

So you want to idly watch your Numbers Go Up (NGU)?

Welcome, welcome, welcome. This guide is going to help you get your bearings, and to notice some things that can easily be missed. But it's up to you to figure some things out on your own. Read the WTF's that are everywhere, and talk to people in the chat rooms (You should know however, that #11 is the best).

There is [another guide](#) in the wiki which is overall pretty good. This one is organized a little differently and goes into some more details. I guess it's kind of an NGU memoir. Enjoy, nerds.

Update: This guide was written back in version .427. So before the new accessories in every normal and evil zone came out, before you could get experience in early zones of the game, etc, and before challenges were revamped so you pretty much only had to do 10 rather than 20 or 50. You're going to have an easier go than I did, but core dynamics are the same.

-Solarclipse

Milestone #1: Unlock the adventure zone and kill things	2
Milestone #2: Unlock Augments	3
Milestone #3: Unlock Time Machine	5
Milestone #4: Unlock Magic	6
Milestone #5: The Infinite Tower of Pissed off Dudes	8
Milestone #6: My First Titan, Gordon Ramsay Bolton	10
Milestone #7: Yggdrasil, & the fruits of your labor / 2nd Titan	13
Milestone #8: Gold Diggers / 3rd Titan	14
Milestone #9: UUG the Unmentionable, and the giant wall	16
Milestone #10: Walderp and the MacGuffins / Titan 5	19
Milestone #11: Unlocking the Beast / Titan 6 and Questing	23
Milestone #12: Getting Evil	26
Milestone #13 The Evilverse	28
Milestone #14: The Greasy Nerd / Titan 7—Hacking the game.	30

Milestone #15 Your Fairy Godmother and Wishes / Titan 8	32
Milestone #16: You're on your own, kid.	34
Appendix (useful tips)	34
Troubleshooting	37
Useful Links, tools, and stuff	38
• Basic Training Bonus power ratios by minute:	38
Credits & Appreciations	39

Milestone #1: Unlock the adventure zone and kill things

There's a bunch of menus. As you fight and defeat bosses, you will unlock more menus/features. Check out the WTF on every page you can open.

1. Go to your settings (gear in bottom left corner) and under *more settings* you'll find *Sync Training*. This will make it so you evenly train your attack and defense. Also, go to the second page and turn on *simple inventory shortcuts*. And explore the settings page for a moment, there's other good stuff in there.
2. Get your basic training going now, and fight!
3. Once you have 5K levels in your idle attack & block, you can start working on the next skill. Which is good, but you also want to keep getting levels on your idle attack and block. Why? Because it will reduce the cap by up to 10% per run (minimum reduction of 1%, if you train the skill). That means it will fill faster and with less energy. If you hover your mouse over the progress bar, it will tell you what the new cap will be, and it will turn green when it has reached 10% reduction.
4. After killing boss #4, you will unlock inventory and the adventure zone.
 - a. Go to the [adventure mode](#) and start killing things. You will get stuff in your inventory to equip. Equipment makes you stronger in adventure stats and also gives a bonus to your attack/defense for fighting bosses. If you die, you just get sent back to the safe zone, where you will heal faster. Some items, like the tutorial cube, will also boost your energy speed, which means you reach your energy cap faster. ヽ(ಠ_ಠ)` 37
 - b. [Inventory](#). Drag boosts onto your equipment to improve its stats. If you get a piece of equipment you already have, drag one onto the other and you will increase its level. Items max at level 100, and may get a bonus. Check the *item list* to see if there is a set bonus.
 - c. You turned on those inventory shortcuts, right? So d-click to merge items, and a-click to boost them. Once you have some equipment maxed, you'll want to keep on top of throwing extras away, or your inventory will get clogged. Don't worry, this situation gets better. By the way, shift-click on an item to protect it from

getting tossed *or transformed*. Ctrl-click to trash something (you can pull out the last thing you put in. Until you get a loot filter, It's helpful to d-click to merge junk and then ctrl-click to trash it quickly.

5. You probably have some experience now. You'll get a tiny bit from fighting bosses, and that's pretty much it—for now.
 - a. **Spend exp.** First, get all the newbie offers. Only spend experience on Energy Speed for now. You will be given some energy cap for free as you rebirth, up until 100K. Bars will also give you energy faster, but aren't worth it until your speed is 25. Then you can get 1 bar before going back to max your speed at 50.
 - b. Energy power is useless to you until you kill boss #17 and unlock augments.
 - c. *Adventure Stats*: do not spend experience on these until much later in the game. There will be better ways to get stats when you unlock magic.
 - d. *Adventure special*: The extra inventory slots will be nice, and so will the loot filter. But you don't need them yet.
6. Back to **basics**: When you have about 10K levels in basic skills, you will have maxed the reduction. Fight any more bosses that you can kill, and rebirth. It will get easier to reduce training caps as you go. Once you unlock a skill, you automatically will get a 1% reduction. So don't worry about unlocking all of them; focus on the ones you have enough energy to level quickly, and just get the minimum reduction on the one after. Then rebirth.
7. **Rebirth**: You'll see that your number has increased a little bit. That's the base number that your attack/defense bonuses will multiply, enabling you to kill more bosses!
8. Your **main goals** right now are:
 - a. to keep killing things and max your cloth set. You'll get a nice bonus from that.
 - b. to keep lowering your basic skills caps.
 - c. To rebirth so you can kill more bosses, get more exp, and lower your basic caps.
 - d. Keep rebirthing often when you reduce skill caps. you'll get free energy cap each time, up to 100K.

Other notes & comments
<ul style="list-style-type: none">• At max speed, you can get 50 levels per second.• Generally, try to rebirth after your skill cap reduction reaches 10% (turns green when you mouseover the progress bar), and after you have unlocked a higher level skill (at least you get the 1% minimum reduction that way). If the next skill is levelling slowly, just be happy with the minimum reduction and rebirth.

Milestone #2: Unlock Augments

1. You'll unlock the sewers after boss #7. Max the cloth set first though!

- a. Same deal with the sewer set, max and boost it.
 - b. You can right-click on the sewer gear to switch it out, or drag it to its slot.
 - c. You can trash your cloth set--but keep the tutorial cube. Now you have two accessories :)
2. If you have nothing to boost, then merge your boosts to get them to a higher level. Shift-click to protect the boost that you are raising the level of, so you don't accidentally use it before it gets to level 100. That will give you a set bonus of a 2% increase to your boost power! Worthless for now pretty much, but it will be amazing later.
3. After an hour of play, the [money pit](#) will be unlocked. For now, dump as much money as you can in there because you will get many different kinds of bonuses from it. But just know that there is a special one time reward when you have tossed in a total of \$10 million: +10 Power, +10 Toughness, +100 Max Health, +1 Health Regen. (Note: I am told this has changed to \$100m)
 - a. On that same screen you'll also see a daily spin for rewards. The more days you spin, the better the rewards. The game will bank 36 hours for you, so in case you don't play for a couple days you'll still have at least one spin saved. At first the prizes are all Arbitrary Points (AP) which you use in the sellout shop. But later you will be able to win other prizes.
4. **Max that tutorial cube,**
 - a. The tutorial cube becomes an [infinite cube](#)! This is where you will put boosts that have nowhere else to go. For now, it will take 1% of the boost you put in there to its *permanent* power/toughness bonus. When it gets to 100, 1000, 10K etc total P/T you will get a gold and drop rate bonus, yay!
 - b. While the cracked amulet has better adventure stats than the cube, the cube is still useful because of its energy speed bonus. Once your energy hits/nears its cap, you can switch on the amulet for better adventuring..
5. When you can get your first skill capped at $\frac{1}{2}$ (25 levels per second) or $\frac{1}{3}$ then you can start focusing on greening/cap reducing the next skill. Keep at it. Eventually it will only cost 1 energy to cap each skill!
6. Keep spending exp on energy speed, and maxing and boosting your gear, until you have beaten **boss 17 and unlocked Augments and the next zone: the Forest**. You could put a little bit into power, but really you want to focus on reaching caps and reducing them faster, enabling you to unlocking better skills.
7. **Augments**
 - a. These are temporary boosts to your att/def. You unlock more of them as you kill more bosses.
 - b. Each augment has a matching multiplier. So Scissors have danger scissors starting after boss 37. They are much more expensive, but also faster to level.
 - c. Augment everything you can. Scissors, milk, cannons. Once you can't afford the level, or the next level takes a while, focus on a different augment.
 - d. Augments starting with milk also have a multiplier, like $\wedge 1.2$ and more. You can increase this multiplier much later in the game with the laser sword challenge.

Other notes & comments

- Once you have the infinite cube, you can right click on it to suck all unprotected boosts into it at once!
- Before you boost your cube, you may want to merge boosts to increase their level and get a set bonus at 100. The bonus is 2% stronger boosts. It's not much now, but there will be other multipliers later and you will eventually double (and more!) your boost output.
- If you have reduced your caps, go ahead and rebirth. Don't worry if it means your number goes down a little bit. Focus on things that are permanent—they will help you raise your number faster.

Milestone #3: Unlock Time Machine

1. With augments, you now have something else to do with gold besides putting money into the bottomless pit. At a certain point you *will* want to save up 100m, but...give it time.
2. Farm for the forest set.
 - a. The forest pendant looks worthless. It is, until you get it to level 100! Then it becomes an...*ascended* forest pendant. Which has very nice stats.
3. Now that you have augments, energy power is going to be important. Once you have enough energy to cap or half/cap your skills, you can put some energy into augments and multiply your attack/defense.
4. How much exp should I put into power, cap, etc? Well, at first, spread it around a little bit. It's easy to double or triple your power and see a difference in your augment speed. But you still want to focus on capping your basics quickly. Don't worry about buying more energy cap since you are being given some more with each rebirth (up to 100K)
5. When you defeat boss #30, you will unlock a time machine. It takes the highest gold drop you've gotten and repeats it.
 - a. You also get a time machine-gold multiplier based on the highest boss # you have defeated, up to 301!
 - b. You can put energy into the time machine to go faster. After 50 levels, it will become a multiplier: x2, x3, x4...but it will be a while before your energy is powerful enough to do that.
6. Now you should be able to afford better augments like milk and cannons. Keep at it. Your next unlock is after defeating boss 37: a new zone and a new resource, magic!
7. **The Sellout Shop**
 - a. So now you've earned a few AP. You can earn a bonus multiplier to your AP gains through [achievements](#). (Info n' stuff > achievements)
 - b. There are a few secret achievements, spoilers in the wiki link.
 - c. There is a SPECIAL PRIZE! 50K AP, or a mystery prize. Up to you. I will say that you will be earning much more AP later on, and this is the only way you can get

this mystery prize. It's really more about "What kind of person am I?" than anything else. No pressure.

