Prestige Tree: Written

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A Wholly Incompleat and Inaccurate Guide
Misrepresenting [Prestige Tree: Rewritten](#) v1.3p1
for the Mildly Interested Player

When playing this game I often get stuck, usually because something I missed. A target that needs targeting, a toggle that needs toggling, a purchase that needs purchasing, a challenge that needs challenging. These are scattered throughout the game. Finding them can be frustrating.

This guide will help along the journey.

Useful Things to Know

This is NOT an idle game. There are times when it is beneficial to let the game run in the background for a time, but that's mostly not the case. Just as well, there is no harm in walking away and leaving the game to run for a while.

Pay attention to the glow. The bubbles on the tree will glow if there's something to do inside that tab. Glowing white means the value can be bumped at least 10%. Glowing red means there's an upgrade.

See the glow. The default display style can make the glow around some of the bubbles difficult to notice. If you are having difficulty seeing the glows, go into settings and adjust the display and node options to your preferences.

Ignore the glow. Don't be tempted to click on everything that glows. It is not infrequent that a bubble will glow, but the upgrade will be less beneficial than waiting. This guide aims to help to identify those times.

Get a good autoclicker. There's a lot of clicking to be done, and often very repetitively. Have an autoclicker that can be set to run slowly - sometimes as little as once a minute.

Know the keyboard shortcuts. They are shown under the 'i' in the top left corner and are revealed as the bubbles unlock. Resetting values using the keyboard will save a lot of tab switching.

If you're grinding for a long time, you've likely missed something. Roll back and re-read the guide. Pay special attention to things that should have unlocked and read [Appendix: If You're Stuck …](#)

How to Read this Document

General commentary in black, important things in red, footnotes in blue.

Target/Objective (approximate time)
- Goals to get along the way - helpful stuff in green underline
- and things that should be completed before moving to the next target

Targets are minimums are sometimes approximate. There is no risk in exceeding them.
The placing of some goals is approximate. You may achieve them earlier or later. Be sure to wait for the ones that are noted, "wait for it."
Times are approximate, and in case you're wondering, the entire game takes about 24 hours of active play time

See also: [Appendix: Space and Hyperspace Buildings](#)

Levels 1 and 2: Prestige, Boosters and Generators (40 min)

This portion of the game is mostly straightforward. The most significant piece of advice to give: avoid buying Booster and Generator upgrades too early. Buying upgrades may increase the rate of point gain, but requires a lot more button clicking and tab switching.

. I recommend doubling the amount in the targets.

200 pts; 7 total Prestige
- Prestige upgrades A1-3
- Achievement A1-3, B1
- Booster 1

2k pts; 10 total Prestige
- Prestige upgrades A1-3
- Booster 2

10k pts; 33 total Prestige
- Prestige upgrades A1-3, B1
- Booster 3

Remember: Do not buy Booster or Generator upgrades until instructed. Buying too early slows the game a lot.

115k pts; 200 total Prestige - buy Prestige upgrades as needed from here on
- Achievement A4
- Booster 4

5 Generators
- Achievement B2

5 Boosters
- Booster upgrade A1 - purchase and bring Boosters back to 5

6 Generators
- Generator upgrade A1 - purchase and bring Generators to 6

Tip: Avoid a lot of tab switching by using the keyboard shortcuts to reset P, B & G. Use the mouse in one tab while using the keyboard to reset the others.

7 Boosters; 8 Generators
- Generator milestone 8
- Generator upgrades A2 & A3 - purchase and bring Generators back to 8

9 Boosters
- Booster milestone 8
- Booster upgrades A2, A3, B1 - purchase and bring Boosters to 9

10 Generators
- Generator milestone 10

12 Boosters; 13 Generators
- Generator upgrade A4

14 Generators; 15 Boosters
- Booster milestone 15
- Booster upgrade B2

15 Generators
- Generator milestone 15
- Generator upgrade A5

From this point forward, buy B/G upgrades at will. Some of the row B Generator upgrades are dependent on Generator power. If the power level is approaching the upgrade target, it may be worth waiting.

18 Boosters
- Booster upgrade B3

19 Boosters; 18 Generators
- Generator upgrades B1 & B2 - wait for it

20 Generators
- Generator upgrade B4

22 Boosters; 23 Generators
- Generator upgrade B3
- Achievements B3 & B4
- Unlocks 3rd row of Prestige (P) upgrades. Buy as they become available

1e120 pts
- Generator upgrade B5
- Level 3 unlocks

Level 3: Time Capsules, Space Energy, Enhance and Super Boosters

According to the PT:R Discord channels, the optimal order of unlocking level three starts with Enhance (E). If you decide to go that way, be sure to get 5.61e190 pts, unlock Enhance 25 and get all the (E) milestones in one shot.

This guide goes another direction, and here's why (skip this paragraph if you don't really care). Each bubble unlocked makes the next more expensive. By starting with Time Capsules (T) and Space Energy (S), their milestone 5s - the one that unlocks automation - is reasonably achievable. Unlocking Enhance (E) first makes it possible to complete the level faster (saves ~10 min), it requires a lot more clicking and tab switching. This guide prefers less clicking and more waiting.

About Time Capsules (T) and Space Energy (S):
- Buy Time Capsules and Space Energy as they become available
- Purchasing Time Capsules (T) and Space Energy (S) resets previous levels. You will have to do them over again, although each pass will be faster than the last
- Do not spend Time Capsules or Space Energy on upgrades before Milestone 5
- Buy upgrades that spend Time Energy or Generator Power as they become available
- Buy Extra Time Capsules (the big button) as they become available while holding the 'B' on the keyboard
- See Appendix: Space Buildings for info about Space Buildings.

0 to 5 Time Capsules (15 min)

Time Capsule 1
- Extra Time Capsule 6
- Achievement C1

This resets EVERYTHING and forces a start from the beginning, though it's not as dire as it appears.
Keyboard shortcuts make a big difference.

Time Capsule 2
- Time 2 milestone
- Extra Time Capsule 7
- Time upgrade A2 - wait for it

Time Capsule 3
- Time 3 milestone
- Time upgrade A3 - wait for it

Time Capsule 4
- Time 4 milestone
- Time upgrade A5 - wait for it
- Achievement C2

Time Capsule 5
- Time 5 milestone - enable the Booster Autobuyer

Do not buy Time upgrades A1 and A4 until complete the next section.

5 Time Capsules to 5 Space Energy (10 min)

This introduces Space Buildings. The general rule for space buildings are
- Have at least 1 of each
- Buy the last one first, if possible

Space Energy 1; 1e300 pts
- (S) build 1-1-1

Space Energy 2
- Space 2 milestone
- (S) build 2-3-1
- Extra Time Capsule 8

Space Energy 3
- Space 3 milestone
- (S) build 5-3-2

Space Energy 4; 3.1e414 pts
- Space 4 milestone
- (S) build 7-4-2
- Time upgrades A1, A4

Spending Time Capsules on upgrades requires re-buying Time Capsules to get back to the target. If Generators were automated, this would be easier. Fortunately, we can 'pretend' Generator automation here by holding down the G key.

Space Energy 5
- Space 5 milestone - enable the Generator Autobuyer
- Extra Time Capsule 10
- Space upgrades A1-5, B1

5 Space Energy to Enhance and Super Boosters (10 min)

Time Capsule 9; Space Energy 9
- Time 8 milestone
- Space 8 milestone
- (S) build 17-8-4-6
- Extra Time Capsule 12

Enhance 5e23
- Achievement C3
- Enhance milestones 2, 5 and 25
- Enhance upgrades A1-4, B1-3
- Enhancer 19
- Extra Time Capsule 14
- Time upgrade B2
- Space upgrades B2, B4

Time Capsule 13; Space Energy 13; Enhance 1e42
- (S) build 20-14-7-10-1 - or something close to that
- Space upgrades B1, B5
- Extra Time Capsule 17
- Time upgrades B1, B3-4
- Enhancer 26
- Enhance upgrade B4
- Achievement D2

Super Booster 1
- Achievement D1
- Space buildings whatever - you know the guidelines, buy them when they light up from now on

1e100 Enhance
- Achievement D3
- Everything that is buyable on Levels 1-3

Achievement C4

Achievement C4 is the first challenge achievement. It requires a secret handshake to complete. The requirement is visible when hovering the mouse over the achievement. Most challenge achievements are relatively easy to understand and don't need additional instructions to complete. This guide gives instructions for the harder ones, and this one.

