

## Warning - Early Access

This guide is still in Early Access. That means if something looks like it is incomplete or missing, it probably is. We wanted to release the guide sooner so that the whole community can start engaging with it and providing us early feedback, with the understanding that there is still a lot to do and some of the guidance may not be 100% just yet.

If an in-progress guide doesn't sound like your cup of tea, no worries. We'll announce when things are a bit more stable and complete. Thank you in advance for your patience.

**This guide does NOT include 2.5.0 content yet.**

## Warning - Spoilers

This guide contains spoilers for just about every aspect of Leaf Blower Revolution. If it can be unlocked, the guide will talk about it as soon as it might be relevant or interesting. This can provide useful context to help you plan ahead and understand why to make trade-offs or decisions, but also may reveal surprises you don't want to know about just yet. If you want to discover and learn about this game through your own exploration, this guide may not be for you.

## Contributing to the Guide

See a gap or issue? Have a question you want answered in the guide? Want to contribute? Please reach out to the authors on Discord in the [#math-and-meta channel](#). We appreciate any and all feedback or help with improving the guide.

Please keep feedback respectful and constructive; this guide is purely done on a volunteer basis with free time from the authors, and update speed may reflect this. The best way to get an update in fast is to help author it. Reach out to "JW aka JDubs" in Discord if you'd like to directly contribute.

You can see the list of known items and our [roadmap in the appendix](#).

## Intro

Welcome to the **Spoilerific Guide to Leaf Blower Revolution**. This guide will walk you through all stages of Leaf Blower Revolution (LBR), explain how to progress efficiently, and teach you the basic meta and vocabulary. It is designed to answer most questions you might have and enable you to explore every feature of the game.

However, unlike other guides, this one will not shy away from spoilers. This enables us to quickly explain how and why you might want to go after different strategies at various stages

and where they will pay off, so that you can choose for yourself whether they make sense for you to follow. If you don't want to have anything about later stages in the games spoiled, this may not be the guide for you. But if you want a straightforward guide to get you from tidying up your Home Garden by hand to the final end-game in a reasonable amount of time with not *too* much trial and error, then you have come to the right place.

With all that said, this is a living document and we will do our best to update as new features come out and the meta evolves. We hope you enjoy the game as much as we do.

Have fun and happy leaf blowing,  
--Your friendly leaf-blowing guides (JW aka JDub and Caias)

Updated as of LBR v.2.4.0

## How To Use This Guide

This guide is divided up into each of the stages of progression, with each section explaining how to efficiently progress to the next stage of the game. Along the way, we will explain relevant vocabulary/jargon and gameplay mechanics, as well as the primary strategies to move forward. These may not be the end-all-be-all strategies and may not apply to all types of play, but should work for most players. Where there is still a meaningful ongoing debate, we will try and highlight each viewpoint. This guide is focused on Main game progression, and so the strategies may not apply to Seasonal or Challenge play, or at least not be the best strategies for those game modes. This leads us to our first bit of jargon:

### Game Modes

There are three modes in which you can play LBR - Main, Seasonal, Challenge

- **Main** - this is the default mode when you open LBR. It is permanent and rewards from the other modes of play are applied here. This guide focuses on Main play
- **Challenge** - these are optional challenges you can take on to get rewards. They are independent of Main but their rewards apply to Main when you complete them for the first time. You can have one Challenge going at any given time.
- **Seasonal** - Seasonal play is a competitive mode where you compete against all other players to get to the top of the Leaderboard. There are various gameplay changes that are specific to seasonal play. Any rewards at the end of a season are applied to your Main game. Seasonal play is totally optional and only one season is active at a time.

Each section of the guide will provide tips on how to most effectively get past the specific hurdles of that section, which will include different playing styles, what upgrades to consider, and what boosts via the Gem Shop or Challenges might be most helpful to get you moving faster.

### Playing Styles

While playing LBR, there are three styles of play you can use. They have different advantages and disadvantages depending on where you are in the game. In this guide we will try to explain those trade-offs at each stage of the game. Most players will switch between all three depending on what their goals are. Knowing which style you'll be using can help you [plan your progression](#) more effectively.

- **Active** - this is the default way to play the game. You are actively moving the leaf blower around, clicking buttons, making choices, etc.
- **Offline** - the game is closed or you are playing in a different [game mode](#). While offline, you will receive "offline rewards", which can sometimes be greater than the rewards you can earn from active play. There are also areas later in the game you can unlock that let you earn offline rewards while active playing, but we'll discuss those later.
  - Your House and [Cheese Pub](#) areas are also considered offline for the purposes of leaf and converter rewards, but do not give other types of offline rewards
- **AFK** - Away-From-Keyboard aka AFK means the game is running but you are not actively involved in the playing. There are some points in the game where having it "play itself" is more efficient for progression than being offline, or at least no less efficient than actively playing.

## How Not To Use This Guide

This guide is not intended to be a full wiki or extremely detailed guide with all the math and calculations. We will reference those as needed to explain a concept and will link to them where available. While the math influences the strategies, it is not necessary to know all the details to progress through the game, which is what this guide is for. As mentioned, this guide is focused on Main play - it won't be the best approach for Seasonal play, where speed is key and you need to know the math to optimize for victory, nor for all Challenges, which usually change gameplay in ways that significantly alter the core strategy of this guide.

Whenever this guide gets in the way of you having fun or going down your own path or strategy while playing, you should ignore the guide. This is just one way to efficiently unlock all the content but is not the only way to play the game (it may not even be a great way to play). None of the authors had this guide when they started playing.

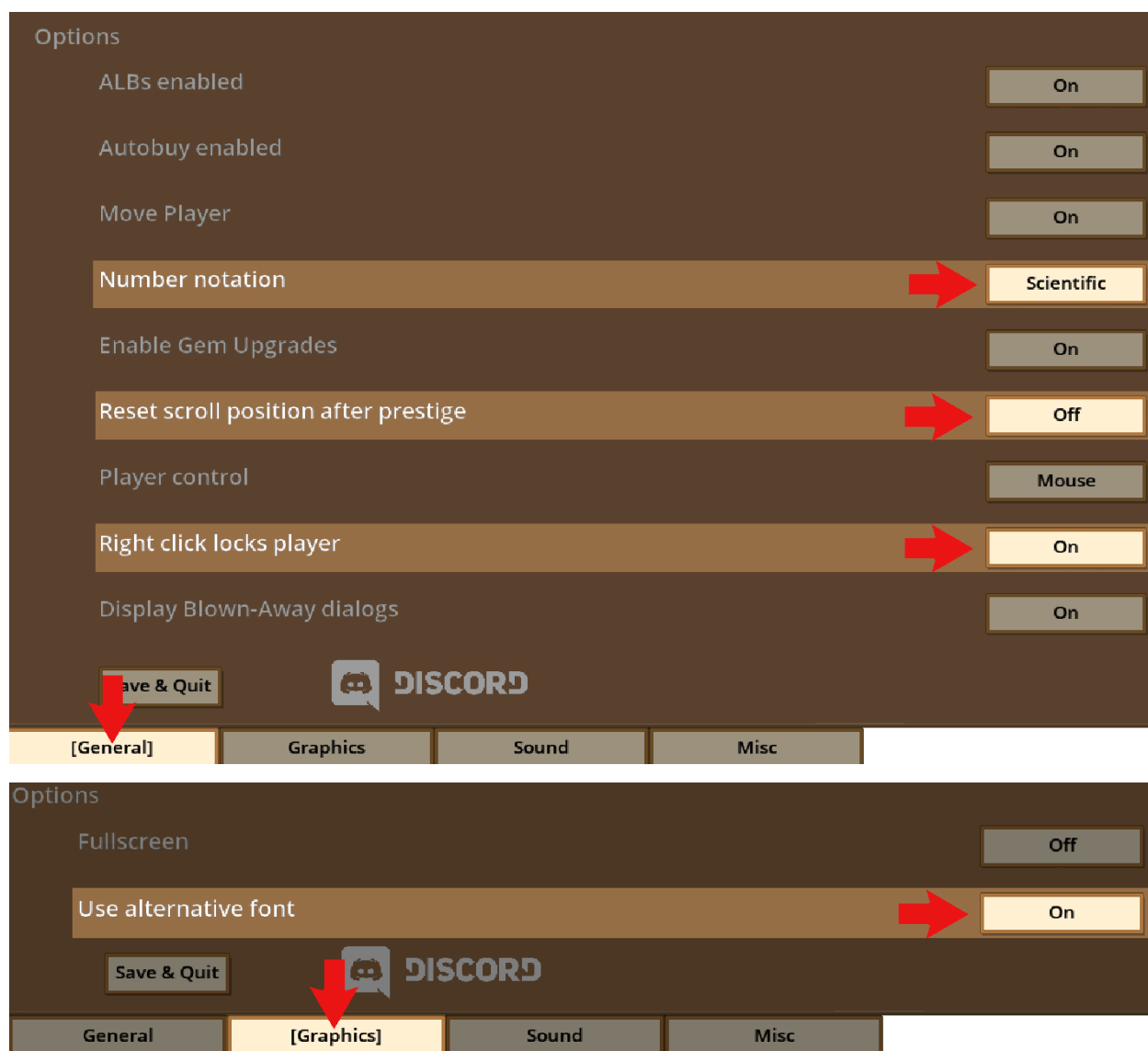
If you are referencing this guide in Discord or while helping others, please use the appropriate `||spoiler tags||` for your channel to ensure that the spoilerific nature of the guide doesn't get in the way of other players having spoiler-free fun.

## Game Settings Recommended Changes

Before we get into the details of each stage, there are some useful settings and features we are going to assume you have setup, or at least should be aware of. These can be found in the top-left section of the screen under "Options".



- **“General” tab**
  - **Set “Number Notation” to “Scientific”** - this is the easiest and most universal way to communicate about numbers in LBR, especially in the late game. Especially in Discord people will struggle to understand you if you use other notations. This guide will use [scientific notation](#) throughout
  - **Set “Reset Scroll Position After Prestige” to “Off”** - this will enable faster manual updates
  - **Set “Right Click Locks Player” to “On”** - starting in the mid-game we will want to lock our character in certain parts of the screen
- **“Graphics” tab**
  - **Set “Use Alternative Font” to “On”** - the default font is harder to read for most people



## Gems and Daily Rewards

Gems are a currency used to boost your progression and improve quality of life. They unlock after your [first prestige](#). This guide makes no assumptions about how many gems you have. The strategies have been tested for players with literally 0 gems and for players with hundreds/thousands of gems. We will note which strategy is appropriate for each in the relevant sections. Even players with [no gems at all](#) can get through their first tower climb in less than two weeks following this guide.




You can spend your gems in the [Gems Shop](#). We're talking about this now because depending on whether you are a Supporter or F2P, you will have significantly different strategies for using this shop, at least until the end-game, when all players can get dozens of gems per day.

## F2P vs. Supporters

LBR is free to play and this guide assumes you are not buying any of the DLC/bonuses available via the Supporter Shop/Steam. If you like the game and want to support the developer so that they can continue to work on LBR, those DLC are a great way to do so. DLC is absolutely not required to progress in the game, though it will help you progress faster.

- **Free To Play (F2P)** - this refers to players or play modes where no bonuses from DLC are available. Even if you have bought DLC, there are options in some Challenges and in Seasonal play to play as if you were F2P.
- **Supporters (aka P2P)** - this refers to players who have bought DLC and have it active in their game mode. Supporters can get extra skins and Gems Shop rewards, as well as getting a larger daily reward of red gems.

You can get gems from the following:

- Completing in-game achievements 
- Buy them via DLC in the supporter shop 
- Daily Rewards (increased by DLC and some upgrades)
- [Trading](#) 
- Playing the [Claw Game](#)

In each section, we will list out the most useful gems to have for that stage of play. If you want to plan ahead, here are the most important upgrades to save your gems for:

- 1) **It's mine!** - massive quality of life improvement throughout the entire game
- 2) **BLC Coins x3** - drastically reduces the amount of times you have to BLC (important from [The Abyss](#) through the Late Game)
- 3) **MLC Coins x3** - drastically reduces the amount of times you have to MLC (important from [The Leaf Tower](#) through the End Game)

One general recommendation is to never buy any "Time Travels" except for "Time Travel 72h". It's the best bang for your buck. Check out the [Gems Shop](#) for more details on when to get each upgrade.

## Early Game - From the Beginning Through BLC

**Key [Gems Shop](#) Upgrades** - It's mine!, All Leaves+, Prestige Coins x3

### Starting in the Home Garden

Wheeeeeee! It's time to start blowing leaves. Well, pushing leaves around with your hands, same thing. Push leaves off the screen to earn leaf resources (seen in the upper right). You'll quickly unlock the Tools Shop after getting 30 leaves and the Leaves Shop after 50 leaves.

## Leaves Shop

Throughout the game, you will unlock shops that let you purchase upgrades to do more things. The Leaves Shop is the template for most of the shops you'll get in the early- and mid-game.

Upgrade	Description	Guide
Gold Leaves	The next step in progression. Most shops include the ability to unlock the next shop as their first upgrade	Top priority in each shop
Tree	Spawn more leaves each cycle. These are additive across all shops	Buy as many of these as you can afford.
Fertilizer	Spawn more Basic Leaves per cycle. These are in most leaf shops but apply ONLY to the leaf in that shop (e.g. Basic for Basic, Gold for Gold)	Buy as many of these as you can afford
Leaf Marketing	Increase the raw number of leaves rewarded whenever you push a leaf off the screen, multiplying your total rewards rapidly. These apply ONLY to the leaf in that shop (e.g. Basic for Basic, Gold for Gold).	Buy as many of these as you can afford. Prioritize them above Trees or Fertilizer
<a href="#">Auto Leaf Blower</a>	Little roombas that push leaves off the screen for you. Also known as ALBs	Low priority until you are ready for AFK play. See the <a href="#">detailed section</a> for more
<a href="#">Nuclear Fuel</a>	Increases blowing power for your character. Does not affect ALBs until later in the game when you have "ALB Tools" from the <a href="#">BLC Shop</a> .	Buy these whenever leaves aren't moving off the screen as fast as you want, or whenever they seem cheap. You'll never regret having more blowing power

## Unlocking Tools and Increasing Blowing Power

You can see your current blowing power in the top of the Stats menu. More blowing power means you can push leaves faster. The higher tier a leaf is, the harder it is to blow, so you want more blowing power. There are two ways to increase blowing power at this point - by buying the Nuclear Fuel upgrade in [leaf shops](#) and by buying better tools. You can unlock the next five tools at this point in the game. As more tools become available, buy them as soon as you are able to afford them. Much later, you will also be able to increase blowing power through [Crafting](#).

Blowing Power only affects your character. [ALBs](#) have their own blowing power stat which is increased by separate upgrades (not unlocked until [Platinum Leaves](#)).

The gem upgrade “It’s Mine” lets you keep your tools forever once you’ve bought them. Otherwise you will need to repurchase them after every Prestige/Crunch, which makes resetting take longer than it would otherwise, especially once you have all the tools unlocked. This is why “It’s Mine” is one of the best gem upgrades (or general upgrades) in the entire game.

## Maximizing Offline Rewards

Like many Idle games, LBR gives you resources while you are [offline](#). Your offline rewards are based on your maximum per second active leaf blowing since the last prestige (or BLC, or MLC). It can be any second in the last run, not just the one right before you go offline. It is often the case that offline rewards will be greater than what you can earn from active play, so if you don’t mind closing the game more often, going offline is a great way to speed through some sections. It’s a very common strategy to alternate a couple minutes active and a couple minutes offline to maximize your speed, especially in the early and mid game.

Piling is a technique used to maximize offline rewards. While it is most useful later in the game, it is a helpful technique throughout the early and mid game, especially if you plan to spend a good chunk of your time offline. [This guide](#) is a great explanation and demonstration of the piling technique (you can ignore the details around merging until [later](#)).

If you expect to spend a lot of time offline, consider buying the “Offline Profits +750%” and “Max Offline Time” [Gem Shop](#) upgrades.

## Unlocking ALBs and Basic AFK Play

[AFK](#) play mostly revolves around letting Auto Leaf Blowers (ALBs) do your work for you. These are little roomba’s that push leaves off the screen for you. At this stage of the game they are too weak to be of much use, so AFK play is not recommended. However, there is no harm in buying upgrades in ALBs, just don’t expect much. ALBs have their own blowing power that isn’t impacted by [Nuclear Fuel](#). Later, you can get more out of your ALBs from a variety of upgrades; they play a pivotal role starting in the [Mid Game](#).

You can speed up your ALB recharging by moving your player on top of them.

## Have a Plan for Downtime

In most cases, AFK play will be more rewarding than offline time, but not everyone has the option of leaving the game running 24 hours a day. But everyone does need to sleep, so whichever method you go with for major stretches of downtime, it is in your interest to have a plan for that time. At different stages of the guide, that might be fitting in a remax to boost your prestige coins, or doing some autocrunching, or farming artifacts. It’s always better to set up for a goal than it is to just drop offline or wander away. It can help to read ahead one section in the guide to see what might be needed next, or feel free to formulate your own plan. Just bear in



mind when you're leaving the game alone for a while that if you plan ahead, you can advance your progress quite a bit.

## Unlocking Gold Leaves

As soon as possible, unlock Gold Leaves. It's normal to have a couple upgrades to Leaf Multiplier and to have both Rakes unlocked by the time you can actually afford to unlock Gold Leaves. This will unlock the [Gold Shop](#), but you won't be able to afford anything just yet.

This is because each leaf has some chance to spawn each cycle, but it starts low. In the Gold Shop there is another Fertilizer upgrade that will increase the rate of Gold Leaves spawning each cycle, so focus on getting lots of that early on. Repeat this approach for all future leaves, giving just a bit more attention to Fertilizer when you first unlock them to make sure you are getting enough to farm at all.

## Gold Shop

This guide won't repeat every upgrade in every shop, so check the [Leaves Shop](#) for how some of the upgrades work. Here are the new Gold Shop upgrades.

Upgrade	Description	Guide
<a href="#">Unlock Leaf Portal</a>	Enables the first Prestige level, resetting your game up through this point	High Priority at this stage in the game, but get Combo first. <a href="#">Read this section before you click.</a>
<a href="#">Leaf Combo/Max Combo/Combo Multiplier/Combo Duration</a>	A way to massively increase your rewards from each leaf pushed off the screen that affects all leaf types at once, unlike marketing that only affects the current shop leaf.	Top Priority once you have a few upgrades of Fertilizer and Marketing going. <a href="#">Read this section for more details.</a>
<a href="#">Unlock Gold Apples</a>	Gold Apples now spawn in addition to Basic Apples, giving a burst of rewards	Unlock when you can afford it. It's nice and cheap

## Apples and Fruits

There are actually only Apples, but they are referred to as Fruit in most upgrades. Fruits give an instant boost of leaf rewards. For now, that's all they do, and they will be dwarfed by [Combo](#) rewards almost immediately. Because they are cheap and a good boost at this stage, you should still unlock them. Their true value is in orb farming, [covered later](#).

## Combo

You can now buy the Leaf Combo upgrade in the Gold Shop. Get this before unlocking the Gold Tools, as the benefit is larger and will speed up buying the two Gold Tools. Combo works by

increasing the value of each leaf pushed off the screen based on Max Combo and Combo Multiplier. Max Combo is reached by blowing leaves off the screen quickly. The current Combo will drop over time, but Combo Duration will decrease the rate, keeping your combo bonus available longer. By the time you finish the early game you'll have enough ranks in Combo Duration that the Combo will feel permanent. Leaf resources should start increasing drastically at this point.

## Unlock Leaf Portal and Prestige

In short order, you should be able to [buy the Unlock Leaf Portal upgrade](#). Go for it, but do not click Prestige just yet. Doing so will reset all of your progress so far and unlock the [Coins Shop](#), but you want to prepare first so you don't have to repeat everything you just did without some boosts first. Prestige rewards are based on the number of leaves you have collected since the last Prestige; you can get more faster by increasing [Combo](#) and [Leaf Marketing](#), or through [Offline Rewards](#).

Prestige Coins can be used in three ways

- 1) [Coins Shop](#) - buy upgrades that persist through Prestiges
- 2) Areas - unlock new areas to access new leaves and minigames to progress through the game. These persist through Prestiges and BLC's
- 3) [Printers](#) - passively gain Leaf rewards that persist through Prestiges. With the [BLC Shop](#) "Unlimited Printer Ink" upgrade, they persist through BLC crunches as well.

