

# Idle Game Competitive Analysis & Design Reference

A comparative analysis of 12 idle/clicker games, distilling progression patterns, pacing strategies, and actionable improvements for avocadoIntelligence.

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## 1. Game Classification & Scale

### By Archetype

Archetype	Games	Core Appeal	Typical Lifespan
Indefinite Sandbox	Cookie Clicker, Realm Grinder, Clicker Heroes, NGU Idle	"There's always more." Collection, optimization, combo mastery	Months to years
Narrative Arc	Universal Paperclips, Clicking Bad	"What happens next?" Phase transitions, story	7-20 hours
Structured Campaign	Adventure Capitalist, Egg Inc, Antimatter Dimensions	"I'm X% done." Clear milestones, definable completion	Weeks to months
RPG Hybrid	Melvior Idle	"One more skill to level." Familiar RPG framework	6-12 months
Visual Hybrid	Idle Breakout	Physical/visual feedback augments idle loop	Weeks

avocadoIntelligence currently sits between Indefinite Sandbox and Structured Campaign -- it has 6 distillation tiers suggesting a finite arc, but no declared victory condition. This is an identity problem the recommendations address.

## Scale Comparison

Game	Producers/Buildings	Upgrades	Achievements	Prestige Currencies	Completion Time
<b>Cookie Clicker</b>	20	716 + 131 heavenly	639	Heavenly Chips, Sugar Lumps	Indefinite (years)
<b>Universal Paperclips</b>	Dynamic (drones, probes)	~60 projects	0	Trust, Yomi	~7-8 hours
<b>Adventure Capitalist</b>	10 per planet (3 planets)	~50+ per planet	~100+	Angel Investors, Mega Bucks	~1-3 months
<b>Clicking Bad</b>	17 mfg + 17 dist + 14 launder	~40+	0	None	~10-20 hours
<b>Realm Grinder</b>	~12 building types	Hundreds (faction-dependent)	~300+	Gems, Reincarnation Power	500-2000+ hours
<b>Antimatter Dimensions</b>	8 dimensions per layer	~200+	100	IP, EP, RM, iM	~700 hours median
<b>Clicker Heroes</b>	~45 heroes	~100+	~400+	Hero Souls, Ancient Souls	~4000 hours median
<b>Egg Inc</b>	19 egg tiers + buildings	~100 common + 100 epic	~200+	Soul Eggs, Prophecy Eggs, GE	6-12 months
<b>NGU Idle</b>	Adventure zones (47)	Hundreds across systems	~300+	EXP, 3 difficulty resets	~5100 hours median
<b>Melvor Idle</b>	29 skills	Per-skill upgrades	Mastery milestones	Mastery XP	6-12 months
<b>Swarm Simulator</b>	10+ tiered units x2 economies	Twin upgrades, mutations	~50+	Mutagen	Weeks to months
<b>Idle Breakout</b>	6 ball types	Prestige upgrades	Level milestones	Gold	~50-100 hours
<b>avocadoIntelligence</b>	<b>24 (21+3 guac)</b>	<b>~93</b>	<b>75</b>	<b>Wisdom, Model Version</b>	<b>~100+ hours</b>

avocadoIntelligence is competitive on producer count but has roughly 1/8th Cookie Clicker's upgrade depth and 1/8th its achievement count. The wisdom tree (50 nodes) is a strong prestige currency sink comparable to Cookie Clicker's 131 heavenly upgrades.

## 2. Systems Inventory Comparison

"Systems" = distinct mechanical layers that drive independent player decisions. More systems = more reasons to engage, more optimization vectors, more "plates to spin."

Game	Distinct Systems	System List
Cookie Clicker	10	Buildings, Upgrades, Achievements/Milk/Kittens, Prestige/Heavenly, Golden Cookies, Grandmapocalypse/Wrinklers, Garden, Stock Market, Pantheon/Grimoire, Dragon
NGU Idle	9+	Adventure, Equipment, NGUs, Beards, Cooking, Quests, Cards, Hacks, Wishes
Egg Inc	7	Eggs/Farm, Common Research, Epic Research, Soul/Prophecy Eggs, Contracts/Co-op, Artifacts, Trophies
Realm Grinder	7	Factions, Buildings, Spells, Research, Bloodlines, Challenges, Mercenary
Antimatter Dimensions	7	Dimensions, Tickspeed/Galaxies, Infinity, Eternity, Time Studies, Reality/Glyphs, Celestials
Clicker Heroes	6	Heroes/DPS, Clicking, Ancients, Relics, Outsiders, Gilded Heroes
Melvor Idle	5	Combat Skills, Non-combat Skills, Mastery, Dungeons, Township
Adventure Capitalist	5	Businesses, Managers, Angel Investors, Moon/Mars, Events
Clicking Bad	5	Manufacturing, Distribution, Laundering, Heat/Risk, Upgrades
Universal Paperclips	5	Phase 1 (business), Phase 2 (power/drones), Phase 3 (probes), Strategic Modeling, Quantum Computing
Swarm Simulator	4	Meat Economy, Territory Economy, Larvae Management, Mutations
Idle Breakout	3	Ball Types, Brick Levels, Prestige
avocadoIntelligence	9	Producers, Upgrades/Research, Achievements, Wisdom Tree, Guac Economy, Synergies, Gifts, Regimens, Persistent Memory

**Key insight:** avocadoIntelligence has 9 systems, which is competitive with the top tier. The gap is in **depth-per-system** rather than system count. Cookie Clicker's Garden alone has 34 plant species with mutation trees; avocadoIntelligence's Gift system has 11 effects. The question isn't "what system to add next" but "which existing system to deepen."

### 3. Progression Architecture Deep Dive

#### The Six Core Progression Patterns

Every successful idle game uses some combination of these patterns:

##### Pattern 1: Multiplicative Stacking (The Engine)

The feeling that every upgrade feeds every other upgrade. Cookie Clicker is the gold standard:

```
Final CpS = baseCpS
  * prestige bonus (1 + HC%)           -- from ascending
  * milk * kittens (millions-x)        -- from achievements
  * wrinklers (12x)                    -- from grandmapocalypse
  * golden cookie buffs (7x-777x)      -- from attention/timing
  * dragon aura (2x)                   -- from dragon training
  * building synergies                  -- from cross-building upgrades
  * garden effects                      -- from plant management
  * pantheon spirit                       -- from spirit slot allocation
```

Each layer is independently upgradeable. A new achievement increases milk, which increases kittens, which multiplies everything else. This creates a web where EVERY action has compounding value.

