

Evolve New File Journal

Run 1 - Giant species (got Ogre)

Notes - dang, i knew research would be slow but its slower than i even remember! 3500 game days from start to iron mining. Dont think i did any major things wrong. Went with oligarchy, but i think that if I was scripting more heavily i'd do autocracy for the soldier boost.

15000 days - We're in the nuclear age but this age is taking longer than i thought. Manually clicking some assaults here and there - I have the script set to be very minimal on combat to better simulate what someone could accomplish manually.

I made a mistake and lost a ton of citizens due to tax riots. It took me like an hour for them to come back! That sucked! Guess we gotta keep morale above 100 if we're going to crank the taxes up to 40%+ on technocracy.

Run finished at just over 18000 days.

Run 2 - Avian Species (Arraak)

Holy shit between plasmids and temples this is going so much faster. Even though the plasmid bonus only started at 30% and went to 100%, that also frees me from having to have so many farmers (even with Giant giving a 2x multiplier to farmers/lumberjacks/quarries, i needed like 20 farmers at nearly all times last run!)

Run took less than half the time, and i even had to wait for crispr to unlock so i could pick up *Hardened Genes*. Setting star level to 2. Gonna snag a bunch of achievements this time.

Run 3 - Fungus Species (Sporgar)

Was hoping for shroomi here to chase after toxic trolls

Run 4-8 - More MADs

Runs steadily improving time (as expected) - picking up the basic crisprs and have Ancients now. Gearing up to do a bioseed next run. Probably as Avian, because cement sucks. After that, we'll be playing on 3 star since we should have enough to get Crafty as well as Governor.

Ent 3* went smoothly with Crafty:2. Skipping

Bioseed 1 - Dracnid - 25k days.

This run went pretty smoothly. I picked up the last level of Crafty when i got crispr. I think i messed something up early on because genetics didnt get done until 6k days which was longer than the ent MAD.

Went to Trashed Unstable Tundra.

3 more mads - 2 polar species and Kobolds, then Wendigo Bioseed. This time we have Governors (spiritualist for the bioseed)