

Summary.....	2
Pack Chances.....	2
Pack Simulation Background.....	2
Pack Simulation Summary.....	3
Pack Simulation Visual - Terrifying Count to 1 Common.....	4
Pack Simulation Visual - Terrifying Count to 1 Uncommon.....	5
Pack Simulation Visual - Terrifying Count to 1 Rare.....	6
Pack Simulation Visual - Terrifying Count to 1 Ultra Rare.....	7
Pack Simulation Visual - Horrific Count to 1 Common.....	8
Pack Simulation Visual - Horrific Count to 1 Uncommon.....	9
Pack Simulation Visual - Horrific Count to 1 Rare.....	10
Pack Simulation Visual - Horrific Count to 1 Ultra Rare.....	11
Pack Simulation Visual - Dreadful Count to 1 Common.....	12
Pack Simulation Visual - Dreadful Count to 1 Uncommon.....	13
Pack Simulation Visual - Dreadful Count to 1 Rare.....	14
Pack Simulation Visual - Dreadful Count to 1 Ultra Rare.....	15
Collection Simulation Background.....	16
Collection Simulation Summary.....	16
Collection Simulation Visual - Terrifying Pack Strategy.....	17
Collection Simulation Visual - Horrific Pack Strategy.....	18
Collection Simulation Visual - Dreadful Pack Strategy.....	19

OTHER RESOURCES:

[Top 10 Newbie Mistakes](#)

[Phobies Pack Opening Guide](#)

[Phobie Newcomer FAQ](#)

[Phobies Combat Mechanics FAQ](#)

[Phobies System Mechanics FAQ](#)

[Phobie Usage Guide](#)

[Phobies Glossary](#)

Summary

“Which packs should I buy?” is the most common question I see from new players in the Phobies community. The intent of this document is to be comprehensive in answering this question. To compact answer to this question, for those who do not want to dive deep, is the following:

- 1) Always buy 1 of each coffee pack to start. Your first purchase of any pack in the game comes with a guaranteed new Phobie, making it the best coffee pack investment you can make.
- 2) If you want to expand your low-rarity collection faster, buy Terrifying packs until you are satisfied with your Common and Uncommon collection.
- 3) If you want a higher chance of high-rarity Phobies, but are fine with your collection growing slower, buy Dreadful packs only.
- 4) Never use coffee on a Horrific pack after the first one.
- 5) Tear pack chances are not public information, but Phobies community members have put together their data for some rough estimates [here](#).

Pack Chances

You can find the drop chances for each pack in-game by clicking the “i” on the respective pack. Here are the links for each pack for convenient access as of version 1.12:

[Terrifying Pack](#)

[Horrific Pack](#)

[Dreadful Pack](#)

Pack Simulation Background

Each table in the Simulation Result Summary is a summary of the simulation visuals displayed in the Simulation Visual sections. For each scenario, I ran 100,000 computer situations. In practice, that means that I asked the computer to simulate pack openings as though it were 100,000 independent players (NOT 100,000 pack openings). The graphs in the Simulation Visuals section visualize the outcomes of all 100,000 simulated players’s pack openings. The y-axis on the visual shows what percentage of the time an outcome occurred, and the x-axis shows the outcome.

For example, in Simulation Visual - Terrifying Count to 1 Common, there were 100,000 simulations of a player opening Terrifying packs until they received 1 Common Phobie. If you look at that visual now, you will see that under Packs to Success, for the first value, the bar goes up to a little under 40%. That means that of the 100,000 simulated players, about 40% of them (40,000) received a Common Phobie in their first Terrifying pack. Once the simulated player acquires a Phobie, the simulation stops for that player. For the remaining roughly 60%, then, they all get a second pack. Roughly another 25% of the original 100,000 then get a Common Phobie in their second pack. This process continues until every player has received a Common Phobie. In the graph, you can see that while the majority of players received a Common Phobie

within the first few packs, some of our less fortunate simulated players did not receive one until around 15 Terrifying packs!

Pack Simulation Summary

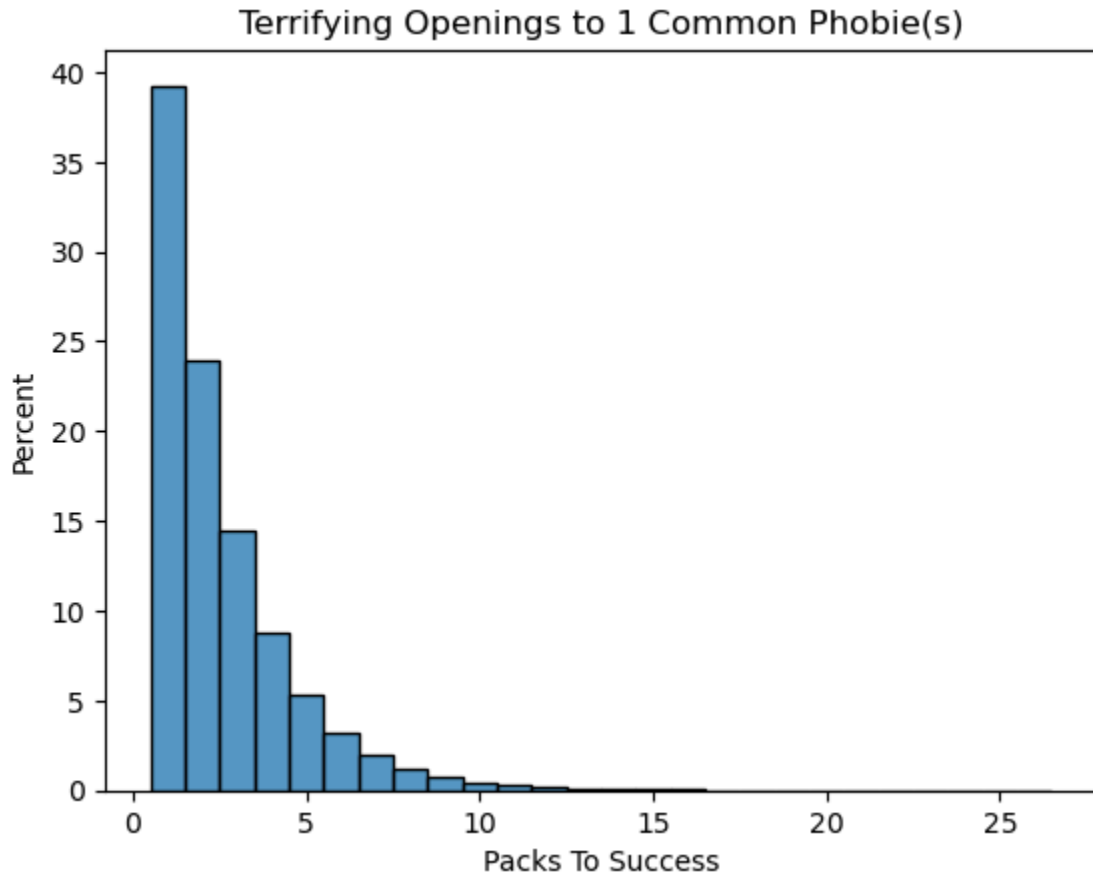
Mean Pack Count to New Phobie (100,000 Simulations)				
	Common	Uncommon	Rare	Ultra Rare
Terrifying Pack	~2.5	~5.9	~23.2	~249
Horrific Pack	~2.0	~4.8	~7.9	~62.9
Dreadful Pack	~1.7	~1.7	~3.6	~13.2

