 999.

28. All the Same

Teaser: I want them all the same!

Difficulty: Hard

Achievement: Have >35 buildings of the same type on display

Requirements: Construct >35 buildings of the same type and have them placed on the map

Tips: Any building will do! RP buildings have compound cap of 50 and Town Buildings a compound cap of 55. Going over 35 buildings of the same type might impact our ability to do goals and quests. If you want to make it easy, just do it with farms. If you are in the RP race, you might choose amphitheaters.

29. A Pile of Dust-Eaters

Teaser: I want them all stored away.

Difficulty: Insane



Achievement: Have an Inventory of 200 pages.

Requirements: The inventory page must show at least $x / 200$. This means you need 600 different items stored in the inventory.

Tips: If you play regularly and do the following:

- ☐ Do the "Get Them All" goal (just have 1 item of each)
- ☐ Do the "Granny's Attic" goal (just have 1 item of each)
- ☐ Produce 1 item of each possible, in each crafting building: Faerie Workshop, Greenhouse, Kitchen, Magic Forge, Potion Shop, Royal Exchange, Winter Bakery, Workshop
- ☐ Collect "All those Mathoms" (just have 1 item of each)
- ☐ Buy 1 item of each in the market and store it. (only permanent items can be stored; gem purchased items are valid as well)
- ☐ Have 1 building of each level stored away. Take care of the on buildings compound cap!

30. Call me Midas

Teaser: It is never enough!

Difficulty: Insane

Achievement: Have all golden items reach 99 or more.

Requirements: The inventory should have 99 or more of the following items:

- | | |
|---|---|
| <input type="checkbox"/> Golden Apple (picture) | <input type="checkbox"/> Golden Nugget (picture) |
| <input type="checkbox"/> Golden Egg (picture) | <input type="checkbox"/> Golden Obelisk (picture) |

Tips: Golden apples might be the hardest to get, have a dozen apples trees and keep harvesting every time you can. You will finally reach the mark. As for Obelisks, you will need 50 million coins, which is not an easy bite either.

31. Easter-egg Hunt

Teaser: We need them by the dozen!

Difficulty: Miracle

Achievement: Have ½ dozen (1 box of 6) of each of the following eggs:

- | | |
|---|--|
| <input type="checkbox"/> Chicken Egg (Name: 'Eggs') (picture) | <input type="checkbox"/> Manticore Egg (Name: 'Unhatched Egg') (picture) |
| <input type="checkbox"/> Dragon Egg (picture) | |
| <input type="checkbox"/> Golden Egg (picture) | |

Requirements: The inventory should have 6 or more eggs of each sort.

Tips: Dragon Egg can be from any dragon type. Regular dragon & Manticore eggs come from the forgotten roost, and are really rare drops. It can take several years to get ½ dozen of each.

32. Ivy's Pantry

Teaser: Never be out of Pies again!

Difficulty: Miracle

Achievement: The inventory should have 99 or more of the following items provided by Ivy's Bakery:

- | | |
|--|--|
| <input type="checkbox"/> Apple Pie (picture) | <input type="checkbox"/> Silver Platter (picture) |
| <input type="checkbox"/> Bread (picture) | <input type="checkbox"/> Skunku-Pie (picture) |
| <input type="checkbox"/> Flour (picture) | <input type="checkbox"/> Sugar (picture) |
| <input type="checkbox"/> Ivy's Hot Sauce (picture) | <input type="checkbox"/> Super Yummy Pie (picture) |
| <input type="checkbox"/> Orange Cobbler (picture) | <input type="checkbox"/> Syrup (picture) |

Requirements: Have Ivy's Bakery or be very lucky during resource gathering.

Tips: Super Yummy Pie only drops from Ivy's Bakery or can be produced during the Trove quest arc. Super Yummy and Skunku Pies can only be found by drops, so this quest can be very time intensive.

33. The Zoo

Teaser: this live stock is just so country side!

Difficulty: Easy

Achievement: Have all regular animals displayed around a farm.

