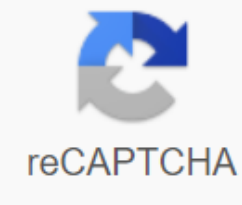




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Trimps feats guide

Watch 19 Star 167 Fork 119 You can't perform this action at this time. You logged in with another tab or window. Recharge to update your session. You logged into another tab or window. Recharge to update your session. I got to cell 100 with only three dead. 2 were auto suicides for the position of D. Thought I would need weeks, but first clear became speedrun! Change Comment Sharing The list of all achievements in the game can be viewed via a button on the lower bar. Each achievement won gives a fixed amount of additive damages. The current total gain summary of all achievements can be observed in the achievement screen, as well as on the trimps damage breakdown. Reaching 15% achievement damage bonus unlocks Golden Upgrades. There are 361 achievements in total, with a maximum achievable damage bonus of all achievements (including hidden) being 51400%. (Final Damage Multiplier: x515) Interface [edit - modify the source] Achievements are divided into categories. Newly won achievements have a yellow icon (!) next to them, and must be mouse over for the icon to go away. When it is mouse, the description of each visible achievement can be seen at the top left. Only accomplishments and achievement after the last achievement in a category can be accessed; the others are locked. The exception are speedrun achievements, whose descriptions can always be seen, and feats of strength (Feats), which can be considered once their goal points are initially achieved. Performance boxes are gray if locked, yellow with stripes if available, green if completed, and (for Feats/Humane Run) red with stripes and an X icon if the run cannot be achieved during this run. When a achievement is won, a pop-up will appear on the screen that can be clicked with the red X icon, or open the achievement screen with the green log icon. If a new achievement is won while the pop window is on the screen, it is replaced by a pop-up for the new realization. The achievements of levels [edit - edit] are divided into levels, which resemble their relative difficulty. The damage bonus received upon completion of a completion depends on its level, according to the table below: Tier Color Damagebonus Estimate Completion Zone Level 1 Green 0.3% 1 - 20 Level 2 Blue 1% 21 - 60 Level 3 Violet 2.5% 61 - 100 Level 4 Orange 5% 101 - 150 Level 5 Red 10% 151 - 200 Level 6 Rose 20% 201 - 250 Tier 7 Teal 40% 251 - 300 Tier 8 80% 301 - 600 In addition, the following achievement levels use CSS, according to the table below: Tier CSS background style Damage bonus Estimated Zone of Completion Tier 9 linear-gradient (to top, #2286ad 0%, #000000 30%, #661310 50%, #000000 80% #2286ad 100%) 160% 601 - 700, U2 1 - 10 Tier 10 linear gradient (top, #bd6543 0%#661310 30%#a18900 50%, #661310 80%, #bd6543 100%) 250% 701, U2 11 - 50 Level 11 11 top #551555 0%, #35a5a5 30%, #1900ff 50%#35a5a5 80%, #551555 100%) 400% U2 51 - 100 Tier 12 linear gradient (top, #620f0f 0%, #d58565 30%, #951545 50%, #d58565 80%, #620f0f 100%) 750% U2 101 - The estimated completion zone is the approximate time you can earn achievements comfortably, once your highest area of all time is within the specified limits. Note that this is an approximate guide, not an absolute one. Total Damage Gains [edit - change the source] Below is a table showing the total damage gain from completing all achievements of a specific level. These are also hidden achievements. Total Number of Achievements (Selected Level Only) Total Damage Gain (Selected Level Only) Total Damage Gain (Cumulative) Level 1 20 6% Level 2 34 34% 40% Level 3 34 85% 125% Level 4 31 155% 280% Level 5 36 360% 640% Level 6 33,660% Level 7 37 1480% 2780% Level 8 38 3040 % 5820% Level 9 23 3680% 9500% Level 10 19 4750% 14250% Level 11 23 9 200% 23450% Level 12 14 10500% 33950% Level fluff[edit - change the source] The text at the top of the You deal x% additional damage realization screen is followed by a specific random message, which depends on your current damage bonus: Damage Bonus List of possible golden Upgrades lines less than 15% better get a little more achievements you'd do well with a little more achievements but you want to have a few more achievements Locked under 100% your success game shows promise on your way to achievement through your achievements Each 50 areas under 300% thanks to your generosity of accomplishments must be all these achievements you are one with the achievements and you water your achievements every day Each 45 areas less than 600% your Trimps are very much impressed your achievements are the blowing spirit U you wake up, reach, then sleep you have achievement in your blood Each 40 areas less than 1000% your achievements are beyond mortal comprehension Trimps far and wide tell stories of your achievement you have achieved achievement everything you touch turns into achievement All 35 areas under 2000% your achievements have reached achievement. News of your realization spreads throughout the galaxy achievements bend to your will your achievements transcend reality All 30 areas less than 10000% word of your realization spreads across the universe everyone is super jealous the achievements of your achievements have reached realization your achievements have gained sentience all the just stays at home you appear if someone says 'Achievement' 3 times in a mirror 25 areas, extra every 500% more than 10000% news of your realization spreads across the multiverse It's actually over 9000 everyone is legitimately impressed your great achievements have reached achievement If the achievement was a game It's actually more than 9000 everyone is legitimately impressed your great achievements have reached the realization If the realization was a game you would win You have attained enlightenment, and then your illumination Achievement your Trimps tell all their friends