

1. Max Symbol Selection



Changes maxed out symbol and color palette. Does not have an effect on game variables.

2.1. Standard Fixed Cost Curve



Fixed cost curve defines the cost of adding colors and machine calculations costs. Standard curve is very similar to the original Universe 1 algorithm.

2.2. Very High Fixed Cost Curve



Entry costs are high both in the beginning of the game and exponentially in later stages. This option gives higher colors an income benefit bonus which changes the optimal min-max strategy for the player.

2.3. Plateau Fixed Cost Curve



Game starts to get very difficult around color 8-9 but after a tipping point very easy to progress until the meaning of life. Optimum selection for a satisfactory delayed gratification feeling.

2.4. Logarithmic Fixed Cost Curve



Hardest option for the early stage. Even getting to the first round of prestige is time consuming. Every round gets significantly easier. Fun game play for those who want to grind without numbers getting crazy high.

2.5. Exponential Fixed Cost Curve



Things escalate super quicky with this mode. Getting to the machine is a matter of minutes. Player should capitalize on cheap color upgrades especially with low colors as it also has the most expensive machine 7.

3. Cost Factor 'K'



Higher the number the more difficult it gets to max out colors with the side effect increase in initial revenues.

4. Level Upgrade Benefit



Relation between the level upgrades and added revenue benefit for colors.

4.4. Exponential Level Benefit



Exponential Level Benefit increase the importance of upgraded colors and has improved effect with maxed out colors. Waiting out for upgrades might lead to solid progress.

4.5. Logarithmic Level Benefit



Logarithmic Level Benefit gives significant benefits for initial level upgrades. This might lead to a faster game pace with more frequent prestige intervals.

5. Level Multiplier Milestones



Defines when colors get level multiplies. Different number patterns bring significant changes in game pace and optimum strategy.

6.1. - 6.2. - 6.3. Standard Prestige Modes



Higher the value steeper the curve. With a high prestige curve getting to the next color/machine instead of restarting might make more sense.

6.4. Random Prestige Mode



Each prestige round selects between 3 possible boost values with one of them being significantly higher. With this mode luck becomes an important factor especially in the early stage.

6.5. Profit Prestige Mode



Prestige value is defined by profit per second instead of color progression. This mode has significantly different game play as the player is rewarded for long rounds.

7. Prestige Power (POW)



Prestige power is a multiplier that increases the calculated prestige exponentially. The effects typically increase towards end of the game with large prestige numbers. Examples are listed below.

100 ^ (1.0 POW) = 100	1 K ^ (1.0 POW) = 1 K	1 M ^ (1.0 POW) = 1 M
100 ^ (1.4 POW) = 630	1 K ^ (1.4 POW) = 15 K	1 M ^ (1.4 POW) = 250 M
100 ^ (1.8 POW) = 3.9 K	1 K ^ (1.8 POW) = 250 K	1 M ^ (1.8 POW) = 63 B