

The way of Haypi Kingdom COPYRIGHT BY URANOS

Now you decided to play Haypi kingdom, the best game for your iDevice, your android phone, your windows phone. I am playing this game since March 2010, and as you can see I am still playing it, there must be a reason for that.

So there are a few tricks and tips I can give you to make your start in Haypi Kingdom easy.

If you want "exact values" of all upgrades and so on look in my grand unifying guide.

After you started haypi kingdom, you should upgrade your warehouse. Your warehouse is important, because otherwise you may lose some resources of the taskrewards. Focus on your resources. Build 1 slot of each of the resources to level 2, then you also should build a mainbuilding. The use of the resource buildings is obvious. You need them to get more resources, and the higher the lvl of your mines, the higher your income/h is. So you can manage your account in main building --> management, but what about the uses of the main building? As most of the players know, you get more workers per hour if you upgrade your main building:

level workers per hour

1. 8
2. 14
3. 23
4. 35
5. 50
6. 68
7. 89
8. 113
9. 140
10. 170
11. 203
12. 239
13. 278
14. 320
15. 365
16. 413
17. 465
18. 520
19. 578
20. 639

The second, mostly unknown 'job' of the main building is too SHORTEN THE UPGRADE TIME OF THE BUILDINGS. This is interesting, isnt it? wouldnt it be useful to shorten the upgrade time of your buildings later on when you need hours and hours to upgrade.

level percent of time shortage

1. 0%
2. 4%
3. 7%
4. 10%
5. 14%
6. 17%
7. 20%
8. 23%
9. 25%
10. 28%
11. 31%
12. 33%
13. 36%
14. 38%
15. 40%

16. 42%
17. 44%
18. 46%
19. 48%
20. 50%

But now enough about the main building. You want to play right? Well build one Infantry. It won't only give you slightly more than 1 prestige, you can use it for 3 tasks

- train one Infantry
- hunt
- occupy

I hope you figured out how to make one Infantry, if not look in barracks.

hunt: got to map, choose an oasis (there are 4 types of them, wood, iron, stone, crop, and each one can have the lvls 1-10 , but lvl 10s are very VERY rare), press enter, then on hunt, select our inf and HUNT. TO recal your troop, just look in actions and press harvest. Do it right now, you wont get any money but the task is done. but what about the 3rd task? Is one infantr enough to occupy an oasis? Well i have to admit, you cant occupy a lvl 1 oasis with that, and if you try to own a lvl 0 oasis it will resign itselfs, still send one inf to a lvl 0 oasis. After the battle look at your tasks (make sure you always got enough soace in your warehouse, also upgrade it) and OH MY GOSH the task is done! It is because, you owned the lvl 0 oasis for around 2 seconds.

Also look at the ranking (just search it 😊) and write a mail to soemone, those two are tasks too. I can give you tips to two another tasks: Sell 100 crops at the Min value on the market, then go to crops in the market and buy cheap ones.

Keep in mind: increase Main building, Warehouse, and resources, also your barracks. The barracks will shorten the time you neet for a soldier to get build. Wouldn't it be useful to decrease the time to build soldiers?

Level of barracks shortened time in percentage

1. 4%
2. 8%
3. 12%
4. 16%
5. 20%
6. 24%
7. 28%
8. 32%
9. 36%
10. 40%
11. 44%
12. 48%
13. 52%
14. 56%
15. 60%
16. 64%
17. 68%
18. 72%
19. 76%
20. 80%

to make it simple just 4% time shortage per level.

When you got a good resource output, your resource fields at around 6-8 you can start to build troops. Catapults - or short Cats are very useful, and so are Infantry. You can use infantry later to farm inactive players. (ha_as are lateron inactive players, but thee might also be more inactive players with bigger warehouse, send those players a mail and look if they respond/ are active. (be careful, you might get trapped by the player if he is more experienced, so also look at his prestige ever day).

Oasis

Well at first lets talk about the output you get from oasis: it is always daily per hour.

1. 100
2. 200
3. 350
4. 550
5. 850
6. 1350
7. 1900
8. 2700
9. 3700
10. 5000

Notice: when you occupy an oasis, you should retake a new one after 20-24 h ran up because after 24 h the oasis decreases its level per one. Unoccupied oasis increase there level by three per day.

