

Inside Clash Royale's Economy



Why more rewards
can still leave
upgrades waiting

Cody Flanagan

Economy design case study

CARD-LEVEL UPGRADES ALL REQUIRE GOLD.

Different resources do different jobs.

RESOURCE	PRIMARY JOB
Gold	Pays for standard card-level upgrades
Cards + Wild Cards	Supply copies; Wild Cards target a chosen card
Trade Tokens	Exchange unwanted cards for wanted cards
Hero Coins	200 unlock a chosen Hero
Evolution + Wild Shards	6 matching / Wild Shards unlock an Evolution
Gems	Buy shortcuts and missing resources

Free and paid routes supply these resources.
Hero and Evolution unlocks do not cost Gold.

SAME GOLD COST. DIFFERENT COPY PATHS.

One card, from Level 11 to Level 16.

To level	12	13	14	15	16	Total
Gold	25,000	40,000	60,000	90,000	120,000	335,000
Common	1,500	2,500	3,500	5,500	7,500	20,500
Rare	400	550	750	1,000	1,400	4,100
Epic	50	70	100	130	180	530
Legendary	6	9	12	14	20	61
Champion	2	5	8	11	15	41

Gold is shown separately from card copies.

335,000 GOLD

Same price per card. Earning time is unmeasured.

Starting levels: Common 1 · Rare 3 · Epic 6
Legendary 9 · Champion 11. Source: Supercell, Nov 2025.

REWARDS ARRIVE. UPGRADES CAN STILL WAIT.

The main reward sources in my normal play.

SOURCE	CADENCE + REWARD
Daily Battle Rewards	Daily reset. 4 win chests, plus Gold; bonus Crowns from battles.
Events	Temporary. Fixed, random or choice rewards; formats vary.
Pass Royale	Seasonal. Free track + paid upgrade; Crowns unlock rewards.

Random rewards add supply.
Wild Cards target a card.
Gold funds the upgrade I choose.

Chest unlock timers were removed in April 2025.

WHAT THE PASS ADDS: \$37.22 AT SHOP RATES.

Six directly matched paid reward categories.



Unpriced: Wild Evo Shards, Champion Wild Card, random rewards, cosmetics and perks.

Pass: Aug 15 · U.S. Store: Aug 28, 2026.

Scaled rates, not a cart. Some quantities vary.

Chain prices require earlier claims or purchases.

THE CARD-LEVEL GAP CAN CLOSE.

Full battlefield parity needs more than eight cards.

COMPARISON	WHAT IT ESTABLISHES
Same eight cards at Level 16	Zero card-level gap for that deck.
Same battlefield conditions	Also match King Tower, Tower Troop levels and equipped Hero / Evo forms.
Wider collection	More deck options and readiness for new content; size of the gap unmeasured.

King Tower 16 requires 14 cards at Level 15+.
Investment outside the deck can affect combat.

The level ceiling can move.
No catch-up duration is measured here.

KEEP THE CHOICE. LOOSEN THE BOTTLENECK.

My account: August 30, 2026.



GOLD AVAILABLE

121,590

ONE LEVEL 15 → 16

-120,000

GOLD LEFT

1,590

Several ready cards.
Gold for one upgrade.

Test a small increase in recurring free Gold.
Look for more useful upgrades and broader play
while upgrade choices still matter.