

## Introduction

Hello, I am Meowbear and I've been playing IM since its launch on Feb 5<sup>th</sup>, 2019.

I am currently P30 and I believe I can share some of my strategies on how to play IM optimally.

Special thanks to CyberMagell for proof reading it.

## The Basics

- Blocks are obtained by mining. There are 16 different mine levels which will produce progressively rarer blocks that can be sold for more money.
- The money earned from selling blocks can be used to upgrade your pickaxe & backpack (both starts at level 1).
- Both pickaxe (Wooden, Stone, Iron, Gold & **Diamond**) and backpack (Wooden, Iron, Gold, Diamond & **Emerald**) will automatically evolve upon reaching certain levels.
- Reaching the pickaxe & backpack's final evolutions (level 200) will unlock the option to rebirth.
- Every rebirth will reset your money, mine level and pickaxe & backpack levels, but in return it will grant you a 10% rebirth selling multiplier and a 10% higher chance to get pets when hunting.
- Every 3 rebirths, you will be transported into a new dimension (Overworld, Snow, Nether, End, Miner's Heaven, Moon, Ocean, Rainbow, Ultra & the hidden OwO), whose mines will offer better blocks that sell for twice as much.
- Reaching the pickaxe & backpack's final evolutions on rebirth 25 will unlock the option to prestige. After you prestige, all progress will be reset, but in return you will receive prestige token(s) which can be spent in the prestige shop on **permanent** upgrades.
- On every 5th prestige, your Prestige Master level will increase, unlocking additional perks.
- Hunt every 5 minutes to have a chance to obtain pets.
- Kits and Crates offer boosters and shards that can help speed up the progress.
- Join a guild to participate in guild challenges and also obtain extra sell price multiplier.

## Additional Tips

### Normal Players

- Make sure to hunt for pets every 5 minutes, upgrade **Common** and **Uncommon** pets
- Be online for Global boosters, combine Personal boosters for faster rebirths
- Refrain from using premium boosters at low RBs, unless a Global booster is on
- Save some of each Personal booster, spend them at RB21+ to speed up the process
- Ensure the BP is filled up at a reasonable rate (4-5 minutes is ideal – upgrade **Common** pets)

### Donators

- Get CareTaker, Legend, Buffed, Goodwill kits
- Less emphasis on farming shards, however hunt as often as possible at low RBs to obtain **Common** and **Uncommon** pets to upgrade, **Rare** are also good to upgrade
- Using 2 or 3 Caretaker kits + getting one pet of each **Common**, **Uncommon** and **Rare** tiers is often a good sign of when to activate Global boosters (remember to have 2 legendary boosters totalling 30 minutes); this should be sufficient for you to prestige

## The Mine

The starting dimension/level is the Overworld dimension Level 1. Each mine level consists of “blocks” with different rarity and selling price. A set number of blocks must be broken in order to unlock the next Level (1.25 mil blocks broken for level 16). The default average selling price per block is 20 at level 1, which is increased to 250 at level 16. Within the same dimension, block types remain the same. For each new dimension, the selling price is doubled. The dimensions are Overworld (RB0-2), Snow (RB3-5), Nether (RB6-8), End (RB9-11), Miner’s Heaven (RB12-14), Moon (RB15-17), Ocean (RB18-20), Rainbow (RB21-23) and Ultra (RB24-25).

Note: The Wings of the Beast ability will grant temporarily access to the next dimension (which can unlock the hidden OwO dimension).

## The Pickaxe/The Backpack

Both the pickaxe and backpack start at level 1. The level of the pickaxe determines your base mining speed (10 at level 1; 2000 at level 200) – mining speed / 10 = blocks broken per second. The level of the backpack determines your base backpack size (250 items at level 1; 40000 items at level 200). Both pickaxe and backpack will automatically evolve upon reaching levels 25, 50, 100 and 200, granting more mining speed and backpack size. The base time for backpack to be FULL is 250 seconds (~ 4minutes), but changes depending on the levels as well as any additional multipliers

| Pickaxe (Lvl x)    | Mining Speed | Backpack (Lvl x)      | Backpack Size |
|--------------------|--------------|-----------------------|---------------|
| Wooden (Lvl 1-24)  | x+9          | Wooden (Lvl 1-24)     | 25x+225       |
| Stone (Lvl 25-49)  | 2x-10        | Iron (Lvl 25-49)      | 50x-250       |
| Iron (Lvl 50-99)   | 5x-150       | Gold (Lvl 50-99)      | 100x-2500     |
| Gold (Lvl 100-199) | 10x-500      | Diamond (Lvl 100-199) | 200x-10000    |
| Diamond (Lvl 200+) | 25x-3000     | Emerald (Lvl 200+)    | 500x-60000    |

