


Idle wizard challenge guide

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An updated forum guide for v0.60 Jeynii In-depth analytical guide to the launch of the game The Zedrasil Click Ball. This will give you Mana to buy Mana Gem (which is one of the buildings called Mana Sources). Keep clicking and buying more sources to get more Mana. Be sure to hover over all the things in the game, as they will give you useful information on how the game works and what to do. Scientific notation is used by default by default past a certain point in the game, due to the incredibly high numbers achievable in the game. References to numbers 1,000 or higher in this guide and elsewhere will use these notations, with one thousand in itself 1e3. Setting up a short default for Number Display uses naming conventions such as a trillion-to-point, but even it will abandon this practice for scientific notation. Keep buying more sources and progressing. You'll soon unlock updates; that cost Mana to help you progress, most of which will increase profit and power sources. They also get a bonus for having more of them. You get Mana automatically through sources as well as manually by clicking orb. Idle mode is a bonus that increases the profit of sources after orb has not been pressed manually for a certain period of time. (Found to the left of the Hero's portrait; Orange when charging and blue when activated.) Idle mode is much more powerful than clicking, especially with great updates, and it's always important to be activated when trying to get more mana and mystery. Purple forms of energy from the Void, called The Essence Void, will appear from time to time, but only for a few seconds before disappearing back into the Void. Click on them to get a big temporary bonus for all Mana sources. You will also be able to buy upgrades that gives you spell Slots. Spells require spell fragments to fill in the spell before you can use them. Spell fragments can be collected through: Passive shards - Get an average number of spell fragments every second; visible on the info field in the top left clicking shards - 20% Chance to collect the average number of spelling fragments per click; found while hovering over passive shards of the spell. Mana Orb's Shard Pool - buffer of shards of spells collected by hand clicking on a ball or through zombies (Resurrected Giant) Auto-clicks; Determined by clicking shards there are several types of spells: (usually consisting of, but not limited to) Special types: (Spells like Gem Resonance and Magic Missile are better than they may appear. Spells are best used as combo spells combined with Void Entities and Void Mana.) you can also customize the spell sets found on the tab of the sets in the book. where you can have spells set to save time from switching spells. (Hot labels) You can also change your class from a pupil by clicking on a portrait of your hero, and meet the requirements needed to choose. Each class is equipped with its own source of Mana Orb and Special Mana. (You have to be a student to change classes.). You can also have pets, each with which have their own abilities and powers. You can call one by clicking an empty portrait to the right of the hero, and by fulfilling all the necessary requirements while hovering. (You can change your pet at any time, but the pet level will be reset to 0.) Requirements Types: Unlock Requirement - One time requirement in order to use first-time Choice Requirements - You need each time in order to use; Usually consisting of specific level requirements (s) the best combo to start with a druid/Pixie, and it's best used to increase the mana got from clicking as well as critical clicks. Especially good from 0 to e20 Mysteries. Once you have received the total number of 1e12 Mana, you will start to receive secrets. Mysteries are collected by obtaining a higher general requirement of Mana Collected, which exceeds 1e12 Mana. Continue with the first run and collect as much as you can, as each mystery will give a bonus to the sources in order to help you progress further. Your first exile should be about 1k and 100k Mysteries, or until the game slows down until you can make more progress in Mystery or Mana. Your goal for each exile is to make x10 (up to x100) more mysteries, or more, for a continuous run. If you make progress and Mana, then you should always continue until the game slows down to where you are unable to make more progress. You can find some builds here - Class/Pet Combos (Experiment! :D) Paragon In Exile Tab, there's a link to the magazine. This magazine shows the name to be Paragon; a set of global tasks that, once completed, will give a lot of constant bonus to profit, and give way to new mechanics, bonuses, and abilities: Once you get 1e10 Mysteries, you get Paragon Level 1, which then opens up the attributes. Attributes obtained over time that depends on: Attributes obtained through Attribute Cooldown Current Level Hero Current