

User Guide

Kingdom Guard Bot

Everything the bot can do, how to set it up, and what to do when something goes wrong — in plain language

App version 3.0.45 · October 2026



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0 How to use this guide

This guide is written for regular Kingdom Guard players. You don't need any technical background — just read in order and follow the steps.

- **Sections 1–4** are the basics: how the bot works, how to install it, log in, add your game accounts and pay for a subscription. Please read these.
- **Sections 5–19** cover one tab of Basic mode each. Every chapter has: *what it does, when it's useful, step-by-step setup, what each setting means, common mistakes* and an *FAQ*.
- **Section 20** is Farmer mode: running many characters at once.
- **Sections 21–23** are troubleshooting, a glossary and a one-page cheat sheet.

Screenshots of the app carry red numbers **1**. Under every screenshot there is a legend explaining each number. Hand-drawn diagrams are always labelled “Diagram”.

i **About button names.** The bot's interface can be switched to English or Chinese with the language selector in the header. Button and option names in this guide are quoted exactly as they appear in the English interface. Where a label has no English translation in the app yet, the original Russian text is given in parentheses so you can find it on screen — e.g. “Run KvK quests” (*Выполнять задания KvK*). Screenshots were taken in the Russian interface; the legends tell you what each numbered element is.

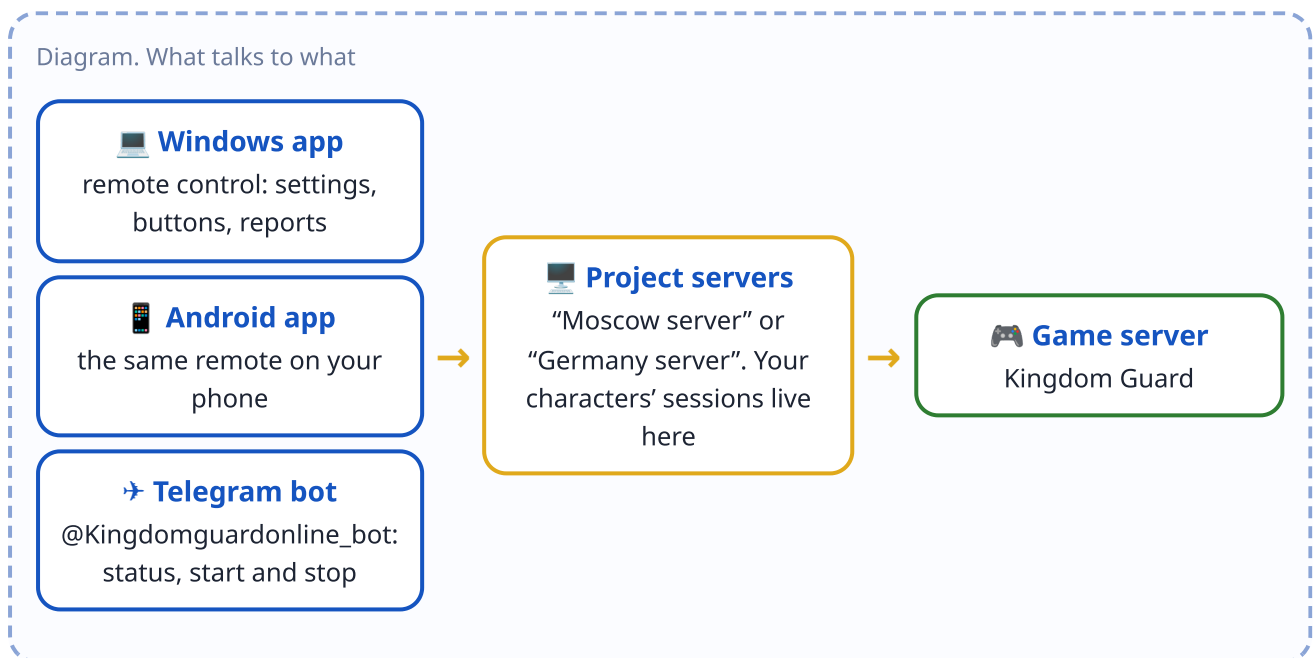
i Symbols: i good to know · ✓ tip · ⚠ important — you may lose time or resources · 💎 this feature spends Gems or Diamonds or other valuable resources, but only if you turned it on yourself.

i All schedules in the bot use game server time — **UTC+0**. Both the UTC clock and your local time are always shown at the top of the window. Example: 12:00 Moscow time = 09:00 UTC; 20:00 Beijing time = 12:00 UTC.

Players' personal data (emails, nicknames) is blurred on the screenshots.

1 How Bot 3.0 works

Since version 3.0, Kingdom Guard Bot does **not run on your PC or phone**. The bot is the project's own game client that plays on the **project's servers**. The Windows program and the Android app are just a **remote control**: you pick what to do there and watch what's happening.



What this means for you:

- **No emulator needed**, and the game doesn't have to be open. Nothing gets "tapped" on a screen — the bot talks to the game directly.
- A character stays in the game as long as it is **connected** in the bot. Disconnect it and the bot leaves the game.
- **One character — one login**. If you log into the same character in the normal game on your phone, the game kicks the bot out (and vice versa). That's why a connected character's card says: "Don't log into this ID in the game client while the bot is online."
- The bot **never spends Gems on its own**. Gems are spent only in features where you yourself ticked a box or pressed a buy button. The full list is in section [4.3](#).

Two modes

Mode	What it's for	Where to switch
Basic (<i>Простой</i>)	Working with one selected character: 15 tabs (Farm, Quests, Groot, Shop and so on). Good for everyone.	The “Basic / Farmer” switch in the window header (number 2 in the picture below).
Farmer	Many characters at once: a batch of steps (collect everything, join rallies, buy out the shop...) across all checked characters, plus continuous farming and autonomous farm growth. Only on the 8, 15 and 30 account plans.	

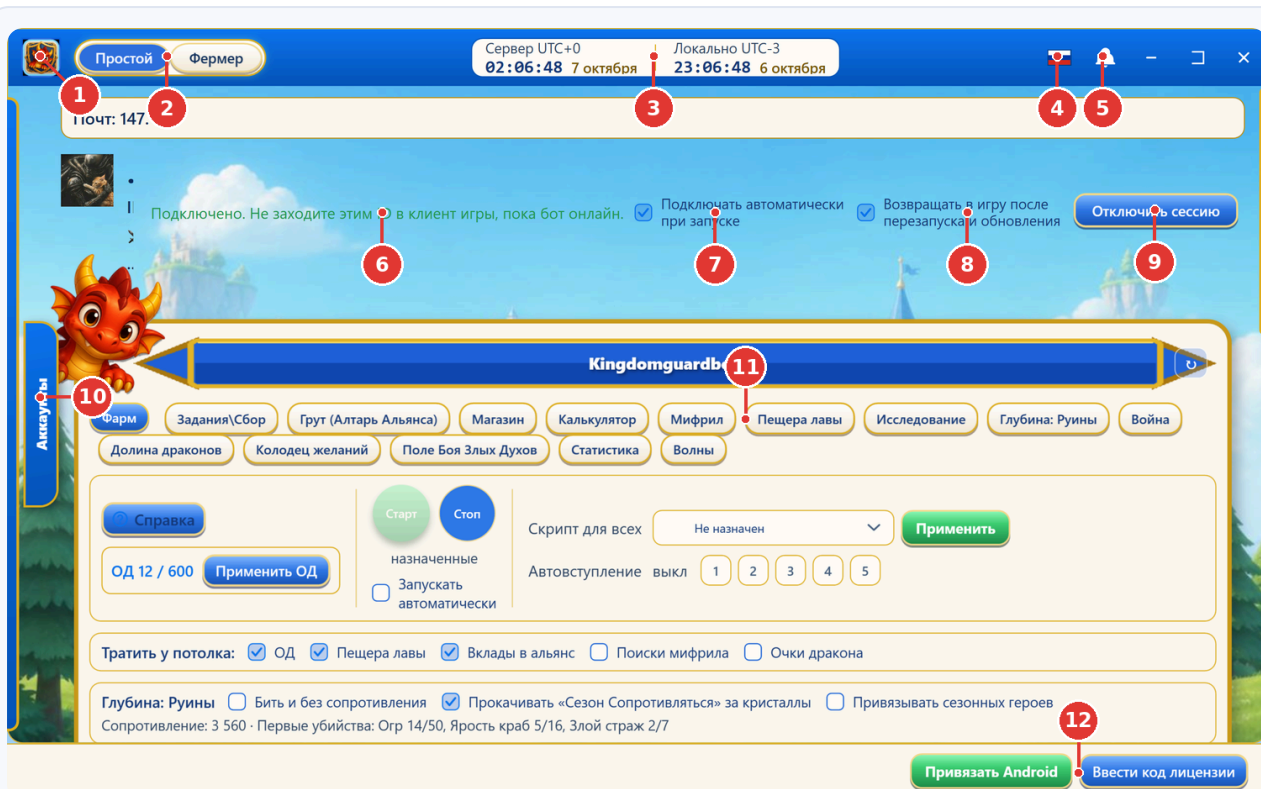
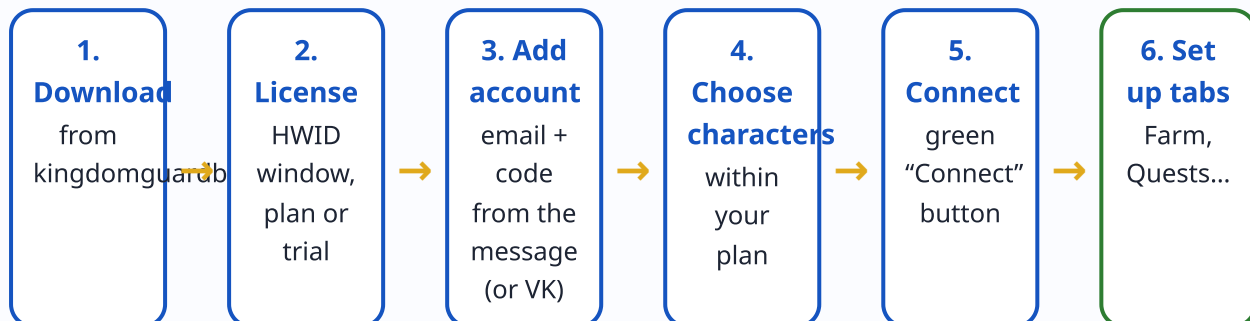


Fig. 1. Main window ("Basic" mode)

- 1 Shield — the app menu: profile and subscription, "Add account", "Choose characters", codes, server, help, "Report an error", exit.
- 2 Mode switch: "Basic" (one character) or "Farmer" (many characters at once).
- 3 Clocks: game server time (UTC+0) and your local time. Every schedule in the bot uses UTC+0.
- 4 Interface language (Russian, English, Chinese).
- 5 Bell: notifications — a code login is needed, the Mithril timer ran out, replies from support.
- 6 Status of the selected character: "Connected. Don't log into this ID in the game client while the bot is online."
- 7 "Connect automatically on startup" — this character logs into the game by itself whenever the app starts.
- 8 "Reconnect after restarts and updates" — the bot brings the character back after an update or restart.
- 9 "Disconnect session" — logs only this character out of the game and stops its scripts.
- 10 The blue "Accounts" side button opens the list of all your characters.
- 11 The 15 tabs of Basic mode. They work on the character selected in the list.
- 12 Link an Android phone / "Enter a license code" — one license covers a PC plus a phone.

2 Getting started

Diagram. First launch, step by step



2.1. Installation

- 1 Go to **kingdomguardbot.ru** and download the program for **Windows** or the app for **Android**.
- 2 Windows: run the installer and follow the prompts. Android: install the APK (your phone may ask you to allow installs from this source).
- 3 There is no separate iPhone/iPad app — you can run an Android emulator on a computer or use the Windows program.
- 4 Launch the program. Updates arrive by themselves: when a new version is out, an “Update Available” window appears → **Update**. The update file is checked with a checksum, so it can’t be swapped. To check manually: shield → “Check for update”.

i Your PC doesn't have to stay on 24/7: the characters play on the project servers. However, **schedules counted by the app itself** (for example, scheduled Groot or scheduled Dragon Valley) fire while the program is running. So it's convenient to keep it open or turn on “Start with Windows” in the shield menu.

2.2. License, trial and plans

On first launch you'll see the “**This PC's license**” window. The license is tied to your computer by its **HWID** (a unique hardware ID).

- 1 Wait for “Verifying with server...” — the app checks whether this PC already has a license.
- 2 If there is no license yet, pick a plan (table below) and pay, or request a trial.
- 3 If a friend already uses the bot, enter their “**Friend code**” (looks like KG-XXXXXX). Have a gift code? Enter it in “Gift code”. Press **Apply Codes**.

4 Press **Continue**.

Plan	Price	Characters	Farmer mode
1 account	399 ₺ / month	1	no
8 accounts	649 ₺ / month	up to 8	yes
15 accounts	1500 ₺ / month	up to 15	yes
30 accounts	2500 ₺ / month	up to 30	yes

- **One subscription covers up to 30 accounts** (on the top plan). An “account” here means one game character.
- **The free trial is 3 hours.** In app 3.0 it is granted on request: in the “Bot access” window press “Request a trial”, enter your Telegram handle (e.g. @username) or email and press **Send request**. Once the trial is opened, the window continues by itself (or press “Check now”). The trial allows 1 character. The website also says trial time is only counted while the bot is actually working.
- **Friend code:** when you make your first payment with a friend’s code, you both get **+14 days**. Copy your own code via shield → “Friend code / gift” → “Copy My Code”.
- **Changing plans** (shield → “Plan change”): your old auto-renewal is cancelled and the remaining days of the old plan are **lost**. Change plans near the end of your subscription.
- The “**Waves**” feature is paid separately (see section [19](#)).

✓ Copy your HWID with “Copy HWID” and keep it — support will ask for it, and you need it to link Telegram.

2.3. Adding a game account

You add a game account **once**. There’s no need to add the same email twice: every character on that email shows up automatically.

- 1 Click the **shield** in the top-left corner → **Add account**. The “New account” window opens.
- 2 **Email login:** enter the email linked to your game account and press **Send code**.
- 3 Open the email from the game and type the code into the “CODE” field.
- 4 “WHERE TO ADD”: **Main** — your main characters; **Bots** — farm accounts (handy for filters and for Farmer mode).
- 5 Press **Save Account**.

Field	Meaning
EMAIL / Send code / CODE	The game's normal login with a code from the email. No password needed.
New device	The bot introduces itself to the game as a new phone (a new device fingerprint). Untick it to reuse the fingerprint already saved for this email. If unsure, leave it as is.
MODEL	The phone model the bot reports to the game. No need to change it.
WHERE TO ADD	Main or Bots.
Quick login: VK	Log in with VK in a built-in window. If the app says WebView2 Runtime is not installed, download it from the link in the window or press "Open VK login in browser", sign in and paste the link from the browser.
Google	Google login is not possible from the app. Link an email to your account inside the game and log in with the email code.