The requirement for **Rebirth** is to upgrade both the pickaxe and backpack to level 200. Since the upgrade price increases exponentially, it is recommended that you stop upgrading once level 200 is reached. Focus on getting either the pickaxe or the backpack to level 200, then focus on the other.

As a general rule of thumb for upgrading, **keep the levels of the pickaxe and backpack around the same until they both reaches 100**. Then focus on the pickaxe (more mining speed) if you prefer to check back more often (every 1-2 minutes) or focus on the backpack (more backpack size) if you prefer to check back less often (every 4-5 minutes). Make sure the levels between the backpack and pickaxe do not deviate too much as a lower level upgrade can often be much cheaper than a higher level one.

## Rebirth

Upon rebirthing, your money (\$0), mine level (1), pickaxe level (1) and backpack level (1) will all be reset. In return, you are granted a 10% rebirth selling multiplier and also a 10% higher chance to get a pet when hunting (see **The Hunt** section). Every 3 rebirths will unlock a new dimension where the average selling price for “blocks” are doubled, however the upgrade price for the pickaxe and backpack will be tripled. By rebirthing, you will gain access to more pets and more multipliers which will offset the rising upgrade price (the upgrade price for final dimension is 6561 times more expensive than the starting dimension but the average selling price for final dimension is only 256 times higher than the starting dimension). Completing 25 rebirths and having both pickaxe and backpack at their final evolution will unlock **Prestige**.

## Prestige & Prestige Master

After you Prestige, all progress will be reset, but in return you will receive prestige token(s) and make progress towards the next **Prestige Master** level. The starting **Prestige Master** level is 0, which gives one prestige token for each prestige. On every 5<sup>th</sup> prestige, the **Prestige Master** level will increase by one, unlocking additional perks that will make the run easier. The known **Prestige Master** levels are as follows:

- Prestige Master 0: Gain 1 prestige token per prestige
- Prestige Master 1: Gain 2 prestige token per prestige  
Get a random common pet after every prestige
- Prestige Master 2: Get a random uncommon pet after every prestige
- Prestige Master 3: Gain 3 prestige tokens per prestige
- Prestige Master 4: Gain 4 prestige tokens per prestige
- Prestige Master 5: Gain 5 prestige tokens per prestige  
Get a random rare pet after every prestige
- Prestige Master 6: Gain 6 prestige tokens per prestige
- Prestige Master 7: Gain 7 prestige tokens per prestige
- Prestige Master 8: ?

Note: Will be updated as I unlocked more Prestige Master

## Prestige Shop

Prestige tokens can be spent in prestige shop on permanent upgrades. There are currently 7 different prestige skills, detailed below with their max upgrade level denoted in brackets. The upgrade cost for each of the first 4 skills is equal to its level, the other 3 skills have varying cost.

- **Gotta catch em all** (16): Lower hunt cooldown by 15 seconds per level

Analysis: At max level this skill is the most effective for getting shards, however it requires the user to keep hunting (every 1-5 minutes). This skill will only benefit those that are continuously hunting, which is not a recommended way to play this game. The current setup allows you to hunt as well as do the quiz for a common crate every 5 minutes. **There is no need to waste prestige tokens on upgrading this skill.**

- **Greed** (20): 5% chance per level to sell for double value

Analysis: The best skill to upgrade early, however it takes way too many tokens to max out (guaranteed selling for double value). On par with **Merchant** as one of the best skills, however **Merchant** is still preferred. **Recommended to upgrade to Greed 2 early (10% chance) and then focus on Merchant. Greed level 4/5 (20/25%) is ideal.**

- **Merchant** (10): 2% chance per level to buy an upgrade without losing money/shards