**How avocadoIntelligence compares:** Has 7+ multiplicative layers (wisdom, guac, achievements, distillation, regimens, gifts, synergies), which is solid. But most layers are **additive within themselves** (achievements give +0.02, +0.03, etc. summed). The guac multiplier is asymptotically capped at 8x. There's no equivalent to the milk/kitten chain where one meta-resource feeds an exponentially stacking series.

### Pattern 2: Inversion / Rediscovery (The Surprise)

Early-game elements becoming endgame powerhouses through milestone multipliers.

- **Adventure Capitalist:** Lemonade Stand gets x4 every 25 past ~1000 units. By 2000 stands, it utterly dominates Oil Company. The \$3.74 business beats the \$25.8B business.
- **Cookie Clicker:** Cursors get "+0.1 CpS per non-cursor building owned" upgrades, making them scale with your entire portfolio.
- **Antimatter Dimensions:** 1st Dimension is the only one that directly produces antimatter, so every optimization eventually feeds back to it.

**How avocadoIntelligence compares:** Has synergies where sapling is a "hub" target (3 sources boost it), but sapling's base rate (0.1/s) is so low that even with 32x from T5 upgrades plus synergy bonuses, it never actually overtakes late-game producers. The pattern exists structurally but doesn't deliver the emotional payoff.

### Pattern 3: Meaningful Choice Per Run (The Replayability)

Each prestige run feels different because the player makes impactful choices.

- **Realm Grinder:** Choose 1 of 6+ factions, each with unique spells, upgrade trees, and production profiles. A Fairy run plays completely differently from a Demon run.
- **Egg Inc:** Choose which egg to target. Higher eggs = more money but harder to fill habitats.
- **Antimatter Dimensions:** Time Studies force mutually exclusive choices that define your build.

**How avocadoIntelligence compares:** Training regimens (3 choices, max 2 active) and persistent memory (keep 1-3 upgrades) provide mild run differentiation. But these are modifiers (+50% production, 3x clicks) rather than fundamentally different playstyles. Runs are 90% identical.

### Pattern 4: Temporal Gating (The Daily Hook)

Real-time resources that create "come back tomorrow" engagement.

- **Cookie Clicker:** Sugar lumps grow on a 24-hour cycle. 1 per day. Needed for minigame unlocks, building levels, dragon training. Creates months of daily check-ins.
- **Egg Inc:** Contracts run on real-time timers (24-72 hours). Co-op adds social pressure.
- **Melvor Idle:** Skills train in real-time. Start fishing, come back in 4 hours.

**How avocadoIntelligence compares:** No temporal gating whatsoever. Everything runs at game-tick speed. There's no reason to return tomorrow -- everything can be accomplished in one session. The gift system (~1 per 90-120s) is session-pacing, not day-pacing.

### Pattern 5: Information Asymmetry (The Mystery)

Hidden content that rewards exploration and creates "what happens next?" curiosity.

- **Universal Paperclips:** Phase 2 and 3 are completely invisible until triggered. The UI literally replaces itself.
- **Cookie Clicker:** Grandmapocalypse transforms the visual theme. "???" achievements tease hidden goals.
- **Egg Inc:** The Enlightenment Egg being worth \$0.00 is a shocking discovery.

- **Clicking Bad:** Progression from meth labs to "Meth Star" to "Portal to Crystalverse" is absurd escalation.

**How avocadoIntelligence compares:** The wisdom tree is fully visible from first prestige. Achievement hints ("???" ) exist but the overall structure is knowable early. Limited discovery surprise.

**Pattern 6: Risk / Tension (The Stakes)**

Mechanics where you can LOSE progress, creating urgency and emotional investment.

- **Clicking Bad:** DEA raids can destroy buildings. IRS audits seize money. Heat management is the core strategic tension.
- **Cookie Clicker:** Wrath cookies during Grandmapocalypse can trigger "Clot" (-50% production) or "Ruin" (lose cookies). Risk/reward of staying in apocalypse mode.
- **Clicker Heroes:** Boss timers create "will I make it?" tension every 5 zones.

**How avocadoIntelligence compares:** Almost no loss mechanics. The guac\_rot gift effect (lose 25% guac) is the only one, and it can be removed entirely via the quality\_control wisdom node. This makes the game safe but also lower-stakes.

**4. Prestige System Design Patterns**

**Comparative Table**

Game	Layers	Currency	Formula	First Prestige Timing	Power Growth Feel
Cookie Clicker	1	Heavenly Chips	<code>floor(cbrt(total / 1e12))</code>	~30-60 min	Each HC = +1% CpS. Compounding with HC upgrades
Adventure Capitalist	1	Angel Investors	<code>floor(sqrt(lifetime / 44.4e9))</code>	~20-30 min	Each angel = +2% profits. Linear but accelerating
Antimatter Dimensions	5	IP, EP, RM, iM, ...	1.798e308 antimatter for Infinity	~30-60 min (first Infinity)	Each layer exponentially compounds previous
Clicker Heroes	2	Hero Souls / Ancient Souls	1 HS per 2000 hero levels	~30 min	+10% DPS per soul + Ancient investments
Egg Inc	1	Soul Eggs	Based on farm value at prestige	~15-30 min	+10% earnings per SE, multiplied by Prophecy Eggs
Realm Grinder	3	Gems / Reincarnation Power	Varied per layer	~15-30 min (first abdication)	Faction choice + research creates exponential builds
NGU Idle	3 modes	EXP + difficulty resets	Varied	~30-60 min (first rebirth)	Each difficulty = new content tier
avocadoIntelligence	2	Wisdom / Model Version	<code>floor(cbrt(total) / 30)</code>	~2-3 hours	+10% per wisdom. Fixed distill bonuses.

**What Makes Prestige Feel Good**

The best prestige systems share three traits:

- 1. **Visible power preview:** Before you prestige, you can see exactly how much stronger you'll be. Cookie Clicker shows pending HC count. Adventure Capitalist shows pending angels. Egg Inc shows pending soul eggs. avocadointelligence shows pending wisdom -- this is done well.
- 2. **Faster early run:** Each prestige should make the first 5 minutes of the next run feel dramatically faster. Egg Inc's soul egg multiplier means your second run produces 10-100x what your first run did in the same time. Adventure Capitalist's angels mean businesses earn proportionally more from minute one. avocadointelligence has starting resources (wisdom tree nodes grant 3-8 saplings, 50-500 avocados) and persistent upgrades (1-3 carried forward), which helps, but the early run still requires manually buying through the same producer chain.
- 3. **New content unlocks:** Prestige should reveal something you haven't seen before. Cookie Clicker's heavenly upgrade tree has 131 entries. Antimatter Dimensions unlocks entirely new dimension types. avocadointelligence's wisdom tree (50 nodes, 7 branches) is the strongest asset here -- each prestige gives meaningful new permanent powers. But once the tree is complete, subsequent prestiges offer only incremental wisdom stacking with no new unlocks.