Catapults to take an oasis:

Lvl- cats

- 1-5
- 2-10
- 3-25
- 4-50
- 5-75
- 6-100
- 7-200
- 8-400
- 9-500

Also write down the coordinates of ypur oasis, so you can retake the same ones, when you resign them after 20-23h and attack them again to retake them. If people try to starve you, immediately, take oasis at other places. (more about starving later) Taking oasis which are more far away might also help too (makes it harder for your opponents to track them). If you use the same oasis everyday, you can build up a “fast troop transportation network”. It works, because you get your troops back from your oasis (or fort, same procedure works with forts). So it looks like this:

A= city no. 1

B= city no. 2

a)= oasis occupied (or fortified point) by city no.1

b)= oasis occupied (or fortified point) by city no. 2

A b)

B a)

NOTE: it works much better if you have a big army (later on you will have one if you keep playing, I promise) and have to spread it between your cities, you just have to put more troops in that city. That's why I prefer doing that network with fortified points, but for an almost perfect network you have to use both fortified points and oasis.

It might not be the right place but here I will show you how the system works with different amount of cities.

1 city: obviously you don't need the strategy

2 cities: one fortified point one oasis Ab) -- a)B

3 cities: two fortified points two oasis Ab) - a)Bc) - b)C

4 cities: three fortified points three oasis Ab) - a)Bc) - b)Cd) - c)D

5 cities: four fortified points four oasis Ab) - a)Bc) - b)Cd) - c)De) - d)E

6 cities: five fortified points five oasis Ab) - a)Bc) - b)Cd) - c)De) - d)Ef) - d)F

7 cities: six fortified points six oasis Ab) - a)Bc) - b)Cd) - c)De) - d)Ef) - d)Fg) - f)G

Troops:

Here are some basic stuff about your troops. More advanced stuff comes later because this is the beginners section, though it ends soon.

Troop - wood/stone/iron/crop - Attack - Defense - Speed --Health - Range - Crop Consumption - Carry

Infantry - 180/100/120/40 - 75 - 75 - 150 -- 150 - 25 - 1 - 80

cavalry - 440/550/750/200 - 175 - 175 - 300 - 500 - 40 - 4 - 100

Archer - 310/250/320/80 - 60 - 25 - 125 - 125 - 600 - 2 - 40

catapults - 1800/780/990/250 - 300 - 100 - 50 - 450 - 800 - 10 - 40

Crop consumption: your troops consume crops per hour. Those crop consumption will get subtracted from your crop output, so if you have a crop output of 1600 and build 100 catapults, your crop consumption will be 1500 instead of 1600. You can increase your crop consumption through

occupying crop oasis

enhance your crop consumption (I always suggest getting the 30 days one if you buy coins, 20 coins for 30 days)

improve your crop tech level

spreading your troops to other cities

and ofcourse having less troops

Through maintaining troops you may also get negative crop consumption, that means you lose a special amount of crops per hour, If your crop level in your warehouse hits 0, some of your troops (worth the negative crop consumption) will starve.

Infantry use 1 crop per hour

Cavalry use 4 crops per hour

Archer use 2 crops per hour

Catapults use 10 crops per hour

Alliance:

Joining an alliance may make the game much more fun. One of the reasons why it may make the game more fun is because you meet a lot of new friends in your alliance. Your alliance can also help you with problems with other players.

These have been the basics now I will write about the more advanced stuff

Armies:

Once you reached a higher level, you can't maintain more troops than you have now. That's the point when the different types of armies come into play.

First I should mention, troops have advantages or disadvantages to different troops

Infantry got a 20% attack bonus to catapults and a 50% bonus to cavalry

Cavalry got a 20% attack bonus to archer and a 50% bonus to catapults

Archer got a 23% attack malus to Infantry and a 80% malus to towers

Catapults got a 70% Malus to towers

Maybe you heard archer or an archer/cavalry mix are better than catapults (catapults/cavalry)

In later game play it might be true, but if you are not level 18+ and got very well enhanced equipment, catapults win.

In particular, you need 139 attack (or 99 attack for maxed tech) to get archer more effective than catapults. So archer is the final solution?

I say no. Battle is much more complicated. To make it simple for now, Cavalry/Infantry can beat the archer based armies.

Cavalry army:

Commanding the Cavalry army is the easy alternative to the Infantry army.

Cavalry based armies can beat most armies (well they can get beaten by armies, specialised to destroy cavalry armies, which are very weak against other armies then tho). Since S3 or earlier people invented more and more techniques to destroy and stop cavalry armies:

1. Use blockers. Let us assume the enemy got pure cats. You can't see other troops. Still take 5 Infantry, 5 Archer, And 5 catapults with you (I recommend more though) . The player might be online and tries to build blockers to block your cavalry, so it takes them more turns to reach your army.

Cavalry: Your cavalry should take care of them, end of discussion.

Infantry: get destroyed by your cats

Archer: get destroyed by your archer

2. Use a trap/turret mix to slow cavalry down.

I Have to say there aren't a lot of things you can do.