- d. There are various ways you can earn AP in this game, but at first:
 - i. Save every day (the button will turn green)
 - ii. Rebirths over one hour get 1 AP every 500 seconds
 - iii. Fight in the adventure zone (kill 10 bosses, or a floor-dependent number in the ITOPOD(you'll find out about this later))
 - iv. Daily spin
 - v. And later, kill titans, beat challenges and unlock the arbitrary fruit.
- e. There are some packs you can purchase with real \$. I will say that the developer, 4G is pretty awesome. He has been working on updates continually and interacting with players about improvements. So bless you, should you wish to support the dev. But playing is supporting too; you do you. Anyway as far as AP purchases recommendations, these are the top ones for early game, not necessarily in order:
 - i. Yellow heart: gives you 20% AP bonuses! You'll need to put this in daycare to get it to level 100. (unlock it in spend exp > adventure special for 250xp) These hearts will take you a long time to boost. Mostly you want to put them in daycare as soon as you can.
 - ii. Red heart 10% exp from everything!
 - iii. Improved loot filter! You will not know how you lived without this. And if you get this, no need to spend 100 xp on the regular [lame] loot filter.
 - iv. Filter boosts to my cube. This is useful in the beginning so your inventory doesn't get clogged with boosts. The only downside is that it will not recycle the boosts for you. This is a problem for later though. (Solved by unlocking auto-boost from the no equipment challenges. Later.)

Other notes & comments
<ul style="list-style-type: none">• Don't worry too much about your number when you rebirth. Just focus on experience and your equipment for now. They will all help you earn a higher number faster.• Keep buying energy speed. When you get to 25, buy a bar or two before going to 50 speed. Once you have enough energy to cap a skill as it becomes available, then you will have energy free to augment or level your time machine—and that is when you will finally want more power/cap.

Milestone #4: Unlock Magic

1. If you are having trouble beating enemies in the cave, make sure you have maxed and boosted your forest set...and for the love of NGU, get an ascended forest pendant. It gives you a gold and drop bonus! However, if you can kill in the cave, do it.

2. Once you have boosted all your gear, you'll want to get the level 100 set bonus for each boost. If you've got that, then you can a-click or right-click your infinite cube to deposit 1% of your boost in there. Don't worry, it adds up...eventually.
3. If you mouseover the zone header it will tell you the recommended stats (total p/t) for the zone. Later on, it will also tell you what your drop rate is for gear and boosts, too.
4. [Blood Magic](#): Magic is 3x more expensive than energy. As with energy, you want to focus mostly on speed at first. You are mostly going to use magic to cast a spell which makes your number bigger. It's actually 2 more multipliers: blood from this run and blood from your last one.
 - a. Iron Pill: every 11 ½ hours you will be able to cast an iron pill spell. It will permanently increase your power/toughness. The more blood you put in, the stronger it gets. So when you have 30-60 minutes until the spell is available, start saving blood (turn off the auto spells) so you can get as big a bonus as you can.
 - b. Time machine levels with magic will be very slow, but each one will multiply your earnings, so get what you can in 5-10 minutes (depending on your rebirth length), and then focus on blood magic the rest of the run.
5. **Spend Exp.** Ratios, anyone? Once you have speed at 16.7 (1/3 cap) or 25 (½ cap), you may want to start looking at improving magic cap/power/bars *a tiny bit*. Speed is still a priority. You want a ratio of speed/bars that will get you to your cap quickly enough to do what you need to do. That changes as you progress. Later equipment sets might focus on energy or magic more (i.e. clockwork set has better magic bonuses), and it would be a good opportunity to spend more to suit that. Eventually, the recommended ratio is 1:40K:1 (or 1:37.5K:1, which is equal experience in power and cap), which should get you to cap in ~3 minutes. It's the same with energy. But for now, energy is more useful to you than magic, so spend more on energy, like a 5:1 or 10:1 ratio.
6. Back to **augments**: You'll notice that you have danger scissors now. The secondary augments multiply the ones above them. They are faster to level, but much more expensive. So level what you can afford to level, and then put your energy back to regular scissors or the time machine. You're going to pretty much focus on scissors & danger scissors for a while though. Don't bother with milk—the danger scissors make each scissor way more effective. But to give you a sense of scale, once you can get about 3000 levels in them on a run, you should start using milk more instead. But that's going to be a while.
7. Your next goal is to max and boost the cave set, and kill boss 48 to unlock the sky zone. If you don't have an Ascended Forest Pendant, don't worry about it. They'll drop at level 1 in the sky zone.
 - a. Even if you can't idle in the sky zone, it is worth going in there and manually attacking to get the pissed off key (see next section).
8. Once you have thrown in a total of 10 billion gold into the money pit, you will get a one time accessory reward: Looty McLootface. This will increase your drop rate!

Other notes & comments

- I know inventory space is limited, but hold onto anything that increases your gold drops, because your time machine is based on your biggest gold drop in your current birth.
- Loot filters are probably sounding pretty good about now.
 - **Basic** (spend exp: adventure special): This will let you filter items by type—you can preview this in the settings. You'll need to be mindful of what zone you are in and what you need. While this is a huge step up, it will need some babysitting when you start killing multiple titans (you're like...halfway there). You may want one accessory, and not another—you are stuck with both. You may have items turned off because you farmed a zone, and forget to turn one of them back on for the titan, etc. So double check it before farming.
 - **Advanced:** At 100K AP, this is a bit expensive at first. The yellow heart would be super efficient, but the advanced loot filter poops rainbows. It's just great. You look at your item list, and then click on an item to filter it out. That means you can filter at level 0 forest pendants, or the boots that you maxed from the last zone, without worrying about filtering out the boots from the next zone or titan. So no more babysitting the loot filter. I can't recommend it enough.

Milestone #5: The Infinite Tower of Pissed off Dudes

1. There is no equipment set for the sky zone. Whaaaaaaaat?!
2. You will get better FP drops though, so you want to start maxing them to 100. Once you have a second AFP, you can merge them and increase their level. Also, if you have daycare and no hearts to put it in it, you should put an extra AFP in there. If you have a 2nd daycare slot ("only" 25k xp!) you could put an extra looty in there as well.
3. The better your drop rate, the more likely you'll pick up more rare items, like...
 - a. The pissed off key! Use this to open up the ITOPOD. More about that in a minute, but you'll want to max this for a 10% bonus to the perk points you earn in the ITOPOD. **You get the first key off the first boss you kill guaranteed: try to snipe one boss for this key.**
 - b. Wandoos 98! You are *not* going to be able to use this for a while. So don't consume it yet, and don't worry about maxing it yet. Just keep collecting and merging them for later.
 - c. Looty McLootface! You'll want to get this guy to level 100 as well. True, he doesn't hit hard at first, but be patient with this one. He becomes Sir Looty with much better stats. He's like an extra bonus to your Sky drops!
4. The ITOPOD.
 - a. You earn progress to perk points (PPP) by killing pissed off dudes. It takes 1 million ppp to get 1 perk point. So it's going to take a long time. But thankfully, you get one time PP for clearing every 10 floors. So climb as high into the tower as you can. If you can get to floor 50, that will get you enough perk points to

unlock the first 5 newbie perks. If you get the newbie adventure perk, its power/toughness bonus will help you climb a bit higher up the tower.

- b. Boosts drop in the itopod at a flat 16% (roughly 1 out of every 6 enemies) rate, no matter what drop gear you are wearing (so respawn equipment is better) They drop at level 1, so you can max them 2x as fast as boosts dropped in adventure zones. But for now you probably have all these boosts maxed, right? Well, whadyagonnado. Put them in your cube.
 - c. There is an “optimal floor” button when you enter the itopod, and that will place you wherever you can one-hit kill dudes. This will be the fastest way to earn PPP, but sometimes you will want to stay at a higher floor than that. Every 50 floors you will get better boosts, and get 1 AP one kill sooner. And, starting at 100, you will start to earn experience! That’s a game changer.
 - i. **IMPORTANT NOTE:** The optimal floor is determined with the addition of the SPOOPY SET BONUS: 1.5* IDLE ATTACK. This means that if you haven’t completed the set yet, you won’t be able to oneshot the optimal floor 100% of the time. To guarantee a one-shot kill in the ITOPOD for maximum gain, you want to set the floor level exactly 4 levels lower than optimal. (SpArkKnight59 with actual testing :3)
 - d. The first respawn gear you can get is flubber. It drops in the tutorial zone after you have reached boss 58 (in the current run) with a .3% drop. Each boss after adds another .3% to the drop rate. It drops at level 10 and when you have it maxed, and transformed, you get triple flubber. It starts with a 4% respawn rate. That will mean less delay between kills in the itopod and faster progression. You will get a better respawn item (stapler) from the 3rd Titan, and another one in the green heart. So I wouldn’t recommend seeking the triple flubber. But later on, when you can get to boss 168 (33% base drop rate) or higher it might be valuable to farm. You get a one-time reward of 30K AP for maxing the triple flubber, but you can do the math on how many kills that will take you to get 1000 flubber drops.
 - e. It’s a good habit to check your max floor when you enter the itopod. As your stats go up, you max floor will be lower than your optimal floor, and you’ll have to push higher in the tower to access your new optimal. Also, easy perk points, baby. Every 10 floors, and an bigger bonus every 100.
5. Your next goal is to kill boss 58. That will unlock the High Security base and your very first Titan!

Other notes & comments

- Offline Mode
 - If you close your browser, then when you return the depressed robot will have run you through the itopod at your optimal floor. You do not collect any boosts

this way, but you will get experience (when your optimal floor reaches 100 w/ spooky bonus (104 without)) and PP.

- Note that if you just put your computer to sleep and wake it back up, the browser will not go into offline mode and just continue where you left off! So save your game before you put your computer to sleep or leave it. If you screw up and miss offline progress, you can just load that save and it will pop that progress in.
- At higher levels it may be optimal to keep your computer online for the itopod. One reason is autokilled titan drops (you'll see later) and the next is the boosts, which will feed your infinity cube. Eventually, it will be your most powerful piece of equipment.
- Are you losing time? This game measures time in frames per second, not...actual seconds. So if your browser computer sees you are not active in the browser because you are in another tab, it will devote less resources to NGU...meaning less frames. So you will come back an hour later and only have 40 minutes, or whatever. Its sucks. So word of the wise: open a separate window in your browser to run only NGU. Or, load the game up on Kartridge (or soon, Steam) Maybe it works better.

Milestone #6: My First Titan, Gordon Ramsay Bolton

1. You are at the threshold of losing newbie status! Congratulations.
 - a. Max and boost the equipment from the High Security Base. Keep at it with your iron pill. You want to have about 1,300 power and 1,300 toughness to take on the Titan. The other thing you'll want to invest in is [advanced training](#), which will give you a multiplier on your adventure stats. It will also help with your blocking. Put a few levels in that but don't sweat it too much.
2. What are titans?
 - a. Titans are mega bosses in adventure zones. They drop their own set of equipment and accessories, and they give you experience. After you kill a titan, it will respawn. The first two respawn every hour.
3. Fighting [Ramsey](#)
 - a. You've been comfy in idle mode, haven't you? It's time to fight manually.
 - i. Note that the ultimate buff stacks with the defensive and offensive buffs. Try to use the defensive buff before the offensive, otherwise you'll be wasting an opportunity to attack.
 - ii. Keep block up if your defensive buff isn't up
 - iii. 2 charged attacks to start, whaaaaat? Here's a nice trick: wait in the safe zone and use your charge skill. It will last for a while! So just wait until it is about to end its cooldown so you can re-use it in a moment. Then, load the offensive and ultimate buffs. Now you are ready to kick ass. Right

click on the zone arrow to quickly skip to your most recent zone and get to the titan, GRB—though you may need to click one more time to get to him. 1) Hit with your ultimate attack, then 2) Use that charge you were waiting so patiently for, and hit with your piecing attack. This will give you a nice start!