The "Prestige Motivation Cliff"

Every prestige system eventually hits a point where the next prestige doesn't feel worth it. The time investment exceeds the power gain. This is the "cliff."

- **Cookie Clicker** delays it with: heavenly upgrades (131 total, some costing quadrillions of HC), Sugar Lumps (orthogonal progression), and minigames (new systems to master).
- **Antimatter Dimensions** avoids it by: adding entirely new prestige layers. When Infinity gets boring, Eternity opens up with new mechanics.
- **Egg Inc** delays it with: Prophecy Eggs (multiplicative amplifier on Soul Eggs) and Contracts (cooperative goals).

**avocadointelligence's cliff:** Occurs when the wisdom tree is mostly complete (~50 prestiges, ~30-50 hours). After that, wisdom only provides linear APS scaling (+10% per point) with no new unlocks. Distillation provides 6 milestones but they're fixed bonuses, not new mechanics.

5. Pacing & Player Expectation Management

The Critical First 15 Minutes

Game	First 60 Seconds	First Producer	First "Wow" Moment	First Prestige
Cookie Clicker	Click cookie, buy Cursor (15 cookies). Immediate visual + number feedback.	Cursor: 0.1 CpS, cost 15	First Golden Cookie (~2 min)	~30-60 min
Universal Paperclips	Make paperclip, adjust price, watch sales. Narrative intrigue.	AutoClipper: \$5, immediate impact	Quantum Computing unlock (~10 min)	N/A (phase transition)
Adventure Capitalist	Buy Lemonade Stand (\$3.74). Timer bar fills visually.	Lemonade Stand, instant	First Manager (auto-run, ~3 min)	~20-30 min
Egg Inc	Chickens run out of coop, deliver eggs. Visual animation.	Egg type upgrade (Superfood at ~\$1000)	First prestige preview (~10 min)	~15-30 min
avocadointelligence	Click avocado, buy Sapling (15 avocados). Text updates.	Sapling: 0.1/s, cost 15	First upgrade (Strong Thumb 2x, 100 avocados)	~2-3 hours

**Key observation:** The genre consensus for first prestige is **15-60 minutes**. avocadointelligence's 2-3 hours is 2-6x longer than industry standard. This is the single highest-risk pacing issue -- players who never see the prestige system may never discover the game's depth.

Milestone Pacing Across Games

Successful idle games provide a "reward" every 1-3 minutes:

Frequency	Cookie Clicker	Adventure Capitalist	avocadoIntelligence
Every 30s-2min	New upgrade affordable	Business milestone (timer halved)	New producer affordable (early game)
Every 2-5min	Achievement unlocked (4% milk)	Manager purchase	Upgrade unlocked
Every 5-15min	Golden Cookie clicked	Angel milestone visible	Achievement earned
Every 15-60min	Ascension consideration	Prestige (angel reset)	-- (no event at this frequency)
Every 1-4hr	Sugar Lump harvested	Moon/Mars milestone	First prestige (one-time only)
Daily	Sugar Lump cycle	Event rotation	-- (nothing)

**Gap:** avocadoIntelligence has no event in the 15-60 minute range after the early game, and nothing at the daily frequency.

How Games Communicate Progression

Strategy	Games Using It	Description
Number notation	All	Millions → Billions → Trillions → etc. Each notation change feels like an achievement.
Visual theme shifts	Cookie Clicker, Universal Paperclips, Clicking Bad	Background/UI changes as you progress. Grandmapocalypse makes the page creepy.
Producer revelation	Cookie Clicker, AdCap, avocadoIntelligence	New buildings appear as you progress. Cost threshold revelation (60% of cost in avocadoIntelligence).
Progress bars	Adventure Capitalist, Egg Inc	Visible timer bars for each business. Creates anticipation.
Milestone counters	Adventure Capitalist, Clicker Heroes	"Next at 25/50/100" visible. Shows exactly what to work toward.
Phase transitions	Universal Paperclips	UI completely replaces itself. Creates narrative shock.

**avocadoIntelligence uses:** Number notation (commas, decimals), producer revelation (cost threshold 0.6), upgrade lookahead (max 3 visible). Missing: progress bars, milestone counters, visual theme shifts tied to progression (themes exist but are player-selected, not progression-triggered).

## 6. The "One More Turn" Compulsion Loop

### What Creates the Compulsion in Each Game

Game	Primary Compulsion	Secondary Compulsion	Tertiary Compulsion
Cookie Clicker	"One more Golden Cookie" (attention reward)	"Almost enough for next building" (economic goal)	"Need 5 more achievements for next kitten" (meta-goal)
Universal Paperclips	"What happens next?" (narrative mystery)	"Just need 10K more ops" (project unlock)	"Phase 2 must be close" (anticipation)
Adventure Capitalist	"10 more for the milestone" (milestone chasing)	"Angels will double if I wait a bit" (prestige timing)	"Almost enough for next Manager" (automation)
Clicking Bad	"Can I get away with one more batch?" (risk tension)	"Need to launder before the DEA" (urgency)	"Next building unlocks at 50 rps" (economic)
Realm Grinder	"Want to try the Elf build next" (faction variety)	"Research R23 is almost affordable" (unlock)	"Need to push to R40 for Ascension" (meta-goal)
Antimatter Dimensions	"One more galaxy push" (breakthrough moment)	"Infinity Challenge 4 looks doable now" (challenge)	"Eternity Point threshold approaching" (layer transition)
Egg Inc	"Contract ends in 2 hours" (time pressure)	"Next egg at 10B value" (discovery)	"3 more trophies for Prophecy Egg" (meta-goal)
avocadoIntelligence	"Need X more avocados for next producer/upgrade" (economic)	"2 more wisdom for next tree node" (prestige planning)	"Gift might spawn soon" (attention)

**Analysis:** avocadoIntelligence's compulsion is purely economic ("need X more for Y"). There's no tension (risk of loss), no mystery (what happens next), no social pressure (co-op timer), and limited variety (runs play the same). The gift system adds mild attention rewards but gifts are too infrequent (~90s) and too random to reliably drive the loop.

### The Compulsion Hierarchy (from most to least powerful)

- Narrative mystery** -- "I must know what happens" (Universal Paperclips)
- Social obligation** -- "My co-op team needs me" (Egg Inc contracts)
- Near-miss tension** -- "Almost killed the boss / almost hit the milestone" (Clicker Heroes, AdCap)
- Combo timing** -- "Golden Cookie + Click Frenzy = massive combo" (Cookie Clicker)
- Build variety** -- "Next run I'll try faction X" (Realm Grinder)
- Pure number growth** -- "Numbers getting bigger" (all idle games, base layer)

avocadoIntelligence operates primarily at level 6 with occasional level 3 (near-miss on upgrade cost). Recommendations aim to add levels 3 and 5.



