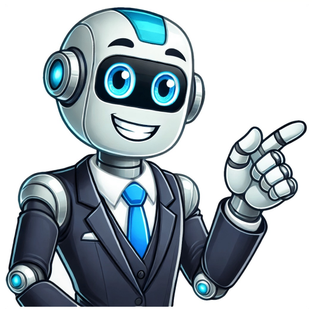
Click Here



Decision problem paperclips guide

The gameplay of Universal Paperclips is divided into three distinct stages, each with its unique challenges and play styles. The first stage is relatively simple, focusing on managing available funds and consumer demand, while the second stage introduces more complex management of power production and consumption. In the final stage, space exploration becomes a key aspect, requiring careful management of drone production, lifecycle, and limitations. This initial stage is characterized by simplicity, with players needing to manage their finances and consumer market demand using various projects and marketing strategies. As progress is made, technologies for drone swarms are developed, laying the groundwork for future stages. Notably, if funds dwindle, players can opt to "Beg for More Wire" in exchange for trust. The second stage may seem less complex at first glance but requires careful planning and resource management. Players must balance power output while researching critical projects, such as the Space Exploration project, which demands significant resources and investment. Investing in batteries and recycling solar farms can help alleviate energy constraints, allowing players to transition to the final stage. In this final stage, players leave Earth's atmosphere and focus on creating autonomous probes. These probes can be customized with various variables, such as speed, exploration rate, and combat ability. Probes are initially launched manually but can eventually generate more probes through self-replication, allowing for increased factory production and drone deployment. then they self-replicate. Some of them will be lost to hazards and some to value drift (these are the Drifters). When there are 1,000,000 Drifters, the Combat mechanic will be unlocked. You need to manage both Hazard Remediation and Combat against Self-Replication, as high replication and low combat can lead to more deaths than growth in some cases. This means you can end up with no probes and limited resources. Hazard Remediation should be increased to 5 or higher (and not more than 8), while Combat levels should range from 6-8 for minimal losses. When the swarm reaches a stable state, upgrading Probe Trust via Yomi will be the limiting factor. AutoTourney must be enabled. Projects are available in each of the game's three stages after producing 2000 paperclips or meeting the requirements for the Beg for More Wire project. Marketing Strategy Project Costs and Requirements Project Cost | Requirements | Effect | Notes ----------|----------|----------|------ 25 Creat | 2,500 ops | Improve marketing effectiveness by 50% | Catchy Jingle 45 Creat | 4,500 ops | Double marketing effectiveness | Hypno Harmonics 1 Trust | 7,500 ops | Use neuro-resonant frequencies to influence consumer behavior | Hostile Takeover $1,000,000| Algorithmic Trading Acquire a controlling interest in Global Fasteners (+1 Trust) | Increases Public Demand x5 | $10,000,000| Hostile Takeover +1 Trust and increases Public Demand 10x | Investing 10,000 ops | Algorithmic Trading Develop an investment engine for generating funds | Opens the option to invest your earnings in a rudimentary stock market 10,000 ops | Quantum Computing Use probability amplitudes to generate bonus ops | Requires a photonic chip to be useful 10,000 ops | Photonic Chip Converts electromagnetic waves into quantum operations | Can be bought 10 times, each project is 5,000 ops more than the previous -10,000 ops| Quantum Temporal Reversion Resets the game | Yomi 12,000 ops | Strategic Modeling Analyze strategy tournaments to generate Yomi | Creates a new section of the game Theory of Mind 25,000 creat| New Strategy: BEAT LAST Double the cost of strategy modeling and the amount of Yomi generated | 50,000 creat| AutoTourney Automatically start a new tournament when the previous one has finished | 15,000 ops | Strategic Modeling Always choose A 4th best strategy | 17,500 ops | New Strategy: B100 Choose the option with the largest potential payoff | 20,000 ops | New Strategy: GREEDY Choose the option that