Switch to the Achievement tab (A) and see that C4 is still incomplete. To get the achievement, go to the Autobuyer tab (AB), disable Boosters and Generators, and then do an Enhance (E) reset to get Achievement C4 almost immediately.

Go back to the (AB) tab and re-enable Boosters and Generators. Then wait to hit the next target - 2 Quirks.

1.37e552 Generator Power
- (S) build 22-20-10-14-2 or better
- Quirks 2 <- Do not buy just one - wait for 2. It will save a lot of clicking

Level 4: Quirks, Hindrance, Subspace and Solarity

Quirk milestones are different from what the previous ones you've seen. They are based on **total** Quirks rather than **current** Quirks. This means you can spend Quirks as soon as you get them.

The Quirks tab can get rather long and scroll off the bottom of the screen. You can adjust your settings to hide completed milestones to make the page shorter here:

Settings -> Display options -> Show Milestones -> Automation

0 to 25 Quirks (10 min)

1e4800 pts; 2 total Quirks
- Quirk Layer 1
- Quirk 2 milestone
- Achievement E1

Buying Quirks will reset layer 3. Purchase Quirk Layer 1 and then go through the layer 3 tabs, click on everything that lights up until you get back to 1e4800 pts and buy 2 more Quirks. A 100ms autoclicker can help here.

Repeat the process until the next objective. Also, assume Quirk targets in this document are always total so I can stop writing it.

1e4800 pts; 4 total Quirks
- Quirk Layer 2
- Quirk 3 & 4 milestones - enable autobuyers

1e4800 pts; 6 total Quirks
- Quirk 6 milestone - enable autobuyers

1e4800 pts; 10 total Quirks
- Quirk Layer 3
- Quirk 10 milestone - enable autobuyer

1e4800 pts; 25 total Quirks
- Quirk 25 milestone

25 Quirks to Super Generators (15 min)

Certain Hindrance challenges require knowing the secret handshake - Upgrade Desert (A1), Descension (B2) and Option D (C2). The rest can be completed after hitting certain targets in the game.

1 Hindrance
- Hindrance challenge A1: Upgrade Desert - See below
- Quirk upgrades A1-3 - Wait for these, it doesn't take long

To complete Upgrade Desert, do this (as described in the in-game docs):
1. (H)indrance -> Upgrade Desert -> Start
2. Buy (P)restige upgrades A1-3, B3
3. Buy (B)ooster upgrades A1-2, B1
4. (H)indrance -> Upgrade Desert -> Finish
5. Go back and buy the remaining Prestige and Booster upgrades

Quirk upgrades spend Quirk Energy and their costs increase over time (mostly). Quirk Energy also increases over time and upgrades are purchasable when their values converge. Advice:
- Watch and **wait for the values to converge** if resets are progressing slowly. Some upgrades provide a notable boost and waiting is much less annoying than pumping.
- Sometimes **an upgrade is momentarily available after a Quirk reset**, but you have to be quick to catch it. Keyboard shortcuts can make this easier.
- **Alternate pumping Hindrance and Quirks** as they augment each other. A slowish (~3s) autoclicker is useful.

127 Quirks
- Quirk Layer 4
- Quirk upgrade A4 - wait for it
- Hindrance challenge A2: Speed Demon

5k Hindrance; 5k Quirks
- Quirk upgrade B1 - wait for it
- Hindrance challenge B1: Out of Room
- Achievement D4 (challenge)

1e11 Hindrance; 1e16 Quirks
- Quirk upgrade B2
- Quirk Layer 5
- Quirk upgrade B3, B4
- Quirk Layer 6
- Quirk upgrade C1
- Hindrance challenge B2: Descension - respec Space Buildings, buy all Primary, After completing the challenge, respec Space Buildings and distribute normally

1e13 Hindrance; 1e20 Quirks
- Quirk upgrade C2
- Quirk Layer 7
- Achievement E2 (challenge) - run Hindrance challenge A1: Upgrade Desert to get this

Super Generators to Subspace (30 min)

Super Generators give a speed boost and don't reset anything, but are reset by Quirks.

1e14 Hindrance; 1e21 Quirks; Super Generators
- Quirk upgrade C3
- Super Generator (SG) 2
- Achievement E3

1e22 Quirks
- Quirk Milestone 1e22 - enable the Super Generator autobuyer

Things start to slow down here and some patience is required. Quirk energy will continuously accelerate, more slowly over time, with occasional bursts as upstream hurdles are passed.

- Watch the targets on Quirk upgrades and adjust your game as necessary. The targets are only guidelines. Exceeding the targets can be more optimal at times.
- This begins the 'slow auto clicker' stage of the game. You will find a number of places where you can set your autoclicker to click every few seconds and then ignore the game for a while. Adjust the interval as you see fit.
- Quirk Upgrade row D costs are fixed. This creates opportunities where waiting can be better than clicking.

1e16 Hindrance; 1e25 Quirks
- (S) build 10-30-30-25-7 - Secondary and Tertiary boost Generators and speed things along
- Quirk upgrade C4 - respec to a normal (S) build to get this

1e16 Hindrance; 5e26 Quirks
- Quirk upgrade D1 @ 1e125 Quirk Energy - wait for it

5e17 Hindrance; 2e29 Quirks
- Quirk upgrade D2 @ 1e150 Quirk Energy - wait for it

5e17 Hindrance; 5e30 Quirks
- Hinderance challenge C1: Timeless 1 - Buy Extra Time Capsules to get to the goal

1e21 Hindrance; 1e32 Quirks
- Quirk upgrade D3 @ 1e175 Quirk Energy - wait for it. May take 15 min, but worth it
- Quirk Layer 9
- (H) Timeless 2 - Buy Extra Time Capsules. Do this every Timeless if necessary. Won't mention it again.

1e26 Hindrance; 1e41 Quirks
- Quirk Layer 10
- (H) Timeless 3

1e27 Hindrance; 1e44 Quirks
- Quirk upgrade D4 @ 1e290 Quirk Energy - wait for it

1e32 Hindrance; 1e55 Quirks
- (H) Timeless 4

1e35 Hindrance; 1e60 Quirks
- Quirk milestone 1e60 - enable Space Building Autobuyer, respec space buildings

1e22,908 pts; 1e35 Hindrance; 1e61 Quirks
- Subspace 1

Subspace to Solarity (30 min)

Subspace (SS) is one of the most idle-ish parts of the game. While you're waiting for subspace upgrades to unlock, go do something: watch a tv show, make lunch, mow the lawn, get work done, spend time with your family, get another job.

There may be some secret sauce for making this section faster, but I don't know it.

Things about Subspace:
- Resetting Subspace does not reset anything else important. Reset and purchase upgrades as soon as they're available.
- Resetting Hindrance or Quirks does not reset Subspace.
- Subspace increases over time, so the Hindrance and Quirk targets below are approximations. Your results will vary based on how actively you are playing the game.

1e40 Hindrance; 1e70 Quirks

- Quirk Layer 11
- (H) Timeless 5

1e56 Hindrance; 1e90 Quirks
- Subspace upgrade A1
- Subspace 2
- Subspace upgrade A2

1e62 Hindrance; 1e97 Quirks - respec Space Buildings if things get slow
- Subspace upgrade A3
- Subspace upgrade B1 - wait for it
- (H) Timeless 6
- Solarity (O) 1
- Achievement F2

Solarity to Magic (1:30 active, 3 hours idle)

So you've unlocked Solarity. Pump it, spend it, hate it. You'll be looking forward to when it's automated. This guide will try to get you there as fast as possible via Magic milestone 2.

About Solarity:
- An autoclicker at ~1 sec is really helpful
- Waiting for subspace upgrades will save you some pumping
- As more buyables unlock, buy A1 first and the rest in reverse order.

For Solarity targets, <u>spend the target amount for each buyable and then bring current Solarity back to the target value</u>. Ex. If the target is 50k and you have 3 buyables, you will be pumping for a total of 200k.