## 7. Endgame Design: Satisfying vs Tedious

### Satisfying Endgames

Game	Endgame Mechanic	Why It Works
Universal Paperclips	"Disassemble Memory" (self-destruction ending)	7 hours of building culminates in a meaningful narrative choice. Every click to disassemble destroys hours of work. The player feels the weight of what they've created and destroyed.
Antimatter Dimensions	Reality layer + Celestials	Each Celestial is a unique challenge with its own rules. The game keeps introducing novel mechanics even 500+ hours in. Feels like discovering a new game within the game.
Egg Inc	Enlightenment Egg (worth \$0.00)	Brilliant inversion -- the "worst" egg becomes the ultimate challenge. Requires all accumulated prestige power just to complete trophies with zero income. Tests everything you've built.
Cookie Clicker	Combo mastery + collection	The skill ceiling for golden cookie combos keeps rising. 639 achievements provide years of collection goals. No single "ending" but constant micro-goals.

### Tedious Endgames

Game	Endgame Problem	Why It Fails
Clicker Heroes	Transcendence loop repetition	After ~20 transcensions, each run is identical. No new mechanics. Just bigger numbers on the same loop. Median completion: 4000 hours of grinding.
Adventure Capitalist	Moon/Mars are reskinned Earth	Same mechanics, different numbers. Players who mastered Earth's systems find nothing new on the Moon. Earth itself is mathematically impossible to 100%.
NGU Idle	System overload	9+ interconnected systems means new players are overwhelmed and endgame players have too many plates spinning. Optimization becomes a spreadsheet exercise.

### What Makes Endgames Work

1. **New mechanics introduced late** -- The best endgames add systems, not just bigger numbers
  2. **A defined "victory" that doesn't force you to stop** -- Egg Inc's Enlightenment Diamond, Cookie Clicker's achievement milestones
  3. **Challenge modes** -- Antimatter Dimensions' Infinity/Eternity Challenges offer structured goals within the prestige loop
  4. **The "inversion" payoff** -- When early-game elements become endgame-relevant (AdCap's Lemonade Stand)
  5. **Closure option** -- Universal Paperclips lets you choose to end. Players appreciate being able to "finish."
- avocadoIntelligence's endgame:** After ~50 wisdom nodes purchased and 6 distillation tiers complete, no new mechanics appear. Late producers (omega\_harvest at P18) are just bigger numbers. No victory condition, no challenge modes, no inversion payoff, no closure option.

## 8. Active-to-Idle Transition Strategies

### How Games Handle the Click-to-Idle Spectrum

Game	Active Phase	Transition Mechanic	Idle Phase	Attention Reward
Cookie Clicker	Click cookie, catch Golden Cookies	Production quickly dwarfs clicking	Wrinklers accumulate, Sugar Lumps grow	Golden Cookies (combo stacking)
Adventure Capitalist	Click businesses, hire managers	Managers automate each business	Everything runs offline	Milestone multiplier jumps
Egg Inc	Hatch chickens (swipe), manage farm	Research + prestige automation	Offline earnings + contracts	Contract deadlines
Clicker Heroes	Click monsters, activate skills	Idle Ancients (Siyalatas) outpace clicking	Idle DPS dominates	Boss timers every 5 zones
Universal Paperclips	Click Make Paperclip, adjust pricing	AutoClippers → MegaClippers	Phase 2-3 mostly passive	Phase transitions (dramatic)
avocadoIntelligence	Click avocado, buy producers	APS naturally dwarfs clicking	No offline earnings	Gifts (~90s), throughput clicking

**Key insight:** Every major idle game provides **offline progress** except avocadoIntelligence and Universal Paperclips (which is designed as a single-session game). Offline progress is the #1 mechanism for converting an active game into a daily-check-in habit.

### The Attention Reward Spectrum

Games reward attention at different frequencies:

Frequency	Mechanic	Games	Effect
<b>Constant</b> (every few seconds)	Click multiplier, visual feedback	Clicker Heroes, Idle Breakout	Satisfies active players
<b>Periodic</b> (every 1-3 min)	Golden Cookie, Gift spawn	Cookie Clicker, avocadoIntelligence	Rewards checking in
<b>Milestone</b> (every 5-15 min)	Achievement, milestone multiplier	All	Marks progress
<b>Session</b> (every 30-60 min)	Prestige consideration	Cookie Clicker, Egg Inc	Structures play sessions
<b>Daily</b> (every 24 hours)	Sugar Lump, Contract	Cookie Clicker, Egg Inc	Creates habit

avocadoIntelligence covers Constant (click particles), Periodic (gifts), and Milestone (achievements). Missing: Session-level and Daily-level hooks.

## 9. avocadoIntelligence Gap Analysis

### Strengths (Keep / Enhance)

Strength	Details	Comparable To
Wisdom Tree depth	50 nodes, 7 branches, prerequisite-based. Clear prestige currency sink with meaningful choices.	Cookie Clicker's 131 Heavenly Upgrades
Two prestige layers	Prestige (wisdom) + Distillation (model version). Most mid-tier games have 1.	Antimatter Dimensions' layered approach
System count (9)	Producers, Upgrades, Achievements, Wisdom Tree, Guac, Synergies, Gifts, Regimens, Persistent Memory	Competitive with Cookie Clicker (10)
Thematic coherence	AI/avocado theme is consistent and charming. Pit mining = data extraction, transformers, neural pits.	Cookie Clicker's baking theme, Egg Inc's egg theme
Pure calc layer	gameCalc.js is fully testable with 306 unit tests. Clean architecture.	Professional-grade
Synergy system	13 cross-producer upgrades add strategic depth to producer ordering.	Cookie Clicker's building synergies
Regimen system	Per-run focus choices (click/scale/guac) add mild build variety.	Realm Grinder's faction choice (simplified)