Analysis: The best late-game skill at 20% chance (maxed) to upgrade without losing money/shards, that is one in every 5 upgrades. The skill takes a huge amount of investment to make it decent (around 8-10% is where it starts occurring more often). **Recommended to start upgrading at PM3+ when you get more tokens per prestige. Merchant 5 is ideal, then slowly max it.**

- **Legendary (20):** Add 0.1% chance per level to get a legendary pet from hunting (Default 0.3%)

Analysis: The ALL OR NOTHING skill, not recommended at low prestige levels. You just need to get lucky. **Recommended to start upgrading at PM3+ when you get more tokens per prestige. Legendary 3 is desirable, then prioritise getting high level of Merchant and Greed.**

- **Lucky Hunter (5):** 5%-20% chance to get a level 2-3 pet from hunt

Analysis: Level 1: 5% for Lvl 2 pet (cost 1), Level 2: 10% for Lvl 2 pet (cost 1), Level 3: 10% for Lvl 2-3 pet (cost 2), Level 4: 15% for Lvl 2-3 pet (cost 2), Level 5: 20% for Lvl 2-3 pet (cost 3). The cheapest skill to max that offer more shards for pet upgrades. **Recommended to max early (before PM3) for those without the Caretaker Kit.**

- **Prestige Kit (10):** 1-3 Epic/Mythical/Legendary crate(s) kit with 24h - 1h cooldown.

Analysis: Level 1: One Epic Crate 24h CD (cost 1), Level 2: One Mythical Crate 24h CD (cost 1), Level 3: One Legendary Crate 24h CD (cost 1), Level 4: One Legendary Crate 20h CD (cost 2), Level 5: One Legendary Crate 15h CD (cost 3), Level 6: One Legendary Crate 10h CD (cost 4) etc. **Recommended to upgrade to Prestige Kit III at PM3+ to get an extra legendary crate every day. Not recommended to upgrade past that level to reduce the cooldown time.**

- **Cheater (5):** Start with pickaxe and backpack at level 3-25 after rebirth/prestige

Analysis: Level 1: Lvl 3 (cost 1), Level 2: Lvl 5 (cost 2), Level 3: Lvl 10 (cost 3), Level 4: Lvl 15 (cost 5), Level 5: Lvl 25 (cost 10). **Speeds up the rebirth by a couple of minutes each time. Not recommended to upgrade.**

Below are three different recommendations (each with its pros and cons).

**Option 1: Get Lucky Hunter 5 (Max), Merchant 5, Greed 5, Legendary 3, Prestige Kit III and focus on maxing Merchant, Greed then Legendary in the late game**

The first recommendation is to get a couple of levels on **Greed** early to make the run easier and then focus on maxing **Lucky Hunter** to maximise the number of shards you get (more shards = more pet upgrades). Then focus on levelling **Merchant** which can activate on pet upgrades. **Prestige Kit III** (25% chance to get extra shards at the start of the prestige – works well after PM2 to upgrade the uncommon pet) and **Legendary** (after PM3) are also recommended. At PM5+, focus on maxing **Merchant, Greed** and **Legendary** in that order.

**Option 2: Get Lucky Hunter 5 (Max) and then focus on Greed and Merchant. No Legendary and Prestige Kit**

Similar to Option 1, however less emphasis on **Legendary** and **Prestige Kit**.

**Option 3: Get Greed and Merchant. Focus on Maxing Merchant Early, then Greed to 10.**

Caretaker kit provides 1000 shards, so less focus was placed on the **Lucky Hunter** as it does not increase the chance of getting pets. The focus is to upgrade **Greed** and **Merchant** both to high levels to speed up the run. With the donor kits, there is also no need for **Prestige Kit, Gotta Catch Em All** and **Legendary**.

Note: For low level of **Merchant**, it is recommended to upgrade pets one level at a time and for higher level of **Merchant (10%+)**, it is ideal to spend 50-100 shards for each upgrade to have a chance to get it for free.