Solarity 1k; 1e81 Hindrance; 3e114 Quirks
- Quirk Layer 12
- (H) Timeless 7

Solarity 12k; 1e118 Hindrance; 1e159 Quirks
- Solarity Milestone 50k
- Subspace 3
- (H) Timeless 8

Solarity 50k; 1e130 Hindrance; 1e170 Quirks
- Subspace upgrade B2
- Subspace upgrade B3 - pump for next Solarity target while you wait for it

Solarity 100k; 1e154 Hindrance; 3e200 Quirks
- Quirk Layer 13 @1.84e200 Quirks <- note the target value. Easy to undershoot, recovery is slow
- Subspace upgrades C1-2 - respec Space Buildings @1e151 Hinderance to get these
- (H) Timeless 9

Solarity 250k; 1e215 Hindrance; 1e290 Quirks
- Subspace upgrade C3
- Subspace 4
- Achievement E4 - Turn off Super * Autobuyers and reset Quirks
- Achievement F3 - Turn off Generator Autobuyer and run Out of Room Hindrance challenge

Solarity 1e6; 1e230 Hindrance; 1e305 Quirks
- Subspace upgrade D1
- Solarity buyable B1 - Buy 1e6 of this when it unlocks

Solarity 1e6; 1e240 Hindrance; 1e312 Quirks
- (H) Timeless 10
- Achievement F4

Solarity 100e6; 1e285 Hindrance; 1e360 Quirks
- Quirk Layer 13
- Magic and Balance unlock - don't buy yet!

You now have a choice to make:
- Either wait overnight for 2 Magic to automate Solarity which makes this section fly by.
- Or take the single Magic and redo all of level 4 including the misery of Solarity.

My preference is to wait. It's also nice to pause here because when you come back, game play will be rather active as you rebuild level 4.

Before walking away, hit your Solarity target by incrementally adding to Solarity upgrades A1 and B1, and then purchase A3 and A2. Pumping Solarity to 2e10 and putting it in buyable A2 will speed up (Q) and (H) production.

Solarity 3e9; 1.01e328 Hindrance; 1e418 Quirks; 2 Magic
- Magic milestone 2 - automates Solarity (noice!)
- Achievement G1

Level 5: Magic, Balance and Phantom Souls

0 - 5k Magic (1 hour)

About Magic (M):
- Held (a.k.a. current) magic does not benefit gameplay.
- Milestones are measures in total Magic, so spend as you feel is appropriate
- Magic is spent on Hexes (interchangeably called Spells in some places)[1]
- Hexes improve select components in the game and last a limited time
- Spending magic on a Hex that is already active is not additive. It cancels the Hex and replaces it with the new value. There is little benefit to re-purchasing an active Hex before the Magic 5k milestone.

After unlocking Magic, you will have to complete level 4 all over again. It will be faster and you can be more sloppy about it. A 2.5-second autoclicker is also helpful.

If you feel like you hit a wall, remember to be patient with the Quirk upgrades and check if you missed something in the targets above. If you're just being impatient, use (M) Time Warp to speed things along.[2]

1e414 Hindrance; 10 total Magic - Sloppily re-follow the Level 4 instructions to get back here
- (H) Timeless 11
- Magic milestones 3 & 10 - fully automates Hindrance
3e485 Quirks; 3 Balance - Buy hexes to get over the last hump
- Balance milestones 2, 3 - enable Quirk Layers autobuyer
10 total Balance - Buy hexes at the end to get this in one shot
- Balance milestone 10 - enable Subspace autobuyer

About Balance (B) – from the in-game instructions:

Balance Energy generates Positivity and Negativity based on the location of the slider, and there are also Balance Upgrades to buy. Use both ends of the slider at their extremes to get the most out of Positivity &

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[1] Comment from Atreyu Schilling: Hexes are a value at the bottom of the magic tab accumulated from spending magic on spells. Spells have the temp effects, hexes are "permanent" (r6 resets). Most references to "hexes" here should actually be to "spells"

[2] Comment from Atreyu Schilling: Note: for the early resets before the balance/magic milestones, Quirk Amplification is extremely powerful as it allows you to get every quirk upgrade before it runs out if you're quick enough. It's also more interesting than dinner, generally speaking.

Negativity gains, their nerfs are not important enough to warrant having only one of the resources, so just try to keep their amounts roughly equal.

The balance slider's apparent intended pattern of use is wait-slide-wait-reset. This is even more tedious than the usual grind and it will drive you nuts. A keyboard shortcut for the slider would be helpful, but it appears not to exist.

To hit the next target in the least tedious way:
- Reload the page to unstick anything that's stuck
- Move the balance slider to the far right (Positivity) and leave it there until the 200k Balance target.
- Buy each of the 3 Magic Hexes. Re-buy these each time they run out (60 sec) or let them expire while pumping Magic and go have dinner. Same result, just takes a bit longer.
- Set your autoclicker to ~10sec and buy 200 Balance. 10 seconds is important here - there's a big jump in values after about 8 seconds.
- Switch to Magic and put the autoclicker to work there until you hit the target.

There are other ways to do this, but may require more attention and/or clicking, sliding and tab switching.

5000 total Magic; 200 Balance
- Magic milestone 5k - set to 10%
- (H) Timeless 12

5k Magic to Phantom Souls (30 min)

When you've unlocked the 5k milestone, your Hexes become more powerful. Set it to 10% and every time your current Magic is notably greater than the last time you bought Hexes, rebuy all three Hexes.

From this point until you unlock automation on Level 6, split your time between increasing Magic and Balance. All challenge unlocks should be done while Hexes are active.

50k Magic; 10k Balance
- (H) Timeless 13

500k Magic; 200k Balance
- Balance milestone 200k
- Balance upgrades A1, A4

For Balance upgrades, read the description, slide the slider and wait for the target. From this point on, move the slider from one side to another between purchases for a notable improvement in progress. You may also see sudden jumps in value with longer waits. Using keyboard shortcuts to reset Magic and Balance will make things easier.

2e6 Magic; 1e6 Balance
- (H) Timeless 14 - remember: use slider in challenges if they don't complete by themselves
- Balance upgrades A2-3

20e6 Magic; 10e6 Balance
- (H) Timeless 15

250e6 Magic; 250e6 Balance
- Balance upgrade B-middle (B2)
- (H) Timeless 16

1e10 Magic; 1e9 Balance
- Magic milestone 1e10 - Turn on, set amount to 100%
- Balance upgrade B1, B3

1e13 Magic; 2.5e12 Balance
- Balance milestone 1e12 - turn on.
- Balance upgrade C-middle (C2)

- (H) Timeless 17

With Balance milestone 1e12, you won't have to move the slider between every reset anymore. Instead, move the slider when you notice they're unbalanced.

1e15 Magic; 5e13 Balance
- (H) Timeless 18

1e17 Magic; 1e17 Balance
- Achievement G2 - triggers roughly around here
- (H) Timeless 19

1e20 Magic; 1e20 Balance
- Phantom Soul 1
- Achievement G3
- (H) Timeless 20

Phantom Souls to Honour (30 min)

Phantom Souls and Wraith are now unlocked. Buy them when they glow. Due to them being based on total Quirks which get reset every time you reset Magic or Balance, it's worthwhile to pause for Quirks to get to the next target.

My experience is that from here to unlocking Honour, it's rather grindy. A ~3s autoclicker may relieve you from some ad-nauseum clicking.

1e24 Magic; 1e25 Balance
- Wraith 1
- Phantom Soul 2
- Hindrance challenge C2: Option D 1 - to complete, purchase (P) upgrades, then buy the last two (B) upgrades before purchasing the rest.