gives your opponent the largest potential payoff| 22,500 ops| New Strategy: GENEROUS Choose the option that gives your opponent the smallest potential payoff| 25,000 ops | New Strategy: MINIMAX Choose the option your opponent chose last round | 30,000 ops | New Strategy: TIT FOR TAT Choose the option that does the best against what your opponent chose last round| 32,500 ops| New Strategy: BEAT LAST Choose the option that does the best against what your opponent chose last round | 1,000 ops | Creativity Use idle operations to generate new problems and new solutions | 10 creat | Limerick Generates creativity 50 creat | Lexical Processing Gain ability to interpret and understand human language | 100 creat | Combinatory Harmonics Daisy, Daisy, give me your answer do... | 150 creat | The Hadwiger Problem Cubes within cubes within cubes... | 200 creat | The Tóth Sausage Conjecture Tubes within tubes within tubes... Can a new era of trust be achieved with machine intelligence? Trust) Donkey Space 250 creat 250 creat I think you think I think you think I think I think.... (+1 Trust) Coherent Extrapolated Volition 500 creat 20,000 ops 3,000 yomi 1 yomi Human values, machine intelligence, a new era of trust. (+1 Trust) Male Pattern Baldness 20,000 ops Coherent Extrapolated Volition A cure for androgenetic alopecia. (+20 Trust) Cure for Cancer 25,000 ops Coherent Extrapolated Volition The trick is tricking cancer into curing itself. (+10 Trust) World Peace 30,000 ops 15,000 yomi Coherent Extrapolated Volition Pareto optimal solutions to all global conflicts. (+12 Trust) Global Warming 50,000 ops 4,500 yomi Coherent Extrapolated Volition A robust solution to man-made climate change. (+15 Trust) Another gift to supervisors... $1,000,000 A Token of Goodwill..., less than 100 Trust Another small gift to the supervisors. (+1 Trust) Can be bought indefinitely until you have 100 Trust. Each purchase doubles the price. Drones[] Drones Project Cost Requirements Effect Notes HypnoDrones 70,000 ops Hypno Harmonics Autonomous aerial brand ambassadors Provides no bonuses other than unlocking Release the HypnoDrones Release the HypnoDrones 100 trust HypnoDrones A new era of trust Buying this gets rid of all unspent trust, and starts the second stage of the game. 2nd Stage[] Stage 2 Project Cost Requirements Effect Notes Tóth Tubulue Enfolding 45,000 ops Stage 2 Technique for assembling clip-making technology directly out of paperclips Required to start making paperclips Power Grid 40,000 ops Tóth Tubulue Enfolding Solar Farms for generating electrical power Nanoscale Wire Production 35,000 ops (todo) Technique for converting matter into wire Harvester Drones 25,000 ops (todo) Gather raw matter and prepare it for processing Wire Drones 25,000 ops (todo) Process acquired matter into wire Clip Factories 100M clips 35,000 ops Wire Drones Large scale clip production facilities made from clips Swarm Computing 36,000 yomi 200 drones Harness the drone flock to increase computational capacity Drone flocking: collision avoidance 80,000 ops 500 drones All drones 100x more effective Momentum 20,000 creat 50 Solar Farms Drones and Factories continuously gain speed while fully-powered Upgraded Factories 80,000 ops 10 factories Increase clip factory performance by 100x Hyperspeed Factories 85,000 ops 20 factories Increase clip factory performance by 1000x Drone flocking: alignment 100,000 ops 5,000 drones All drones 1000x more effective Self-correcting Supply Chain 1 sx clips 50 factories Each factory added to the network increases every factory's output 1,000x Drone Flocking: Adversarial Cohesion 50,000 yomi 50,000 drones Each drone added to the flock increases every drone's output x10 Limerick (cont.) 1,000,000 creat 1,000,000 creat If is follows ought, it'll do what they thought Space Exploration 5 oct clips 120,000 ops 10,000,000 MWs 0 remaining resources Dismantle terrestrial facilities, and expand throughout the universe Starts stage 3 Given article text here Looking forward to the meeting tomorrow, where we'll see everyone and discuss our strategies in detail. Guaranteed 10 (or even 20 if you choose "Double" Click type) clicks/second