2.4. Choosing characters

One email can hold several characters. Shield → **Choose characters** opens "Characters on this email". Tick the ones you want and press **Keep Selected**. On the 399 ₺ plan you can keep one character; on bigger plans — several, within the plan's total limit.

2.5. Connecting a character

- 1 Press the blue side button **"Accounts"** — the character list slides out (see below).
- 2 Click a character's card.
- 3 Press the green **Connect** button. After a few seconds the status changes to "Connected".
- 4 Tick **"Connect automatically on startup"** so the character logs in every time the app starts, and **"Reconnect after restarts and updates"**.

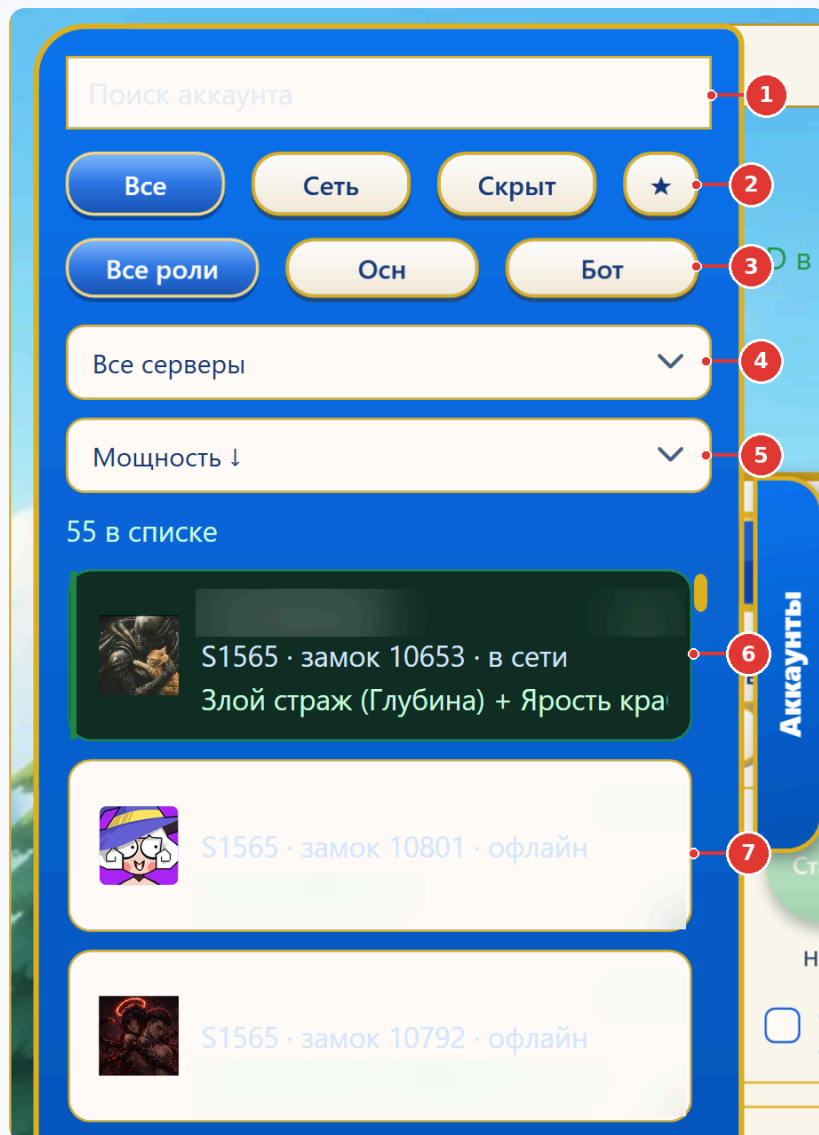


Fig. 2. Account list (slide-out panel)

- 1 Search by name, email or ID.
- 2 Filters: All / Online (connected only) / Hidden / ★ favorites.
- 3 Role: all, "Main" or "Bot" (farm accounts). Change a role by right-clicking a card.
- 4 Server (kingdom) — shows only characters from one server.
- 5 Sorting: power, castle, name. Cards whose login has expired always float to the top.
- 6 Online card: server, castle level, "online" and what it is doing right now.
- 7 A pale card means the character is offline. Select it and press "Connect".



10-minute quarantine. If you log into this character from your phone, the game kicks the bot. After such a kick the bot **won't reconnect by itself for 10 minutes**, so it doesn't knock you out of your own game. Pressing "Connect" manually works immediately. A card whose login has expired jumps to the top of the list — log in again with an email code.

Right-clicking a card opens a menu: favorite (★), role (Main/Bots), hide, delete. The "Disconnect session" button on the tab logs out only this character.

2.6. Second device, Telegram, server, autostart

What	How
An Android phone on the same license	One license = 1 PC + 1 Android phone. On the PC press the Android link button (<i>Привязать Android</i>) — a code appears; enter it on the phone via “Enter a license code”.
Telegram remote	Send your HWID to @Kingdomguardonline_bot . The program shows a “Telegram binding” window → Confirm . From Telegram you can see status and start or stop farming and quests. If the request isn’t yours — “Decline”.
Project server	Shield → “Server”: “Moscow server” or “Germany server”. By default the one with the best ping is chosen. Switch if things feel slow.
Autostart	Shield → “Start with Windows”.
Log out everywhere	Shield → “End all sessions” — disconnects every character.

2.7. Your first 10 minutes: what to turn on

- 1 Connect your character and tick “Connect automatically on startup”.
- 2 “**Quests\Collect**” tab: press “Select all”, then “Launch automatically” — the bot will collect mail, rewards, alliance gifts, the mine and dailies by itself.
- 3 “**Farm**” tab: in “Script for all” pick e.g. “Gold Mine” or “Titan” → “Apply” → “Start”. Tick “Launch automatically”.
- 4 If your alliance runs Groot — set up the “**Groot**” tab to your alliance’s schedule.
- 5 After an hour, look at the “**Statistics**” tab to see what got done.

3 The program window

The window has a header, tabs, the work area of the current tab, the account list (slides out on the right via “Accounts”) and a bottom panel with the chat and the “What the bot does” feed.

3.1. The shield menu

Item	What it does
Profile	Your license, plan and subscription end date.
Plan change	Switch to another plan (the old auto-renewal is cancelled, remaining days are lost).
Add account	Login window: email + code, VK (section 2.3).
Choose characters	Which characters from an email occupy your plan slots (2.4).
Server	Project server: Moscow or Germany.
Friend code / gift	Your friend code, entering a friend's code and a gift code.
End all sessions	Disconnect every character.
Start with Windows	Start the program automatically.
Help	The program's built-in help.
Check for update	See whether a new version is out.
About	Version and info.
Report an error	Describe what happened and what you clicked. A diagnostic log is attached automatically — without passwords or tokens .
Exit	Close the program.

3.2. Header, bell, language

The header holds the “Basic / Farmer” mode switch, two clocks — **UTC+0** (game time) and **your local time** — the language selector (Russian, English, Chinese) and the **bell**. The bell collects notifications: a fresh code login is needed, the Mithril timer ran out, support has replied.

3.3. Chat and the “What the bot does” feed

At the bottom of every tab you'll find the game chat (read and write as your character) and the bot's activity feed. If you're not sure what a character is up to, check the feed.



Fig. 3. Chat and the “What the bot does” feed (bottom of every tab)

- 1 Game chat channels: Kingdom, Alliance, Private, World, Activity.
- 2 “History” — load older messages of the channel.
- 3 Messages of the selected channel.
- 4 Input box: Enter sends, Shift+Enter starts a new line.
- 5 “Send” — the message goes into the game from this character.
- 6 Service line: how many messages and when it was last updated.
- 7 “What the bot does” — a live, plain-language feed of what the selected character is doing.
- 8 Feed entries with timestamps (local time).

When a character disconnects, a “What the bot did” window may pop up with totals for the session, today and all time. Tick “Don’t show again on disconnect” to stop it.

4 Key concepts

4.1. The game day and UTC

What resets	When (UTC+0)
Daily quest limits, Mithril (searches/attacks), Exploration food, daily slots of the Mithril and Alliance shops, the Wishing Well daily limit	every day at 00:00 UTC
VIP Store limit, weekly shop slots, Lava Cave, Alliance Challenge	Monday 00:00 UTC
Haka Behemoth	Monday 00:00 — Friday 23:59 UTC
Dragon Valley	battle at 01:00, 09:00, 13:00 or 17:00 UTC (chosen by R4/R5)

4.2. What “Launch automatically” means on each tab

This checkbox appears on many tabs, and everywhere it means “do this by yourself, without me pressing anything”. But what “this” is differs per tab:

Tab	What the bot does by itself when it's ticked
Farm	Once the character connects, farming starts with every squad that has a script assigned.
Quests\Collect	Takes on checked open quests by itself, within their limits.
Groot	(called “Run in background on schedule”) — goes to Groot on the checked days and hours.
Shop	Buys the chosen slots on a UTC schedule; if the character was offline — on its first connection.
Mithril	Re-replaces squads on a timer, even while farming.
Lava Cave	Enters every 2.5 hours until the weekly reset.
Exploration	Runs every 3 hours.
Dragon Valley	(“Start on schedule”) — enters the field before the battle according to the schedule.
Evil Spirit Battlefield	Joins the battle as soon as the server opens the wave window.
Farmer → “Farm on selected”	Its own checkbox, off by default: reconnects dropped characters, resumes farming after a restart, runs the Lava Cave and collects the Dragon King's gifts (section 20).

4.3. What can spend Gems and resources



The bot **never spends Gems on its own**. Everything listed below is off by default or only fires when you press a button. Turn these on deliberately.

Feature	What it spends	Where
VIP Store: "Buy" and auto-buy	Gems	Shop → VIP
"Buy food with crystals"	500 Gems per purchase, up to 40 purchases a day	Exploration; Quests
"Buying up AP Recovery" / "Action Point Recovery"	Diamonds: the first costs 200, then more (the 2 free ones a day are separate)	Quests; Farmer
"Alliance Challenge"	5 Gems for each slot refreshed	Quests; Farmer
Wishing Well	Diamonds (bets)	Wishing Well
"Upgrade "Season Resistance" with Crystals"	season crystals (not Diamonds)	Farm / Quests (The Deep season)
"Upgrade (spends resources)"	upgrade materials (books, hammers, runes...)	Calculator
"Power Recovery"	recovery scrolls	Quests (only when ticked)
"Use AP automatically", "Apply AP"	AP vials	Farm
Buying recruitment cards, Mithril and Alliance shops	gold, Mithril coins, Alliance Silver	Quests; Shop

The bot never uses the paid (Diamond) Mithril search.

4.4. One queue per character

Each character has a single action "queue". When a one-off job runs (for example "Execute All" on the quests tab, or a Farmer batch step), farming may pause for that time and then resume by itself. Background timers (Groot, the Mithril timer, the shop) run in parallel and don't tie up the session.

5 The “Farm” tab

What it does. Keeps the selected character’s squads busy in a loop. You assign each squad (slot) a “script” — what it should do (gather gold, hit Titans, Dark Priests, crabs and so on) — and press “Start”. The squad finds a target, marches, fights or gathers, comes back and starts again.

When it’s useful: any time the character isn’t busy with an event. This is the bot’s “day job”.

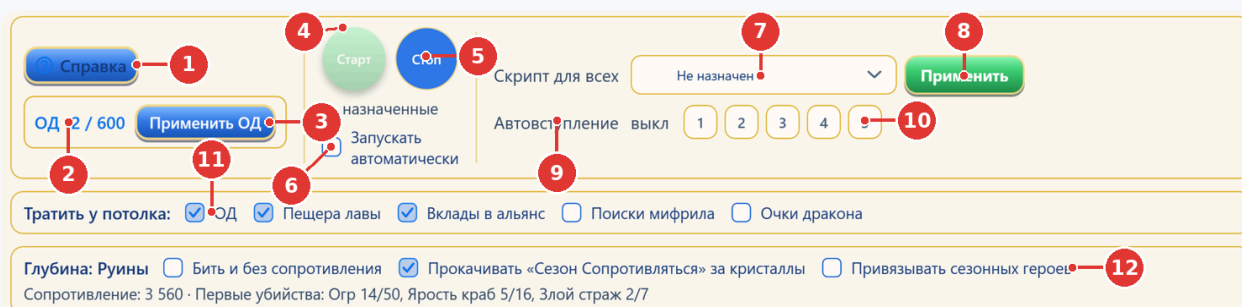


Fig. 4. “Farm” tab: top panel

- 1 “Help” — built-in help for the Farm tab.
- 2 AP: current Action Points / natural regeneration cap.
- 3 “Apply AP” — drink AP vials in the amount you choose.
- 4 “Start” — starts every free squad that has a script assigned.
- 5 “Stop” — stops farming for all squads of this character.
- 6 “Launch automatically” — once the character connects, farming starts by itself with the assigned squads.
- 7 “Script for all” — pick one script...
- 8 ...and “Apply” — assign it to every squad at once.
- 9 Auto-join rallies — this is the game’s own setting.
- 10 Buttons 1–5 — which squads auto-join. A “Refresh” button appears; press it to apply.
- 11 “Spend at the cap” — every 10 min the bot spends whatever has hit its cap (AP, cave, contributions, Mithril).
- 12 “The Deep Ruins” block (only during The Deep KvK season): resistance, first kills, crystal spending.

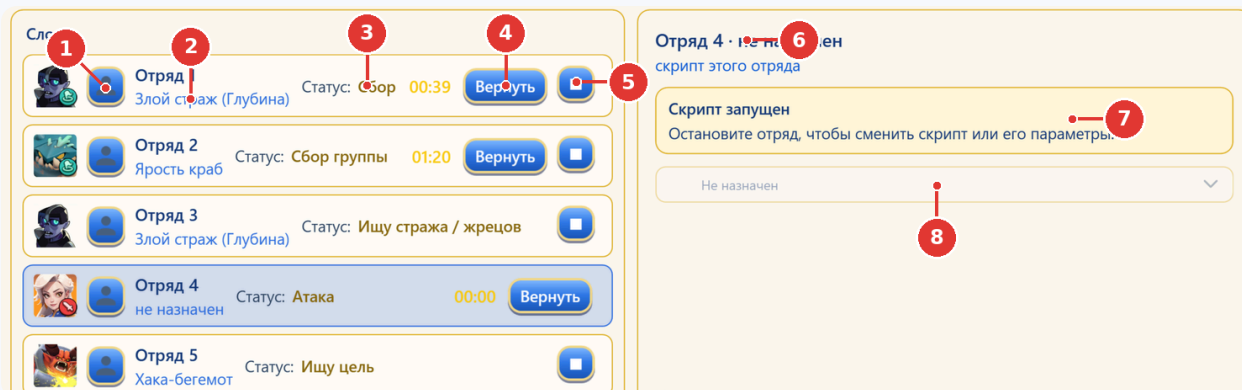


Fig. 5. “Farm” tab: squad slots and mini settings

- 1 Squad lineup button: view/change heroes, save a lineup.
- 2 Squad number and the script assigned to it.
- 3 Status: “Gathering”, “Rallying”, “Looking for a target”, “Attack”... plus a timer to arrival/return.
- 4 “Recall” — disband the rally or bring the squad home.
- 5 ■ / ► — stop or start the script of this squad only.
- 6 Mini settings of the selected (highlighted) squad.
- 7 While the script is running, its settings are locked: stop the squad first.
- 8 Squad script picker. The script’s own fields (level, km, AP...) appear below.

