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Editing Comments Share Arbitrary Points (APs) is the resource needed to purchase items from the 4G retail store. You can earn APs in the following ways: Maximum Possible Reward Frequency Method Buy AP 20,000-3,200,000 4G expects you often to the extent that your pocket goes manually saving your game[1] 200 once/day 200/day Rebirths for 1 hour duration 1 per 500 1 every 500s in Renaissance 1 every 500s / Day Money Pit 2-70[2] Once / Feed Around 1,440/ Day with Rebirths Under 1 Hour Adventure Bosses 1 Once / 10 Bosses Less Than ITOPOD with Comparable Titan Stats 15-70 Once per death 4,920 / day Daily Spin 0-175,000 once / day 175,000 Basic Challenge 2,500 once / completion 12,500 (5 terminations) No Augs Challenge 10,000 once / completion 50,000 (5 terminations) No Augs Challenge 10,000 once / completion 50,000 (5 terminations) No Augs Challenge 10,000 once / completion 50,000 (5 terminations) No Augs Challenge 10,000 once / completion 15,000 5 Completion (5 Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Completions) No Equipment Challenge 3,000 Once / Completions (South Challenge 3,000 Once / Challenge 3,000 Once / Challenge 3,000 Once / Challenge 3,000 Once / Challeng / completion 15,000 5 completion (5 completions) Desafío 24 Horas 5,000 * veces completado una vez / finalización 25,000 (10 terminaciones) Blind Desafío 3,000 una vez / finalización 60,000 (20 terminaciones) Blind Desafío 3,0000 una vez / finalización 25,000 una vez / finalización 60,000 (20 terminaciones) Blind Desafío 3,0000 una vez / finalización 25,000 una vez / finalización 60,000 (20 terminaciones) Blind Desafío 3,0000 una vez / finalización 60,000 una vez / finalización 60,000 (20 terminaciones) Blind Desafío 3,0000 una vez / finalización 60,000 una vez / finalización 60,000 (20 terminaciones) Blind Desafío 3,0000 una vez / finalización 60,000 una ve vez / finalización 30,000 (10 terminaciones) Sin Desafío NGU 3,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 20,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 20,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 (10 terminaciones) Sin Desafío de Máquina del Tiempo 2,000 una vez / completar 30,000 una vez / completar 20,000 una 20,000 once 20,000 once 20,000,000 Triple Flubber at level 100 30,000 once 30,000 once 30,000 ITOPOD kills 1 every 20-39 deaths 443 - 2,700/day[3] Fruit of arbitrariness 15 - 4,381[4] min 1 / hour, maximum 1 / day (best) 4,381 / day Questing 10 (less inactive)[5], 120 (greater asset with wish bonus) once / quest 510 / day of the main missions, 338 euros / day of idle minor missions Special prize 50,000 once 50,000 arbitrary points obtained from all sources, Except for ITOPOD kills and special prize, you can increase in: Maximum bonus is 193.698% (158.25% * 120% * 102%) and the final ap value is rounded down to the nearest whole. Notes[edit edit source] - This means clicking the Save button at the bottom left of the game. You don't have to save your file correctly to receive the reward. • Based on the amount of gold released, using the formula. • With scripting to change floors each death when a different level would receive a bonus, this can theoretically be increased to 46000 euros/day. • This is calculated based on fruit level, poop bonus and first harvest (excluding normal AP bonuses as they are not included in other rows). See Yggdrasil for more information. 12 with the community content no more advantages of No so Minor Anyk is available under CC-BY-SA unless it is General Discussions > Topic Details. Play NGU IDLE and get the exciting fever of so many numbers going up! I sincerely hope you don't plan to buy more than one of each heart... Get AP 3. The NGU IDLE video game is a free game. Arbitrary Points (APs) is the resource needed to purchase items from the 4G retail store. I spent AP in yellow, red and green heart. Your best bet is to continue through the adventure zones (most titans of normal difficulty give you a little AP for each kill, so it really stacks up when you automatically kill them every hour). Print this page. * A very strange story if you like that. Everybody likes the numbers that go on. The inactive game with #1 in Kongregate is now headed for Steam! Start. 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Play NGU IDLE and get the avalanche of so many numbers going up! I sincerely hope you don't plan to buy more than one of each heart... Get AP 3. The NGU IDLE video game is a free game. Arbitrary Points (APs) is the resource needed to purchase items from the 4G retail store. I spent AP in yellow, red and green heart. Your best bet is to continue through the adventure zones (most titans of normal difficulty give you a little AP for each kill, so it really stacks up when you automatically kill them every hour). Print this page. * A very strange story if you like that. Everybody likes the numbers that go on. The inactive game with #1 in Kongregate is now headed for Steam! Start. 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Rebirth after training your basic training your basic training bars will cause the total amount of energy needed to train at maximum EFFICIENCY to drop, so every time you notice that the floating text for the new cap turns green, it's usually worth using again. This speeds everything up. You lose all progress in rebirth training. Experience: Ignore the adventure impulses you can buy, it's a trap there just for the rich. Buy energy in this order (again, unless something has changed without me noticing): As many bars as you can, 1 energy speed, 40 (or 400 when you get far enough) energy capitalization, 1 power power. The magic is similar, but you don't need much until you get to the moment you get the first titan and unlock a perma-boost tab called NGU. One of, if not the most important things in the game. is your basis for everything. Prioritize EXP gain. Bosses: Eventually, you have to get away from those numbers, and look for a new number... in the form of a boss fight! The training you've been doing so far is being able to improve your numbers so you can get through the lights of the day outside of... a lint ball. Congratulations, its as strong as dust, but not as strong as a baby yet... you'll get there. Once you've beaten a boss, in the renaissance the NUKE option will allow you