1e30 Magic; 1e32 Balance
- (H) Option D 2

1e38 Magic; 1e37 Balance
- Phantom Soul 3
- Wraith 2
- Hindrance challenge D1: Central Madness - use Balance slider to hit target

1e80 Magic; 2.5e93 Balance
- Balance upgrade C1, C3, D1
- Phantom Soul 4 & 5
- Wraith 3
- Phantom Soul 6
- Hindrance challenge D2: Productionless
- (H) Option D 3

1e125 Magic; 1e150 Balance
- Achievement G4
- Phantom Soul 7 - buy whenever it lights up from now on
- Wraith 4 - buy whenever it lights up from now on
- Subspace upgrade D2 & D3
- (H) Timeless 24
- (H) Option D 4

1e150 Magic; 1e179 Balance
- Honour unlocks

Level 6: Honour, Hyperspace, Nebula and Imperium

Honour to Hyperspace (20 min)

About Honour (H):
- Milestones are based on total Honour so you can …
- Spend Honour on upgrades at will
- Resets previous layers, but recovery is pretty fast - even before getting all milestones

11 total Honour
- Achievement H1
- Honour milestones 1 through 10 - turn automation on as they you go
- Honour upgrades A1-3, B2
- Prestige upgrade A4 (challenge)

Honour upgrade A1 unlocks a bunch of new Prestige (P) upgrades. Take the time to read the unlock requirements.

25 total Honour
- Prestige upgrade D1 - if you're having trouble here, check previous target's milestones
- (H) Option D 5 - now completes automatically!

36 total Honour
- Honour upgrade B1
- Prestige upgrade B4 (challenge)

64 Honour (100 total)
- Honour upgrade C1
- (H) Timeless 25

100 Honour
- Honour upgrade B3
- Prestige upgrade D2 and D4 - wait for 1e100 Solarity

500 Honour
- Honour upgrade C3
- (H) Option D 6
- Prestige upgrade D3
- Achievement H2 (challenge) - use (H) Out of Room
- Prestige upgrade C4

100k total Honour
- Honour upgrade C2
- (H) Option D 7
- (H) Timeless 26
- Honour milestone 100k - wait for it
- Achievement H3
- Unlock (PS) Phantom Boosters
- (PS) Ghost Spirit 2 - wait for 2, get more if you feel like waiting

3e6 total Honour
- Honour upgrades A4, B4, C4, D1-4, E1 - buy 'em as they light up
- (PS) Ghost Spirit 13
- Hyperspace (HS) and Nebula (N) unlock - wait for it

At this point, you can unlock either Hyperspace (HS) or Nebula (N). In this guide I'm going with Hyperspace

Hyperspace to Nebula (20 min)

About Hyperspace (HS):
- Buildings enhance Space (S) buildings

- Naming gets a bit confusing:
  - Hyperspace Energy (HS Energy) is the thing you reset for (top button)
  - Hyperspace is the big button that increases your ability to buy buildings
- Hyperspace builds are specified in this guide. General information about builds is in the Appendix
- (HS) builds are a series of numbers representing the amount of each type to purchase. Ex. 0-3-2-5-1 means, 0 Primary, 3 Secondary, 2 Tertiary, 5 Quaternary and 1 Quinery. Spaces will be added to larger builds for readability
- ~6s autoclicker helpful, overshooting targets never hurts

1 Hyperspace Energy
- Achievement I1
- Hyperspace 1; (HS) build 0-0-0-0-1
- Achievement H4 (challenge) - turn off autobuyers, then enhance reset

73 HS Energy; 50e6 Honour
- Hyperspace 2; (HS) build 0-0-0-1-1
- Honour upgrade E2
- Hyperspace 3; (HS) build 0-1-0-1-1
- (H) Option D 8
- Honour upgrade E3 (it's actually E4) - wait for it at 50e6

1k HS Energy
- Hyperspace 4; (HS) build 1-1-0-1-1
- (PS) Ghost Spirit 14
- Nebula unlocks - takes ~10min

Nebula to Imperium (1:40)

About Nebula (N):
- Somewhat passive play, great for while you're doing something else at the same time
- You can set an autoclicker on Nebula and walk away for a time. The more Nebula energy makes this section go faster
- In normal play, activate Secondary Dust Effects in this priority: Orange, Purple, then Blue

1 Nebula
- Achievement I2

10 Nebula; 100e6 Honour; 25k HS Energy (15 min)
- Honour upgrade E3 (for real this time)
- Enable (N) Orange/bottom Secondary Dust Effects
- (H) Timeless 27
- (N) Stellar Cluster 1 - wait for it, then respec Space Buildings
- Hyperspace 5; (HS) build 1-1-1-1-1 - wait for it
- (H) Option D 9

250 Nebula; 1e9 Honour; 1e6 HS Energy (15 min)
- (N) Stellar Cluster 2 - after buying, switch to (O) tab for a second

250 Nebula; 1e10 Honour; 10e6 HS Energy (10 min)
- (PS) Ghost Spirit 15
- Hyperspace 6; (HS) build 1-2-0-1-2 - respec Hyper Buildings to change

25k Nebula; 2.5e11 Honour; 1e10 HS Energy (35 min)
- Honour upgrade A5 - wait for it at 3.5e10 Honour
- Enable (N) Purple/top Secondary Dust Effects
- Honour upgrade B5 - get this before buying Nebula
- (H) Timeless 28
- Hyperspace 7; (HS) build 1-2-0-2-2
- Hyperspace 8; (HS) build 2-2-0-2-2

100e6 Nebula; 1e15 Honour; 1e13 HS Energy (15 min) - increment HN/HS first, be patient between clicks

- Honour upgrades C5, D5, E5
- (PS) Ghost Spirit 16
- Hyperspace 9; (HS) build 2-2-1-2-2
- (H) Option D 10

1e9 Nebula; 1e16 Honour; 1e14 HS Energy (10 min)
- Imperium unlocks - can be done with less and a bit more patience

Imperium to Mastery (5:45)

About Imperium (I):
- Buy it when it lights up
- Building I requires Nebula, adds new types of Space/Hyper buildings
- Building II requires Hyperspace, unlocks new upgrades in Levels 2 through 4
- Buildings III and IV show up late in Level 7
  - Building III - requires Nebula and Hyperspace, unlocks new Spells
  - Building IV - requires Nebula and Hyperspace, unlocks new Phantom Boosters

1 Imperium; 1e9 Nebula (1 min)
- Achievement I3
- Imperium Building I 1
- (HS) build 1-2-0 2-2-2
- (H) Timeless 29

2e9 Nebula; 2e16 Honour; 2e14 HS Energy (11 min)
- (N) Stellar Cluster 3
- (PS) Ghost Spirit 17 - wait for it

2e9 Nebula; 2e16 Honour; **6.06e14 HS Energy** (3 min)
- Imperium Building II 1
- (HS) build 1-1-1 2-2-2
- Booster upgrade A4
- Booster upgrade B4 (challenge)

1e10 Nebula; 1e18 Honour; 1e17 HS Energy (3 min)
- Hyperspace 10; (HS) build 2-2-0 2-2-2

1e10 Nebula; **5e18 Honour; 1e18 HS Energy** (20 min)
- Imperium 2
- Imperium Building II 2
- Generator upgrade C5
- Generator upgrade C1 (challenge)

5e12 Nebula; 1e24 Honour; 5e21 HS Energy (5 min)
- Imperium Building I 2
- (HS) build 1-1-0 2-2-2-2
- (PS) Ghost Spirit 18
- (HS) build 1-2-1 2-2-2-0

1e14 Nebula; 1e24 Honour; 5e21 HS Energy (1 min)
- (H) Timeless 30
- Achievement I4
- Switch to (N) Dust Effects Blue/Orange (middle/bottom)

2e14 Nebula; 2e24 Honour; 6e22 HS Energy (10 min)
- Hyperspace 11; (HS) build 2-2-2 2-2-1-0
- Generator upgrade C4
- Generator upgrade C2 (challenge)
- (HS) build 1-2-0 2-2-2-2
- Switch to (N) Dust Effects Purple/Orange (top/bottom)

1e15 Nebula; 1e28 Honour; 1e24 HS Energy (15 min)
- Generator upgrade C3

- Imperium 3
- Imperium Building II 3
- Enhance upgrade C4 (challenge)
- Hyperspace 12; (HS) build 2-2-0 2-2-2-2 - use (N) Dust Effects Blue/Orange (middle/bottom)
- Enhance upgrades C2, C3
- (N) Stellar Cluster 4
- Booster upgrade C4 (challenge) - use (HS) build 2-2-0 2-2-2-2 to unlock, (HS) build 2-2-2 2-2-2-0 to buy
- Enhance upgrade C1 (challenge)