Step-by-step setup

- 1 Connect the character. Until the squads load from the game, the slot list is empty — give it a few seconds.
- 2 **Quick, for everyone:** choose a script in “Script for all” and press **Apply**. That list holds: not assigned, mines (Gold Mine), titans, priests, priests + guards.
- 3 **Or one by one:** click a squad on the left and choose its script and parameters in the mini settings on the right.
- 4 Press **Start** — every free squad with a script goes out. The ► / ■ buttons on a squad start or stop only that one.
- 5 Tick “Launch automatically” so farming starts on its own after every connection.

i Assignments and parameters are stored per character. Select another character and its slots load.

Squad scripts

Script	What it does and limits
Not assigned	The squad is skipped on “Start”.

Gold Mine	Sends the squad to a gold mine. Mine level: home 1–5, KvK 4–6; if there's no mine of that level, a neighbouring level is used. In 3.0.45 a squad back with gold goes straight out again; the “repeats” counter no longer limits it.
Titan	Loops on Titans. At home it searches from level 15 downward (15, 14...) no farther than “max. distance” (300 km by default). On KvK — level 16 with no distance limit. Spends AP.
Monsters	Farms monsters on the map. Spends AP.
Haka Behemoth	Personal boss. One squad only. Window: Mon 00:00 — Fri 23:59 UTC, closed on Saturday and Sunday. “how many to kill” or “All” (until summons run out).
Frost Behemoth	KvK only, from week 2 of the Burning Expedition. One squad. Hits while the Behemoth's level is no higher than “maximum level”.
Wolf Trial	Hits your own wolf. If the squad is less than 20% stronger than the wolf, it rallies straight away. “Assist Allies” — your strongest free squad hits wolves your allies asked help with.
Fishman Hunter	KvK only, first week of the expedition.
Crab Encirclement	KvK only, first week. A weaker squad takes low levels, a stronger one high levels.
Crab Encirclement: join	Joins other players' crab rallies. KvK only, first week.
Realm Adventure	The “Realm Adventure” event. One squad.
Dark Priest	KvK only: priests around the Evil Guard, loops while there are targets.
Dark Priest + Evil Guard	KvK only and only via “Script for all”: 3 squads → 2 on priests + 1 rallying the guard; 4 → 2+2; 5 → 3+2.
Rage Crab, Evil Guard (Deep), Ogre: First Kills	Only during The Deep Ruins season.

Script settings (mini settings on the right)

Setting	Meaning
mine level	Gold mine level (home 1–5, KvK 4–6).
max. distance (home)	Titans farther than this are skipped. Home server only.
Use AP automatically	On “not enough AP” the bot drinks 200-AP vials; farming continues while you have vials.
Spend (200–10,000)	Drink vials, but no more than this amount per run, then stop. With both boxes unticked only your current AP is used, then it stops.
Camp after kill	After a fight the squad stays camped and the nearest squad takes the next target. Unticked — wait for the squad to return to the castle.
Ignore level 10	Don't hit level-10 crabs.

Attack other players' crabs	Hit every crab on the map, whoever summoned it. Unticked — only your own.
Join level 10 only / Join allies	For "Crab: join": only level-10 rallies; also rallies of allied alliances.
maximum level (Behemoth)	Up to which level to hit the Frost Behemoth. Next to it — how many you've killed.
group limit	Minimum squad strength to join a rally. "Auto" — based on the Behemoth's level.
how many to kill / All (Haka)	Kill limit per run, or until summons run out.
Set the Rally threshold to 10B (for alts)	Minimum squad strength to join a rally — 10 billion.
difficulty (Wolf)	Difficulty is chosen once per event. Auto — based on squad power.
Evil Guard level (Deep)	Auto or 1-7. Auto — the level of the next first kill, or the highest level your resistance allows.

The top panel

- **AP** — current Action Points / natural regeneration cap. **Apply AP** opens the "Use AP" window: choose how many vials (5, 10, 20, 50, 100, 200 AP) to drink. No vials — the status says "No AP flasks in inventory".
- **Auto-join 1-5** — the game's own setting: which squads join rallies by themselves. Tick the squads and press **Refresh** (it only shows when your ticks differ from what's set in the game). Untick all and refresh to turn auto-join off.
- **"Spend at the cap"** — every 10 minutes the bot checks counters and spends only what has hit its cap. All off by default:
 - **AP** — surplus AP goes into Titans (or monsters if they are in your slots). Only when farming isn't running; AP from vials is left alone.
 - **Lava Cave** — moves/attacks at the cap — the bot runs the cave.
 - **Alliance contributions** — surplus contribution points go into alliance tech.
 - **Mithril searches** — the bot attacks mines; only when farming isn't running and more than 10 attacks are left today.
 - **Dragon points** — the bot can't spend them yet (they are the Tower Defense energy).
- **"The Deep Ruins"** (only in that KvK season): "Attack even without resistance", "Upgrade "Season Resistance" with Crystals" (💎 season crystals, not Diamonds), "Link season heroes".

Common mistakes

- You press "Start" and nothing happens — no squad has a script, or all squads are busy. The status explains why (no squads, Haka/Behemoth outside its window).
- The script won't change — it's running ("Script Started" banner). Press the squad's ■ first.
- Priests are "unavailable" — your castle isn't on the KvK map.

- Titan farming stopped — you ran out of AP. Turn on “Use AP automatically” or “Spend”.

FAQ

? Can different squads run different scripts?

Yes, assign each squad its own script in the mini settings.

? Why aren't Haka and the Behemoth in “Script for all”?

They are single-squad scripts, so you set them on a slot.

? What does “Recall” do?

Disbands your rally or brings the squad home. A return timer appears.

6 The “Quests\Collect” tab

What it does. Collects all the “dailies”: mail, rewards, alliance gifts, the mine, free AP, red envelopes, station quests, the daily quest board, Exploration and much more. Each quest is done as many times as the game allows and then moves to “Completed”.

When it’s useful: every day. This is the most useful tab for any character.

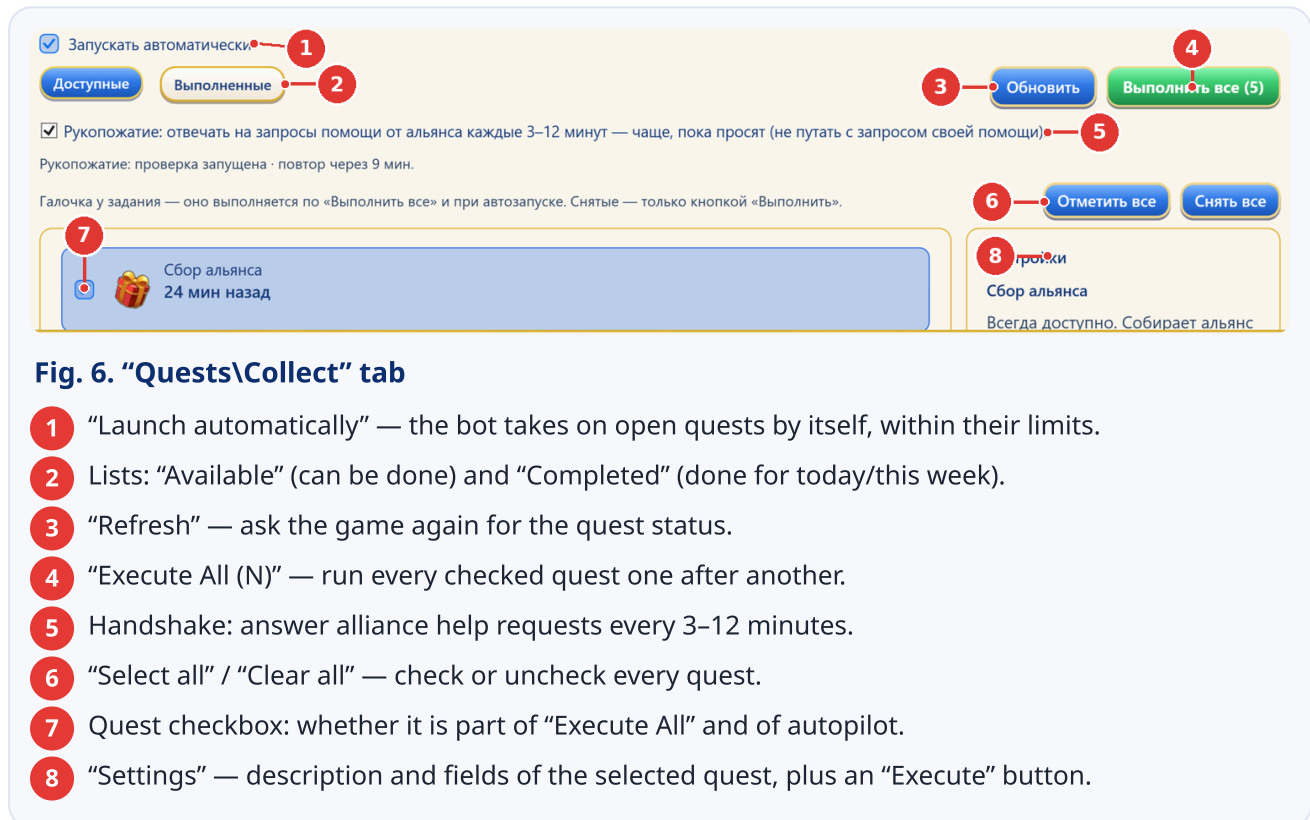


Fig. 6. “Quests\Collect” tab

- 1 “Launch automatically” — the bot takes on open quests by itself, within their limits.
- 2 Lists: “Available” (can be done) and “Completed” (done for today/this week).
- 3 “Refresh” — ask the game again for the quest status.
- 4 “Execute All (N)” — run every checked quest one after another.
- 5 Handshake: answer alliance help requests every 3–12 minutes.
- 6 “Select all” / “Clear all” — check or uncheck every quest.
- 7 Quest checkbox: whether it is part of “Execute All” and of autopilot.
- 8 “Settings” — description and fields of the selected quest, plus an “Execute” button.

Step-by-step setup

- 1 Open the tab — the bot asks the game for quest status and sorts them into “Available” and “Completed”.
- 2 Press “Select all”, or tick only the quests you want.
- 3 One-off: **Execute All (N)**. Ongoing: “Launch automatically”.
- 4 Turn on the Handshake to answer alliance help requests every 3–12 minutes.
- 5 Click a quest — on the right, “Settings” show its description, fields and an “Execute” button for that quest alone.

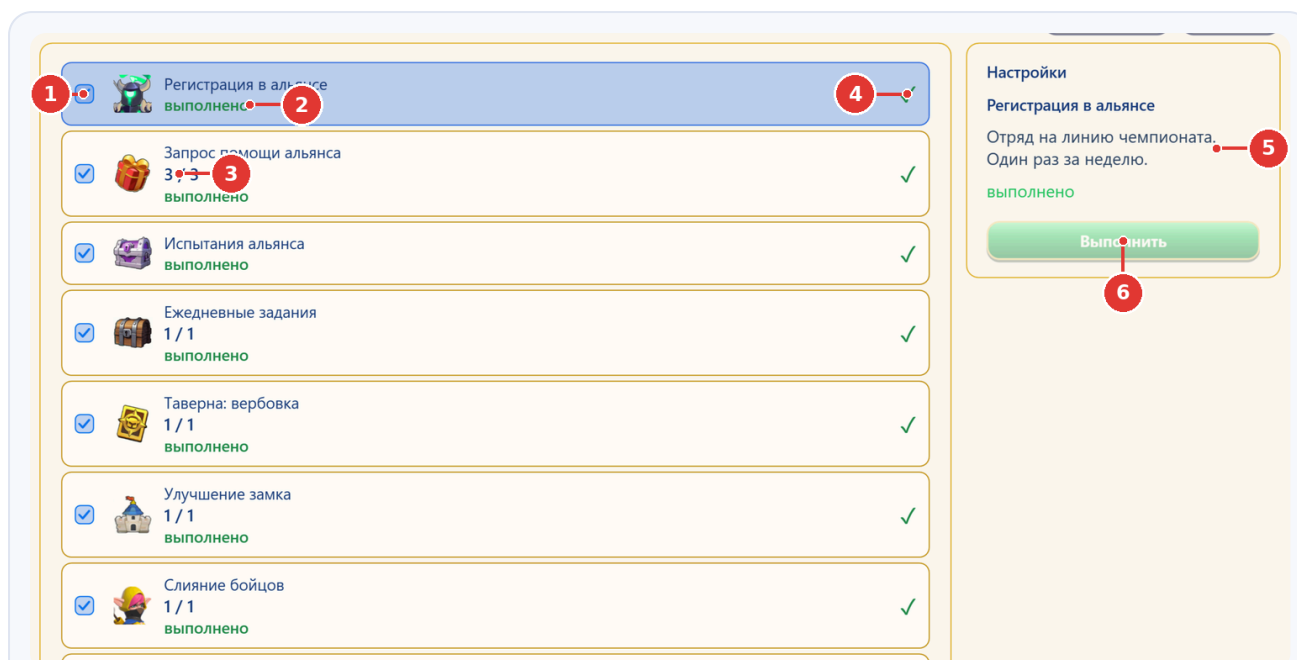


Fig. 7. “Quests\Collect” → “Completed”

- 1 Checkbox — the quest takes part in autopilot and “Execute All”.
- 2 Status “done” — the quest is closed for this day (or week).
- 3 Limit counter: 3 / 3 — done as many times as the game allows.
- 4 Green tick — finished.
- 5 Description of the selected quest: what it does and how often.
- 6 “Execute” — run only this quest manually.

Quest list

Quest	What it does · how often
Alliance Collection	Gifts, “help everyone”, rare gift and chests, territory, contribution to the favourite tech, Alliance Challenge rewards.
Alliance Help Request	Request resources by castle level. Up to 3 times a day. (Not the same as the Handshake.)
Alliance Challenge	Checks 20 slots and refreshes the non-gold ones — 5 Gems per slot. Until Mon 00:00 UTC.
Daily Quest	Clears the daily board by doing the actions (help, contribution, mine, secret quests, tavern, castle, merging and training units, hero, dragon, gold; “Use AP” — Titan rallies at 20 AP each) and claims the rewards. The board skips anything you’ve unticked.
Daily quest rewards	Every 20 minutes claims rewards of finished dailies and activity chests. Doesn’t perform anything itself.
Tavern: Recruitment	Free advanced recruitment and rounds with cards, up to 5 a day. Never spends Gems.