how cool you are now earning your livelihood achievements your achievements bring all the Trimps to the barnAll 25 zones, extra every 2000% In addition, if your total achievement bonus is over 2000%, you will start with 1 extra gold upgrade for each 500% damage bonus at the start of each race. So if you have a total of 3000% success bonus, you will receive 2 additional gold upgrades at the start of each race. Once the achievement bonus exceeds 10,000%, additional gold upgrades are given for each damage bonus of 2000% instead of 500%. Starting at 5.0, if all achievements are achieved, the player will earn a gold upgrade every 25 zones, plus 27 additional gold upgrades at the start of each race. List of all achievements [edit - modify the source] U1 Achievements [edit - change the source] Zone step [edit - change the source] Level of requirement of achievement It's easy complete Zone 2 Tier 1 Blimp Slayer Complete Zone 5 Tier 1 Groundbreaker Complete Zone 10 Level 1 The Full Zone from Early 20 Tier 1 Determined Complete Zone 30 Level 2 Professor Full Zone 40 Tier 2 Trimp Aficionado Zone Complete 50 Level 2 Level Of Planets Complete Zone 60 Tier 2 Motivated Complete Zone 70 Level 3 Full Electric Zone 80 Tier 3 Stronk Complete Zone 90 Tier 3 Endurance Zone 100 Tier 3 Complete Flawless Zone 110 Tier 4 Coordinated Full Zone 120 Tier 4 Complete Resolute Zone 130 Tier 4 Steadfast 14 0 Tier 4 Grit Complete Zone 150 Level 5 Complete Perseverance Zone 160 Level 5 Persistence Complete Zone 170 Level 5 Tenacity Complete Zone 180 Level 5 Instigator Complete Zone 190 Level 6 The Complete Destroyer Zone 200 Level 6 The Eradicator Complete Zone 210 Tier 6 The Exterminator Completor Zone 220 Tier 6 Heat Maker Complete Zone 230 Tier 6 Heat Hater Complete Zone 240 Tier 7 Heat Breaker Complete Zone 2 Tier 7 Heat Slayer Complete Zone 1,260 Tier 7 Heat Expert Zone Complete 270 Tier 7 Heat Bender Complete Zone 280 Tier 7 Volcanic Complete Zone 290 Tier 7 Magma Master Complete Zone 300 Tier 7 Acre of Nature Complete Zone 350 Tier 8 Aspirer Complete Zone 400 Level 8 Insane Complete Zone 450 Tier 8 Spire Master Complete Zone 500 Tier 8 Trimp Damage[edit source] Achievement Requirement Tier Trimps Reach 100 Damage Displayed Level 1 Silver Trimps Reach 100K displayed Damage Level 1 Golden Trimps Reach 100B (100B (100B1e11) displayed damage Tier 2 Copper Trimps Reach 100Qa (1e17) displayed damage Tier 2 Platinum Trimps Reach 100Sx (1e23) displayed Tier 3 Damage Iron Trimps Reach 100Oc (1e29) displayed damage Tier 3 Steel Trimps Reach 100Dc (1e35) a Damage Tier 4 Obsidian Trimps Reach 100Dd (1e41) displayed damage Tier 4 Cobalt Trimps Reach 100Qad (1e47) displayed Damage Level 5 Topaz Trimps Reach 100Sxd (1e53) displayed damage Rank 5 Diamond Trimps Reachp5 1Nd (1e60) displayed displayed Tier 6 Number of Transcendental Trimps Reach 10Uv (1e67) displayed Damage Level 6 Trimps Owned [edit - modify source] Achievement Requirement Tier Too Many Trimps Have 50 Total Trimps Tier 1 Overcrowding Have 150 Total Trimps Tier 1 This Is Trimp Have 300 trimps total Tier 1 It takes a tribe have 1000 trimps total Tier 2 It takes a city have 10K total Trimps Tier 2 It takes a city have 100K total Trimps Tier 2 A Trim Millipi Have 1M Total Trimps Tier 3 Trimpsponential Growth Have 10M Total Trimps Tier 3 MMEGATRIMPS Have 100M Total Trimps Tier 3 It Takes a Nation Have 1B Total Trimps Tier 4 It Takes a Planet Have 10B Total Tier Trimps Tier 4 It Takes a Universe Have 100B Total Trimps Tier 4 Real Estate [Edit ' Edit 'Change Source' Achievement Requirement Tier Tiny Homes Build Your First Tier 1 Home Building Your First Tier 1 Home Taste for Luxury Build your first mansion tier 1 Fancy Build your first Hotel Tier 1 The Skyline Builds your first Resort Tier 2 Dimensional Drift Build your first Gateway Tier 2 Too Cool For Helium Build your first Wormhole Tier 2 Space From Stars Build your first Collector Tier 2 To Infinity and Beyond Build your first Warpstation Tier 3 Mass Generation Use the Dimensional Generator Tier 5 Total Portals[edit editing source 1 time Tier 1 When wild things use the portal 3 times level 2 At time like no other use the portal 10 times level 2 Veni Timeachini Use the portal 20 times level 2 time of your life use the portal 2 50 times tier 23 Centennial Trimper Use portal 100 times Level 3 Amnesia Use portal 200 times Level 4 Dedicated Traveler Use portal 500 times Level 4 Total Zone Clears [edit ' Source] Achievement Requirement Tier Pathfinder Clear 30 Total Areas Level 2 Bushwhacker Clear 70 Total Areas Level 2 Pioneer Clear 130 Total Zones Level 3 Seeker Clear 200 Total Zones Tier 3 Adventurer Clear 400 Total Zones Tier 3 Lucky Resolve Clear 77 7 Total Tier 4 Giga Zones Clear 1000 Total Tier 4 Globetrotter Clear 1500 Total Areas Level 5 Vanquiser Clear 10K Total Zones Tier 7 Conquistador Clear 50K Total Zones Tier 7 Total Map Clears[edit edit source] Achievement Requirement Tier Map Maker Clear 50 total Maps Tier 1 Map Runner Clear 100 total Maps Tier 2 Map Destroyer Clear 2000 total Maps Tier 2 Map Annihilator Clear 5000 total Maps Tier 3 Map Slaughterer Clear 10K total Maps Tier 3 Map Commander Clear 20K Total Maps Tier 4 Maptain Clear 50K Total Maps Tier 4 Cartograph Clear 100K Total Maps Tier 5 Helium Collection[edit source] Achievement Requirement Tier Cool Gather 100 total Helium Tier 1 Crisp Gather 1000 Total Helium Tier 2 Brisk Gather 10K Total Helium 3 Chilly Gather 100K Total Helium Tier 4 Frosty Gather 1M Total Helium Tier 5 Frigid Frost Gather 10M Total Helium Tier 6 Frozen Gather 100M Total Helium Tier 6 Gelid Gather 1B 1B Helium Tier 7 Glacial Gather 100B total helium Tier 7 Freaking Cold Gather 1T total Helium Tier 7 Arctic Gather 100T total helium Tier 8 Absolute Zero Gather 10Qa total helium Tier 8 Helium Per Hour [edit - modify source] Achievement Requirement Requirement Tier Cold Reach 10 helium per hour Level 2 Centelium Reach 100 helium per hour Level 3 