### Pre-Prestige

- If you have the red gem upgrade "It's Mine", make sure to buy the Gold Tools now
- If you want to buy the red gem upgrade "Prestige Coins x3", now is the time. It's not essential but will speed up the early game quite a bit
- Earn at least 20 Prestige coins so you can afford the "Unlock Areas" in the soon-to-be-revealed [Coins Shop](#), which is required to progress to the next part of the game and is the only "mandatory" upgrade of your first prestige
- At this stage, without either "Prestige Coins x3" or "All Leaves+", getting more than 100 coins is probably not worth your time. More prestiges is usually a good approach

When you are ready, click Prestige and go through the Leaf Portal.

### Post-Prestige

Open up the new [Coins Shop](#) and buy the "Unlock Areas" upgrade. Then go to the new [Areas](#) menu and unlock whichever areas you saved up for. You can just buy the most expensive area if you want, since at this point in the game you don't need to have all of the earlier areas available. The more expensive an area you unlock, the fewer you have to unlock at all at this point. Once you have any desired areas bought, head back to the [Coins Shop](#) and buy whatever other upgrades you saved for. With whatever is left, consider a few ranks of Prestige++, Upgrade Discount, More Leaves, and More Gold Leaves, but it's also fine to just save up for your [next prestige](#).

Now that you've Prestiged, you need to get back to where you were in the game. You want to stay in the [Home Garden](#) until you have gotten back, as the later areas introduce some obstacles to your leaf blowing. Follow the same process that got you to this point, but do not Prestige or go through the Leaf Portal. You now want to unlock more leaves to get much larger Prestige rewards.

## Coins Shop (aka Prestige Shop)

Upgrade	Description	Guide
Unlock Areas	Enables you to travel outside your Home Garden and progress through the game	The first upgrade to buy. Essential
Unlock Printers	Enables buying printers	Printers don't really come into their own until you unlock "Printer Printers" with Mythical leaves. Don't waste precious Coins before then unless you plan to speed crunch earlier. Once Printer Printers are unlocked, always purchase this
Unlock Converters	Enables buying converters	Mandatory to progress past Void Leaves. Essential fairly early in the game and then throughout
Auto Upgrade Trees	Automatically buy all Trees upgrades in the Leaf shops	Very nice upgrade in the Early game until it is overtaken by the Leaf Shop-specific autobuyers in the BLC Shop. Be careful about buying it too early as it can overwhelm your ability to buy anything else. Consider not buying them until you have the BLC Shop "Autobuy Priority Device" upgrade so you can limit them. Essential for early/mid-game AFK play
Auto Upgrade Leaf Fertilizer	Automatically buy all Fertilizer upgrades in the Leaf shops	Very nice upgrade in the Early game until it is overtaken by the Leaf Shop-specific autobuyers in the BLC Shop. Be careful about buying it too early as it can overwhelm your ability to buy anything else. Consider not buying them until you have the BLC Shop "Autobuy Priority Device" upgrade so you can limit them.

		Essential for early/mid-game AFK play
Auto Upgrade Leaf Marketing	Automatically buy all Marketing upgrades in the Leaf shops	Very nice upgrade in the Early game until it is overtaken by the Leaf Shop-specific autobuyers in the BLC Shop. Be careful about buying it too early as it can overwhelm your ability to buy anything else. Consider not buying them until you have the BLC Shop "Autobuy Priority Device" upgrade so you can limit them. Essential for early/mid-game AFK play
Auto Upgrade Nuclear Fuel	Automatically buy all Nuclear Fuel upgrades in the Leaf shops	Very nice upgrade in the Early game until it is overtaken by the Leaf Shop-specific autobuyers in the BLC Shop. Be careful about buying it too early as it can overwhelm your ability to buy anything else. Consider not buying them until you have the BLC Shop "Autobuy Priority Device" upgrade so you can limit them. Essential for early/mid-game AFK play
Auto Buy ALBs	Automatically buy all Auto Leaf Blower upgrades in the Leaf shops. Just the ALBs themselves, none of their boosts (e.g. Speed, Blowing Power)	A nice-to-have upgrade early as there are only 3 ALB upgrades per leaf shop so they can be quickly manually bought. However, if you have the other auto upgrades on, you'll want this b/c otherwise it can be hard to manually click on the upgrade before leaves are spent. Essential for early/mid-game AFK play
Auto Unlock Leaves	Automatically buy all leaf progression upgrades in the Leaf Shops (e.g. Gold Leaves in the Leaves Shop)	A nice-to-have upgrade early on as there is only one of these per Leaf Shop. However, if you have the other auto upgrades on, you'll want this b/c otherwise it can be hard to manually click on the upgrade before leaves are spent. This is essential to get before you start speed crunching
Auto Unlock Flasks		A nice-to-have upgrade early on as there is only one of these per Flask Shop. However, if you have the BLC

		Shop "Science Upgrade Bot" purchased you'll want this b/c otherwise it can be hard to manually click on the upgrade before flasks are spent. This is essential to get before you start speed crunching
Printer Adder	Increases leaves printed by printers	Optional until you start relying on printers more in the mid-late game, or with speed crunching.
Printer Multiplier	Increases leaves printed by printers	Optional until you start relying on printers more in the mid-late game, or with speed crunching.
Increase Converter Count	Significant increase to converter throughput by increasing both input and output numbers	Recommended as soon as you unlock flasks.
Increase Converter Output	Increases converter output at no extra input cost	Recommended as soon as you unlock flasks.
Prestige++	Increase the Prestige Coins you get from the same amount of leaves	Useful whenever you are trying to get high prestige amounts (e.g. before speed crunching)
Upgrade Discount	Reduces the price for Leaf and Flask Shop upgrades, including the Seed Shop	Hugely valuable throughout the game
Move Leaves	Increase Basic (Green) Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Gold Leaves	Increase Gold Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Platinum Leaves	Increase Platinum Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Bismuth Leaves	Increase Bismuth Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is









		mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Cosmic Leaves	Increase Cosmic Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Void Leaves	Increase Void Leaf rewards	Occasionally useful before you have Printer Printers unlocked, but is mostly a dump stat if you are stuck in the very early game or need help unlocking the next leaf
More Exotic Leaves	Increase Exotic Leaf rewards	When you are speed crunching, this can be pretty useful in increasing the amount of Exotic BLC you get. Otherwise it's mostly just useful before you have Printer Printers unlocked or need help unlocking the next leaf. If you want to try and get Celestials through converters instead of other means, this can help us get there a bit faster.
More Celestial Leaves	Increase Celestial Leaf rewards	Very useful early on in pushing through the Celestial Leaf "wall" to unlock Mythical leaves and Celestial seeds. Once you have those, there are more efficient ways to boost Celestials.
Fruit Fertilizer	Higher chance to spawn fruits	Marginally useful in the very early game when fruit rewards are worth anything compared to other rewards. Otherwise only used for Orb Farming
Fruity Fruits	More rewards from fruits	Marginally useful in the very early game when fruit rewards are worth anything compared to other rewards. Otherwise worthless.
Fruit Trees	Higher chance to spawn even more fruits	Marginally useful in the very early game when fruit rewards are worth anything compared to other rewards. Otherwise only used for Orb Farming
ALB <3 Fruit	ALBs will collect fruits for you	Good quality of life upgrade. It's very cheap so just buy it when the Coins

		needed are trivial to get (probably around unlocking Platinum or Bismuth Leaves, if not sooner)
--	--	---

## Areas

If you open the Areas menu, you'll notice that there are leaves next to each Area. These are the leaves available for leaf blowing in that Area. For instance, the Neighbor's Garden has Basic, Gold, and Platinum Leaves available, while the Home Garden only has Basic and Gold.

That means we can't collect Platinum Leaves in the Home Garden, but can in the Neighbor's Garden. More Leaves = More Rewards = More Coins = More Progress

Name	Cost	Type of Leaves	Guide
<a href="#">Home Garden</a>	Free		You start here and can get Enchanted Fruit here. Not much else to do
Neighbors' Garden	Free		First place to get <a href="#">Platinum Leaves</a> . Can get the Compass once here. Not much else to do
<a href="#">Mountain</a>	10 Prestige Coins		First place to get <a href="#">Bismuth Leaves</a> . Otherwise useless
<a href="#">Space</a>	500 Prestige Coins		First place to get <a href="#">Cosmic Leaves</a> . Can get the Time Crystal once here. Not much else to do.
<a href="#">THE VOID</a>	2.5e3 Prestige Coins		Only place to get <a href="#">Void Leaves</a> . Can get the Blazing Skull here. Good place to <a href="#">auto-teleport</a> to before <a href="#">converters</a> /printers are up and running
<a href="#">The Abyss</a>	2.5e4 Strange Science		First place to get <a href="#">Exotic Leaves</a> . Can get the Water Seal once here. Good place to <a href="#">auto-teleport</a> to before you reach the <a href="#">Mythical Garden</a> .
<a href="#">The Celestial Plane</a>	1e6 BLC Coins		Only place to get <a href="#">Celestial Leaves</a> . Can farm Gravity Balls here.
<a href="#">The Mythical Garden</a>	5e7 BLC Coins		Only place to get <a href="#">Mythical Leaves</a> . Can farm Strange Seed Bags here. Good place to <a href="#">auto-teleport</a> until you

			can sit in the <a href="#">Volcano</a> .
<a href="#">The Volcano</a>	5e8 BLC Coins		First place you can get Lava Leaves. Can farm Orbs of BLC here, making it the place you will spend most of our time. <a href="#">Auto-teleport</a> should go here most of the time.
<a href="#">The Abandoned Research Station</a>	1e9 BLC Coins		First place to get Ice Leaves. However, don't spend time here. Just go to the Hidden Sea instead
<a href="#">The Hidden Sea</a>	Water Seal Artifact		First place to get Obsidian Leaves. Once we have enough of those to get a <a href="#">seed</a> , there's no reason to spend time here
Leafsink Harbor	1.5e10 BLC Coins		First place to get Silicon and Benitoite Leaves. Once you have unlocked Borbs, there's no reason to spend time here (unless you need Benitoite for a <a href="#">challenge</a> )
The Moon	5e10 BLC Coins		Only place to get Moon Leaves. Once you have enough Moon Leaves to get a seed, no reason to spend time here.
<a href="#">The Leaf Tower</a>	1e11 BLC Coins		Only place to, well, climb the Tower and get MLC rewards and gem leaves. Good place to farm Obsidian and Benitoite Leaves as well. Spend most of the late/end-game here or in the Volcano.
<a href="#">The Cheese Pub</a>	500 Borbs	None	Good place to hang out for boosting certain stats and resources. Gives <a href="#">offline</a> leaf rewards while there. See <a href="#">The Cheese Pub</a> for more info
Your House	300 Cheese	None	The only place that persists through MLCs without additional bonuses, but very little to do here. Gives <a href="#">offline</a> leaf rewards while there. See Your House for more info.



## Unlock Platinum Leaves

As soon as you are able, unlock Platinum Leaves in the [Gold Shop](#). Now, move to the furthest area you've unlocked with your Prestige Coins. We'll continue from there.

You'll notice there are now weird creatures that pop up and seem to eat your leaves. These are the earliest enemies and at this point you can't really do too much about them. If you want to try fighting them, blow leaves into them. You'll do a very small amount of damage (check Stats to see how much), but not enough to really be worth your time. Once you get to [Bismuth Leaves](#) you'll be able to fight back more effectively.

## Platinum Shop

With Platinum Leaves, you can now start to upgrade our [ALBs](#). None of these are urgent right now but they are nice to have and fairly inexpensive. Prioritize them if you plan to AFK, though at this point you will still probably get more rewards from offline play.

Note that purchasing ALB upgrades causes all of your ALBs to stop and recharge. As such, try and bulk purchase the upgrades to reduce the number of pauses.

Upgrade	Description	Guide
ALB Speed	Makes ALBs move faster	Cheap and very helpful to get full coverage from ALBs. Later when ALBs can collect items for you, a must have
ALB Blowing Power	As mentioned, ALBs have their own blowing power. This makes them push leaves further, faster	Must have if you are AFK or relying on ALBs for coverage. Else optional
ALB Battery Capacity/ALB Battery Charge Rate	Keep your ALBs working longer	Cheap and very helpful to maintain coverage from ALBs. Essential when AFK. Post-MLC when you get "Leaf-Powered ALBs" in the MLC Shop, you can skip these entirely.

## Unlock Bismuth Leaves

If you haven't already, you'll need to unlock the Mountain Area or any of the Prestige Coin areas beyond it (Space or THE VOID). Prestige again to earn the Coins if you need to.

Unlock Bismuth Leaves in the [Platinum Shop](#) and move to the furthest area you have unlocked. Use the same strategies as earlier leaves in upgrading Bismuth Leaves.

## Bismuth Shop

Upgrade	Description	Guide
ALB Enemy Bumper	ALBs will now randomly crash into enemies, doing damage to them	Useful only if <ul style="list-style-type: none"><li>• you are farming leaves in the <a href="#">Celestial Plane</a></li><li>• running through the <a href="#">Leaf Tower</a></li></ul> Otherwise totally worthless
ALB Hit Damage	Increases the damage your ALBs do to enemies, killing them faster	Useful only if you are farming leaves in the <a href="#">Celestial Plane</a> . They don't do enough damage to help in the <a href="#">Tower</a> after the first few floors of the first run

## ALB Battle Bots

You can now improve your ALBs to fight off the enemies that have started appearing in the new areas.

Killing enemies will give you instant leaf rewards, randomly selected from the available leaves in whatever area the enemies appear. These rewards are still pretty small at this point in the game, but at least now the enemies can give you rewards, instead of just taking them. It's also fine to ignore these upgrades entirely until you get to the [Celestial Plane](#), the first point where fighting enemies is required.

It won't hurt to have the bumper and hit damage on, but if you need to save your Bismuth you can skip it.

## Second Prestige

For the second Prestige, your goal is at least 500 Coins so you can unlock the Space Area. Anything above that is optional, though a few more <10 coin-costing upgrades to More XYZ Leaves can be helpful in faster progression back to where you were. Or you can start working on the [next prestige](#) upgrades.

## Unlock Cosmic Leaves

If you haven't already, you'll need to unlock the Space Area (or THE VOID) in order to earn Cosmic Leaves. Prestige again to earn the Coins if you need to.

Unlock Cosmic Leaves in the [Bismuth Shop](#) and move to the furthest area you have unlocked. Use the same strategies as earlier leaves in upgrading Cosmic Leaves. The [Cosmic Shop](#) has

many of the same upgrades as the Platinum and Bismuth Shops and the same guidance applies.

## The Cosmic Shop and Leaf Damage

Leaf damage is damage done to enemies when Leaves are blown into them. Both the player and ALBs can blow leaves into enemies for the same amount of damage. Your current damage can be seen in Stats as “Blowing Damage”. In the Cosmic Shop, you can start to upgrade this damage.

As with [ALB Damage](#), you can defer investing in Blower Damage until opening the [Celestial Plane](#) in order to save some leaves.

## Third Prestige

For the third Prestige, you should aim for several thousand Coins so you can buy lots of Converter upgrades for the next stage of the game. At an absolute minimum, you should prestige with is at least 2.7e3 Coins, so you can make the following purchases

- THE VOID Area (2.5e3 Coins) - enables progression to Void leaves
- Unlock [Converters](#) (200 Coins) - enables progression to Flasks without prestiging again

If you have any extra coins, invest in “Increase Converter Count” and “Increase Converter Output” in the [Coins Shop](#), as much as you can afford. Continuing to put little upgrades in More XYZ Leaves is also reasonable to speed things up.

After prestiging, consider turning on the leaf converters in the [Converters](#) menu at the bottom of the screen. If the cost isn’t too high, it can be a good way to quickly move on to the next leaves as soon as they are unlocked. It can be a good strategy to turn them on just long enough to unlock [fruits](#) and a few [fertilizer](#) upgrades to get you going on a new leaf, without spending too much on low-return converters..

## Unlock Void Leaves

If you haven’t already, you’ll need to unlock THE VOID Area in order to start collecting Void leaves. Prestige as needed to earn the Coins to do this. Additionally, make sure to buy “Unlock Converters” in the [Coins Shop](#), as that will be required to progress beyond Void Leaves.

Unlock Void Leaves in the [Cosmic Shop](#) and move to THE VOID.

The Void Shop starts with the standard Early Game leaf upgrades, two blanked-out upgrades, and the “Unlock Red Flasks” upgrade. The blanked-out upgrades are related to player health, and won’t matter until you unlock the [Volcano](#) in the Mid Game. Our primary goal at this point is to unlock [Red Flasks](#). Until you can afford that, the same purchasing strategies you used in earlier leaves apply here

## Unlock Red Flasks

Once you have bought “Unlock Converters” in the [Coins Shop](#), buy “Unlock Red Flasks” in the [Void Shop](#). Flasks are a new kind of resource that you’ll make heavy use of from now until the end of the Mid Game.

Now go to the [Converter Shop](#) and start the “Red Flask Converter”.

## Converters




































































Unlike Leaves, Flasks are acquired via Converters. Converters take one input and turn them into something else. You can see the rate of conversion in the Converters menu at the bottom of the screen. Converters will be available for any Leaf or Flask you have unlocked, up through Celestial Leaves. They start off very inefficient and lose most of the resource value in the conversion process. Over time though, they will produce orders of magnitude more than they take in. Converters are required to progress through the game from Void Leaves to Exotic Leaves, after which we move back to traditional leaf blowing.

## Converter Shop

The Converter shop let’s you see and configure the state of your converters.

Each row shows

- The name of the converter
- The raw conversation rate per loop (under the name)
- The current rate of conversion per loop
- An option to Start/Stop an individual converter
- A checkbox to say whether or not the [BLC Shop](#) “Converter Start Bot” will start that converter. Note that these checkboxes ONLY apply to the “Converter Start Bot” and not other start/stop methods
- Information on Converter Criticals. These are not really worth going into as they happen rarely and by the time you get them you don’t need them.

 <b>Bismuth Converter</b> Converts 100 platinum to 1 bismuth leaf. Loops: 3.63 e7   Crits: 6.37 e4	 3.36 e4   1.38 e8    Crit:  1.02 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Cosmic Converter</b> Converts 100 bismuth to 1 cosmic leaf. Loops: 3.63 e7   Crits: 6.39 e4	 3.36 e4   1.38 e8    Crit:  1.02 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Void Converter</b> Converts 100 cosmic to 1 void leaf. Loops: 3.63 e7   Crits: 6.42 e4	 3.36 e4   1.38 e8    Crit:  1.02 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Celestial Converter</b> Converts 1.00 e14 exotic to 1 celestial leaf. Loops: 7.44 e4   Crits: 361	 3.36 e16   1.38 e8    Crit:  1.02 e12	<input type="button" value="Start"/>	<input type="button" value="[ ]"/>
 <b>Red Flask Converter</b> Converts 100 void to 1 Red Flask. Loops: 3.40 e7   Crits: 5.87 e4	 2.65 e4   1.69 e8    Crit:  1.24 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Green Flask Converter</b> Converts 100 Red Flask to 1 Green Flask. Loops: 3.39 e7   Crits: 5.85 e4	 2.65 e4   1.44 e8    Crit:  1.06 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Blue Flask Converter</b> Converts 100 Green Flask to 1 Blue Flask. Loops: 3.39 e7   Crits: 5.88 e4	 2.65 e4   1.44 e8    Crit:  1.06 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Magenta Flask Converter</b> Converts 100 Blue Flask to 1 Magenta Flask. Loops: 3.39 e7   Crits: 5.86 e4	 2.65 e4   1.44 e8    Crit:  1.06 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Orange Flask Converter</b> Converts 100 Magenta Flask to 1 Orange Flask. Loops: 3.38 e7   Crits: 5.85 e4	 2.65 e4   1.63 e8    Crit:  1.20 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Black Flask Converter</b> Converts 100 Orange Flask to 1 Black Flask. Loops: 3.38 e7   Crits: 5.86 e4	 2.65 e4   1.61 e8    Crit:  1.19 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Strange Flask Converter</b> Converts 1.00 e4 Black Flask to 1 Strange Flask. Loops: 3.31 e7   Crits: 5.75 e4	 2.37 e6   1.69 e8    Crit:  1.24 e12	<input type="button" value="Stop"/>	<input type="button" value="[X]"/>
 <b>Cheese Converter [static]</b> Converts 5.00 e3 Borbs to 1 Cheese. Loops: 492	 5.00 e3   1	<input type="button" value="Start"/>	<input type="button" value="[ ]"/>
 <b>Cheese Converter [static]</b> Converts 1 Challenge Points to 25 Cheese. Loops: 2	 1   25	<input type="button" value="Start"/>	<input type="button" value="[ ]"/>
 <b>Beer Converter [static]</b> Converts 500 Cheese to 1 Beer. Loops: 0	 500   1	<input type="button" value="Start"/>	<input type="button" value="[ ]"/>
<div> <div>Converter batch enabled <input type="button" value="On"/></div> <div><input type="button" value="Start all"/></div> <div><input type="button" value="Stop all"/></div> </div>			

At the bottom, there is a global Start All and Stop All. These will start literally every converter, even the ones you haven't unlocked (those won't do anything, but they will be turned on). That makes them fairly dangerous and you avoid using that button. Stop All is perfectly safe, however.