Castle Upgrade / Hero Upgrade, City Tech	Exactly +1 level for the daily, once a day. Tech — the cheapest one, no gold.
Merge Units, Unit Training	Close the dailies “Use auto-merge”, “Merge units N×”, “Train N TD units”. Once a day.
Stages: catch up to the required one	Plays defense waves up to stage 20 (without it the castle can’t pass a threshold). In auto mode only when ticked; checked every 6 hours.
Claim all available rewards	All ready rewards from the server.
Dragon King’s Gifts	Dragon Den: 12 gifts a day; claims ripe ones every 30 minutes.
Airship gift	Once a day: “Elite Card” daily reward, weekly cards, the free chest.
Allies’ realm chests	“Realm Adventure”: every 30 minutes, no more than 30 rewards (the event limit).
Kingdom Treasure	Digs only the treasure tiles with shovels. Thickets and the compass — separate checkboxes.
Goddess Trials: Gift	Claims the gift at the statue (visit daily — some rewards expire).
The Deep: crystals and season rewards	Only in The Deep Ruins, every 3 hours. Spends pearls and crystals and links heroes only per your checkboxes.
Collect All Mail	Attachments from every mail tab. Once a day.
Collect Resource Mine	Offline income, ×3 when available. Once a day.
Free AP	Two free AP refills of 25. Once a day.
Buying up AP Recovery 	Paid AP slots, up to 10 a day; the first costs 200 Diamonds. Amount — slider.
Power Recovery	Restores power of squads at home with scrolls. Spends scrolls — in auto mode only when ticked. At most once an hour.
Buying recruitment cards	Regular cards for gold (up to 2,000 at a time). Once a day.
Element Lords	5 attacks with your strongest squad + daily rewards. Once a day.
Jennifer’s Station	Station quests and rewards; refreshes recover 1 every 4 hours.
Collecting Red Envelopes	Red envelopes from the alliance chat.
Lava Cave reward collection	Stage rewards and the full-clear reward.
Secret Quest: Assist Allies / send SSR+	Helps allies up to 5 times a day; refreshes the board until SSR or special appears, then dispatches.
Food for Crystals  · Exploration — Travel	See the “Exploration” tab (section 12).
Alliance registration (championship)	A squad on the championship line, once a week.
Groot / Alliance Altar	See section 7.

Common mistakes

- A quest “isn’t being done” — it’s unticked. Without the tick it’s skipped by autopilot, “Execute All” and the daily board.
- “Power Recovery”, “Stages” and “The Deep” don’t run in auto mode without the tick on the left — by design.
- You expect a quest to repeat today — it’s already in “Completed” until 00:00 UTC.

? **How is the Handshake different from a Help Request?**

Handshake — you help others (every 3–12 min). Help Request — you ask the alliance for resources (up to 3 times a day).

? **Why did a daily reward come later?**

Many quests count only when a squad returns or an ally asks for help. “Daily quest rewards” will claim them within 20 minutes.

7 The “Groot (Alliance Altar)” tab

What it does. At the set time it sends your squads to Groot: squad 1 starts its own 5-minute rally, the others join allies’ rallies. It runs on a background timer and doesn’t tie up the session. The Groot window is 90 minutes. After a win the bot claims the “Alliance Treasure” and rewards.

When it’s useful: if your alliance fights Groot on a schedule.

The screenshot shows the 'Грут (Алтарь Альянса)' (Groot (Alliance Altar)) interface. At the top, a description explains the timer and rally mechanics. Below this is a checkbox labeled 'Работать в фоне по расписанию' (Run in background on schedule), which is checked and marked with a red circle 2. To the right of this checkbox is a red circle 1. Below the checkbox is a section titled 'Расписание UTC+0' (Schedule UTC+0), marked with a red circle 3. It includes a note: 'У каждого дня своё время. Галочка включает день, час и минута — из списка, как часы сверху.' (Each day has its own time. The checkbox includes the day, hour, and minute — from the list, like the clock above). This section contains a table of days with checkboxes and time selectors (hour and minute dropdowns). The days are: Пн (Monday), Вт (Tuesday), Ср (Wednesday), Чт (Thursday), Пт (Friday), Сб (Saturday), and Вс (Sunday). The times are: Пн (21:00), Вт (16:00), Ср (21:00), Чт (16:30), Пт (21:00), Сб (17:00), and Вс (21:00). The 'Чт' (Thursday) and 'Сб' (Saturday) rows are checked. To the left of the 'Вт' (Tuesday) row is a red circle 4. To the right of the 'Пн' (Monday) row is a red circle 5. To the right of the 'Вт' (Tuesday) row is a red circle 6. Below the table is a section titled 'Снять все отряды за, мин' (Recall all squads after, min), marked with a red circle 7. It contains a dropdown menu with the value '5'.

Fig. 8. “Groot (Alliance Altar)” tab

- 1 How it works: a background timer that does not tie up the session; one rally of your own, the other squads join allies’ rallies.
- 2 “Run in background on schedule” — the main Groot switch.
- 3 Schedule in UTC+0 — each day has its own time.
- 4 Day checkbox — the bot goes to Groot on that day.
- 5 Window start hour (UTC+0).
- 6 Window start minutes.
- 7 “Recall all squads before start, min” — how many minutes before the window to pull squads off every task.

1 Ask your R4/R5 for Groot days and times and convert them to **UTC+0**.

2 Tick the days and set the start hour and minutes.

3 “Recall all squads before start, min” — how many minutes before the window to pull squads off every task (so they make it home).

4 Turn on “Run in background on schedule”.

- Time entered in your local time instead of UTC — the bot shows up hours late or early.
- The program was closed at that time — the schedule may not have fired. Keep it running.

8 The “Shop” tab

What it does. Buys what you want in three shops: **VIP** (for Gems), **Mithril** (for Mithril coins) and **Alliance** (for Alliance Silver) — right away or on a schedule.

When it’s useful: so you never forget to buy out limits — daily and weekly items are lost if you don’t buy them.

VIP Store

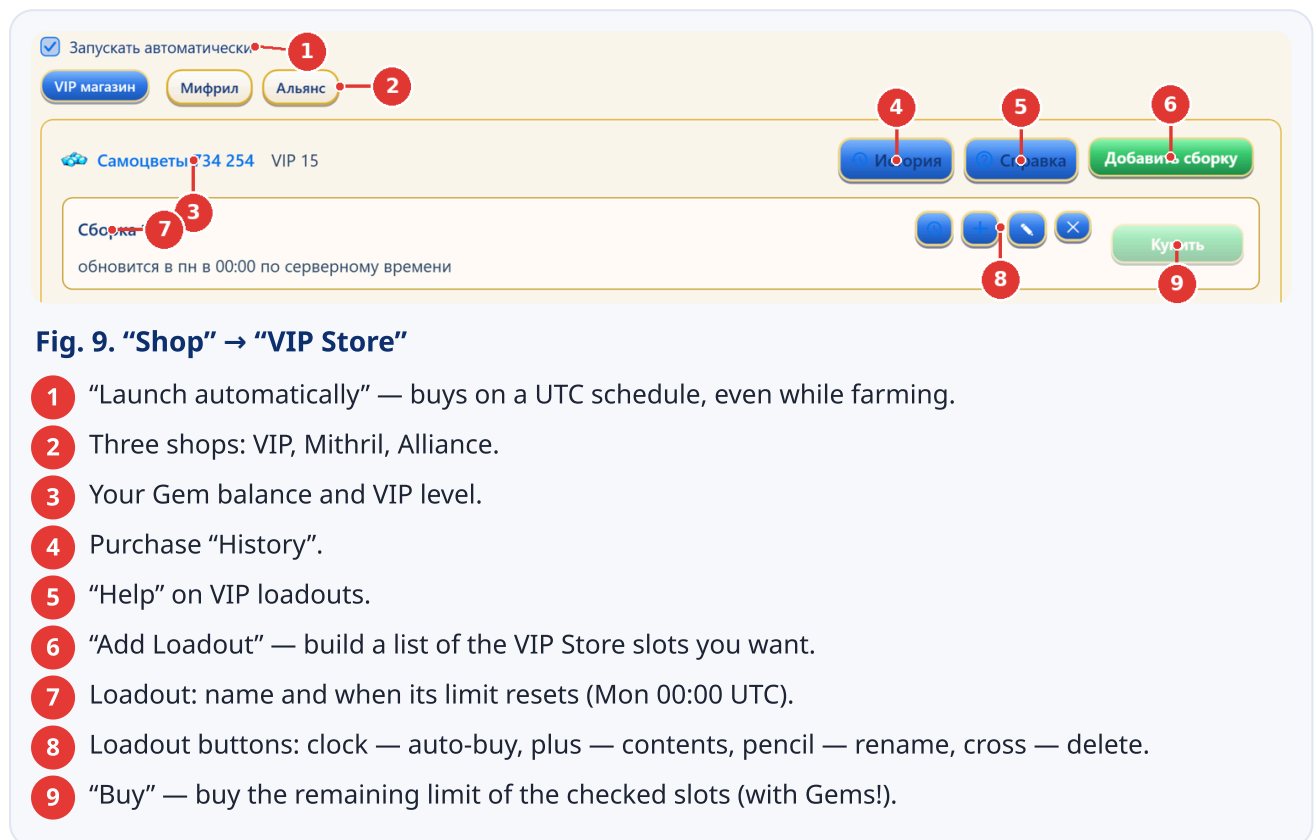


Fig. 9. “Shop” → “VIP Store”

- 1 “Launch automatically” — buys on a UTC schedule, even while farming.
- 2 Three shops: VIP, Mithril, Alliance.
- 3 Your Gem balance and VIP level.
- 4 Purchase “History”.
- 5 “Help” on VIP loadouts.
- 6 “Add Loadout” — build a list of the VIP Store slots you want.
- 7 Loadout: name and when its limit resets (Mon 00:00 UTC).
- 8 Loadout buttons: clock — auto-buy, plus — contents, pencil — rename, cross — delete.
- 9 “Buy” — buy the remaining limit of the checked slots (with Gems!).

- 1 Press “Add Loadout”. Slots of your VIP level appear, grouped by VIP tier. Grey ones are out of stock this week.
- 2 Tick the slots you want. Quantity can’t be chosen — the slot’s whole limit is bought. The Gem total is shown at the top.
- 3 “Save build”. A loadout only saves the list — it **buys nothing**.
- 4 To buy: the **Buy** button on the loadout. Afterwards a window shows what was bought, what wasn’t and how many Gems were spent.
- 5 Auto-buy: the clock icon on the loadout — day and time (UTC). If the character is offline at that moment it buys on the first connection. Tick “Launch automatically”.



The VIP Store spends Gems. The limit resets once a week, on **Monday 00:00 UTC**. If everything is already bought, “Buy” stays disabled until Monday.

Mithril and Alliance

The screenshot shows the Alliance Shop interface. At the top, it displays the Alliance Silver balance (8 057 44) and a note about session-based stock requests. Below this, there are tabs for 'История' (History) and 'Справка' (Help). The main area is titled 'Ежедневные товары' (Daily Goods) and contains a grid of items. Each item card shows the item name, quantity, and price. Callouts 1-7 point to specific UI elements: 1 points to the silver balance, 2 points to the session limit note, 3 points to the 'Отметить все' (Mark all) button, 4 points to the 'АВТО' (Auto) button, 5 points to the 'Купить все' (Buy all) button, 6 points to the 'Убрать' (Remove) button, and 7 points to the '+ Добавить' (+ Add) button.

Item Name	Quantity	Price	Action
Замок Пустыни: 60	1 шт	600	Убрать
Восстановление Мощи: 5 мин.	1 шт	300	Убрать
200 Золота	1 шт	2 000	+ Добавить
Опыт героя	4 шт	100	+ Добавить
Гарольд	1 шт	3 500	+ Добавить
Гарольд	1 шт	0	+ Добавить
Редкая руна дракона	1 шт	70	+ Добавить
Телепорт Альянса	1 шт	5 000	+ Добавить
Отличная руна дракона	1 шт	700	Убрать
Восстановление Мощи: 30 мин.	1 шт	1 800	Убрать
Гарольд	1 шт	3 500	+ Добавить
Арвин	1 шт	3 500	+ Добавить
Арвин	1 шт	3 500	+ Добавить
Идеальная руна дракона	1 шт	7 000	Убрать
Отличная книга опыта бойца			
Волшебная пыль ТЗ			

Fig. 10. “Shop” → “Alliance”

- 1 Alliance Silver balance.
- 2 Stock is requested once per session; after a purchase the status is tracked locally.
- 3 “Select all” / “Clear” — toggle every slot in the row.
- 4 “Auto” — auto-buy schedule for this row (UTC).
- 5 “Buy All” — buy the marked (green) slots.
- 6 A green “Remove” button means the slot is marked for purchase.
- 7 “+ Add” — mark a slot.

- Two rows: **daily** (reset 00:00 UTC) and **weekly** (reset Mon 00:00 UTC). In the Alliance shop — daily shelves 1–3 and weekly shelves 1–4; higher shelves unlock with alliance tech, locked ones are grey.
- “+ Add” on a card marks the slot (the button turns into a green “Remove”). **Buy All** buys only the marked ones. Quantity — whatever is left in the slot.
- “Auto” on a row — auto-buy schedule (UTC).
- Stock is requested from the game once per session; bought slots show “Purchased” until the program restarts.
- After switching alliances the game may block Alliance shop purchases for 24 hours or 7 days — that’s a game rule, not the bot.
- The character must be online or the purchase fails (auto-buy waits for the connection).

? Does every character have its own loadouts?

Yes — loadouts, marks and schedules are stored per character.

? Where can I see what was bought?

The “History” button in the tab header.

9 The “Calculator” tab

What it does. Reads your resources and levels from the game and works out how far you can upgrade the castle, heroes, dragon and more with what you already have. If you like, the bot will then perform the upgrade in the game.

When it’s useful: before upgrading — to see whether you have enough and where resources are best spent.

