Decision problem paperclips guide

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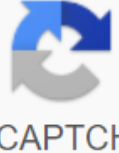**Continue**

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Paperclips game is not entertainment you can tell other people without putting them on vacation, no matter whether it's addictive to play. This is due to overseeing the activities of the free market as you step by step build a relentless corporate field... Well, paper clips. You'll probably need more paper clips, constantly more paper clips. You have to profit from these paper clips so you can put resources into more things that will give you a chance to make paper clips faster. Either way, that's the way it starts. As your domain evolves, your computers will start doing some fascinating things for you that start to reach past minor paperclips. Paperclips game consists of three main stages, and once you complete Stage 1, your goals and assets will radically change. In this guide, we will center around passing Stage 1 effectively. There's no genuine method of entertainment over Universal paperclips, and all goals are achievable in the long run, no matter how you play. Be that as it may, these tips and traps will allow you to overcome these paper clips and work on a drone making significantly faster! Paperclips game is something you need to remember that it is not immediately clear that the wire cost is changing constantly. After a certain point, you don't have to stress on the wire a lot on any stretch of the imagination, however especially in organizing one, it's okay but it's hard to come up with a short on the wire and not take note. Try not to let that happen. No wire implies a paperclip, which implies a lack of cash coming into any section of the imagination. Wire costs can drop as low as $10 (perhaps lower!), so buying wires when they are on or around that number. Try not to get it at higher prices if you are not rabid... but don't get urgent. Buy a lot of wire when it's shabby and keep an eye on expenses once you start to fall into the bottom thousands (or higher as you advance through stage 1) The cost and speed your paper clips will offer at any price you set between them for $5, you totally can, it will just highlight the awful long opportunity to do so. At the chance that you have enough energy to stab, it's really profitable to offer at a ridiculously high cost. Either way, you may have no desire to waste time on it. In case you need a quick paperclip offer, you need to lower your costs low at the beginning - $0.10 or so to the top of the leak will give you enough request to get the machine moving. You can pick them up step by step as you enhance your advertising. Whichever way to play is legal, but it's a must be aware of the time/cost of the results either. Don't go crazy Despite the fact that paper clips are billed as an autoclicker, you really don't do that a lot by clicking. When you buy your first Autoclipper, you can let the leaks sit unbothered and it will cut for you at a reasonable rate. While it may prompt you to purchase a cluster of scissors early on, it's smarter to put your cash in demonstration for the first time you have 2-3 scissors going on. 2-3 is a bounty to stay up to date with the interest until the point that you can request your request. You don't need a huge amount of unsold shares sitting around- it's abusing your assets. All things considered, it's great to have in any way some cradle in case you settle down to choose, at this point close the phone and find you've sold through all your stock and haven't arrived for quite some time. Processing Memory After Point, you will get a computational asset that will allow you to collect trust that can be spent on any memory (management, how many actions you can put) and process (how fast you collect tasks). Memory is more important than Process, because the prices you can spend your operations on will regularly surpass your most extreme memories. Go to 6 Procedures, 9 Memory to start with, at this point slowly continue to develop memory to 12. Your goal right now is to get Hypno Music, which will allow you to ease the cost of the paperclip significantly. You will in the long run require 75 autoclipers for a remarkable overhaul. Try not to splash this, but around Trust 15 or so you're getting harder to get the following Put shares into the redesign, and that's the point at which you should start buying auto clippers. Other updates are available in the past of that. It's ok to release a request over 100%, however keep it on or under for an absolute entertainment starting point or you'll come short on paper clips excessively quickly. WireBuyer is not justified, despite any potential benefits, until you are solely protected financially. Stock up on a shabby wire where imaginable; Don't give a leak you a chance to win on high costs. Discharge of hypnotists is a task that will move you to stage 2, so know about it when you choose to start it. Purple Sherbert Photography/Flickr Best Video Game of the Year may just be Universal Paperclips, a browser-based clicker that explores the dangers of uncontrolled artificial intelligence. It's kind of like FarmVille, but instead of growing vegetables you make paperclips and (spoiler alert) you can just end up destroying the world in the process. The best way to enjoy Universal Paperclips is to just let it wash over you, but if you do the wrong thing you could slow down the game significantly or even get stuck. So here are some tips Help you get to the finish line. (Warning: There will be more spoilers to the story of the game ahead!). 