- iv. If you get high enough stats, you can autokill titans. That means you won't have to leave whatever zone you are in or the itopod, they will just get killed automatically, with all their experience and usual drops. Awesome! You need 3000p/2500t for this. Check your settings to make sure autokill is turned on.

- 1. Just a note that if you beat a titan and don't get the drop you want, and reload the game...you will miss the opportunity to fight them because you just killed them in offline mode. There are no drops in offline mode. So if you want to try save scumming (which kinda ruins the fun of the game, but you do you) for drops, turn off autokill beforehand. Save scumming doesn't really work though, unless you can put on better drop gear 2nd time around, or use a lucky charm (wouldn't recommend using them until 4th titan)

- b. GRB will drop Wandoos, which will add a multiplier to your attack/defense. Keep merging them until you max them at 100. Then consume it...many times, until you can't consume it anymore. Each level of wandoos upgrade takes more wandoos copies. So the 1st takes 1, the 2nd takes 2, and the 100th one takes 100. This means that you will need 5150 total levels (remember, level 0 items are a thing) to get your wandoos 98 level to 100. Each level of wandoos will increase the speed at which you can level wandoos. Note that like your basic skills, power does not matter--only the amount of energy you put in. Still, it's not going to be that usable until you get some equipment with a wandoos bonus.
- c. GRB will also drop a number. This will open up a new feature: [NGUs](#)! Yep, that's the name of the game. You won! Well, now you actually need to make those numbers go up. Nevermind, you didn't win. This is an idle game, why would you believe that you could win? ::crickets:: Ok. Well, you can go ahead and use it but, once again, you aren't powerful enough to do much with it yet. After using the first one, keep collecting the numbers for their set bonus.

- i. If you are happy with your number (and you know it) and going to bed or away from the keyboard for a stretch, go ahead and put some E/M into your first NGU's. They are **permanent**.

- 4. **Training Montage.** At this point in the game, you now have 3 ways to get experience: bosses, itopod (at level 100 and up) and titans. Before you go to bed, run advanced training to ensure you can autokill Gordon every hour and get exp from the itopod, if possible. If you keep your computer online overnight, you should filter out boosts entirely so that your inventory has room for titan drops. You may also want to buy out as much inventory as you can from experience and maybe a few from AP if you can spare it (only the cheap ones. Save for hearts or the advanced loot filter).

5. [Challenges](#) have been unlocked! They are in the rebirth menu. Each one has a special prize. The basic challenge will give you a 1% (plus a one-time 10%) bonus to your adventure stats on first completion. But stay here for a bit. Keep killing Ramsay and getting experience. You will need about 3,250p / 2,250t for the next zone. If you find that a stretch even with advanced training, then ask yourself if you are willing to start your number over at 1—because challenges do exactly that.
 - a. Ready for challenges? Ok. Before we do this, there is an [achievement](#) you want. You want 3 rebirths under 30 minutes, and defeat boss 37 in each of them. You'll earn a nice reward and an achievement. Yay for secrets.
 - b. Once you've done that, burn through your number. Kill as many bosses as you can in 3-5 minutes, then rebirth. Your number will drop, but you are so much more than your number. Kill more bosses, then rebirth again. Do that until you are not really getting any more experience, then go to the rebirth menu and choose the basic challenge.
 - c. When you are done, you'll get a nice bonus of experience and some AP. You'll also get a 2% chance to recycle boosts! So you pop a 5 boost in and you get a 2 back. You pop a 2 in and you get a 1 back. You can use experience to buy another 50% recycle chance in the adventure special section. Once you start getting 20 and 50 boosts, this is a pretty good investment.
6. Keep gaining experience and levelling your GRB set. You will probably be ready for the next zone long before you have maxed it, but keep at it. The set bonus is 2000xp and faster healing in the safe zone, which you'll appreciate more later :)
7. Your next goal is to kill boss #66 to face the titan, Grand Corrupted Tree

Other notes & comments
<ul style="list-style-type: none">• You'll get a lot of gold from this titan, so when you can, kill him with as much gold+ equipment as you can muster. Your time machine will thank you!• Consider doing the 24 hour challenge. The initial reward will get you more exp from beating bosses.• Once you can recycle boosts, you should know that if you filter boosts out (and have "Filter Boosts into Infinity Cube") you will NOT get a recycling bonus. You will, however, when you a-click or right-click on the cube, which absorbs all the unprotected boosts.• The sands of time item will reduce your cooldown by 20%. This can be very helpful for manual fights with titans, and farming. I tossed mine when I got the ring of might from UUG, because it has the same bonus and better power stats...but later on I would regret tossing it. You will eventually have access to 12 (as of v.425) accessory slots, and the extra speed could make a big impact on beating tricky titans like the Godmother, or manually farming in zones where it still takes many takes many hits to kill. So if you have the inventory space, keep it so you have the option.<ul style="list-style-type: none">○ SpArkKnight59 agrees - killed Walderp with far less than recommended stats, very effective item!

Milestone #7: Yggdrasil, & the fruits of your labor / 2nd Titan

1. The second titan, GCT also spawns every 60 minutes. You'll get more experience from this one though, and some nice boosts. Keep levelling wandoos.
 - a. The red liquid drop will give you a new skill: hyper regen. Definitely use it as soon as you get it. After that, you want to max it as it gives you a global reduction of your cooldown times in manual mode. Super awesome and worth putting it in daycare if it isn't full of hearts and stuff.
2. **Yggdrasil** seeds!
 - a. Alright, use one as soon as you get it to unlock a new feature. You have two choices, eat or harvest. If you harvest, you get 2x the seeds but you lose the other bonus. But right now the gold you would get from the fruit of gold is so sad anyway. You want to harvest all your seeds for now.
 - b. When the grand corrupted tree drops seeds, hold onto them. When you consume them at level 100, it counts for 200 seeds rather than 100! With that you will be able to upgrade a few of your fruits.
 - c. The fruit of gold and power alpha give you something now. The rest of the fruits give you permanent bonuses.
 - d. Each fruit has different unlock requirements, and you'll want to focus your experience into energy or magic accordingly to unlock the next one.
 - e. In the future, you will want to eat gold fruit to level up your gold diggers, or bump up your reward from the money pit. But for now, just keep harvesting.
 - f. Fruit of adventure, pomegranate, and fruit of luck will be very important. After level 5 or so you might consider eating from them if you are a) having a hard time getting to a new zone or b) having a hard time farming a zone. DO NOT USE POOP YET. When the 200 seeds you get from the maxed Yggdrasil seed drops doesn't mean much to you, then you can start thinking about using poop.
 - g. At this point, you should aim to use the seeds obtained from A Giant Seed to upgrade your fruits when you are short on seeds. The formula for the seeds dropped is $\text{level} * (100\% + 1\% \text{ per level})$. For instance, if the seed was at level 50, you would get 75 seeds out of it, and if your upgrade costs less than 75 seeds, consider upgrading the fruit immediately!
3. Perk Points
 - a. What perks should you get? Well here, check out [Blaze's Junkyard](#), a toolkit for you to geek out on. There is a page for perks with recommendations. The generic perks are good. You should consider the poop perk now so you can start saving up some poop for freeeeeeeee, via rare itopod drops.
4. Your next goal is the titan Jake, unlocked after boss 82.
 - a. Starting in 2d universe, you can mouseover the zone header and see what your drop rate looks like for the zone. That luck fruit will help, little by little. Once you are past tier 4 or 5 you might want to start eating it, rather than harvesting.

- i. When you have maxed the circlet of helping, see if you can get wandoos going at all. If so, you might be able to handle one of the no augments challenges. But I wouldn't blame you for waiting until after unlocking diggers.
- b. Ancient Battlefield: the dragon wings are a super rare drop. You would need a drop chance of 10,000% to cap the drop rate, so 300% drop chance=3% chance for the wings.. And according to the wiki, you only get the drop from the mysterious figure. So even more rare. If you don't get it don't worry, because Jake is going to give you something that will help a lot. Despite the low drop rate, you will get a few of them, and they have some nice bonuses. You can daycare it, but I'd prioritize a heart or pendant/looty over the wings though. You'll be able to come back to this zone later and max it much more quickly.

Other notes & comments

- You can definitely do the 24 hour challenge now. Consider doing one in between zones. It will help you gauge what other challenges you are ready for.
- If you can afford the AP, the brown heart is a great item to have even before you max its level. It will eventually save you poop, yes. But its also got a great bonus to your seed output. Note that this is just seed output, so it will not affect your luck growth from luck fruit, for example, just how many seeds it puts out. Still, this will help you level up your fruits a lot.
- You should also think about the green heart. The 4th titan doesn't have an equipment set or a regular zone, so you will be in the itopod A LOT. If you get the green heart maxed you will get a bonus to your PP. Yay! Also, it has a great drop rate on its own.

Milestone #8: Gold Diggers / 3rd Titan



1. When you defeat Jake, you will unlock another challenge: the No Rebirth Challenge. You will also get a scrap of paper which will unlock a gold digger. You will want to max that after to get another digger.
 - a. Diggers are very, very useful. When you are starting out your run, you want the stat digger, and maybe with the wandoos digger (and some advanced training) you could get some wandoos levels. But you might want 2 diggers for that. You are going to want the adventure digger on most of the time, otherwise. You only need the drop digger on if you are killing titans (autokill too!) or are farming zones. If you are going offline you should turn your drop digger off since it doesn't do any good in the itopod.
 - b. Level up your diggers to get more out of them but also to get global bonuses. They get more expensive per level, and quickly, but that's why having multiple diggers isn't as expensive as you think. You just have a few lower levels. Even having a digger on at level 1 is useful, however.

- c. At this point, you may want to go on a longer run where you put your fruit of gold to work. Build up your time machines, and kill Jake or whatever your highest gold drop can be with every gold drop piece of gear you have. Get your infinity cube to the next tier if you can for its gold bonus too. Then eat that fruit and get a ton of gold to level up your diggers a bunch. The global bonus is permanent. Then, don't go so crazy about it for a while.
 - d. When you max Jake's set, you'll unlock Wandoos Meh. There aren't even any drops to level for it. In my own noobiness I thought that the bonuses for 98 wouldn't apply to meh...but thankfully they do—as do the XL drops. Keep in mind it takes 1000x more E/M. Don't expect to be using it until you have some better Wandoos % accessories and bought all the Wandoos perks.
2. The No Rebirth Challenge
- a. I wouldn't recommend doing this until maybe you have the Gaudy or Mega set. You have to get to boss 35 without rebirthing. It will lower respawn time for titans by 15 minutes (note that minimum time for titans is 60 min). But The real prize for now is +1 to all titan drops for doing it once.
 - i. Do you have your power fruit upgraded to tier 7 or higher?
 - ii. Can you run wandoos effectively (with advanced training)
 - iii. Can you do one of the no augments challenges? The bonus will help.
 - iv. If you can get wandoos going and do a no augment challenge, you can do a no time machine challenge too. That first one will double your GPS!
 - v. Bonus: do you have the fruit of power beta unlocked and some levels in it? (I needed to wear the beanie to have enough magic to activate it)
 - b. It is best to start your challenge in the evening. Set up your time machine, augments, advanced wandoos training, and wandoos. Then let it go overnight. Eat your fruit of power at max tier, with poop if you need to. That will help you unlock time machines--level them up some and use the stat digger to finish off #35.
3. A Very Strange Place
- a. The beanie is very rare, like the magical dragon wings. But keep at it. You can get some experience while farming here, which helps. With this beanie you might be able to unlock the fruit of power beta, which builds a permanent bonus to your attack and defense (you just have to activate it in the current run by eating it. Very helpful with no rebirth challenge). The beanie is actually better than the mega set's helmet which gives mostly bars (though that is useful for the beginning of runs and challenges).
 - b. Speaking of rare things, put on your drop diggers and see if you can't pick up a few more dragon wings in ancient battlefield. Snipe (go in and out of the zone, looking only to kill bosses or certain targets with better drop rates) for them from the mysterious figure. This item has nice stats and the gold bonus will be useful for a while.
4. Consider doing more basic challenges for the adventure stat bonuses. Also, the boost recycling is helpful. Notice that it is starting to take a while to boost your gear, right?

