Grandma's Achievements

The flavor text of this puzzle points toward the game Cookie Clicker, where the Grandma is a building that helps generate more cookies (but eventually starts the Grandmapocalypse). As the title implies, there are a number of achievements involving Grandmas (http://cookieclicker.wikia.com/wiki/Grandma#Achievements), and each of the blank patterns and pictures illustrates one of them:

ELDER (Own 7 different types of Grandmas)
THE OLD NEVER BOTHERED ME ANYWAY (Own 250 Grandmas)
JUST WRONG (Sell a Grandma)
PANIC AT THE BINGO (Make 10 sextillion cookies from Grandmas)

Taking the letters in the blanks in the order denoted by the numbers gives the answer **CARTON**.

Editor notes: This puzzle is an introduction to reference-based puzzles, where solving the puzzle typically requires specific knowledge about a particular movie/book/game/TV show/etc. These puzzles will typically contain a title and/or flavor text that clearly points to the reference (in this case, "grandma", "achievements", "apocalypse", "cookies", and the images come together in a way such that Cookie Clicker is the obvious reference), and there typically will be a single easy-to-navigate resource containing the relevant information. If finding the info seems unreasonably difficult (e.g. if you only looked up "grandma cookies", you'd get pretty lost in a virtual sea of cookie recipes), you may be looking at/for the wrong thing.

The puzzle (and the ones before) is also an example of how puzzles typically are ordered. For example, in this puzzle, the relevant letters were indicated *in the order they appeared in the answer*. In the previous puzzles, the letter were in top-to-bottom order. The last step of the puzzle will never be to solve an anagram, so look for a natural ordering (e.g. natural numbers, alphabetical, chronological, etc) if things are seeming jumbled.

- Note this doesn't mean that anagrams will never appear in puzzles! (If they do, anagramming is usually clued by flavor text and the anagram length is usually reasonable). This note is explicitly stating that it will never be the *last step* of a puzzle (e.g. if we had simply bolded which letters were relevant in this puzzle instead of giving the order)