Frosted tanker Reach 1000 helium per hour Level 3 Blimper Snatch Reach 10K helium per hour Level 4 Squeaky Dasher Reach 100K Helium per hour Level 4 Fast N Cool Reach 1m helium per hour Level 5 Hour Bender Reach 10m helium per hour Level 6 Frost acquired Reach 1B helium per hour Level 7 Empty Reach 100B helium per Time Level 7 Levitator Reach 10T Helium per hour Level 8 Soarer Reach 1Qa Hélium By Hour Level 8 Cool Runnings Reach 500Qa Helium By Tier Hour 9 Heirloom Collection[edit source] Achievement Requirement Tier Finder Collect 1 Heirloom Tier 2 GatherEr Collect 10 Heirlooms Tier 2 Accumulator Collect 40 Heirlooms Tier 3 Fancer Collect 100 Heirlooms Tier 3 Aficionado Collect 500 Heirlooms Tier 4 Devote Collect 111 1 Heirlooms Tier 5 Connoisseur Collect 2000 Heirlooms Tier 6 Expert Collect 5000 Heirlooms Tier 7 Curator Collect 10K Heirlooms Tier 8 Gem Collection [edit 'modify source] Achievement Requirement Tier What's This For? Collect 1 Gem Tier 1 Collector of Shinies Collect 1B (1e9) Gems Tier 2 Dragimp Lover Collect 15x (1e21) Gems Tier 3 Shinies Expert Collect 1No (1e30) Gems Tier 4 Jeweller Collect 10d (1e39) Gems Tier 5 Gemaster Collect 1Qid (1e48) Gems Tier 6 Daily Bonus [edit - modify the source] Achievement Requirement Tier Daytermined Earn 500K Helium of the Daily Challenge Tier 3 Daydicated Earn 1M Helium from the Daily Tier Challenge 4 Daystiny Earn 5M Helium from the Daily Challenge Tier 5 Daylighted Win 25M Helium of the Daily Challenge Tier 6 Daystroyer Earn 2B Helium of the Daily Challenge Tier 7 Daylusional Win 1T Helium of the Daily Challenge Tier 8 Dayvalled Earn 1Qa Helium of the Daily Challenge Tier 8 Daypocalypic Earn 1Sx Helium of the Daily Challenge Tier 9 Humane Run[edit source] By mought overs over the achievement in this category , you'll see the messages Always winnable!, You've lost this area once, be careful! or You've lost more than once on zone XXX. Note that you will fail these achievements if you lose two fights in one zone. Note that soldier abandonment and losses in the cards both count as losing a fight for these achievements. Tier Sitter Reach Z5 achievement requirement after losing no more than one fight per Tier 1 Watchdog Reach Z50 after losing no more than one fight per Tier 4 Nanny Reach Z100 after losing no more Tier 5 Caretaker Reach Z150 zone combat after losing no more than one fight per Tier 7 Advocate Reach Z250 after losing no more than one level 250 after losing no more than one more than one than one by Tier 7 Guardian Reach Z300 zone after losing no more than one zone fight Tier 7 Coddler Reach Z350 after losing no more than one zone fight by Tier 7 Savior Reach Z400 after losing no more than one fight per Tier 8 Reach Z600 after losing Z600 after losing more than one fight per Tier 8 Righteous Reach Z600 after losing Z600 after losing more than one fight per Tier 8 Righteous Reach Z600 after losing Z600 after losing more than one fight per Tier 8 Righteous Reach Z600 after losing Z600 after losing more than one fight per Tier 8 Righteous Reach Z600 after losing Z600 after losing more than one fight per zone Level 9 Speed: The Block [edit' edit source] Achievement Requirement Tier Block Hobbyist Clear the block in less than 8 hours from the start of the Tier 1 Block Apprentice run Clear the block in less than 4 hours from the start of the Tier 1 Block Professional Clear run The Block in less than 2 hours from the start of the Rockstar Block run Clear the Block in less than 1 hour from the start of the Race Level 2: The Wall [edit - modify the source] Achievement Requirement Tier Tier Novice Clear the Wall in less than 8 hours from the start of running Tier 2 Wall Student Clear The Wall in less than 4 hours from the start of the run Tier 2 Wall Contender Clear the Wall in less than 2 hours from the start of the Race Level 3 Speed: Anger[edit - change the source] Achievement Requirement Tier Angry Jogger Clear DoA in less than 8 hours from the start of the Tier 2 Angry Runner Clear DoA race in less than 1 hour from the start of the Angry Racer Clear DoA in less than 1 min from the start of the Race Level 8 : Doom [edit - modifying the source] Achievement Requirement Tier Walk to Doom Clear ToD in less than 8 hours from the start of the Tier 2 Trot to Doom Clear ToDr in less than 4 hours from the start of the Tier 3 Canter run to Doom Clear ToDd in less than 2 hours from the start of Tier 3 Gallop to Doom Clear ToDn in less than 1 hour from the start of the Tier 4 Run : Prison [edit - modify the source] Achievement Requirement Tier Prison Odyssey Clear The Prison in less than 8 hours from the start of the Tier 3 Prison Expedition Clear The Prison race in less than 4 hours from the start of the race of tier 4 Prison Trek Clear The Prison in less than 3 hours from the start of the race of tier 5 Prison Clear The Prison in less than 2:30 of the start of the race Tier 5 Prison Road Trip Clear The Prison in less than 2 hours from the start of the race Tier 5 Prison Hike Clear The prison in less than 1:45 of the race Tier 6 Prison Jog Clear The Prison in less than 1:30 of the start of the race Tier 6 Prison Clear The Prison in less than 10 minutes from the start of the Race 8 Speed: Bionic [edit - modify source] Achievement Requirement Tier Lover of Bots Clear Bionic Wonderland in less than 24 hours from the start of the Tier 4 Friend of Bots Clear Bionic Wonderland race in less than 20 hours Start of the Tier 4 Race Knowledge of Bots Clear Bionic Wonderland in less than 12 hours from the start of the Tier 5 Bots Clear Bio Wonderland race in less than 8 hours from the start of the Tier race 5 Bot Hater Clear Bionic Wonderland in less than 3:30 of the start of the race Tier 6 Bot Slayer Clear Bionic Wonderland in less than 2:30 of the start of the race Tier 6 Speed : Star [edit - modify the source] Achievement Requirement Tier Cosmic Curiosity Clear Imploding Star in less than 28 hours from the start of the Tier 