The recommended upgrades for the first 17 prestige levels are as followed:

(The number in the brackets is the total amount of tokens needed to reach and buy that skill level)

| Prestige Level | Total Tokens | Recommendation 1  | Recommendation 2   | Recommendation 3                              |
|----------------|--------------|---|--|---|
| 1              | 1            | <b>Greed 1</b> (1)                                      | <b>Greed 1</b> (1)   | <b>Greed 1</b> (1)                            |
| 2              | 2            | <i>Save 1 Token</i>                                     | <i>Save 1 Token</i>  | <i>Save 1 Token</i>                           |
| 3              | 3            | <b>Greed 2</b> (3)                                      | <b>Greed 2</b> (3)   | <b>Greed 2</b> (3)                            |
| 4              | 4            | <b>Lucky Hunter I</b> (1)                               | <b>Lucky Hunter I</b> (1)                                      | <b>Merchant 1</b> (1)                         |
| 5              | 5            | <b>Lucky Hunter II</b> (2)                              | <b>Lucky Hunter II</b> (2)                                     | <i>Save 1 Token</i>                           |
| 6              | 7            | <b>Lucky Hunter III</b> (4)                             | <b>Lucky Hunter III</b> (4)                                    | <b>Greed 3</b> (6)                            |
| 7              | 9            | <b>Lucky Hunter IV</b> (6)                              | <b>Lucky Hunter IV</b> (6)                                     | <i>Save 2 Tokens</i>                          |
| 8              | 11           | <b>Merchant 1</b> (1)<br><i>Save 1 Token</i>            | <b>Merchant 1</b> (1)<br><i>Save 1 Token</i>                   | <b>Greed 4</b> (10)                           |
| 9              | 13           | <b>Lucky Hunter V</b> (9)                               | <b>Lucky Hunter V</b> (9)                                      | <b>Merchant 2</b> (3)                         |
| 10             | 15           | <b>Merchant 2</b> (3)                                   | <b>Merchant 2</b> (3)  | <i>Save 2 Tokens</i>                          |
| 11             | 17           | <b>Prestige Kit I</b> (1)<br><b>Prestige Kit II</b> (2) | <b>Prestige Kit I / Legendary I</b> (1)<br><i>Save 1 Token</i> | <b>Merchant 3</b> (6)<br><i>Save 1 Token</i>  |
| 12             | 19           | <b>Prestige Kit III</b> (3)<br><i>Save 1 Token</i>      | <b>Merchant 3</b> (6)  | <i>Save 3 Tokens</i>                          |
| 13             | 21           | <b>Merchant 3</b> (6)                                   | <i>Save 2 Tokens</i>   | <b>Merchant 4</b> (10)<br><i>Save 1 Token</i> |
| 14             | 23           | <i>Save 2 Tokens</i>                                    | <b>Merchant 4</b> (10)   | <i>Save 3 Tokens</i>                          |
| 15             | 25           | <b>Merchant 4</b> (10)                                  | <i>Save 2 Tokens</i>   | <b>Merchant 5</b> (15)                        |
| 16             | 28           | <b>Legendary I</b> (1)<br><i>Save 2 Tokens</i>          | <b>Merchant 5</b> (15)   | <i>Save 3 Tokens</i>                          |
| 17             | 31           | <b>Merchant 5</b> (15)                                  | <b>Greed 3</b> (6)   | <b>Merchant 6</b> (21)                        |
|                |              | ...   | ...  | ....  |

## Pets, Hunts & Shards

Pets possess special powers that will help you progress faster through the game. You have a chance to obtain them through the **Hunt** kit, every 5 minutes. Each failed hunting attempt will still reward you with 1-5 shards which can be used to upgrade your pets. Shards can also be obtained as a possible reward from opening crates.

There are 6 different tiers of pets with different rarities and upgrade costs. There are 5 different types of Common, Uncommon, Rare and Epic pets and 3 different types of Mythical and Legendary pets. Getting a duplicate pet will provide shards based on its level and rarity. The default level of each pet is 1 but can be increased to be 2 or 3 if the **Lucky Hunter** prestige skill activates. Some Prestige Master levels will add a permanent reward – after every prestige (which resets and removes all of your pets) you will receive a random pet(s) of a specific tier(s).