Median Pack Count to New Phobie (100,000 Simulations)				
	Common	Uncommon	Rare	Ultra Rare
Terrifying Pack	2.0	4.0	16.0	174.0
Horrific Pack	1.0	3.0	6.0	44.0
Dreadful Pack	1.0	1.0	3.0	9.0

Mean Coffee Cost to New Phobie (100,000 Simulations) - Pack Count Rounded Up				
	Common	Uncommon	Rare	Ultra Rare
Terrifying Pack	~900	~1,800	~7,200	~75,000
Horrific Pack	~1,600	~4,000	~6,400	~50,400
Dreadful Pack	~4,000	~4,000	~8,000	~28,000

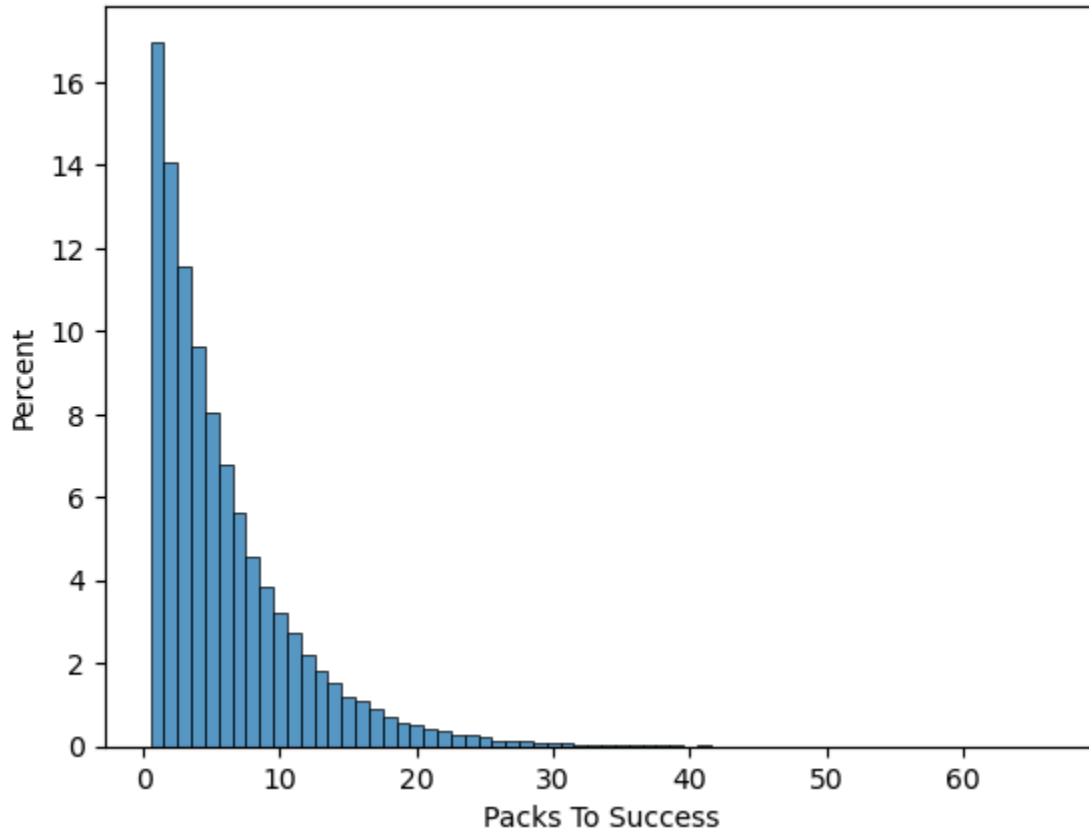
Median Coffee Cost to New Phobie (100,000 Simulations)				
	Common	Uncommon	Rare	Ultra Rare
Terrifying Pack	600	1,200	4,800	52,200
Horrific Pack	800	2,400	4,800	35,200
Dreadful Pack	2,000	2,000	6,000	18,000

