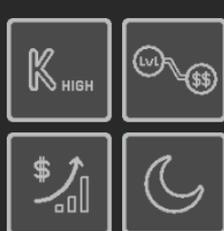




A. What are Modifiers ?



Modifiers change different aspects of the gameplay modifying the original algorithms of Idle Game 1 engine.

Randomized in the begining of every world, they offer endless possibilities and a unique experience for all players.

For more details on what each symbols means please refer to the modifiers part of this guide.

B. World Difficulties



Difficulty Levels adjust the 'global difficulty multiplier' that is used to draw the final 'fixed costs curve' by multiplying base values calculated with the 'fixed costs curve' modifier.

Difficulties that will be assigned for 7 Worlds are listed below:

WORLD 1 : NORMAL WORLD 2 : EASY WORLD 3 : EASY
 WORLD 4 : NORMAL WORLD 5 : NORMAL
 WORLD 6 : HARD WORLD 7 : CRAZY

C. Global Prestige Loop



> resets everything and starts from World 1 with a POW benefit, which will increase your prestige offerings permanently

> with every global reset, going through worlds will get faster. since benefits are exponential, you'll notice dramatic changes in game play after a couple of global resets

D. How to become a GAME GOD



Finish all 7 worlds to become a game god and create your own idle game with Idle 1's randomized engine and modifiers.

E. ALTERNATIVE POW and how to optimize your game play



When you're in God Mode and deciding your modifiers to create the ultimate, enjoyable world; you'll notice sometimes your high POW can make things too easy.

Alternative POW, when selected, overrides your real POW to fine tune the difficulty of created world's ending. Please note that when you choose this selection your real POW won't be affected.

Use plus and minus buttons to adjust the alternative POW to your liking.

Select different modifiers, adjust the ALT POW and Difficulty level in order to create the most enjoyable, balanced incremental experience for your taste.

F. How to share created Worlds in Game God mode



If you want to share the ultimate world you've created with your friends or Idle 1 community you can do it easily with import and export buttons.

After you select all modifiers, just click the 'EXPORT' button and the game will copy a 18 digit code to your device's clipboard. Some examples are given below:



- > Recipient needs to 'copy' this code and select 'IMPORT' in creation room.
- > You can send your world code with any text medium: messages, discord, whatsapp etc.