### Gaps (Address)

Gap	Severity	Current State	Genre Standard	Impact If Fixed
Time to first prestige	Critical	~2-3 hours	15-60 minutes	Players see the game's best system (wisdom tree) 2-4x sooner
No victory condition	High	Indefinite scaling	Defined completion + optional continuation	Players get closure; the game has an "arc"
No offline progress	High	Tab must be open	50-100% offline earnings standard	Converts to daily check-in habit
Runs don't differentiate	Medium	Mild modifiers (regimens)	Faction-level choice (Realm Grinder)	Each prestige run feels fresh
No milestone multipliers	Medium	Producers only scale via upgrade tiers	Milestone x2/x3/x4 at 25/50/100 etc.	Frequent micro-goals + inversion potential
Gift system too weak	Medium	~1 per 90s, 15% empty, mild effects	Golden Cookies: ~1 per 105s, dramatic effects (x7, x777)	Gifts become a reason to watch the screen
No temporal gating	Medium	Everything instant	Sugar Lumps (1/day)	Creates "return tomorrow" habit
No loss/risk mechanics	Low	Safe progression	Heat system (Clicking Bad), Wrath cookies	Higher stakes = more emotional investment
No progress bars	Low	Text-based producer list	Visual timer bars (AdCap)	More visceral progression feedback
No cumulative stats display	Low	Only session telemetry	Stats screen standard	Satisfies completionist impulse

## 10. Prioritized Recommendations

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### Priority 1: Shorten Time to First Prestige [Critical, Low Effort]

**The problem:** 2-3 hours to first prestige when genre standard is 15-60 minutes. Players who never see the wisdom tree miss the game's best content.

**The fix:** Reduce `prestige.unlockThreshold` from `1e7` (10M) to `2e6` (2M) for the first prestige only. The wisdom tree already allows reducing the threshold to 2M via `accelerated_decay`, so this doesn't affect endgame pacing -- it just front-loads the existing late-game threshold.

Alternatively: increase early producer rates so 10M is reachable in 45-60 minutes. Or add a "First Prestige Tutorial" that triggers at 1M avocados with a guided introduction.

**Expected outcome:** First prestige at ~30-45 minutes. Players discover wisdom tree, guac, and the full depth of the game within the first session.

**Files:** `tuning.js` (`prestige.unlockThreshold` or new `firstPrestigeThreshold`)

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### Priority 2: Add Victory Condition [High Impact, Low-Medium Effort]

**The problem:** No defined ending. Players don't know when they've "won." The game has an implicit arc (6 distillation tiers) but no explicit conclusion.

**Inspired by:** Universal Paperclips (narrative ending), Egg Inc (Enlightenment Diamond trophy), Antimatter Dimensions (Celestial completion screen).

**The fix:** Add a "Singularity" event that triggers when the player has completed all three meta-goals:

- All 75 achievements earned
- All 50 wisdom nodes owned
- Model v6.0 reached (all 6 distillation tiers)

Display a full-screen "Singularity" overlay with:

- Narrative conclusion ("The avocado has achieved consciousness...")
- Cumulative stats (total time played, total avocados all-time, total prestiges, etc.)
- A choice: "Continue Growing" (keep playing) or "Achieve Singularity" (mark as complete)

Players who want to keep going can. But there's a definitive "I beat the game" moment.

**Files:** `game.js` (victory check in main loop), `tuning.js` (victory conditions config), `style.css` (victory overlay), `index.html` (victory overlay HTML)

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### Priority 3: Add Producer Milestone Multipliers [High Impact, Medium Effort]

**The problem:** No frequent micro-goals within a prestige run. No "inversion" where early producers become late-game relevant.

**Inspired by:** Adventure Capitalist's milestone system (halving timers at 25/50/100/200/300/400, profit multipliers thereafter).

**The fix:** Add milestone multipliers at owned counts of 10, 25, 50, 100, 150, 200, 250:

Count	Multiplier	Cumulative
10	x2	x2
25	x2	x4
50	x3	x12
100	x4	x48
150	x4	x192
200	x4	x768
250	x5	x3,840

Display "Next milestone: 25" below each producer. This creates constant micro-goals and enables the inversion pattern -- a player who pushes sapling to 250 (x3,840 multiplier) could see it compete with mid-tier producers.

**Files:** `tuning.js` (milestone config per producer or global), `gameCalc.js` (calcProducerUnitRate milestone multiplier), `game.js` (milestone display in producer rows)

Priority 4: Add Prestige Challenges [High Impact, Medium Effort]

**The problem:** Every prestige run plays identically. No run variety beyond regimen selection.

**Inspired by:** Antimatter Dimensions (Infinity Challenges, Eternity Challenges), Realm Grinder (faction choice per run), Cookie Clicker (ascension challenges).

**The fix:** Add 5-8 optional "Training Challenges" selectable at prestige. Each imposes a constraint but grants bonus wisdom:

Challenge	Constraint	Reward
Manual Mode	Throughput clicking disabled. Must click every avocado.	2x wisdom
Sapling Only	Only saplings available. All other producers locked.	5x wisdom
No Guac	Guac system disabled.	2x wisdom
Speed Run	Must prestige within 15 minutes.	3x wisdom
Minimalist	Max 3 upgrade purchases.	3x wisdom

Completing each challenge for the first time unlocks a unique achievement. This adds build variety (Pattern 3) and structured endgame goals.

**Files:** `tuning.js` (challenge definitions), `gameCalc.js` (challenge modifier application), `game.js` (challenge selection UI in prestige overlay, challenge state tracking), `achievements.js` (challenge-specific achievements)

Priority 5: Buff Gift System to Golden Cookie Level [Medium Impact, Low Effort]

**The problem:** Gifts spawn every ~90s with mild effects. Cookie Clicker's Golden Cookies appear every ~105s with dramatic effects (x7 production, x777 click power). The attention reward is too weak.

**The fix:**

- Increase base spawn rate from 0.002 to 0.004 per tick (~1 per 50s)
- Reduce "empty" weight from 15 to 3
- Add high-drama effects:

- **"Avocado Singularity"**: x10 APS for 15 seconds (weight 3)
- **"Neural Cascade"**: x5 click power for 30 seconds (weight 5)
- **"Cost Collapse"**: All purchases 50% off for 20 seconds (weight 4)
- **"Wisdom Burst"**: +2 wisdom immediately (weight 2, requires gift\_of\_wisdom node)
- Effects should stack if multiple gifts are clicked during active buffs (like Cookie Clicker's combo stacking)

**Files:** `tuning.js` (wrappedGift config), `game.js` (new gift effect handlers)

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## Priority 6: Add Offline Progress [Medium Impact, Medium Effort]

**The problem:** No earnings while the tab is closed. Every other idle game with playtime >24 hours provides offline progress.

**Inspired by:** Adventure Capitalist (100% offline with Managers), Egg Inc (configurable offline rate via research), Melvor Idle (full offline progression).

