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# **Zen Cart Developer Documentation**

**Zen Cart Team**

**Oct 01, 2019**



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Hi, and welcome to the the BMR Alliance.

BMR stands for *Blood Moon Rising* and we are an alliance in the *Guns of Glory* game app.

The help files here are meant to help members contribute to the alliance and progress their own castle within our alliance.

Remember an Alliance only succeeds if it's members succeed.

- *Daily Routine*
- *Keeping your resources safe*
- *Estate Buildings*
- *Alliance Buildings*



# CHAPTER 1

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## Daily Routine

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There are a number of actions you should do on a daily basis to help add resources and special items.

- Donate to your Alliance
- Help your Alliance members
- Check your in game mail
- Hang out in your Alliance Chat
- Check your Daily Rewards regularly
- Check for Doctors Gift regularly
- Praise in the Hall of Champions
- Explore the Catacombs
- Use the Catcombs Trader
- Plunder the Spirit Mines
- Hunting beasts
- Red Guard Raids
- Special Events

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**Note:** Some of the items in the check list may only available at certain Castle levels.

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## CHAPTER 2

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### Keeping your resources safe

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Your main screen will show the amount of usable resources you have immediately available. However you will also probably also have some hidden resource bundles. You can see these by navigating to items->resources.

It's important to protect your resources, especially during the Gold Kill Event. Anyone attacking your Castle will steal your usable resources, however your bundles will be safe. Attacking castles can also not steal your resource that are protected by your warehouse.

See also

- Gold Event
- Resource Bundles
- Warehouse



## CHAPTER 3

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### Estate Buildings

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- *Castle*
- *Academy*
- *Trap Factory*
- Warehouse
- Munitions Exchange
- Forge
- Embassy
- The Guard
- Hall of War
- Bank
- Airship Dock
- Trade Station
- Shooting Range
- Barracks
- Stables
- Artillery Foundry
- Wall
- Lookout Tower
- Exchange
- Doctors Lab
- Catacombs
- Spirit Mines

- Inn
- Sanctuary
- Farms
- Lumberyards
- Iron Mines
- Silver Mines
- Hospitals
- Military Tents
- Event Centre
- Musketeer Fort

## 3.1 Castle

### 3.1.1 Upgrade Costs

Note upgrade costs are not fixed and will vary based on boosts from other equipment etc. These figures should be taken as approximations only.

Level	Food	Wood	Iron	Silver	Build Time	Requires
1						
2	2.9k	2.9k				
3	4.4k	4.4k			00:04:40	<i>Wall 1</i>
4	7.0k	7.0k			00:10:00	<i>Wall 2</i>
5	12.0k	12.0k			00:40:00	<i>Wall 3,;doc:lumberyard 3</i>
6	21.0k					
7	41.0k					
8	81.0k					
9	163.0k					
10	326.0k					
11	627.0k					
12	1.14m					
13	1.92m					
14	3.02m					
15	4.38m					
16	6.02m					
17	7.78m					
18	10.1m					
19	13.0m					
20	16.7m					
21	21.4m					
22	27.3m					
23	36.2m					
24	48.0m					
25	63.5m					
26	84.0m					

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Table 1 – continued from previous page

Level	Food	Wood	Iron	Silver	Build Time	Requires
27	114.0m					
28	154.0m					
29	206.95					
30	279.0m					
21	377.0m					
32	377.0m					
33	377.0m					
34	377.0m					
35	377.0m					
36	395.25m					
37	415.64m					
38	436.32m					
39	377.0m					
40	481.16m					

### 3.1.2 Level Benefits

Level	March Capacity (Cumulative)	March Capacity Bonus	Power	Lord Exp
1	+2000		600	
2	+4000		1800	
3	+6000		4743	
4	+8000		10541	
5				
6				
7				
8				
9				
10				
11				
12				
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22				
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24				
25				
26				
27				
28				
29				
30				

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Table 2 – continued from previous page

Level	March Capacity (Cumulative)	March Capacity Bonus	Power	Lord Exp
21				
32				
33				
34				
35				
36				
37				
38				
39				
40				

## **3.2 Academy**

## **3.3 Trap Factory**

## **3.4 Warehouse**

## **3.5 Wall**

## **3.6 Warehouse**

## CHAPTER 4

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### Alliance Buildings

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- Alliance Fortress
- Alliance Warehouse
- Alliance Farms
- Alliance Strategy Centre
- Alliance Towers
- Alliance Hall Of Heroes