5 Star Struck Clear Imploding Star run in less than 18 hours from the start of tier 5 Space Speeder Clear Imp Star in less than 6:30 of the start of the Tier 5 Intense Iteration Clear Imploding Star race in less than 3 hours from the start of the Tier 6 Stellar Striker race Clear Imploding Star in less than 2:30 start of the race Tier 6 Insane Imploder Clear Imploding Star in less than 50 minutes of the start of the race Tier 7 Born Imploded Clear Imploding Star in less than 5 minutes from the start of the Tier 8 Speed race: Spire [edit - modify the source] Achievement Requirement Tier Spire Trialer Clear The Spire in less than 21:40 of the start of the run Tier 6 Spire Rider Clear The Spire in less than 15 hours from the start of the Run Tier 6 Spire Strider Clear The Spire in less than 8:20 of the start of the race Tier 6 Spire Glider Clear The Spire in less than 3:20 of the start Tier 7 Spire Flier Clear The Spire race in less than 2:55 of the start of the Tier 7 race Inspired Clear The Spire in less than 1 hour from the start of the Tier 7 Spirer The Spire race 2 minutes from the start of the Tier 8 Speed race: Spire II [edit - modify the source] Achievement Requirement Tier Toxic Toxic Treader Clear Spire II in less than 8:20 from the start of the Run Tier 6 Toxic Tempo Clear Spire II in less than 1 hour of the start of the Tier 8 Toxic Teleporter Clear Spire II run in less than 10 minutes from the start of the run Tier 9 : Spire III [edit - modify the source] Achievement Requirement Tier Chillin Clear Spire III in less than 8 hours from the start of the Tier 8 Subzero Sprinter Clear Spire III run in less than 1:20 of the start of the Tier 8 Frigid and Furious Clear Spire III race in less than 20 minutes of the start of the Tier 9 Speed race : Spire IV [edit ' modify the source] Achievement Requirement Tier Windy Walker Clear Spire IV in less than 72 hours from the start of the Tier 8 Gusty Gait Clear Spire IV race in less than 48 hours from the start of the Tier 8 Breeze Breaker Breaker Clear Spire IV race in less than 24 hours from the start of the Tier 8 Zipphyr Clear Spire IV race in less than 5 hours from the start of the Tier 8 Race Tier 8 Temporal Tempest Clear Spire IV in less than 1 hour from the start of the Tier 9 Stratus race Clear Clear IV in less than 30 minutes from the start of the race Tier 9 Tearin' Tornado Clear Spire IV in less than 11 minutes of the start of the race Tier 10 Speed: Spire V [edit ' modify the source] Achievement Rechition Clear Realage Real Tier actiVe Clear Spire V in less than 24 hours from the start of the Tier 9 traVeler Clear Spire V run in less than 2 hours from the start of the race Level 9 driVen Clear Spire V in less than 40 minutes from the start of the Tier 10 triVialized Clear Spire V race in less than 20 minutes from the start of the Tier 10 U2 Achievements race [modifying the source] Universe 2-specific achievement categories are intertwined with the achievements of Universe 1 when they are unlocked in a way that generally makes sense. They are separated here to facilitate the reference. Area progress: U2 [modifying - modifying the source] appears under the progress of the area. Achievement Requirement Tier This is Complete Zone 2 in Universe 2 Tier 9 Second Coming Complete Zone 5 in Universe 2 Tier 9 Blimp Destroyer Complete Zone 10 in Universe 2 Tier 10 Improbable Again Complete Zone 20 in Universe 2 Tier 10 Instoppable Complete Zone 30 in Universe 2 Tier 10 Progress Complete Zone 40 in Universe 2 Tier 10 Fifty Complete Zone 50 in Universe 2 Tier 10 Actually Unbroken Complete Zone 60 in Universe 2 Zone Complete 70 of 2,000 apt apt zone 80 in Universe 2 Tier 11 The complete unmasked zone 90 in Universe 2 Tier 11 Universalist Complete Zone 100 in Universe 2 Tier 11 Radon Collection [edit - modifying the source] appears under helium Collection. Tier Radon Runner Achievement Requirement Gathering 100 Total Radon Tier 9 The Irradiated Gather 10K Total Radon Tier 9 Radonlicious Gather 500K Total Radon Tier 10 Radon Quixote Gather 10M Total Radon Tier 10 10 Radon Racer Gather 1B Total Radon Tier 10 Raging Radon Gathering 100B Total Radon Tier 11 Radon Wrangler Gathering 10T Total Radon Tier 12 Mapless Drifter [edit ' modifying the source] appears under Humane Run. Achievement Requirement Tier Map Misser Reach U2 Z20 without ever entering a map. Tier 10 Map Lacker Reach U2 Z30 without ever entering a map. Level 10 Mapophobia Reach U2 Z40 without ever entering a map. Tier 11 GPS Reach U2 Z50 without ever getting into a map. Level 11 Reach undirected U2 Z60 without ever entering a map. Level 11 Need no Reach U2 Z70 card without ever entering a card. Level 11 The effective U2 Z80 range without ever getting into a map. Tier 11 Bulldozer Reach U2 Z90 without ever entering a map. Level 12 Reach worldly U2 Z100 without ever entering a map. Tier 12 Shielded appears under Mapless Drifter. Tier Crumb of Comfort Reach U2 Z40 Fulfillment Requirement without shield falls below 25%. Level 11 Common Comfort Reach U2 Z50 without your shield falling below 35%. Tier 11 Controlled Comfort Reach U2 Z60 without your shield falling below 45%. Level 11 Certain Comfort Reach U2 Z70 Z70 your Shield falls below 50%. Level 11 Copious Comfort Reach U2 Z80 without your shield falling below 50%. Level 12 Critical Comfort Reach U2 Z90 without your shield falling below 50%. Tier 12 Cosmic Comfort Reach U2 Z100 without your shield falling below 60%. Tier 12 U2 Speed: Big Wall [change - change the source] appears under Speed: Spire V. U2's other speed achievements follow. Tier Big Wall Crawler Clear Big Wall in less than 1:40 of the start of the Tier 9 Big Wall Scholar Clear Big Wall race in less than 50 minutes from the start of the Tier 9 Big Wall Mauler Clear Big Wall race in less than 10 minutes from the start of the Tier 10 Big Wall Clear Big Wall race in less than 4 minutes from the start of the race : Palace [edit - modifying the source] Achievement Requirement Tier Peasant Clear Prismatic Palace in less than 3 hours from the start of the Tier 10 Jester Clear Prismatic Palace race in less than 1:30 of