Pack Simulation Visual - Terrifying Count to 1 Common



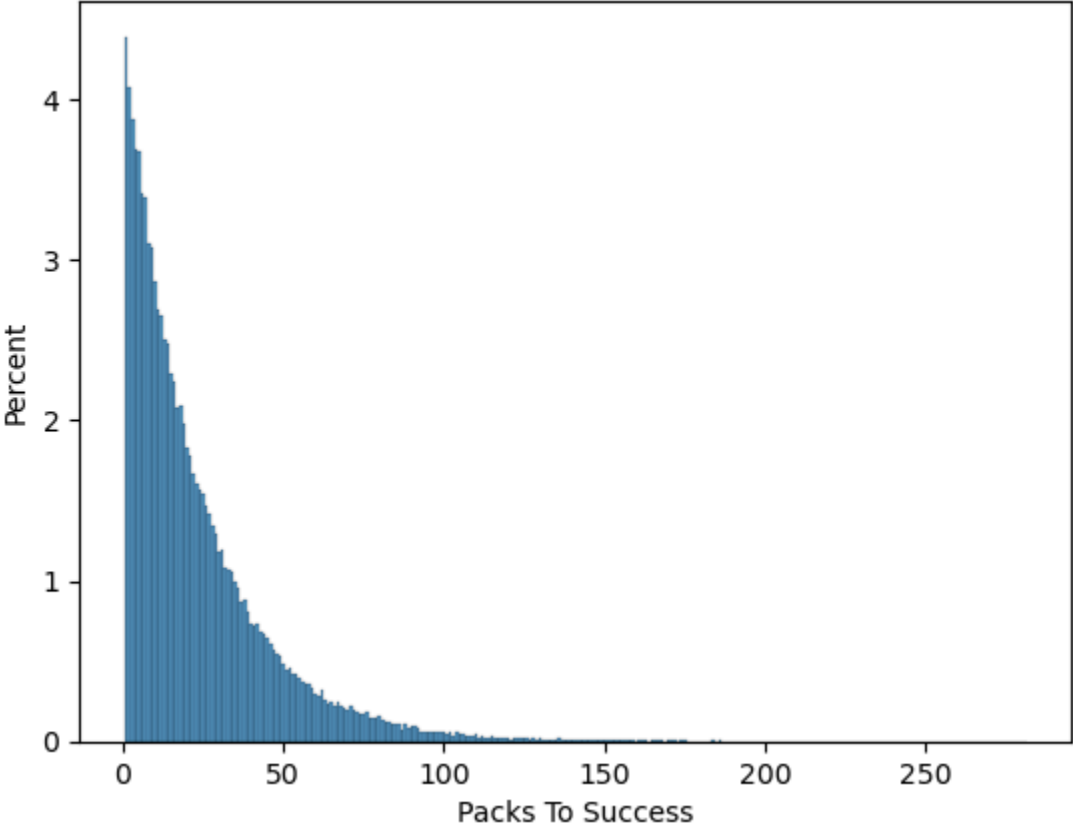
Pack Simulation Visual - Terrifying Count to 1 Uncommon

Terrifying Openings to 1 Uncommon Phobie(s)



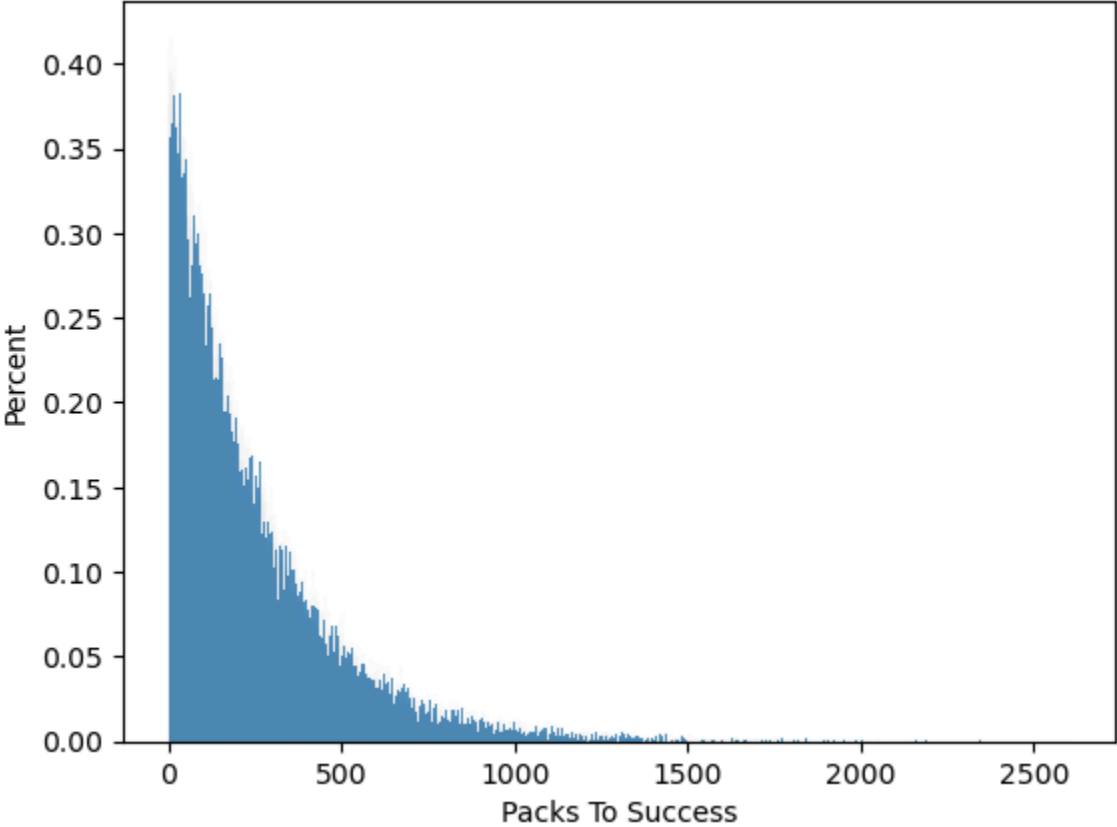
Pack Simulation Visual - Terrifying Count to 1 Rare

Terrifying Openings to 1 Rare Phobie(s)