Depending on enemies army size you will lose, but you should have considered that earlier.

Defenders got too many advantages, at same speed they attack first, they can set up defences.

Still cavalry are deadly, especially against opponents who are offline.

Players which aren't lazy and also want to risk something use infantry. Obvious you also have to move forward and there are the same ways to stop them. But there is still one way to prevent your infantry get hi the first time. It only works if your enemy moves his troops forward, Depending on your enemies speed, let your enemies cats move forward 1 round. After that move your infantry, your cavalry and your archer forward, set your archer on catapults (never tried it, the whole thing is hypothetical) your Archer hit the cats, get counterattacked by those, you lose them. Since you dont have any other troops to hit your enemy, the enemies cats (should) hit your cavalry because they advanced most, turn is over, your infantry havenT been touched.

What to say for the other armies? How to hit cats with arch is mentioned above, also several other tricks.

Comparison between: (185 attack, 105 defence)

Pure Inf

Pure Cav

Inf Arch

Cav Arch

Inf Cats

Cav Cats

Pure Infantry Fights:

Pure Cav:

In the first two rounds infantry kill ALL of the cavalry, the cavalry kill 50%

Infantry Arch (2,0,1,0)

In the first two rounds infantry kill ALL, (infantry+Arch) kill 33%

Cavalry Archer (0,1,2,0)

In the first two rounds infantry kill ALL, (Cavalry+Archer)kill 27%

Infantry Catapults (5,0,0,1)

In the first four rounds infantry kill ALL, (Infantry+Catapults) kill 85% (notice: other inf/cat mixes may kill

Inf)

Cavalry Cats (0,2,0,1)

In the next four rounds infantry kill ALL, (Cavalry+Catapults) kill 58% (notice: other cav/cat mixes may kill Inf)

Armies Which can Kill Pure Infantry:

1/0/0/1 can easily kill 11/0/0/0 Infantry (with good stats)

1/0/0/4 can easily kill 41/0/0/0 Infantry (with good stats)

Pure Cav Fights:

Infantry Arch (2,0,1,0):

In the next three rounds Cavalry kill ALL, (infantry Arch) kill 27%

Cavalry Archer (0,1,2,0):

In the next two rounds Cavalry kill ALL, (cavalryArcher) kill 32%

Infantry Catapults (5,0,0,1):

In the next two rounds Cavalry kill ALL, (InfantryCatapults) kill 21%

Cavalry Catapults (0,2,0,1)

In the next two rounds Cavalry kill ALL, (Cavalry Catapults) kill 34%

Infantry Arch Fights:

Cavalry Arch (0,1,2,0):

In the next three rounds InfantryArch kill All, (CavalryArch) kill non of he Arch but 72% of the Inf

Infantry Cats (5,0,0,1)

In the next three rounds InfantryArcher lose all, (infantry Cats) lose 67% of their infantry.

Cavalry Catapults (0,2,0,1)

In the next two rounds InfantryArcher lose all, (CavalryCats) lose 62% of there Cavalry.

Cavalry Arch fights:

Infantry Cats (5,0,0,1):

In the next rounds CavalryArch kill All, (InfantryCats) kill 89% of the Cav and 8% of the Arch.

Cavalry Catapults (0,2,0,1):

In the next three rounds CavalryArch get killed (CavalryCatapults)lose 78% of their cavalry and 53%of their catapults.

Infantry Catapults fights:

Cavalry Catapults (0,2,0,1):

In the Next rounds the InfantryCatapults loses all (CavalryCatapults) lose all of its cav but only 35% of its cats

Preattack strategies:

Hiding your equipment

Since your enhancements can be seen even when you got max scout, you could put your equipment off (and put others on) to hide your enhancement, and when you are attacking put your equipment on in the last minute your troops are traveling to the enemy.

Starving

To make it simple, starving is to get the crop amount of your opponent reaching 0 and having his crop output negative. This has several consequences:

An amount of troops die (determined by negated crop output)

Troops return from hunt

Troops return from attacks

Because of the consequences, you can use starving for offensive and defensive strategies. If you are attacked and you know you cant pull all your troops in your city in time, starve him, as far as his warehouse hits 0, his troops return to his city. Also you can starve an offline (or sometimes also online) player to get his troops return to his city (and attack him)

That's also the reason why I always say, occupy oasis far away from your city.

Psychical War:

This might get some people angry, but through physical war (NOTE: I DO NOT MEAN BREAKING THE GAME AND/OR CHAT RULES WITH THIS) may get whole alliances after you. At first this doesn't sound great but most of the time some players just randomly attack me and i kill their armies. You just have to watch out that the dont take all your crops.

Also check my other guides for more numbers