Requirements: Having close to one other one or more of the following items on the game board:

- | | |
|---|--|
| <input type="checkbox"/> Adult Dragon (picture) | <input type="checkbox"/> Farmhouse (picture) |
| <input type="checkbox"/> Black Pig (picture) | <input type="checkbox"/> Horse (picture) |
| <input type="checkbox"/> Chicken (picture) | <input type="checkbox"/> Manticore (picture) |
| <input type="checkbox"/> Cow (picture) | |

All animals can be bought with coins; one Dragon & Manticore will be given by the forgotten roost of time.

Alternative [ALT]: The alternative version requires the usage of gems or being very lucky during adventures. Additional animals to be added to your zoo:

- | | |
|--|--|
| <input type="checkbox"/> Albino Pig (picture) | <input type="checkbox"/> Royal Cow (picture) |
| <input type="checkbox"/> Black Cow (picture) | <input type="checkbox"/> Royal Pig (picture) |
| <input type="checkbox"/> Black Sheep (picture) | <input type="checkbox"/> Sheep (picture) |
| <input type="checkbox"/> Pig (picture) | <input type="checkbox"/> White Cow (picture) |

Alternative [VE]: The Valentine Edition zoo need the additional animals:

- | | |
|--|---|
| <input type="checkbox"/> Alicorn (picture) | <input type="checkbox"/> Love Sheep (picture) |
| <input type="checkbox"/> Cupid Pig (picture) | <input type="checkbox"/> Pink Chicken (picture) |
| <input type="checkbox"/> Heart Cow (picture) | |

You can buy pink animals with gems in the market during special sales only, produce them in the Love Shake or be lucky with the "Dispel the Love magic" adventure. For the Alicorn, just do regular adventures until you can summon one.

34. Horsing Around

Teaser: En garde!



Difficulty: Hard (As of version 1.7 of the game, this goal cannot be done anymore!)

Achievement: Have >900 Horses on your game board.

Requirements: A lot of space to place 900 horses. Need to store most game board items as the game is limited to 999 items on the game board. Have 1'500'000 coins to buy all the horses.

Tips: Store all non-essential buildings, decorations and animals. Avoid storing items will long refresh time as you lose a full cycle.

35. Troll Me!

Teaser: I am a Troll!

Difficulty: Hard

Achievement: Have all Troll items.

Requirements: Have all the Troll items the game has to offer.

- | | |
|--|--|
| <input type="checkbox"/> Cooking Camp (picture) | <input type="checkbox"/> Troll Club (picture) |
| <input type="checkbox"/> Kaz's Abode (picture) | <input type="checkbox"/> Troll Essence (picture) |
| <input type="checkbox"/> Shield Token ^(*) (picture) | <input type="checkbox"/> Troll Fireworks Case ^(*) (picture) |
| <input type="checkbox"/> Staff Token ^(*) (picture) | <input type="checkbox"/> Troll Horn (picture) |
| <input type="checkbox"/> Swampy Pond (picture) | <input type="checkbox"/> Troll Sparring Pit (picture) |
| <input type="checkbox"/> Sword Token ^(*) (picture) | <input type="checkbox"/> Troll Token ^(*) (picture) |
| <input type="checkbox"/> Trade Wagon (picture) | <input type="checkbox"/> Troll Training Dummy (picture) |
| <input type="checkbox"/> Troll Armor (picture) | <input type="checkbox"/> Troll Vault (picture) |
| <input type="checkbox"/> Troll Banner (picture) | <input type="checkbox"/> Trollish Weapon Rack (picture) |
| <input type="checkbox"/> Troll Castle (picture) | |

Tips: Most items are easy to get or should have been hoarded during the different events or quests. Some items (*) can be obtained during recurrent timed events.

36. Hunter Grandmaster

Teaser: Be the greatest hunter of the Glimmer Forest!

Difficulty: Hard

Achievement: Hunted down all monsters until the inventory hold every Monster Hunt event item.

Requirements: Have the following items:

- | | |
|---|---|
| <input type="checkbox"/> Cooking Camp (picture) | <input type="checkbox"/> Shield Token (picture) |
| <input type="checkbox"/> Mythic Research Center (picture) | <input type="checkbox"/> Staff Token (picture) |
| <input type="checkbox"/> Dire Boar Statue (picture) | <input type="checkbox"/> Sword Token (picture) |
| <input type="checkbox"/> Fangbeast Statue (picture) | <input type="checkbox"/> Troll Token (picture) |
| <input type="checkbox"/> Skunkupine Statue (picture) | |

Tips: Focus on monster spawning during the Hunt event. Try to get as many kills as possible.