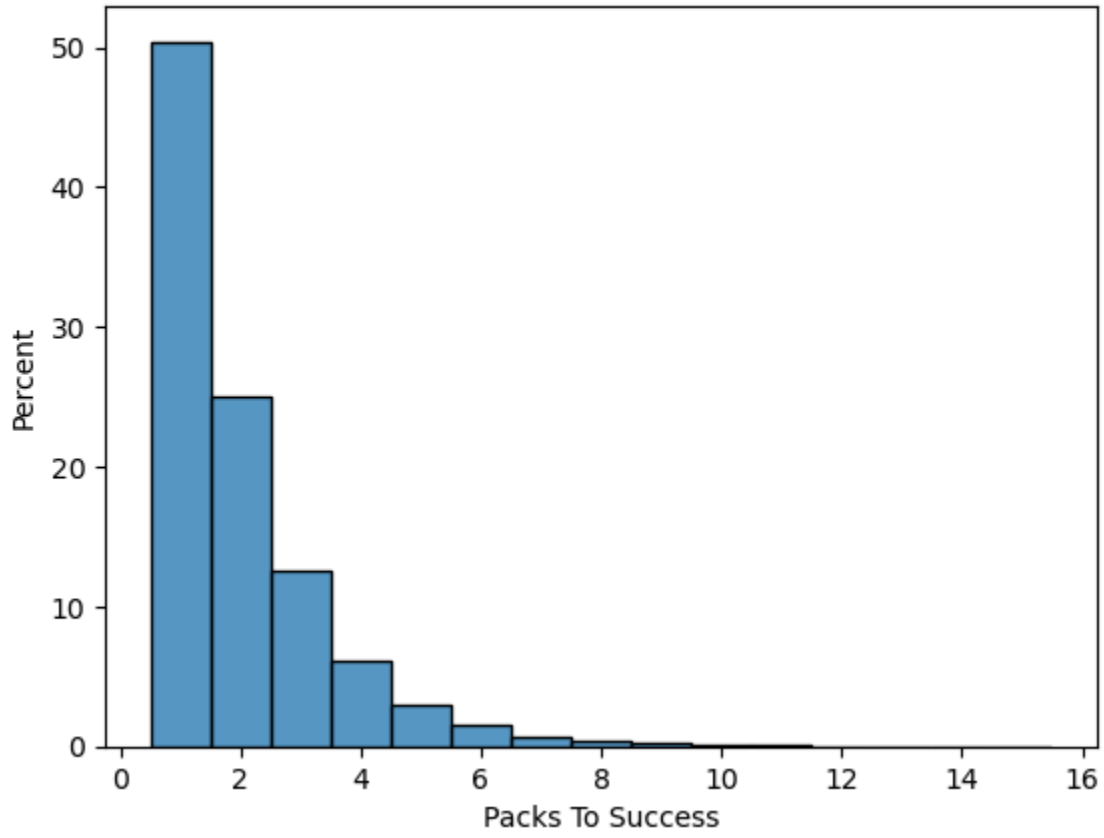
Pack Simulation Visual - Terrifying Count to 1 Ultra Rare

Terrifying Openings to 1 Ultra Rare Phobie(s)



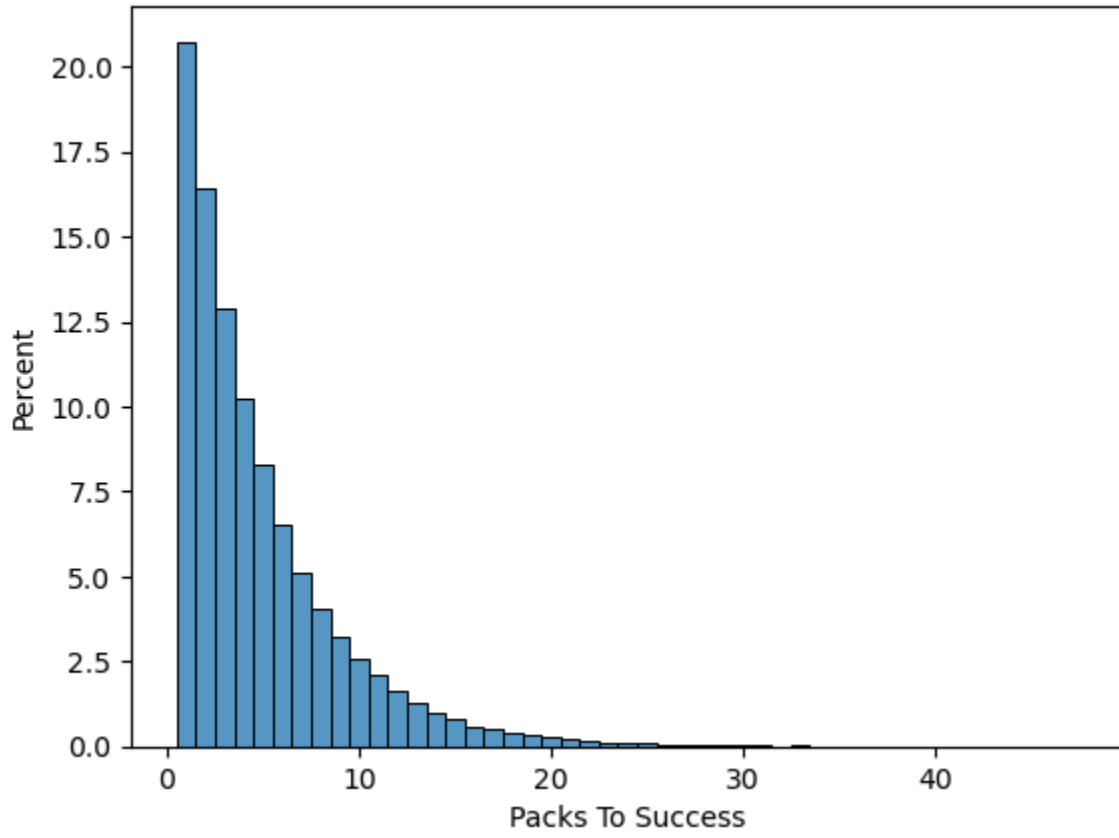
Pack Simulation Visual - Horrific Count to 1 Common

Horrorific Openings to 1 Common Phobie(s)



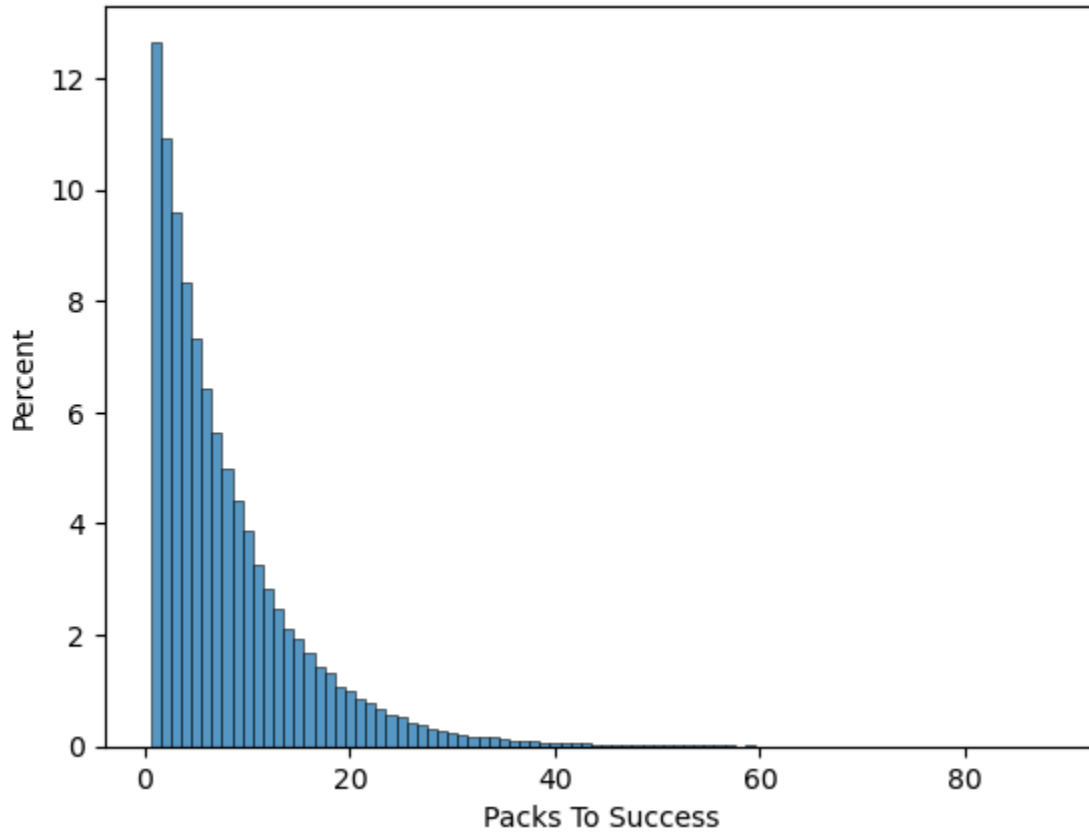
Pack Simulation Visual - Horrific Count to 1 Uncommon