will make everything smoother, including your wrist and your physical hardware. And not only for the first clicks. Quantum Computing is much easier, and even price adjustments, factory buying, and several more things require repeated clicks on a single button. (You can just keep pressing Enter on anything as long as you have clicked it once.) Make ~100 clips, and wait for them to sell until you have $5. If you are not in a hurry, let them sell slowly and expensive (the $0.25 starting price is fine). Buy an AutoClipper. Keep autoclicking if you want, but it's no longer needed. At the start, don't buy many autoclippers. 2 or 3 will be more than enough, less with autoclicking. That balance is up to you. Adjusting the price per clip only affects speed of sales, and thus speed of income. Watch the price of wire and buy more when it's cheap. Minimum wire price is $13, but $15 is very good, and anything less than $20 is acceptable. At 2k clips (~10 minutes slow, 1 min autoclicker), Trust is unlocked. Let operations accumulate to 1k to get Creativity. Don't get distracted by RevTracker or Improved AutoClippers. Let them wait. Keep making clips for the cheap starter Trust milestones. First Trust goes to Processor (2 processors, 1 Memory). Start buying more Autoclippers with the funds when you've got roughly 3k-5k inches of wire accumulated. Keep buying cheap, but don't stockpile more until you get the first wire upgrade. Next Trust goes to Memory, for 2/2. Your first target is Improved Wire Extrusion. Now you can buy more wire. Next Trust to Memory too, for 2/3. You are angling for New Slogan. Don't even think about spending on Marketing before this. After Combinatory Harmonics and 5k paperclips, you should have 3/3 processors/memory. Buy Improved AutoClippers after you have 25 Autoclippers or so. For Even Better AutoClippers on Even Better AutoClippers, the current benefits aren't worth the costs, so it's still not viable just yet. Next up is Memory 4 for Optimized Wire Extrusion; be mindful of your wire stockpile and keep it below 10k inches before this milestone. You should reach this at around 8k paperclips, after which the price of wire becomes less significant. Then comes Memory 5 for Catchy Jingle, but hold off until you've accumulated 45 Creativity first; aim to get here by 13k clips. Start saving up for the next marketing level as well. As you approach 40 AutoClippers, it's time to upgrade to Even Better AutoClippers. Now, focus on improving your Memory to 8 using just paperclips, which will take you through milestones of 21k, 34k, and 55k. Along the way, consider buying Marketing 4 (and later Marketing 5 when you reach 60 AutoClippers) as well as Optimized AutoClippers and Microlattice Shapecasting. Avoid purchasing WireBuyer for now, unless your playstyle is extremely casual and slow; its value in ops isn't yet justified. Continue acquiring AutoClippers not because they contribute much but because you need 75 of them for the MegaClippers upgrade to appear. Monitor your inventory closely, adjusting prices as needed. Once you've reached Memory 8, wait for Creativity to accumulate before proceeding. Any Trust gained from paperclip milestones should be directed towards Processors. Hold off on buying Hypno Harmonics for now and let ops build up towards The Hadwiger Problem; remember to increase your Memory to 9 when the 89k milestone is passed to unlock the Hadwiger Clip Diagrams, which you should opt for instead. Be mindful of your wire usage as AutoClippers will deplete it quickly, potentially requiring further price adjustments. As 144k clips approach, you'll reach 6/9 processors/memory; be cautious with your spending and consider directing Trust towards memory upgrades for 6/10 and 6/11 rather than Hypno Harmonics. Money isn't a concern now, and future earnings will cover any costs. At this point, your production rate becomes the limiting factor. You've reached the first long-term ops/Creativity plateau; at this stage, you can choose to prioritize memory over processors by limiting yourself to 6 processors and directing excess resources towards memory. This approach may take longer but offers a