

CLASH OF CLANS: WALLS

- There are total 11 levels of walls in Clash of Clans, as you see in the below image.
- All air troops (Dragons, Balloons, Minions, Healer, Lava) can bypass the walls without breaking them.
- Ground troops can jump over the walls with the help of Jump Spell. Hog Riders bypass the walls innately without using anything.
- Walls are the favourite target of Wall Breakers (the name says all about them). They can break the walls easily then other ground units can go inside through there.
- 2 layers of walls in Clash of Clans is useless because Wall Breakers have a small radius, they can break 2 layers at a time.
- Archers and Wizards can hit your buildings over the walls because they have a certain attack range.
- From level 8 walls, you can upgrade them by using Elixir and Gold. With lower levels, you just can use Gold.



The number of walls you can build

Town Hall Level	1	2	3	4	5	6	7	8	9	10
Walls	0	25	50	75	100	125	175	225	250	250



Level	Cost Gold	Cost Elixir
1	200	N/A
2	1,000	N/A
3	5,000	N/A
4	10,000	N/A
5	30,000	N/A
6	75,000	N/A
7	200,000	N/A
8	500,000	N/A
9	1,000,000	1,000,000
10	3,000,000	3,000,000
11	4,000,000	4,000,000

CLASH OF CLANS: GOLD

- The **Gold Storage** allows players to save hard earned Gold so that it can be used for future upgrades. The highest level can store up to 2 million Gold per storage.
- The Gold Storage building takes up a 3x3 space.
- Gold Storages are still fully functional while being upgraded.
- It is one of the most protected buildings in-game, due to its capability to store large quantities of Gold.
- The highest level can be filled with 615 gems



- The **Gold Mine** collects gold from an unlimited underground reserve and stores it until collected by the player and placed into a Gold Storage. When the mine is full, production will be stopped until it is collected (or raided by an enemy player).
- The production rate and storage capacity depends on the level of the Gold Mine. One can estimate the amount of resources in the mine by looking at the cart at the right side of the mine
- It takes 15 days, 21 hours, 20 minutes and 10 seconds to fully upgrade the Gold Mine.



Level	Build Cost	Build Time	Experience Gained	Boost Cost	Capacity	Production Rate	Hitpoints	Time to Fill
1	150	10s	3	N/A	500	200/hr	400	2h 30m
2	300	5m	17	N/A	1,000	400/hr	440	2h 30m
3	700	15m	30	N/A	1,500	600/hr	480	2h 30m
4	1,400	1h	60	N/A	2,500	800/hr	520	3h 7m 30s
5	3,000	2h	84	4	10,000	1,000/hr	560	10h
6	7,000	6h	146	5	20,000	1,300/hr	600	15h 23m 5s
7	14,000	12h	207	6	30,000	1,600/hr	640	18h 45m
8	28,000	1d	293	7	50,000	1,900/hr	680	1d 2h 18m 57s
9	56,000	2d	415	8	75,000	2,200/hr	720	1d 10h 5m 27s
10	84,000	3d	509	9	100,000	2,500/hr	760	1d 16h
11	168,000	4d	587	10	150,000	3,000/hr	800	2d 2h
12	336,000	5d	657	10	200,000	3,500/hr	840	2d 9h 8m 34s