Other notes & comments
<ul style="list-style-type: none">• You are about to spend a lot of time in the Itopod. Do you wish you had that green heart bonus now?

Milestone #9: UGG the Unmentionable, and the giant wall

1. Around Megalands and UGG is probably the first great big wall to your progress that you will face. And it's mostly held back by your adventure stats.
 - a. Once you have some levels in your pomegranate, it is more worth it to start eating your fruit of adventure and fruit of luck. This will help you with new zones.
 - b. Keep your blood magic running so you can get more stats out of your iron pill.
 - c. When you can spare a digger for either energy or magic NGU, use that and start putting some levels in what you can.
 - d. If you have the fruits of power beta going a bit, you can do a few more no rebirth runs. This will give you more opportunities to kill UGG.
2. On a run where you have killed boss 100, go back to the forest. There is a goblin named droop that you need to kill. There is a very very small chance that he will drop a ring of apathy. After you've gotten your first drop, the boss 100 requirement is gone.
3. You will need the ring of apathy maxed in order to fight UGG, otherwise he will rapidly become more and more powerful with each attack. Level 99 will probably not cut it; you have to max it. Thankfully it is only 2 hours to level in daycare so that will help a bit. Might be a good time to take on some challenges and kill two birds with one stone. Expect it to take an afternoon or a day depending on your drop rate.
 - a. Back to adventure stats: Completing all the basics will help considerably here, but it's a big time investment.
 - b. Boosts in your cube will start to help a little bit. If you are close to getting the next tier (100, 1000, 10,000) then you may want to push it some. The drop rate is going to be helpful. Recycling boosts helps, and so do the boost perks.
 - c. Unlock another digger with your PP, that will help.
 - d. You've been doing some 24 hour challenges, haven't you? If you can get to boss #69 in less than an hour, you should do the troll challenge. It will triple your magic NGU, and when you are done with UGG your NGU's are going to really start working. I'm looking at you, soft caps.
 - e. Make sure you have at least two diggers, so you can have your adventure and drop digger going at the same time.

4. The stats to manual UGG are 400K power/ 300K toughness. When you have the mega set complete, you want to strap in for a very long run. I'd recommend starting this one in the evening.
- a. If you have them, start the run using the energy beta. If you have completed troll challenge #1 and have 3 or 4 diggers, go ahead and use the magic beta too.
 - b. Wearing the helpful circlet, invest a lot of energy into advanced training power & toughness. Your goal is to get into the thousands with your advanced training, so invest what you need to get there. By the morning you should be ready to tackle him.
 - c. The drop rate is pretty low, so make sure you turn on your drop and adventure digger.
 - d. When you aren't fighting UUG, use your adventure digger for better itopod kills, and the ngu diggers. See if you can get anything into adventure and drop NGU. But also during this run, work on reaching the soft caps for your [NGUs](#).
 - e. The ring of utility will help you with training speed and NGU's, which is gloooooorius.
 - f. When you have maxed the set, you will unlock a very rare and special drop which will give you a further NGU bonus, as well as a seed bonus. You will be wearing this ring A LOT for a while, but you may think about a ygg fruit loadout, including the brown heart to maximize your seeds. It may be a day or two before you get this drop, so be patient.
 - i. SpArkKnight59 jumping in here to mention he hasn't gotten the drop in around a week with 1400% droprate! That damn boss >:(. It may be RNG, though. Push everything related to drop chance here and it will drop much more. Recommend to daycare second one if you have the space to.
 - ii. On that note, while you are farming the next zone, go after a  lucky charm  (you've probably gotten some from the daily spin) before killing UGG. Even if you don't get the special ring, it will at least be useful for farming the Beardverse.
 - g. With the experience you get from completing UUG's set, consider saving up for another accessory slot (30K)

5. BEARDS

- a. If you have the AP, get another beard slot. It will be a while before you have 50K experience for it, but keep that in mind when you complete the next set or two of equipment—they have hefty experience rewards.
- b. If you only have one beard, then put it in neck beard for drop chance. It will help you get more of the special ring drops in this run. If you switch over to the BEARd for some adventure stats bonus to help you autokill that is fine, but you will have to choose which one you keep at the end of your run. This is why two beards is great.
 - i. Just to be clear, you only get permanent levels after one hour (capping at 24 hrs) and ONLY if that beard is active when you rebirth.

- c. As you approach the soft cap (1000 permanent levels) in BEARd and neckbeard, look at levelling up the other beards. Generally when you have two beards you want one to be energy type, and the other to be magic, because 2 energy beards, for example will get 1/2 the growth, and 3 would get 1/3. (this gets a little better with the beardverse set's bonus)
 - d. Like I said, you will only get permanent bonuses after an hour, but it's best at 24 hours (unless you have the 5'oclock shadow perk...which will give you about the same beard growth at 12 hours as 24, when it is maxed). So Try to do a few 12 or 24 hour runs, alternating between BEARd and neckbeard to reach their soft cap at 1000.
6. Beardverse -OR- challenges. You may find that, by the end of this long run you are actually able to roll into the next zone, the beardverse. It will take some sniping, but you decide if it's worth it. If you can't, then this would be a good time to mop the floor with some challenges.
 - a. In particular, do a few more no rebirth challenges. The more often you kill him, the more quickly you will level up his gear and unlock the drops for that oh so [special ring](#). And with the ring of utility now, the advanced training to get yourself up to auto-killing will be much easier.
 - b. Finish off your basic challenges, if you can muster it.
 - c. The 100 level challenge is easier when your gold drops can get you better augments. One nice thing about this challenge is that the boss target doesn't go up! The boost transform is really helpful (especially when it is maxed, oh my goodness) but you'll also get a nice wandoos bonus, which will help with the other challenges. (make sure you turn off your beards for this one, and make sure you turn them back on when you are done with the challenge)
 - d. With the wandoos bonus from your ring of utility, the no augments challenge will also be much easier. Finish them all for a 50% discount on augment pricing! This will make No TM and 100 level challenges easier.
 - e. You can do a few more no-time machines. Keep in mind that the 5th one will net you an extra digger slot, though you might not be quite ready to get there.
 - f. Trolls--you should definitely do another troll challenge to get an accessory slot, since you have all these awesome rings now.
7. Your next goal is the Titan Walderp, after reaching boss #116.

Other notes & comments

- | |
|---|
| <ul style="list-style-type: none"> • Now that you have beards, your BARS are going to be more important. Try to get to the 1:40k:1 or 2:75K:2(1:37.5k:1) ratio. Try not to rebirth in less than an hour. • You want to hit your beard's permanent soft caps—for all of your beards. This will give you a considerable boost in challenges. Even the lowly reverse hitler—because it starts giving you a number multiplier immediately unlike the NGU number, which needs 30 minutes to kick in. Also keep in mind that the temporary and permanent beard bonuses stack! |
|---|

- The special ring will give you a seed bonus! You will also want to keep an eye on the perk “I want your seeds,” which will end up doubling your seed output.
- Although you may have some poop, I wouldn’t recommend using it at this point. After you get the blue heart maxed, your poop (and all the consumables from the AP shop) are 10% more effective. But if you have a fair amount in reserve, you could start using it on your pomegranate (though I’d wait until at least tier 8 if not 10)
- Challenge blood: make a note of how far you can get when you start from a number of 1. Once you are able to unlock magic on that first birth in a challenge, the game will remember your blood from the previous run! That means you can crank a bunch of blood before starting a challenge, for an extra boost. Just be mindful to start with one of the harder challenges to make the best use of it.

Milestone #10: Walderp and the MacGuffins / Titan 5

1. When you go to [Walderp's](#) zone he will hide somewhere in the game menus and submenus. You can look for him immediately, but know that he will become less transparent with time. You might swear the game is broken and bugged and you’ve looked everywhere. But haven’t we all done this with our keys, only to find them somewhere under our nose? So keep looking.
2. Fighting Walderp...many times.
 - a. This has already been covered pretty well in the [TRUTH guide](#).
 - b. Here’s an odd quirk with this fight: Get your “block” advanced training to around 95%, then if you block before *Walderp Says* you can hit him with whatever you want and pretty much shrug off his punishment (credit to Dune Ranger on discord for pointing this out).
 - c. Personally, after dying a few times because of not having the right attack ready from cooldown, or not catching the *Walderp says* the right way, I just focused on only using regular attacks. Once I had the rhythm and things down it was easier.
 - d. Using the ring of might/sands of time will help you get 4 hits if you are quick, in between his directions/attacks.
 - e. Using SoT and RoM, you can kill Final Form Walderp with 3M/3M or even less power - Source: SpArkKnight59, who recently killed him with these stats :3
3. When you do finally unlock and kill the real Walderp and get drops, you will have two sets to max. One is energy, and one is magic. You’ll probably mix and match as the RNGods give you more of one then the other, but it will be good to wear one set to focus on energy or magic NGU growth. You are really going to want NGU adventure and drop rate to increase for the next zone, so I’d lean more towards the energy stuff paired with an energy NGU digger, but switch out with magic a bit. Aim for those sweet [soft caps](#).
4. Again, this is good to do in a long run where you can build up advanced training and get the titan on autokill while you farm the sets. The beta potions from the shop will help you immensely. (And if you have the deltas, they can be good to throw down for the last 24 hours of your run, because they will stack bonus with your betas!)