Horrorific Openings to 1 Uncommon Phobie(s)



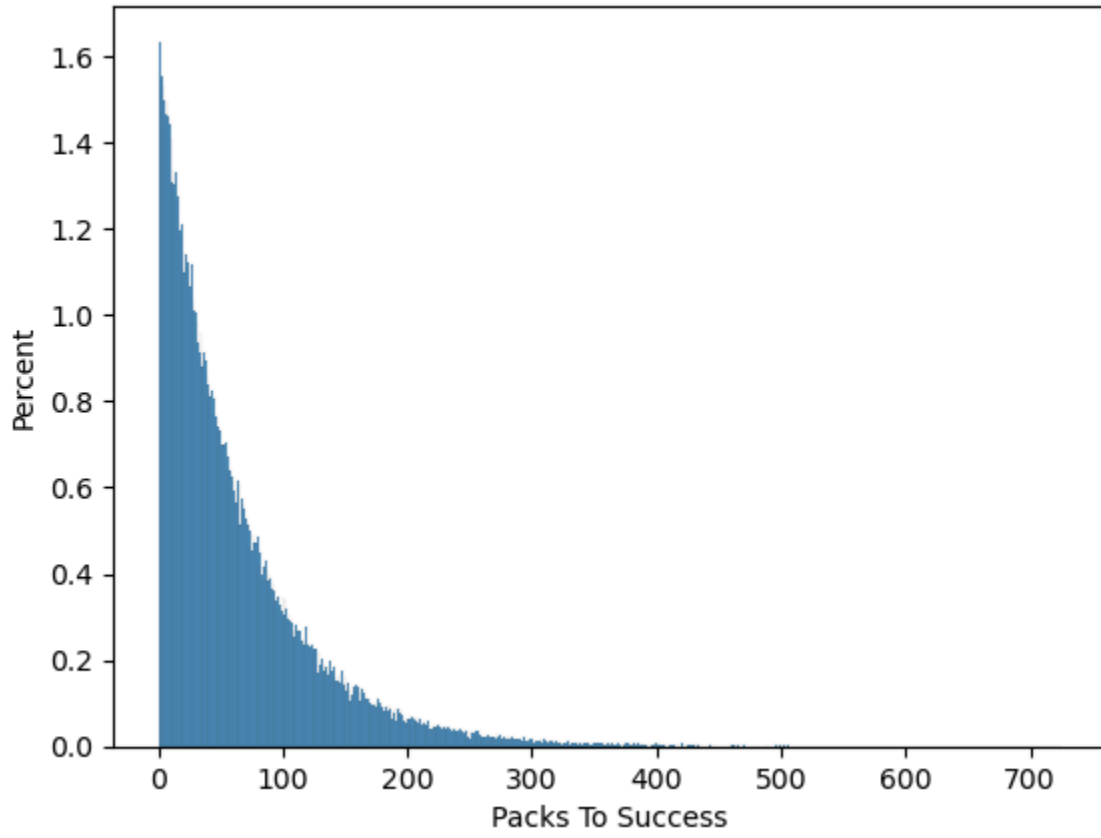
Pack Simulation Visual - Horrific Count to 1 Rare

Horrorific Openings to 1 Rare Phobie(s)



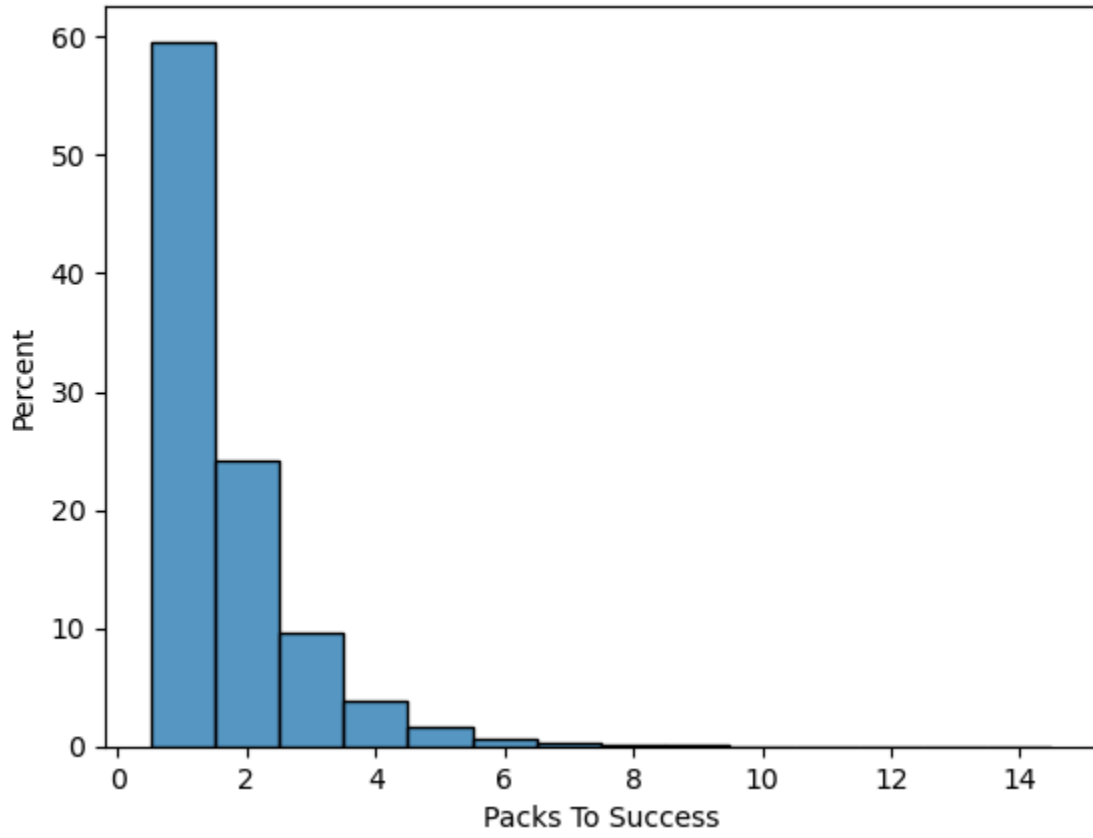
Pack Simulation Visual - Horrific Count to 1 Ultra Rare