You'll note in this picture that several of the converters are defaulted to not automatically turn on. That is intentional

- **Celestial Converter** - only turn on if you are getting Celestials via the [converter approach](#). Otherwise have it off of it will burn through all your Exotics very quickly
- **Cheese Converter (Borbs)** - this converter does not benefit from any converter bonuses. Only turn this on if you have the "Borb Taxi Ltd." [gems shop](#) upgrade, since

you won't need Borbs in bulk if you have that. With Cheesetor, this is no longer an important way of getting Cheese

- **Cheese Converter (Challenge Points)** - this should also remain off until you are done buying upgrades in the House. With Cheesetor, this is no longer an important way of getting Cheese

## Science Shops

The menus for all Flasks are virtually identical. They are called "<Flask Color> Science", and the first one is "Red Science".

Upgrade	Description	Guide
Unlock <Next Color> Flasks	The next step in progression through Science	Top priority in each shop
Reduce Converter Resources	Get the same output for less input	High priority in the early game before you have lots of Converter upgrades in the <a href="#">Coin/BLC</a> Shops. After that this can be ignored. If you are struggling to get converters going prioritize this upgrade over any other
Increase Converter Count	Faster throughput	High priority as this multiplies your converter speed, which increases your ability to progress through the Early and Middle game and is critical for speed crunching.
Increase Converter Output	Get more output for the same input. Note that this ONLY affects the Flask color of the shop you buy it in, as opposed to all flask colors like the other upgrades.	High priority in the early game before you have lots of Converter upgrades in the <a href="#">Coin/BLC</a> Shops. After that this can be ignored.
All Leaves++	Increases leaf rewards	This is a nice-to-have in the Early/Mid game when you aren't getting bonuses from other (better) shops. After that point this can be ignored.
BLC Science	Increase BLC coin reward %	Becomes available once "Unlock Big Leaf Crunch" is purchased in the Black Science shop. These are the second highest priority after "Unlock <Next Color> Flask" since they drastically increase the rewards for crunching

If you are struggling to get things moving, continue turning off converters for the later Science shops until your output from one shop is greater than the input for the next. In the Converters menu, you can also turn off “Converter batch” which has each “converter” fire at once instead of your total Converter Count all going at once. This is much slower but uses fewer inputs at once so can be helpful if something has gone horribly wrong. However, it is usually better to try turning off downstream Converters instead because of the speed loss.

## Unlock Green through Strange Flasks

Use the guide above to unlock Green through Strange Flasks. Each step is identical. Along the way you'll be able to pick up one new tool per Flask color. Strange Flasks will be notably harder to unlock and the converters will run more slowly. Despite the extra cost, keep focused on unlocking those and (for now), ignore the shiny “[Unlock Big Leaf Crunch](#)” upgrade in the Black Science shop for a moment.

If unlocking all the flasks is feeling too slow, you may be able to speed it up through additional Prestiges, but these risk taking too long to get back to flasks. By now, you should probably have gotten many thousand Prestige coins just from building up leaves while focusing on flasks. You can use these to buy more “Increase Converter Count” and “Increase Converter Output” and “Upgrade Discount” upgrades in the [Coins Shop](#). These will drastically speed up the rate of getting flasks. Buying “More XYZ Leaves” can also help a bit to help you get back to flasks, but YMMV.

## Unlock Big Leaf Crunch

In the Black Science shop, you can Unlock Big Leaf Crunch. You are getting very close to the end of the Early game. Clicking this upgrade will unlock the Big Leaf Crunch menu in the bottom of the screen. You don't need to unlock this menu yet, but if you do, DO **NOT** CLICK THE CRUNCH BUTTON YET! I REPEAT, DO **NOT** CLICK CRUNCH! Sorry for the shouting, we just don't want you to go through the same pain we went through. Ok, back to the guide. In the Big Leaf Crunch menu, there is a button called “Crunch” (that you are NOT going to click).

“BLC Science” upgrades are now available in [Science Shops](#).

## Big Leaf Crunching

This is the next level of reset, and it erases everything you have done so far, including Prestige Coins. The exceptions are menus with “\*\*\*” or “\*\*\*\*” in their title. So far, that includes Areas only. Red Gems will also be safe (nothing will destroy Red Gems).

**Vocab Note** - Big Leaf Crunch aka BLC'ing aka (BL) crunching aka "crunching". It can be a bit confusing because in the end game, crunching will refer to Mega Leaf Crunching instead. In Discord, it can be helpful to specify which kind you mean when you are in the later channels.

In the Big Leaf Crunch menu, there will be 1 BLC coin showing as a reward for (Big Leaf) crunching (3 if you bought "BLC x3" in the [Gems Shop](#)). You don't want to crunch until you have a lot more BLC coins, which you will be earning shortly through [Exotic Leaves](#). You'll learn about your [first crunch](#) then.

## Unlock Exotic Leaves and the Abyss

In the Strange Science shop, there are a few new items available to unlock

- **Exotic Leaves** - the next level of progression instead of more flasks. This is our next progression target
- **C++** - this is a huge boost to our convertor speed, so these will help us get Exotic Leaves faster
- **BLC++** - an additional boost to BLC Coins

Don't take the trap and think the BLC Coins are enough to crunch with. Exotic Leaves are what you want.

Once you have unlocked Exotic Leaves, unlock The Abyss area. You will note that Exotic Leaves are *heavy* and take much more nuclear power to move around than previous leaves.

If you have any leftover Prestige Coins, consider spending them now in the [Coins Shop](#) on "More Exotic Leaves". This is a good time to consider [piling and going offline](#) to speed things up.

## Exotic Shop

Upgrade	Description	Guide
Buy Farming Certificate	This unlocks <a href="#">Seeds</a> , a key tool for getting obscene amounts of leaves fast	Buy as soon as you can afford it
BLC++	Boosts BLC coin reward %. More affordable than the flask versions	Buy as much as you can afford
Moar BLC	Drastic increase to base BLC coin rewards, to which the % increases are applied	Buy as much as you can afford



## Unlock Seeds

Once you “Buy Farming Certificate”, the Farming Shop is now available to you, which means you can get Seeds. This is a \*\* shop and will persist after crunching. You can learn about Seeds [here](#).

Right now seeds won’t spawn very quickly and 1% is still not a huge amount. Later on you will get many bonuses that increase seed spawn rate and seed rewards.

## First Big Leaf Crunch

Once you have enough BLC coins, it’s time for our first crunch. You’ll want at least 1e4 coins. It’s not worth the time to push beyond 1e5 on the high end. If you have “BLC Coins x3”, adjust accordingly.

This will unlock the [BLC Shop](#), which persists through crunches.

## BLC Shop

Upgrade	Description	Guide
Prestige+++++	Increases Prestige Coins gained	Very valuable, it’s recommended to spend 0.01% of your BLC here (e4 less than max) whenever doing a remax for prestige coins.
BLC++	Small increase to BLC coins	Not worth it. It takes 100 of these to equal 1 Exotic Leaf upgrade. Relic of a bygone era long since forgotten
More <a href="#">Converter</a> Transistors	More converter throughput	Buy max in your first crunch. They are cheap and make flasks go faster
Increase <a href="#">Converter</a> Output	More output for the same input	High priority as it increases <a href="#">converters</a> output and thus makes crunches faster
Better <a href="#">Printer</a> Ink	Makes each printer more effective	High priority only after unlocking “Printer Printers” in the Mythical Shop and “Unlimited Printer Ink” <a href="#">here</a>
Unlimited <a href="#">Printer</a> Ink	Makes printers last through crunches (but not MLC’s)	Most useful after you unlock “Printer Printers” in the Mythical Shop and usually is too expensive before then anyway. Required before speed

		crunching
Bigger <a href="#">Printer Room</a>	Increases the maximum number of printers you can have	Not useful until after “Printer Printers” in the Mythical Shop. Increase it by one level whenever you hit the current maximum
Master of Leaves (MOL)	Increases leaf rewards notably	Top shelf upgrade, buy a lot of these and you will go much faster through crunches
Super Fruits	More fruit rewards	Worthless
Fruit Leaves	More fruit rewards	Worthless
Fruit Magnet	Fruits come to you	Buy on first BLC. Helps with AFK play and costs nothing
What the Combo (WTC)	More combo multiplier	Top shelf upgrade, buy a lot of these and you will go much faster through crunches
Nuclear Apocaleaves	Large blowing power increase	Buy max on first BLC. Makes leaves blow away way faster
Moar Gems	More Daily red gem rewards	Buy on first BLC. Gives you more gems = more Gems shop upgrades
ALB Tools	More blowing power for ALBs	Buy on first BLC. Much more blowing power to ALBs making them much more effective for AFK play
<a href="#">Area</a> Teleport Bot	Enables you to teleport to a chosen area when you prestige or crunch	Buy on first BLC. Let's you restart in whatever area is most useful rather than Home Garden
<a href="#">Auto Crunch</a> Bot	Automatically execute BLC crunches 5 minutes after reaching a crunch value of 1.00e7 BLC	Very important upgrade, the guide will tell you when to buy it. Largely useless without also getting the upgrades below.
<a href="#">Auto Crunch</a> Settings	Allows you to choose the autocruncher trigger threshold	Critical upgrade to use the autocruncher effectively.
<a href="#">Auto Crunch</a> Timer	Reduces time to trigger autocruncher by 10 seconds per upgrade. Max level 30	Extremely important upgrade. Invest it in whenever autocrunching, up to 29/30 in your first tower run.
Coin Upgrade Bot	Automates purchase in prestige <a href="#">coins shop</a> .	Extremely useful, but be extremely careful with this upgrade before getting the autobuyer settings

		upgrade as it will spend all your Coins in an unpredictable way without it
<a href="#">Science Upgrade Bot</a>	Automates science purchases	Extremely useful timesaver, required for autocrunching.
XYZ Leaves Upgrade Bot	Automates leaf shop upgrades for the respective leaf.	Gold and Exotic are required for fast crunching, and should be purchased when affordable. The others are optional but can help with quality of life.
Autobuy Priority Device	Allows you to fine control over all autobuyers	Critical upgrade. Invest in it as soon as reasonably possible.
<a href="#">Converter Start Bot</a>	Automatically starts designated converters	Critical upgrade. Invest in it for the sake of your own sanity.
<a href="#">Crunchy Coins</a>	You keep any Prestige Coins you currently have and get a small amount extra	Very high priority to get ONE rank of this upgrade and no more. The main power of this is in keeping your existing Prestige Coins and the extra granted are too small to be meaningful. They are a remnant from before you got to keep all your current Coins. Once you have this, make sure your <a href="#">Coins Shop</a> autobuy settings are capped so you don't spend all your Coins after a crunch.
Bigger Bag	Increases the maximum storage of your bags. 270 upgrade levels.	You need at least 1 rank in this upgrade to max all seeds, and 31 to maximize upgrade discounts in <a href="#">coin store</a> .
Unlock Unique Leaves	Buying this allows you to unlock unique leaves which can be activated by clicking the icon that looks like a leaf at the top of the screen. More on this later in the guide.	Critical Upgrade These leaves will help a lot with progression as you go through the game. They have less of an effect at the end game, but will definitely help you get there faster.
Greedy Uniques	Allows you to have more than one unique leaf activated. When fully upgraded you can activate all Unique Leaves at once	Having multiple activated increases the speed of progress. Who doesn't like faster progression?
Unlock <a href="#">Pets</a>	You can now have adorable pets! They each have their own stat boost as well.	Critical Upgrade. Pets help a lot throughout the game. More on this later in the guide.

Buy <a href="#">Trading Certificate</a>	Unlocks Trading	Critical Upgrade. Buy early.
Leaf Trader	Increases the maximum number of trades. 3 levels	Critical upgrade. Buy early.
Trading Education	Increases the value of trades. 50 levels.	Danger. Do not buy this upgrade unless you need large trades. The typical timing for this is during MLC3 when you might want a large Obsidian trade, and especially at floor 240 for the cheese cycle. Without skipping this upgrade you will not be able to take all trades, which is bad for your <a href="#">Cheese</a> and gem farming
Buy <a href="#">Crafting Certificate</a>	Enables crafting	Critical Upgrade. Crafted leaves will ease your progression.
<a href="#">Craft Forge</a>	Increases the maximum leaf rarity. 3 levels.	Critical Upgrade. Do not craft before getting all 3 levels.
<a href="#">Craft Hammer</a>	Increases the chances of getting rare leaves. 25 levels.	Critical Upgrade. Recommend not crafting before getting at least 7 levels.
Unlock Artifacts	Unlocks Artifacts.	Critical Upgrade, but not worth getting until you have at least unlocked the <a href="#">Volcano</a> . This upgrade is required to progress beyond Ice Leaves because you need it to unlock the <a href="#">Hidden Sea</a> .
Offline Artifacts	Gives 2 artifacts every 2 Artifact spawn cycles.	Quite inexpensive, persists through MLCs, and rewards you for offline time. What's not to love?
ALBs <3 Artifacts	Your ALBs will pick up artifacts.	Very important upgrade for artifact farming.
Perma HP Regeneration	Allows you to regenerate your HP permanently.	Once you get to the <a href="#">Volcano</a> area, you'll need this upgrade to survive. There are <a href="#">areas</a> that drain hp just by being in them. This purchase allows you to stay alive in them.
Blow Power Controller	Adjust your blow power.	This can be convenient for certain piling strategies, but the guide relies on using lower-level tools to achieve the same effect. Rarely important. If

		you find you can't control your leaves even with weak tools, then it's worth considering.
--	--	---

## Post-First Crunch

We're going to take the time to highlight some critical must-buy upgrades here, in case you skipped over reading the whole giant table:

- Converter Transistors 3/3
- Fruit Magnet
- Nuclear Apocaleaves 5/5
- ALB Tools
- Moar Gems
- Area Teleport Bot
- Science Upgrade Bot
- Master of Leaves (Buy Max)
- What the Combo (Buy Max)
- Increase Converter Output (Buy Max)
- Prestige+++++ (Buy Max)

After you've bought a few upgrades of WTC and MOL, things should feel much faster in the second run to crunch. Use the strategies above to get back to the [Abyss](#). BLC powers the Mid-Game, so you want to get lots of BLC fast. Set your auto-teleport to take you to THE VOID, where it will stay until you get [printers up and running](#).

As always you want to work towards the next progression in the game, which requires 1e6 BLC to [unlock the Celestial Plane](#). We'll talk in the next section about ways to speed up the process and some other upgrades to get along the way. Welcome to the Mid Game!

## Mid Game - From BLC to Unlocking the Leaf Tower

**Key Gems Shop Upgrades** - BLC Coins x3, MLC Coins x3

For the next little while you are going to be repeating the steps from the Early Game to repeatedly crunch to gain BLC to unlock the next progressions. Along the way you will pick up a few key upgrades to help speed things up and make life easier for us. At this stage, aim for 5e4-1e5 BLC coins per crunch. You can either do a few of these in quick succession or, if you'd prefer less active play, you can wait offline until you have enough flasks to buy a couple upgrades of "BLC Science" in the [Science Shops](#). The latter approach will take much longer and have a lower rate of BLC/hour. However, with a few hours offline you can generally [afford the Celestial Plane](#) with only one more crunch.

## Challenges Available

You can now attempt to do some [Challenges](#). These are alternative playthroughs with different goals and restrictions that give you permanent bonuses to your Main when you complete them. Many can be done fairly quickly and will immediately benefit your remaining playthrough. As a reminder, you are considered offline in Main when you play a Challenge (and vice versa), so you can swap back and forth to take advantage of different offline vs. active strategies. It's not uncommon to slow-play either a Challenge or your Main while you make faster progress on the other.

## Unlock Trading

One of your high priority BLC unlocks is the Trading Certificate. This will unlock the trading menu for you, and two more BLC options: Leaf Trader and Trading Education. Avoid buying any levels of Trading Education for now, but you will want to buy Leaf Trader as soon as possible. This gives you more trading slots.

Every trade you do rewards you with one cheese, and also allows you to trade one resource for another. The options cycle every five minutes, and you can reset the available options for 2 cheese. In general, if you're F2P you will want to trade for gems at every opportunity. Even one at a time will add up quite quickly allowing you to unlock new perks. If you're a supporter, this is less important, but it's still generally your best option. The vast majority of your early game cheese needs will come from just completing as many trades as possible, and running the Cheesetor pet.

Your trades are limited by trading cap, and also by your lifetime maximum earned of any given resource, so you can't instantly cap out a brand new resource, but it can still be extremely useful in later phases of the game to maximize or unlock a difficult to acquire resource.

Basically, until you get to the [infini-cheese](#) section, focus on Gems and Cheese in your trades and make sure to have all your trades going at all times. We will call out other occasions where it is good to trade for other items, most notably in the Mid-Game when you will use it to unlock leaf types before unlocking their area.

## Cheese

Trading unlocks a new resource for us: Cheese. Cheese is a fungible resource that can be used in a few ways. For the early/mid-game, you want to make sure you are always getting a few hundred cheese per day, which will mostly come from [Cheesetor](#) and a little bit from [Trading](#).

Cheese is used in

- **Unlocking [Your House](#)** - save up to do this during your first tower run
- **Getting the Zoo Necklace from the [Cheese Pub](#)** - save 150 cheese for this. Available once you've unlocked Borbs

- **Playing [Cheese Pub Games](#)** - you can get Cursed Cheese, gems, and some other goodies by spending Cheese
- **[Crafting](#)** - besides from luck, everything in crafting requires Cheese

Cheese can be found by

- **Using [Cheesetor](#)** - this is your primary means during the early/mid game
- **[Trading for Cheese](#), or just incidentally as part of other trades** - you'll get some cheese from this on your first few tower runs. In the [end-game](#), this will be a way for you to get thousands of cheese per hour.
- **By using the [Cheese Converters](#)** - generally you won't use these
- **As a prize from the [Cheese Pub](#)** - occasionally you can win Cheese from [Cheese Pub](#) games. However, it won't be enough to pay for the Cheese you are spending in those games

## Unlock Autobuy Priority Device

You should buy this now so that you can take full advantage of autobuying now. Without it autobuyers are hard to control and will spend all of your resources whether you want them to or not.

## Unlock Crunchy Coins

Crunchy Coins allow you to keep your Prestige Coins after crunching. It only needs one rank to do this. There is also a minor additional Coin reward that increases with more ranks, but once you have Crunchy Coins you are going to boost our holdings to several orders of magnitude above what you'll get from even maxing Crunchy Coins. So buy one rank and then no more. This will also keep our [Coins Shop](#) available after crunching, which means you don't have to re-prestige after every crunch in order to get flasks.

Once you've done this, it's a good idea to max out your bags so you can Prestige for a ton of coins. Aim for e12 minimum. Getting e25 is overkill (30 levels of "Bigger Bags" in the [BLC Shop](#)) but will also allow you to max out "Upgrade Discount" upgrades in the [Coins Shop](#), which will really help us with speed crunching. Any more than this is not worth your time until much later in the game. Maxing bags this first time will take a while since you have no bonuses to help you out. [We'll work on those shortly.](#)

Before you Prestige, make sure to cap all of your [Coins Shop](#) upgrades so you don't immediately spend all your new Coins. At this stage of the game (and really for the rest of it), you don't want to buy any upgrades worth more than 0.01% of our current Prestige (aka nothing should cost more than e4 less than our current holdings). This guarantees that you can crunch hundreds of times and not eat into our total Coins, which is essential for keeping up our velocity.

## Unlock Converter Start Bot

This wonderful upgrade allows you to automatically start your chosen [Converters](#) after any prestige/crunch. It will respect the checkboxes you have selected in the [Converter Shop](#) and auto-start each converter when they become available.

Once you have this unlocked, along with a few [Coins/BLC Shop](#) upgrades to [Converters](#), you can move your auto-teleport bot to [the Abyss](#) instead of [THE VOID](#), saving some time and clicks as you get into frequent crunching.

Some caveats

- The bot does not activate immediately when unlocked. It will kick in after the next BLC
- The bot will only start converters that have an “x” in the settings next to their name. See the [Converter Shop](#) guide for recommended default settings
- Once unlocked, you need to turn on the bot for it to work on future crunches. The setting should look like this if correctly configured



## Unlock Pets

Pets are helpful little friends that make your life better. Also they are adorable. Unlocked pets persist through MLC, but you will have to re-unlock the Pets menu itself after any BLC.