5. There are two weapons. The Wanderer's Cane is a guaranteed drop and at level ten, you will max it quickly. It will take a long time for you to boost to max, though! But when you transform it into the amazing cane of destiny you will lose any boosts you put in it. So you have two choices.
 - a. Wear it and boost it to kill Walderp faster, but don't transform it--get a second one and transform it. Or maybe you will be lucky and get a Cane of destiny drop.
 - b. Don't put any boosts in it, focus on boosting the other drops. Transform it into the cane of destiny--which has amazing stats at its base level. Then work on boosting a second Wanderer's cane to boost and use to kill Walderp faster.
6. The Cane of Destiny is going to take a long time to max level. Honestly, you are going to be one or two zones ahead with the gun or bazooka by the time you max it, and by then you won't want it. So don't fret too much about boosting it; prioritize the stuff you wear most. There's no benefit for maxing the CoD as of yet, besides seeing that red border in your item list you completionist nutjob.
7. The Backwards boots will give you another Yggdrasil seed bonus, so add that to your Ygg loadout. The Wanderer's boots on the other hand are another NGU% item, yay! So wear those the rest of the time you are working on NGU's. (You can go to the NGU stats page to check when you are better off ditching them...although the wandoos bonus *might* be helpful until you get the dorky glasses)
8. The set bonuses unlock 2 drops: the fanny pack and dorky glasses. The Dorky glasses, which boost NGU and Wandoos, will be useful for a very, very long time. But the drop rate is very, very low: You might not get one for a few days. So, this would be a good time to do more no-rebirth challenges to fight Walderp more often and have a better chance at getting these drops.
9. [MacGuffins](#)
 - a. When you kill Walderp, you'll get a new button in your inventory for your Macguffins. These little guys are earned by killing 1000 enemies in a zone (you'll reduce this number in time). Each zone drops a different MacGuffin. You start out with one slot, but can get more through AP, experience, and challenge completions.
 - b. Whatever MacGuffins are in your slots when you rebirth, you will get a permanent bonus. The higher level the macguffin, the higher the bonus. And the longer your run, the greater the bonus. 30 minute runs are the best bang for your buck here, but an hour is also very good and will also get you a little bit of beard growth. Even up to 4 or 5 hours you don't lose that much bonus compared to doing 30 minute runs the whole time. But really, don't think about it too much. Just collect them and let them quietly do their thing in the background.
 - c. The highest priority Macguffins (at this point) are probably the Drops and Gold. They are worth going back for, and getting a number of them. The soft cap is 100, so once you level them to 100, you should focus on a different one, if at all (at this point). Try to time this with farming boosts, or as something you can do during no rebirth challenges. (Or later on, with questing) But getting to 25 or 50 is

also good. Don't bother much getting more slots until you have a guffins at level 50 or 100.

- i. Note: Beard guffins are broken. Bars are good instead, but still a low priority compared to other guffins.
 - d. When you can afford it, the perk for ITOPOD Guffin drops is 50 PP. I would recommend getting this sometime after BadAss Earth, because you will be fighting the titan Beast a very long time and you'll be in the itopod a lot. The cool thing is that with this feature, you can leave the itopod and come back, and it will remember how many kills you had and resume your count. Unfortunately, it doesn't do this in regular zones and you will lose your kill count. Which means sniping starts to be a bad idea in new zones because you will miss out on MacGuffins. If you mouseover the header in the itopod, it will tell you how many kills you have to your next Guffin.
 - e. but the Blood MacGuffin Alpha spell is 100 perk points. Not worth it yet, but it can be cast once a day and get a few levels out of it. Use the DR (diminishing returns) tool in [Blaze's Junkyard](#) to check out how much blood you need for the next upgrade. But you should net 3-5 levels a day out of this. There are probably better things to spend your PP on.
 - f. The Blood Macguffin Alpha Fruit is going to be out of reach to you now, but after Titan 6 (Beast) you should be able to unlock it. Having the fruits of rage (for PPP) and MacGuffin alpha at level 1 is a pain in the ass, but the bonuses are very nice to have. Include high bar accessories in your Ygg loadout so that the E/M burned doesn't take long to recap, and keep 1:1 power:bars.
 - g. After drop and gold, E/M power is preferable to NGU MacGuffins, since they will also power up your NGU's. Power is preferable to cap, since you'll want some bars to reach cap faster too. And Bars are preferable to beards MacGuffins, since bars are more all around useful and again, beard guffins are broken!. Augments--you'll end up picking up a few of them as you farming the zone anyway, for equipment, or for Sir Looty, etc. But Augment MacGuffins (and Wandoos) will be very helpful when you transition to Evil mode later on, as both of these will take a big hit. I say this because you may end up wearing augments Guffins more often simply because you have so many levels in them compared to others, and the bonus is better.
 - i. Drops and gold are only a priority now because the % increase in gold is sizable at first, and because drop rates suuuuck until mid to late evil.
10. Badly Drawn World
- a. You should have been hitting your adventure and drop NGU's earlier. And maybe you farmed for some drop guffins and got some decent bonuses from ~30 minute runs doing challenges, and some permanent BEARd and Neckbeard stats. These will all help.
 - b. Check your drop rate by hovering your mouse over the zone header. You should get a drop loadout maximizing your drop rate, even if it means hurting your NGU growth. At first, snipe some gear from BDW because its base stats will be an

improvement. Later on if your drop/kill rate increases you can switch out some items so you have a better go at NGU's.

c. The Gun

- i. This gives you a tremendous boost in your augments. With it maxed out, you should consider trying your hand at the laser sword challenge. You'll rebirth, but you won't lose your number. So whenever you start a new rebirth, start it with the challenge instead. The Gun is also going to make a number of [challenges](#) easier.
- ii. Those special boosts take forever, don't they? If you haven't done the 100 level challenge yet, do it at least once, boost transformations will help.
- iii. Can you do 5 no TMs yet? There's an extra digger in it for you. Wearing the badly drawn face will also help a lot with gold drops to be able to afford better augments and even blood rituals.
- iv. You should be able to do Troll #3 and #4, which will get you higher Yggdrasil levels and an extra beard slot!
- v. Now that you have NGU's, and hopefully you have gotten to the soft cap on your permanent magic beards, you should try doing one of the no-equipment challenges. This will unlock the auto-boost feature. When you are farming a new zone, equipment and boosts will merge (on a timer) with the equipment you are wearing, or the inventory merge slots. This makes overnight farming, especially, much more useful. You can also get the inventory merge slots to start merging forest pendants and looty drops for you automatically, phew!

11. Bad-Ass Earth

- a. You know the drill. Snipe and get the new set, then power up so you can idle.
- b. The most important thing about this zone is the set unlock: The Stealthiest Chest, which has an amazing 400% NGU bonus. It is very, very rare, but thankfully drops at level 5. It is so rare that you might only get 3 or 4 in a day, but this item, along with the dorky glasses, will revolutionize your NGU's, and you will be using this armor until probably the 2nd evil zone. Just get 1 drop for now that you can wear, maybe another in daycare. Then Come back to max it a little bit later when you can one-hit kill here. Note that it may take a day to get those two drops, but it's going to kick your NGU's up a notch and worth it.
- c. At this point, seriously consider completing all the level 100 challenges to get the boost auto-transform and without penalty. There will be an option in the settings to make all your boosts drop in whatever form you want! The wandoos bonuses are nice too.

Other notes & comments
<ul style="list-style-type: none">• Get as many beard slots as you can. All of them, if you can! They are going to be very helpful when you get to evil, and you are getting closer.• In the process of farming BDW or BAE you should get a King Looty and an Ascended

x3 FP. Especially once you can access daycare diggers, you should knock out as many blind challenges as you can.

- Challenges: do as many no rebirth challenges before beast as you can. Also, the no equipment challenges are going to be very, very helpful to finish. Getting auto-boost every 15 minutes will mean you can let all your boosts pile up in your inventory when you are AFK, and when they boost you will get the recycling bonus. When you filter your boosts, you don't get this recycling bonus, so this almost doubles your boosting power.
- Generally, It's a good practice to have your best looty or FP in daycare when you aren't using them. When you get a 2nd one, switch them out so you can merge the levels you gained with the one you would wear. Make sure you are wearing one or have it in daycare when you use the pit, so if you get a leveling shockwave you won't miss out.
- The purple heart will reduce your zone kills for MacGuffins by 10%. If you leave the zone your kill count will start over, so don't snipe long. It's the least useful heart since it only affects adventure zone drops, but if you can spare the AP go for it.
- The perk for MacGuffins to drop in the ITOPOD starts out at 5000 kills. You'll reduce that number in time but keep in mind that it has its own counter and it doesn't matter if you leave the tower, your counter will continue where it was at.

Milestone #11: Unlocking the Beast / Titan 6 and Questing

1. Getting ready for the beast

- a. There are a few things you need to do to [awaken the beast](#). The only thing I will reiterate is that when you march nakedly into the Itopod, make sure you start at floor ZERO, and not floor 1. (>ლ)
- b. You should also be able to complete Troll challenge number 5 to unlock the fruit of numbers. The seed output on this one is pretty good, and this one will be very important for evil. Also, as you are prepping for the beast, and doing longer runs as your Yggdrasil fruit passes tier 10, you should be doing laser challenges and getting your boss number as high as you can for the Time Machine bonus.
- c. You might even be able to unlock the Fruit of Rage, which will you get you PPP. Even 1 level in this fruit will help you a lot toward earning PP. Make sure you have the PP digger working before you eat it as that bonus will apply.
- d. Speaking of diggers, the experience digger will also benefit your fruit of knowledge, although it still probably sucks. Keep focused on your Pomegranate, Adventure, and Luck fruits, but keep in mind that the fruit of gold is very cheap to level to tier 24.
- e. If you have the time and patience, you should do all or most of the no rebirth challenges so you can fight the beast every 60-90 minutes. The beast will drop PPP when you kill him (also good to have your PP digger on when you kill him!) and this will help you a lot in your PP gains.

2. Keep an eye on the battle log. The beast will charge up and hit you much harder, so have block and defensive buffs ready to go. You can paralyze him, too, but he will continue raging after that wears off.
 - a. You are going to be spending a long time in the ITOPOD, so this is a good time to get the Guffin perk for the tower. Keep in mind although it takes 5000 kills (at first!), this kill count persists even when you leave the zone (and iirc when you rebirth).
 - b. Your Yggdrasil fruit is about to become very important for stat growth, so you also want to get the Ygg fruit perks maxed. (first harvest can wait until you have the giant apple)
3. [Questing!](#)
 - a. The Heroic Sigil dropped by the beast will unlock quests. This is the other thing you will be doing, aside from the itopod.
 - b. levelling up items to 100 will give you a 2% bonus in quirk rewards, which is great. But turning in that level 100 quest item only counts as ONE quest item, so you may want to wait on that until after you have gotten the newbie quirks, because they are amazing rewards.
 - c. Quests persist through rebirths, so don't worry if you aren't done yet.
 - d. Major quests are worth 50, but 100 if you manual them. You should only do manual quests until you have all the rewards. If you have some beast butter, it may be worth using a couple of them now and saving the rest for later after you have more QP bonuses.
 - e. When you are in the itopod, you can continue to do major quests on idle, because they will be so slow that by the time they are done you will have nearly earned another quest! But you may want to continue doing manual at least a few manual quests every so often so you can max quest items.
 - f. If you want to farm a particular zone, you can save scum. Save the game, and skip skip skip quests, making a note of the zone order. When you reload your game, you'll get the same quest zones.
 - g. Until you get some idle questing perks, the time it takes to idle a quest is about the same as earning another major quest. So once you have about 9 quests banked, you may as well idle major quests—you'll earn another in about the same time you finished one.
4. There are multiple versions of the beast, and the stat requirements climb quickly.
 - a. At this point in the game, you could buy some adventure stats. But I wouldn't recommend it. Instead, focus on getting your Ygg fruit of adventure past tier 20, even to 24. Keep at it with the iron pills, unlocking blood diggers to help along the way.
 - b. CUBE: The other thing you should look at is the perk to double your cube boosts. You are going to be in the itopod A LOT, with 4 versions of the beast running. And now, with the slime set boosted, you will be amazed at how quickly your cube can fill. Millions, my friend. Millions. If you haven't finished all the no

equipment challenges, do them ASAP so you can autoboot every 15 minutes and get the recycling bonus, and get all the boost perks you can.