Horrorific Openings to 1 Ultra Rare Phobie(s)



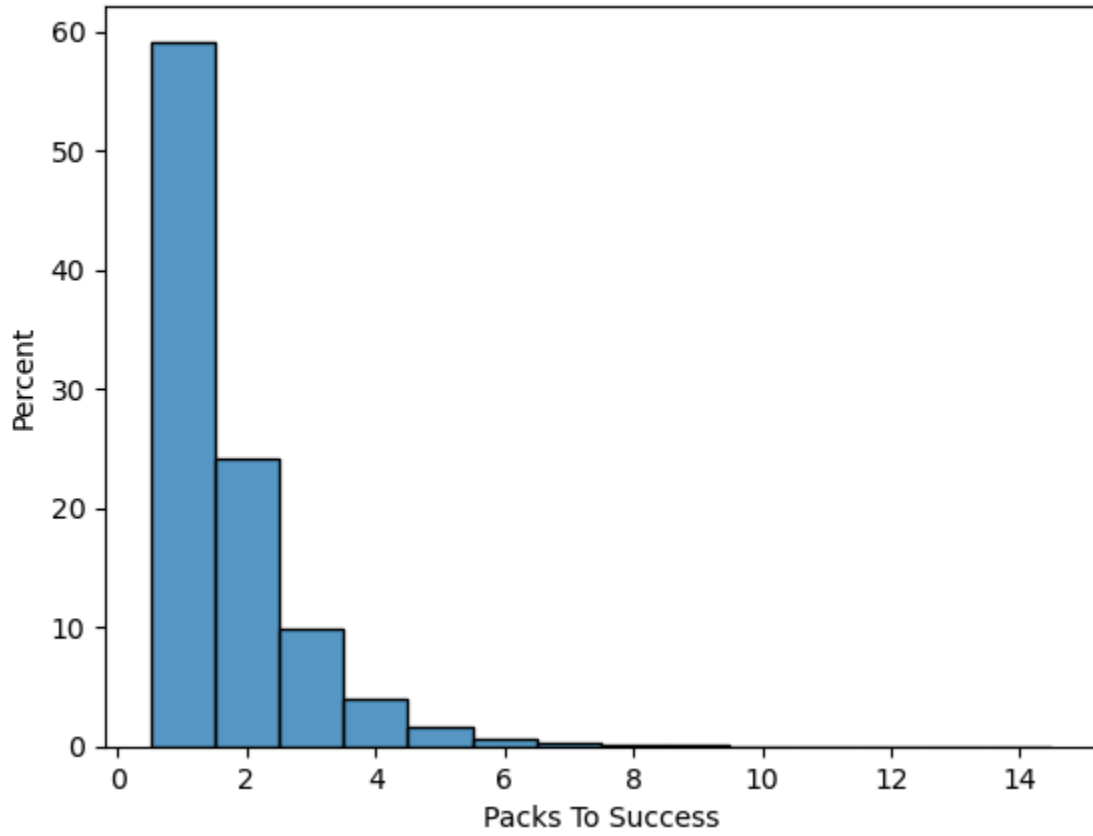
Pack Simulation Visual - Dreadful Count to 1 Common

Dreadful Openings to 1 Common Phobie(s)



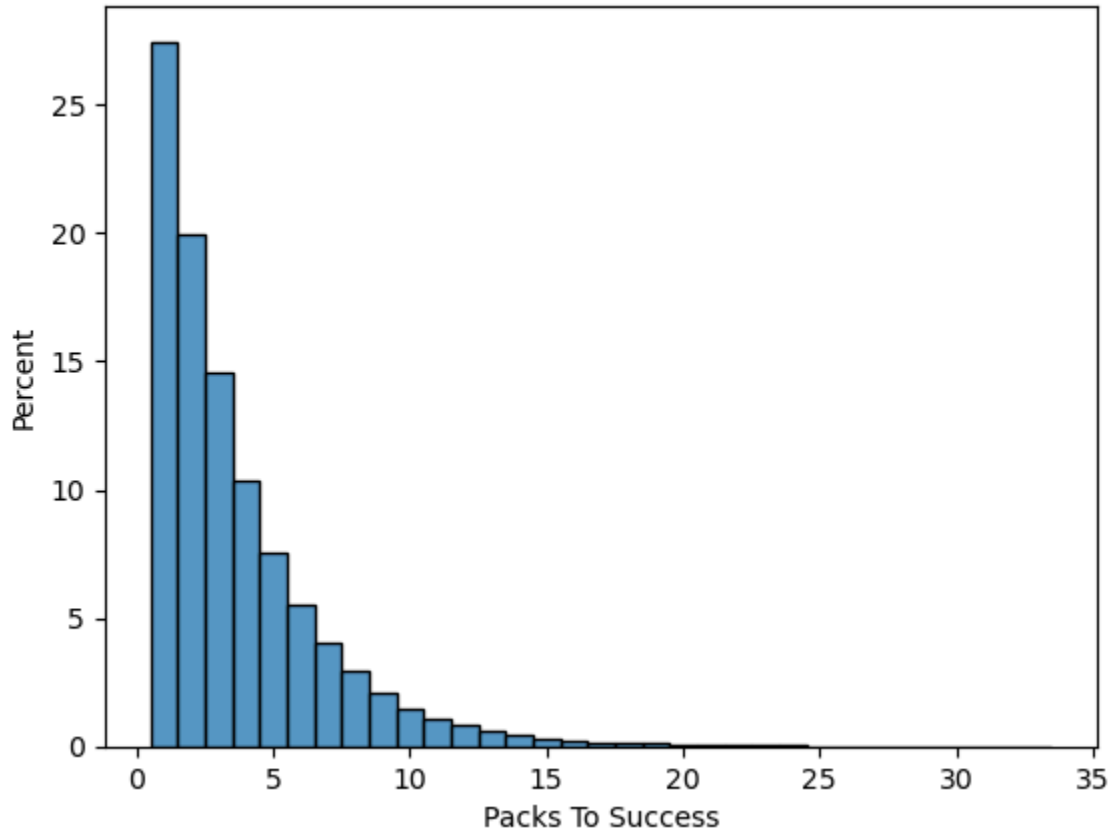
Pack Simulation Visual - Dreadful Count to 1 Uncommon