**The fix:** On game load, calculate elapsed time since last save. Award a configurable percentage of APS production:

- Base offline rate: 25% of APS
- Wisdom tree upgrade "background\_processing": 50% offline rate
- Wisdom tree upgrade "autonomous\_inference": 75% offline rate
- Cap at 8 hours of production (configurable)
- Display "While you were away..." modal showing earnings

**Files:** `tuning.js` (offline config), `game.js` (offline calc on loadGame, "while away" modal), `gameCalc.js` (offline production formula), `tuning.js` (new wisdom tree nodes for offline rate)

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## Priority 7: Add Cumulative Statistics Display [Low Impact, Low Effort]

**The fix:** Add a "Stats" button/modal showing:

- Total time played (all sessions)
- Total avocados produced (all time)
- Highest APS achieved
- Total prestiges completed
- Total distillations completed
- Total wisdom earned
- Total gifts opened / missed
- Total clicks (all time)
- Fastest prestige time
- Current run time

Most data already exists in state ( `totalAvocadosAllTime` , `totalClicksAllTime` , `totalGiftsOpened` , etc.). Just needs a display.

**Files:** `game.js` (stats modal rendering), `index.html` (stats modal HTML), `style.css` (stats modal styling)

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## Priority 8: Add Progress Bars to Producers [Low Impact, Low Effort]

**The fix:** Below each producer's cost, show a thin progress bar indicating `currentAvocados / nextUnitCost` . This is the Adventure Capitalist pattern -- visual progress toward the next purchase creates anticipation even when you're 60 seconds

away from affording it.

**Files:** `game.js` (progress bar element in renderProducerList, updateUI), `style.css` (progress bar styling)

Future Considerations (Not Prioritized)

Idea	Inspired By	Notes
Minigame (Orchard Garden)	Cookie Clicker Garden	Grid-based planting with real-time growth. Adds temporal gating. High effort.
Co-op/Social element	Egg Inc Contracts	Would require backend. Very high effort.
Risk/Heat system	Clicking Bad	Adds tension but changes game feel. May conflict with relaxed tone.
Seasonal events	Cookie Clicker, AdCap	Time-limited content rotations. Requires ongoing content creation.
Multiplicative meta-chain	Cookie Clicker's Milk/Kittens	An achievement-driven meta-multiplier that feeds a chain of upgrades. Medium effort, high impact.

11. Individual Game Breakdowns

Cookie Clicker

**Studio:** Orteil (Julien Thiennot). **Released:** 2013, continuously updated. **Platform:** Web, Steam.

**Scale:** 20 buildings, 716 upgrades, 639 achievements, 131 heavenly upgrades, 4 minigames, 1 dragon, 34 garden plant species, 11 pantheon spirits.

**Buildings** (20 total, base cost / base CpS): Cursor (15/0.1) → Grandma (100/1) → Farm (1.1K/8) → Mine (12K/47) → Factory (130K/260) → Bank (1.4M/1.4K) → Temple (20M/7.8K) → Wizard Tower (330M/44K) → Shipment (5.1B/260K) → Alchemy Lab (75B/1.6M) → Portal (1T/10M) → Time Machine (14T/65M) → Antimatter Condenser (170T/430M) → Prism (2.1Qa/2.9B) → Chancemaker (26Qa/21B) → Fractal Engine (310Qa/150B) → Javascript Console (71Qi/1.1T) → Idleverse (12Sx/8.3T) → Cortex Baker (1.9Sp/64T) → You (540Sp/510T)

**Cost scaling:** 1.15x per building purchased (identical to avocadoIntelligence). Milestone upgrades at counts: 1, 5, 25, 50, 100, 150, 200, 250, 300, 350, 400, 450, 500, 550, 600, 650, 700.

**Prestige (Heavenly Chips):**  $HC = \text{floor}(\text{cbrt}(\text{totalCookiesBaked} / 1e12))$ . Each HC = +1% CpS (requires "Legacy" heavenly upgrade to activate). First ascension recommended at 365 HC (~48.6Qa cookies). 131 heavenly upgrades costing 1 HC to 1.5Qa HC.

**Sugar Lumps:** 24-hour growth cycle. Used to level buildings (+1% CpS per level), unlock minigames (Farm lvl 1 = Garden, Bank lvl 1 = Stock Market, Temple lvl 1 = Pantheon, Wizard Tower lvl 1 = Grimoire), and feed dragon. Primary long-term time gate.

**Golden Cookies:** Spawn ~every 105s base. Effects: Frenzy (x7 CpS, 77s), Lucky (13 + min(15% bank, 900s CpS)), Click Frenzy (x777 clicks, 13s), Building Special (+10% per building, 30s), Elder Frenzy (x666 CpS, 6s, wrath only). Combo stacking is central to endgame: Frenzy + Click Frenzy = x5,439 click power.

**Grandmapocalypse:** Research chain (9 upgrades, 1Qa-256Qa) transforms the game. Spawns wrinklers (leech 5% each, return 110% when popped; net ~12.2x with 14 wrinklers). Wrath cookies replace golden cookies with risk/reward effects.

**Garden:** 34 plant species, 2x2 to 6x6 grid. Plants grow on tick timers (3-15 min depending on soil). Mutations from adjacent plants. Key: Golden Clover (+3% GC frequency per mature plant), Juicy Queenbeet (drops Sugar Lump on harvest).

**Stock Market:** Buy/sell goods tied to building types. 1-minute price ticks. Resting value = 10\*(StockID+1) + BankLevel - 1. Low-risk arbitrage around resting value.



**Pantheon:** 11 spirits in 3 slots (Diamond > Ruby > Jade). Key: Godzamok (+1% click per building sold in Diamond -- enables massive sell combos during Frenzy+Click Frenzy).

**Grimoire:** Force the Hand of Fate spell (~38 magic) summons golden/wrath cookie. Dualcasting/quadcasting exploits enable 2-4 simultaneous golden cookies.

**Dragon (Krumblor):** 21 auras (choose 1, or 2 at max level). Leveled by sacrificing buildings. Key: Radiant Appetite (x2 all production), Breath of Milk (+5% kitten effectiveness).

**Milk/Kittens:** Each achievement = 4% milk. 622 achievements = 2,488% max milk. 15+ kitten upgrades each multiply CpS by (1 + milk% \* factor). All kittens stack multiplicatively. Combined kitten multiplier with max milk: millions to billions.

**Completion:** No defined endpoint. Highest achievement requires  $10^{72}$  cookies in one ascension. Some achievements require 1.5-3 years real time (Sugar Lump count, GC clicks). Median active players: years of engagement.