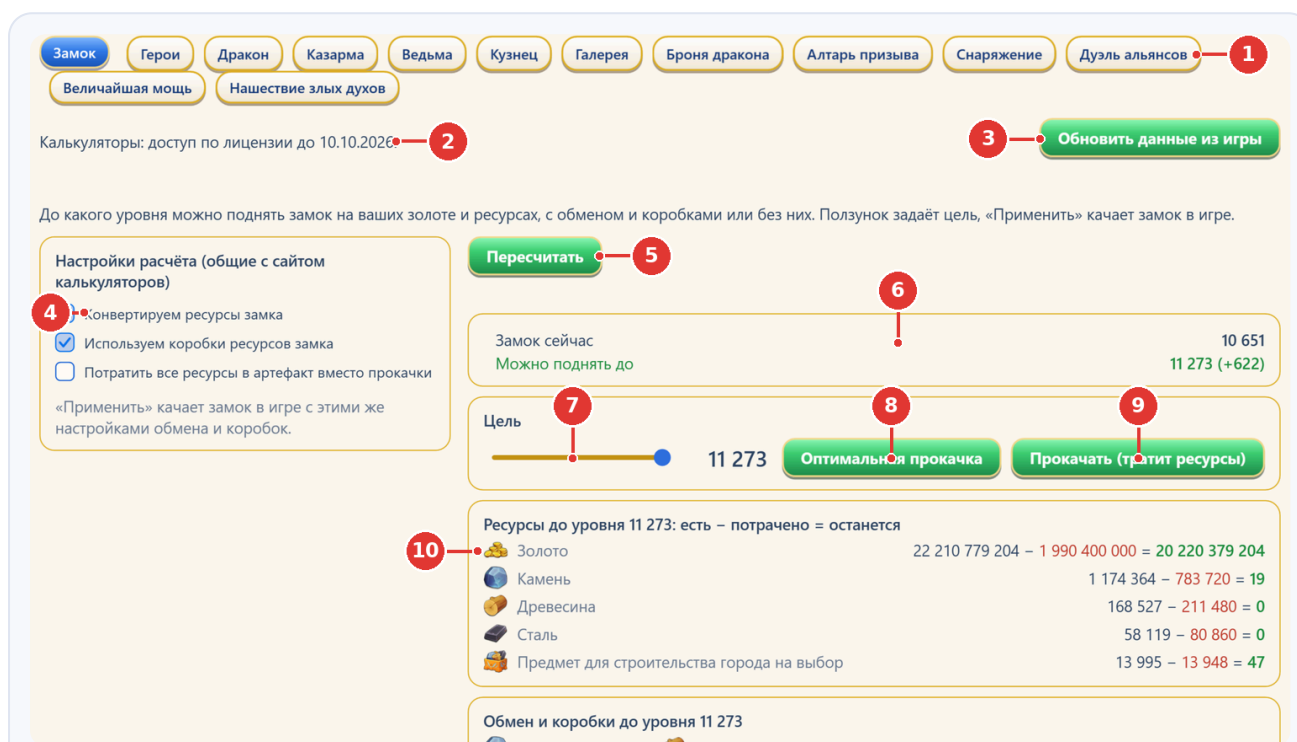


Fig. 11. “Calculator” tab (“Castle” section)

- 1 13 calculator sections: Castle, Heroes, Dragon, Barracks, Witch, Blacksmith, Gallery, Dragon Gear, Summon Altar, Gear, Alliance Duel, Ultimate Power, Evil Spirit Invasion.
- 2 Access: with a license (or during the trial).
- 3 “Update data from the game” — pull the character’s fresh resources and levels.
- 4 Calculation settings (shared with the calculators website): resource exchange, boxes, artifact.
- 5 “Recalculate” — run the numbers again with the current settings.
- 6 Result: current level and how far you can upgrade.
- 7 “Target” slider.
- 8 “Optimal upgrade” — set the best reachable target.
- 9 “Upgrade (spends resources)” — the bot really upgrades in the game up to the target.
- 10 Table: have – spent = left, for every resource.

- 1 Choose a section on the left.

- 2 **Update data from the game** — pull the character's fresh resources and levels.
- 3 Check the calculation settings (resource exchange, boxes, artifact) and press "Recalculate".
- 4 Read the result: "now → can reach" and the table "have – spent = left".
- 5 Move the "Target" slider or press "Optimal upgrade".
- 6 If you want the bot to upgrade in the game — **Upgrade (spends resources)**.



"Upgrade" really spends resources. The bot raises one level per request and **stops at the first mismatch** with the game's tables — it won't overspend, but it may stop short of the target.

Section	What it calculates
Castle	How high you can raise the castle with your resources.
Heroes	Hero stars from cards and selector cards; a plan for distributing selector cards.
Dragon	Dragon upgrades with your resources (runes, emblems).
Barracks	Units and talents from barracks books; spare books go into the artifact (once every element is at rank 9).
Witch	Light magic and witch gems from light reagents and potions.
Blacksmith	Forge level from forge hammers; spare hammers go into the artifact (from forge level 2000).
Gallery	Painting tiles from shards.
Dragon Gear	Dragon gear upgrades.
Summon Altar	How far you can raise altar beasts with your summoning spells.
Gear	Gear upgrades from Elemental Vials, titan blood and forge blueprints.
Alliance Duel	Event points per day and a plan of the most efficient upgrades.
Ultimate Power	An upgrade plan for the ranking spot you want.
Evil Spirit Invasion	Wave power and event points for a given level and number of participants (no character data needed).

Calculator access requires a license or the trial.

10 The “Mithril” tab

What it does. Places your squads on Mithril stones (basic and advanced) and attacks other players’ Advanced Mithril stones. It only uses **free** searches — the bot never uses the paid Diamond search.

When it’s useful: so squads never sit idle on Mithril and you keep earning Mithril coins for the shop.

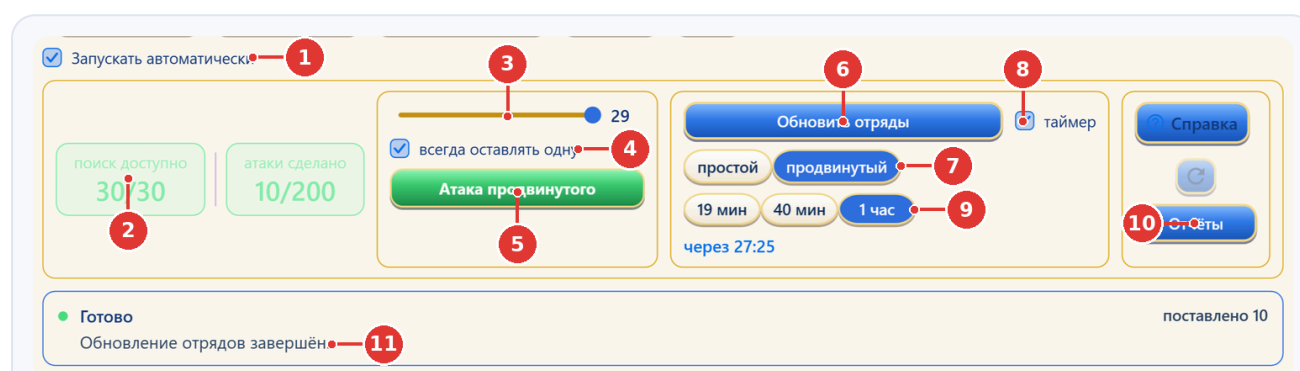


Fig. 12. “Mithril” tab

- 1 “Launch automatically” — squads are re-placed on a timer, even while farming.
- 2 Counters: free Advanced Mithril searches and attacks per day (limit 200).
- 3 Slider — how many searches to spend (the current page is always attacked).
- 4 “Always keep one” — never burn the last search.
- 5 “Advanced Attack” — hit other players’ Advanced Mithril stones.
- 6 “Refresh Squads” — pull all squads off the stones and place them again.
- 7 Placement mode: basic or advanced.
- 8 “Timer” — repeat the placement automatically.
- 9 Timer interval: 19 min, 40 min or 1 hour (advanced mode only).
- 10 “Help”, 🔄 refresh stones, attack “Reports”.
- 11 Progress line: phase, result, how many squads placed.

How an attack runs (step by step)

- 1 If your strong squad is already sitting on a stone, it’s pulled off.
- 2 Advanced Mithril opens and every enemy tile on the current page is attacked.
- 3 Win — the squad is recalled and moves on. Loss — the target is skipped.
- 4 While there’s search budget and daily attacks left, the bot flips to a new page and repeats.

5 At the end the strong squad goes back onto basic Mithril. A report is written.

6 Map marches and your castle position don't interfere with Mithril.

Setting	Meaning
search / attacks	Free searches left; attacks used of the daily limit of 200. At 200/200 the script stops.
Search slider	How many searches to spend after the current page. The current page is always attacked, even at zero.
Always keep one	Don't spend the last search.
Advanced Attack	Start an attack with your strongest squad.
Refresh Squads: basic	Pull squads off and put them all on free basic Mithril tiles. No searches spent.
Refresh Squads: advanced	First fill empty advanced tiles, then flip through searches; whoever doesn't fit goes to basic.
Timer 19 / 40 / 60 min	Advanced only: the bot repeats placement when the time runs out. The character must be connected.
Reports	A list of runs and results: name, alliance, server, power, win/loss.

- Pressing "Attack" again while "Updating stones..." is shown — just wait.
- Confusing the green "Mithril" number at the bottom (coins) with the search counter.

11 The “Lava Cave” tab

What it does. Runs the Lava Cave: spends moves and attacks, hits monsters and the boss, opens chests and, if you want, breaks boulders.

When it's useful: every week until the cave is cleared. Unlocks at **castle level 100**.

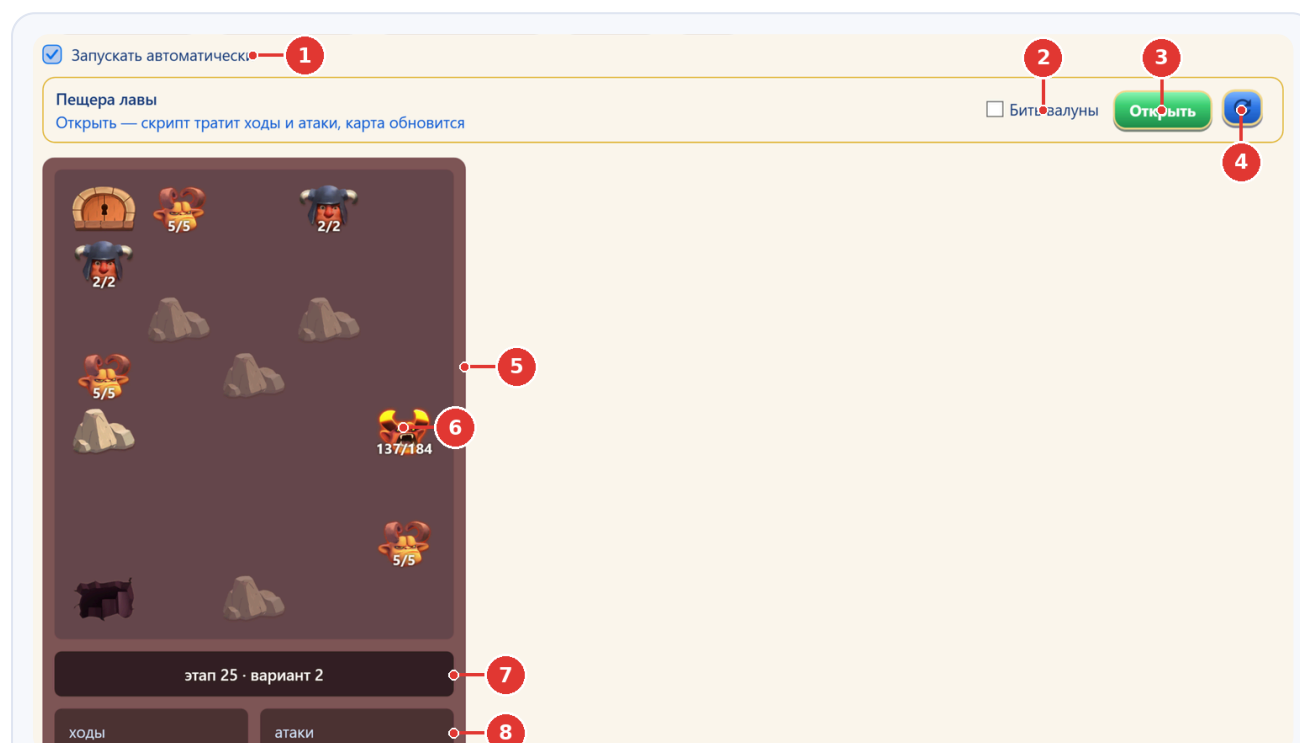


Fig. 13. “Lava Cave” tab

- 1 “Launch automatically” — enters the cave every 2.5 hours until the weekly reset.
- 2 “Break Boulders” — spend moves on boulders (each character has its own setting).
- 3 “Open” — run the cave script: spends moves and attacks.
- 4 🔄 — refresh the map and points without a run.
- 5 Stage map: chest, monsters (HP), boulders.
- 6 Stage boss and its HP.
- 7 Stage number and map variant.
- 8 Moves and attacks the character has left.

- 1 Press 🔄 to see the map, stage and remaining moves/attacks.
- 2 Decide on “Break Boulders” (each character has its own setting).
- 3 **Open** — run it now. Or “Launch automatically” — the bot enters every 2.5 hours until the weekly reset (Mon 00:00 UTC).

- i The cave map is shared by the alliance: your characters in the same alliance help each other. After joining an alliance there's no cave access until the next 00:00 UTC — a game rule.

Stage and full-clear rewards are claimed by the “Lava Cave reward collection” quest (section 6).

12 The “Exploration” tab

What it does. Dragon cultivation: clears Exploration stages, collects Travel and hatching eggs, hatches guardian drakes and, if you want, disbands the extras.

When it’s useful: whenever you have Exploration food.

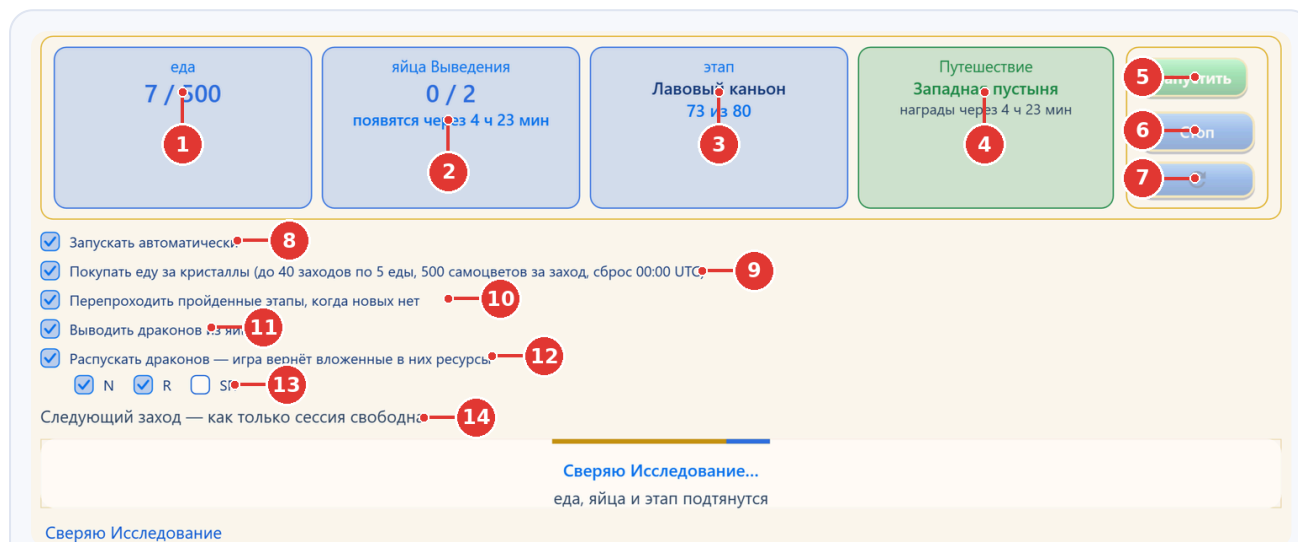


Fig. 14. “Exploration” tab

- 1 Exploration food (have / max).
- 2 Hatching eggs and when they arrive.
- 3 Current Exploration stage.
- 4 Travel and time until its rewards.
- 5 “Start” — one Exploration round.
- 6 “Stop”.
- 7 ↻ — refresh food, eggs and stage.
- 8 “Launch automatically” — a run every 3 hours.
- 9 Buy food with crystals — SPENDS GEMS (500 per purchase, up to 40 purchases a day).
- 10 Replay cleared stages when there are no new ones.
- 11 Hatch guardian drakes from eggs.
- 12 Disband guardian drakes (the game refunds the resources invested)...
- 13 ...only of the checked rarity N / R / SR. SSR are never touched.
- 14 When the next run will happen.