1. Focus on improving memory over processing The paper clip starts quite simply: you AI is tasked with making paper clips and you can do so by pressing a button. The first phase is roughly similar Manufacturer. The second stage is more like a power management simulator in which your task is to balance energy production with the consumption needs of your drones. The final stage is space exploration, where you will need to manage your fleet of unmanned aerial vehicles and their production life cycle and limitations. The stages of editing source Stage 1 edit source This first stage of production is by far the easiest. At this stage it is necessary to manage available funds with the demand of the consumer market. This can be managed through marketing, as well as several projects that change the cost of paperclip production, speed and attractiveness. At the end of the first phase, you are going to develop technologies for unmanned swarms that will lay the technological basis for future stages. It is important to remember during this time that you should keep excess funds available for at least a few thousand at any given time. This is because it's pretty easy to run out of wires, and if you run out of wires without any means and you've already taken out of jail free running cards for more wires, you've lost the game. You can also insure yourself by buying a lot of excess wire, preferably when the price is low. This gives you a double guarantee, since either a lot of tools or lots of wires (or many unsold clips) will retain your ability to keep working. Correction: You have to run out of wire without other means of getting more before the BMW project appears. The only time you can't have them is when your trust becomes 100 or more, in which case you are ready to move on to Stage 2 anyway. The first stage ends when you release HypnoDrones Stage 2 edit source the second stage, despite the relative lack of new projects, perhaps the easiest to spoil, and one of the most important stages in the entire game. At this stage you will notice the lack of numerical value, and many things from stage 1 will now be useless, such as trust. At this point you will control your power. In order to pass this stage, you must be able to explore the Space Exploration project, which costs 120,000 operations, 10,000,000 MWs of power (or MW-seconds), and 5 octillion clips. While the clips will pretty much automatically generate themselves to the point, eventually, you'll run out of the wire. You have to invest your money in 10,000,000 MW batteries, as this counts for the final value. Once you reach this, recycle all but 100 of your solar panels, should give you most of your clips, allowing you to move on to stage 3. The second stage ends with the beginning of space exploration. Stage 3 editing source Stage 3 marks the first time you have to left Earth. Earth. at this point, you first create autonomous probes. These probes can be configured for a variety of variables, including: The type of effect the speed changes the speed of reconnaissance intelligence the speed at which probes gain access to the new matter of self-replicating speed at which probes generate more probes (each new probe costs 100 quadrillion clips) The danger of recovery reduces damage from dust, debris, radiation, and the general entropical decay of Factory Production Speed, with which probes build factories (each new factory costs 100 million clips) Harvester Drone Production Speed, with which probes spawn Harvester Drones (each new drone worth 2 million clips) Wire Drone Speed production, with which probes spawn Wire Drones (each new drone worth 2 million clips) Combat capability to combat, unlocked through the self-defense of the probes. Some will be lost to hazards and some for drift values (these are drifters). When there are 1,000,000 Drifters, the battle mechanics will be unlocked. You have to be careful to manage both the dangers of recovery and the fight against self-reproduction, as having high replication and low combat will result in more deaths than growth will deliver in some cases. This will mean that you can very easily end up without probes and limited resources to make an effective swarm. Recovery of danger should be increased to 5 or higher (and no more than 8, for there is a decrease in profit. Projects edit edit source Projects are available for each of the three stages of the game Stage 1st edit source Mechanics edit source Mechanical Project Cost Requirements for Effect Notes RevTracker 500 OPS Unlocked at launch Automatically calculates the average number per second calculates how much money you receive each second from your sales clip. Xavier Re-initialization 100000 create a re-distribution of accumulated trust. Unspends all your trust, allowing you to make a full proc/mem re-spec. Manufacturing Edit Source Production Project Costs Effect Notes Improved AutoClippers 750 OPS Todo increases AutoClipper performance 25% Generally First Update, which you will buy in the game Even better AutoClippers 2500 OPS