You start off with just one pet usable at a time, but can increase this amount to 4 total

- 2nd pet is unlockable by playing Slots in the [Cheese Pub](#)
- 3rd pet is unlockable by getting [equipment](#) in the [Leaf Tower](#)
- 4th pet is unlockable by completing the Petless [Challenge](#)

Name	Description	Guide
Autoblowo	Increases ALB damage by 25%	Buy for completion, not for use
Borbo	Increases Borb resources by 50 per Borb pushed off the screen	Buy when you need to farm Borbs for the <a href="#">Cheese Pub</a> or <a href="#">Taxi</a>
Bunnyo	Double converter speed and increase chance of <a href="#">converter</a> criticals	A good second pet while doing heavy <a href="#">BLC crunching</a>
Catto	More enemy rewards	A good second pet in the <a href="#">Celestial Plane</a> or the <a href="#">Tower</a> once you've unlocked "More Tower Rewards" in the <a href="#">MLC Shop</a>
Cheesetor	Gives Cheese over time.	A great second pet at almost anytime, or



	Doesn't work offline	a good first pet if you don't need any other pet more.
Crabbo	Increase blowing damage by 50%	This is a hugely valuable pet for the tower, as the 50% modifier is a multiplier applied after all other damage is tallied. A great second pet in the <a href="#">Leaf Tower</a> after Owlo
Deero	Makes <a href="#">printers</a> print more rewards	Buy for completion, not for use. There is almost always a better 2nd or 3rd pet to use instead of this one
Doggo	Increase combo multiplier	Used for piling and general leaf farming. Higher priority than most pets
Fisho	Increase blower damage and enemy rewards	Minorly useful as a 2nd or 3rd pet in your first <a href="#">Tower</a> run. Otherwise not useful
Flocko	Decrease Artifact spawn time	Top tier pet. Must have by the time you start Orb Farming. Once you have Offline Artifacts, always have this pet equipped when you go offline. Try to always have this pet equipped when you collect artifacts as that is when the spawn time reduction bonus takes effect. If you ever have a spare 3rd pet slot, this is a good pet to have equipped.
Foxo	Increase BLC Rewards	One of the first pets to buy as it will drastically increase the power of crunching. Always have this pet equipped whenever you are <a href="#">BLC crunching</a>
Monkeyo	Increase blower power	Mid-tier pet that is occasionally useful against very heavy leaves. Some folks swear by it for early <a href="#">Tower</a> runs to help with leaf control
Owlo	Makes leaf merging easier	Top tier pet. Buy when you start farming Obsidian leaves in the <a href="#">Hidden Sea</a> . Always have equipped when you are climbing the <a href="#">Tower</a>
Penguino	Decreases trade delivery and refresh time	A top tier pet. Try to always have it equipped when you click start on any trade so that you get the delivery time reduction bonus. If you ever have a spare 3rd pet slot, this is a good pet to have equipped.

Raccoono	Increase speed spawn rate and count	One of the first pets to buy as it will drastically increase the speed of seed farming. Anytime you care about seeds or remaxing, you'll have this pet equipped.
Snekko	Increase max HP	Buy for completion, not for use
Spider Bro	Increase HP Regen and reduce enemy damage	Buy for completion, not for use
Squirrelo	Increase Celestial Leaves rewards	Used for farming in the <a href="#">Celestial Plane</a> . Otherwise useless

Pets can be grouped into "Pet Teams". They are pretty convenient for switching back and forth.

## Unlock Celestial Leaves

Celestial Leaves can be unlocked via the [Exotic Shop](#). They can be earned at this stage in a few ways. Depending on your play-style, the different approaches may be more or less enticing

- 1) Unlock the Celestial Plane and fight enemies there
- 2) Use the Celestial Converter to turn Exotics into Celestials
- 3) Trade for them

## Unlock the Celestial Plane

Fighting enemies for celestial leaves is generally a long and frustrating process. You need about 16 upgrades in ALB damage upgrade in each of the [Bismuth](#) and [Cosmic](#) shops to have a chance at killing them. That said, it is worth unlocking the Celestial Plane and killing one enemy, so that you can buy the upgrade "[ALBs <3 Seeds](#)".

## Celestial Converter

If you haven't already, now is the time to [unlock pets](#) and buy Raccoono. If you have the gem upgrade "[BLC x3](#)", do a few crunches to unlock [Unique Leaves](#) and get the Rainbow Leaf (skip doing this if you don't have the gem shop upgrade).

After that, the best way to get celestial leaves is to equip the [Raccoono](#) pet, unlock the Farming Certificate in the [Exotic shop](#), and grind [seeds](#). This is also a good time to do your first bag max (generally referred to as a "remax"). It's generally a good idea to buy seeds whenever they're cheaper than 1% of your total for that leaf. Make sure to max out your fertilizer as well. And when your exotic leaves reach e22 or more, hit the converter menu and turn on the Celestial Converter. Depending on your upgrades, you should be able to buy Mythical Leaves in the Celestial Shop before you've finished your bag max, or shortly after.

While you're here, get as many levels of Moar BLC and Combo upgrades in the Celestial shop as you can. The Celestial Shop is permanent, and does not reset with BLCs. This will help your

crunching out greatly. When you're satisfied, and your bag max is complete, turn off autobuyers, and do a prestige (X), the yellow crunch. This should give you sufficient coins to make your crunching much more comfortable. You want to carefully set up the autobuyers in the coin shop so that you don't spend more than 0.01% of your total coins on any upgrade. Then turn autobuyers back on, and get back to crunching.

## Trading for Celestial Leaves

It is technically possible to trade for Celestial Leaves as a way to continue progressing. This will get you enough leaves to get "[ALBs <3 Seeds](#)" and basically nothing else. Because of trade caps and the length of trade delivery, this method will be markedly slower than using the methods above. If anything, you can use it to skip unlocking the Celestial Plane just yet, but given that that will be one of the cheapest things you can spend BLC on for a while, you may as well just go ahead and unlock it instead of trading.

## Celestial Shop

This is a "\*\*\*" Shop so purchases persist through crunches. In addition to the standard leaf shop upgrades, the Celestial Shop has some new upgrades for us to explore.

Upgrade	Description	Guide
ALBs Love Seeds	ALBs collect seeds for you	First thing to buy and a must-have for seed farming and AFK play
Celestial Seed Marketing	Increases chance for Celestial Seeds to spawn	Since there is no Fertilizer for Celestials, this upgrade is essential to max bagging out your Celestials
Worthy Enemies	Makes enemy rewards larger	Essential for both farming Celestials in the Celestial Plane and later for getting <a href="#">Gold/Silver</a> coins in the Tower. You will want to max out this upgrade whenever you are focused on either of those activities
More Enemies, Please	Spawn more enemies faster	Useful when farming Celestials in the Celestial Plane, otherwise fairly low value. In the Tower, enemies spawn at a consistent rate so this won't help us there. Once you have Celestial seeds, there is no reason to invest in this.
Moar BLC	Even more BLC rewards than Exotics	High priority while still crunching
Celestial Combo	Required to make Combo apply to Celestial rewards	Essential if farming Celestials in the Celestial Plane. Otherwise don't

		need
Offline Celestials	Enables offline rewards for Celestials	Essential once you have “Offline Enemies” in the Mythical Shop. Otherwise it does nothing.

## Unlock Unique Leaves

This section is still a work in progress. In the meantime, you can find locations and costs [here](#).

At this stage you should buy the “Unlock Unique Leaves” upgrade in the BLC Shop.

- Unlock Rainbow Leaf
- Buy enough “Bigger Bags” in the BLC Shop to have e33 bag size
- Remax
- Unlock Ghost Leaf
- (optional) get some ranks in “Greedy Uniques” in the BLC Shop

## Unlock Mythical Leaves

If you’ve been following the guide, mythical leaves are already unlocked. If not, the best route here is to equip Racoono and get your exotic leaves up to e22 or so, then run the [celestial converter](#) to unlock Mythical Leaves.

## Unlock The Mythical Garden

The Mythical Garden costs 5e7 BLC to unlock, and is required for the strategy outlined in the next section.

## Mythical, Lava, and Ice Leaves: Harnessing the Printer Printers

Notable BLC Upgrades to have or buy while crunching during this phase:

- Unique Leaves
- Greedy Uniques at least 4/7
- Pets: Racoono, Cheesetor, Foxo, Penguino
- Unlimited Printer Ink (covered below)
- Bigger Printer Room 3/10 (covered below)
- Bigger Bags 30/270
- Prestige+++++ 25

You will need at least 1e25 prestige coins for this section. If you don’t have that available, equip racoono and do a quick remax, then prestige, in order to get it.

The most important part of mythical leaves is that it gives you access to printer printers, an extremely powerful tool. You will want to get as many upgrades of fertilizer and marketing as you can reasonably afford, and then [pile](#) to generate a high offline rewards value. You are

looking for at least  $1e6$  mythical leaves per second. If you're over  $1e6$  mythical leaves per second of offline value, drop offline for about an hour, and when you return you should be able to unlock lava leaves and the first level of printer printers.

After having purchased at least one level in printer printers and lava leaves, you will want to fish for a trade for lava leaves. Any value is okay, you just need to acquire one leaf for the printer printers to start printing lava leaf printers. While you're waiting for this trade, continue upgrading printer printers, Mythical Fertilizer and Mythical Marketing, and Moar BLC. Once you have the lava leaf trade, it's time to do... Moar Crunching. You will want to unlock Unlimited Printer Ink, and 3 levels of Bigger Printer Room as your next upgrades.

Once the lava leaf trade comes in, stop crunching, and wait in your favorite area until you can unlock Ice Leaves in the Lava shop, some more printer printers in mythical and lava shops, and more Moar BLC upgrades. Once you have unlocked Ice Leaves, you will want to get a trade for an ice leaf. Again, any value matters, you just need one to unlock the Ice Leaf printers. The it's back to crunching until you've gotten at least 3 levels of Bigger Printer Room. The third level here is pretty expensive. You might be thinking you could buy the Volcano instead. Volcano is an important area, and new areas are exciting, but the amount of BLC required will soon be trivial thanks to the following step, and we'll get to the Volcano soon enough.

If you have level 3 of Bigger Printer Room unlocked, keep crunching and start working on the [next section's BLC purchases](#). Around  $5e6/30s$  is a solid crunch rate at this point

When your Ice Leaf trade lands, you will want to equip Cheesetor pet, find your favorite area to wait it, and wait patiently for about 8 hours (AFK, not offline) until you can unlock Celestial Seeds, Mythical Seeds, Lava Seeds, and Ice Seeds, and then follow the seed grinding/remaxing guide ([Link](#)) to max out your bags, seeds, and all Celestial+ upgrades. Make sure to unlock Obsidian Leaves in the Ice Shop before you move on to...

### **Alternate Path:**

If you're swimming in BLC, either from the BLCx3 red gem upgrade, or from having completed the relevant challenges, you can unlock the Volcano and Abandoned Research Station areas faster than you can get trades in for the leaves. This can speed you through this section quite quickly, and is also recommended on post-MLC runs. Using printer printers to get seeds overnight will likely still be the best route to seeds until you've gotten a couple of MLC runs under your belt, or unlocked the red gem upgrades for All Leaves and Offline Rewards. If you can pile leaves to over  $3e8$  offline rewards, do that instead, and drop offline until you get seeds (~2.5 hours for  $3e8$ ). After getting celestial, mythical, lava, and ice seeds it's time for the remax as listed above. You will still want to have permanent printers, and bigger printer room 3 at this stage, it's still critical for the speedcrunching you will need to be doing next.

After this, reasonable to be getting  $3-4e7$  BLC / crunch

## Speed Crunching

This section is still a work in progress.

The guide has just finished having you remax, but if you've just jumped here, the first step is to max your bags. Then turn off autobuyers in settings and prestige - the yellow crunch, not the red one.

Set up your autobuyer in the Coin Shop such that only Auto Unlock Leaves, Auto Unlock Flasks, Printer Adder, Printer Multiplier, Increase Converter Count, and Increase Converter Output are enabled. Set your maximum quantity for the latter upgrades so that you never spend more than 0.01% of your total coin count on any of them. Double check that everything else is off.

In each leaf shop, only "next leaf" autobuyer should be enabled, everything else off.  
In each science shop, only "next flask" should be enabled, everything else off, except in the Strange Science shop, where you will want to enable C++ and BLC++ upgrades.

In the Exotic Leaf shop, turn off Celestial Leaf, Fertilizer, Markets, Nuclear Fuel upgrades, leaving only Moar BLC and BLC++.

Turn autobuyers back on.

Press C, then space, then space to crunch. You should be able to crunch again in 15 seconds or so, if everything has been configured correctly. You might be better served waiting 20 seconds for more upgrades to BLC to come in, get a feel for what your best BLC/time is.

The pets of choice are: Foxo 1st, Bunny 2nd, and the third or fourth pets are free choices.

## Autocrunching

Worth getting once you have printers and can easily afford to crunch for the "settings" upgrade, so moved from when you can first afford it to post-printers.

Nice to have on even when speed crunching as a fall-back if you stop paying attention

## Unlock Volcano

You already have Lava Leaves and even Ice Leaves if you've been following the guide. Why would you need the Volcano at all? It turns out, this is one of the most important areas in the game, and one where you'll be spending a lot of time. First things first, there's some BLC upgrades you very much want to have before you venture into the Volcano.

- Perma HP Regen (7.5e7 BLC)
- Artifacts (5e7 BLC)
- ALBs <3 Artifacts (XXX BLC)

- Offline Artifacts 2/2 (XXX BLC)

You will want to unlock all the artifacts you can at this point.

- The Compass: One Time Spawn in Space. This will give you a location for other artifacts
- The Time Crystal: One Time Spawn in Neighbor Garden. This unlocks the spawn timer for other artifacts
- The Abyss Crystal: One Time Spawn in Abyss. This [unlocks the Hidden Sea](#) area (you'll be there soon)
- Blazing Skull: Repeatable: Spawns every 3 hours in the void.
- Enchanted Fruit: Repeatable: Spawns every hour in Home Garden.
- Gravity Ball: Repeatable: Spawns every 4 hours in the Celestial Plane. VERY IMPORTANT
- Orb of BLC: Repeatable: Spawns every 6 hours in the Volcano. VERY IMPORTANT. So important that you will want to time this one and get it every spawn, no matter what else you're doing, and almost certainly make the volcano your default teleport location from now on.
- Strange Seed Bag: Repeatable: Spawns every 2 hours in Mythical Garden.

The volcano should be your default teleport location essentially until the end of time. Orbs are that important. If you need to AFK before you have Volcano, focus on the celestial plane to get gravity balls, which can be used to defeat tough bosses in the tower.

## Unlock The Abandoned Research Station

This section is complete, you have now spent all the time you ever need to in the Abandoned Research Station. It's abandoned. But, hey, if you've been collecting your artifacts you should have already...

## Unlock The Hidden Sea

### Unlock [Crafting](#)

Congratulations. The first advanced unprintable merge leaf. It's a milestone. If you've been hoarding up your cheese and using Cheesetor pet during the printer phase as suggested above, you should have a few hundred cheese. You're going to spend it now, [crafting](#). If you haven't already, it's time to "Buy Crafting Certificate" in the [BLC Shop](#). Max out "Crafting Forge" and get at least 7-8 levels of "Crafting Hammer" (more is better).

It is critical that you unlock and visit the Hidden Sea to get at least one Obsidian Leaf before you do the crafting, to ensure Obsidian Leaf Bonuses are available in the crafting attribute pool. Once you've done that, sit in the Volcano with [Racoono](#) equipped. You start 6 spots for crafted leaves, which come with various bonuses. Crafted Leaves are covered in detail [here](#). Right now you need to get any leaf with a bonus "Additional Obsidian Leaves". Ideally you want +500 or more, though even +100 is good enough. Play the crafting minigame and salvage away your

worst leaves until you get one with enough “Additional Obsidian Leaves”. It is worth the time investment. If you get a leaf with even a little Obs on it, consider upgrading it rather than rerolling for another.

## Getting Obsidian

Once you’re properly armed with your crafted leaf, buy as much combo as you can in the [Gold Shop](#) (make sure to max out combo duration) and head on to [The Hidden Sea](#). You’ll want to turn off your ALBs (settings->general->ALBs Enabled->Off), and equip the Large Paint Roller tool. Flip through the various science shops and buy all the levels of “All Leaves+” you can afford. Equip the Owlo [pet](#), and start piling as shown [here](#). When you have a nice big pile ready to blow off the side of the screen, switch to [Doggo](#), blow away some of the leaves behind you until the combo is maxed out, and then push your pile offscreen as rapidly as possible.

If all has gone well, when you check your offline leaf rewards, Obsidian leaves should be over 1e6. Make sure to turn off all autobuyers in the Obsidian Shop, and then go offline for about an hour.

## Unlock Silicon Leaves

When you come back, you should be able to afford Silicon Leaves in the Obsidian Shop. Once unlocked, fish for a [trade](#) for Silicon. Any value is good, you just want the first one to land to unlock Silicon printers. If you have any leftover Obsidian, dump it in “Moar BLC”, “Durable Artifacts”, Fruitifacts, “Printer Printer”, “Nuclear Fuel”, and Combos, in that order. Once you have your trade running, equip Foxo [pet](#), head into the [Volcano](#), and start [crunching](#). You’re aiming to get “Bigger Printer Room” 4 in the [BLC Shop](#) at this stage. It’s fairly expensive, but you should be making a lot of BLC on crunches now, so it should go by pretty quick, certainly before your trade comes in. You also want to buy as many levels of “Bigger Bags” as you can, minimum 40.

When the trade comes in, switch to Cheesetor [pet](#), stop crunching and wait in the Volcano. In about an hour, maybe 90 minutes, you should be able to afford Silicon [seeds](#). Switch to Racoono, and do your final remax before the tower. While you’re doing this, try and find a trade for Benitoite Leaves, so you can unlock [Borbs](#).

## Unlock Benitoite Leaves

After the remax, go back to crunching until the Benitoite trade comes in, and unlock [Borbs](#). Switch to the Borbo [pet](#) and push Borbs offscreen until you have at least 500. Unlock the [Cheese Pub](#), and play the [Slots](#) until you get the Zoo Necklace. Congratulations, you can equip two pets! For most of the next crunching phase, you’ll want to run Borbo and Foxo, to get as many borbs saved up for the tower as possible.

Congratulations. You’re almost to the Leaf Tower, and the Late Game. The only thing left is a lot of crunching. A *lot* of crunching. For damage purposes, you’re looking to have at least 6000 crunches for your first two tower clears. The best way of doing this is to invest heavily in the



autocruncher, getting to 29/30 upgrades. This should allow you to easily crunch for 1e8BLC or more per 30 second crunch. You just have to let the game run now for a couple of days while you AFK and enjoy the respite from all that crunching by hand.

## Borb Borb Borb Borb Borb

Borbs are a new resource unlocked via Beniotite. They are incredibly heavy green blob things that are not affected by blowing power; they just move slow. They persist through MLC's, and you should save at least 500 Borbs after each MLC so that you can re-unlock [the Cheese Pub](#).

They serve the following purposes

- **Unlock the [Cheese Pub](#)** - this is the most important thing they do
- **Cheese [Converter](#)** - turn Borbs into Cheese. This used to be really important but is now mostly worthless with the introduction of [Cheesetor](#). Keep this converter off.
- **Borb Taxi** - the Borb taxi uses 100 Borbs per trip, allowing efficient [Tower AFK](#). Until you can buy "Buy Borb Taxi Ltd." in the [Gems Shop](#), this will be the majority use for Borbs
- **Kill Enemies** - Borbs insta-kill any enemy they crash into. This is amusing

You can get Borbs in a few ways once they are unlocked

- **Blow them off the screen** - they appear everywhere but the [Tower](#), House, and [Cheese Pub](#)
- **Trade for them** - this is the fastest way to get a lot of Borbs at once. You can often get several thousand from a single trade.
- **[Claw Game](#)** - Borbs can be won in the Claw Game, granting 100 Borbs each win

Once you have bought "Crunchy Areas" in the [MLC Shop](#) and are no longer relying on the [Borb Taxi](#), you can turn off buying Borbs in the Benitoite Shop and never get them again, which will prevent them from showing up in Trades.

## The Cheese Pub



## Slots



The Slots machine takes Cheese to play. It works like, well, a slots machine, in that you get a random result each run. Like most slot machines, the results are not great. You aren't going to spend a lot of time playing it.

You can win random leaves and cheese from the Slots, though not enough to be sustainable. Additionally, it is possible to win Cursed Cheese and Artifacts, but the rate is so low as to effectively be 0. However, there are two useful things you can do with the Slots.

