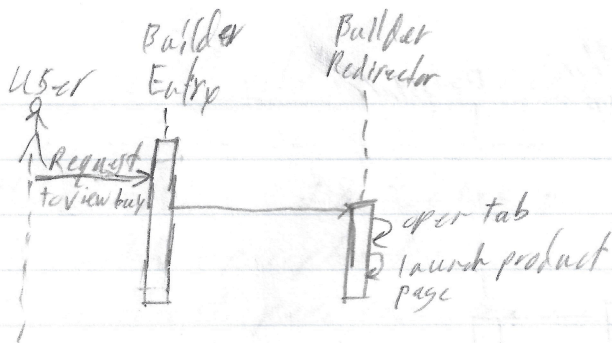


5.)



The Algorithm

Varying weight point values similar to stat weights that can be simulated
 E.g. GPU weight in a video game rig becomes 125 (25% more important).

Auto upgrader scenarios

- 1) Upgrade a saved build
 - a.) with account
 - b.) without
- 2) Upgrade a single component