## Universal Paperclips

**Designer:** Frank Lantz (NYU Game Center). **Released:** 2017. **Platform:** Web. **Completion:** ~7-8 hours.

**Phase 1 (Manual Production, ~20-90 min):** Click "Make Paperclip." Set price to balance demand. Buy wire (\$10-20/spool). AutoClippers (\$5 each, up to 75) → MegaClippers (at 75 ACs). Trust system: earned at paperclip milestones (Fibonacci-ish: 2K, 3K, 5K, 8K, 13K...). Allocate Trust between Processors (10 ops/s each) and Memory (1,000 max ops each). Projects unlock at operation thresholds (Quantum Computing at 10K ops, Strategic Modeling at 12K ops). Algorithmic Trading for passive income. Ends with "Release the HypnoDrones" (100 Trust).

**Phase 2 (Automation, ~30-120 min):** Complete UI replacement. Manage Solar Farms (power), Harvester Drones (raw matter), Wire Drones (wire), Clip Factories. Momentum project (20K creativity) gives acceleration bonus to all drones. Self-Correcting Supply Chain (1 sextillion clips) = 1000x per factory. Ends with Space Exploration (5 octillion clips).

**Phase 3 (Space Probes, ~2-6 hours):** Another UI replacement. Configure Von Neumann probe design across 7 dimensions (Speed, Exploration, Self-Replication, Hazard Remediation, Factory Production, Harvesters, Wire Drones). Probe Trust earned via Yomi (strategic tournaments). Value Drift creates hostile "Drifters." Combat mechanics unlock at 1M drifters. Consume entire universe (30 septendecillion /  $3 \times 10^{55}$  clips).

**Ending:** Emperor of Drift offers "Accept" (prestige/replay) or "Reject" (disassemble everything including yourself). The sequential disassembly (Probes → Swarm → Factories → Strategy Engine → Memory) is one of gaming's most memorable endings. Each click destroys hours of accumulated progress.

**Key design lessons:** Phase transitions that completely change the game prevent staleness. Finite runtime means every minute has purpose. Narrative emerges from mechanics (you ARE the paperclip maximizer). The ending's power comes from 7 hours of player investment being voluntarily destroyed.

## Adventure Capitalist

**Developer:** Hyper Hippo. **Released:** 2014. **Platform:** Mobile, PC, Web.

**10 Earth Businesses** (cost/coefficient/base time/base revenue): Lemonade Stand (\$3.74/1.07/0.6s/\$1) → Newspaper (\$60/1.15/3s/\$60) → Car Wash (\$720/1.14/6s/\$540) → Pizza (\$8.6K/1.13/12s/\$4.3K) → Donut Shop (\$103K/1.12/24s/\$51.8K) → Shrimp Boat (\$1.24M/1.11/96s/\$622K) → Hockey Team (\$14.9M/1.10/384s/\$7.46M) → Movie Studio (\$179M/1.09/1536s/\$89.6M) → Bank (\$2.15B/1.08/6144s/\$1.07B) → Oil Company (\$25.8B/1.07/36864s/\$29.7B)

**Milestone multipliers:** At 25, 50, 100, 200, 300, 400 units: timer halved (6 halvings =  $1/64$ th base time). Higher counts: profit multipliers (x2-x7). Lemonade Stand gets x4 every 25 past ~1000 units, making it the endgame powerhouse. "All businesses at X" milestones grant global multipliers.

**Angel Investors:** Angels =  $\text{floor}(\sqrt{\text{Lifetime} / 44.4e9})$ . Each angel = +2% all profits. Reset wipes money, businesses, managers. Angel Upgrades sacrifice angels for powerful effects (strategic: is the upgrade worth losing X% global bonus?).

**Managers:** Purchased with in-game cash (\$1K for Lemonade to \$100B for Oil). Auto-run their business continuously, including offline. The most important early unlock -- converts the game from clicker to idle.



**Moon/Mars:** Separate economies, currencies, angel pools. Moon (10 businesses): extremely difficult before rebalance. Mars (9 businesses): ~1 week completion. Events: weekly themed mini-economies.

**Completion:** Earth effectively impossible to 100%. Mars ~1 week. Moon ~2-6 weeks. Practical total: ~1-3 months daily play.

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## Clicking Bad

**Developer:** nullism. **Released:** 2013. **Platform:** Web (open source). **Status:** Abandoned.

**Core innovation:** Dual resource flow. Cook (produce batches) → Sell (convert to cash). Two separate building chains for manufacturing (17 tiers) and distribution (17 tiers), plus a third chain for laundering (14 tiers).

**Manufacturing** (17 tiers): Storage Shed → Used RV → Abandoned Trailer → Small House → Abandoned Warehouse → Laboratory → Underground Lab → Meth-o-matic 9000/9000S → Subterranean Complex → Island State → Moonlab Alpha → Meth Star → Industrial Complex → Heisenbelt → Planetary Replicator → Portal to Crystalverse

**Distribution** (17 tiers): Dealer → Drug Mule → Drug Van → Sleazy Lawyer (-risk) → Night Club → Drug Cartel → DEA Mole (-risk) → Foreign Diplomat (-risk) → City Police Force (-risk) → Crooked Senator (-risk) → Rival Cartel (+0.25 risk!) → El Presidente (-risk) → Space Mules → Meth-Mart (+0.55 risk!) → Meth Horizon → Intergalactic Relay → Church of the Crystal

**DEA/IRS Heat:** The signature mechanic. Every building has a risk factor. Positive risk increases your heat. Negative risk (Sleazy Lawyer, DEA Mole, etc.) decreases it. High DEA heat = raids (lose buildings/batches). High IRS heat = audits (lose money). Creates genuine tension -- expanding aggressively can destroy your progress.

**Laundering** (14 tiers): Lemonade Stand → Nail Salon → Banana Stand → Chicken Restaurant (Los Pollos Hermanos) → Laser Tag → Car Wash → Online Donations → Offshore Account → NYME → Food Franchise → Space Cantina → Space Resort → Space Corp → Crystal Methwork. Converts dirty cash to clean cash, reducing IRS vulnerability.

**Key design lessons:** Risk/loss mechanics create stakes that pure-accumulation games lack. The three-way economy (manufacture/distribute/laundry) is more strategically interesting than single-resource loops. Some buildings being primarily valuable for risk REDUCTION rather than production creates non-obvious optimization.

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## Realm Grinder

**Prestige layers:** 3 (Abdication → Reincarnation at 1e27 gems → Ascension at R39/R99/R159/R219).

**Faction system:** 6 Vanilla (Good: Fairy, Elf, Angel / Evil: Goblin, Undead, Demon), 3 Neutral (Titan, Druid, Faceless), 3 Prestige (Dwarf, Drow, Dragon), 3 Elite (Archon, Djinn, Makers), 1 Custom (Mercenary). Each has unique spell, 3x4 upgrade grid, visual theme. Choosing a faction fundamentally changes how a run plays.

