

Spodermen's Guide to attempting the Fallout Shelter Online new server upgrade challenge to earn a free Ultra Rare KL-E-0. character.

Update April 2025 - I quit. This guide and my other guide will no longer be updated.

I had heard mostly good things about the customer support & devs, they seemed to have a good track record in both taking bugs seriously and compensating fairly. Ironically, this has resulted in me being really pissed off at how dismissive & unhelpful they were when I contacted them 2 weeks ago about the FEV "you cannot attack this location" bug. And so, that's how it ends...

Update March 2025 - shadowsoulboy has managed to beat the new version of the challenge F2P! Details below... + 1 day later another player finished for free with just 3 hours left on the clock ^o^

Update February 2025 - Kooya made a very solid attempt to do it F2P and also could not get it done. The electricity cost for the final few upgrades is very high, high star Ns are still needed.

Update December 2024 - there have been significant changes to how vaults upgrade with last week's major game update. Current indications are that it may no longer be possible to complete the KLEO challenge as F2P. This is awaiting confirmation, but for now don't assume that this guide remains fully accurate. It is probably still possible to get it done with some amount of spending, but it will be weeks before we can double and triple check the state of the KLEO challenge.

Update July 2024 - The last 2 pages of the guide are now the DiMA challenge guide. I felt it wasn't worth making a separate guide for that since almost nobody does it.

We've just had a new record, somebody in Vault 37 just finished the challenge with 10 days left on the timer. He however apparently spent an awful lot of money, particularly on colas to convert to Rad-X to farm the Ns, as well purchasing many deals that happened to include electricity.

Update: June 2024 - I've added a 3rd & 4th opinion. One from an anonymous Google Doc editor, then my original guide long version last, then the Grand Savage addendum, and a recent 2nd opinion by the player pkandalf.

Update: May 2024 - multiple players have now done the challenge totally F2P, many have finished with 5 or more days left on the timer. I'm not gonna go through and change everything about spending, but my new stance on spending is this: you don't need to spend at all to get it done, but doing so should make the challenge less stressful and a bit easier. The fastest I've seen a player get this done while following the guide & spending somewhat was with 7 days to spare.

Update: November 2023 - Grand Savage recently completed the challenge totally Free to play with 4 days to spare, so it can be done for free if you do everything right and put in enough play time. His addendum is at the end of this document.

March 2025 summary of challenge as beaten by shadowsoulboy with no spending.

His full report is in the Discord: <https://discord.gg/DncACrG4>

Here is a summary of what he wrote about getting it done:

He opened up a 2nd production line as soon as he could using cola farmed from Combat Zone. (I'm guessing that would be day 2?)

Tranquility lane helped a lot with getting energy and so did getting electricity production pets early on by chance. (I think the TL boost is a very important part of getting it done now)

By the end of the challenge his N electricity dwellers were 3 at 3 medals and 2 at 2 medals, plus one 4 star R. (So this hasn't changed and is much the same as the old challenge)

He bought 20 extra large packs of rad x from the vault 112 shop throughout the challenge and that helped with getting posters for the N electric dwellers.

He managed to beat quite a few Master levels using mostly easily available SRs & SSRs but with help from Saashi who he got from random pulls, and mechanist who he could unlock from the CZ store within the time of the challenge. These also helped quite a lot with Dunwich/Trinity progress.

A small but useful thing he mentions is: although it doesn't seem like much, having guild mates support each other's production throughout the event adds up to quite a lot of extra resources over the course of the event.

Final thoughts:

It seems that with the boosts of Tranquility Lane electricity the KLEO challenge is still doable F2P if you otherwise do basically everything in the established guide. The margin of error is very slim, at this point if you need to start within the 1st 24 hours AND you need the TL event during the challenge, if you don't have these 2 things then it seems fair & realistic to say that you can't get it done for free.

January 2025 challenge as beaten by Joe with moderate spending

This is the 1st report somebody has given to me since the changes.
Joe managed to beat the new version of the KLEO challenge.

Here's what he did:

Here is my report on kleo challenge. I started in vault 48, 3 hours after server launch so pretty much perfect start with no time wasted. As soon I was able to purchase second production line, I did so. We had major updates to the game recently and production times for most facilities went up. Once you reach level 34, it will take many hours or days to complete lot of facilities. I do not think it's possible to complete KLEO challenge as free to play player. You will need battlepass, few mil of extra electricity so you are always building something on both production lines.

I also got roach king on second day of playing which helped with clearing most story missions. Upon checking my payment history, I also bought around 12 times time accelerator vouchers which reduce building time significantly. In total, my time accelerator vouchers saved me over 15 days of waiting. Time is everything so you can progress fast.