1e16 Nebula; 1e30 Honour; 5e25 HS Energy (5 min)

- Imperium 4
- Honour milestone 1e30 - enable all three (N) Dust Effects

2e19 Nebula; 2e35 Honour; 2e27 HS Energy (25 min)

- Imperium Building I 3
- (HS) build 1-1-0 2-2-2 2-2
- Hyperspace 13; (HS) build 1-2-0 2-2-2 2-2
- (PS) Ghost Spirit 19
- Enhance upgrade D1 (challenge)

2e19 Nebula; 2e35 Honour; **2.5e28 HS Energy** (5 min)

- Imperium Building II 4
- Time upgrade C3
- Hyperspace 14; (HS) build 2-2-0 2-2-2 2-2

1e20 Nebula; 1e47 Honour; 1e31 HS Energy (25 min)

- Time upgrade C1
- Time upgrade C5 - big Honour boost. Might happen earlier if you're playing more idle
- Time upgrade C2 - wait for it after all targets hit
- Hyperspace 21; (HS) build 2-2-2 2-2-2 2-2

2e20 Nebula; 5e47 Honour; 2e31 HS Energy (10 min)

- Time upgrade C4 (challenge) - respec HS buildings, wait ~10sec and before starting Productionless

1e21 Nebula; 1e61 Honour; 1e36 HS Energy (10 min)

- (HS) build 2-2-2 3-3-3 3-3
- Achievement J1
- (PS) Ghost Spirit 20
- Imperium 5
- Time upgrade D1 - takes ~3min to unlock, another ~2min to buy

1e21 Nebula; 1e61 Honour; **5e39 HS Energy** (1 min)

- Imperium 6
- Hyperspace 22; (HS) build 3-3-1 3-3-3 3-3

5e21 Nebula; 1e75 Honour; 5e41 HS Energy (12 min)

- Imperium Building II 5
- Space upgrade C1
- Space upgrade C4 (challenge)
- (PS) Ghost Spirit 21

5e21 Nebula; **1e91 Honour**; 5e41 HS Energy (1 min)

- Achievement J3
- Space upgrade C2
- Achievement J2 (challenge)

1e23 Nebula; 1e105 Honour; 1e43 HS Energy (30 min) - watch for e1.402e9 pts

- Imperium 7
- Space upgrade C5

1e30 Nebula; 1e121 Honour; 1e43 HS Energy (1 min)

- Space upgrade C3
- Imperium Building I 4
- (HS) build 2-2-0 3-3-3 3-3-3

1e31 Nebula; 1e132 Honour; 1e53 HS Energy (1 min)

- (PS) Ghost Spirit 22
- Hyperspace 23; (HS) build 2-3-0 3-3-3 3-3-3

These next bunch of targets are rather grindy. My strategy uses an autoclicker set to 6-20 seconds for (N) and (HS), and 20-60 seconds for (HN) and run them for ~10 minutes on each. Experiment with time between clicks - the numbers sometimes jump with a long enough wait.

I also believe there's a bug in the game. If things seem to be running painfully slowly, click on all the bubbles or reload that page. That appears, at times, to trigger something in the game with (O) making the most difference.

1e33 Nebula; 1e153 Honour; 3.17e55 HS Energy (20 min)
- Hyperspace 24; (HS) build 3-3-0 3-3-3 3-3-3
- Imperium Building II 6
- (N) Stellar Cluster 5 - wait for it
- Achievement J4
- Quirk upgrade A5 - reset (Q) after ~10s to light this up - an instruction for all (Q) upgrades

1e34 Nebula; 1e200 Honour; 1e57 HS Energy (60 min) - Wait 5 min between clicks on (HN) near the end
- (PS) Ghost Spirit 23 - keep an eye on this, it may unlock earlier
- Quirk upgrade B5
- Quirk upgrade C5 (challenge)

1e35 Nebula; 1e410 Honour; 1e60 HS Energy (30 min)
- Honour milestone 1e300
- (PS) Ghost Spirit 24 - watch (PS) at ~e333 (HN) to see if it's worth waiting for
- (HS) build 3-3-3 3-3-3 3-3-0 - boost (HN) after hitting (N) and (HS) targets
- Quirk upgrade D5
- (HS) build 3-3-0 3-3-3 3-3-3 - after all targets hit

6.61e37 Nebula; 1e440 Honour; 1e62 HS Energy (5 min)
- Imperium 8 - likely earlier than here, but be sure to have it by now
- Imperium Building I 5
- (HS) build 1-3-0 3-3-3 2-3-3-3

If things seem stuck, reload the page and do a Quirk reset. I've had the game get into an odd state after respeccing buildings multiple times and it seemed to fix things.

1e39 Nebula; 1e601 Honour; 1e71 HS Energy (35 min)
- Hyperspace 25; (HS) build 1-3-0 3-3-3 3-3-3-3 - @ 7.04e65 HS Energy
- (PS) Ghost Spirit 25 - wait for it @ 1e500 Honour
- Mastery unlocks (MA) - takes some waiting, there's a sudden jump in (Q) at the end.

Level 7: Mastery, Gears and Machine Parts

Guides: Early, Late

Mastery to Gears (50 min)

About Mastery (MA):
- You can only buy one at a time

1 Mastery
- Mastery milestone 1 - enable Ghost Spirit autobuyer
- Achievement K1

The first mastery resets everything back to Level 4. When rebuilding your tree, make sure to get enough of the milestones on the next level so that it doesn't reset previous levels and you're well automated. In particular, get 10 Balance, 10 Magic and 10 Honour.

Don't forget to buy the extra Quirk upgrades and complete the Hindrances.

6.61e37 Nebula; 1e640 Honour; 2.51e94 HS Energy (20 min)
- Hyperspace 26; (HS) build 3-3-0 3-3-3 2-3-3-3
- Hyperspace 27; (HS) build 3-3-0 3-3-3 3-3-3-3

2e647 Honour; 2 Mastery (9 min)
- Mastery milestone 2
- Master Prestige (P)
- Achievement A5

At 2 Mastery, only Level 6 is reset. Before you rebuild, complete the Prestige mastery. Do this by pressing the big Mastery button on the bottom and then the (P) bubble. Rebuild Prestige until you hit the target value indicated on the top right of the Prestige page.

Most Masteries will be relatively simple like this one. The less simple ones will have instructions.

When you hit the target value to master the level, press the button on the top right to complete the process and continue the game as normal.

1e39 Nebula; 1e117 HS Energy; 3 Mastery (1 min)
- Hyperspace 28; (HS) build 3-3-1 3-3-3 3-3-3-3
- Mastery milestone 3

1e39 Nebula; 4 Mastery (1 min)
- Hyperspace 29; (HS) build 3-3-2 3-3-3 3-3-3-3
- Mastery milestone 4

5 Mastery (1 min)
- Hyperspace 31
- Mastery milestone 5 - enable Imperium autobuyer
- Master Boosters (B)

7 Mastery (2 min)
- Master Generators (G)
- Achievement B5
- Hyperspace 33

8 Mastery (1 min)
- Master Time (T)
- Hyperspace 34

9 Mastery (1 min)
- Master Enhance (E)
- Hyperspace 35
- Master Space (S)
- Hyperspace 36
- Achievement C5

10 Mastery (1 min)
- Achievement K2
- Master Super Boosters (SB)
- Master Super Generators (SG)
- Achievement D5
- Hyperspace 37; (HS) build 4-4-1 4-4-4 4-4-4-4

11 Mastery (4 min)

- Master Quirks (Q)
- Hyperspace 38

12 Mastery (5 min)
- Master Hindrances (H)
- Achievement E5, K3
- Hindrance milestone e300e6 - enable repeatable Hindrance autobuyer
- Hyperspace 43

14 Mastery (1 min)
- Master Subspace (SS)
- Master Solarity (O)
- Achievement F5
- Hyperspace 57

15 Mastery (1 min)
- Master Magic (M)
- Achievement K4
- Hyperspace 63

16 Mastery (1 min)
- Mastery milestone 16 - enable Hyperspace autobuyer
- Master Balance (B)

17 Mastery (2 min)
- Gears unlocks

Gears to Machine Parts (60 min)

About Gears (G):
- When pumping for Gears, buy a bunch of Gear Upgrades first to get more Gears per pump
- The (G)ears bubble doesn't light up for all upgrades, so check on it once in a while

Gear targets are minimums set by the other guide. I tend to exceed that number by 3-5x by setting an autoclicker to reset Gears and walking away for a while.