### Get Zoo Necklace Artifact

As soon as you can unlock the Cheese Pub, you'll want to head to the Slots to get your final artifact - the Zoo Necklace. This Artifact let's you equip an additional [pet](#). At this stage in the game it will probably be your second pet; up to four are possible at once in the Main game. Play the slots until you win the Zoo Necklace. There is a pity timer that guarantees you will get it within 50 plays of the Slots, or 150 Cheese. By this point you should have plenty of Cheese available, but if not, use [Cheesetor](#) and [Trading](#) to make up the difference. This is the best use of Cheese at this point in the game.

### Offline Rewards

Asides from getting the Zoo Necklace, the slots can be used to speedily remax your leaves. However, this requires that you have a decent amount of Offline Seeds available, which you won't when you first unlock the Cheese Pub. You get a lot of Offline Seeds later on from Emerald gem leaves after your third MLC. The way it works is that every time you win "leaves" from the Slots, you get offline reward of ~5-10 minutes for a single random leaf type you have unlocked (e.g. 10 minutes of Exotic leaves). However, you also get Offline Seeds rewards from that win. This can turn a small amount of cheese into huge amounts of leaves very quickly, making it the best way to remax via seed funnelling later in the game.

## The Claw Game



The Claw Game takes Cheese to play and is primarily useful in the later game to farm up Cursed Cheese, Gems, and Scrolls. It works just like any claw game, and can be frustrating and annoying to play just like any claw game. When you click play, a small “claw” moves side to side above a set of highlighted items. You can click or hit the spacebar to lower the claw, at which point it will grab whatever is below it (or nothing).

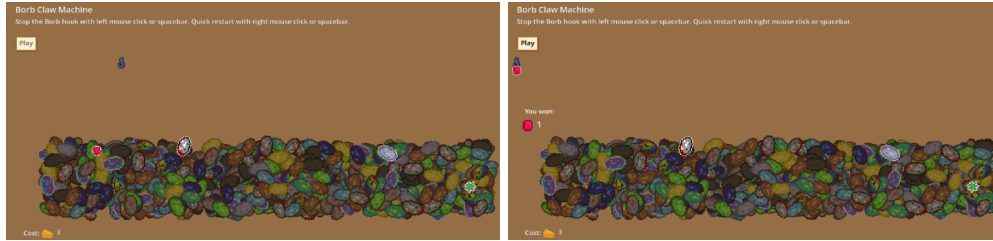
For rapid replay, you can leave your mouse over the “Play” button. To reset the game (e.g. after a miss or if nothing good shows up), hit the tab key. Then click your mouse. If it is in the correct place, you will start a new round of the claw game. With practice, you can scan through 2-3 screens per second to find items you want to collect.

Technically, the tab key actually just activates the “Play” button while turning the game UX on/off, so you can hit tab again to resume a game in progress if you do so before hitting “Play”. This is really useful if you realize you’ve missed an item but haven’t clicked yet, allowing you to save the item.

### Example of a Scroll



### Example of a Gem



## Example of a Cursed Cheese



You can also get random leaves, Borbs, and more cheese by playing the Claw game, but the Claw doesn't give a good return on any of them. The cheese isn't enough to sustain play and the leaves are not a good return. The Borbs are worth enough for one Taxi trip, which is much less than can be gained via [trading](#).

Clawing is easier with autosave at 5 min vs 30s as saving causes a skip occasionally which can make you miss the target.

# Late Game - From Tower Floor 1 To 200

## Damage: Entering the Late Game

Up until now you've been focused on efficiently progressing through various leaf and coin unlocks, but now the game will require a different approach. Once you unlock The Leaf Tower, you'll be progressing based almost entirely on your damage. In the stats and on [crafted](#) leaves, it shows as Blower Enemy Damage, and it's going to be the key stat for your Late Game progression.

There are two components to your final damage number:

- **Flat Damage:** a raw number, also called Blower Enemy Damage and Leaf Damage
- **Damage Multiplier:** a percent to be applied to the raw damage, also called Leaf Damage Multiplier

You multiply your total Flat Damage by your total Damage Multiplier and end up with a final damage value known as Blower Enemy Damage. There's a number of things that go into each number, so we'll deal with those now.

## Flat Damage

Flat Damage is the simplest, you just add up all the damage from the various sources of flat damage you have. Sources Include:

- [Cosmic Shop](#)
- Obsidian Shop
- Silicon Shop
- Benitoite Shop
- [Silver Token Shop](#)
- [Gold Token Shop](#)
- [Crafted](#) Leaves

At this point in the game, the overwhelmingly dominant source of flat damage will be from the silver and gold token shops. You won't be able to craft significant amounts of flat damage until later on when you can buy more Craft Forges after MLC'ing. The leaf shops, while helpful for the first couple of tower floors, don't keep up; even a couple Silver Token upgrades will surpass them. There's not a lot you can do to help this number right now, but it will become very important later.

## Damage Multiplier

Damage Multiplier comes from several sources, including:

- [Silver Token Shop](#)
- [Gold Token Shop](#)
- [Equipment](#) Items
- [Fisho and Crabbo](#)
- Kyanite

Early on, you'll be relying primarily on the silver token shop to get most of your damage multiplier. While it may be tempting to also buy from the gold token shop, it is generally a mistake to waste your gold tokens on that (save them for flat damage). As you climb the tower, you will get equipment items, and these will rapidly become the dominant sources of damage multiplier.

The most important equipment in the first few tower runs is BLC Rings, which give 0.5% damage per 30 BLC crunches, each. You'll already have a ton of crunches and it is easy to get more of them quickly at this stage. Cursed cheese, which gives 1% damage per curse (from the [Claw Machine](#)) each, just won't be plentiful enough yet to be a major contributor. Cursed cheese will become more relevant in the endgame, but BLC Rings are something you can power up very well right now. Ban Hammers exist but won't contribute much compared to the other sources of damage multiplier.

## Getting Enough Damage for the First Run

If you're following the guide and reading this while waiting to unlock the [Leaf Tower](#), you likely have somewhere around 1,000 crunches or more now (you can see how many you have in Stats). This is pretty good and will give you about 20% damage per BLC Ring. This will add up quickly during your first few tower runs. To really get those BLC Rings working for you, aim for about 6,000 crunches during your first tower run, which will give you +100% damage per BLC ring. If that number of crunches sounds like a lot, let's put it in some perspective.

The approximate [damage required](#) to clear Floor 100 of the tower is  $1e9$ . Over the course of the first climb, you'll probably get around 20 gold token flat damage upgrades, worth  $2e5$  damage each, for a total of  $4e6$  flat damage. If you divide  $1e9$  by  $4e6$ , you're left with  $2.5e2$ , or 250. That means you need 250 times the flat damage you've acquired! If you've crunched as suggested, that requires 250 or less BLC rings to make up the scaling damage portion, which is a fairly average number for your first tower clear. The following section will have some tips and tricks for maximizing your equipment drops, but hopefully this makes it clear why crunching will help you get through the first tower runs faster. At this stage, farming Cursed Cheese or equipment, while useful, will take longer than crunching.

## The Leaf Tower

Recommended [BLC Shop](#) Upgrades:

- Bigger Bags 50/270 or more
- Auto Crunch Timer 29/30
- [Pets](#) - Borbo, Cheesetor, Fisho, Owlo, Catto, Crabbo

You've crunched up your  $1e11$  BLC and unlocked the tower. You might not have the whole 6,000+ crunches mentioned earlier, but you can get the rest later, there's a couple of things you can accomplish in the tower if you want to take a crunching break. First off, let's talk about how the tower works, and the goals.

## Key Upgrades For Tower

In order to make progress in the tower, you want to have the following upgrades purchased. Otherwise progression will go much slower.

- All [Leaves Shops](#)
  - **Unlock XYZ Leaf/Flask**
  - **Tree** - max
  - **Auto Leaf Blower** - max
  - **Nuclear Fuel** - max
  - **ALB Speed** - max
  - **ALB Blowing Power** - max
  - **ALB Battery Capacity** - max
  - **ALB Battery Charge Rate** - max



- [Gold Shop](#)
  - **All Combo Upgrades** - these are optional but allow us to keep farming obsidian and benitoite while you tower so that you can buy more upgrades in those along the way
- [Bismuth Shop](#)
  - **ALB Enemy Bumper**
- [Exotic Shop](#)
  - **Fertilizer** - max
- [Celestial Shop](#)
  - **Worthy Enemies** - this is the most important upgrade. You should have as much of this as you can get from your max bags
  - **All Combo Upgrades** - these are optional but allow us to keep farming obsidian and benitoite while you tower so that you can buy more upgrades in those along the way
- Lava/Ice Shop
  - **Fertilizer** - max
- Silicon Shop
  - **Fertilizer** - max
  - **Leaf Merginator** - max
- Benitoite Shop
  - **Benitoite Marketing** - buy what you can afford, but don't farm for these outside of normal tower climbing
  - **Leaf Merginator** - buy what you can afford, but don't farm for these outside of normal tower climbing
- All [Science Shops](#)
  - **All Leaves++** - these are optional but allow us to keep farming obsidian and benitoite while you tower so that you can buy more upgrades in those along the way. Buy what you can afford, but don't farm for these outside of normal tower climbing.

## Tower Mechanics

Your goal is to kill enemies by blowing leaves at them. Each defeated enemy will drop a currency - [silver tokens](#) from mobs on floors that don't end in 0, and [gold tokens](#) from the boss on floors that end in 0. Every enemy has a chance of dropping equipment and scrolls, listed [here](#) (this sheet has not been updated since 2.4.0 but should still be accurate for equipment). The higher the floor, the harder the enemies, but they also give you more silver/gold tokens and have a higher chance of dropping items. Whenever an enemy's timer bar runs out, they despawn and damage you, the player. If enough enemies despawn before you kill them, you get blown away and have to restart the tower. You do get to keep your equipment and tokens, though, so every minute spent in the tower is productive.

Each mob floor spawns 1 enemy per second. You finish a floor when you have defeated 10 enemies (or get blown away). On boss floors, you will start taking increasing damage every second once the timer runs out, until you defeat the boss or are blown away. By default, every

mob will give 1 silver per level (so a level 5 enemy gives 5 silver). Bosses give  $\max(1, (\text{floor}-10))$  (i.e. 1 on floor 10, 10 on floor 20, 20 on floor 30). You'll be able to increase those numbers in the [gold token shop](#) soon.

You "complete" the tower when you beat the boss at your highest unlocked floor. You start with floor 100 unlocked, but will be able to get more in the future. Defeating the floor 100 boss unlocks the ability to Mega Leaf Crunch, but you can earn more rewards on floors above that once you unlock them.

It is worth noting that [ALB Bumper](#) damage is too small to be useful in the Tower after about floor 19. That said, after testing, we have found that having the ALB Bumper on does lead to faster and more consistent tower runs. When ALBs bump into a boss, they back up a bit, and leaves spawns in front of them that they then push into the boss. Leaves spawning behind the boss tend to get pushed around and merged into stronger leaf tiers. Without the bumper, when ALBs travel through a boss, they often shove away a huge pile of heavy leaves that should have been blown into the boss instead.

## Climbing the Tower

So first, a word of warning. Even if you have done everything we've recommended so far, the first tower climb will take at least a couple days of difficult play. That's just the nature of the first tower climb. In particular, the first 20 floors are probably the hardest part of the entire game. It's normal to take some breaks to build up your damage when things are feeling a bit slow.

Along the way, you will earn silver and gold tokens. Spend these primarily on upgrades that increase our damage, acting as a glass cannon as you climb the tower. The reason for this is that the health and damage resistance upgrades available in the [silver token](#) and [gold token](#) shops do not scale enough to keep up with the tower, and thus aren't worth the investment. In other words, the enemies will get stronger and do more damage faster than you can afford to buy health and damage resistance.

### Floors 1-10

Unless you've bought "ALB Outsourcing" from the [gems shop](#), you'll start the tower without ALBs and you'll have to manually blow leaves at enemies yourself. The recommended pet loadout at this stage is Owlo, Crabbo, and (once you get a third pet) Fisho. For tools, use either the bellows or the hightech drill. Right now, you are just trying to get more damage from the [silver token shop](#) and start getting some [equipment](#) from enemy drops. Equipment and scroll drop rates are very low to start, so don't worry if you aren't seeing much. Your goal for the first foray into the tower is to get enough damage to consistently beat the boss on floor 10, allowing you to get gold tokens. Ideally, you will also get the Zoo Ring [equipment](#) to drop, giving access to a third pet.

Once you can consistently beat the floor 10 boss, you will want to repeatedly beat them until you can unlock "More Tower Rewards" in the [gold token shop](#). If you have the recommended



Bigger Bags upgrades and maxed out [celestial shop](#) "Worthy Enemies", this should start to give you 5X silver tokens and 2X gold tokens, drastically speeding up your progression. At this point, switch out Fisho for Catto; Fisho is likely not adding much damage, and Catto will increase your rewards from all enemies, speeding up your climb.

Continue earning gold tokens so that you can unlock ALBs and silver tokens to get you more damage. You don't have to wait for a mob to blow you away; as soon as you beat the boss, teleport away and then back to the tower so you can get gold tokens as fast as possible.

## AFK Towering

At this stage, it is possible to start AFK towering. This strategy is most effective past floor 30, but as you've got dozens of tower attempts ahead of you it's nice to understand it now. You'll start by first learning how to use our ALBs effectively while still playing actively. Then you'll learn how to be fully AFK.

For any of the methods below, you want to efficiently farm gold tokens along the way, as these are the most important upgrades to get damage at this stage in the game. With the Taxi, you want to set the Areas teleporter to The Leaf Tower. You can also set which floor to teleport to, among every floor above a boss you've unlocked. The ideal floor to teleport to is based on which boss you can reliably beat:

- **Floor 10 Only** - Teleport to floor 1, since there aren't other options to continue gold farming
- **Floor 20-30** - Teleport to floor 11. It's not worth farming gold tokens from the floor 10 boss.
- **Floor 50+** - Teleport to your highest floor that's 30 behind the last boss you can consistently kill. So if you can consistently kill the floor 50 boss, start on floor 21

You should also buy and set the Borb Taxi Observer to 3-5 enemies (or less), so that you are not spending time on enemies you can't kill quickly (or at all).

The different AFK methods are

- **(Good) Supervised ALBs** - Once you have your ALBs unlocked, you can use them to do most of the heavy lifting from here on out. The best way of doing this is to park your player avatar in one of the corners of the screen, and equip the high-tech drill tool. ALBs don't tend to be quite as good as the player at taking down bosses and enemies, but you don't need to do as much work, so it evens out. At this stage, you will probably still need to get involved on bosses and some of the later mob floors, but can otherwise do other things while your ALBs farm for you. You should be manually resetting the tower after defeating your highest clearable boss. See the damage appendix for references..
- **(Better) Use Borbs to AFK** - In the [silver token shop](#), you can buy the "Borb Taxi" and "Borb Taxi Overseer" upgrades. These upgrades are mandatory to AFK the tower. Unless you have the "Borb Taxi Ltd." [gems shop](#) upgrade, using the taxi will require 100 Borbs per use. As a reminder, this is the guide to getting more Borbs. If you are short on Borbs, consider reverting to Supervised ALBs to conserve your taxi rides while you are able to actively play.

- **(Best) Free Taxi AFK** - If you buy the "Borb Taxi Ltd." [gems shop](#) upgrade, the taxi is free and you really don't need to think about Borbs ever again if you don't want to. This is the best way to AFK tower. That said, it doesn't take a lot of work to get enough borbs for hundreds of tower resets, so consider this upgrade only a quality of life improvement.
- **(Tolerable) Autocrunch to AFK** - sometimes you run out of Borbs. When this happens, you don't want to get blown away and just sit in the Home Garden for many hours. To avoid this, you can do something a little screwy to ensure you stay in the tower, but there is a cost. To do this, you need to turn on your autocruncher while towering. The autocruncher won't work while in the tower, but it will when you get blown away. Set your Areas teleporter to the appropriate tower floor. If you don't have "It's Mine!", you will need to test which floor you can defeat with only "Your Hands" as the equipped Tool, which may be lower than you could otherwise. Furthermore, you will need to make sure your autobuyer settings are set up to unlock all the [key upgrades for the tower](#), so that it's possible to even make progress at all. To be honest, this is not a recommended approach in most situations. Either spend the extra time to earn sufficient Borbs, or do some BLC speed crunching during your AFK time instead.
  - As an aside, once you are able to efficiently [speed ML crunch](#), this will be the only option to AFK farm the tower, as the others won't work once your damage is high enough

## Floors 11-21

You get more silver tokens at higher floors, so once you have unlocked ALBs consider farming silver from floors 11+ if you have enough damage. You can see the amount of damage you need to earn to defeat the floor 20 boss in [this table](#). It's fine to keep farming from floor 1, but the gold tokens earned at floor 20 are 10x more than at floor 10 so only do so if you are struggling to defeat the mobs at the early 11-19 floors. It will usually take about 20 each of [silver token shop](#) damage upgrades to defeat the floor 20 boss.

Tower progress really begins to take off when you can reliably kill the floor 20 boss and get the first gold damage upgrade (500 gold). It's 40 times as effective as a silver damage upgrade. Once you buy it, you should be able to easily kill the floor 20 boss and use it to farm enough gold tokens to defeat the floor 30 boss. It will be faster to reset back to floor 11 as soon as you beat the boss on floor 20 so that you can farm gold tokens faster.

At this point, it is no longer worth it to [craft](#) for damage. The best Lava craft adds less damage than a single gold token damage.

## Floors 22-100

Your goal now is to keep farming equipment and gold token damage, enough to get you past the next boss. If things are feeling slow, it probably means you need more damage percent multipliers to boost your total damage. There are a few ways to achieve this.

- **Equipment** - you will pick up equipment naturally while climbing the tower, but at this stage you won't be getting very much. Now that you are getting gold damage upgrades,

funnel your silver tokens into getting higher “Item Drop Chance”. It may still be worth it to continue buying damage and damage multiplier, but check the damage calculator to see if you shouldn’t just save for more item drop.

- **Crunches** - by now you should have a few BLC rings on hand. These are going to be your biggest source of damage multiplier for the first few MLCs. Go back to crunching, either manually or with the [autocruncher](#), and keep pushing for 6,000+ crunches. With your third pet, you should be using Foxo, Cheesetor, and Borbo while crunching (Bunnyo if you have the “Buy Borb Taxi Ltd.” [gems shop](#) upgrade).
- **Curses** - if you find yourself with an excess of Cheese, and don’t feel like or need to more [Crafting](#), consider farming for Cursed Cheese in the Claw Machine. You’ll only get a few of them every 100 plays, but they are permanent bonuses and even a few can go a long way in increasing your damage multiplier.

Catto is likely not meaningfully increasing your rewards at this point. Consider switching it out for Cheesetor as your third pet.

### Pushing Further Floors

Sometimes you just really want to push past a certain floor. Maybe it’s your max floor, maybe it lets you get that floor 20 gold reward. In these cases, you want to make a couple changes to increase our chances of success

- **Play active** - you are going to be riding the minimum damage values from the [“Damage Per Tower Floor” table](#). If your ALBs could handle the floor, you wouldn’t be pushing.
- **Turn off Borb Taxi Observer** - normally you don’t want to waste time on mobs that are harder to kill. But when pushing, it’s ok to get hit a few times as long as you can beat the floor and move on to the boss you are pushing for.
- **Grav Ball to Victory** - the minimum damage values are for people that aren’t pushing for the final floors. But on those, get just enough damage to beat the mobs even once, and then throw a gravity ball or three at the boss to beat them. These pull in all leaves at once, doing devastating damage. You may need to throw a couple of these after the first one expires, if your damage is very low. You don’t want to rely on gravity balls except on the final couple bosses. If you don’t have enough gold damage to keep defeating mobs, you will still need to earn it and thus having the lower floors unlocked doesn’t really matter.
- **Absolute Damage Resistance** - this is an attribute on crafts that, with a Lava leaf, can prevent even the mobs on floor 99 from killing you. Normally you want to be careful about having this, as it can cause you to need to “Borb Taxi Observer” to reset, which is slower than the normal “Borb Taxi”, but if you are pushing, you don’t want to get blown away by some random tiny enemy in a corner. It is possible to defeat floor 100 at as low as 3e8 damage with high enough ADR and gravity balls. However, this method gives us little benefits on future runs and so is not recommended outside of challenges.

## Floor 100

When you beat the final boss on floor 100, you'll be blown away back to your Home Garden. Congrats! You have finished your first tower run! Doing this will unlock the MLC Menu, which we'll [explain shortly](#).

## Silver Token Shop

This is a \*\* shop and persists through BLCs.