the start of the race Tier 10 Advisor Clear Prismatic Palace in less than 40 minutes of the start of the race Tier 11 Ruler Clear Prismatic Palace in less than 12 minutes from the start of the Tier race 12 U2 Speed : Atlantrimp [edit - modifying the source] Achievement Requirement Tier Sinker Clear Atlantrimp in less than 4 hours from the start of the Tier 10 Floater Clear Atlantrimp race in less than an hour from the start of the Tier 1 race 1 Swimmer Clear Atlantrimp in less than 20 minutes from the start of the Tier 12 U2 Speed: Melting: Melting[edit 'change source] Achievement Requirement Rethewed Clear Melting Point in less than 6 hours from the start of the Tier run 11 Tempered Clear Melting Point in less than 1:40 of the start of the Tier 12 Melty Clear Melting Point run in less than 45 minutes from the start of the Tier 12 Molten Clear Melting Point run in less than 30 minutes from the start of the Tier 12 Feats run [edit - modify the source] Here is a list of all the exploits that are visible in the default achievement screen. Their names and conditions will become visible once a certain area is reached, usually related to their unlocking criteria. For example, Thick Skin will be available once you reach area 125, where Crushed is unlocked. It is possible to perform certain feats before their conditions become visible. Some feats are won by completing a specific Challenge under certain restrictions. Other feats can be achieved in challenge2, such as Grounded and Great Host. Some exploits are hidden until they are won, then they will be listed with the exploits visible in the game. These are covered in the section below to avoid spoilers. For a table on hidden exploits (which are in the same category once unlocked) look at the next section. Achievement Requirement Zone Tier Forgotten Something to complete the dimension of anger before buying Bounty 20 Tier 2 Underachiever Reach 230 without respect and 60 or less It has spent 30 Tier 3 Hoarder have more than 1M Traps at once 30 Tier 3 Underbalanced Beat Balance, never having more than 100 battery batteries Level 3 Peacekeeper Reach Zone 10 with 5 dead or less Trimps 60 Tier 4 Ground Attack 20 times without dying in electricity 80 Tier 4 Now What use up to all 7 daily challenges 100 Tier 5 Swag Equip a Magnificent or Better Personal and Shield 125 Level 5 Workplace Safety Reach 260 with 1000 dead or less Trimps 60 Tier 5 No Time for That Reach 2120 without using manual search (i.e. the player should never be assigned to science/research during the race) 120 Tier 5 Tent City Reach 275 without buying housing 75 Tier 5 Shaggy Reach 260 with tier III or lower equipment 60 Tier 5 One-Hit Wonder Kill an improbability in a hit 60 Tier 5 Survivor Beat a Lv 60-Cent Destructive Void Map with no deaths 60 Tier 5 Thick Skinned Beat Crushed without being crit past Z5 125 Tier 5 Great Host Kill an enemy with 100 stacks of Name 145 Tier 5 Unbroken Break the Planet with 5 lost battles or less 60 Tier 5 Unemployment Reach 260 without hiring a single Trimp 60 Tier 6 Very sneaky Complete an area above 99 without falling below 150 batteries on life 110 Tier 6 Trimp is Poison Beat Toxicity, Never having more than 400 batteries 165 Tier 6 Realtor Own 100 of all housing buildings 60 Tier 6 Grindless Complete Watch without entering any card or buy nurseries 180 Tier 6 Leadership Complete Lead with 100 or less battles lost 180 Tier 6 Defender Build your 10th Floor Spi 2 00 Tier 7 Stoned Kill 1M Enemies in your Spire 200 Tier 7 Swagmatic Equip a Magmatics And Shield 230 Tier 7 Brr Bring the attack of a world enemy below 1,246 Tier 7 Unsatisfied Customer Complete Lead with 1 or less Gigastations 180 Tier 7 Organic Trimps Complete Corrupted without Geneticists 190 Tier 7 Fhtagn Complete an Empty Card at Z215 on Domination 215 Tier 7 Invincible Complete The Arrow with 0 Deaths Tier 7 Mighty Overkill an Omnipotrimp 230 Tier 7 Mother Lode Defeat a Healthy Enemy with 200 Wind Piles 300 Tier 7 Infected Build a debuff poison that is 1000x higher than your attack 300 Tier 7 Challenged Win a Challenge2 bonus of 2000% 66 Tier 8 Bionic Sniper Complete a Bionic Wonderland card 45 levels higher than your zone number 170 Tier 8 Nerfed Beat the Spire without respect and less than 100M It spent 200 Tier 8 Obliterate defeat an enemy on Obliterated 425 Tier 8 M'Algamator Find an Amalgamator on Z1 350 Tier 8 AntiScience Beat Z 75 on the scientist V challenge 130 Tier 8 HeMercency Gain at least 011899881991197253 There (About 1.19Qi He or 1.19th18) of a bone portal 400 Tier 8 Eradicate Killing an Enemy On Eradicated 550 Tier 8 Invisible CompleteE Spire V Without Death 600 Tier 8 Power Tower Build Your 20th Spire Floor 200 Tier 8 Bionic Nuker Complete a Bionic Wonderland Map 200 Levels Higher Than Zone number 325 Tier 9 Hypercoordinated Complete Spire II on the Challenge Coordinate 300 Tier 9 Nerfeder Beat Spire II without respect and 1B or less helium passed 300 Level 9 9 Beat Imploding Star on Obliterated 425 Tier 9 Wildfire Close 750 Nurseries at the same time 230 Tier 9 Unsenceted Earn Dark Essence without respect and 0 It passed 230 Tier 9 Melted Reach Magma on Obliterated 425 Tier 9 Screwed Break the Planet on Eradiced 550 Tier 9 [edit ' change the source] These exploits are hidden in the game. Develop the table if you want to see them. Completion Requirement Level Needs Block Die 50 times to a single Voidsnimp Tier 3 Elite Feat Reach exactly 1337 He/Hr Tier 4 Maptastique Create a Perfect Tier 3 Consolation Prize Find a Rare Legacy at Z146 or Highest Level 5 Holey Spend More Than 250k Total There on Wormholes Tier 5 Gotta Go Over Fast 60 Tier 6 Extra Crispy Spend at least 10 minutes replicating an army with Level 6 ReviewErs Chance Get 10 Red Crits in a Tier 8 U2 