Alternative [ALT]: Only for hard core players to push the envelope to insane level. Have each of the following items [n] times.

- | | |
|---|---|
| <input type="checkbox"/> Cooking Camp [1] (picture) | <input type="checkbox"/> Shield Token [120] (picture) |
| <input type="checkbox"/> Mythic Research Center [1] (picture) | <input type="checkbox"/> Staff Token [120] (picture) |
| <input type="checkbox"/> Dire Boar Statue [1] (picture) | <input type="checkbox"/> Sword Token [120] (picture) |
| <input type="checkbox"/> Fangbeast Statue [1] (picture) | <input type="checkbox"/> Troll Token [99] (picture) |
| <input type="checkbox"/> Skunkupine Statue [1] (picture) | |

Note that this alternative version is the original goal. As of Season 5, this one does not make sense to do as the resources can be transformed in the Mythic Research Center in much more valuable form, see Mythic Zoo.

37. Smeely O' Fishin

Teaser: Beat Unhygienix with his own game!

Difficulty: Insane

Achievement: Have all the fish related items overflowing the market

Requirements: Have the following items maxed out (max)

- | | |
|---|---|
| <input type="checkbox"/> Baked Butterfish (picture) | <input type="checkbox"/> Fishing Net (picture) |
| <input type="checkbox"/> Blue Fish (picture) | <input type="checkbox"/> Fishing Pole (picture) |
| <input type="checkbox"/> Breaded Fish (picture) | <input type="checkbox"/> Glimmermouth (picture) |
| <input type="checkbox"/> Butterfish (picture) | <input type="checkbox"/> Plain Bait (picture) |
| <input type="checkbox"/> Catfish (picture) | <input type="checkbox"/> Smoked Fish Sandwich (picture) |
| <input type="checkbox"/> Catfish Soup (picture) | <input type="checkbox"/> Super Bait (picture) |
| <input type="checkbox"/> Fish (picture) | |

Tips: This is a very long run goal, just net & pole will take eons to make. Without the bait market, this goal will be insane long to finish as getting 99 super baits might just discourage you.

38. Mythic Zoo

Teaser: Got bored of my Pink life, switched to Deep Purple!

Difficulty: Insane

Achievement: Have a half-dozen of each mythic beast

Requirements: Have a half-dozen of the following beast:

- | | |
|--|--|
| <input type="checkbox"/> Glimmer Manticore (picture) | <input type="checkbox"/> Armored Manticore (picture) |
| <input type="checkbox"/> Glimmer Dragon (picture) | <input type="checkbox"/> Armored Alicorn (picture) |
| <input type="checkbox"/> Glimmer Alicorn (picture) | |

Tips: Troll Token requirement is very high. Unless a Troll Token source is used, it will take numerous hunting seasons to achieve this.

Remark: The Glimmer Alicorn is restricted to 1; the armored Alicorn is restricted to 4.

39. Super Glimmer-Egg Hunt

Teaser: Easter is so past

Difficulty: Insane

Achievement: Max all the base eggs and have 100 Jeweled Eggs of each

Requirements: This is only possible with the [GE] mode. Also you need to have the glimmer animals (Glimmeregg Alicorn or Glimmeregg Chick) to have an egg supply.

- ☐ Glimmeregg Alicorn ([picture](#))
- ☐ Glimmeregg Chick ([picture](#))

- ☐ Glimmeregg Forge ([picture](#))

Items to max:

- ☐ Baby-Blue Glimmeregg ([picture](#))
- ☐ Baby-Blue Jeweled Egg ([picture](#))
- ☐ Glimmerglue ([picture](#))
- ☐ Lilac Glimmeregg ([picture](#))
- ☐ Lilac Jeweled Egg ([picture](#))
- ☐ Mint Glimmeregg ([picture](#))

- ☐ Mint Jeweled Egg ([picture](#))
- ☐ Pink Glimmeregg ([picture](#))
- ☐ Pink Jeweled Egg ([picture](#))
- ☐ Yellow Glimmeregg ([picture](#))
- ☐ Yellow Jeweled Egg ([picture](#))

Tips: Buy several Glimmeregg Chick, best return on investment a steady drop of base eggs.