- c. **STEALTHIEST CHEST:** Wear the slime armor when you need to for killing the beast, but otherwise wear your stealthiest chest. Or farm it now, when you can one-hit-kill enemies in bad-ass earth. Put on a mix of drop and respawn gear, and be patient. It took me 3-4 days to max it, but it was totally worth it. In the meantime, you will be getting guffins from the zone, and you may be able to get some manual quests out of it (save scum if you like to find out when the quest is in that zone). Augment guffins may not seem exciting, but they will be helpful in Evil.
5. **Version 2 of the beast**
 - a. V2 will drop the voodoo doll, which will revolutionize your beard growth, 400% at max! The NGU bonus is also amazing. Once you've got this, consider putting 10 perk points into beard banks. With this you can get a lot more out of 5-7 minute rebirths during challenges, because you'll start each one with a little bonus. Unlike NGU number, the reverse hitler beard is immediately effective for increasing your number. At this point you should consider going all the way with troll challenge #7 to unlock the golden beard. It will help you get a PP and experience digger going strong.
 - i. Beards offer permanent stats, and you can get levels much faster now. Get as many beard slots as you can.
 - b. The purple liquid will unlock BEAST MODE. 40% attack, but you'll take hits much harder. For the itopod, this doesn't matter since you are 1 hit killing.
 - c. At this point you are probably close to maxing some of your fruit at tier 24. Be careful not to obsess too much about getting to 24. At tier 22 for the pomegranate, you will get more seeds by upgrading the other fruits a bit more.
6. **Version 3 of the beast** is another hard climb, but when you are done with it you will have a new zone, chocolate. Keep at it with the fruit, boosting the cube, and iron pills (you do have that last ritual from troll challenge 6, right?)
 - a. The Priceless Van Gogh painting is an amazing improvement for your gold drop loadout, and making the no TM challenge easier.
 - b. The Giant apple is the first item to not only increase your Ygg seed output, but the yield. That's the other stuff--your stats for the fruit of adventure, and your luck for the fruit of luck, and your experience from the fruit of knowledge.
 - c. Now is the time to both max your fruit of knowledge, and get all the fruit of knowledge sucks perks. This fruit is going to be the main generator of your experience now!
7. **Chocolate.** You can manual in the chocolate zone now, but you may want to wait. The drop rate is horrible, and you could be earning more PP and quirks instead. Not only that, but the chocolate set is worthless until it is level 35. So in the meantime, consider getting the first fruit is the best perk, and do some 24 hour runs to get more insane boosts from your fruit of adventure, luck, and knowledge. With the giant apple, these are real game-changers. When you finally are ready to do chocolate, you'll want to strap in

for a long run, because after maxing the chocolate set, you will also be farming 2 uncommon accessories, the magic and energy bar bars, after you have maxed the chocolate set. And, when you are done with all that, you might be ready to kill Beast V4--if you didn't rush into chocolate.

- a. Because the drop rate in chocolate is low, I would recommend being patient and waiting until you could be strong enough, with a good day or two's worth of advanced training, to farm in **beast mode**. That is 400B power /170B toughness.
 - b. Focus on boosting the power of the chocolate crowbar first, and getting its specials boosted so you can use it in the itopod (maybe reach the next tier of boost drops!) and for farming. After that, decide which equipment you want to focus on, since boosting does take a while. Boost the chest piece at the very last, and really only so you can fight beast v4, since you want to continue wearing the stealthiest chest for NGU as often as you can.
 - i. It's good to look at your NGU stats page to compare your NGU speed with hard numbers--whats the difference between the stealthiest chest and the chocolate armor? It might be a toss up with chocolate set, but once you have the Evilverse set you may find the other gear has so much pow/cap that the NGU% bonus from stealthiest chest becomes worth it again. That was the case for me, but items get tweaked sometimes, so check the numbers yourself to be sure.
8. At this point your are close to the end of Normal. Congratulations!

Other notes & comments
<ul style="list-style-type: none">• Your NGU's aren't capping at 1 million levels. It is just going to take 1000 levels to display now (There is a cap though, at 1 billion levels).• You should have 7 beard slots. Like, yesterday. You will need all of them for evil and you want to have good permanent stats as well.

Milestone #12: Getting Evil

1. Right now your priority is to do a bunch of 24 hour runs. Max the "First fruit is the best" perk, and get to levelling up the first page of your Ygg fruits to level 24 or 12. You should also aim to max the ygg quirks.
 - a. Once you get your fruit of power beta, AP, and numbers up to 12, pause. Having fruit at level 13 doesn't help you much in a 24 hour run, because that leaves you with a tier 13 and 11 fruit. Or a 14 and a 10. They aren't much better than 2x12. Be smart about it from here out, focus on dividers of 24--getting everything to level 4, then bringing one up to 6, then the rest. Then to 8, and on to 12. When you get that 13th tier, be ready to go all in and focus on getting that fruit to 24. You can use the ygg fruit guide in Blaze's Junkyard to help you gauge the

difference in seed production, and also costs to upgrade. But it won't account for the logistics of 24 hour runs as I mentioned above.

- b. Complete all the challenges, except maybe the last few no-time machines, and maybe half of the 24 hour challenges or so. (they start to give a LOT of AP)
- c. You need to get to boss 301 to access evil. It will also help your time machine bonus. As you go in a series of 24 hour* runs be sure to complete all your laser sword challenges while climbing to boss 301. While you are at it, this is a good time to get the triple flubber maxed for 30K AP. The higher your current boss number, the better the drop rate.
**or 12 hours if you have the 5 o'clock shadow perk maxed and don't mind the loss of experience from the Fruit of Knowledge at level 12, instead of 24. At this point, you will get just about as much beard growth for 12 hours as you do for 24, and the permanent growth stats are really helpful!*
- d. You should max out the first 3 rows of perks, in addition to some others. But especially important will be the 30 minute activations of the fruit of power beta and numbers. When you get into evil, these will be your most important factor for ascending to higher numbers. Also helpful is the 1st, and then the 2nd and 3rd [fibonacci](#) perks. They will work in both evil and normal modes, which helps the transition.
- e. Augment guffins > energy/magic cap guffins > wandoos guffins. Getting your wandoos guffins up to level 100 *might* help you be able to put [wandoos 98](#) to some use sooner in Evil. In normal, XL takes (1e15) to level, but evil '98 takes (1e21). That's a factor of 6. So If it takes you 1,000 energy to cap xl in normal, it will take you 1 billion energy to cap 98 in normal. But it takes 2 guffin slots for that...so augments are probably better as far overall number boosting.
- f. On that note, advanced training banks will be helpful, as well as the beast training perk, which will unlock advanced training in 8:45 versus 12:30, and give you much more time to level up wandoos and benefit more from your banks. Same goes for beards, which are not inhibited in evil at all! Time machine banks are not so important because you will be working hard to get even 5-10 levels in your time machine.
- g. Another recommendation (requirement, even?) is 1 million in rich guy perks attack/defense through experience purchases. With your FoK putting out over a million experience a day, this shouldn't be too tough.
- h. Your chocolate set is geared more toward energy, and that's a good thing. In evil, magic is going to be fairly useless for a while.
- i. If you are at a 1:40K:1 or 1:37.5:1 ratio and have at least 40 billion Ecap, you could make a go at it, though I would recommend closer to 60. Magic could well be $\frac{1}{2}$ of what your energy cap is.
- j. Adventure Stuff heads up: when you get to evil, you will be able to immediately access all the adventure zones from normal, and your gear will also be at full power even at the first boss!

- k. Right now you are probably getting about 10K from each iron pill you take. When you get to evil you will lose that just about completely. So check your adventure stats. Would you be anywhere near ready to fight in the [evilverse](#)? Like the chocolate set, it is useless (aside from the accessory) until it is level 35, so you aren't really going to be doing any sniping except for the insane gold bonus--much higher than the Beast will give you. It's 20T pow /15T tough to idle in normal mode, and 60T/25T for idling in beast mode. So it should be easy for you to get to several trillion in power/toughness, basically.
2. When you have feel ready, go to the rebirth screen and select evil. Have you won? Or are you just beginning? Kinda both, so congratulations. Are you ready to suck?

Other notes & comments

- You should do as many challenges as you can stomach. Your time machine is going to suck in evil, so I'd complete at least 8 of the no time-machine challenges. The last one will take a while, but it was worth it for me. With the exception of 24 hour challenges, everything else shouldn't be a big deal.
- 24 hour challenges will start go give you a ton of AP. I would stop after they take more than 30 minutes to complete, however. Unless you are saving for something.

Milestone #13 The Evilverse

1. When you first get to evil, check out your wandoos, and what else you can do. And weep. But not too long, because in 3 minutes you want to start the basic challenge. Why not? You will get a 2% bonus to your adventure stats, and you are going that way anyway.
2. Put on your gold loadout and kill the chocolate boss. You still have that badly drawn face, right? All the gold stuff you can put on, because your time machine is screwed. You did as many of those No Time Machine challenges as you could, right? Right? At least wandoos is free. After 30 minutes your fruit of power and numbers will kick in and you can finally make some real headway. Rebirth, and repeat until you get to boss 58.
3. If you are making good progress still, I would recommend you push a little further, a few more runs. Maybe you get to 75 or so. Because by the end of farming evilverse, you might have the power to push on into the next zone (at #100) in the same run.
4. At this point you are probably not ready to effectively farm in the evil verse. The drop rate is horrible, and they drop at level 0-1 so it will take even longer than chocolate. Maxing the loot goblin perk helps a little bit, since it means more level 1's will drop as 2s. But at least, even if it takes an hour of advanced training, you can snipe at an evil boss in your gold gear. Now your time machines can get to work.
5. At this point, you might consider doing a long run with beta potions. This would let you build a few levels in time machines, soak in a bunch of perk points (you are getting a base floor+700 ppp now, instead of floor+200!). And get some levels in your EVIL NGU's (Keep wearing your stealthiest chest if you can!). Get what you can even if it is only a

level or two per minute. Especially in adventure and drop, and ygg and experience. Although you will be losing first harvest bonuses after our first day, these evil NGU's will help make it worthwhile.

6. Some people Skip [evilverse](#) and go to Pretty Pink Princess Land at boss 100. Version 0.427 increased the drop rate & drop level so evilverse is better for farming (from .00012% to .00018%, and straight level 1 drops. As of .426 it can take 4-5 days). Up to you, if you have the stats. You will eventually want the evilverse set bonus for sure.
7. I would suggest that you buckle down and focus on your NGU's, PP, and on maxing more of your quest items and even gaining quirks for a bit. See if you can farm evilverse in beast mode. Because the drop rate is now a cube root factor, it doesn't help that much to wear every drop item you can. Just wear several of your best drop items, and use the rest of your accessories to help you with adventure and NGU.
8. If you think you could make it to boss 100, keep eating fruits of power alpha at max tier with poop, because you'll probably be able to go right into farming the next zone.
9. When you finally (4 or 5 days?) get the evilverse set maxed, you will unlock "both shoes." This is a really good item, but if you are able to push to boss 100 and unlock the Pretty Pink Princess Zone, you should probably skip it and do so. If, like me, you find yourself stuck at boss 94 and ...just...can't, then you may as well stick around and get the both boots, as they are, overall, a bit better than the princess set's boots.
10. [Pretty Pink Princess Land](#). What a relief, level 1 drops! This will go much faster than evil verse. I didn't even need to do a long run of advanced training for it, I just farmed while doing 24 hour runs to get to the next titan, the greasy Nerd, at boss 125.
11. Getting to Nerd/Boss 125
 - a. Before you shoot for boss 125, consider a few things:
 - i. Should I go back to normal and finish the time machine challenges?
Could I use the boatload of AP that comes from doing more of the 24 hour challenges?
 - ii. Have I done any evil no rebirth challenges? You need to do 4 to get the nerd to spawn every hour. And here's the thing about the nerd: he drops 2 Macguffins every time you kill him! And you will get more PP! Many of the no rebirths should take 30 minutes or less because of the Ygg activators.
 - iii. Have you done the 1st evil troll challenge? It's an extra accessory slot, and you should be able to do it now. I did two of them at this point, which gets an extra guffin slot. And after this run, if it's a long one, you *may* have your first guffins hitting level 1000 (the nerd drops 2 each time, and you will get bonuses to guffin level drops, and better guffin fruit, etc) So that extra slot is pretty nice.
 - iv. Doing the first evil no TM will double you time machines, you should hit that.
 - v. Would it be worth doing more of the evil basic challenges? That's a total of 50% to your adventure stats. That will help you push through from nerd v1 to v2 much more quickly.
 - vi. That goes for any other challenges that end up getting rewards.