Feats row [modifying 'modify 'source] Universe 2-specific exploits are listed in a separate category (always called Feats) that is hidden until Universe 2 is unlocked. Achievement Requirement Zone Tier Don't Need Luck One-shot a Dimension of Rage enemy on Unlucky while Unlucky 15 Tier 10 Perfectly Balanced Complete Downsize with an equal amount of Huts, Houses, Mansions, Hotels and Resorts 20 Tier 10 Resourceyphobe Complete Transmute without hiring a single Trimp 25 Tier 11 Upized Complete Unbalance with 500 piles of Imbalance 35 Tier 11 Unpoppable Complete Bublé without using Prisma or respecting Perks 40 Tier 11 Pwnd Complete Duel without ever falling below 20 points 45 Tier 11 Solid Complete Melt without ever having more than 150 batteries 50 Tier 11 Coastapalooza Complete Trappapalooza without trapping on or above Z50 60 Tier 12 Witherproof Complete Wither with 10K batteries of hardened 70 Tier Tier 2 2 12 Close Call Complete Revenge with exactly 19 80 Tier 12 Tier 12 Level Up Complete Quest batteries after completing the 80 85 Tier 12 quests [edit ' change the source' these exploits are hidden in the game. Develop the table if you want to see them. Eliter Feat Level Achievement Requirement Reach exactly 1337 Rn/Hr Tier 10 Feat Completion Guides[edit ' change' source] In general, most achievements will be possible to achieve once the player has acquired enough helium/Radon, Legacy, Masteries, Liquefaction and other bonuses. This section covers tips/tricks on completing feats of strength. Click Develop to see them. You have to respect in a construction that uses 60 or less helium before portal, and you can not respect after you Portal. You should preferably respect in the portal screen. It is suggested to either run Underachiever at the beginning of the game (around 1-2 Portals) or at the end of the game when you get upgrades and powerful heirlooms. Peacekeeper and Workplace Safety [edit ' modify the source] Going to the card room will kill your Trimps. Leaving a card through the Cards button will also kill your Trimps. The only way that allows your Trimps Trimps is from a map, using the Repeat Off feature. If you leave a map with the Repeat Off and Exit to Maps setting, the game will allow you to start another map without killing your Trimps. If you leave a card with the Repeat Off and Exit to World setting, you will be allowed to continue with the same group of soldiers without them dying, but you can't go back to maps. For example, the best way to beat the wall, while being allowed to cultivate another map, would be to enter the wall, complete it with Repeat Off and Exit to Maps, then once you beat it, go to another map, and once you've finished farming complete with Repeat Off and Exit to World. A heirloom shield with trainer effectiveness, trimp block and health could be very useful. Peacekeeper [modifying the source] Trimps can be kept alive by performing the frugal challenge, or having Feymp and The Scientist II reward challenge, and upgrading the equipment faster than the Trimps can die. Keeping enough attack for enemies in one go will also minimize damage. The holding of the autofight will allow the management of resources between the Trimps groups. After the first Trimp dies, a level of coordination should be purchased to keep the next two groups alive for as long as possible. After the death of these next two groups, all remaining coordinations should be purchased, allowing your Trimps to have more than enough health and block to beat Zone 9. Block from Trainers and Gyms (including the trainer upgrade) does not update until a combat group dies and a new group is sent, so there is no immediate benefit to spend on those while a group is active; Make sure you buy what you can before spawning the new battle group. Shieldblock is not available until Zone 11, so the block shield has no impact on this particular feat. Safety at Work [edit - modify the source] Get Scientist IV. Every time you die, fight cards where your block is higher than enemies attack until you have all the upgrades available at your level. Once you reach level 45, max your coordination, get all the equipment available, get your health/block high enough to beat 763Qa attack without dying and complete the achievement. Coordinations Trimps Fighting[1] Zone Level Max Deaths Dead Trimps 6 9 15 1 9 10 24 25 2 2 57 13 48 35 4 249 15 75 45 10 999 - This number (and thus the total) will be reduced with coordinated advantage. Grounded[edit ' modify the source] There is a bit of luck in getting this realization, since you have to able to hit slow enemies at least 15 times in a row (which ensures survival for 20 attacks). The easiest way to do this is to create a mountain map with quick attacks on a low-level area (lower chance of fast enemies) and inactive there until you have the realization. An alternative strategy is pretty much the same as the first, except you can start with low levels of equipment and upgrade when your health is low, thus increasing health and maximum health every time and allowing you to survive more blows while brushing. No time for this [to edit - change the source] You can't click the Search button at any time until you reach area 120. Scientists need to be used. Easy to do after completing Scientific IV. Tent City [modifying the source] You are not allowed to buy a home. This includes warpstations, which means you're also not allowed to buy Gigastations because they come with a default Warpstation level 1. Tauntimp and the high level of Trimps would be helpful. Don't sing about Carpentry (which stacks with Trimps/Tauntimps) and coordinated either. This one is a little more difficult than the area-60 exploits because of the area-75 target. Shaggy[edit ' modifying the source] The most difficult feat of level 5 by far; it is recommended to have at least unlocked Power II before attempting this realization. Throw all your helium into Power and Power II. There's no