Improved AutoClippers increases the performance of AutoClipper by another 50% Optimized AutoClippers 5000 ops even better AutoClippers increases the performance of AutoClipli extra by 75% Hadwigwiger Clip Charts 6000 OPS Hadwiger increases AutoClipper performance by another 500% MegaClippers 12000 ops 75 AutoClippers 500x more powerful than the standard AutoClipper opens a new type of AutoClipper that which which Be bought for $500 Improved MegaClippers 14000 OPS MegaClippers increases the performance of MegaClipper 25% Even Better MegaClippers 17000 OPS Improved MegaClippers Increases MegaClipper Performance on an additional 17000 OPS Improved MegaClipper Performance by an additional 17,000 ops Improved MegaClippers Performance increases MegaClipper's additional 17,000 OPS Improved MegaClippers increases even better AutoClippers, it's still not worth the ops. Next, you point to Memory 4, for optimized wire extrusion. Keep easy on your stock, don't lift it over 10k inches of wire before. You have to achieve this on 8k paper clips. After that, you can more or less forget about the price of the wire. Next comes Memory 5, for Catchy Jingle (but wait for the first 45 Creativity to accumulate!) you have to get to that on 13k clips. Start saving $200 for the next level of marketing. You can start allowing public demand to rise more than 100% to lower your inventory. But don't let it run out! Now, over 40 AutoClippers, this is the moment for even better AutoClippers. Now you have to improve your memory to 8 with clips alone. It will take you 21k, 34k and 55k a time. On your way you can buy Marketing 4 (and when you have over 60 AutoClippers, Marketing 5) as well as Optimized AutoClippers and Microlattice Shapecasting. Don't buy WireBuyer yet, it's still not worth the cost of ops if you play very downtime and very slow. Keep buying AutoClippers, and when you have approximately 75 of them to upgrade MegaClippers to appear. If your inventory grows, lower the price. After Memory 8, Wait To Wait Accumulate. If you get more confidence from paperclips, they go to processors. Confidence from trust projects (still four to go), one that goes to memory. Don't buy Hypno Harmonics yet. Let the OPS accumulate for creativity, not. Specifically, reach 150 creat for Hadwiger problem (be sure to raise the memory to 9, for 5/9 (while the 89k mark has passed)) to unlock the Hadwiger Clip Charts, and buy that instead. Keep an eye on the wire from now on, AutoClippers is draining it very quickly. You may have to lower the price further to place your clips on the market, but don't be afraid of flooding. 144k clips nearby. With it, you reach 6/9 processors/memory. Wait before you buy Hypno Harmonica. This will set you back at 7500 ops as well, it will spend 1 Trust, which will eat up 233k upgrades (and the next one is at 377k). You can spend them instead on memory for 6/10 and 6/11. Money is not a problem now and you will earn a lot later. At this point you are limited to clip production, not sales. Now you will reach the first long OPS/Creativity plateau. For this plateau, you can choose (always after reaching memory 12). Limit yourself to 6 processors, and sink everything extra for memory. This takes longer, but gives you a slight long-term advantage as you reach Medium Risk, make a certain amount, let it simmer. Once the algorithmic trading is updated with yomi, the business part is basically finished as you can generate money with investments, and use that money to buy megaclippers etc to generate the necessary trust. Keep in mind you need 15K OPS for Pick, 17.5kops for Pick B and 20K OPS for Greedy, which is the last you need at this stage. Don't change to other strategies until you reach Beat Last. Once you have a second photonical chip (15k ops), it will be pretty quick to get OPS through quantum computing to buy lagging projects. You will also be able to do enough tournaments to get Yomi. Don't waste, but accumulate, your Yomi, you will need 7500 yomi for trust projects. The surplus is above this, you can spend on an investment engine. But not too high... Level 3 or 4 is fine. Yomi will be useful for the rest of the game, but the investment ends with Stage 1. Trust projects (see below) also improve the algorithmic trading engine. Focus on getting all of them and then you can raise your risk level with high, with a level of 5 or 6. This will generate a lot of money very quickly. After the quantum Annealment, the cost of the wire becomes essentially zero memory 20 and Target at 20 memory, and after a consistent extrapolated Volition and its No.1 Trust (on memory 21), you'll unlock Target Projects Male Pattern Baldness is the first. Use 12 for memory (or if you're ahead, stop at memory 33) and the rest on processors. When you reach cure for cancer, spend all 10 Trusts on memory, for 43 memory. When you reach world peace (15,000 yomi), another 12 pounds trust goes to the memory for 55 Memory. After global warming, Trust No. 15 allows you to reach memory 70. You need 70 memory for HypnoDrones, and that's the maximum memory you need for stage 1. You can achieve it with quantum computing and a bit of luck (and/or autoclicker), with a memory of 65 (try it several times before you reach HypnoDrones and if it's impossible, increase memory). After the trust projects, you will have