We also had tranquillity event going on when I joined which helped massively with a lot of extra electricity, resources and research materials. We also had double drops on banners and resources for 7 days which also helped level up all critical dwellers for resource production to 3-5 medals.

To sum it up : If you want to complete kleo challenge in the future and for optimal costs ,these are ideal conditions and requirements for it :

- start playing hours after new server launch. If you write devs, they will tell you exact date and hour for new server launch
- you want to join vault when there are large scale events happening as Christmas, Chinese New year etc...
- you will need to purchase battlepass and discounted packs focused on electricity, time acceleration vouchers and general resources

- you want tranquillity event happening to accelerate your progress

--

Summary guide:

To ensure you get KL-E-0 in Fallout Shelter Online's new server upgrade challenge, the biggest priority is maximizing your electricity production as quickly and efficiently as possible. Here's a focused summary of the essential steps:

Prioritize Electricity Production

1. Electricity Dwellers:

- Level Up Perks and Stars:
 - Prioritize dwellers with the Nuclear Physicist or High-Level Nuclear Physicist perks.
 - Aim to have 6 electricity dwellers (2-3 Rs and 3-4 Ns) as maxed out in stars as possible.
- Resource Allocation:
 - Transfer resources (water and tool parts) to the highest star electricity dwellers.
 - Do not level up Ns or Rs with food; use "transfer power" for free reclamation of water and parts.

2. Power Plant Upgrades:

- Continuously upgrade your power plants to ensure maximum electricity production.
- Prioritize power plant upgrades over other room upgrades initially.

Manage Resources Efficiently

1. Tool Parts and Rad-Away:
 - Sweep for tools regularly to keep your electricity dwellers' tools maxed out.
 - Manage Rad-X carefully; prioritize its use for essential tasks related to electricity production.
2. Nuka Cherry and Nuka Quantum:
 - Use Nuka Cherry strategically to maintain high sweeping efficiency.
 - Keep at least 1000 Nuka Quantum on hand for emergency purchases from the vendor outside the vault.

Complete Key Tasks and Events

1. Story, Maps, Quests, and Events:
 - Progress steadily through the story, maps, quests, and events to earn extra resources.
 - Aim to unlock and complete the Master difficulty map for significant electricity rewards.
 - Focus on achievements in the Trophy Room and reward tracks for additional electricity.
2. Event Participation:
 - Participate in any active events, such as Tranquility Lane, to earn extra electricity rewards.

Advanced Strategies for Free-to-Play Players

1. Faction Participation:
 - Join a strong faction early to earn and upgrade characters like Pickman, Haylen, and X6-88.
2. Save Resources:

- Save wrenches and energy reserves in Lunchboxes until at least Overseer level 12.
- Use prewar cash in Vault 112 carefully to purchase Rad-Away and other essential items.

3. Mission Focus:

- Prioritize Medium quests that offer essential parts and posters.
- Record macros for farming quick missions to conserve resources like Nuka Cherry.

By focusing relentlessly on electricity production, efficiently managing resources, and participating in key tasks and events, you will maximize your chances of completing the challenge and earning KL-E-0 within the time limit.

The original Spodermen guide

Context:

I started playing Fallout Shelter Online in March 2023.

About a month in I learned from other players that if you join a newly opened server there is an event during the first 3~4 weeks that enables you to get an Ultra Rare character "for free" - from what I gather these UR characters would typically either take substantial spending to get or up to a year of intense play.

(Update: this event now seems to be specifically for KL-E-0, rather than giving a choice of UR.)

So, I decided to start over and attempt this "upgrade challenge" the next time a new server opened. Waited a couple of weeks and joined server 12 the day it started.

I finished the challenge today and got the Ultra Rare dweller KL-E-0.

Wasn't free, but I finished in 19 days (with just over 3 days to spare) and the spending that

I did probably only made a few days difference to how effectively I completed all the tasks. All indications are that it is possible to do for 100% free (it is, see the addendum at the bottom), as long as you do things right. Spending a little will make it a lot easier. In particular anybody trying this would be strongly advised to at least buy the Battle Pass and the Monthly VIP Pass both of which will directly help a lot with your electricity dwellers.

So, here's some insights into how to do this if you so choose...

This offer is only available to players starting on new vaults on new servers within the first few weeks that the server opens. To have a decent chance of successfully doing this you are going to need to be joining a new server within 48 hours of it opening.

The essentials:

You need to relentlessly level up your power plants + the perks & tools & stars of your electricity dwellers (those with the perk: Nuclear Physicist or High-Level Nuclear Physicist). You are going to want a full team of 6 of them (2~3 Rs & 3~4 Ns) as maxed out as possible as soon as possible each time you level up your vault. To this end you want to maintain decent supplies of water & tool parts.