Setting	Meaning
Start / Stop / 🔄	One manual Exploration round; stop; refresh food, eggs and stage.
Launch automatically	A run every 3 hours.
Buy food with crystals 💎	Spends Gems: 500 per purchase (5 food), up to 40 purchases a day, reset 00:00 UTC. Won't buy if there's nothing to spend food on. Off by default.
Replay cleared stages	When there are no new stages, replay the highest one.
Hatch guardian drakes from eggs	A normal egg hatches in 5 seconds, SR/SSR in 30 seconds. No more than 100 drakes.
Disband drakes N / R / SR	Disband only drakes of the checked rarity; the game refunds the invested resources. SSR are never touched.

13 The “Burning Expedition” / “The Deep Ruins” tab (KvK)

What it does. Everything for KvK: match info, KvK quests, a live fortress map, match history and the territory battle. The tab name changes with the season: “Burning Expedition” or “The Deep Ruins”.

When it’s useful: while your castle is on the KvK map.

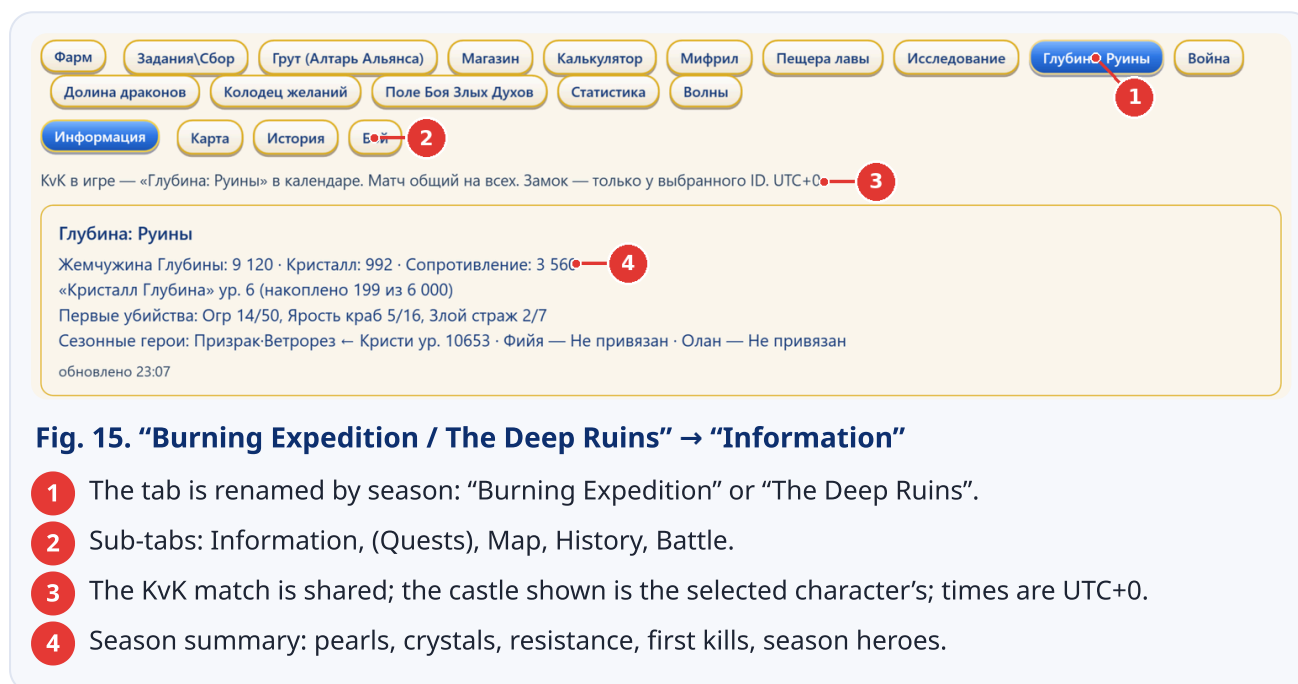


Fig. 15. “Burning Expedition / The Deep Ruins” → “Information”

- 1 The tab is renamed by season: “Burning Expedition” or “The Deep Ruins”.
- 2 Sub-tabs: Information, (Quests), Map, History, Battle.
- 3 The KvK match is shared; the castle shown is the selected character’s; times are UTC+0.
- 4 Season summary: pearls, crystals, resistance, first kills, season heroes.

Sub-tabs

Sub-tab	What's there
Information	Status, castle, your faction, dates (UTC). Auto-collect for quests — every 10 minutes claims rewards that are ready on the KvK panel. Collect KvK achievements — claim rewards for finished achievements. Below: “Factions”, “Summary”, “Top 10”, “Ranking” — alliance power for the match from kg.dbapp.ru (“Refresh Power”).
Quests	The selected character's KvK quests, as in the game. The “Run KvK quests” checkbox (<i>Выполнять задания KvK</i>): the bot assigns squads to open quests (Evil Guard, crab, gold mines) and claims the rewards; the other squads keep farming as before. “Defeat enemies” (damage to players) is not done by the bot. If there are no quests — the character is offline, the castle isn't on KvK, or the game hasn't sent the list yet (the sub-tab may be hidden).
Map	Live fortress map: colour — whose flag, cross — who is tearing it down. This is where you mark battle targets.
History	Finished KvK matches: alliances, factions and power.
Battle	The territory battle (below).

Карта крепостей KvK. Цвет клетки — чей флаг сейчас. Крест — кто сносит. Карта слушает события в реальном времени, пока открыта эта вкладка.
Карта слушает мини-карту этого ID и обновляет флаги в реальном времени.

Обновить карту

1

Клик по постройке — точечная цель, клик по пустому месту клетки — вся клетка. Повторный клик снимает отметку

ячейка 1350, 5250
нет live-данных

4

Fig. 16. “Burning Expedition” → “Map”

- 1 “Refresh map” — reread the map and bind it to the selected character.
- 2 Click a building — a point target; click empty space in a tile — the whole tile. Click again to remove the mark.
- 3 Marked tile (white frame).
- 4 Details of the selected tile.
- 5 Center of the map — the throne.

Territory Battle

The bot captures fortresses, capitals, passes and the throne. It works out what is open today from the event calendar: fortresses from day 1, capitals from day 3, passes from day 4.5, the throne from day 20.



The app itself says this script has not yet been tested in a live event. **Make your first run with “Trial” ticked:** the bot will inspect the map and log where it would go without sending a single march.

Бой за территории

Захват крепостей, столиц, перевалов и престола. Что открыто сегодня, бот считает сам по календарю события: крепости с первого дня, столицы с третьего, перевалы с 4,5 суток, престол с 20-х.

Скрипт ни разу не проверялся на живом событии. Первый запуск оставьте в режиме пробы — бот только осмотрит карту и напишет в лог, куда пошёл бы, не отправив ни одного марша.

Режим выбора целей

Ручной

Автоматический

Отметки ставятся кликом по клетке в окне «Карта». Повторный клик снимает отметку.

Отряды (пусто — все свободные, напр. 1,2,3)

☒ Проба: только осмотр, без маршей и телепортов

☒ Всеми подключёнными персонажами

☒ Атаковать чужие постройки

☒ Бесплатные телепорты к дальним целям

☒ Лечить раненых в госпитале

☒ Штурм точки: последний отряд дома, первый в отмеченную постройку, остальные по

☐ Групповые атаки: сильнейший аккаунт собирает группу, остальные вступают

Оставить дома отрядов 1

Отрядов на захват точки 1

Fig. 17. “Burning Expedition” → “Battle” (Territory Battle)

- 1 Warning: the first run must be in “Trial” mode only.
- 2 Target mode: “Manual” (by your marks on the map) or “Automatic” (whole map).
- 3 Squads: empty — all free ones, or numbers separated by commas (1,2,3).
- 4 “Trial” — inspect and write to the log only, no marches or teleports.
- 5 Using all connected characters (otherwise only the selected one).
- 6 Attack enemy buildings (unchecked — only take empty ones and reinforce your own).
- 7 Free teleports to targets more than two tiles away.
- 8 Heal the wounded in the hospital.
- 9 “Point Assault” — the castle moves right next to the marked point (details in the text).
- 10 Group attacks: the strongest account starts the rally, the others join.
- 11 Squads to keep home / squads to capture the point — see the settings table.

Setting	Meaning
Mode: Manual / Automatic	Manual — fight only where you marked tiles on the “Map”. Automatic — targets anywhere on the map.

Squads	Empty — all free ones, or numbers separated by commas: 1,2,3.
Trial	Inspect and log only — no marches, teleports or recalls.
Using all connected characters	Run on every online character. Unticked — only the selected one.
Attack enemy buildings	Unticked — only take empty buildings and reinforce your own. (In Farmer attacking is always on.)
Free teleports to distant targets	Teleport if the target is more than two tiles away. On cooldown the bot waits.
Heal the wounded in the hospital	Send the wounded to heal after losses.
Point Assault	The castle moves right next to the marked point and teleports back if destroyed. The first squad keeps marching into the building, the others hit enemy castles within 120 tiles, the last one never leaves the castle. Power is restored with scrolls.
Group attacks	The strongest account starts rallies; squads of all other accounts join. If the leader has no rallies for 2 minutes — solo play.
Squads to keep home	How many squads not to send into battle. 0 — all free ones go.
Squads to capture the point	How many squads go into the marked building at once; the rest hit nearby castles.
Don't attack castles farther than, tiles	Only for attacks on enemy castles.
Reinforce when squads are fewer than	If our building holds fewer squads than this, reinforcements are sent.
Run for, min	How long to keep the battle loop going. Then the bot heals, recalls troops and leaves.

14 The “War” tab (Throne War)

What it does. During the Throne battle phase (the Throne is in the center of the home map) it occupies, reinforces or attacks the Throne and keeps the loop going for the set time. Outside the battle it only claims rewards.

Requirements: castle at home, castle level 200 or higher, squads free. The script recalls troops itself before entering and when the phase ends. Watch the first run.

Война за Престол: замок дома, отряды свободны. Скрипт сам отзывает войска перед входом и по окончании фазы. Первый запуск — под присмотром.

Война за Престол

Престол в центре домашней карты. В фазе битвы: занять / подкрепить / атаковать, держать цикл. Вне битвы — только награды. Замок ≥ 200 .

Отряды (пусто — все свободные)

☒ Атаковать чужой Престол

☐ Также 4 вышки

Держать цикл, мин

60

Старт

Сюп

Собрать награды

Fig. 18. “War” tab (Throne War)

- 1 Squads: empty — all free ones.
- 2 Attack Enemy Throne.
- 3 Also the 4 towers around the Throne.
- 4 “Hold Cycle, min” — how many minutes to fight.
- 5 “Start”.
- 6 “Stop”.
- 7 “Collect Rewards” — Throne quests and ranking reward, no marches.
- 8 Conditions: the Throne is in the center of the home map; castle ≥ 200 ; outside the battle — rewards only.

- **Attack Enemy Throne** — hit the Throne if it isn’t yours. **Also 4 towers** — the towers around it too.
- **Hold Cycle, min** — how many minutes to fight.
- **Collect Rewards** — Throne quests and the ranking reward, no marches.

15 The “Dragon Valley” tab

What it does. Cross-server “Dragon Valley: Clash”. The bot recalls squads, enters the field 3 minutes before the start, takes neutral fortresses next to your territory, garrisons your fortresses with a squad and hits the Dragon Valley Lords.

When: the battle is at 01:00, 09:00, 13:00 or 17:00 UTC — R4/R5 pick the time for the season when registering the alliance.

Долина драконов

Межсерверная «Долина драконов: Схватка». Бой — в 01:00, 09:00, 13:00 или 17:00 UTC. ¹ время на сезон выбирает R4/R5, когда записывает альянс в игре. Бот отзывает отряды, входит на поле за 3 минуты до начала, берёт соседние с нашей территорией нейтральные крепости, ставит свой отряд гарнизоном в наши и бьёт Лордов Долины (с 15-й минуты боя).

Отряды (пусто — все свободные, напр. 1,2,3)

☐ Штурмовать крепости соперника ³

☒ Атаковать Лордов Долины ⁴

☒ Ставить свой отряд гарнизоном в наши крепости ⁵

☐ Проба: показать время боя, на поле не входить ⁶

Ждать открытия поля, мин ⁷

Оставить дома отрядов ⁸

⁹
Старт

Стоп

Fig. 19. “Dragon Valley” tab: battle settings

- ¹ Description: battle time 01:00 / 09:00 / 13:00 / 17:00 UTC, chosen by R4/R5.
- ² Squads: empty — all free ones.
- ³ Storm enemy fortresses (all losses are severe wounds!).
- ⁴ Attack Dragon Valley Lords (they appear from minute 15).
- ⁵ Garrison our fortresses with a squad of yours.
- ⁶ “Trial” — show the battle time without entering the field.
- ⁷ Wait for the battlefield to open, min (manual start).
- ⁸ Squads to keep home.
- ⁹ “Start” / “Stop”.

Setting	Meaning
Storm enemy fortresses	⚠ Whoever attacks a player fortress takes only severe wounds . Neutral fortresses are taken even without this box.
Attack Dragon Valley Lords	Lords appear 15 minutes after the start and respawn 10 minutes after being defeated. Losses are light wounds only; the final blow gives the alliance a 9-minute buff.
Garrison our fortresses	Only one of your squads per fortress.
Trial	Show the battle time without entering the field.
Wait for the battlefield to open, min	For a manual start: how many minutes to keep trying to enter.
Squads to keep home	So the castle isn't left empty. 0 — send all.

Автозапуск по расписанию

Отметьте дни боя вашего альянса и время начала по UTC+0 (как часы сверху): в игре это 01:00, 09:00, 13:00 или 17:00. За выбранные минуты до начала бот сам отзовёт отряды, войдёт на поле и будет воевать с настройками выше. Персонаж должен быть подключён.