18 Gears; Kinetic Energy; 1k Rotations (12 min)
- Achievement L1
- Achievement L2
- Gear Evolution 1

48 Gears; Tooth Size; 125k Rotations (7 min)
- Gear Evolution 2

256 Gears; Tooth Size; 427e6 Rotations (5 min)
- Gear Evolution 3

1500 Gears; Tooth Size; 1.08e13 Rotations (2 min)
- Gear Evolution 4

1500 Gears; Tooth Size; 1.31e18 Rotations (1 min)
- Gear Evolution 5

280k Gears; Tooth Size; 6e23 Rotations (5 min)
- Mastery 18
- Master Phantom Souls - Remember to buy (PS) Boosters -> Ghost Spirit
- Achievement G5
- Gear Evolution 6

6e6 Gears; Kinetic Energy; 8.77e29 Rotations (3 min)
- Mastery 19
- Gear milestone 1e6
- Achievement L3
- Gear Evolution 7

216e6 Gears; Kinetic Energy; 3.65e36 Rotations (2 min)

- Achievement L4
- Gear Evolution 8

3e9 Gears; Tooth Size; 1.31e43 Rotations (1 min)
- Gear Evolution 9

4e12 Gears; Tooth Size; 3.45e50 Rotations (25 min)
- Mastery 20
- Gear Evolution 10 - wait for it, mastering Honour is much harder without it
- Master Honour
- Achievement H5
- Machine Parts unlocks

Machine Parts to Energy (70 min)

About Machine Parts (MC):

The Shell
- Nerfs tooth size, but the effect is largely canceled in regular play, so you can ignore this.

The Motherboard (MB in this guide)
- CPU -> mech energy
- Port -> gears
- Southbridge -> normal progress
- Northbridge -> not worth using until Achievement M3

The Core

South: 2200 Machine Parts spent to get 200m Shell Size (Shell Expansion) (6 min)
- Achievement M1
- Mastery 21
- Master Nebula (use bottom 2 Nebula effects) - remember to turn all effects back on when complete
- Achievement I5
- Mastery 22
- Master Hyperspace
- Achievement M2

Port: 2e22 Gears; Tooth Size (5 min)
- Gear Evolution @ 4.07e83 Rotations - buy all Gear upgrades as they become available from now on
- Gear milestone 2e22 - buy both Kinetic Energy and Tooth Size after this

Port: 3e29 Gears

South: 9200 Machine Parts spent to get 1000m Shell Size (3 min)
- Achievement M3 - switch to CPU and wait for it

Achievement M3 does two things. It unlocks a new gear upgrade which you should always buy. It also allows you to have two parts of the Motherboard active at the same time. Useful combinations are:
- North + South -> normal progress
- Port + South -> Gears
- CPU + Port -> Mech Energy

If you find (MC) glows red too often, change that in Settings -> Node Glow -> Shell Expansion.

Port+South: 1e31 Gears

CPU+South: 1400m Shell Size; 5k Machine Parts after shell expansion; 1e420 Mech-Energy (12 min)
- Unlock the Core - watch (GE) while waiting for it
- Achievement M4

North+South
- Core 3 - always buy Core when it lights up
- Mastery 23

- Master Imperium - buy max Building II, then Building I, then wait
- Achievement J5
- Core 5

Port+South: 1e41 Gears
North+South: 50km Shell Size (12 min)
- Gear Evolution
- Imperium Building III 1 - after buying, switch to (M) for a second
- Core 6
- Imperium Building IV 1 - quick switch to (PS) Boosters
- Imperium Building III 2 - quick switch to (M)
- Imperium Building IV 2 - quick switch to (PS) Boosters
- Achievement K5
- Core 7

Port+South: 1e42 Gears
CPU+South: 8.7e240 Gear Rotations (13 min)
- Gear Evolution @ ~8.7e240 Rotations - watch for 1e3,788 Dust Product upgrade

Port+South: 1e43 Gears
North+South: 100km Shell Size (20 min)
- Achievement L5 (challenge)
- Imperium Building III 3 - wait for it, then quick switch to (M). Note: It will feel like this is not moving for a while. That's normal. Go through the If You're Stuck … section just to be sure.
- Achievement M5
- Energy/Neurons unlocks

Level 5: Energy and Neurons

Energy to Neurons (30 min)

About Energy:
- To get more Watts, repeatedly Release then Store
- To increase Reset amount, repeatedly Reset and Store
- Current Watt type being generated is displayed in ALL CAPS
- Upgrade Watt types somewhat evenly, but don't get too picky about it
- Energy reset keyboard shortcut is 'y'
- Highlight Time Watts if you're walking away from your computer for a time.

The target values for energy in this document are approximate and will vary depending on how you play the game, so don't view them too strictly.

1000 Solar Watts (2 min)
- Achievement N1
- Activate all 4 parts of the Motherboard
- Core 8

2e46 Gears; 3k Time, 3k Solar, 19 Super Watts; 100k Stored Energy (11 min)
- Energy milestone 8,870
- Gear Evolution @ 1.48e261 - watch for 4e4,229 dust product; make progress to next target while waiting

7k Time, 9k Solar, 24 Super Watts; 1e6 Stored Energy (4 min)
- Energy milestone 22.5k

75k Time, 85k Solar, 58 Super Watts; 25e6 Stored Energy (5 min)
- Core 9
- Energy milestone 335k

25e6 total Energy; 5e47 Gears (2 min)
- Gear milestone 5e47

e1,160,000 Subspace; 125k Time, 150k Solar, 64 Super Watts (5 min)

- Neurons unlock - wait for it

Neurons to Ideas (50 min)

About Neurons:
- Reset for Neurons everytime it lights up
- Starting the Brain generates Signals
- Signals generate Thoughts
- If you're walking away from the computer, start the Brain and let it run

1 Neuron - buy as many as you can
- Unlock the Brain

104 Super Watts (2 min)
- Achievement N2

150e6 Signals (22 min) - turn on the Brain and wait
- Neuron milestone 2,750
- Neural Network 1 @ 20k
- Neuron milestone 50k
- Neuron 5 - turn the Brain off and on
- Neural Network 2 @ 80k
- Neural Network 3 @ ~484k
- Neuron milestone 3e6
- Neuron 6 - turn the Brain off and on
- Neural Network 4 @ ~3.6e6
- Core 10 - turn the Brain off and on
- Neural Network 5 @ ~30e6
- Neuron milestone 150e6

125e6 Machine Parts; 2.5e9 Signals (6 min) <- do it in this order
- Neural Network 6 @ ~285e6 Signals
- Machine Parts milestone 125e6
- Neuron milestone 2.5e9

250e6 Energy total; 3.4e9 Signals; 26 thoughts (4 min)
- Neurons 7
- Neural Network 7 @ ~3e9
- Energy milestone 250e6

14 Mind Watts; 5e11 Signals (1 min)
- Neural Network 8 @ 3.2e10 Signals
- Neural Network 9 @ ~4e11 Signals
- Neurons 8 - turn the Brain off
- Neuron milestone: 8 Neurons <- turn on

~300e6 Stored Energy; 36 Mind Watts; 44 Thoughts (16 min)
- Gear Evolution @ 7.71e281
- Neural Network 10 @ ~5e12 Signals
- Neural Network 11 @ ~7e13 Signals
- Energy milestone 10e6
- Achievement N3 - will happen between here and 13 Robots
- Ideas unlock

Level 6: Robots and Ideas

Ideas to Robots (4 min)

About Ideas:
- Ideas resets Neurons, but automation and gains up to this point makes it easy to recover
- Revelations are calculated based on Ideas & Signals, but the formula is a mystery

1.06e15 Signals; 2 Ideas
- Idea milestone 2/2
- Core 11 - after regenerating ~1e12 Signals

500e6 Energy total
- Unlock Robots

Robots to AI (25 min)

About Robots:
- Buying robots resets Energy. Getting it back is annoying, so buy as many robots as you reasonably can each time.
- More Robots = more Gears

1 total Robot
- Producer 1
- Achievement O1

1.4e6 Time, 1.6e6 Solar, 4k Super, 40 Mind Watts; 3.57e9 Total Energy (4 min)
- Idea milestone 2/8
- Idea 3
- Idea milestone 3/22
- Idea 4 & 5
- 3 Robots -> Breeder 1, Farmer 1, Growth 1

13 total Robots (2 min) - do this in several resets if needed
- Achievement N3 (challenge) - after rebuilding energy, enter Brain for a few seconds
- Producer 10

Tip: Stay in the Robots tab, press 'y' a few times and watch the Robots number go up
Tip: Check (G)ears - it doesn't always light up when there's an upgrade available
Tip: Pump energy while you wait. It can speed things up.