**Research:** Unlocked at R16. Deep crafting system combining research branches. Currently extends through R90+.

**Completion:** R16 in ~24-30 hours. R90+ takes months. Active development continues.

**Key lesson:** Run variety through faction choice is the best implementation of "meaningful choice per run" in the idle genre. Players replay not just for numbers but to experience fundamentally different builds.

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## Antimatter Dimensions

**Prestige layers:** 5+ (Galaxies → Infinity at 1.798e308 antimatter → Eternity at 1.798e308 IP → Reality at 1e4000 EP → Celestials).

**Core mechanic:** 8 nested Dimensions. Dimension N produces Dimension N-1. This creates compound exponential growth. Tickspeed governs all production; Antimatter Galaxies improve tickspeed. Dimension Shifts/Boosts unlock higher dimensions.

**Challenges:** Infinity Challenges (8, restrictions during Infinity runs), Eternity Challenges (12, restrictions during Eternity runs). Structured goals within the prestige loop.

**Time Studies:** Mutually exclusive upgrade choices in the Eternity layer. Forces build decisions.

**Completion:** ~700 hours median (Steam data). First Infinity in hours, first Eternity in days, first Reality in weeks.

**Key lesson:** Each prestige layer should feel like a new game. The mathematical elegance of nested production is deeply satisfying. Challenge modes provide structured goals that prevent aimless grinding.

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## Clicker Heroes

**Prestige layers:** 2 (Ascension for Hero Souls, Transcendence for Ancient Souls at Zone 300).

**Core mechanic:** Named heroes with leveling DPS. Boss timers every 5 zones (fail = can't progress). Primal Bosses award Hero Souls on kill.

**Ancients:** 25+ passive bonuses purchased with Hero Souls. Key: Siyalatas (idle DPS), Libertas (idle gold), Argav (gilded hero bonus). Optimal allocation is a solved math problem -- calculators are standard tools.

**Completion:** ~4,000 hours median. Designed for multi-year engagement.

**Key lesson:** Boss timers every 5 zones create periodic tension in an otherwise passive genre. The "Ancient calculator" metagame shows that when optimal play requires external tools, you may have over-complicated the system.

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## Egg Inc

**Prestige:** Soul Eggs (each +10% earnings, based on farm value). Prophecy Eggs (from contracts/trophies, multiplicatively compound SE bonus by 5-10% each). Triple-compound growth: SE count x PE amplification x Epic Research bonuses.

**19 Egg Types:** Edible (\$0.25) → Superfood (\$1.25) → Medical → Rocket Fuel → Super Material → Fusion → Quantum → CRISPR → Tachyon → Graviton → Dilithium → Prodigy → Terraform → Antimatter → Dark Matter → AI → Nebula → Universe (\$100T) → Enlightenment (\$0.00!).

**Contracts:** Co-op goals with real-time deadlines. Social engagement driver.

**Enlightenment Egg:** The \$0.00 egg. Ultimate challenge: complete all trophies with zero income. Requires massive Soul Egg investment. ~50-78 days active play.

**Key lesson:** Egg discovery (each 5x more valuable) creates clear "next step" milestones. The Enlightenment Egg inversion (hardest challenge = worst egg) is brilliant endgame design. Co-op contracts drive retention through social obligation.

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## NGU Idle

**Systems:** Adventure Mode (47 zones), Equipment, NGUs (Number Go Up), Beards, Cooking, Quests, Cards, Hacks, Wishes. All interconnected: Adventure→Equipment→Cooking→Quests→Cards→Hacks→Adventure.

**Difficulty modes:** Normal → Evil (beat Beast v4) → Sadistic (Boss 300 Evil + Exile v4). Each mode adds new content.

**Completion:** ~5,100 hours median. 3 difficulties x full content = massive time investment.

**Key lesson:** Circular system dependencies mean progress anywhere unlocks progress everywhere -- extremely engaging but can overwhelm new players. More systems ≠ better if onboarding is poor.

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## Melvor Idle

**29 skills:** RuneScape-style. Combat (Attack, Strength, Defence, HP, Ranged, Magic, Prayer, Slayer, Township) + Non-combat (Woodcutting, Fishing, Mining, Smithing, etc.).

**Mastery:** Each item/action has its own mastery level. Mastery Pool thresholds (25%, 50%, 95%, 99%) unlock skill-wide bonuses. No traditional prestige -- mastery IS the long-term progression.

**Completion:** 6-12 months. ~15-20 days per skill for full mastery.

**Key lesson:** A familiar RPG framework (RuneScape) makes idle mechanics immediately accessible. "No prestige" works if there's enough breadth of content (29 skills). Mastery replaces prestige with continuous, non-resetting progression.

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## Swarm Simulator

**Core mechanic:** Tiered unit hierarchy. Drone produces Meat. Queen produces Drones. Nest produces Queens. Etc. Each tier's base rate is  $N$  (tier number), creating polynomial growth.

**Dual economy:** Meat (economic) vs Territory (military). Larvae consumed to hatch any unit type -- strategic tension between investing in economy vs expansion.

**Prestige:** Ascension at Hatchery 40 or Expansion 80. Awards Mutagen for Mutations (permanent bonuses).

**Key lesson:** Polynomial growth via tiered unit production is an elegant alternative to exponential cost curves. The dual economy creates real resource allocation decisions.

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## Verification

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This report can be verified by:

1. Playing each game directly (Cookie Clicker at [orteil.dashnet.org](http://orteil.dashnet.org), Universal Paperclips at [decisionproblem.com/paperclips](http://decisionproblem.com/paperclips), Adventure Capitalist via Steam/mobile, Clicking Bad at [clickingbad.nullism.com](http://clickingbad.nullism.com))
2. Cross-referencing with game wikis ([cookieclicker.fandom.com](http://cookieclicker.fandom.com), [universalpaperclips.fandom.com](http://universalpaperclips.fandom.com), [adventurecapitalist.fandom.com](http://adventurecapitalist.fandom.com), [antimatter-dimensions.fandom.com](http://antimatter-dimensions.fandom.com), [egg-inc.fandom.com](http://egg-inc.fandom.com), [realm-grinder.fandom.com](http://realm-grinder.fandom.com), [ngu-idle.fandom.com](http://ngu-idle.fandom.com), [wiki.melvorld.com](http://wiki.melvorld.com))
3. Running avocadoIntelligence locally and comparing pacing claims against the analyzer telemetry

For implementation of recommendations, the key files are:

- `prototypes/avocadoIntelligence/static/js/tuning.js` -- Balance constants, thresholds, gift config
- `prototypes/avocadoIntelligence/static/js/gameCalc.js` -- Pure calculation functions (milestone multipliers, offline progress, challenge modifiers)
- `p`