

<b>Speed Factor</b>	<b>1x</b>	<b>2x</b>	<b>3x</b>	<b>5x</b>	<b>10x</b>
<b>Beginners protection</b>	5 days	3 days	3 days	2 days	1 day
<b>Prolongation of beginners protection</b>	3 days	3 days	3 days	2 days	1 day
<b>Close registration after</b>	70 days	35 days	28 days	15 days	7 days
<b>Troops training time</b>	÷ 1	÷ 2	÷ 3	÷ 5	÷ 10
<b>Building construction time</b>	÷ 1	÷ 2	÷ 3	÷ 5	÷ 10
<b>Troop speed</b>	x 1	x 2	x 2	x 2	x 4
<b>Resource production:</b> (including oasis production)	x 1	x 2	x 3	x 5	x 10
<b>Plus duration</b>	7 days	3 days	3 days	3 days	3 days
<b>Resource Bonus duration</b>	7 days	3 days	3 days	3 days	3 days
<b>Artifact spawn day</b>	90	45	30	18	9
<b>Building plans spawn day</b>	180	90	60	36	18
<b>Natar completes the gameworld</b>	250	160	95	71	35.5
<b>Artifact cooldown</b>	24h	16h	12h	8h	4h
<b>Townhall - CP limit</b>	small party: 500 CP big party: 2.000 CP	small party: 500 CP big party: 2.000 CP	small party: 250 CP big party: 1.000 CP	small party: 250 CP big party: 1.000 CP	small party: 125 CP big party: 500 CP
<b>Artwork and Bucket cooldown</b>	24h	24h	12h	12h	6h
<b>Artwork maximum CP</b>	2000	1300	1000	700	400
<b>Auction duration</b>	24h	12h	8h	4h	2h
<b>Wonder of the World Gameworlds</b>					
<b>Tier 2 hero items spawn</b>	after 70 days	after 35 days	after 23,333 days	after 14 days	after 7 days
<b>Tier 3 hero times spawn</b>	after 140 days	after 70 days	after 46,666 days	after 28 days	after 14 days
<b>Victory Point Gameworlds</b>					
<b>Tier 2 hero items spawn</b>	after 50 days	after 25 days	after 16,666 days	after 10 days	after 5 days
<b>Tier 3 hero times spawn</b>	after 110 days	after 55 days	after 36,666 days	after 22 days	after 11 days