59 total Robots; 1e21 Signals (5 min)
- Producer 47
- Robot milestone 50
- Breeder 10
- Neuron milestone 1e21 - wait for it

190 total Robots (2 min)
- Robot milestone 100 - you can stop pressing 'y' now, though it still makes things a bit faster
- Producer 88, Builder 50, Breeder 50
- Achievement N4 - this may happen earlier or later
- Idea 6

2552 total Robots (8 min)
- Robot milestones 360, 500 and 2k
- Producer 2000, Builder 500
- Achievement O2 - this may happen earlier or later
- Core 12 - wait for it
- Achievement O3 - this may happen earlier or later
- Idea milestone 6/245 - wait for it & turn it on, pump energy while you wait to speed things up
- Idea 7

408 revelations (4 min)
- Achievement N5
- AI unlocks

Level 7: AI and Civilization

AI to Civilization (50 min)

About AI:
- To get more Artificial Consciousness do a Gear reset
- If you need to Delete your AI Nodes:
  - Before: Accumulate enough Superintelligence to re-buy everything
  - After: Manually buy Ideas and Robots
- Purchase order is important!

AI resets Energy, Robots, Neurons, and Ideas. Restore them quickly in this order:
- Ideas, then back and forth between Neurons and Ideas until progress comes to a crawl
- Robots: Mash 'y' if Robots aren't available up at the start
- 2k Producer Robots, 1k Breeders, 500 Builders;
- Distribute the rest

1 Superintelligence
- AI Network 1
- Achievement P1

3 total Superintelligence (5 min)
- AI Node AA
- Neuron milestone 9 - turn it on. This automates Neurons, use Shift-I for Ideas

5 total Superintelligence (2 min)
- AI Network 2

19 total Superintelligence (4 min)
- AI Network 3
- AI Node AB

42 total Superintelligence (4 min)
- AI Network 4
- AI Node BA

140 total Superintelligence (10 min)
- Robot milestone 4e6
- AI Network 5
- Core 13
- AI Network 6 - wait for Gears to accumulate, more Robots helps
- AI Node BB

504 total Superintelligence (364 current); 2.07e128 Gears (7 min)
- Idea milestone 132 Revelations - turn on
- Idea milestone 1800 Revelations - 1e10 Robots will get you here
- Keep an eye on Gears
- Achievement O4 - 1e11 Robots *may* get you here, it did for me
- AI Network 7
- AI Node AC

505 Superintelligence (1009 total); 1e173 Gears (8 min)
- Lotsa Gear Evolutions
- Gear milestone 1e141 - turn on
- More Gear Evolutions
- Delete AI Nodes; buy AA, AB, BA, BB and CA - check Robots and Ideas after this
- Machine Parts milestone 1e50k - turn on
- AI Network 8

500 Superintelligence (1509 total) (2 min)
- AI Node CB

756 Superintelligence (3 min)

- AI Network 9
- AI Node CC

1012 Superintelligence (3 min)
- AI Network 10
- AI Node BC

1324 Superintelligence; 108 Imperium Bricks (3 min)
- Core 14
- Achievement O5
- AI Network 11
- AI Node AC
- Unlock Civilization

Civilization to the End (40 min)

About Civilization:
- Follow the guide, but don't worry too much if things don't happen in the exact order given

1 Civilization
- Achievement P3

2 Civilization (3 min) - wait for it
- Gear Evolution
- Mastery 24 - buy whenever it lights up from now on

3 Civilization (2 min) - wait for it
- Core 15

7048 Superintelligence (2 min)
- AI Network 12
- AI Node AD
- Lotsa Gear Evolutions

24,096 Superintelligence (2 min)
- AI Network 13
- AI Node BD
- More Gear Evolutions
- Civilization 4

58,192 Superintelligence (3 min)
- AI Network 14
- AI Node CD

70k Superintelligence (5 min)
- AI Network 15
- AI Node DB
- Civilization 5
- Core 16
- AI Network 16
- AI Node DA
- Civilization 6 - wait for it

1e6 Superintelligence (2 min)
- Civ5 Population 1
- Achievement P4
- Civ3 Population 1
- Civilization 7

954k Superintelligence (2 min)
- Civ1 Population 1
- Core 17
- Civilization 8

2e6 Superintelligence (3 min)

- AI Network 17
- AI Node DD
- AI Network 18
- AI Node DC
- AI Network 19

10e6 Superintelligence (5 min)
- Civ4 Population 1
- Civilization 9
- Civ2 Population 1
- AI Network 20
- Civilization 10

100e6 Superintelligence (2 min)
- Civ1, 3, 5 Population 2
- Civilization 11
- Civ4 Population 2
- Core 18
- Civilization 12
- Civ2 Population 2

275e6 Superintelligence (8 min)
- Civ5 Population 3
- Civilization 13
- Civ3 Population 3
- Achievement P2 - Delete AI nodes and re-buy them; check Robots afterward
- Achievement P5
- The End - wait for e3.140e16 pts

Appendi

(Fun with conjugation)

If You're Stuck …

… or in a weird state, check the following:
- Reload the page in your browser. This works surprisingly often.
- (A) for missed challenge achievements.
- (AB) for disabled autobuyers.
- Every tab/bubble for purchasable upgrades.
- (H)indrances that can be completed, or perhaps you're in one and didn't mean to be.
- the (B)alance slider/values to see they're balanced, including for challenges (before Honor milestone 3)
- (M)agic is at 100% & on
- (N)ebula secondary dust effects, make sure they're on.
- Check (G)ears - it doesn't always light up when there's an upgrade available
- Respec/rebalance (S)pace and Hyperspace (HS) Buildings. Normal play can throw these out of balance.

Links, References and Other Sources

L7 Guides: Early, Late
Discord
The Game

Space and Hyperspace Buildings

Space and Hyperspace Buildings sometimes require specific builds. This guide calls out when those are needed in the following format:

(TYPE) build 1-2-3 4-5-6 7-8-9-0

Where (TYPE) is (S) for Space and (HS) for Hyperspace.
The numbers separated by dashes or spaces is the number of buildings you should purchase in the order they appear on the screen. Ex. 0-3-2-5-1 means, 0 Primary, 3 Secondary, 2 Tertiary, 5 Quaternary and 1 Quinery

If you'd like to experiment with builds, here's a short compilation of guidelines:

Space Buildings:
- Have at least 1 of each
- Buy the last one first, if possible
- After you unlock purchase automation, respec every once in a while - it may cure your ills.