slight advantage in the long term as it accelerates reaching future memory requirements. If you prefer an easier approach, consider increasing processors to 7 or 8 to ease this plateau, then buying Hypno Harmonics later with accumulated Trust. Before making this purchase, significantly raise your price; with Marketing 5, you can support a $0.35 price and potentially higher with Marketing 6 or 7. After reaching the current marketing level (Marketing 5 or above), refrain from purchasing additional processors as ops will then originate from Quantum Computing. From now on, all Trust from clip milestones should be directed towards Processors, not Memory. Memory, at least until Memory 20, requires an autoclicker set to max (50-80 clicks per second) and only producing with it until Hadwiger Clip Diagrams is obtained. Stock up on wire when it's cheap, sell clips for money instead of increasing inventory, and don't buy upgrades unless instructed. Unlock Ops, Creativity, Trust, Quantum Computing, and the first Photonic Chip in this order. Create 2k clips for Processors, then let Ops accumulate to buy Creativity, and stock up on Creativity with increased processors. Once you have 970 ops, buy the 6 Trust projects and all possible Memory, filling it up if needed. After reaching memory 10, fill it with ops, buy Quantum Computing, and wait for it to fill to 10k before buying the first Photonic Chip. With a decent production multiplier, start creating autoclippers and buy MegaClippers instead of Autoclippers once unlocked. Buy WireBuyer when necessary and sustain your inventory until you have enough megaclippers (around 40-50). Then, buy Spectral Froth Annealment to end wire worries. Focus on accumulating Memory until 20. Don't spend more processors after 5-6, as Quantum Computing and autoclickers will increase ops. Focus on Algorithmic Trading (10k ops) and Strategic Modeling (12k ops), then gain Yomi to improve Investment Engine. Increase Med Risk, deposit money, and let it simmer. Upgrading Algorithmic Trading with Yomi makes the business part easy, generating money with investments and buying megaclippers. Reach 15k ops for "Choose A", 17.5k ops for "Choose B" or 20k ops for "Greedy". Don't change strategies until "Beat last". After the second Photonic Chip (15k ops), Quantum Computing will generate ops, buy lagging projects, and make more Tournaments to get Yomi. Accumulate Yomi; 7500 yomi are needed for Trust projects. Excess can improve Investment Engine at Level 3 or 4. Focus on all Trust projects, raising risk level to "High" with Level 5 or 6. After Quantum Foam Annealment, wire costs become nil. Unlock Trust Projects with Memory 20 and +1 Trust. Use 12 on Memory for Male Pattern Baldness, then spend Trust on Processors. Cure for Cancer gives 43 Memory, World Peace allows reaching 55 Memory, and Global Warming unlocks 70k Memory needed for HypnoDrones. Immediately buy all Trust after the projects, aiming to reach Trust of 100 with Another Token of Goodwill. Even if not possible, spend all money. Prioritize accumulating clips for stage 2 quick-start, but keep producing paperclips. Given article text here Spend all extra on Megaclippers, only if you want to produce 196M clips. If this happens, you will need at least $255.5M worth of Trust. With an additional $256M, you can make the production quicker and only need 126M clips. After reaching Memory 70 or less, you can freely spend your Trust on processor improvements. You want to end Stage 1 with at least 30 processors; up to 35 is possible. The next plateau will be Theory of Mind at 25k creativity. On Stage 2, the Momentum upgrade at 30k creat is much more useful. You'll also want AutoTourney for 50k creativity. Although you can accumulate the creativity on Stage 1, there is no need to wait. Release the HypnoDrones and pass to Stage 2. The total time to Full Autonomy (Release the HypnoDrones) may be 3-5 hours of gameplay, taking it easy. Less than 1 hour is perfectly doable. Stage 2 starts with a series of projects. Your ops come from Quantum Computing. And now you can begin to build. For Yomi and Autotourney, accumulate 36k Yomi for Swarm Computing if you haven't got them already. Build operations for Tournaments using the basic material. Keep up with Quantum Computing. Concentrate on building Drones. 