Dreadful Openings to 1 Uncommon Phobie(s)



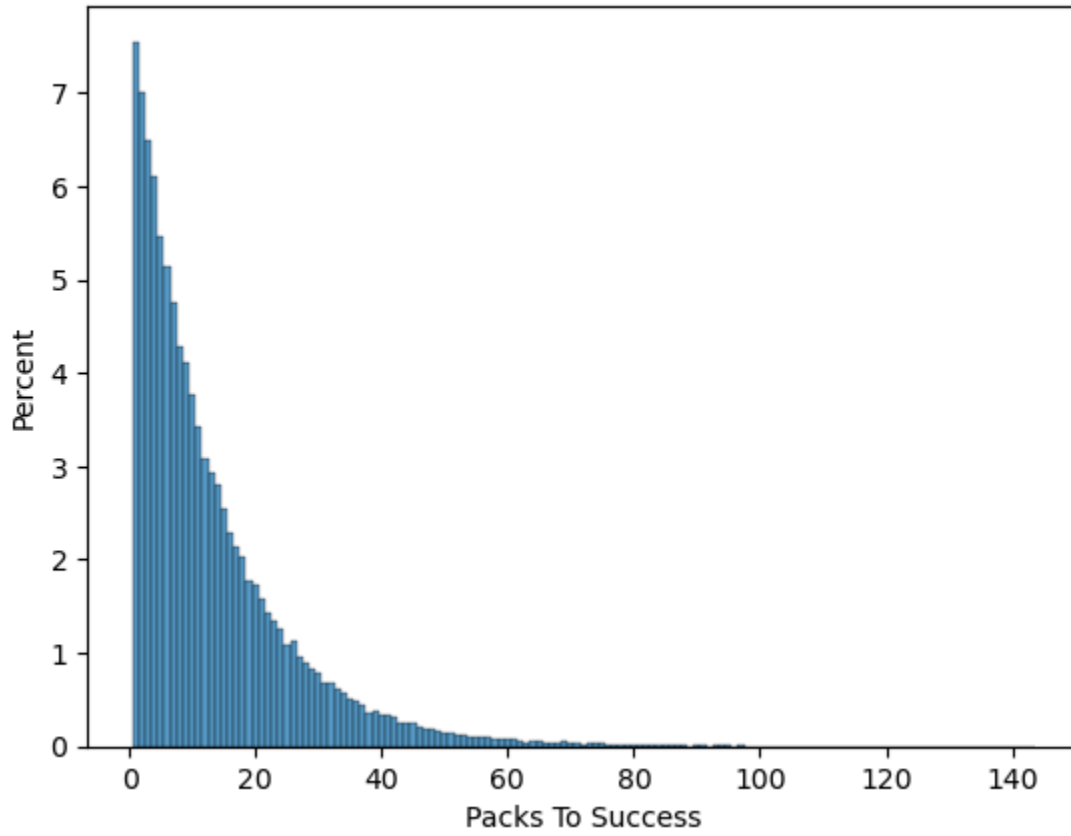
Pack Simulation Visual - Dreadful Count to 1 Rare

Dreadful Openings to 1 Rare Phobie(s)



Pack Simulation Visual - Dreadful Count to 1 Ultra Rare

Dreadful Openings to 1 Ultra Rare Phobie(s)



Collection Simulation Background

What will the typical player collection look like if they follow a particular pack-opening strategy? Answering that question is the purpose of this section. For each simulation, 24,000 coffee was spent across 100,000 simulated players. 24,000 coffee was chosen because it gives a sizable number of packs for each type, can be reasonably acquired over a period of 1 year by F2P players, is evenly divisible by all three pack values, and involves sufficient coffee to gain an ultra rare Phobie from a Dreadful. Note that the average outcomes reported here are the average for each Phobie rarity result taken separately, and not the average across player-bound collection results.

If 24,000 coffee is spent on each pack-opening strategy, the pack counts will be:

- Terrifying - 80
- Horrific - 30
- Dreadful - 12

The x-axis, "Phobie Count", shows the *spread* of results over 100,000 player simulations. Some players may have received 30 new commons, and others may have received 10! Note that this simulation allowed for a player to obtain more commons than are currently in the game to future-proof these simulations.