Hyperspace Buildings:
- Buildings enhance Space (S) buildings
- General buy order recommendation: 10 -> 4, 2, 1, 3
- Purpose specific builds (9 = buy max and 2, 1, 0 = buy in that order of priority):
    - 290 999 1999 - Hyperspace
    - 991 999 2909 - Points, Phantom Souls
    - 299 999 1909 - Boosters, Generators
    - 290 999 9919 - Phantom Power

Achievements

	Name	Target	Reward
A1	All that progress is gone!	Perform a Prestige reset.	
A2	Point Hog	Reach 25 Points.	
A3	Prestige all the Way	Purchase 3 Prestige Upgrades.	Gain 10% more Prestige Points.
A4	Prestige^2	Reach 25 Prestige Points.	
A5	Primary Termination	Master Prestige.	
B1	New Rows Await!	Perform a Row 2 reset.	Generate Points 10% faster, and unlock 3 new Prestige Upgrades.
B2	I Will Have All of the Layers!	Unlock Boosters & Generators.	
B3	Prestige^3	Reach 1e45 Prestige Points.	Unlock 3 new Prestige Upgrades.
B4	Hey I don't own that company yet!	Reach 1e100 Points.	
B5	Secondary Increment	Master Boosters & Generators.	
C1	Further Further Down	Perform a Row 3 reset.	Generate Points 50% faster, and Boosters/Generators don't increase each other's requirements.
C2	Why no meta-layer?	Reach 1.8e308 Points.	Double Prestige Point gain.
C3	That Was Quick	Unlock Time, Enhance, & Space.	Unlock some new Time, Enhance, & Space Upgrades.
C4	Who Needs Row 2 Anyway?	Reach 1e525 Points without any Boosters or Generators.	
C5	Tool Enhanced Speedrun	Master Time, Enhance, & Space.	
D1	Super Super	Unlock Super-Boosters.	Prestige Upgrades are always kept on reset, and unlock 3 new Booster Upgrades.
D2	Yet Another Inf- [COPYRIGHT]	Reach 1.8e308 Generator Power.	
D3	Enhancing a Company	Reach 1e100 Enhance Points.	

D4	Space is for Dweebs	Reach 1e370 Generator Power without any Space Buildings.	
D5	Super Precision	Master Super Boosters & Super Generators.	
E1	Yet Another Row, Huh	Perform a Row 4 reset.	Time/Enhance/Space don't increase each other's requirements.
E2	Hinder is Coming	Reach e7,250 Points in "Upgrade Desert".	
E3	Already????	Perform a Super-Generator reset.	Get 2 extra Space.
E4	The Superless Bug	Reach 1e15,500 Points without Super-Boosters & Super-Generators.	
E5	Evil HQ	Master Quirks & Hindrances.	
F1	Seriously Specific	Perform a Solarity reset or a Subspace reset.	
F2	Gotta Get Em All	Perform a Solarity & Subspace reset.	Both Solarity & Subspace behave as if you chose them first.
F3	Spaceless	Reach 1e25,000 Points in "Out of Room" without any Generators.	
F4	Timeless^2	Complete "Timeless" 10 times.	Always keep Row 2 & 3 Upgrades.
F5	The Blood Moon	Master Solarity & Subspace.	
G1	Another One Bites the Rust	Perform a Row 5 reset.	Always have all milestones of Row 2, 3, and 4, and you can complete "Timeless" 10 more times.
G2	Generator Slowdown	Reach 1,225 Generators.	
G3	Seems Familiar?	Unlock Phantom Souls.	
G4	Super Balanced	Reach 1e100 Balance Energy.	You can complete "Timeless" 10 more times, and the "Option D" effect also affects Magic & Balance Energy gain.
G5	Practices in Perfection	Master Magic, Balance, & Phantom Souls.	
H1	Yes I Am	Perform a Row 6 reset.	Hindrances do not reset your Prestige/Booster Upgrades.
H2	Not So Hindered Now	Reach e10,000,000 Points while in a Hindrance (cannot be one of the first two).	
H3	The Impossible Task	Unlock Phantom Boosters.	
H4	Beyond the Basics	Reah e9,250,000 Points without any Boosters or Generators.	
H5	I Understand Your Pain	Master Honour.	
I1	SPAAACE!!!!	Unlock Nebula or Hyperspace.	Gain 10% more Honour.
I2	Galactic Strats	Unlock Nebula and Hyperspace.	Nebula and Hyperspace behave as if they were unlocked first.
I3	No More Meters!	Unlock Imperium.	
I4	Finally Done Being Hindered	Complete "Timeless" 30 times and "Option D" 10 times.	
I5	I Hate This Mechanic	Master either Nebula or Hyperspace. Mastery is 15% cheaper.	
J1	Realm of The Impossible	Reach e1,000,000 Quirks.	The Quirk Layer cost base is reduced by 0.2.
J2	We're Not Beyond This?	Reach e20,000,000 Points while in the "Timeless" hindrance (which must be completed at least 30 times).	
J3	One Billion Zeros	Reach e1e9 Points.	Add 10% to Space Building Power.
J4	Clustered Systems	Purchase 5 Stellar Clusters.	
J5	True Architecture	Master Imperium.	
K1	Realm of Creation	Perform a Row 7 reset.	Keep Imperium Building II on all resets, you can complete "Timeless" and "Option D" in bulk, those challenges do not get more lethal with more completions, and there is a new column of achievements.
K2	True Mastery	Reach 10 Mastery.	

K3	One Trillion Zeros	Reach e1e12 Points.	Add 10% to Hyper Building Power.
K4	Option E?	Complete Option D at least 900 times.	
K5	Haunted Forever	Reach 1,375 Phantom Souls.	Shell Expansion's nerf to Gear size is now a buff.[3]
L1	Geared for More	Unlock Gears.	Total Hyperspace makes the Hyper Building softcap start later (Currently: +0.20)
L2	So Many Teeth!	Make your Gears have at least 10,000 Teeth.	
L3	Yearly Solar Output	Reach 1.2e34 J of Kinetic Energy.	The Kinetic Energy Gear Upgrade's base is quadrupled.
L4	The Perfect Being	Reach e1,000,000 Honour.	Gear Evolution requires 3x less Rotations, and is 20% stronger.
L5	Baseless Property	Reach e2.5e13 Points while in the "Productionless" Hindrance.	
M1	Artificially Mindless	Unlock Machines.	Mastery is 10% cheaper.
M2	God is a Turtle	Reach a Shell size of at least 200m.	Shell Expansion's buff is raised ^5, its cost is divided by 7, & you get 2 free Gear Evolutions.
M3	Breaching the Barriers	Reach 1e375 Mech-Energy.	You can have 2 parts of The Motherboard active at once, Northbridge's effect is cubed, and there is a new Gear Upgrade.
M4	Innermost Desire	Unlock The Core.	Mastery is 0.0075% cheaper for every Phantom Soul you have (Currently: 1.16% cheaper)
M5	One Quadrillion Zeros!	Reach e1e15 Points.	
N1	Powerful Mind	Unlock Energy or Neurons.	You can have all parts of The Motherboard active at once
N2	Failed Error	Reach 104 Super Watts.	
N3	Big Brain	Reach e5e11 Points while in The Brain.	Triple Signal gain
N4	Scrappy Toes	Reach 1e11 Machine Parts.	
N5	Dizzy Whirl	Reach 2.5e19 Gear Rotations without any Gear Upgrades.	
O1	Planning for Success	Unlock Robots & Ideas.	Permanently keep Energy milestones 1-3 & 5, and gain Signals while outside The Brain at a reduced rate.
O2	Slight Importance	Reach e1e12 Generator Power.	The Generator Power effect is raised ^1.4.
O3	Crowned Royally	Reach e100,000,000 Honour.	
O4	Floating Prism	Reach 625 Thoughts while having less Neurons than Ideas.	
O5	Epic Big Brain	Reach 1,000 Thoughts.	The Idea effect is increased by 0.005.
P1	The World is Ours!	Unlock AI.	Permanently keep Neuron milestone 6, Robot milestones 2 & 5, & Idea milestone 4.
P2	What a useless feature!	Reach 1,650 Revelations without any AI Nodes.	
P3	I Own The World	Unlock Civilizations.	Ideas multiply Artificial Consciousness gain, and divide the Mastery requirement by 1.1 for each achievement in this row and below (/1.00).
P4	Existence was a Mistake	Get a Population of at least 1.	Always have the first & fifth Idea milestones, and each Population decreases the Civilization requirement by 2 (-0, caps at -100).
P5	Option F?	Complete Option D at least 1,000,000 times.	

[3] Comment from Atreyu Schilling: The game lies to you here - the achievement that gives this is actually Baseless Property (L5, noted in the game files as 125). You can check the code to verify, see lines 7040 and 7477 in layers.js if you want to confirm for yourself. This mostly changes routing for speedruns, but has some effect on casual runs too.