Upgrade	Description	Guide
Player HP	Gives you more HP	Never buy
Healthy Lifestyle	Gives you more HP regeneration	Never buy
Leaf Armor	Decreases enemy damage	Never buy
Leaf Damage	Gives you more damage	High priority on first few tower runs, buy when available. Check damage calculator for more details
Leaf Damage Multiplier	Gives you more damage multiplier	High priority on first couple tower runs, buy when available. Check damage calculator for more details
Item Drop Chance	Enemies drop more equipment	Highest priority, buy when available
Borb Taxi	When you are blown away, return to the tower instead of your Home Garden	See <a href="#">AFK Towering</a> for how to use this
Borb Taxi Observer	Like Borb Taxi, but triggers when you've survived some number of enemies damaging you on the same floor. Used to ensure fast resets when you don't do enough damage but have high damage resistance.	See <a href="#">AFK Towering</a> for how to use this

## Gold Token Shop

This is a \*\* shop and persists through BLCs.

Upgrade	Description	Guide
Tower ALBs	Enables ALBs in tower. You get this for free if you have the "ALB Outsourcing" upgrade from the	Buy this once you have More Tower Rewards so you can start AFK towering

	<a href="#">gems shop.</a>	
ALBS <3 Equipment Items	Allows ALBs to collect equipment. Only works if you have Tower ALBs	Buy this once you have Tower ALBs
ALBs <3 Scrolls	Allows ALBs to collect Scrolls. Only works if you have Tower ALBs	Buy this once you have ALBs <3 Equipment Items
More Tower Rewards	Enables “Worthy Enemies” in the tower, giving you far more silver tokens and gold tokens from enemies	Highest priority. Buy first
Player HP	Gives you more HP	Never buy
Healthy Lifestyle	Gives you more HP regeneration	Never buy
Leaf Damage	Gives you more damage	Buy this whenever you can afford it. Your most important source of raw damage until the very end game when you have god-tier crafts
Leaf Damage Multiplier	Gives you more damage multiplier	Never buy

## Equipment

This is a \*\*\* shop and persists through MLCs. You can't choose what equipment drops from enemies so this is just an explainer for what each kind does.

Upgrade	Description
Cheese Boots	Makes ALBs go faster. Very nice
Cursed Cheese	This gives you more damage based on your number of Curses from the <a href="#">Cheese Pub</a> . While it's not obvious, these are actually the most powerful equipment. At equal numbers of equipment (which is normal), each Curse is worth 60 crunches, and can be increased to 72 crunches with the Cheese Painting in the House
ALB Flail	ALB bumper does more damage. The damage is incredibly low, so it's worthless after the first few floors
The Ban Hammer	Flat damage per equipment. Mostly worthless
Leaf Armor	Less enemy damage. Good news is once you max it out it stops spawning, because otherwise it's worthless

Leaf Helm	More HP. Worthless
Leaf Shield	Less enemy damage. Worthless
Medkit	More HP Regen. Worthless
BLC Ring	This gives you damage based on your number of crunches. More crunches = more damage. ABC = Always Be Crunching
Zoo Ring	Let's you get an extra pet, making it the best equipment

## First Mega Leaf Crunch (MLC)

You've cleared tower floor 100, the green crunch button lit up. First things first. Just like with BLC'ing, **DO NOT PRESS THE BUTTON YET**. We repeat, **DO NOT PRESS THE BUTTON YET**.

When you eventually push it, [everything you own will get wiped away](#), and you'll get a new currency (MLC coins) and a [new shop](#) to spend them in. MLC gains scale massively with floors, and linearly with BLC coin exponent. You must get the "MLC Coins x3" [gem shop](#) upgrade at this point. If you cannot afford it, autocrunch with the Cheesetor, Penguino, and Foxo pets equipped, and trade for gems as often as possible. Spend spare cheese at the claw machine looking for gems primarily and curses secondarily.

The other major prerequisite is to have at least 1e13 BLC. This will let you crunch for 42 MLC coins (you can check by clicking the green button to see what you'll receive), which is enough to buy "More Tower Floors" in the [MLC Shop](#). You want this upgrade first, as it will drastically increase your rewards on the next tower run, much more than anything else can. Before you crunch, make sure you've unlocked all the pets, all the unique leaves, and all the artifacts (including the [Zoo Necklace](#)). You can see the full list of things you will keep post-crunch [here](#).

Once you're ready, hit the button, open the new [MLC Shop](#), and buy "More Tower Floors". You'll be restarting the game almost from the beginning, but with a number of bonuses to make it much faster. The 200 BLC rings will add 20k base to your BLC gains, so your crunching will be very fast. Head back to the beginning of the guide, and follow the alternate paths for when you're swimming in BLC, it won't take very long at all.

## MLC Shop

Upgrade	Description	Guide
All Leaves+	Increases Leaf Reward per level	A couple of levels of this are valuable early. Once you have Unlimited+1 Printer Ink it is no longer useful.

Master of MLC	Increases MLC gain by 10% per level	This isn't as good as it sounds, since it's additive with other sources. Still worth grabbing when you can afford it.
Moar BLC	Increases BLC gains by 2e4 per level.	A couple of levels of this are valuable early. After your final crunching after your third or fourth tower run, it has no more value.
BLC Upgrade bot	Automates BLC Shop	DANGER: Turn off autobuyers and set up your BLC shop autobuyer before using this. Also, it's great. Treat these the same way you do Prestige, and don't spend more BLC than you can afford over many MLC's
Silver Token Upgrade Bot	Automates <a href="#">Silver Token Shop</a>	Super convenient, buy it when you can
Gold Token Upgrade Bot	Automates <a href="#">Gold Token Shop</a>	Super convenient, buy it when you can.
Gem Leaves Upgrade Bot	Automates Gem Leaves Shop	Super convenient, buy it when you can.
Offline Seeds	Get 1 offline seed per 10 minutes	Terrible value, avoid.
More Tower Floors	Unlocks 20 more tower floors.	Buy 1 and only 1 every time you MLC.
Authority (5 levels)	Reduces number of enemies required to clear a level by 1 each.	Great upgrade. Don't prioritize it over tower floors, but do get it when you can.
Crunchy Areas	Makes areas persist after MLC	Great upgrade, buy it when you can
Crunchy BLC (1 levels)	You keep your BLC coins after MLC.	Critically important upgrade. Buy one level the instant you can afford it. More than one level is a waste. It works the same as crunchy Prestige
Unlimited+1 Printer Ink	Printers persist after MLC	Must-have upgrade that will drastically speed up getting back to the tower and speed crunching. Get as soon as you can afford it
Leaf Powered ALBs	Your ALBs no longer need to charge.	This is one of the best upgrades in the game. Not kidding. It's only 10 coins, it's value.

Faster Artifacts (25 levels)	Artifact spawn time reduced by 1%	This is really great. Since all sources of Artifact cooldown reduction stack additively, the more you get the better it is.
Offline Artifacts (5 levels)	Collect 2 artifacts (per level) per 2 spawn cycles.	This is a critical upgrade for the timeskip phase (at floor 240). Not so much before unless you primarily offline instead of AFK.
Critical Converters (10 levels)	Increases converter crit chance by 1% per level	It's basically useless. Converter crits are so rare that this either isn't working, or is multiplicative on a rare event.
<a href="#">Craft</a> Forge (3 levels)	Allows you to craft better leaves.	This is a critical upgrade. Buy when you can.
<a href="#">Craft</a> Hammer (25 levels)	Increases the chance to craft rarer leaves.	This is an important upgrade, buy it when you can.
Amber Leaves	Unlock Amber Gem Leaves	Buy at MLC3
Emerald Leaves	Unlock Emerald Gem Leaves	Buy at MLC3
Rhodonite Leaves	Unlock Rhodonite Leaves	Buy at MLC2
Kyanite Leaves	Unlock Kyanite Leaves	Buy at MLC2
Tektite Leaves	Unlock Tektite Leaves	Buy at MLC3
Ruby Leaves	Unlock Ruby Leaves	Buy at MLC3
Amethyst Leaves	Unlock Amethyst Leaves	Buy at MLC3

## MLC2: Electric Boogaloo

Congratulations. You've reset the game, and you're back at square one. First thing's first: Don't Panic. This run is going to be a lot faster and easier. All the pets and unique leaves are already unlocked, you just need to hit up the [BLC Shop](#) to make them available. All the equipment and artifacts stick around, too, so you've got three pets from the moment you make your first 1e6 BLC. BLC Rings will make your base BLC crunches much more efficient.

For the most part you're just going to repeat the first section of this guide, but you're going to do it at a much higher speed. It will take less crunches to reach important BLC milestones like area unlocks. The biggest change in strategy will come in the midgame, where you won't want to wait



for trades to unlock leaves, but instead will unlock the area and use the piling strategy. There's a good chance you'll still need to rely on printers to unlock your Celestial and beyond seeds, but all told it's not unreasonable to be back at the tower in less than a day or two.

Make sure to remax at least Celestial Leaves so that you can get a high [Worthy Enemies](#) reward.

The second tower climb proceeds generally like the late stages of the first. You should have enough damage and equipment that the "floor 20 wall" is more of a "floor 20 low fence", so grab your "More Tower Rewards" and ALB upgrades from the [Gold Token Shop](#), and climb away. The only real change comes post floor 100, where it is almost impossible, at this [crafting](#) level, to have enough damage resistance to tank anything. Floors 101 to 120 will require you to grind a fair bit of damage. One way to do this is to get the [autocruncher](#) up to 30/30 and just crunch for damage. If you double your crunches to 12,000, you'll get a lot of that damage you need, and grinding the tower for some more equipment will cover the rest. You don't have to do this crunching now, but it will save you some headaches over the course of the grind up to TF240.

Once you clear 120, it's time to MLC again, so let's just go over the really important prerequisites for this reset: Get 1e11 or more BLC. That will let you reset for 2916 MLC. That's it this time, there isn't anything else to worry about. You'll want to buy the following upgrades after the reset:

- Crunchy BLC Coins 1/10: 500 MLC
- More Tower Floors: 320 MLC
- Rhodonite Gem Leaf: 1000 MLC
- Kyanite Gem Leaf: 1000 MLC
- Leaf Powered ALBs: 10 MLC

Total: 2,830 MLC. You have a few MLC left over, which you should invest in "Moar BLC" and "All Leaves" upgrades. "Moar BLC" is a bit controversial, it's really only going to be useful on your next MLC run. But it will be useful on that run. "All Leaves" makes your early game a lot quicker. "Master of MLC" is another option, but it's really not very important at this stage, your gains from more tower floors will massively eclipse it.

## MLC3: Prepare for Glory

MLC3 is going to be a short run where you just rush back to the top of the tower as quickly as you can. Try to run the [Cheesetor](#) pet as much as possible and save up your Cheese, you are going to need a decent amount of it soon. Despite having "[Crunchy BLC](#)", do not use Orbs of BLC yet. You're going to have the opportunity to put down a much bigger base of BLC to use them on shortly. Just crunch the minimum to unlock the Tower and move on.

Once you start killing bosses from floor 110 onwards, they'll drop the shiny new [gem leaves](#) you unlocked, which should help you increase your damage quite significantly. Gem leaves spawn according to the formula  $\max(1, ((\text{floor}-110)/10)*4)$ . You'll get 1 from 110, 4 from 120, 8 from 130,

and so on. On this run, they will help increase your damage, but you don't need to farm them beyond what is required to finish your tower run.

Once you clear floor 140, make sure you have  $2e11$  BLC or more. Save your Orbs of BLC; don't use them yet. Set all your [BLC Shop](#) upgrades to "off" and "0", and to be safe, turn off your autobuyers in the Settings menu. Crunch - you should have enough MLC Coins to afford:

- The remaining 5 gem leaves ( $5e3$  MLC total)
- Unlimited+1 Printer Ink ( $1.5e4$  MLC)
- More Tower Floors: ( $2.56e3$  MLC)
- BLC Upgrade Bot ( $2.5e3$  MLC)

Total:  $2.53e4$  MLC

## Gem Leaves Shop

This is a \*\*\* shop and persists through MLCs.

Priorities when using the Gem Leaves Shop

- 1) Leaf Marketing and Combo
- 2) Unique Upgrades for Emerald, Amber, Kyanite, Rhodonite, Tektite
- 3) Craft Hammer
- 4) Master of MLC
- 5) BLC Science - only buy until you have started using Orbs of BLC

Anything else, buy if you feel like it, but they are low value.



## MLC4: The Crunchy Times Are Upon Us

You'll notice that you kept your BLC from the end of the last run, which lets you shortcut the early game by quite a lot. Congratulations, you have now passed the hardest parts of the game!

First thing's first, make sure you unlock all the BLC [areas](#). Then buy "Unlimited Printer Ink" in the [BLC shop](#) in order to unlock "Unlimited+1 Printer Ink" in the [MLC Shop](#). Then go through the [BLC shop](#) setting your autobuyers up so that everything is as you want it. Treat it like you did with the [Coins Shop](#), only spending up to e4 less than your maximum (e.g. if you have 1e11 then don't buy any upgrades costing more than 1e7). One exception is "Trading Education", which you should not invest in at all yet. Keep that autobuyer off. Now buy the [MLC Shop](#) upgrades you saved for in the [last run](#). Once you're all set up again, head back to the Tower.

It is critically important on this run that you equip the Cheesetor [pet](#) as much as possible and do not spend your cheese on [crafting](#) or the [Claw Game](#) (or anything else). Save. That. Cheese. You are going to want it at the end of this run. Turn off Benitoite Autobuyers, other than Marketing. You'll want to be able to store up enough Benitoite leaves to unlock Moonstone leaves.

On this run, farm enough gem leaves to afford at least 6+ levels of “Super Combo” (though grab 8 if you are patient) and 4+ levels of “Offline Seeds” from the [Gem Leaves Shop](#). Additionally, purchase all 21 levels of Craft Hammers (3 from each gem leaf type), and as much BLC Science as you can afford. Every little bit helps, and you’re going to do a lot of crunching shortly.

## To The Moon

Equip Owlo and Doggo [pets](#). Equip your +Obsidian [crafted](#) leaf. Turn off all Obsidian autobuyers except Marketing. Go to [The Hidden Sea](#) and pile up Obsidian to get your offline Obsidian rewards up nice and high. Don’t go offline yet though. Unlock The Moon [area](#) and buy “Unlock Moonstone Leaves” from the Benitoite Shop.

Head to The Moon and patiently pile up a nice amount of Moon Leaves. They spawn very rarely and only 1-2 at a time, so piling will take a few minutes. Blow off your pile and buy whatever Marketing you can afford. Then make another pile and repeat. When you can’t afford another marketing level outright, head to the [Slots](#). Turn on autoplay and start playing. Whenever you win leaves, you’ll get 10 minutes of offline rewards, which should rapidly increase your Obsidian and Moonstone levels. Play until you can afford the remaining Moonstone Marketing upgrades. If you can buy an Obsidian or Benitoite seed while playing, get those too. Slot machine wins also grant offline seeds rewards, which you now have in bulk from Emerald Leaves.

Once you’ve maxed out Moonstone Marketing, head back to The Moon and pile again. Be patient and make as big of a pile as you can. It’s reasonable to spend 10-15 minutes on this pile because of how slowly Moonstone Leaves spawn. Blow the pile offscreen and head back to the [Slots](#). Play again until you get at least one Moonstone and Obsidian seed each. Then keep playing the slot machine until you’ve maxed out Obsidian and Moonstone seeds, buying more seed upgrades as you go. Stop when you have at least e36 Obsidian Leaves and e21 Moonstone Leaves.

Buy everything in the Moonstone Shop. You are now done with Moonstone Leaves and The Moon. Congratulations, you never need to go to that [area](#) again.

## Moonstone Shop

This is a \*\*\* shop and persists through MLCs.

Upgrade	Description
Bigger <a href="#">Crafting</a> Inventory	Increase crafting backpack size by 1
<a href="#">Craft</a> Beer	The minimum RNG value is now higher
<a href="#">Craft</a> Fire	Crafted leaves can be upgraded to a higher level
<a href="#">Craft</a> Cheese	Salvage 2 cheese instead of 1 from salvaging leaves

<a href="#">Craft</a> Time	Slows down the speed at which the craft bar moves
----------------------------	---

## The Final BLCrunching - Time for Orbs

In the Obsidian Shop, buy max levels of Fruitifacts and Durable Artifacts.

Head over to the [Volcano](#) and set your autoteleporter there. This is your home area from now on. Max out “Craft Forge” in the [BLC Shop](#) and buy as many hammers as you can afford (aim for 12+ at a minimum). You should now be able to reliably craft Lava Leaves. Store your +Obsidian craft in the backpack; you won’t need it for a while. What you’re looking for is to [craft](#) 8 Lava Leaves with the “BLC Coins” attribute. You should be able to achieve 1e6 or more base BLC from crafts alone. Do the BLC Speedrun [challenges](#) if you haven’t yet. It is critical to have them done for this final round of crunching.

Set up your autobuyers for [speed crunching](#). Set the “Auto Crunch Settings” in the [BLC Shop](#) to “0 BLC”. If you haven’t yet, max out the “Auto Crunch Timer”. If you’ve done everything according to the guide, at this point you should be getting 5e9 BLC coins every 15 seconds (or more). Your goal is to get to 1e14 BLC. The best way to do this is by crunching 10,000 times and then using Orbs of BLC to cover the remainder. If you don’t have enough Orbs, then just keep crunching; you’ll also collect a few in the Volcano as you go. Remember that more crunches means more damage in the [Tower](#), so don’t worry if you need (or want) to do more. It is normal to spend a full 2 days or more autocrunching at this stage.

Once you have crunched as much as you want to crunch, it’s time to start farming Orbs of BLC. They are required to progress through the remaining late- and end-game content, as crunching alone will not be enough BLC to unlock all the upgrades you’ll need.

## Orb Farming and Fruit Trees

When you have crunched as far as you reasonably can, you’ll want to farm Orbs of BLC for a while. The goal is to get to at least e21 BLC before moving on, though more is better. While farming Orbs, continue trading for Gems. Equip Flocko, Racoono, and Cheesetor [pets](#).

Now that you have Fruitifacts and Durable Artifacts from the Obsidian Shop, it’s time to start making Fruits work for you. While they haven’t been all that helpful until now, fruits are absolutely essential for efficient artifact farming.

The way it works is that each Fruit you get will reduce the spawn time of an artifact by 10 seconds. That means more fruit equals more artifacts. To get more fruit, buy “Fruit Tree” upgrades in the [Coins Shop](#). After level 100, they are only useful in multiples of 50. Use this [handy chart](#) to tell you how to get each multiple of 50 as efficiently as possible. Using this chart, you should already be able to afford 200 Fruit Tree upgrades. As you progress through the chart, you’ll need to upgrade “Bigger Bags” and “Prestige+++++” in the [BLC Shop](#) as well as

“Prestige++” in the [Coins Shop](#) in order to afford the next round of 50 upgrades. More fruit means you get Orbs faster.

Now, the trick here is that Fruitifacts only affects artifacts that haven’t spawned yet. So if you want to focus on Orbs of BLC, that means ensuring all other artifacts spawn but are never collected. If all other artifacts are spawned, then the 10s reduction will only affect Orbs of BLC. To do this, you want to increase artifact spawn duration as much as possible. You already maxed out “Durable Artifacts” in the Obsidian Shop, which will help a lot.

The other way to increase throughput is to buy the [Gems Shop](#) upgrades “Super Durable Artifacts” and “Faster Artifacts”. These will keep the other artifacts spawned longer and give you more Orbs of BLC faster, respectively. If you can’t afford these by the time you get to e21 BLC, that’s ok though. The [next section](#) will walk you through how to proceed from here.

Since you aren’t crunching for now, start buying more levels of “Trading Education” in the [BLC Shop](#), still keeping at least 1e4 below your max BLC. This will allow you to trade for more Cheese and more gems (starting at level 10). However, keep “Trading Education” set to “off” in the autobuyer settings, as you don’t want to buy this accidentally after future MLC’s.

For even better trading, consider turning off “Unlock Red Flasks” in the Void Shop and then prestiging. This will prevent flasks and any leaves starting at Exotic from showing up as Trade options, which gives you a much better chance of being able to accept any relevant trades.

## Prepare for the End

You have 3 major choices on when to stop Orb farming, and it largely depends on how patient you are:

- Option 1 - Stop at 1e21 BLC
- Option 2 - Stop at 1e50 BLC
- Option 3 - Stop at 1e80 BLC

Whichever option you choose, the goal at this stage is preparing for a run straight to tower floor 240. It is possible to keep towering without hitting e21 BLC, but it will be harder, take longer, and prevent you from taking advantage of new upgrades as you progress. The more patient you are with your Orb farming, the better the next few tower runs will be and the more prepared you will be when you arrive at tower floor 240.

As a reminder, the more BLC you have, the more MLC you will get from each tower run.