Note: No need to level-up any of your Ns or Rs with food. If you keep them under level 20 you can do "transfer power" for free to reclaim all their water & parts to use on other dwellers later. During the challenge this is important because you want to prioritize maxing out the electricity dwellers with the most stars - if you get a bunch of posters for a particular dweller and it makes them rank up in stars then transfer resources from the lowest star electric dweller to the highest star electric dweller. Additionally, (food) level only affects combat effectiveness and isn't necessary for non-combat dwellers.

Once you finish maxing your vault your need for electricity will drop from 1st priority to 4th priority - at which point you could transfer all your water & parts into other dwellers. The water transfer in particular will give a nice boost to the rest of your roster, most of whom will have seen little or no water while you are trying to do this challenge.

As you level up your vault the top priorities are to level-up your shooting range so that you can level-up your perks & to level-up your power plants to guarantee that you are always producing as much electricity as possible.

Ultimately, to hit max level you will need to have built almost every kind of room and have almost all of them totally maxed out, so do level-up everything when you can BUT always do the stuff that

helps you make electricity 1st (though you will typically also have to do your radio station before that).

You are going to need to do a lot of sweeping (this is why the VIP pass is good) to get all the tools maxed out all of the time. Be cautious about using Nuka Cherry & Rad-Away for sweeping other things - I wasn't, and I ran out of Rad-Away constantly and used a lot of Nuka Quantum to keep sweeping, that in turn lead to me running out of Nuka Cherry multiple times. Always make sure you've taken the tools of your N & R electricity dwellers as high as possible before spending resources on sweeping other things. (There will be times when maybe it's worth a bit of sweeping to finish the next story task etc.).

You need to make good steady progress through the story, maps, quests, events, etc. Not only will completing some of these give you steady chunks of extra resources (maybe sometimes electricity), the general progress will bring you closer to other chances to get more electricity.

In particular: the Master difficulty level map will net you at least 1 million electricity if you are making enough progress.

There's also various chances to get extra electricity in the Trophy Room achievements & on the various reward tracks in the tabs found within the circus tent icon - pay close attention to them and do work towards any that you can (but some are just not realistically possible in the 1st few weeks of play). Between these 2 lists you should be able to get at least a million, possibly 2~3 million electricity. Some of this can be done by hard work & grinding, other stuff requires you to spend resources.

But wait...

The above is just the absolute minimum.

If you don't do all of that then you probably have zero chance of finishing the upgrade challenge and getting that free UR.

Now, time to discuss the extra things you can do to improve your chances and accelerate your progress directly...

Get 3~4 electricity Ns as close to 10 stars as possible. In order to do this, you will need to buy the Battle Pass, otherwise you will not have enough white certificates to get them above 6 or 7 stars.

You need to get into a decent faction as soon as possible and be active to get points to buy Pickman from the guild store and get him up to at least 3 or 4 stars. Likewise you want to be buying Haylen from the Brotherhood store and X6-88 from the Institute Store. Depending on how many stars you have, you may be better off with more Ns and less Rs - double check after you get an extra star on somebody, shuffle them around to keep the best producers in place.

Aside from your main team, you need to neglect any other SSRs & SRs you open until you have finished the challenge. All your food & caps should be going to your main team, to compensate for how little water you'll be giving them.

Assuming you buy the cheap pass that gives you Cherry Nuka every day for a month, it will enable you to sweep more, and then Radaway will become the barrier.

For that reason: do Vault 112 on easy, and always aim for the shop when you see it, and buy all Radaway you find in there.

Be selective with wrench use. Optimally you should hoard most of your wrenches until the vault is near maxed, and the team using the wrenches is also near maxed, but... if you are 1 set of wrenches away from hitting the next level before you go to bed/start work etc then go ahead and use it, you are against the clock in this challenge.

Keep an eye on the trader who hangs out outside the vault door, who sometimes sells electricity. Also, when he (she?) starts selling pets you might be able to get some orange electricity pets if you are lucky. Sometimes, he also sometimes sells white certificates and posters for your electricity dwellers.

If a new server happens to open during a Tranquility Lane event it is possible to get electricity as a part of the rewards there, which can help you along (potentially quite a bit!) if you are lucky enough to make it onto some strong teams. (Thanks for pointing this out BlipBlipBlip!)

Finally...

