

Speed Factor:	1x	2x	3x	5x	10x
BP:	5 days	3 days	3 days	2 days	1 day
Prolong BP:	3 days	3 days	3 days	2 days	1 day
Troop Training:	/ 1	/ 2	/ 3	/ 5	/ 10
Building Upgrade time	/ 1	/ 2	/ 3	/ 5	/ 10
Troop Speed:	* 1	* 2	* 2	* 2	* 4
Resource production: Including Oasis res production	* 1	* 2	* 3	* 5	* 10
Plus bonus duration:	7 days	3 days	3 days	3 days	3 days
Resources bonus duration:	7 days	3 days	3 days	3 days	3 days
Artefacts setup:	100	50	34	20	10
Construction plan setup:	200	100	67	40	20
Natar WW:	250	125	83	50	25
Artifact Cooldowns	24h	16h	12h	8h	4h
Townhall CP limits	small celebration: 500 CP big celebration: 2.000 CP	small celebration: 500 CP big celebration: 2.000 CP	small celebration: 250 CP big celebration: 1.000 CP	small celebration: 250 CP big celebration: 1.000 CP	small celebration: 125 CP big celebration: 500 CP
Artwork and Waterbucket Cooldown	24h	24h	12h	12h	6h
Artwork CP given max	2000	1300	1000	700	400
Auction Duration	24h	12h	8h	4h	2h

WW Gameworlds

Item Spawn Tier 2	70 days	35 days	23,333 days	14 days	7 days
Item Spawn Tiers 3	140 days	70 days	46,666 days	28 days	14 days

Annual Special

Item Spawn Tier 2	50 days	25 days	16,666 days	10 days	5 days
Item Spawn Tiers 3	110 days	55 days	36,666 days	22 days	11 days