### Option 1 - Stop at 1e21 BLC

This will get you enough BLC to ensure that you can afford all key [BLC Shop](#) upgrades on your way to tower floor 240. You will be able to max out “Craft Hammer”, which will enable you to keep your [crafts](#) up to date and continue to improve on them as you go. If you’re F2P and haven’t managed to acquire the [Gems Shop](#) upgrades “Faster Artifacts” and “Super Durable

Artifacts”, this is going to be the best option for you, as it will take too long without those to get to the next option.

### Option 2 - Stop at 1e50 BLC

This allows you to max “Bigger Bags” in the [BLC Shop](#). This will accelerate your [orb farming](#) by enabling you to get to 800 fruit trees. It will also allow you to get more of the key towering upgrades, such as “Worthy Enemies” in the [Celestial Shop](#), and to take on significantly larger trades.

### Option 3 - Stop at 1e80 BLC

This allows you to max out “Trading Education” in the [BLC Shop](#) for high value trades while towering, such as trading for up to 10 gems per trade. Since you’ll still be maxing your bags before towering at this stage, it can give you a real boost to gem and cheese income. This is the recommended path if you have the patience for it.

## MLC5 and More: The Run to 240

Once you’ve hit your BLC target, finish off the Tower if you haven’t already, and crunch. Depending on how patient you were, you have somewhere between 20 and 50 tower runs ahead of you before the next breakpoint, most of which you’ll do on floors 240 or 260. Each run will look pretty much the same:

- 1) Spend MLC on key upgrades
- 2) Get back to the tower
- 3) Complete the tower and MLC
- 4) Repeat

Throughout these runs, try and get as many gem or cheese trades in as you can. Remember that gems and cheese persist through an MLC, but trades will be interrupted and lost when you crunch. Maintain a stash of about 1000 cheese on hand. You’ll unlock several new tiers of craft leaves along the way and will want to refresh your crafts after each purchase of “Craft Forge” in the [MLC Shop](#). You want to [craft](#) Lava Leaves or better with “Trade Global Multiplier” on them; these are the bread and butter of the [End Game](#). As always, keep at least one leaf with “Additional Obsidian Leaves” on hand at all times.

When you need to step away from the game, make sure to set up your away time for efficient progression. If you plan to stay in the Tower, make sure you have your Taxi setup and autocruncher turned on so you’ll keep getting tokens and [equipment](#) no matter how long you are away. Alternatively, spend the AFK time getting in more (BL) crunches for damage and/or [Orb farming](#), and set up your autobuyers appropriately. Remax Obsidian or Celestial Leaves as needed.



## Spend MLC on Key Upgrades

Start each run by visiting the [MLC Shop](#). The focus in this phase is to get all the major MLC upgrades that are needed for the [End Game](#). Buy these from top to bottom depending on what you can afford. Don't worry about saving MLC along the way, you'll get much more as you unlock additional floors.

- 1) More Tower Floors
- 2) Silver and Gold Token Upgrade Bots
- 3) Gem Leaves Upgrade Bot
- 4) Crunchy Areas
- 5) Authority
- 6) [Craft](#) Forge
- 7) [Craft](#) Hammer
- 8) Offline Artifacts
- 9) Faster Artifacts

## Get Back to the Tower

Getting back to the Tower won't take very long as this point anymore.

Start by reactivating all Unique Leaves. Remax Celestial Leaves so that you can buy out "Worthy Enemies" from the [Celestial Shop](#). It will take about an hour of sitting in the [Volcano](#) with Raccoono, Cheesetor, and Penguino [pets](#) equipped (Flocko as well if you unlocked 4 pets).

If you want to speed up the Celestial Leaves farming, it's fastest to leverage seed funneling by *only* unlocking Celestial Seeds at first. Once you unlock the first Celestial Seed, you can use spare "Strange Seed Bags" to speed things along, or spend some Cheese in the [Slots](#) to get offline rewards. Once you are done using seed funneling (and don't use it beyond e40), buy up the other seeds so you'll have leaves for trading.

## Complete the Tower and MLC

Most of your time will be spent in the Tower. Equip Owlo, Crabbo, and Penguino [pets](#) (Cheesetor as well if you unlocked 4 pets). Each run should get a bit faster as your damage increases from [Equipment](#) and [Gem Leaves](#). If you want to get more damage, [autocrunching](#) overnight is an efficient way to do so. If you've got tons of cheese, consider [curse farming](#) for a bit (though keep the minimum 1000 cheese available). Once you can craft Obsidian Leaves, consider farming for "Blower Enemy Damage" crafts. By the time you finish this phase, it's not unusual for runs to take under a couple hours.

## Repeat

You'll notice around tower floor 220 or 240 that the next "More Tower Floors" upgrade will now take multiple runs to unlock. At either tower floor 240 or 260, you'll hit a wall when it's just going to take too long to efficiently unlock progress in the tower. When you hit that wall, you are going



to take a long break as you play the [End Game](#). This stage of the game is all about preparing for that break.

Keep doing tower runs until you hit the following milestones:

- **Unlocked Tower Floor 240** - consider 260 if you have e50+ BLC and can afford it without too many crunches
- **Silver and Gold Token Upgrade Bots** - makes AFK play much faster
- **Gem Leaves Upgrade Bot** - makes AFK play faster
- **Crunchy Areas** - major quality of life upgrade, analogous to “It’s Mine” but for [areas](#)
- **Authority 5** - significantly speeds up each run
- **Craft Forge 3** - unlocks mandatory craft levels for the upcoming pause
- **Craft Hammer 7+** - 10 if you chose TF260
- **Faster Artifacts 6+** - 9 or 10 if you chose TF260
- **Offline Artifacts 4+** - 5 may still be a reach at TF260, but get if you are patient

Once you have purchased “Crunchy Areas” in the [MLC Shop](#), it is worth a trip to the Desert. There is no rush to go here, but unlocking it will enable you to get an additional +75% MLC multiplier on each tower run. Make sure to visit it once before you take your pause.

## Unlock The Infernal Desert

The Infernal Desert is currently the most “dangerous” [area](#) of the game, with significantly higher damage per second than the Volcano or the Hidden Sea. Like with the Moon, you only need to go here once. It provides bonuses to MLC, crafting, and scrolls.

Before heading to the Infernal Desert, boost your [combo](#) as high as you possibly can. Additionally, boost your HP, HP Regen, and HP Drain Resistance as high as you can too. Equip Spider Bro, Snekko, and Doggo [pets](#). If you’ve got spare [gold](#) and [silver](#) coins, spend them on health in their respective shops.

You should be in a position to be able to craft new crafted leaves to taste at this point. Getting a couple of crafted leaves with %HP can really help make the Desert easy.

Now go to the Desert and blow away as many leaves as you can before you get blown away by the area damage. You just need a couple so that you can use offline rewards to unlock seeds. If you need to, buy some ranks in [Sand Marketing](#) and then repeat the process to get offline rewards faster.

Once you have Sand Leaf seeds, farm up to about e40 Sand Leaves. That should be enough to buy everything in the [Sand Shop](#). Once you have done that, you are done with the Infernal Desert and Sand Leaves.

## Sand Shop

This is a \*\*\* shop that persists through MLCs. After one visit to the Infernal Desert just buy everything in the shop.

Upgrade	Description
Concurrent Scrolls	Increases number of concurrent scrolls
Durable Scrolls	Increases duration of scrolls
Frequent Scrolls	Increases drop chance of scrolls

## End Game - Beyond Tower Floor 200

On your latest batch of MLC's, you hit Tower Floor 200 and unlocked the last entry in the Lore. Congratulations, you are in the End Game now!

You have now unlocked all content, learned all the Lore, and become a master of LBR. The only thing left to do is go further and see how far you can take it.

So what is the End Game? Well, in the simplest terms, it is maxing out everything there is to max out in LBR. This starts with getting to the highest Tower Floor. You'll also get to e300 BLC, have perfect [crafts](#), and have a sufficient reserve of artifacts, gems, beer, and cheese to prepare you for any new content along the way.

If you haven't yet, finish up the milestones from this [section](#). Once you've done that, you are ready for the [crafting pause](#).

### The [Crafting](#) Pause

You should be sitting on TF 240 or 260 at this point with some pretty solid crafting and artifact boosts. The next floor unlock is going to take quite a few runs and those runs are probably taking ~2 hours each. This isn't going to be good enough if you want to quickly get to TF 540+. The goal now is to make those runs quick and efficient, with minimal manual intervention required on each run. The path forward is through damage, lots and lots of damage.

Your goal for now is to get about 1,000+ curses from the [Claw Game](#) for damage multiplier and 2e6+ "Blower Enemy Damage" on crafted leaves for flat damage. Additionally, you want to skyrocket your eBLC total so you get more MLC on every run. The way to achieve this is through Cheese.

## Infinicheese : How I Learned to Stop Worrying and Love the Claw

Before setting up your cheese farm/empire, first you want to set up your Orb farm again. Follow the same [approach as before](#), maximizing the key Obsidian Shop upgrades, maxing seeds for Basic through Void Leaves, turning off “Unlock Red Flasks” in the Void shop, prestiging, and then remaxing Basic through Void leaves for efficient trading. Equip Flocko, Penguino, and Cheesetor [pets](#) and activate all [Unique Leaves](#).

It's essential that you are as efficient at Orb farming as you can be, and that you use the Orbs as you get them to increase your eBLC as much as possible. Increase your “Trading Education” in the [BLC Shop](#) to ensure you are getting bigger trades - if you can afford to upgrade it out without cutting into your BLC totals, do so, and keep doing so as you use Orbs (you'll be able to max it by the end of this phase). If you haven't yet, focus on gems at first to unlock “Faster Artifacts” and “Super Durable Artifacts” in the [Gems Shop](#). Until you have those upgrades unlocked, use your cheese to farm gems in the [Claw Game](#) to speed up getting them.

Once your Orb farm is fully set up, it's time to start aggressively cheese farming. You'll get a decent boost from “Trading Education” on the cheese trades, but more important is “Trade Global Multiplier” (TGM) from crafted leaves. Keep a buffer of 500 cheese on hand so that you can rapidly refresh trades until cheese trades are available. Spend the rest on crafting leaves and upgrading said leaves. If you haven't done the “Trader's Crunch” [challenge](#) yet, go knock that out as it will speed up your trading and thus cheese farming.

The end-goal of this phase is to have a full set of 8 Benitoite and Silicon leaves with both TGM and “Blower Enemy Damage”. On your way there, take any leaf with TGM higher than your worst TGM leaf (or a leaf with no TGM). Hold on to your +Obsidian craft along the way, but all other leaves can be tossed aside in favor of TGM. If you get a decent leaf with TGM, consider upgrading it so that you get even more TGM and thus more cheese and more crafting attempts and upgrades. Feel free to grab a Beer trade every so often if you find a good leaf with a bad RNG, but Beer should be on an “as-needed” basis at this stage.

When you hit max “Trade Education” and about 5,000%, you have reached the land of “Infinicheese”, where your cheese trading can finally keep up with your cheese spending. This usually takes a few days of Orb/Gem/Cheese farming to achieve. Once your crafts are in a decent state, take a break from crafting and head over to the [Claw Game](#). The priority is to get 1,000+ curses, but grab scrolls and gems too while you are there. Crafting Scrolls in particular are going to be useful later in the End Game.

Once you have decent crafts and lots of curses, start trading for gems again. Buy the “Offline Artifacts” upgrade in the [Gems Shop](#) if you haven't yet. After that, start spending your gems to buy “Time Travel 72h” timeskips. It's normal to be able to trade for 300+ gems a day now, allowing for a timeskip every other day. Not only will these give you +e6-8 BLC from Orbs alone, but they will also give you another +e1-2 worth of “Enchanted Fruit”. It takes about 40-50 fruit artifacts to generate one Orb of BLC, so make sure to level up your finger dexterity for a lot of

clicking. Feel free to buy out the rest of the [Gems Shop](#) upgrades now as well, if there are any you've been drooling over.

The longer you stay here, the faster the rest of the End Game will be. At a minimum, make sure to have at least e80 BLC, though e150+ is preferable.

By the time you are ready to move on, your tower runs to TF260 should take under 30 minutes and be almost entirely AFK. You are ready to speed crunch through the rest of the game, which you'll need, because the Tower is about to get a lot higher.

## Speed (Mega Leaf) Crunching

At this point in the game, the next batch of [MLC Shop](#) upgrades will cost multiple crunches each. Your [infinicheese](#) farm should have set you up well to quickly achieve those crunches efficiently, and reduce their number dramatically. You should now have enough damage that you don't need to rely on "Worth Enemies" from the [Celestial Shop](#) anymore, saving about an hour each run.

Depending on your Rhodonite Enemy Rewards upgrades, you should expect 10-15 Gold Damage upgrades to get bought automatically while climbing the tower to TF260. Remember you will gain Equipment naturally while crunching, so your damage percent will go up each run too.

It is strongly recommended you buy "ALB Outsourcing" from the [Gems Shop](#) if you haven't yet, as this will save you about 3 minutes of active play each crunch. If you never managed to get the gems together for the Borb Taxi Red Gem upgrade, it's now irrelevant. You should never need to reset in the tower again. Death is no longer a concern when your damage is high enough.

## Step by Step Guide for Speed Crunching

You need to be able to do the following for the steps to work

- Have enough damage to beat your max floor boss without repeating floors
- Have enough eBLC to afford unlocking the Leaf Tower (plus whatever upgrades you want) hundreds of times
- Have enough eBLC to immediately Prestige for enough Coins to unlock whatever upgrades you want

Steps

- 1) Mega Crunch
- 2) As soon as possible, Prestige once

- a) Once you have purchased “Crunchy Areas” and “Unlimited+1 Printer Ink” from the [MLC Shop](#), set your autoteleport to the [Cheese Pub](#). This triggers much faster leaf payout and is the fastest way to unlock Prestige
- 3) Unlock and teleport to the Leaf Tower. From crunch to tower should take no more than 20 seconds including the animation
- 4) Load your Tower Pet Team
- 5) Climb the Tower
  - a) Active Play - manually climb the Tower, unlocking ALBs and using Gravity Balls as desired
  - b) AFK Play w/out ALB Outsourcing - manually climb to TF 31 and unlock “ALBs”. (this can be done with going into settings and toggling the “draw ALBs” option so you don’t have to leave tower and teleport back to TF31) and “ALBs <3 Equipment Items” (generally takes about 2-3 minutes from crunch), then let your ALBs take you the rest of the way
  - c) AFK Play w/ ALB Outsourcing - relax and watch your ALBs do all the work
- 6) After reaching the Tower Peak and being blown away, repeat from Step 1

To make sure you are as efficient as possible while AFK, use a timer to alert you when you have reached the Tower Peak. Start the timer from the moment you go through the green portal and crunch.

## More Tower Floors

The top achievable tower floor right now is TF560. If you’ve followed the guide, you are probably sitting on 240 or 260 and wondering how the heck you get that many more floors, given how expensive the unlocks are. The answer lies in [crafting](#).

Prioritize maxing out “Craft Forge” 5/5 in the [MLC Shop](#). This will unlock Moonstone and Sand craft leaves. These are incredibly powerful and enable you to get a new craft attribute - “More Tower Floors”. Moonstone max out at 18 and Sand at 25 floors. You’ll want to get about 12-13 “Craft Hammers” in the [MLC Shop](#) for efficient Moonstone crafting and 16-18 hammers for Sand crafting. Crafting Scrolls can really help in getting those crafts faster. The priorities on crafting can be found [here](#). You’ll need thousands of Beer and hundreds of thousands of Cheese to fully upgrade high quality leaves at this tier.

Along the way, continue to also buy “More Tower Floors”, “Master of MLC”, “Offline Artifacts”, and “Faster Artifacts” in the [MLC Shop](#). You’ll need to do another crafting pause or two along the way to really boost those Moonstone/Sand crafts. It’s not unusual to aim for a TGM of 1e4% or more, and you’ll want at least 5e11 starting damage after an MLC from crafts and damage multipliers (>1e12 is preferable). More damage means faster tower runs. At TF540, a run of 45-60 minutes is the target.

The End Game “completes” right now at TF560, e300 BLC, maxed out [Gems Shop](#), and a significant buffer of Cheese, Beer, and Gems on hand.

Congrats, you did it!

## Appendix

### Gems Shop (aka Red Gems Shop)

Upgrade	Description	Guide
It's mine!	Let's you keep your tools through Prestige/BLC/MLC	Very nice quality of life improvement. Ensures you have high blowing power at the beginning of each reset and saves having to unlock through Mythical to get all tools again, which is especially valuable on speed crunching.
All Leaves+	Large increase to all Leaf rewards	Useful until the very end game, especially for the early/mid game. There are non-gem upgrades that give you similar upgrades so this can be deprioritized if you are short on gems.
Offline Profits +750%	What the name says	If you plan to spend any meaningful amount of time offline, this is a good one to get. However, unless you plan to spend a majority of your time offline, this can be deprioritized.
Max Offline Time	Increase the offline time during which you get rewards.	Time Skips will give you the full reward even without this upgrade, so its value is fairly low unless you plan to spend days offline at a time
Prestige Coins x3	What the name says	This is extremely useful in the early/mid game, but not as valuable as BLC x3 and MLC x3 if you are limited in gems
BLC Coins x3	What the name says	This is one of, if not the best upgrades in the gem shop. It will be hugely valuable until you unlock "Crunchy BLC" in the "Mega Leaf Crunch Shop" in the late game
MLC Coins x3	What the name says	This is one of of the best upgrades in the gem shop, comparable to BLC

		Coins x3. It becomes useful in the late-Mid game and pays for itself within the first couple tower runs in terms of time it will save you
Converter's Output +300%	Increases converter output without increasing input	This is a nice to have but one of the lowest priority upgrades. It is most useful for speed BLC crunching, but not necessary
Ultra Fruits	More fruit rewards	Very low priority and basically has no value outside of the very early game
More Seeds	Notably increases seed spawn chance	Powerful upgrade that will help with seed farming, useful from the late-Early game on. It loses a little value at the very end game when you get gem leaf upgrades
Offline Seeds	Earn a small amount of seeds offline	This one is lower priority as there are gem leaf upgrades in the late game that give the same reward but much stronger. The reward at this point is significantly fewer seeds than you would get from active/AFK play, so only get this if you have the gems to spare and plan to spend a lot of time offline pre-gem leaves.
Offline Artifacts	Earn a decent amount of artifacts per offline spawn cycle	Incredibly valuable upgrade, that is complemented but never replaced by late-game MLC shop rewards. Even if you aren't spending a lot of time offline, you will want this reward before you start using time skips, which will also give you artifacts if you have this upgrade. It doesn't need to be purchased until late game.
Faster Artifacts	Artifact spawn rate notably increased	This is a high priority upgrade, getting you more <a href="#">artifacts</a> faster. Midgame priority.
Super Durable Artifacts	Artifacts stick around a lot longer	This is a high priority upgrade that benefits Active and AFK play. In active play it gives you more time to grab artifacts before they expire. In AFK play, it is extremely beneficial when using <a href="#">Fruit Trees</a> because it will funnel the fruit time reduction

		towards the artifact you are farming. It can wait until late game.
Customer Acquisition	Reduces trade refresh cooldown	This is a lower priority upgrade. It will save you some time while getting your early trades up and running, but with <a href="#">Cheesetor</a> in the early/mid game and <a href="#">infinicheese</a> in the late game, you can refresh your trades cheaply and quickly without this upgrade.
Better Pets	Increases all Pet bonuses notably	This is a mid/high priority upgrade that makes all of your pets much more effective. It is useful pretty much as soon as you unlock pets and through the rest of the game.
Better Unique Leaves	Increases all unique leaves bonuses notably	Not as useful as Better Pets, but still a nice passive boost that is worth considering if you have the gems to spare. It is fairly useful from the late-Early game through the Late game. However, in the end-game it's value does not hold as well as Better Pets
Buy Borb Taxi Ltd.	Enables you to stay in the tower for free after losing to an enemy	This is a nice quality of life upgrade for the Late game, though it loses its value once you are able to <a href="#">speed crunch</a> . If you plan to AFK tower to farm equipment/coins, and borb farming/trading is not for you, consider this upgrade.
ALB Outsourcing	You get ALBs in the tower right away instead of having to unlock them after floor 30.	This is a solid quality of life upgrade that is useful as soon as you unlock the tower. It saves you 20 gold per run and 30 floors of manual crunching. Where it really shines is when you are speed crunching, as it will save a 2-3 minutes of active play in each run.
Time Travel	Instantly get offline rewards after some amount of time	72h Time Travels are worth every penny throughout the game. The rest aren't worth your gems. These are most effective once you have offline artifacts and some form of offline seeds. If you bought the



		supporter packs and got some of the shorter-duration time travels, those can be helpful on getting past some of the early “walls” to unlock seeds or the next leaf in your progression.
--	--	---