to automatically kill anything weak enough that you'd only be spamming in the fight. Bosses lose the experience, something you use to buy permanent power-ups and stay in the rebirths. You're going back to boss 1 in the renaissance. Rebirth; the boss number and the magic of subsequent blood (more details on the page). The number seems important, and it is! helps you get further faster... but it's not the end at all. In fact, very early in the game, as the first challenge, you will have it restarted... and that will be a common theme in challenges. Why? Because the number is easy to recover. The number is less important than things like experience, NGUs, pp advantages and equipment. Settings: You'll find some options that are interesting in the small gear symbol area (bottom left). examine them and synchronization training (recommended). The main area to look at is the button right next to it, though: the Info 'n Stuff section has a lot of math, numbers, tooltip record (scroll text) and free stuff! (track: if you want a permanent thing but ultimately no importance choose special option) are the main screens at the moment, and I strongly recommend that you actually read the in-game guides that 4g provides (the boxes that say WTF do it), as there are a lot of details there, essentially everything listed here and then some. Post-tutorial Zone Congratulations, the tutorial is overcome! LIES are real! there are two other tabs unlocked now, the adventure and inventory tabs. Adventure: Basically, you hit the things you hit again... and again... And again. Why? for the loot, of course! You may need to sit on this tab for a while when you don't fight bosses or manage your inventory to fight things, but you'll usually leave it in IDLE mode most of the time. Shortcut keys for attacks are w-y and a-h keys for defensive (and buff) options. You unlock more options with basic training. Inventory: This is really pretty important. Hover over the game guide button for some shortcuts, and always keep an item until your level up to level 100... the previous one only tells you information, while the latter will give you permanent impulses. Later you will be able to get an item filter (and/or buy an advance version of) that will allow you to avoid collecting certain items. This can speed up a few things. oh, p.s. forest pendents can be updated so keep them, as they take forever to level up through the nursery... Nursery: This is a sub-anon of the Inventory. Basically, he gets into an article, and the adorable cat (tenderness is a lie! You'll understand later) warm them up and magically make their level add up, online and offline. Each item varies in the time required to level up. I forgot how you unlock it. Challenges maybe? Everything else... When unlocking challenges, I recommend doing the basic immediately/close immediately/close immediately. You're basically resetting your number to 1. Why would you want to get your number down? Because it's not really that important... takes a little time, but it's worth the initial bonus. Take the basic challenge a second time when you're confident you can do it in less than 24 hours for a new challenge. Challenges: There are several challenges throughout the game. The two main rewards of them are the first completion reward and the final completion reward. If you wait long enough, you can beat almost any of them in less than 24 hours easily, but do them once not long after you get to (third titan) is very useful. Titans: Titans have several drops that offer plenty of momentum. Once you overcome them once manually, you will be able to self-kill them/grow them for their drops in the future... as long as you have statistics high enough to do so. You don't even have to. Do. Adventure mode on titan page, you can grow another area instead, and still kill them. Time machine and increases: Two things that take money and energy to upgrade, but that increase things. Time Machine is a gold farm based on adventure mode, which uses your highest gold drop from there, and increases in speed and multiplier depending on the level. Mathematical details in the game. It's worth pouring energy into basically always. Boosts are a power multiplier for your basic attack/defense, and help you cut through bosses faster. Also a good energy dump when you have the gold. are restored in the renaissance. Wandoos: Ignore until it's fair. I'm on the third titan in accounting and I'm starting to dump energy there... it's not worth using from the start. Sellout Shop: Buy the golden heart as soon as you can, as your first, or as close as possible, buy. Increase the AP you get – and at level 100 it will give a permanent boost as with all hearts. Well worth a day square for a while. second option is up to you, although I personally recommend infinite cube filter for inactive people, and improved loot filter for everyone. Yiggdrasil: Harvest the fruit, update them, at least until you can pay for the pomegranate that gives a large number of seeds. That will take some upgrades (5) in golden fruit and unlock a Power fruit. Money Pit: Spin the wheel daily (and save manually) to get a free AP, and download your life savings in the endless abyss of fan greed. It has a money counter that counts through the rebirths for a bigger boost here and there, and you get smaller impulses for each dump. More money, better impulses for each dump. More money, better impulses for each dump. More money and magic impulses that are front row. As always, even you where/what you do as everything is useful, just avoid the rich PP dump adventure increase for a long time. Troll Challenges: RIP, good luck. I have no more advice to look forward to. NGU: The numbers come up. Basically just a massive energy well for permanent impulses, you must have a few million energy to dump in by the time you get to it. It's worth 100%. Power level and reappearance time are my main recommendations for focusing energy here from the beginning to accelerate progress. Achievements: Yes, you can find out elsewhere, I'll just say this: read the information page and things for one of the achievements, and I know O TOC (ha, one of the achievements) with small details that's different for one of the pages. Once you notice it, you will be genuinely ONAC with Damn 4g. 4g. 4g.

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