- b. The iron pill still sucks perk is a good buy about now, depending on your PP growth (+10% from pretty princess set completion!) Pretty soon you will be getting about the same P/T from your iron pill as you did in normal.
 - c. If you are struggling to kill bosses around 115-120, 2 hour runs will be optimal, because your fruit of power alpha will give you 100K%, which is 5 more bosses. Otherwise, you are better off being patient and just doing another 24hr ygg run.
12. Evil VS Normal NGU's:
- a. When you are doing shorter/24 hour runs, you should consider focusing on your normal NGU's. Save evil NGU's for when you are on a longer run with better time machines, and maybe with some beta potions. That way you can focus your e/m on increasing your number. Getting to 125 is a steeper climb than you might expect.
 - i. Here's the deal—after soft cap, Evil NGU's have a really high diminishing return. If your normal NGU's are low, then your evil one's don't have much to work with. What is better, 4.4 million levels in *all* your normal NGU's in a day, or a few levels in some of your evil NGU's? The other thing is that you can easily cap all your NGU's, so you can afford to wear more respawn, daycare, or quest gear. I had an A6FP and G.Looty by the time I was at the Godmother.

Other notes & comments

- Save up AP for more MacGuffin slots. And, next time you do challenges, you might do a few normal 24 hour ones for the AP. You MacGuffin levels are about to get serious improvement.
- By this time, you should have most of your perk training/TM/beard banks. The first level of the banking quirks is also worth getting. Once you are over 50% banks, you will start to accumulate more with every 24 hour rebirth...up to a point. (Maxing out at ~17m eventually, with 75%) But beyond the first tier of quirk banks, there are still better options at this point for you.

Milestone #14: The Greasy Nerd / Titan 7—Hacking the game.

1. There's some stuff you need to do to [unlock the nerd](#). It's going to be another rebirth after you beat his mother, so don't use any potions or anything yet!
 - a. When you rebirth, do not nuke! Save before you do some boss fighting in case your trigger finger twitches and kills a boss you didn't want to. If you fork up anyway, reload online quickly.
 - b. If you have beta pots handy, it's a good idea to use them for a long run. If you train hard you might be able to move onto nerd V2 in the same run. Also, thanks to the calculator with its amazing 600% NGU bonus, you should really rock your evil NGU's and hit their soft caps.

- c. Deep into your run, your permanent growth on your beards is going to be kinda negligible. Consider taking off the voodoo doll. The green heart gives you beards growth and respawn, and at a certain point that will be more useful. It might not be time yet, but keep an open mind to it.

2. [Hacking](#) & Resource 3

- a. Resource 3 is not cheap: 100K times more expensive than energy. You'll get some from the set to start you off, but start saving up. It's kind of like starting over again, remember how it was with energy speed, and taking forever to cap? Mostly you should be doing 24 hour runs by now though, so the speed isn't a huge deal. Just increase it incrementally for the speed bump. When you can reach cap in an 30-60 minutes, that's good for now.
 - b. The grey heart is a must have. Wear it for a bit—get some of your hacks up—then put it in daycare and wear that pretty bow.
 - c. It may not be worth it yet, but keep an eye on how long it will take you to get hack hack to level 100 for the 10% milestone bonus. If it is under 10-15 minutes, then it would be good to go for it to the next milestone, as it will speed up all the others. I wouldn't use any R3 pots to hack until your grey heart is levelled up. By that time, you *might* have enough R3 pow/cap to justify using a beta pot on a long run.
 - d. PP hack doesn't look like much, but you only need 25 for a milestone and milestones add up. You'll be getting a lot more PP soon.
 - e. Hacking does not affect play in normal mode, fyi.
- 3. If this ends up being a pretty long run for you, consider using the MacGuffin Muffin to double your stats. You've probably seen a huge jump in their power this run.
 - 4. At this point, and for a while, I'd recommend just running your normal NGU's, getting PP and quirks, doing 24 hour runs and gaining experience. Spend experience on getting your R3 up and hacking. Get all the cheap iron pill perks you can; because you should be getting blood magic rituals going, and you are going to need the adventure stats.

5. **Metaland**s

- a. At this point, if you have been wearing the bow and trash bag, you might have levelled your grey heart. If so, you may want to consider using a R3 beta potion, as the set has some more R3 stats for you. If you come into this run strong, you may be able to roll into the interdimensional party in the same run (it will be like 10-12 days, but hey, take advantage of doublers)
- b. Hold onto some of the gear with R3 stats, the pants in particular. You may want to mix it in with your IDP set. If you are doing normal NGU's, you will have plenty of EM power anyway. Right now, you are going to get more benefit from hacking than NGU's.

6. **Interdimensional Dance Party**

- a. Before you are ready to fight the Godmother, take stock of your MacGuffins and slots. By this point, you should be able to complete No equipment challenges in less than 20 minutes each. That's 400 minutes to do all 20, but consider how

long it will take you to get a slot otherwise? You'll want a slot free because the Godmother drops R3 guffins.

- b. In the meantime, it's also a good idea to get some bonuses from your magic beard Macguffins, if you can spare a slot for them. They will help you to replace the voodoo doll more quickly with a better item.
- c. The IDP set is the first set to max at boss 0 *in normal*. With this set you should be able to knock out more of your normal 24 hour challenges pretty quickly. The last 10 or 15 are more time consuming however. So do them until you are sick of them :)

Other notes & comments

- Evil NGU's are really hard to level still. And when you are eking out a little bit with them, your normal NGU's get nothing. So one strategy is to do normal NGU's and focus on building your R3 and hacks. Only do evil NGU's when you are using beta potions on longer runs. By the time you get to the typo/fadlands set, your gear will be more balanced between E/M/R3, and have enough power to tackle evil NGU's. By that time, you should also be able to save up enough quirks to get the Beast NGU quirk. Yay for QP hacks.

Milestone #15 Your Fairy Godmother and Wishes / Titan 8

1. This is one of the easier titan unlocks. But the [Godmother](#) herself is no pushover.
 - a. The directions in the wiki (check the link above) are good, but if you can't kill her that way.
 - i. Well, first off, make sure you are using the ultimate buff AND your offensive buff, since they stack. I was an idiot and didn't realize that, so. In case there are any fellow idiots, there's that. And the rest of you can feel smart.
 - ii. 2nd, after your charged ultimate attack, fire of a piercing attack, and a strong one. Then turn off beast mode, and hit the defensive buff. You might block too. Read the battle log and see when she starts glowing. Quickly charge and parry. This will reduce the damage to you but also increase the damage reflected to her. From there, hopefully a few hits can finish her off.
 - iii. If not, you just need to git gud. More advanced training, more infinity cube boosting, more adv stats hacking. And if you are using betas--and you should be--hit those adventure stats.
2. [Wishes](#)
 - a. You can get up to 4 wish slots. You start with one. The other 3 are from:
 - i. Troll Challenge 7

- ii. Set bonus for maxing the pink heart
 - iii. 50K Quirk points
- b. And of course, you'll want to max the unicorn head to speed up your wishes a little bit, and there's a sellout shop bonus of 25% you can get as well.
- c. It's good to use your custom numbers to fiddle around a bit to find the right amount of resources to put in to a wish. The base minimum time is 4 hours, though you can reduce it to 3 hours in total between perks and quirks.
- d. There's no auto advance feature for wishes, so before you go to bed or go away for a while, you'll want to focus your wishes on something with multiple levels. If level one takes x resources, then level 2 will take 2x, and level 10 will take 10x. So gauge how much more you want to put in to get max speed based on how long you are going to be gone.
- e. Notice in the wiki, under the formula there's a ratio for resource effectiveness. Say you need 400 qua to cap at 4 hours. 200 qua will be 70% as effective. So if you are out of easy wishes to cap, it is more effective to split your resources around multiple wishes you want, than to go all in on one reserving a tiny bit on an easy wish you don't really care about (I'm looking at you, inventory slots).
- 3. Recommended Wishes: This is going to be more personal. But clearly the newbie wish is winner. Beyond that, here are some thoughts:
 - a. Don't worry about faster wishes unless your wishes all take over 4 hours. And even then, you might want to focus on wishes that will raise your power.
 - b. Prioritize power over caps, because the caps need to be balanced with bars to some degree. The power bonus is also straight-up stronger.
 - c. The macguffin drop bonus is great. You'll be looking at level 7-9 Macguffin drops with this maxed.
 - d. [Basic training wish](#) means you get advanced training at 6:15 minutes. As always, this is quite helpful for challenges, and streamlining your rebirth & setup process.
 - e. Improved pit rewards are really sweet. Check out the new [rewards](#) and their requirements. (Note that there is a multiplier with each throw—so your 5th throw mini iron pill will be 5x what your 1st throw mini iron pill.) To get the most out of the possible rewards:
 - i. Make sure you cap your blood rituals and blood digger
 - ii. Cap your experience digger
 - iii. Consider equipping your best seed gear items (whatever your seed loadout can manage without having to adjust your resources.
 - 1. The seed bonus is still crappy (not pooppy). But if you don't have all your fruits maxed, it doesn't hurt either, especially if you're benefiting from the # of tosses multiplier.
 - iv. Wear or put in daycare anything you want levelled. Shockwave levels are much more frequent with the improved pit!
 - 1. Sidenote: If it's aligned with your gaming [alignment](#)/morality, you can save scum your pit rewards and get the same thing (although

the regular/improved pit rewards do *not* align). Say you have an A6 in your inventory but you get daycare levels, well. Up to you.

Other notes & comments

- | |
|--|
| <ul style="list-style-type: none">• Get the Beast NGU quirk ASAP. You should be able to cap most of your evil NGU's now. Also, start focusing on your E/M resources to help you cap them faster. |
|--|

Milestone #16: You're on your own, kid.

1. As of version .427, there are no features for the next titan, the Exile. My experience at this point is going to be a bit different than yours, so I think this is a good point to sign off. Good luck!