need to waste helium on resilience; You'll have enough block, but The low Trimp damage will be really annoying. If you keep the Trimps bar under half, you can keep all of work so they don't happen again, and therefore easily have max anticipation stacks on every army you send. Thick Skinned Respec's hardness and resilience. Turn AutoPrestige into Weapons only if you have it and turn AutoFight off. Focus on the gyms and shield with Shieldblock, and don't buy armor upgrades. After you break the planet, buy enough armor (and add helium to hardness and resilience) to elevate your HP to about 1/2 of your block. If you can't do the math, only increase your HP by these methods when you're not actually fighting, and double-check your HP after each purchase, to make sure your health isn't too high. Use barrier training once it is available. Turn off the geneticist if it is available. Great Host[edit ' to change the source] Let the game run until you get to 100 batteries of Name (probably on an improbability), then upgrade your weapons and armor. This feat can be achieved very quickly after unlocking Name. In fact, it's hard not to get it. Respecting out of Power/Relentlessness should not be necessary unless you are seriously far beyond the unlocking point for the Name Challenge. Not as hard as it sounds. Being enlisted in your army does not count as a job, so you can have as much population and army size (Coordinations) as you want. You do research on all the science yourself. Apart from that, the real limit will be the collection of resources. Most of your resources will come from combat drops, especially in maps. Very Sneaky [edit ' to modify the source] You will need (ideally) to reach area 100 with maximum stacks, and avoid hitting any living enemy for the entire area you are aiming for this realization on. To do this, you will need to know the movement of the virus like the back of your hand. Respec from Overkill, Agility and for 20 Bones, Hyperspeed Masteries if you have reaction time. Turn off autofight and give up force on Maps as soon as you see the virus approaching the next cells in your path. Be careful on the edges of the world, as the virus is capable of essu across the edges of the world. If you have liquette up to zone 110, then the easiest way is to turn off the liquification to area 99 (a living enemy is guaranteed to be on the first cell in zone 100), get maximum batteries on your Trimps at the end of zone 100, then ez The Liquefaction back on. Real estate agent [edit - change the source] You need 100 (or more) of all the dwellings. This includes wormholes, which cost little less than 185K of helium (less with Debrous), and warpstations (here it doesn't matter what Gigastation you're on, as long as the number under Warpstation is 100 or more). It's not recommended to try unless you consider 100-200K helium to be an insignificant amount compared to the amount you earn, or if you really want the achievement despite the high cost of helium. This achievement can help you achieve a hidden achievement; Expand the table of hidden exploits above for more details on this. Brr[modifying the source] The easiest way to achieve this feat is to have a high level of ice empowerment. However, this feat can be won very early by intentionally fighting in a bionic wonderland that is well above your level with the race speed set at 0.1 seconds. The unwitting death of the enemy can still be thwarted by an active Challenge2 Name (this attack bonus is limited to 100 batteries, so Brr is still possible). With 2 Empowerments of Ice, this will require 1-2 hours of idling. Infected [modifying - modifying the source] As with Brr, the easiest way to achieve these feats is to have a high level of poison empowerment. Also as with Brr, intentionally fighting in a bionic wonderland and/or making use of Name Challenge2 can prevent enemies from dying too quickly. This achievement is based on the current attack power. Once the damage caused by the poison is high enough, you should change the inheritances and positions to drop you are the lower attack power. This achievement can be earned more easily by using a low-attack respect, but this should be useless if you have about 10 poison empowerments. The easiest way to achieve this feat is to try BW275 from Zone 230. Wait until you have enough people to immediately purchase at least 60 of the 100 additional coordination upgrades when you Magma; you can use the dimensional generator to power to z230 if necessary. Doing this feat during a Challenge2 race where you picked up golden battle upgrades is also recommended for additional combat bonuses. Nerfed [edit - change the source] Get your Achievement and Challenge2 bonuses as high as you can. A good Heirloom Shield with Trimp Health is also required. Farm Extra Zone Maps for prestige bonuses, and run Toxicity2 to the metal farm for your equipment. Abandon the challenge once you are ready to attempt the Arrow. You're have Fluffy or one of the nature bonuses... But remember that you can build nurseries because you won't get into the magma. You can use the Perky setting labeled Nerfed feat. Due to a bug in the rounding of the game, you will have to clear all the benefits before importing the Perky channel. Nerfeder [edit - edit source] Run in Name2 (including Spire II). A high number of Fluffy evolutions helps, because you will only have 1 point in capable, but level 1 of a high level of evolution still gives a bit of attack. The high levels of Dim Gen also help, because you won't be able to pay for all your coordinations. A large population gives you more. Remember that you must not fail Spire 1, or Spire 2 will not be there. For both arrows, raid prestige from a 5 euro zone card should be sufficient, assuming Fluffy, Dim Gen, inheritances and bonus challenge2. You can use the Perky setting labeled Nerfeder. Due to a bug in the rounding of the game, you will have to clear all the benefits