## Challenges

Add more here about challenges in general, challenge ribbons, link to the house

Upgrade	Description	Guide
All Manual	Do a BLC with no autobuyers, win 5% Faster Autobuy	Quick and easy challenge. Useful as early as you can get it, but not a must-have.
Combno	Get 1e8 BLC without combo, win 500% permanent Combo multiplier	Can take a couple days of focused play but is quite a nice reward. Consider doing while still in the mid-game
F2P	Leaf Tower Floor 11 with no gem upgrades, win +10 daily gems	Difficult but doable. A good post-late game challenge for F2P players who need more gems, but also not the hardest reward to just earn daily through trading or claw game. If you are going to do it, consider doing so while you are finishing up your first MLC. By the time you get crunchy BLC, 10 gems is easily achieved in one trade cycle (and end game in only 1-2 trades).
Hands Only	Do a BLC with no tools, win 5% off all shop prices	Quick and easy challenge. Useful as early as you can get it, but not a must-have
Infertile Grounds		
Petless	Get 1e8 Benitoite w/out pets, win +1 pets at all times	Somewhat tricky challenge but with an excellent reward. Consider doing after unlocking tower in main, and plan to spend offline time to make up for lack of pet bonuses
Printer Maintenance		

Speedblower Revolution	Do a BLC w/in 20s of another BLC, win autocrunch timer -15s	Not really worth it anymore since you can get this through other means. Do it before you get past 1e10 BLC on main for it to still have decent value
Speedblower BLC%	Do a BLC, win 2.5e3% BLC coins	Slightly harder BLC challenge as you have no gem bonuses, but still fairly quick to do. The reward is huge if you can get it early. Consider doing once you are in the mid-game
Speedblower BLC% Online	Do a BLC w/out offline rewards, win 2.5e3% BLC Coins	Additive to Speedblower BLC%, but you have to be online for all of it. If that seems reasonable in time for you, the reward is still a great addition the earlier you can get it.
Speedblower BLC% Online Combo	Same as Speedblower BLC% Online but you start with Combo unlocked and 10 ranks of <a href="#">Gold Shop</a> Max Combo	Additive to Speedblower BLC%, but you have to be online for all of it. Faster than the one without combo though. If that seems reasonable in time for you, the reward is still a great addition the earlier you can get it.
Speedblower MLC%	Do an MLC w/out any gems available, win 25% MLC coins	Huge value but also a hard challenge as you can't even trade/claw for red gems, but the reward is incredible. Consider doing around or after your first MLC for the maximum benefit, but it will still be useful through the end game
Speedblower Prestige%	Do a Prestige, win +25% BLC Coins	Quick and easy challenge, worth doing as soon as challenges are available
Speedblower Prestige% Online	Do a Prestige w/out offline rewards, win +25% BLC Coins	Quick and easy challenge, worth doing as soon as challenges are available
Speedblower Prestige% Online Combo	Do a Prestige w/out offline rewards but with a Combo bonus, win +25% BLC Coins	Quick and easy challenge, worth doing as soon as challenges are available
Trader's Crunch	Get 1e6 BLC w/out converters but with an incredible boost to Trading, win trades taking 15% less time	Can be done in a few hours of active play and is a fun and <i>very</i> different way of playing. The reward is well worth the time. Consider doing early in the mid-game, after you've

		unlocked Trading
--	--	------------------

## Seeds

Seeds will only spawn if you have at least 1 level bought of their upgrade (so you need 1 level Gold Leaf Seed to see any Gold Leaf seeds).

Seeds work by instantly giving you leaf rewards equal to 1%/level of your current seed total. This means that if you have level 1 Gold Leaf Seeds, and 1000 Gold leaves, you would instantly get 10 Gold Leaves. If you had 100 Gold Leaf Seeds, you would get 1000 Gold Leaves. This is huge.

It is always worth spending your remaining leaves to buy max on seeds before doing a BLC. Seed upgrades persist through BLCs and are in effect even before you unlock the Farming Shop.

## Seed (Re)Maxing

At various stages, you'll need to remax your seeds in order to make large purchases in the Leaf Shops. The basics of remaxing are:

- 1) Turn off all autobuyers for the leaf you are remaxing. Turn off prestige autobuyers as well
- 2) Using [Doggo](#), Printers, and/or [piling](#), gather enough leaves to afford the first Seed upgrade for the leaf you are trying to max. Buy Marketing upgrades and repeat along the way to speed up the process.
- 3) Equip [Raccoono](#) and activate [Rainbow Leaf](#). The unlocked Seed will now start to spawn. Collect seeds
- 4) For the first 10 levels of Seed upgrades, spend no more than 1% of your Leaves on those upgrades. After that, spend no more than 10% of your Leaves on those upgrades
- 5) Continue Seed farming until you have 100/100 Seed upgrades. Keep farming Seeds after that as needed
- 6) Carefully configure and turn back on the autobuyers for the leaf you remaxed

You can remax multiple seeds at once. If you plan to do multiple at once, the most efficient way is to unlock them all and AFK farm. You can speed up this process with Strange Seed Bags artifacts and Offline Seeds rewards, though these are best for [Seed Funnelling](#).

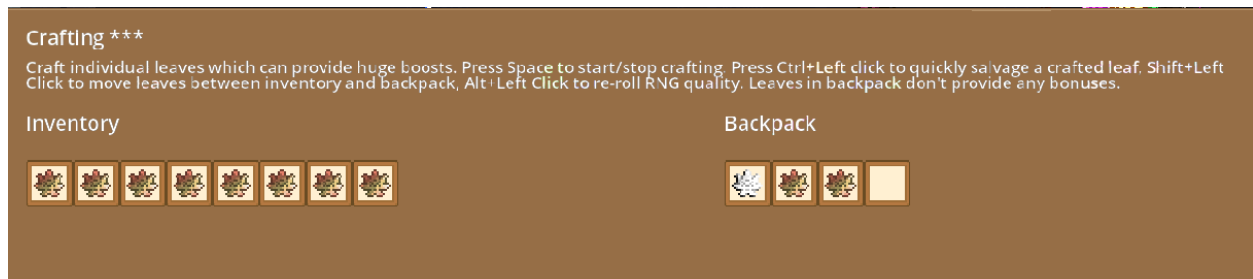
## Seed Funnelling

This is a technique used only after your [first MLC](#). Often, you will want to just remax one kind of Seed - usually Celestial or Obsidian leaves. To achieve this, make sure you *only* unlock Seeds of that leaf type. Don't unlock anything else.

Then, leverage “Strange Seed Bags” artifacts and Offline Seed Rewards via the [Claw Game](#) in order to rapidly get seeds of the type you need. You can in theory fully max a leaf by this method, but it’s usually not as efficient as using normal Seed Remaxing beyond about e40.

## Crafting

Crafting is unlocked in the [BLC Shop](#). As the menu explains, crafting allows you to create a special set of crafted leaves that have bonus attributes. These can be obscenely powerful, particularly in the Late/End-game, where they are required to get to the [furthest reaches](#) of the game. Below is an image of a fully-upgraded Crafting Shop.



The Inventory is the active set of leaves giving you bonuses. The Backpack are spare leaves that you can swap in as needed. In order to swap leaves, you need to keep one space in the Backpack unfilled.

Crafting costs 5 cheese per attempt. To craft leaves, hit the “Craft” button. This starts a white bar that moves quickly back and forth across the screen. You want to hit the space bar when the white bar is over the green bar. This determines your “crafting quality” (0-100%). The closer to the green bar, the higher the quality. Crafting is easier with autosave at 5 min vs 30s as saving causes a skip occasionally which can make you miss the center line.



To see the stats of a crafted leaf, mouse over it. You’ll see the following information

- **Leaf Tier** - higher tier have higher attribute values, more attributes total, and more attribute types available

- **Level** - the level of a leaf determines the multiplier assigned to all attributes. All leaves start at level 1 and, with upgrades, can be raised to level 30. Increasing level costs Cheese
- **Craft Quality** - how close to the green bar you got when crafting (0-100%). Adds with the RNG Quality to determine a total quality for the craft (0-200%)
- **RNG Quality** - a random quality the game assigned when crafting (0-100%) Adds with Craft Quality to determine a total quality for the craft (0-200%)
- **Attributes** - a list of bonuses and their values. The value can be increased by leveling up the crafted leaf. With the exception of "More tower floors", you can calculate the expected value of leveling up an attribute by figuring out its base value. Base value = current value / (5+current level), so at level 1, divide the current value by 6 to get the base value.

Example of a top tier leaf



You can influence crafting by buying useful upgrades, using a Crafting Scroll, and by playing the Crafting mini-game well to get high craft quality.

Each Craft Forge level unlocks higher leaf tiers. It is not possible to craft higher tier leaves without Craft Forges. You can get Craft Forges in the [BLC Shop](#) and [MLC Shop](#).

- CF 1 - Celestial Leaves
- CF 2 - Mythical Leaves
- CF 3 - Lava Leaves
- CF 4 - Ice and Obsidian Leaves
- CF 5 - Silicon Leaves
- CF 6 - Benitoite Leaves
- CF 7 - Moonstone Leaves
- CF 8 - Sand Leaves

Importantly, Craft Hammer levels are what increase the probability of actually getting the higher tier leaves. If you had CF 8 but no hammers, you would never ever in a thousand years see a Sand Leaf while crafting. You can get Craft Hammers in the [BLC Shop](#), [Gem Leaves Shop](#), and

[MLC Shop](#). You can also increase your chance of getting a better crafting tier by using the Crafting Scroll.

You can see a couple stats about your crafting in Stats.

| Craft Level: 9 | Craft Max Chance: 0.00645%

Craft level = 1 + Craft Forge level

Craft Max Chance is a bit confusing at first blush. It represents the highest roll you can get behind the scenes when the game is deciding what leaf tier to give you

- Sand Leaf - roll under .0001%. So for the above craft max chance, there would be a 1/64 chance of getting a Sand Leaf
- Moonstone Leaf - roll under .001%
- Other leaves still need to be determined

If you don't like a craft, you can salvage it for 1 cheese (2 with [Moonstone Shop](#)) by either clicking Salvage or holding down Ctrl while you click on a leaf.



Throughout the guide we have put in recommended targets for crafting purposes. The key points are

- Before going to the [Hidden Sea](#) for the first time
- Before the [final crunch for BLC](#)
- During the [run](#) to the crafting pause
- During the [crafting pause](#)
- In the final End Game when pushing for [more tower floors](#)

## Beer

Beer is a resource that persists through MLCs. It has exactly one use - you can spend it in the crafting menu to reroll the RNG Quality of a given leaf. Click the "Reroll RNG" button to do so. The value can go up or down. Generally you'll want to have enough Beer to try rerolling a leaf 5 or 6 times, to make sure you finish at 100% (or other high value).



You can get Beer mostly through Trading, which will be a focus in the [End Game](#). You can also use the Beer [Converter](#), but that isn't a great use of Cheese.

## Hotkeys

- Esc - Options
- 1 - Tools
- 2 - [Leaves Shop](#)
- 3 - [Gold Shop](#)
- 4 - [Platinum Shop](#)
- 5 - [Bismuth Shop](#)
- 6 - [Cosmic Shop](#)
- 7 - Void Shop
- 8 - [Exotic Shop](#)
- 9 - [Celestial Shop](#)
- Q - Mythical Shop
- W - Lava Shop
- E - Ice Shop
- R - Obsidian Shop
- T - Silicon Shop
- Z - Benitoite Shop
- A - [Coins Shop](#)
- S - [BLC Shop](#)
- D - [Red Science](#)
- F - [Green Science](#)
- G - [Blue Science](#)
- H - [Magenta Science](#)
- J - [Orange Science](#)
- K - [Black Science](#)
- L - Strange Science
- V - [Areas](#)
- B - [Converters](#)
- N - Printers Shop
- M - Farming Shop
- Y - [Trading](#)
- Shift - change buy mode to by 10 instead of 1 (or max available if less than 10)
- Ctrl - change buy mode to by 25 instead of 1 (or max available if less than 25)
- Alt - change buy mode to by 100 instead of 1 (or max available if less than 100)

## Damage Per Tower Floor

These values all assume Owlo is equipped, which significantly increases the damage you do by creating more merged high-tier leaves. Higher-tier leaves do more damage overall.

- **Min Damage** - can be done but won't be consistent and may require the largest version of the boss and a couple attempts. This is primarily a reference number for pushing the final bosses of a run, it isn't worth working this hard to kill mid-tier bosses.

- **Consistent Damage** - damage needed to win with active play most of the time and AFK play some of the time. What you should be aiming for as a minimum to farm bosses in normal play
- **Overkill** - will win every time with active play and almost every time with AFK play. This is mostly a reference number to help decide where to set your teleport floors. You should have at least one overkilled boss in your run to smooth out gold income.

Floor Boss	Min Damage	Consistent Damage	Overkill
10	4.0e4	5.0e4	1.4e5
20	9.0e5	2.0e6	3.8e6
30	7.8e6	1.2e7	2.0e7
40	2.3e7	5.5e7	7.2e7
50	6.5e7	8.0e7	1.0e8
60	1.0e8	2.5e8	
70	2.5e8		
80			
90			
100	8.3e8	1.0e9	
110			
120			
130			
140			
150			
160			
170			
180			
190			
200			
210			



220			
230			
240			
250			
260			
270			
280			
290			
300			
310			
320			

## What Persists Through BLC?

- [Celestial Shop](#)
- Mythical Shop
- Lava Shop
- Ice Shop
- Obsidian Shop
- Silicon Shop
- Benitoite Shop
- [BLC Shop](#)
- [Prestige Coins](#) (if “Crunchy Coins” purchased in the [BLC Shop](#))
- [Silver Token Shop](#)
- [Gold Token Shop](#)
- [Areas](#)
- Printers (if “Unlimited Printer Ink” purchased in the [BLC Shop](#))
- [Farming Shop](#)
- Ongoing [Trades](#)
- [And everything that persists through MLC](#)

## What Persists Through MLC?

- [Gems Shop](#) and Gems
- [Unique Leaves](#) (the menu still needs to be unlocked in the [BLC Shop](#))
- [Pets](#) (the menu still needs to be unlocked in the [BLC Shop](#))

- Artifacts (the menu still needs to be unlocked in the [BLC Shop](#))
- [Equipment](#) Items (the menu won't be visible until the [Leaf Tower](#) is unlocked)
- Scrolls (the menu still needs to be unlocked in the [BLC Shop](#))
- Stats (e.g. number of BLC crunches)
- Tools (if "It's Mine" is purchased from the [Gems Shop](#))
- Gem Leaves Shop
- [MLC Shop](#)
- [Areas](#) (if "Crunchy Areas" is purchased from the [MLC Shop](#))
- BLC Coins (if "Crunchy BLC" is purchased from the [MLC Shop](#))
- "Bigger Bag" upgrade in [BLC Shop](#) (if "Crunchy BLC" is purchased from the [MLC Shop](#))
- Printers (if "Unlimited+1 Printer Ink" is purchased from the [MLC Shop](#))
- Crafted Leaves
- MLC Coins
- Challenge Points
- Borbs
- [Cheese](#)
- Beer

## Sources of BLC

### Flat BLC

- [Equipment](#) "BLC Ring" (+100 each)
- [Exotic Shop](#) (+5000 max)
- [Celestial Shop](#) (+1e4 max)
- Mythical Shop (+2.5e4 max)
- Lava Shop (+3e4 max)
- Ice Shop (+5e4 max)
- Obsidian Shop (+1e5 max)
- Silicon Shop (+1.5e5 max)
- Benitoite Shop (+2e5 max)
- [BLC Shop](#) (+1 each level)
- [MLC Shop](#) (+2e4 each level)
- Crafted Leaves BLC Coins

### BLC Multipliers

- [Gems Shop](#) "BLC Coins x3"
- [Gems Shop](#) "Better Pets" (with [Foxo](#) equipped)
- [Gems Shop](#) "Better Uniques" (with [Ghost Leaf](#) activated)
- [Unique Leaf](#) "Ghost Leaf" activated (500%)
- [Pet](#) "Foxo" equipped (200%)
- Scroll "Pet Scroll" (with [Foxo](#) equipped)
- Scroll "Unique Leaves Scroll" (with [Ghost Leaf](#) activated)
- [Challenges](#)
  - Speedblower BLC% (+2.5e3%)

- Speedblower BLC% Online (+2.5e3%)
- Speedblower BLC% Online Combo (+2.5e3%)
- Speedblower Prestige% (+25%)
- Speedblower Prestige% Online (+25%)
- Speedblower Prestige% Online Combo (+25%)
- [Exotic Shop](#) (+2000% max)
- Gem Leaves Shop “BLC Science” (+25% each level)
- All [Science Shops](#) (+500% max)
- [Strange Science Shop](#) (+300% each level)

### Other

- Artifact “Orb of BLC” (1.05 times whatever current total is)

## Sources of MLC

Initial MLC is calculated based on tower floor and eBLC on hand

- Increases exponentially - defeating bosses in the [Leaf Tower](#) on floors 100+
- Increases linearly - eBLC (max e300)
- Crafted Leaves MLC Coins

The values above then have several multipliers applied to it

- [Gems Shop](#) “MLC Coins x3”
- [Challenge](#) “Speedblower MLC%” (+25%)
- [Moonstone Shop](#) (+50% max)
- [Sand Shop](#) (+75% max)
- [Gem Leaves Shop](#) “Master of MLC” (+1% each level)
- [MLC Shop](#) “Master of MLC” (+10% each level)

## Guide Roadmap

### On Deck

- Structural/Global
  - Clean up formatting and section-breakdowns for clarity and consistency. Remove redundant guidance
  - Cross-referencing guide with existing Discord pins
  - Clean up/add/correct all the various links
  - In areas with multiple possible strategies, clarify how to choose the best strategy for you
- Content
  - Add a section on Scrolls
  - Extend guidance for what to do once you have more gems to spend on upgrades, especially in early/mid-game of a second tower run (or for supporters)
  - Add a section on health, health regen, and damage resistance

- Add a section on Unique Leaves
- Add a section on the Mythical Garden and Mythical Shop
- Extend Printers section
- Add a section on the Autobuy Priority Device, including guidance on using them
- Add a detailed section on Artifacts
- Finalize sections on [speed \(BL\) crunching](#) and [autocrunching](#)
- Add in or link to various calculators (e.g. MLC coins, blowing damage)
- Add a section on the House

## Backlog

- Add details of how Combo Max and Combo Multiplier are applied from all sources
- Fill out the [Damage/Tower Floor Table](#)
- Add details of how Better Pets and Better Uniques impact pets and unique leaves
- More guidance on when to do each [Challenge](#)
- Add in target Bigger Bag upgrades for major stages in the games
- <https://www.jef.buzz/lbr-wiki/> integration
- Add a section on troubleshooting, including looking at FPS
- Add a section on the Stats menu and how to read it
- Add a section on in-game achievements and rewards
- Add offline vs online [Orb Farming](#) calculators
- Add details about how blowing power works in terms of radius and power
- Add details about how Fertilizer and Leaf/Seed spawn cycles work
- Extend the Crafting section to include attribute list and details

## Additional Thanks and Credits

Thanks to the following folks for their contributions to and advice on the guide

- Neocloak
- Jef
- MikeDerp
- Lord Maarg
- Laura

Thanks to the many editors of the [LBR Wiki](#), as well as the authors of the excellent pins on Discord, which were linked and used as reference throughout.

Finally, thanks to all of the helpful Discord community members, who continue to provide guidance and advice to all players, and helped answer many questions while we were writing the guide.

## Version History

- 0.1.01 - 9/14/21 - Major Update including LBR v2.4.0

- Updated strategy to reflect changes from v.2.4.0
- Added all new features from v2.4.0, except where added to the Backlog
- Completely rewrote section on the Cheese Pub
- Added section on Borbs
- Cleaned up vocab, grammar, and pronouns
- Added section on Crafting and crafting guidance throughout the guide
- Added section on Seeds, remaxing, and funnelling
- Reorganized several sections to be in more relevant locations
- Added guidance to the Areas section
- Added section on Exotic Shop
- Clarified some confusing guidance
- Extended section on Converter Start Bot
- Reorganized and cleaned up sections around Celestial Leaves
- Reorganized and cleaned up sections on Obsidian Leaves through Benitoite Leaves
- Extended section on Damage
- Updated guidance around ALB Bumper usage in the Tower
- Added section on Gem Leaves Shop
- Added section on The Moon and Moonstone Leaves
- Added section on Orb Farming and Fruit Trees
- Reorganized and cleaned up sections on MLC2 through TF240
- Reorganized and cleaned up all End Game sections
- Added sections on What Persists Through BLC/MLC
- Added sections on Sources of BLC/MLC
- Added credits section
- 0.0.01 - 8/30/21 - Early Access Initial Release