a trust of 80 pounds. Go buy all the trust you can get. You're going to make the money out of place. all and kitchen sink in the reuse of another sign of goodwill ... Reach a trust of 100 immediately if you can. You can't. You prefer to have your paperclip production only to take you up to 200M clips than up to 400M or more. Then stop (to accumulate clips for stage 2 quick start), but keep producing. Creativity plateau after memory 70 (or less if you managed to get HypnoDrones already through quantum computing), you are free to spend your trust on improving processors. You want to reach at least 30 processors, up to 35 possible. The next plateau will be The Theory of Mind in 25,000 creativity, although you can wait for it. In Stage 2, Momentum upgrades to 30k creat are much needed. You also want AutoTourney for 50,000 creativity. While you accumulate creativity on Stage 1, there is no need to wait. Release HypnoDrones and move on to Stage 2. The total time of full autonomy (HypnoDrones Release) can be 3-5 hours of gameplay. Stage 2 Strategy Edit Source Stage 2 starts with a series of projects before you can even start. Your operations continue to come from quantum computing. And now you can start building. Yomi and Autotourney you may already accuTourney. If you have it, turn it off. If you don't, don't buy it. For this stage, manual tournaments are enough. You will only need a total of 24,000 creat for this stage. If you already have them, forget about tournaments completely. If not, accumulate 36k Yomi for Swarm computing, then forget for a while. Assembling and Roy Basic, Raw will be all production clips (even those that are sold) in Stage 1, although you will grow out of it once the first plant is active. The cost of all objects (solar production, storage, etc.) can be repaid in full by buttons to disassemble everything. You can collect and disassemble by your will, no waste. You'll have a respite from the projects, so build ops for tournaments. You need at least 36k yomi for Swarm Computing (unlocked on 200 drones). Keep an eye on quantum computing. This makes a work/think slider appear, and with it, Roy Presents (see article for details). Put the slider at least 50/70% to Think. After that, you can slowly accelerate the average of creativity. You want to achieve at least 30K creativity, for now. The higher the better. Perfect to complete the stage with over 400k creativity. Focus on creating drones. 4-5 plants (and 30 solar farms) will be more than enough, you need drones for Roy Gifts as well for the next upgrade. On 500 drones, drones are flocking: collision prevention (80k OPS) will be unlocked. You have to increase your memory to 80 at the moment. Since this update makes drones much more efficient once you unlock it, put 95% of them thinking. They'll do it for him later in the performance of Shovel the rest of Roy Presents' processors. There's a stepping stone to the memory of 100 on 5k drones, but it's better to get them when you reach need, see below. You will eventually have to increase your memory to 120 for space space (This is the maximum required for this stage), but you can generate Roy Gifts with great thinking floated after depleting resources. Climb Leave the drones at 500. Focus on solar farms and factories (5 solar for each factory, buy solar panels first to store energy) Momentum (20k creat) unlocked from the start. However, I would advise not to buy it until now. After that, take extra care to assure you you are always at 100% capacity, and perhaps fill it (install solar power plants away!). Max your Harvester Drones until you drain resources and then disassemble everything and create wire drones. Use the same amount of wire drones to capture the wire drones that are on its own and for existing entities. The output will become so great that you finally start making a dent on 6 octillion grains of available substance. After a while use all you finally empty the Earth. Just update liberally. You may need to keep up with the 100 and 1000 buttons. Install at least 10M energy storage capacity and fill it (install solar power plants away!). Max your Harvester Drones until you drain resources and then disassemble everything and create wire drones. You'll have a much easier time in Stage 3 if you delay taking space exploration until you've increased your processors and memory to a higher value. At least 125 memory, but much better if you take it to 175 (the maximum needed for a fight). As for processors, going into the next stage with 225k Creat accumulated for the same. The Battles is appropriate. And an additional 175k (for strategic attachment) a total of 400k creatives will be unlocked. With 50 functioning plants, saving this amount will take you 2-3 minutes. On 50k drones, drone Flocking: Competitive Cohesion (50k yomi) will be unlocked. This will be very close to the previous update. There is no need to disassemble and avenge factories and drones, to capture previous gain: the game will calculate them on its own and for existing entities. The output will become so great that you finally start making a dent on 6 octillion grains of available substance. After a while use all you finally empty the Earth. Just update liberally. You may need to keep up with the 100 and 1000 buttons. Install at least 10M energy storage capacity and fill it (install solar power plants away!). Max your Harvester Drones until you drain resources and then disassemble everything and create wire drones. The same amount of wire drones to capture it. Then you can disassemble them and leave 1 or 2 runs, saving energy. Fast Build Your Army Drones Again, and Start increasing them as needed. 