40. Flower Power!

Teaser: My game board will soon be a tenfold of Versailles's Garden.

Difficulty: Miracle

Achievement: Max all the regular shrubs from the Arboretum.

Requirements: You need to unlock the Arboretum (level +17) to start this goal.

- ☐ Auranticum Shrub ([picture](#))
- ☐ Iceland Poppy Shrub ([picture](#))
- ☐ Larkspur Shrub ([picture](#))

- ☐ Penstemon Shrub ([picture](#))
- ☐ White Trillium Shrub ([picture](#))

Resource needs for each shrub are easy to craft in parallel; most advanced players will have no difficulty to produce them each day.

Tips: Each shrub takes 1 day to produce. This goal, without using gems, will take you 500 days of work.

41. One Flew Over the Cloud Sparrow's Nest

Teaser: Randle Patrick McMurphy, you got me inspired!

Difficulty: Miracle



Achievement: Max all the items in the Elven Reliquary.

Requirements: Part of the [ELF] arc. You need to max out all the following items:

- | | |
|--|---|
| <input type="checkbox"/> Elvenite Node (picture) | <input type="checkbox"/> Magic Headband (picture) |
| <input type="checkbox"/> Glimmerite Elixir (picture) | <input type="checkbox"/> Elven Spices (picture) |
| <input type="checkbox"/> Ancient Pottery (picture) | |

Tips: A long term goal! The Elvenite is not used after the initial storyline goals, but easy to access, it is a good goal to offload unused supply from the inventory. Some other resources are demanding to obtain (Lumin Essence or Blythedust) but not too complex.

42. Atlantean Vault

Teaser: Beware ground crawlers; the mighty Atlantis is well equipped!

Difficulty: Miracle

Achievement: Max the permanent mermaid items.

Requirements: Part of the [MER] arc. You need to max out all the following items:

- | | |
|--|--|
| <input type="checkbox"/> Aqua Silver (picture) | <input type="checkbox"/> Ocean Compass (picture) |
| <input type="checkbox"/> Black Pearls (picture) * | <input type="checkbox"/> Ocean Hors D'oeuvre (picture) |
| <input type="checkbox"/> Blue Coral (picture) * | <input type="checkbox"/> Orange Coral (picture) * |
| <input type="checkbox"/> Blue Fin (picture) * | <input type="checkbox"/> Orange Dye (picture) |
| <input type="checkbox"/> Blue Shell (picture) * | <input type="checkbox"/> Orange Fin (picture) * |
| <input type="checkbox"/> Blue Starfish (picture) * | <input type="checkbox"/> Orange Shell (picture) * |
| <input type="checkbox"/> Clownfish (picture) * | <input type="checkbox"/> Orange Starfish (picture) * |
| <input type="checkbox"/> Coral Reef Block (picture) | <input type="checkbox"/> Pink Coral (picture) * |
| <input type="checkbox"/> Coral Reef Column (picture) | <input type="checkbox"/> Pink Fin (picture) * |
| <input type="checkbox"/> Coral Sword (picture) | <input type="checkbox"/> Pink Shell (picture) * |
| <input type="checkbox"/> Cursed Coral (picture) * | <input type="checkbox"/> Purple Coral (picture) * |
| <input type="checkbox"/> Cursed Pearls (picture) * | <input type="checkbox"/> Purple Fin (picture) * |
| <input type="checkbox"/> Dark Pollen (picture) * | <input type="checkbox"/> Purple Shell (picture) * |
| <input type="checkbox"/> Electric Eel (picture) * | <input type="checkbox"/> Red Coral (picture) * |
| <input type="checkbox"/> Enchanted Pearls (picture) | <input type="checkbox"/> Red Fin (picture) * |
| <input type="checkbox"/> Gold Storm Trident (picture) | <input type="checkbox"/> Reef Block (picture) |
| <input type="checkbox"/> Jellyfin Jelly (picture) * | <input type="checkbox"/> Reef Column (picture) |
| <input type="checkbox"/> Luminous Silver (picture) | <input type="checkbox"/> Reef Slab (picture) * |
| <input type="checkbox"/> Luminous Starfish (picture) * | <input type="checkbox"/> Sea Witch's Calling (picture) |
| <input type="checkbox"/> Marmosea Venom (picture) * | <input type="checkbox"/> Seaweed (picture) * |
| <input type="checkbox"/> Mermaid Mirror (picture) | <input type="checkbox"/> Seaweed Salad (picture) |
| <input type="checkbox"/> Mermaid Necklace (picture) | <input type="checkbox"/> Shipwheel (picture) |
| <input type="checkbox"/> Mermaid Wand (picture) | <input type="checkbox"/> Trident (picture) |
| <input type="checkbox"/> Mermaid's Brew (picture) | <input type="checkbox"/> Storm Water (picture) |
| <input type="checkbox"/> Mermaid's Perfume (picture) | <input type="checkbox"/> Tidebloom (picture) * |
| <input type="checkbox"/> Mermaid's Purse (picture) | <input type="checkbox"/> White Pearl (picture) * |
| <input type="checkbox"/> Ocean Clay (picture) * | <input type="checkbox"/> Witch's Scent (picture) |