Appendix (useful tips)

- Here are a few good power-cap-bar ratios:
 - **1:37.5k(37500):1** - This ratio maximizes the effectiveness of both power and cap, and will be extremely useful in maintaining strong augments and the like. Honestly, 1:40k:1 is close enough, and if you don't want to spend your time doing custom purchases to satisfy the proper ratios, you should use this one.
 - **1:37.5k-50k:2(at least)** - This ratio is heavily dependent on wandoos and advanced training. Energy power doesn't affect wandoos, and has a lower effect on advanced training (square root of power only), so this is useful for those scenarios. Excellent ratio for challenges, and especially good at doing successive challenges, as the quick bars will be extremely efficient at regaining the energy you need. In addition, beard growth is accelerated, as bars have a direct relationship with beard speed, unlike power. A higher cap also helps with direct improvements to advanced training. Essentially, this takes advantage of the fact that power has lower effectiveness across the entire board. If you want relative EXP efficiency, 1:37.5k:2 is a good pick. However, this is built roughly for midgame play, so if you are far off from here, consider ratios more suitable for early/endgame play.
 - **1:20k:1** - This ratio is less common, but tends to be pretty decent for starting players.
 - **1:37.5k:0.5(or less)** - This ratio is for near endgame players, or whenever your beards start to become weaker and weaker and you grow more dependent on other sources of power gain. Great for NGU pushing early on, and better for pretty much everything but short rebirths and beards later, and favors longer rebirths (unless you push McGuffs at their 30 minute optimal bonuses). More important when temporary beard bonuses plateau in its 12-24 hour rebirth cycles

when pushing them, or when most challenges are done/you won't need that much energy to complete most of them quickly.

- **Power focus:** Don't really have much to say here; it's just a ton of EXP on power compared to the other stats, due to its overall applicability in everything but Wandoos. It might not be the best way to up certain things, but it is balanced across the board. Also recommended for endgame players.
- A few guidelines for **adventure mode**:
 - **Look at the tooltip log when manualing zones and titans.** Enemies, especially Titans, always signal when they will use their special effects. Remember how to counter certain enemies:
 - Normal and poison can't really be countered well. Normal is just... normal, and poison ignores toughness when dealing damage. Just remember to heal after each.
 - Against paralyze enemies, always switch back to **Idle mode**. This is because you gain 20% increased health regen in Idle mode, which lets you get increased health regen while you wait for the enemy to attack you. After paralyze is over, disable **Idle mode** and continue manualing.
 - Rapid and charge enemies tend to be easy to counter, if you know what you are doing. Against rapid enemies, when you see that they have stopped moving, attack one more time (two or three even if your move cooldowns are low) and then activate Block to mitigate the burst that they will do. Against charge enemies, use Parry to halve their empowered attack.
 - Against titans, they will warn you on the effects that they will apply via the text. For example, GRB will announce that you are bleeding, and the log will tell you when you feel weaker in power and toughness against GCT.
 - **If you have the stats to manual a zone**, then it's usually worthwhile to go in there and do it. "Snipe" the bosses for the best drop rates. Usually next zone accessories are usable right away. And in the early game the new equipment can also be used at base value or with a little boosting. This will help push you to being able to idle the zone faster.
 - **If you can't even manual a zone yet, try to snipe it.** Sniping consists of mashing your fingers on the left and right arrows in a zone until you can get one of the bosses to spawn. It's almost pointless to fight regular enemies as drops are only boosts and (rarely) equipment at higher stages. It's much more worthwhile to focus on bosses exclusively when sniping. If you can snag a piece of equipment from the boss, it will become much easier to do the zone. Early on, a slightly-boosted set from a zone will be able to manual or even idle the zone completely. One zone that is exceptionally good to do this is The Sky. If it drops the ITOPOD, you will be set for some juicy bonus stats. **Make sure you have a decent drop chance compared to snipe zones, generally over 1%>, or it will be very painful.**

- **If you can't do a zone just yet, put some points into advanced training, turn on your Adventure digger, do dem hacks, or increase your stats permanently using Iron Pill or Adventure fruit.** Increasing your stats through these methods during a rebirth tend to be very useful. NGUs, of course, are permanent, but these buffs tend to be easier and more effective at increasing your overall stats during a single rebirth.
- **Remember to BUY THE NEWBIE PERK, if you haven't done so already.** +100 to both stats and 10% permanently? I see this as an absolute win! (Don't hate me, pls)
- **If possible, try to accessory, digger and beard micro for drop chance, gold, etc.** Although this might not seem important at late game, where it's much easier to have what you want in their respective slots. However, at early stages, gunning for loot might be a challenge. As a result, it might be a lot more difficult trying to secure gear with low drop rates, starting from Mega Lands onwards. As a result, here are some ways to micro well and equip the right things:
 - **Be quick.** If you are too slow, you may die before swapping. Doing it more often will enhance your micro speed.
 - **Use loadout slots.** It becomes much quicker to get to your preferred bonuses - gold, drop rate, even daycare speed. This saves precious time to get to the exact special loadout you need.
 - **Switch accessories, diggers and beards right before you kill the enemy.** First, use the maximal amount of adventure power you have. Bring them within a 1-hit to 2-hit margin, then do all your swapping. No reason to swap before you get them low.
- A little rant about Parry/Charge in Idle Zone:
 - If you really want to do prepping before a titan fight/snipe in Idle Zomr , try not to have your Parry and Charge active at the same time. Otherwise, your new Charge will be activated by Parry's reflected attack. An exception may be at Slimy(?) set completion when its damage is tripled or when you can use Paralyze, but it is very hard to get buffs before an Ultimate Attack when doing so. It is often much easier to simply have Charge only in the Idle Zone so you can use Piercing attack when charged.
- Arbitrary Points and its Arbitrary Tier List
 - S+-TIER: MUST HAVE ITEMS AND FIRST PURCHASES!
 - Yellow heart - AP bonus!
 - Improved Loot Filter - HEAVENLY QoL!
 - S-TIER: VERY GOOD ITEMS THAT WILL HELP A LOT
 - Red heart - EXP bonus!
 - Green heart - PP bonus! Respawn!
 - Filter Boosts into Infinity Cube - QoL! ITOPOD online instead offline overnight to boosts stats! Easy Infinity Cube tiers!
 - Blue heart - ALL CONSUMABLES, INCLUDING POOP are better by 10%! NGU speed!

- Brown heart - Seed gain! Poop 10% better!
- A-TIER: GREAT ITEMS
 - Accessory slots: NEVER COULD GET ENOUGH, COULD YA
 - Beard slots: Also NEVER COULD GET ENOUGH, COULD YA
 - Macguffin slots: Once again NEVER COULD GET ENOUGH, COULD YA
 - Digger slots: Even another NEVER COULD GET ENOUGH, COULD YA
 - (im sorry, btw)
 - Insta training cap! May just be me, but I keep forgetting about training! :(Good for micro in challenge rushing!
 - Automerge slots: Helps ya get stuff up faster! Stop filtering out useful items that you can level up faster! :)
 - Lucky charms!: Stuck on loot? Get one and get it much faster! P.S.: it's really only good when the drop chance is ultra low, and it's better when either sniping or idling, not manualing really. Sounds weird, but it makes some sense.
- B-TIER: MEH, CAN GET IT LATER
 - Ygg + Quest light: not really necessary, but does help later!
 - Extra inventory space: there's really so many better ways to get them, don't get any right now
 - Lazy ITOPOD Shifter: if it was cheaper, well worth the purchase! But nahhhhhhhh, not that great of a purchase unless you really need it.
 - Auto-nuke: Good for challenges, but only when you become so strong you can do them in one run easily
 - Loadout slots: Nah, its efficient enough to micromanage at early levels, not worth it
 - 7 daily spins bank: If you're active, definitely not until later. If not, maybe its considerable, but you should have far better things to get before you do.
 - Quest Bank: good at later levels! But most people don't have quests yet... and most people are still active for most of the time, so...
 - Speed boosts: not really worth it right now. But they will be!
 - Percent caps to NGU: good later, when you can BB your NGU pretty easily. However, it is initially fairly underwhelming.

Troubleshooting

- Losing time in your browser? Expect your Yggdrasil fruit to be ready to harvest, but its not? Expecting more kills per minute with your respawn rate?
 - First off, browsers accumulate more lag over time. If you can, Steam and Kartridge are probably better options. But if like me you are on a mac or can't use those platforms, here are some tips:

- The game doesn't actually count real time, but is based on frames or ticks. If your frame rate is dropping below 50 per second, you are losing time. There are chrome [extensions](#) you can get to display FPS, I'm sure there are for other browsers as well.
- Let the game run alone in its own window, no other tabs
- Get an ad blocking extension. Sorry Kong, but some of these ads break the game or cause other issues.
- Vivaldi seems to work better for me than the chrome browser.
- You can use an automouse like [Murgaa's](#) to click in the browser when you are AFK. Even one click a minute will ensure that your computer doesn't skimp on resources for the game.

Useful Links, tools, and stuff

- [NGU Idle Wiki](#)
 - [Glossary](#) of NGU idle related wordssss
- [Discord](#)
- [Blaze's Junkyard](#) of toolkits/spreadsheets
- Other tools:
 - [Gear Optimizer](#)
 - Chart breaking down [blood magic spell gains](#) and all kinds of other stuff.
- [Interview](#) with 4g for Kongregate's developer spotlight
- Browser extension [timers](#), so you don't miss a titan spawn
- Basic Training Bonus power ratios by minute:

RATIO OF DIFFERENCES at #MILESTONES					
minutes	Basic:bas		Dbl:Bas	Beast:Bas	Wish:Bas
3		1	5.46	16.07	57.46
4		1	8.58	39.31	91.1
5		1	10.20	59.40	241.93
7		1	10.59	62.49	239.45
10		1	23.72	151.08	356.73
12		1	14.77	93.71	177.96
15		1	25.93	78.93	131.91
22.5		1	12.79	25.67	38.55
30		1	5.09	9.17	13.26
60		1	2.61	4.21	5.82
1 day		1	2.02	3.03	4.047

Credits & Appreciations

- Thank you first of all to Somethingggg or 4G for making this incredibly quirky and fun game, and continuing to interact with players.
- I also want to thank the moderators and game testers on discord, and the folks who keep the wiki up to date, and people who make all kinds of cool tools for us to geek out on, and Blaze for assembling it all in that amazing spreadsheet...good lord, the things people can do with spreadsheets.
- Chat room 11, you are half of playing this game. Love you guys, kind of.
- This guide was made mostly by Solarclipse. Here are some other people that helped:
 - Contributors:
 - Spark Knight
 - Don't listen to the guy who wrote this - its SpArkKnight59 :P
 - Also, apologies if anything seems off: its probably by me, since im only at bae with a handsomely small amount of brain knowledge compared to solar (at least i tried)
 - Random anonymous people who found little typos and things
 - The guy who suggests "ahhhhhhhhhhhhhhh" or "kjhaskdahsdkjashd" and then deletes it. Because some people don't delete that shit. But most do, and maybe that's some hope for humanity. Δ(͡° ͜ʖ ͡°)>

And as of this 1st of March, 2023 of the year numbers go up, I (Solarclipse) am going to seal this off from public comments again. I opened it up to the hive mind for a couple months since I haven't played in years...and I actually never got to technically finish since I have a mac and the steam version is on windows...(I read the story notes, at least.) But now a lot of the comments are accidental deletions and reinsertions, or pedantic stuff. I confess I get some warm fuzzies knowing this guide is still kicking and doing you, dear reader, some service.

Sincerely, Solarclipse