Although you need to strictly prioritize your electricity dwellers, and make sure you are ready to max them as soon as you hit the next vault level, you can't totally neglect the rest of your roster. You need to keep developing the water Ns & Rs too because you need that water for your electric team. Top priority is electric Ns & Rs, 2nd is water Ns & Rs, food & coins Ns & Rs are handy for helping your main team power-up.

You are going to need to be playing generally pretty hard and progressing your main team as much as possible. A solid main team will help a lot to make steady progress through all the other things that get you various resources. Use the other guides (at the bottom of this) to figure out who you should use for your main team.

During this 3-week period I also spent money (about \$50 total) on other offers and purchases for 2 reasons: to get some other achievements done & to get some decent characters for my main team. This certainly helped, as it made doing all the maps & quests & events easier, but I think most players could get it done without the extra spending if they diligently do everything else that it takes.

GrandSavage's Free to play specifics addendum!

(F2P - a player who either can't, or won't, spend any real world money on the game)

First of all, basically everything Spoderman wrote also applies for a F2P attempt at the Upgrade Challenge. If you have a few bucks, I highly recommend you just buy the Battle Pass for \$15 for primarily white certificates (but there's a bunch of other huge goodies in there too) and I would drop \$1 on Mysterious Stranger* since your combat team will be a bit lacking with all of the focus going to your base. This will save you a lot of stress and effort. However it's still very doable without these. I completed the upgrade challenge with nearly 4 days left completely F2P on my first try. Be aware it is a large time sink.

(*I'm not sure what this is, when I started there was no \$1 Mysterious Stranger offer, I'm guessing this is a new new player special offer? ~ Spodermen)

In my challenge I had 4 grey production people (Ns), Haylen (brotherhood faction), and Pickman (GvE reward). If I had the certificates I would have shifted Haylen to another grey production person midway/late in the challenge. Two of the greys were 9, two were 10 (another player has contacted me saying that all at 7 stars is enough to get the challenge finished on time ~ Spodermen). 8, 9, and 10* are important because of the promotion perk. In my experience during most of the challenge RadX was my bottleneck. That did shift to certificates towards the end. Be very intentional with all the RadX you spend. For instance don't do minutemen daily faction challenges because it doesn't benefit you during the challenge. For me this shift occurred shortly after Vault 112 opened up and I was able to spend some prewar cash on RadX. Do NOT open the market in Vault 112 unless you have around 800 or so pre war cash for this reason. I also recommend keeping at least 1000 nuka quantum on hand for the energy and white certificates from the vendor outside the vault. Twice in that vendor I was able to purchase 800 or so white certs for around 1000 quantum.

I didn't have a problem with Nuka Cherry (had ~800 at the end) in part because of the RadX shortage but also because Spoderman mentioned his problem with it so I manually ran any Outside mission* I had to farm since they are over in a matter of seconds.

(*this means the missions/places on the map that jump you straight into a fight rather than walking around a building and is a very efficient way to save Nuka Cherry! ~ Spodermen)

Save all wrenches and energy reserves in Lunchboxes until at least Overseer level 12. At this point you can max out your power generators, your power peoples' tools and skill level for that overseer level, and then use as many wrenches as you wish. A couple of times I broke this rule using very small amounts for specific things before I went to bed/work. Any energy reserves that are not hourly based consume immediately (the 25k ones for instance).

Be super careful to return people to work in the generators after using them as bonuses in faction quests, specifically Haylen. I remember very early my heart sunk when I realized the next day that she was absent from work because of the faction quest.

Pay attention to the Medium quest rewards. I used my original account to check when the next quest would become available and at what power level for the grey power people I was leveling. I would repeatedly run Petty's purple toaster quest to not only get posters for her but to strengthen my combat team since you don't have a bunch of energy sitting around for gear parts. Sometimes I would delay starting up a production person 60 posters a few hours until reset so I could get a fresh batch of that critical mission, run it 15x, then star them up. Because of this at certain times you'll be prioritizing one person over another strictly for parts.

Push hard on Travel Album events as soon as they open up as they are massive sources of food/water/caps but also parts. If you need to, since you'll be down on combat power, record a macro to farm a base stage for stims/radaway/rez kits.

A recent 2nd opinion by Pkandalaf

I got Kle-O as f2p in 15 days (5 days 19h left)

I wanted to share that the Kle-O challenge is totally achievable for any f2p player out there, only thing required is time since it's very time consuming.

Most things are pretty straightforward to do the challenge, but I want to say that this was my 2nd attempt and I had prior experience since I played a lot when the game was launched outside China in 2020.

I am playing truly f2p, not even a subscription was bought. I got Preston as my only SSR from an early pull, my team for the first week was Preston, McCready, Sarah, Allie and Cait. I didn't get a healer until very late so I stuck with Allie.