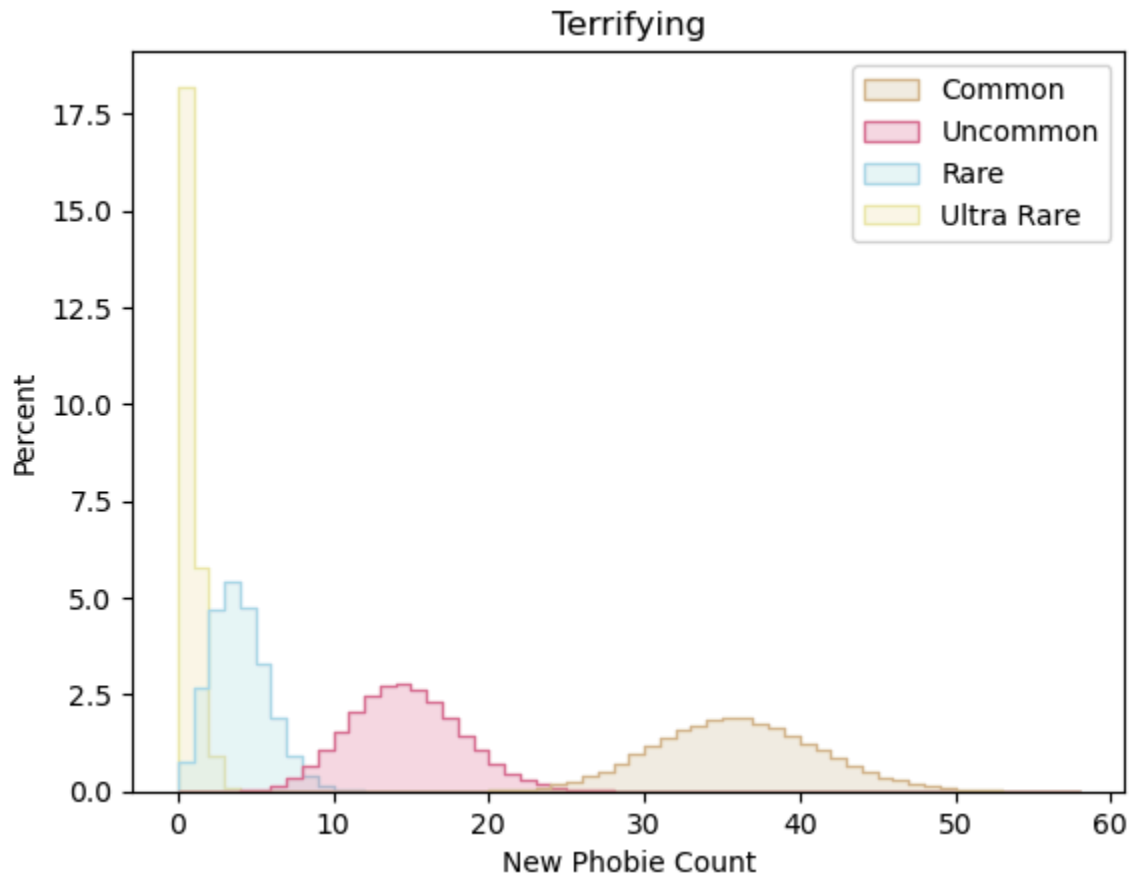
The y-axis, the "Percent", is showing the percentage of the 100,000 player simulations that obtained that outcome.

Collection Simulation Summary

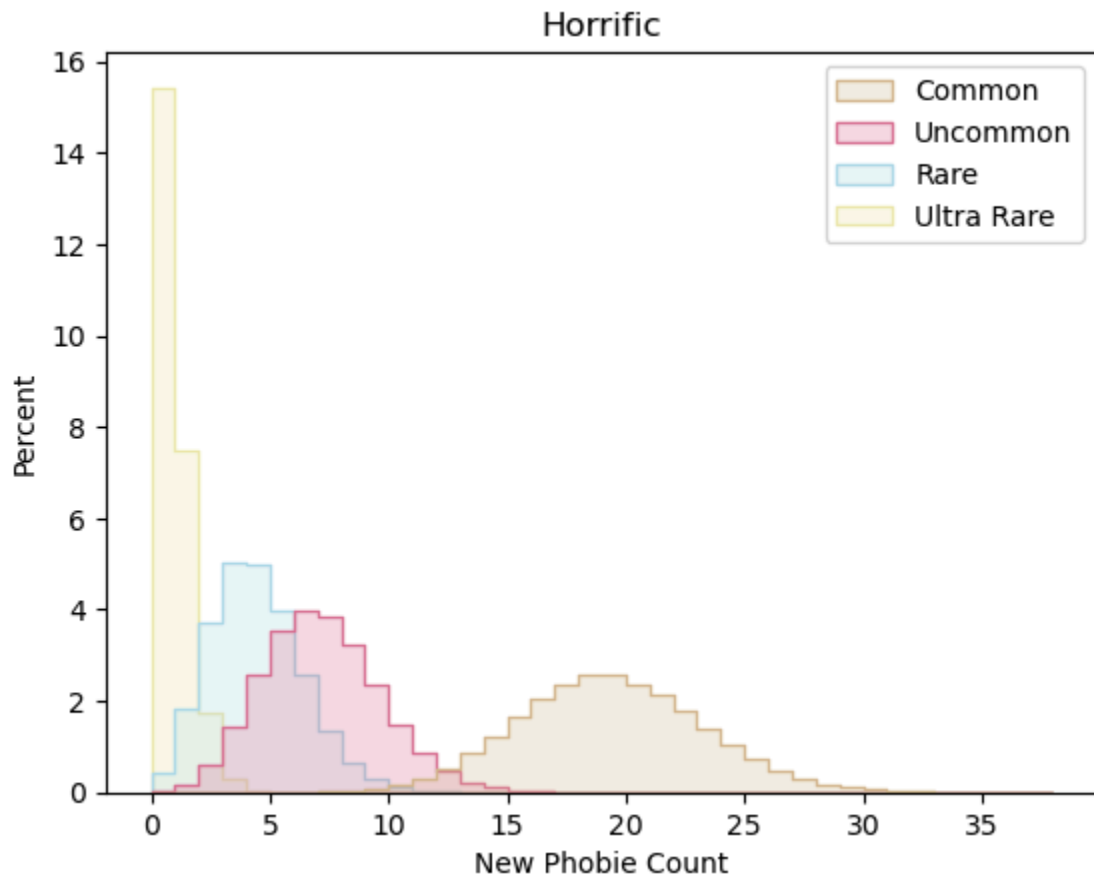
Mean Phobie Collection Outcome (100,000 Simulations)				
	Commons	Uncommons	Rares	Ultra Rares
Terrifying Pack	~35.4	~14.1	~3.5	~0.3
Horrific Packs	~18.8	~6.7	~3.9	~0.5
Dreadful Packs	~9.7	~9.6	~3.7	~0.9

Median Phobie Collection Outcome (100,000 Simulations)				
	Commons	Uncommons	Rares	Ultra Rares
Terrifying Pack	35	14	3	0
Horrific Packs	19	7	4	0
Dreadful Packs	10	10	4	1

Collection Simulation Visual - Terrifying Pack Strategy



Collection Simulation Visual - Horrific Pack Strategy



Collection Simulation Visual - Dreadful Pack Strategy