- **Common:** +10% Backpack Size Per Level
  - Bat, Cow, Pig, Sheep, Squid
- **Uncommon:** +10% Mining Speed Per Level
  - Chicken, Creeper, Pufferfish, Ocelot, Wolf
- **Rare:** +5% Sell Price Per Level
  - Enderman, Guardian, Parrot, Turtle, Dolphin
- **Epic:** Common/Uncommon/Rare effectiveness +2% Per Level
  - Iron-golem, Snow-Golem, Wither-Skeleton, Village, Elder Guardian
- **Mythical:** -0.5% Upgrade Price Per Level
  - Zombie Horse: Backpack Upgrade Price -0.5%
  - Skeleton Horse: Pickaxe Upgrade Price -0.5%
  - Spider Jockey: Pet Upgrade Price -0.5%
- **Legendary:** Powerful pets with individual abilities (5 minutes CD)
  - Ender Dragon: *Wings of the Beast* – Teleport to next dimension for 60s (double the average item selling price) +3s per Level
  - Wither: *Rage* – Double mining speed for 60s +3s per Level
  - Giant: *Earthquake* – Break 50k blocks +2.5k blocks per Level

Giant's Earthquake skill are best at the start of the rebirth while Ender Dragon's Wing of the Beast and Wither's Rage skills get better at the later stages of the rebirth. Legendary pets are good to have and will make the progress faster, however not every run will consist of legendary pets.

The table below shows the chance of obtaining certain pets at different rebirths as well as its upgrade cost and shards obtained for duplicate pets. You are guaranteed to get a pet from **Hunt** at rebirth 20+.

| Rarity        | RB0 Rate | RB5 Rate | RB10 Rate | RB15 Rate | RB20 Rate | RB25 Rate | Upgrade Cost | Extra Copies |
|---------------|----------|----------|-----------|-----------|-----------|-----------|--------------|--------------|
| Common (C)    | 15%      | 22.5%    | 30%       | 37.5%     | 45%       | 45%       | 10           | 10           |
| Uncommon (U)  | 10%      | 15%      | 20%       | 25%       | 30%       | 30%       | 20           | 20           |
| Rare (R)      | 5%       | 7.5%     | 10%       | 12.5%     | 15%       | 15%       | 50           | 50           |
| Epic (E)      | 3%       | 4.5%     | 6%        | 7.5%      | 9%        | 9%        | 80           | 80           |
| Mythical (M)  | 1%       | 1.5%     | 2%        | 2.5%      | 3%        | 3%        | 100          | 150          |
| Legendary (L) | 0.3%*    | 0.45%    | 0.6%*     | 0.75%     | 0.9%*     | 1.05%*    | 150          | 300          |
| No Pets       | 66%      | 49%      | 32%       | 15%       | 0%        | 0%        |              | 1-5          |

Note: **Legendary** pet rate can be increased with the **Legendary** prestige skill (2.3% Maxed at RB0).

At low rebirth levels, the best pets to upgrade are **Common** and **Uncommon** pets. They are easy to obtain and relatively cheap to upgrade. **Common** pets increase your backpack size so you can continue mining for more blocks before selling. **Uncommon** pets increase your mining speed so you can sell sooner and level up the mines faster. It is recommended to make sure that the total levels of **Common** and **Uncommon** pets are about the same. After the total levels of **Uncommon** pets reaches 40, start spending 100 shards at a time - alternate between 5 **Uncommon** pet upgrades and 2 **Rare** pet upgrades. Typically, you will have 50 **Common** pets (100 if you don't play as often), 100 **Uncommon** pets and 25 **Rare** pets. **Epic** pets are only worth upgrading when the equation for  $0.2 C + 0.4 U + R > 80$  holds true. It is not recommended to upgrade the **Mythical** and **Legendary** pets as they are too expensive with little return of value.

## Guilds

Guild can be created once you reach rebirth 1. The guild will track the total amount of rebirths that its members have achieved. The higher the total rebirth of the guild, the higher the sell price multiplier it will have. For guilds with a multiplier lower than 2, every member gets the same guild multiplier. For guilds with a multiplier greater than 2, the guild multiplier is the current max each player can reach with their personal guild multiplier, which is determined by their personal prestige level:  $x2 + \text{Extra } 0.1$  for each Prestige you have.