* are harvested items, no crafting needed.

To reach 100 you need:

Resource	Total
Aquanther Scales	17 500
Black Pearls	3 800
Blue Coral	900
Blue Starfish	1 400
Clownfish	21 000
Cursed Coral	300
Cursed Pearls	500
Dark Pollen	500
Earth Wisp	16 000
Eggs	500

Resource	Total
Electric Eel	10 500
Glimmerdust	44 400
Golden Nugget	500
Iron Ore	1 000
Jellyfin Jelly	3 000
Magic Fruit	1 000
Marmosea Venom	200
Mermaid Scales	54 000
Mithril	1 500
Ocean Clay	2 000

Resource	Total
Orange Coral	1 000
Orange Petal	600
Orange Shell	25 500
Orange Starfish	100
Purple Coral	1 000
Purple Shell	600
Red Coral	100
Reef Slab	2 000
Sap	14 400

Resource	Total
Seaweed	100
Silver Ore	24 500
Tidebloom	1 500
Tomato	500
Water	57 500
White Pearl	200
Wood	4 000
Days	3 184

Tips: A very long term goal! Some of the items are not too complex to get, but producing the insane amount of storm water needed makes this goal very difficult to achieve, only for the very advanced player with enormous amounts of coins at hand.

43. A Smelly Business

Teaser: This is gonna smell a little

Difficulty: Easy

Achievement: Max the fish items.

Requirements: You need to max out, reach 100, for all the following items:

- | | |
|---|---|
| <input type="checkbox"/> Baked Butterfish (picture) | <input type="checkbox"/> Fish (picture) * |
| <input type="checkbox"/> Blue Fish (picture) * | <input type="checkbox"/> Fishing Net (picture) |
| <input type="checkbox"/> Breaded Fish (picture) | <input type="checkbox"/> Fishing Pole (picture) |
| <input type="checkbox"/> Butterfish (picture) * | <input type="checkbox"/> Glimmermouth (picture) * |
| <input type="checkbox"/> Catfish (picture) * | <input type="checkbox"/> Plain Bait (picture) |
| <input type="checkbox"/> Catfish Soup (picture) | <input type="checkbox"/> Smoked Fish Sandwich (picture) |
| <input type="checkbox"/> Clownfish (picture) * | <input type="checkbox"/> Super Bait (picture) |

* are harvested items, no crafting needed.

Resource	Total
Butterfish	600
Cabbage	1 500
Catfish	500
Coins	2 000 000
Fish	1 000
Horse Hair	2 500
Iron Ore	500
Lemon	200
Living Wood	100
Milk	2 800

Resource	Total
Pile of Seeds	10 000
Silver Ore	200
Stone	300
Sugar Cane	100
Tomato	1 000
Water	600
Wheat	3 000
Wool	2 500
Blue Fish	2 000
Days	204

To produce 1 Super Bait it is necessary to craft nearly 20 times the Bait, this table reflects this discrepancy.

Tips: An easy goal reachable even for low level players, it still needs some dedication and time.