First, dwellers: Focus always on electricity. Rank up your electricity dwellers, it's the most important upgrade you can do to your production. Tools, Perks and Electricity Room are all behind the production directly related to the rank of the dwellers. So always invest your Rad-X to farm 3 N dwellers to max. I used 3 N and 3 R, but sometimes I used 4 N and 2 R, because transferring the resources used between them is free. A 2 star R dweller produces just a bit more than a 4 star dweller, so if you 5 star a 4th N dweller and your 3rd R dweller is still 2 stars, use 4 N and 2 R until you can catch up.

The bonus from 8 stars+ is incredible, so don't farm 4 dwellers equally, focus on 3 and the 4th one is a backup. You don't want 4 N dwellers at 7 stars, it's much better to have 2 at 10 stars and 2 at 5.

Second, bonus production, aka wrenches and packs: Don't use any electricity/hour or wrenches until you have an overseer office lvl 12 with maxed N dwellers. Simple as that. Once you have 3 maxed or nearly maxed N dwellers, then you can use your 50+ wrenches only with those 3 N dwellers. And then once you are lvl 36, just then go all out with your electricity/hour packs.

If you use your wrenches and packs early, you are throwing them away. Only use flat electricity packs that don't scale with your production and you want to use those as soon as you get them. If you get a +25k electricity, use them, if you get 8h electricity packs, save them.

And third, bonus tips to optimize your production: Try to do Master missions as soon as you can, because it's flat electricity that has bigger value early in the game. You need to get lucky with some good pull to clear Master missions early, but always go check them because if you fail you don't spend your rad-x.

Farm pets! I didn't read this tip anywhere, but you can farm pets in hard missions. Go do it, if you get a blue parrot or orange cat, finish it and if not quit. Always try to have the better pets for your level.

And that was all. Oh I had some luck because I started with some days left of the labour event and that gave me some free white certs and in the last days I got electricity through Tranquility Lane too that probably saved me a day.

Other guides:

This guide contains links to various other guides by various players (tier list, attachment guide, chip guide).

 [Fallout Shelter Online \(FSO\) General Beginners Guide](#)

<https://docs.google.com/document/u/6/d/1JjBw08FcM0G6hi2kEwI9NgvcB5lwN6VFo9FsQFbvqX0/edit?usp=sharing>

[Fallout Shelter Online Dweller Information Guide - Google Sheets](#)

docs.google.com/spreadsheets/d/1ZN_0PxeHaZ83DgzetNNa_uDX1K_zLy8maZdJ2aD1eVc/edit#gid=0

Still here?

OK...

Now it's time for...

Spodermen's DiMA Challenge Guide!

Around the time that the KL-E-0 challenge ends, you may notice there is also a DiMA challenge.

Note: the KL-E-0 guide is based on personal accounts from various players getting it done. This DiMA guide is purely theoretical, I did not beat the challenge, and nobody who did has ever told me how they did it.

To complete the DiMA challenge and get a free UR DiMA you need to get 15 SSR (or higher) characters up to 7 stars / 2 medals ("models" on the game screen).

I'm pretty sure that this is only possible by spending a vast amount of real life money.

You will probably also need to spend money on offers containing promotion certificates..

It seems impossible any other way (other than hacking maybe?).

Ignore it unless you were planning to be a big spender anyway, in which case if you make a bunch of big purchases in the early game, you will get a free UR DiMA out of it too.

However... if you are going to do this then here's what I would have to say about it....
(Again: this is purely theoretical, I have not done the DiMA challenge)

You need to be doing this challenge from the start - the start of the server, not the start of the DiMA challenge timer.

Basically every banner, other than Champion's Choice, you need to try and get a 7-star from it. You need to get roughly 3 7-star characters every week. You have about 5 weeks from server start until the end of the DiMA challenge.

I'd estimate that you could get through up to 1000 gold coins every week and at least 250,000, maybe as much as 500,000 pre-war money each week, if there are SP banners during this time, you'd need to spend at least 1000 legendary coins on that.

Keep in mind: getting from 4-stars to 5-stars takes 200 posters, so you need to pull the same character at least twice just to get that, you need to get the same character 8+ times to get them to 7 stars (and this is assuming you are getting a few extra posters here and there for them.)

Maybe, you can count on getting 1 guild store SSR to 7-stars within 5 weeks? Haven't done the math on this, don't count on it, but it's at least a possibility.

Since you are spending loads of money anyway it would be silly not to buy the Battle Pass, Resident Recruit Fund, and those reward tracks you can buy into (New Year fund? etc). Every little helps.

Oh and, don't forget you can buy a lot of posters from the posters for the cola store!