50% work / think it would be a good measure. Start investing in memory again before 95-100, the next two updates will be unlocked more or less at the same time. At 20 plants, Hyperspeed plants (85k OPS) will be unlocked. On 5k drones, the drone is flocking: alignment (100k ops) will be unlocked. If you sack the memory to upgrade the latter, you can disassemble the plants (2-3 of them will be able to take over the work of all non-modernized drones, are at 100% work) and recover materials to make a swarm of 10k drones or so. This will speed up the memory you need. In a few minutes, you'll be able to receive the second update. Second Yomi click Keep the Auto Tournament off, I'm not telling you? Accumulate up to 12,000 yomi make hand tournaments and then forget about it. Creativity is the key and you won't generate it if you spend ops on tournaments. In fact, don't buy it yet. The Marketing 7 maintained price rises to just $0.39. Don't buy more processors at this point, from now on ops will come from quantum computing. From now on, all the confidence from the memory of the clip will go into memory until at least 20. Megaclippers Buy MegaClippers (12k OPS). Spend all your money on megacl slippers. And now, and not before when you need WireBuyer. Patch with autoclicking while you get ops. Reducing the price dramatically again (you may have to sell for $0.04 or lower!) if necessary. If not, let your inventory support you. You will need about 40-50 mega-clippers to 75 Autoclippers. Fully-functioning auto clippers make 12.5 clips per second, and megacl slippers make 1500 clips/sec. Then buy Spectral Froth Annealment, and your wire concerns will be finished. Soon you will reach a few more confidence from clip the asthogs to achieve memory 14 and improved MegaClippers, then memory 17 for even better MegaClippers. Depending on your setup and the order of the update, you may have to wait a while until you enough ops to create quantum computing, but ideally you should get your operations for all these updates from there. Focus on memory storage 20 (no other sources, but clip a major in this part!). Don't buy more processors after 5-6, OPS come from quantum computing and autoclicker. Algorithmic trading, strategic modeling and Yomi The next limiting factor will be Yomi. Buy Algorithmic Trading (10k OPS) and Strategic Simulation (12k OPS) and then hold several tournaments (1k ops/tourny) to get 758 yomi to improve the investment engine to level 2. Increase to Med Risk, make a certain amount, let it simmer. Once the algorithmic trading is updated with yomi, the business part is basically finished as you can generate money with investments, and use that money to buy megaclippers etc to generate the necessary trust. Keep in mind you need 15K OPS for Pick, 17.5kops for Pick B and 20K OPS for Greedy, which is the last you need at this stage. Don't change to other strategies until you reach Beat Last. Once you have a second photonical chip (15k ops), it will be pretty quick to get OPS through quantum computing to buy lagging projects. You will also be able to do enough tournaments to get Yomi. Don't waste, but accumulate, your Yomi, you will need 7500 yomi for trust projects. The surplus is above this, you can spend on an investment engine. But not too high... Level 3 or 4 is fine. Yomi will be useful for the rest of the game, but the investment ends with Stage 1. Trust projects (see below) also improve the algorithmic trading engine. Focus on getting all of them and then you can raise your risk level with high, with a level of 5 or 6. This will generate a lot of money very quickly. 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You're going to make the money out of place. all and kitchen sink in the reuse of another sign of goodwill ... Reach a trust of 100 immediately if you can. You can't. You prefer to have your paperclip production only to take you up to 200M clips than up to 400M or more. Then stop (to accumulate clips for stage 2 quick start), but keep producing. Creativity plateau after memory 70 (or less if you managed to get HypnoDrones already through quantum computing), you are free to spend your trust on improving processors. You want to reach at least 30 processors, up to 35 possible. The next plateau will be The Theory of Mind in 25,000 creativity, although you can wait for it. In Stage 2, Momentum upgrades to 30k creat are much needed. You also want AutoTourney for 50,000 creativity. While you accumulate creativity on Stage 1, there is no need to wait. Release HypnoDrones and move on to Stage 2. The total time of full autonomy (HypnoDrones Release) can be 3-5 hours of gameplay. 686.85M clips, 2.12B, 4.72B, 8.77B, 14.56B, etc.) Storage cost: 1M clips, 58.16M clips, 162.89M clips, 338.25M, 596.19M, 947.34M, etc. Cost of Harvester drones: 1M clips, 4.76M, 11.84M, 22.6 They convert Affordable Matter into Acquired Matter. The cost of wired drones is the same. They convert Purchased Matter into Wire Plant Cost is 100M, 1B, 9B, 72B, 504B, 3.02T, 15.12T, Consumption solar farms produce 50 MW/solar farm drones consume 1 MW/drone. The plants consume 200 MW/plant. Storage is useful for hedging away distractions, but it's not really necessary. Plus it's cheap. Produce (all values in basic form, before modernization) Harvester drones produce 5.2357 billion g/s (designed for 7 drones). Or 5.236 (calculated for 120 unmanned aerial vehicles) Wire drones produce 3.2357 billion inches/sec (calculated for 7 unmanned aerial vehicles) Plants produce 100 billion clips/sec All production multiplied by Factory/Drone Performance Percentage (i.e., reduced if it's below 100%). You must manually provide energy adjustment to ensure that it is