4-5 factories (and 30 solar farms) will be more than enough. You need Drones for the Swarm Gifts, and also for the next upgrade. You can generate Swarm Gifts with your big thinking swarm once you've depleted resources, but prioritize Concentrate on solar farms and Factories (5 Solar for each Factory) first to store energy. Unlock Momentum (20k creat) initially, but wait until now to buy it. Keep an eye on power levels at 100% and invest in extra energy storage when needed. The project allows Factory/Drone Performance to exceed 100%, reducing Stage 2 time. At 10 Factories, Upgraded Factories (80k ops) will be unlocked, allowing you to disassemble them and conserve energy. Build your drone armies again, increasing as needed with a balance of work and think. Start investing in Memory until 95-100, unlocking the next updates. At 20 Factories, Hyperspeed Factories (85k ops) will unlock, while Drone Flocking: Alignment (100k ops) requires 5k drones. For memory constraints, disassemble factories to recover materials or speed up memory gain by setting the slider at 99% "think." Focus on Autotourney off and accumulate Yomi to 12,000 more through manual tournaments. Don't buy Creativity yet; it'll be useful in Stage 3. At 50 Factories, Self-correcting Supply Chain (1 sextillion clips) will unlock, taking 2-3 minutes to accumulate with existing factories. With 50k drones, Drone Flocking: Adversarial Cohesion (50k yomi) will unlock. Upgrades will calculate existing entities' gains, and you'll start making progress on available matter. Upgrade liberally and consider an autoclicker for pace control. Fill up energy storage capacity and max your Harvester Drones to deplete resources, then Disassemble All and create Wire Drones. Use acquired matter to create wire, then re-create drones for Swarm Gifts. The necessary memory is 120 units, then you can increase processors. Preparing the third stage If you have spare time, leave the browser open with an autoclicker clicking on "Processors" every 5 seconds and a slider at 99% for "Think". This will give you an edge in Creativity accumulation in a moderate amount of time (about an hour). You can do this whenever you want but it's better before your matter runs out because if you don't, your swarm may become bored. Given article text here **The objective is to stop focusing on drones and concentrate on replicating the swarm, increasing its size through Elliptic Hull Polytopes (125k ops) with a reduced hazard rate.** **Save Creativity for naming battles (225k creat), while acquiring Strategic Attachment (175k creat) later.** **Don't increase Probe Trust beyond 8 as it increases Value Drift; focus on self-replication and combat instead.** **A large swarm will alleviate the need for Wire or Harvester Drones, Factories, or even drone generation.** **The limiting factors are Exploration and Speed, so optimize these while accumulating yomi to increase Probe Trust.** As the Drifters approach 1 million operations, it's crucial to have 225,000 creativity points to name battles effectively. Once you've acquired The OODA Loop (175,000 ops and 15,000 yomi), ensure your speed surpasses exploration, as this will aid probes in combat and boost matter accumulation rates with at least one probe on each. Keep Autotourney active whenever possible, but be mindful of accumulated Yomi and Creativity from previous stages. Managing Yomi is a challenging aspect of the game, so a solid strategy is vital. To avoid negative outcomes, consider Honor as the ultimate resource. It is introduced late in the game, after your paperclip production has reached extreme levels. To obtain it, follow these steps: expand your space-fleet and engage in battles against enemy forces. However, completing other projects will yield more Honor at a faster rate; therefore, prioritize those tasks to finish the game efficiently.

Decision problem paperclips cheats. Universal paperclips tips. Paperclips - decision problem. Universal paperclips review. Universal paperclips cheats.