Secrets Attributes are Expendable Skills Points; With a basic bonus and added buffs with every 25 points: Always put any excess points attributes into patience; Since it has the most powerful base bonus. Once you get 25 points, put all of them into Insight. Since it gives the x7 a Void Mana bonus (as Void Mana's base profit is 2%, and this increases it to 14% from 25th Insight Point) you should also aim to put the next 25 points in exploration. (only 50 points) Also some things to note: With 100 Spellcraft, and in combination with Void Lure, you can fill all 4 Void Traps with Void Entities, in order to stronger momentum. Bonuses from 50 Insight contain the same 5 buffs from the market, but only the last 5 minutes. Most of the time Wisdom will not be Attribute to place points, as it doesn't actually give the bonus to profit; Spells tend to be better when stronger rather than casting more. Intelligence vs. Patience: (usually) 25 Intelligence It; 25 Patience 75 Exploration (75 Patience) 100 Intelligence of the Qgt; Patience Once you've purchased 50 Attribute Points, you'll unlock Paragon Level 2, thus gaining access to calls; found in the log as a new tab, right next to Paragon. Challenges is a brand new game, and will be banishing the current launch. Things You Should Know: Requirements - What You Need in order to start the rule challenge - How to play a goal task - How to complete a Reward Challenge - The Reward Award for completing the Challenge Each challenge will give only one award. Once the call is completed, it will have a seal tied to it. You can replay any calls you would like, and as many times as you would like, but usually for the sake of Secret. (Most problems lock persistent spells, achievements, mystery profits, and more. Some problems will become noticeable after the preliminary tasks are completed.) Achievements there are also many achievements to get along the way: Common - Measure the main aspects of the game Mana Sources - Measure the number of Max Buildings collected in one run classes - Max Hero Level Measures for each pet class - Max Pet Level Measures for Each Pet Secrets - ??? Advances are used to understand and reward Progress, to unlock Paragon levels and hunt secrets. (Although achievement points don't give a natural bonus, they are used for Paragon Level 6, and also have their own medal updates, in order to turn points into a source bonus.) Market Market has many useful and profitable bonuses for those who are willing to help the game. None of the fans are powerful enough to be pay-to-play, and most have more to give a small bonus to make the game a little more manageable. Kongregate Coins can be turned off for relics of the idle wizard in order to buy: Game Layout Show table. Hover over the image to understand what it is. Click on the image to be sent to this page and read about that information Games Layout Other information There is so much information, so be sure to check the rest of the wiki and all the content it has to offer! Links to help you get started! Play idle wizard now! Play idle wizards now, straight out of Kongregate! See the forums! Visit the Community; with all their topics and information and discussions. Wiki Image Help page If you don't know something, use this page to help you. There is a map of the images straight out of the game, so you explore these things from the game in Wiki. There are also some cool hover photos to see and explore. Come and join our Wiki Chat we have a wiki chat of our our Filled with specialized emojis, some Wikitext code for colors and special text, and fill out any as soon as possible! Experiment! :D - Demigod100 // Addhax Almighty - Category Page Edit All Calls listed; Guides' tasks are in the process of development, as well as a set of tasks that will be performed with useful and sometimes unique rewards. Problems are discovered after the completion of Paragon Level 1 and 2 found in the journal (J). The calls will open in a new tab in the magazine. Each test has a specific requirement, unique Rules, a comprehensive goal, and if completed will result in reward. Description (edit the editing source) Select a call to view its terms. If the conditions are met, you have the right to start the Challenge. When you start a new challenge, your current startup will be exile, and you will start the call to work according to the directional rules. When you complete the tasks, you will return to normal play with your special reward. You can cancel the Challenge at any time and return to normal game mode (losing all the progress you've made under the Challenge) through; Homecoming button (which replaces expulsion) - by choosing another task in the magazine (J). On each call's page, you can find a more detailed description of each task, as well as strategy and notes. All elements (101) Community Content is available in accordance with CC-BY-SA, unless otherwise stated. Noted.

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