44. Ivy's Baby Boom

Teaser: If the zoo or the mythical beasts are not enough, let's have a baby zoo!

Difficulty: Miracle

Achievement: Max Ivy's Nursery permanent baby's crafting.

Requirements: You need to max out, reach 99, for all the following items:

- | | |
|---|---|
| <input type="checkbox"/> Aquanther Cub (picture) | <input type="checkbox"/> Marmopea (picture) |
| <input type="checkbox"/> Baby Glimmer Golem (picture) | <input type="checkbox"/> Skunkupea (picture) |
| <input type="checkbox"/> Dire Piglet (picture) | <input type="checkbox"/> Spring Skunkupea (picture) |
| <input type="checkbox"/> Direwolf Pup (picture) | <input type="checkbox"/> White Direwolf Pup (picture) |
| <input type="checkbox"/> Fangpup (picture) | <input type="checkbox"/> White Flyger Cub (picture) |
| <input type="checkbox"/> Flyger Cub (picture) | <input type="checkbox"/> Wyvern Hatchling (picture) |

Resource	Total
Aquanther Milk	6 930
Aquanther Scales	4 950
Bacon	23 265
Blue Petal	11 880
Boar Tusks	6 435
Coal	4 950
Dire Boar Milk	6 435
Direwolf Milk	9 900
Eggs	17 820
Fangbeast Milk	4 950
Fertilizer	4 950
Flyger Milk	9 900
Glimmer Shard	1 980

Resource	Total
Golem Milk	7 920
Marmosea Milk	7 425
Marmosea Venom	3 960
Prime Cut	3 960
Purple Coral	4 950
Reef Slab	7 425
Roast Chicken	25 245
Skunkupine Milk	11 880
Strawberries	5 940
Wheat	7 425
Wyvern Milk	4 950
Days	726

Tips: A very long term goal! Getting the various baby milk requirements is an exhausting job. The other requirements are straight forward.

45. Bacchus

Teaser: We throw a huge party!

Difficulty: Medium

Achievement: Max the Vineyard Brewery & Fruit Stand crafts.

Requirements: **Only accessible** for those who played the Vineyard (January 2018) event. You need to max out, reach 99, for all the following items:

- | | |
|--|--|
| <input type="checkbox"/> Acer Berries (picture) * | <input type="checkbox"/> Golden Pears (picture) * |
| <input type="checkbox"/> Base Cider (picture) | <input type="checkbox"/> Grape Cider (picture) |
| <input type="checkbox"/> Cider Basket (picture) | <input type="checkbox"/> Green Grapes (picture) * |
| <input type="checkbox"/> Cider Spices (picture) * | <input type="checkbox"/> Pear Cider (picture) |
| <input type="checkbox"/> Fruit Basket (picture) | <input type="checkbox"/> Pears (picture) * |
| <input type="checkbox"/> Golden Cider (picture) | <input type="checkbox"/> Purple Grapes (picture) * |
| <input type="checkbox"/> Golden Grapes (picture) * | |

* are harvested items, no crafting needed.

Resource	Total
Water	4 455
Pears	792
Green Grapes	297
Golden Pears	198
Cider Spices	594

Resource	Total
Acer Berries	3 564
Golden Grapes	99
Purple Grapes	198
Days	13

Tips: An easy goal reachable even for low level players, it still needs some dedication and time as Acer Berries are the longest to get.

46. Goblin Slayer

Teaser: Hmmm... Goblins....Yes... 1, 2, 3, 4... Quest cleared!

Difficulty: Medium

Achievement: Max all the Madame Makeda's Crystal.

Requirements: You need to unlock Makeda's Wagon (level +25) to start this goal.

- | | |
|---|---|
| <input type="checkbox"/> Traveler's Crystal (picture) | <input type="checkbox"/> Seeker's Crystal (picture) |
| <input type="checkbox"/> Wanderer's Crystal (picture) | |

Special Goals

Out of league goals, for really challenged players only.

1. Double Sighted

Teaser: I underestimated Truston's Booz

Difficulty: Miracle

Achievement: Own two special items when only 1 is meant.