☐ Запускать по расписанию — 1

	час	мин
2 ☒ Пн	13 3	00 4
☐ Вт	13	00
☐ Ср	13	00
☐ Чт	13	00
☐ Пт	13	00
☐ Сб	13	00
☐ Вс	13	00

Запускать за, мин до начала 10 5

Автозапуск выключен. Отметьте дни боя, время начала и включите «Запускать по расписанию» — 6

Fig. 20. “Dragon Valley”: scheduled auto-start

- 1 “Start on schedule” — the main switch (off by default).
- 2 Your alliance’s battle days.
- 3 Battle start hour (UTC+0).
- 4 Minutes.
- 5 How many minutes before the start: recall squads and enter the field.
- 6 Auto-start status.

- 1 Tick your alliance’s battle days.
- 2 Set the start hour and minutes in UTC+0.
- 3 “Start this many min before” — when to recall squads and enter.
- 4 Turn on “Start on schedule” (off by default). The character must be connected.

16 The “Wishing Well” tab

What it does. Places Diamond bets in the “Wishing Well” event. Auto mode waits for the well’s pool to grow and then fires a burst; manual mode bets right away.



The Wishing Well spends Diamonds. Always set a “Daily limit”.

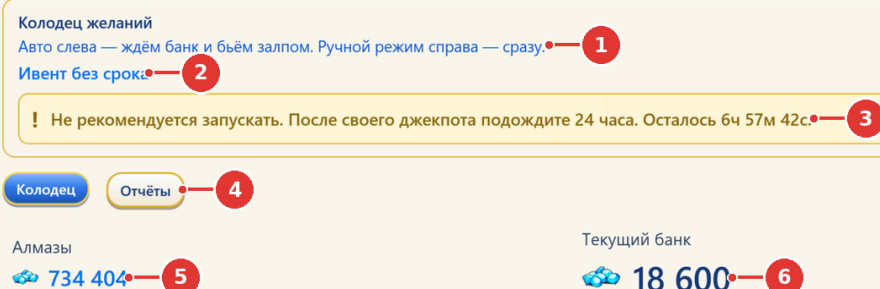


Fig. 21. “Wishing Well” tab

- 1 Left — auto (wait for the pool, then fire a burst); right — manual mode (right away).
- 2 Event status.
- 3 Warning: for 24 hours after your own jackpot, betting is not recommended.
- 4 Sub-tabs “Well” and “Reports”.
- 5 Your Diamonds.
- 6 Current well pool.

Setting	Meaning
Auto threshold	The well picks the pool size to start betting from. The threshold adapts to your daily limit and drops toward 00:00 UTC so the limit isn’t wasted.
Start from the bank	From a pool of 100,000 every bet is break-even or better; below that you lose on average.
Burst speed	Bets per second: 2–20, default 8. Higher — a better shot at the jackpot, but higher spending.
Daily limit	How many Diamonds to spend per day (UTC). 0 — no limit.
Start (auto)	The well waits for the pool in the background without blocking the task queue, and comes back after a reconnect.
Manual Mode	One bet right now · 100 Diamonds · no waiting for the pool.
Reports	Victories, total (bet, won, profit), today, windows, pool jackpots.

After any jackpot the bot pauses for 120 seconds; for 24 hours after **your own** jackpot betting is not recommended (the app warns you). All settings can be changed on the fly.

The screenshot doesn’t show the auto-mode controls; this table is based on the interface labels.

17 The “Evil Spirit Battlefield” tab

What it does. Takes part in the Evil Spirit battle: hits the counter-titan up to level 10, then the king with a camp until the battle ends. Or, with the checkbox, “carries chests”: finds wave monsters, hits them and sends the squad home — the chest counts toward your personal points.

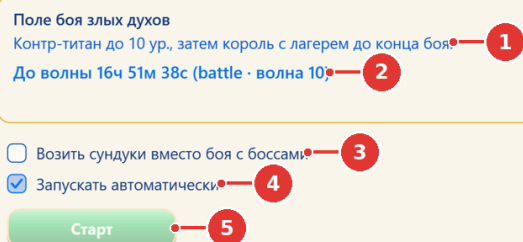


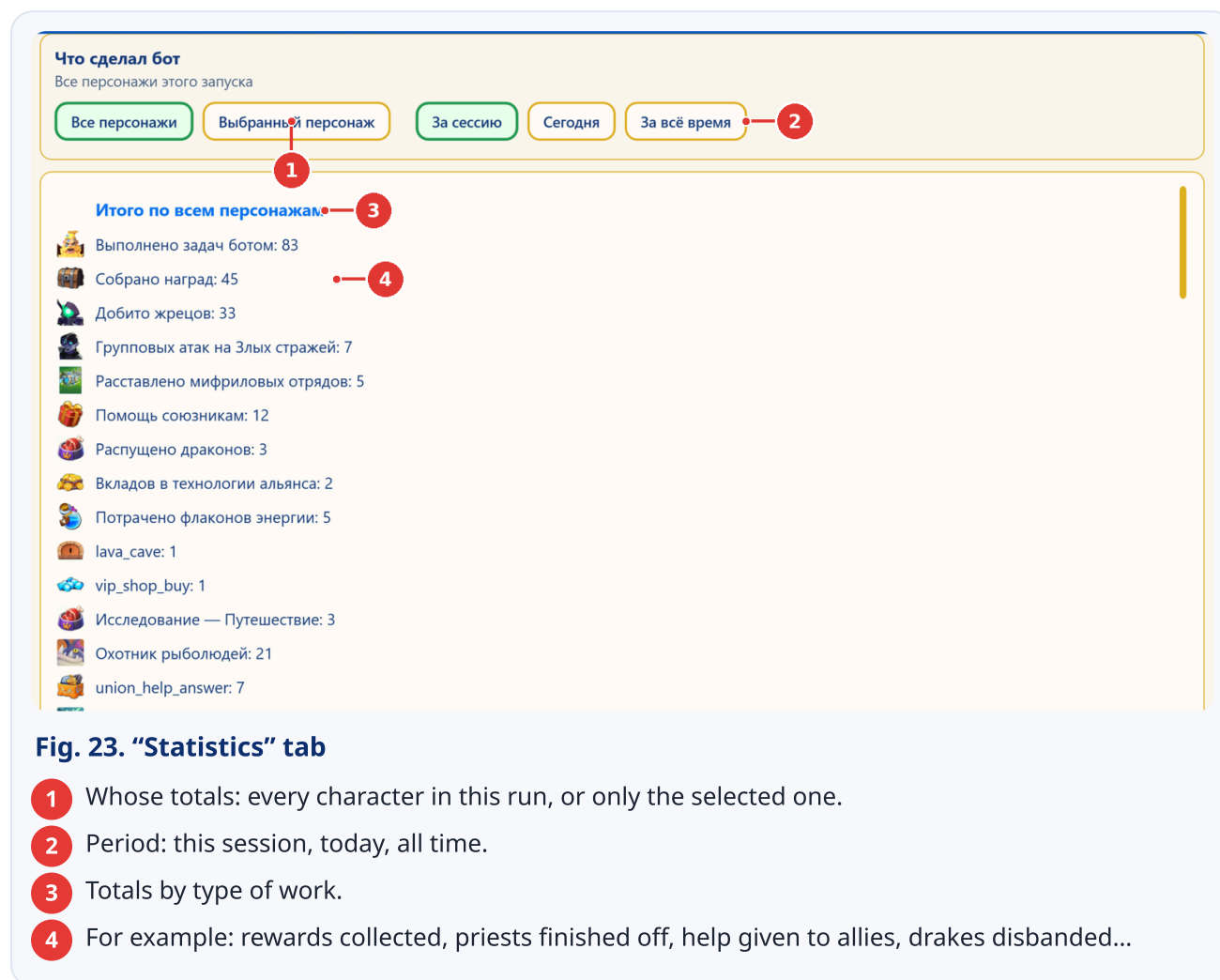
Fig. 22. “Evil Spirit Battlefield” tab

- 1 How it fights: counter-titan up to Lv. 10, then the king with a camp until the battle ends.
- 2 Timer to the wave / to the end of the wave.
- 3 “Carry chests instead of fighting bosses”.
- 4 “Launch automatically” — join the battle as soon as the server opens the wave window.
- 5 “Start” (available during the battle phase).

- “Launch automatically” — join the battle as soon as the server opens the wave window.
- “Start” is only available during the battle phase.

18 The “Statistics” tab

Totals of the bot’s work: rewards collected, priests finished off, help given to allies, drakes disbanded and so on. Choose **all characters** of this run or the **selected** one; period — **session, today, all time**.



19 The “Waves” tab (Defense waves)

What it does. Clears defense wave stages by itself, very fast, up to the target you choose. The cap is **castle level × 15**; you can't set a target above it.

⚠ The app says it plainly: **this is a cheat**, and you are responsible for your account's safety. It is paid separately and not included in the regular subscription: 1,000 ₺ a month (Russian bank card); from abroad — \$20 for 30 days. Buttons: “Go to payment” and “Check payment”. You can watch a demo video before paying.

Займите первое место на своём сервере по волнам обороны — примерно за 10 минут.

Kingdomguardbot AI проходит этапы сам и очень быстро. Вы только выбираете, до какого этапа идти, а бот делает всё остальное за считанные секунды.

Функцию проверяли больше полугода и более чем на 200 аккаунтах: ни одной блокировки. Это чит. Запуская её, вы сами отвечаете за сохранность аккаунта.

Посмотреть видео работы

Волны обороны

Потолок — уровень замка × 15. Цель выше потолка поставить нельзя.

Сейчас 159388	Цель 159780	Максимум 159780	Осталось —
Замок 106			
Старт	Стоп	Обновить	

Fig. 24. “Waves” tab (Defense waves)

- 1 Warning: this is a cheat; you are responsible for your account.
- 2 Demo video (you can watch it before paying).
- 3 Now — current wave stage.
- 4 Target — which stage to go to (not above the cap).
- 5 Max = castle level × 15.
- 6 Stages left.
- 7 Castle level.
- 8 “Start” / “Stop” / “Refresh” (sync the current wave and cap).

1 Press “Refresh” to sync the current wave and the cap.

2 Set the “Target”.

3

"Start". To stop — "Stop".

20 Farmer mode

“Farmer” is for players with many characters (the 8, 15 and 30 account plans). It does three different things — it’s important not to mix them up:

What	In plain words	Button
1. Batch of steps	A one-off pass: go through every checked character in turn and do the checked steps (collect mail, rewards, join rallies, buy out the shop...). When it’s done, it stops.	“Run · N ID · M steps”
2. Farm on selected	Continuous farming with one script on every checked character — like “Script for all” + “Start” in Basic mode, but for many at once.	“Start farming on selected”
3. Farm growth	The “Farm growth” script (<i>Рост ферм</i>) in the same panel: new characters grow by themselves (castle, stages, rallies, monsters, gold, rewards).	“Farm growth” script in “Farm on selected”

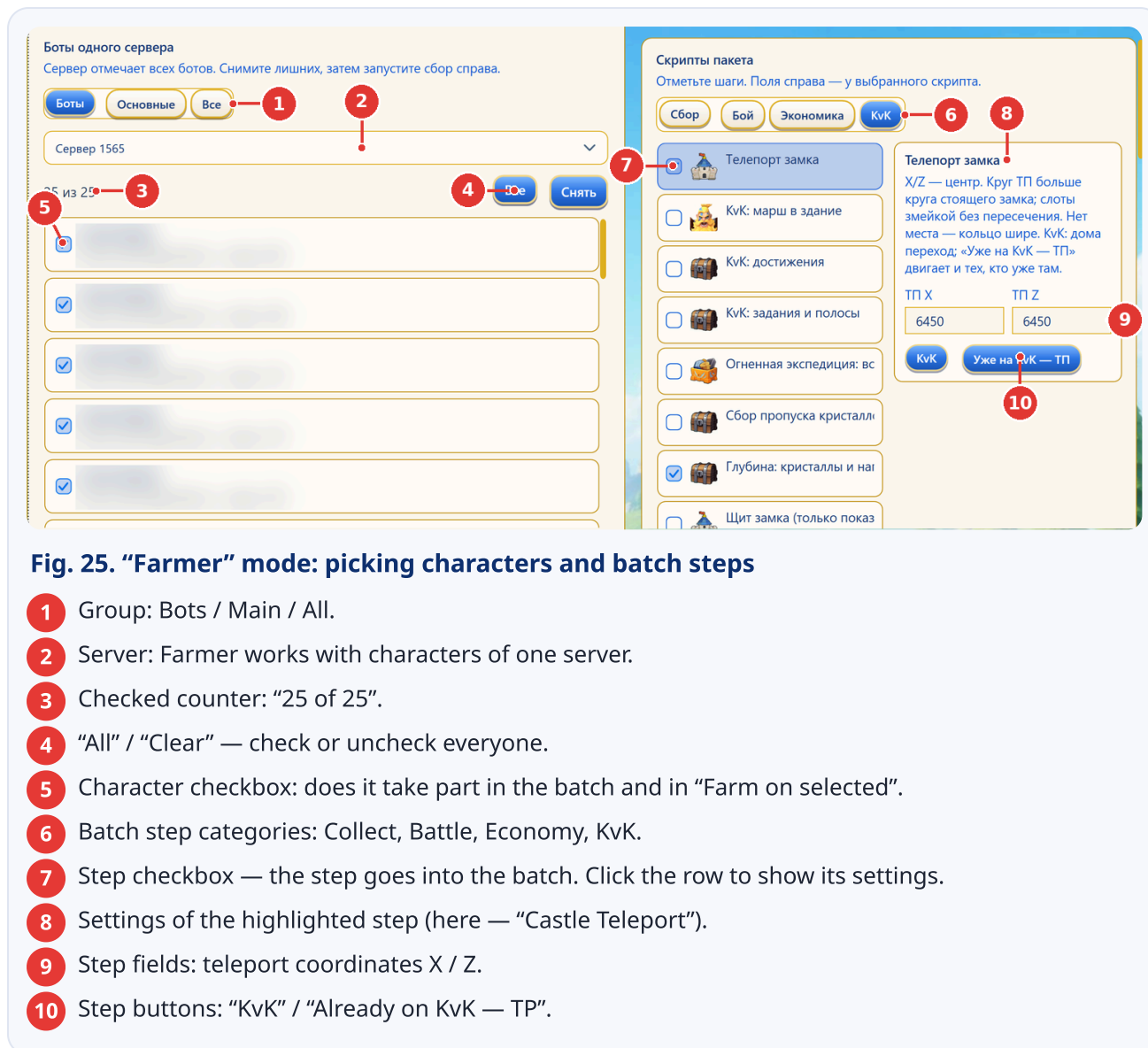


Fig. 25. “Farmer” mode: picking characters and batch steps

- 1 Group: Bots / Main / All.
- 2 Server: Farmer works with characters of one server.
- 3 Checked counter: “25 of 25”.
- 4 “All” / “Clear” — check or uncheck everyone.
- 5 Character checkbox: does it take part in the batch and in “Farm on selected”.
- 6 Batch step categories: Collect, Battle, Economy, KvK.
- 7 Step checkbox — the step goes into the batch. Click the row to show its settings.
- 8 Settings of the highlighted step (here — “Castle Teleport”).
- 9 Step fields: teleport coordinates X / Z.
- 10 Step buttons: “KvK” / “Already on KvK — TP”.