before importing the Perky channel. Hypercoordinated[edit - modify the source] You can do this from the Coordinate2 challenge. Implodrated[edit ' to modify the source] Remember that enemies become 10 times stronger each 10th zone. From Zone 159, you can make a zone map of 6 to get the 165 prestige zone. Then run the BW cards up to BW170, take Imploding Star from BW170, give up BW170 and run Imploding Star. Wildfire[edit - change the source] See this guide. Not essential [edit - modify the source] See this guide. Fondu [edit - change the source] See this guide. Screwed[edit - edit the source] See this guide. [Edit - change the source] Some exploits are hidden until they are won, then they will be listed with the exploits visible in the game. Guides for some of these exploits are covered in this section to avoid spoilers. Expand to view content. Early play method: For this method, it is recommended not to spend too much food on the trainers. Go through an empty card until you find a Voidsnimp. Once you do, fire all your trainers. You should have so little block that the Voidsnimp can kill your Trimps in one shot. Mid-late game method: Hire a few geneticists. Then find a Voidsnimp that you won't kill in one shot. As soon as you find the Voidsnimp, shoot all your geneticists. The next trimp group will be much less healthy and will die quickly. Wait and die 50 times. Elite Feat (Tier 4: 5% bonus)[edit - change the source] The easiest way to do this is to achieve / hr which is slightly higher than 1337, then let the game run without gaining more helium (running a card, for example). Your helium/hr will gradually sink until it reaches this number. The game must be running (not paused) for it to work. Eliter Feat (Tear 10: 250% bonus) U2[edit ' change the source] Same as Elite Feat, but in Universe 2 with Radon. Mapertastic (Tier 4: 5% bonus)[edit - change the source] Create a card with the three modifiers at their best value (160% Loot or 185% Loot Loot You choose Biome Garden, 25 Size or 20 Size if you have mastery of card reduction, 75% difficulty). You can simply break the Create button with all the sliders right until the achievement is rewarded. The card required for this achievement can be of any level, so you can make the lowest level card to record fragments. You can also unlock the Perfect Sliders checkbox for Maps (reach area 110), then create a map with all the sliders moved to the right, and then check the box that appears. This will automatically create a perfect map. Consolation Prize (Tier 5: 10% bonus)[edit ' change the source] There is a 4.1% chance of getting a rare inheritance in z146-165 Void Maps, and 2% for z166-180 Voids. You can't find Demonshments after area 180. If the player has Fluffy Level 1, this achievement will be automatically awarded. Gotta Go Fast (Tier 6: 20% bonus)[edit ' change the source] First, you should have a bunch of levels in the Overkill advantage. Then you have to make sure that every cell in the world up to area 60 is exaggerated. It is recommended to improve agricultural cards for metal relatively often for upgrading your attack equipment. If you're watching the World Cells Overkilled under the Stats page, you should get 50 overkills per world zone, so before you start a global area export the game, run the game, give up your Trimps as soon as you beat the boss, and check your stats to make sure you have an extra 50 overkills. If you haven't, import your backup and grow a metal card, then try again. You need exactly 2950 overloaded cells for this to unlock, so if you have something that allows you to exaggerate more cells, you need to remove them. Otherwise, if you don't want to delete them, you can liquify all areas from 1 to 59. It will also reward accomplishment. Critical Chance (Level 8: 80% Bonus)[edit - change the source] Get your critical chance as high as you can. Get a plagued legacy with critical luck, master charged Crits, Fluffy up to Evolution 4 Level 10 and attempt a daily challenge with increased Trimp Crit Chance. You need to get 10 Red Crits in a row, so if your chance of red crit is high enough (at least 25%), try idling in a low-level map until you have this achievement. Trivia [edit - modify the source] In patch 2.72, achievements have been added. In patch 3.0, heirloom achievements have been added. In patch 3.2, achievements for Imploding Star were as well as 11 self-sustaining achievements. Some of these autonomous achievements are hidden. In patch 3.21, the fourth hidden achievement has been added. In patch 3.6, 12 new exploits have been added, of which 1 is a hidden exploit. In patch 3.71, 8 new works have been added (Helium Collection). In patch 3.8, 5 new works have been added (Daily Challenge Helium Collection). In patch 4.0, 8 new achievements have been added (Progression of the area from Magma). In patch 4.01, a new housing realization has been added (Mass Generation). In patch 4.1, 15 new achievements in various categories. For more details, check out Changelog. In patch 4.5, a new level of achievements (worth 80% each) is added. 13 new achievements in this level have been added. In patch 4.6, achievements for subsequent Spire speedruns and 12 new exploits (1 hidden) were added. In patch 4.7, 12 new achievements were added (helium per hour). In patch 4.8, 14 new achievements were added, including 6 exploits (1 hidden). In patch 4.9, a new speedrun performance for Spire III and 6 exploits (1 hidden) were added. In patch 4.10, 12 new exploits were added. In patch 4.11, two new speedrun achievements for Spire IV and five new speedrun achievements for Spire V have been added. A tenth level of achievements (worth 250% each) was also added. In patch 5.0, 59 new achievements (1 hidden) were added for Universe 2, as well as two other damage levels. About the game Community content is available on CC-BY-SA unless otherwise stated. Noted.

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