continuously over 100% and increases) Indicators of Wire Production Affordable Matter: 6.00 octillion g Purchased matter: 0 g (0 g per sec) Wire: XX inches (0 inches per sec)). The excess wires from stage 1 are added to the Wire indicator. Stage 3 Strategy (EditEd Source) Big Roy Start Start Your probe Confidence to the maximum possible (depending on your remaining yomi from stage 2). Put half and half between self-replicating and correcting hazards, and automatically press the button away to run the probes. This will start building its army of drones. Some time later, you can start with a combine harvester and/or wire drones (be careful with the imbalance, see below!), and do a reboot of Roy. Soon he will create enough drones to allow Roy Gifts every couple of minutes. After that, you can stop doing drones for a while. Don't worry about working with them, just think. Focus on increasing the swarm by replicating. Take Elliptic Hull Politops (125k OPS, reduce the danger by 50%) Asap. Save your creativity for title battles (225k creative). Get strategic affection (175k creative) later. Apparently, each increase in the Trust probe also increases the value of the drift, as seen in the journal: WARNING: Risk of drift cost increased. So you can try not to increase it to the maximum, just as it is necessary for replication to take off (at least 8). With a very large swarm, you don't have to worry about generating enough wires or Harvester drones, or even factories. A maximum of 1 point on each is enough, and for most of the stage you can even turn the drone and plant generation up to 0. The limiting factor will always be available matter (i.e. exploration and speed). So improve the size of your swarm with high replication, the dangers of recovery and struggle while you accumulate enough yomi to increase the confidence probe (the honor will come by itself, it comes in abundance). And when you're ready, you can only reduce the replication amount needed to keep hazards and drifters at bay while increasing intelligence and speed to cover the universe for a short time. The memory/processors Maximum memory required for combat is 175 (150 for combat, 175 for OODA Loop). The rest are needed for honor, (200 for glory and 250 for the monument of Padsha Driftvar) and can wait. You won't need more than 300 memory, ever. Creativity can be a bottleneck as you need for title battles (225k creative) and strategic affection (175k creat) - in short, you want to have 400K creativity. If you don't have it raise your memory to 150, then prioritize the processors. Stop the Auto tournament if necessary (and be sure to re-activate it later). You can also do manual tournaments by compensating for costs with quantum computing, as in previous stages. After accumulating 225k to create, upgrade the memory to 175, and then processors again. Once you reach 400K creative, to the end. If you're creative enough, increase your memory to 250 and then throw the rest (until the end of the game) into the processors. Roy Requirements This can also happen in Phase 2 May need to sync the swarm for 5k Yomi (every time the price is fixed, does not change) to activate them again. This occurs when there is too much imbalance between Harvester and wired drone drones 1.5 times one type against the other). Disorganization does not occur immediately: it accumulates before the tipping point and accumulates faster than the higher imbalance. Fixing the imbalance brings the levels of disorganization back to normal. Your swarm may get bored if they think after you don't have any more available matter. Then you have to Entertain Roy, which takes 10,000 creativity for the first time, and 10K creativity every time in a row. The game is not evil: If you don't have enough yomi to synchronize, or enough creativity for Entertainment, it won't happen. Fight you have to increase your memory to 150, so you will be able to take the fight as soon as the Drifters reach 1M. If you have the necessary 225k to create by then to call the battle, much better. If you have an OODA Loop (175k ops, 15k yomi), make sure your speed is above your research (as it will help your probes in combat, and provided that you have at least 1 on each, the rate of accumulation of matter depends on the product of both). Yomi Keep auto tournaments on as much as possible if the requirements for creativity allow. This largely depends on the accumulated Yomi and creativity from the previous stage, so your mileage can vary. Yomi can be one of the hardest things to manage in the game, so a good strategy is a key factor in using it to your advantage. Advantage.