20.1. Choosing characters (left side)

- 1 Switch the header to “Farmer”.
- 2 Pick a group: **Bots**, **Main** or **All** (the role is set when adding an account or by right-clicking its card).
- 3 Pick a **server**: Farmer works with characters of one server at a time.
- 4 By default every character is checked. “All” / “Clear” check or uncheck everyone; tick individually for fine control. The counter shows “checked of total”.

20.2. The batch of steps (right side)

Steps are grouped into **Collect**, **Battle**, **Economy**, **KvK**. A tick puts the step into the batch. Clicking a row shows that step’s settings below.



The settings block shows the **highlighted** (clicked) row, not the ticked one. To change a step’s settings, click its name.

Diagram. How a batch runs

You press **"Run · 25 ID · 5 steps"**

Continuous farming on those IDs is **paused**

For each checked character: connect (if offline) → run the checked steps in order. Once-a-day steps already done today are **skipped** (the day starts at 00:00 UTC). Each step gets up to 7 minutes, after which it is treated as stuck.

After the batch, the long-running battle steps start separately: "Throne War", "Burning Expedition: War by Marks", "KvK: farm captures"

Continuous farming **resumes by itself**

Batch steps

Category	Steps (✓ — on by default)
Collect	Alliance Help Request ✓ · Alliance Collection ✓ · Alliance Challenge 💎 · Lava Cave reward collection ✓ · Jennifer's Station ✓ · Daily Quest ✓ · Tavern: Recruitment ✓ · Unit Training · Goddess Trials: Gift · Dragon King's Gifts · Kingdom Treasure · Merge Units · Hero Upgrade · City Tech · Castle Upgrade: +1 level · Stages: catch up to the required one · Collect Rewards ✓ · Food for Crystals 💎 · Exploration — Travel ✓ · Mail Collection ✓ · Mine collection ✓ · Red Envelopes ✓ · Secret: help · Secret: send SSR+
Battle	Auto-join ✓ · Lava Cave ✓ · Mithril: refresh squads ✓ · Mithril: attack · Alliance Duel · Camp and joining · Element Lords · Hunt: Fishmen · Throne War
Economy	Free AP ✓ · Action Point Recovery 💎 · Power Recovery ✓ · Buy Out Shop ✓ · Buying recruitment cards · Castle Upgrade
KvK	Castle Teleport · Vote for KvK weather ✓ · KvK: march to building · KvK: Achievements · KvK: Quests & Lanes · Collect Crystal Pass · The Deep: crystals and season rewards · Castle shield (just show the remainder) · Burning Expedition: War by Marks · KvK: farm captures (KvK: захваты фермами)

List based on the step catalog of version 3.0.45. The on-screen grouping may differ slightly.

Steps with settings or special behaviour

Step	What to know
Lava Cave	If the map is already open, the first character records that and the rest skip the cave until Mon 00:00 UTC.
Castle Upgrade	Builds the castle to max (gold, stone/wood/steel, exchange). Off by default and not remembered — tick it consciously each time.
Action Point Recovery 	Paid recoveries for Gems (the first is 200, then more). How many to buy — one number for the whole batch.
Castle Teleport	X / Z is the center; castles line up around it in a snake without overlapping. "KvK" — move to KvK; "Already on KvK — TP" also moves those already there.
KvK: march to building	One-off: tower/throne coordinates, squad and type (reinforce, attack, rally). The squad must be home.
Camp and joining	Joins a rally by the leader's game ID or the rally ID and leaves at once (the squad ends up in camp), or stays if "Stay in the rally" (<i>Остаться в эскадроновой</i>) is ticked.
Vote for KvK weather	Week — in the step settings; votes for your faction.
Throne War, War by Marks, farm captures	Run after the batch, not inside it. Throne War uses the "War" tab settings; War by Marks uses targets marked on the KvK map (no marks — defense only); captures: each bot takes free buildings next to our territory with one squad. Combined with "War by Marks", the bots capture and the mains fight. Throne War doesn't run together with the expedition.

20.3. "Farm on selected" — continuous farming

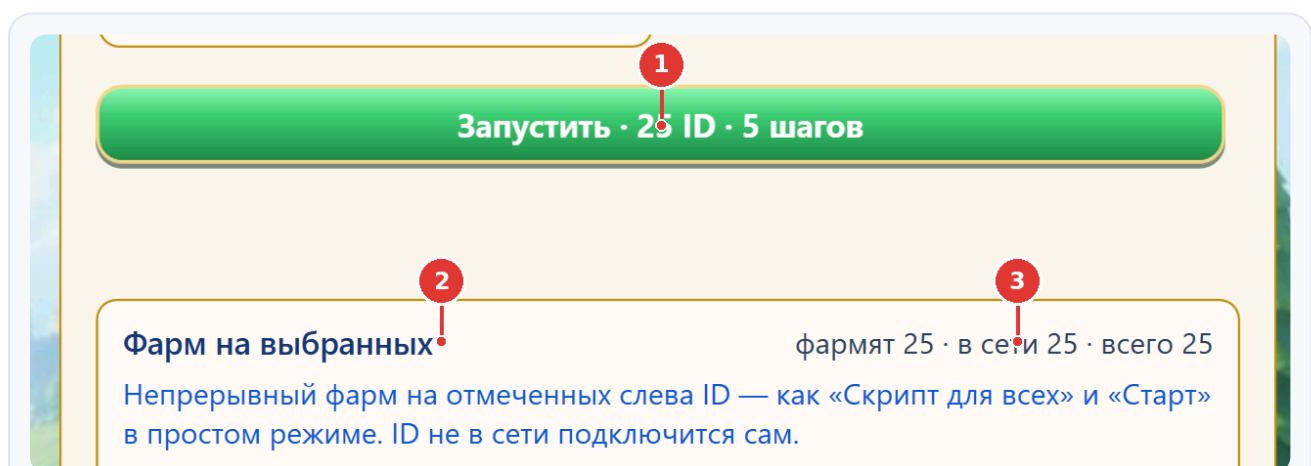


Fig. 26. "Farmer": the batch button and the "Farm on selected" panel

- 1 "Run · 25 ID · 5 steps" — a one-off batch over the checked characters.
- 2 Below — the separate "Farm on selected" panel (continuous farming).
- 3 Counter: farming · online · total.

Diagram of the “Farm on selected” panel, based on the 3.0.45 interface labels (no full screenshot of the panel)

Farm on selected — farming · online · total

- 1 Script:
- 2 Squads: ☐ all free or ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
- 3
- 4 ☐ Launch automatically

- 1 One script for every checked character. Parameters (km to Titans, AP, mine level) are taken from each character’s squad settings in Basic mode, otherwise defaults. The **“Farm growth”** script lives here too.
- 2 “all free” — every squad in the castle and not busy; or specific squad numbers. A squad outside the castle is skipped.
- 3 Start: an offline character connects by itself (a manual start lifts the quarantine). Stop: squads return to the castle.
- 4 Off by default. See the diagram below.

Diagram. The “Launch automatically” checkbox in “Farm on selected”

Off (default)

Only what you started with the button runs. A dropped character is not reconnected. Lava Cave and dragon gifts don’t start by themselves.

On

- reconnects dropped characters
- resumes farming after a program restart
- enters the Lava Cave when an attack is available (and calls alliance neighbours with the same checkbox)
- collects the Dragon King’s gifts

Automation never overrides the quarantine: if someone logged in from another device, it waits 10 minutes.

20.4. Farm growth (autonomous)

A new character grows by itself: gathers squads, clears defense stages, joins every alliance rally, hits monsters with leftover AP, and when there are no rallies and AP is gone — gathers gold at the alliance dragon nest or a gold mine. All checked characters work at the same time. **Growth never joins alliances** — add your farms to an alliance yourself.

Setting	Meaning
---------	---------

Castle and monsters (3 options)	1) first kills of one monster type first, then castle to max; 2) all 4 monster types in turn, then the castle; 3) castle to max right away (monsters will close). Why it matters: you can only hit "last killed + 1", and first-kill rewards (levels 1–50 for 4 types) are the main source of stone. If the castle outpaces your kills, those monsters close forever.
Join alliance rallies	Free squads join rallies, R5's first. Costs no AP.
Attack monsters	Next-level monsters for first-kill rewards (50 AP per monster). AP packs from the bag are used too; AP is never bought with Gems.
Grow the castle	The castle is upgraded with all gathered gold and resources — after each collection and every 5 minutes, within the chosen mode.
Gather gold	Alliance dragon nest or a gold mine.
Rewards and dailies	Mine — every 30 min; every 3 hours — mail, chapters, dailies (no purchases), free and ad rewards, alliance rewards (no tech donations), Alliance Challenge, secret-quest help, championship sign-up, recruiting with cards from the bag, unpacking the bag; royal chests, alliance help (15 min), realm chests (30 min), territories (6 h).
Teleport to R5 on start	The castle moves close to R5. Uses an "Alliance Teleport", or an Advanced Teleport (<i>Продвинутый телепорт</i>) if there's none.
Defense stages	Up to the cap "castle × 15" (castle 29 → stage 435, 40 → 600, 48 → 720). Stage 70 unlocks the world map, 85 — the alliance, 92 — rallies.
"Teleport to R5" and "Growth stats" buttons	Move the checked characters right now; growth totals for today and all time (castle, stages, power, gold, rallies, monsters, teleports).

Common Farmer mistakes

- Changed a setting of the wrong step — the settings block shows the highlighted row, not the ticked one.
- Characters from different servers are checked — Farmer works with one server at a time.
- Expected "Farm on selected" to recover after a restart, but its "Launch automatically" is off.
- Farms don't grow through rallies — they're not in an alliance. Join one manually.
- "Castle Upgrade" was ticked last time and isn't today — that tick is deliberately not saved.

? Can I run the batch several times a day?

Yes. Once-a-day steps already done today are skipped automatically.

? Farming stopped while the batch was running — is that normal?

Yes. Farming on those characters is paused during the batch and resumes by itself.

21 Troubleshooting

What you see	Why it happens	What to do
The character disconnected by itself / you got kicked from the game on your phone	You logged into the same character on your phone: one character — one login.	Don't play that character while it's in the bot. To bring the bot back — "Connect" (a manual press works immediately; automation waits 10 minutes).
A card jumped to the top of the list, the bell asks for a login	The code login has expired.	Shield → "Add account" → same email → "Send code" → code → "Save Account".
"Bot access" window / no license	The subscription has ended or the trial hasn't been opened.	Subscribe, or send a trial request and press "Check now".
Can't pick more characters	Your plan's limit is reached.	Shield → "Choose characters" — drop some, or change plan.
No Farmer mode	You're on the 1-account plan.	Farmer is on the 8, 15 and 30 plans.
Farm slots are empty	The character isn't connected or the squads haven't loaded yet.	Connect and wait a few seconds.
"Start" does nothing	No script assigned, all squads busy, the event is outside its window (Haka, Behemoth), or the script is KvK-only.	Read the status on the tab — the reason is there.
Titans stopped	Out of AP.	"Use AP automatically" / "Spend", or "Apply AP".
Groot or Dragon Valley didn't fire	Time not set in UTC; the program was closed; the character wasn't connected.	Check the time against the UTC clock in the header and keep the program running.
Alliance shop won't buy	After switching alliances the game blocks purchases for 24 h / 7 days.	Wait it out.
No Lava Cave access	Castle below 100, or you just joined an alliance (access after 00:00 UTC).	Wait for the reset.
The VK login window won't open	WebView2 Runtime is not installed.	Download it from the link in the window, or use "Open VK login in browser".
Can't log in with Google	Google login isn't possible from the app.	Link an email in the game and log in with the code.

Everything is slow	You're far from the project server.	Shield → "Server" → try the other one.
Nothing helped	—	Shield → "Report an error": describe what you clicked. The log is attached automatically (no passwords or tokens).

- ✓ Before contacting support, look at the "What the bot does" feed at the bottom of the tab — most of the time the reason is written right there.

22 Glossary

Term	Meaning
ID / character / account	One game character. Plans count these.
Squad, slot	One of a character's 5 marches. A slot on the "Farm" tab = a squad.
Script	What a squad does: gold, Titans, priests and so on.
Rally, group attack	An attack that several players join.
AP	Action Points; spent on Titans and monsters.
UTC+0	Game server time.
Reset	Limits reset: daily at 00:00 UTC, weekly on Mon 00:00 UTC.
KvK	Cross-server event (Burning Expedition / The Deep Ruins).
Quarantine	The 10 minutes after a kick (someone logged in on another device) during which automation doesn't reconnect.
HWID	The hardware ID of the computer your license is tied to.
Batch	A set of Farmer steps run once across all checked characters.
Bots / Main	Character roles: farm accounts and main accounts.

23 Cheat sheet

One page that's easy to print or keep on your phone. Separate file: **quickstart_en.png**.

Kingdom Guard Bot 3.0 — cheat sheet

The bot plays on the project servers. The PC and phone apps are just the remote control.

1. Up and running in 5 minutes

1. Download from **kingdomguardbot.ru** and launch.
2. License window: pick a plan or the trial (3 hours), "Continue".
3. Shield → **Add account** → email → "Send code" → code → "Save Account".
4. Shield → **Choose characters**.
5. "Accounts" → card → green **Connect**.
6. Tick "Connect automatically on startup".

2. Turn these on first

- **Quests\Collect**: "Select all" + "Launch automatically".
- **Farm**: "Script for all" → "Apply" → "Start" + "Launch automatically".
- **Groot**: your alliance's days and times in UTC.
- **Mithril**: "Refresh Squads" (advanced) + timer.
- **Lava Cave** and **Exploration**: "Launch automatically".

3. Golden rules

- **Don't log into** a character on your phone while it's in the bot — the bot gets kicked.
- After a kick automation waits **10 minutes**; the "Connect" button works instantly.
- Every schedule uses **UTC+0**.
- Resets: daily at 00:00 UTC, weekly on Mon 00:00 UTC.
- Keep the program running for schedules.

4. 💎 Spends Gems — only if you turn it on

- VIP Store "Buy" and auto-buy.
- Food for crystals (500 per purchase).
- Buying AP Recovery (from 200).
- Alliance Challenge (5 per slot).
- Wishing Well — set a "Daily limit".

5. Farmer (8 / 15 / 30 plans) — three different things

- **Batch**: tick characters and steps → "Run · N ID · M steps". One pass; anything done today is skipped. Farming pauses during the batch and comes back by itself.
- **Farm on selected**: one script on all checked characters → "Start farming on selected". To recover after drops and restarts, tick its own "Launch automatically".
- **Farm growth**: new characters grow by themselves (castle, stages, rallies, monsters, gold). Add them to an alliance yourself.
- Step settings — click the step's **name** (the highlighted row is shown, not the ticked one).

6. If something doesn't work

- Check the **"What the bot does"** feed and the tab status — the reason is there.
- Card at the top, bell asks for a login → log in again with the email code.
- Slow → Shield → "Server" (Moscow / Germany). Still stuck → Shield → **"Report an error"**.