### Guild Sell Multiplier

- RB3: Extra 0.02 Sell Multiplier (1.02 Multiplier)
- RB5: Extra 0.03 Sell Multiplier (1.05 Multiplier)
- RB10: Extra 0.05 Sell Multiplier (1.1 Multiplier)
- RB15: Extra 0.05 Sell Multiplier (1.15 Multiplier)
- RB25: Extra 0.05 Sell Multiplier (1.2 Multiplier)
- RB25 to RB225: Extra 0.1 Sell Multiplier for every 25 RB (1.3 to 2.0 Multiplier)
- RB225 to RB725: Extra 0.1 Sell Multiplier for every 50 RB (2.1 to 3.0 Multiplier)
- RB725 to RB1725: Extra 0.1 Sell Multiplier for every 100RB (3.1 to 4.0 Multiplier)
- RB1725+: Extra 0.1 Sell Multiplier for every 250RB (4.1+ Multiplier)

There is also a weekly challenge that can offer up to 5 guild crates based on the total number of rebirths the guild members have achieved during the week: 1/2/3/4/5 Guild Crates for 5/25/100/250/500 total rebirths respectively.

## Kits & Games

Kits offer crates that contain a variety of powerups. Listed below are the different types of crates and the boosters and shards that can be obtained from them. **Quiz** is a trivia-style game (5 minutes CD) that will reward you with a Common crate if answered correctly. Coinflip and Slots are two other games where money can be spent on betting. The countdown of all kits is reset after prestige.

| Crates           | BS         | MS         | SP         | Shards    | Where to Get?                       |
|------------------|------------|------------|------------|-----------|-------------------------------------|
| <b>Common</b>    | x1.1       | x1.1       | x1.1       | 5         | Quiz                                |
| <b>Uncommon</b>  | x1.3       | x1.3       | x1.3       | 10        | Hourly Kit                          |
| <b>Epic</b>      | x1.8       | x1.8       | x1.8       | 50        | Daily Kit                           |
| <b>Mythical</b>  | x2         | x2         | x2         | 75        | Supporter Kit                       |
| <b>Legendary</b> | x2.5       | x2.5       | x2.5       | 100       | Weekly Kit, Legend Kit, Credit Shop |
| <b>Vote</b>      | x1.8/2/2.5 | x1.8/2/2.5 | x1.8/2/2.5 | 50/75/100 | Vote Kit                            |
| <b>Guild</b>     |            | x2.5       | x2.5       | 250       | Guild Challenge Tiers               |

Note: The **Prestige Kit** can give Epic/Mythical/Legendary crates depending on its level.

Note: The Rare crate is currently unobtainable.

## Credit Shop

Becoming a patron will give you credits that can be spent on buying boosters/crates or kits that will make the progress that much easier. The recommended order of obtaining is **Caretaker > Goodwill > Buffed > Legend** kit.

- **Legend** kit provides 1 Legendary crate with 1d CD
- **Buffed** kit provides 1 of each Legendary booster with 1d CD
- **Caretaker** kit provide 1000 shards with 1d CD
- **Goodwill** kit provide 2 Global x2 Sell Price and Mining Speed boosters with 1w CD



## Multipliers

There are various ways to increase your multipliers. Rebirth, Guild perks, Boosters and Pet abilities affect some or all three of your multipliers: Backpack Size, Mining Speed and Sell Price, at various stages.

- a) Rebirth perks: Each rebirth adds 0.1 to your base Sell Multiplier (up to +2.5 Sell Multiplier)
- b) Guild perks: Extra Sell Multiplier based on the total number of rebirths in the guild and the number of prestige you owned ( $x2 + \text{Extra } 0.1 \text{ for each Prestige you have}$ ) [See **Guild** section]
- c) Pet aura:
  - Each level of **Common** pet gives +10% Backpack Size (Affects the time to fill)
  - Each level of **Uncommon** pet gives +10% Mining Speed
  - Each level of **Rare** pet gives +5% Sell Price
  - Each level of **Epic** pet gives extra +2% to your **Common**, **Uncommon** and **Rare** pet (10% to 10.2% and 5% to 5.1%)
- d) Pet abilities:
  - Ender Dragon (Wings of the Beast): “Double your Sell Price” for 1 minute
  - Wither (Rage); Double your Mining Speed for 1 minute
- e) Boosters
  - Personal boosters: x1.1, x1.3, x1.8, x2 or x2.5 Backpack Size, Mining Speed or Sell Price for 5, 10 or 15 minutes
  - Global boosters: x2 Mining Speed or x2 Sell Price for 30 minutes

All boosters are better used when your pickaxe is at least level 100. Always ensure you have a total of 30 minutes of premium boosters (x1.8, x2 or x2.5) for both Mining Speed and Selling Price reserved in case of Global.