Requirements: Some items are not meant to be double owned. To achieve this, you need the following:

☐ Bijou Dragon (*) ([picture](#))

☐ Goddess Tree ([picture](#))

☐ Boarina ([picture](#))

☐ Matrix Dragon (*) ([picture](#))

(*) items are special event items, thus cannot be achieved anymore.

Tips: You need to be very well timed and have the required resources at hand. This generally also implies usage of gems to bypass certain game constraints. Please check the game forum for detailed explanations.

2. Get Them All

Teaser: I am sure I will need it someday

Difficulty: Impossible

Achievement: Have every possible items

Requirements: Have at least 1 item of each the game has to offer. The game has over different 1000 items. So, having 700 or more is a challenge on its own. Refer to the full item list [here](#). Several are quest items, other from legacy versions or special events. Those are impossible to get if the opportunity window is passed.

Tips: When special events happen or quest items are needed, try to have at least one extra in stock before consuming them. This quest is not possible if you are not a long time player (nearly since day 1) and already did this for fun.

3. Christ-mass

Teaser: Where did I put my tree?

Difficulty: Medium

Achievement: Have >100 classic Christmas Trees in your inventory.

Requirements: Buy 100 classical Christmas trees. You will need coins 2,500,000.

Tips: You just need a lot of coins! Only possible during the 2013 & 2014 Christmas events!

4. Floriade

Teaser: The Dutch connection.

Difficulty: Insane

Achievement: Break 10K Tulips mark in the Flower Frenzy event.

Requirements: Hit the 10K or more mark:



Courtesy of Kingdom Puffhausen

Tips: Only possible during the 2015 Flower Frenzy event!

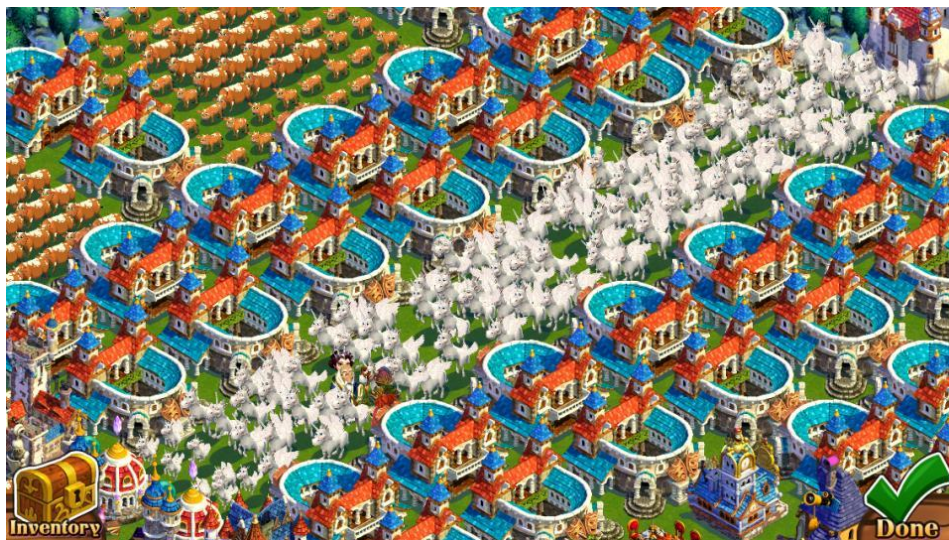
5. The Power Plant

Teaser: Energy, more energy; give me more!!!

Difficulty: Miracle

Achievement: have at least 100 Alicorns populating the map.

Requirements: Have 100 Alicorns standing ground:



Courtesy of Kingdom Puffhausen

Tips: Possible in a reasonable time span with massive amounts of gems; with the Love Shack 40'000 gems, normal purchase 60'000 gems. Just through adventure, it will take several decades of playing.

6. Beat the Start Screen

Teaser: It's a lie! I am much better than that!

Difficulty: Miracle

Achievement: have at least **999 Royal Points**, **99'999'999 Coins**, **9'999 Gems**, AND **100 Energy** or more. Be better than the game's start screen when it initializes:



Requirements: Have a lot of everything!



Courtesy of Queendom emanon

Tips: Possible in a reasonable time span with significant amounts of gems. Gathering 100 million coins takes time, but 10'000 gems, by regular play, takes a life time.