

# **Idleon Formulas v0.2**

## **on Legends of Idleon v1.21**

21/05/2021

Sacrezar

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# 1 Introduction

**This PDF is interactive if you download it, which might be more comfortable to use.**

**TODO:**

**Note:**

- **BUG NOTE:** in game bug note.
- **TODO:** todo note, it's for me or for those who want to contribute.
- **Note:** information note, general information.
- **Bold red text** important.

## 1.1 Special thanks

Xores, LiuLangZhe, Rockangelz, Sonnenlicht and the wiki team as well as discord's mods!  
*and LavaFlame2 obviously.*

## 1.2 Last modifications

2021/06/06 - Add:

- family bonuses;
- construction and worship xp formulas;
- some Shaman Skills formulas and graphs;
- % chance to hit depending on the accuracy;
- some star talents;
- food consumption;
- Shrine time lvl up;
- refinery cap/combustion/power.

2021/05/25 Add cauldron new bubble cost formula + some typo.

2021/05/24 Add cost formula for p2w tab (thx LiuLangZhe).

2021/05/23 Add Stamps, Statues and others formulas + some references.

2021/05/22 Init.

## 2 Global

### 2.1 XP needed to lvl up

Every skills use the same formula except Smithing, Alchemy, Construction and Worship.

**TODO:** I have to verify this; might be wrong now

$$\begin{aligned}
 XP_{\text{Class}} &= \left[ \left( 15 + \text{lvl}^{1.9} + 11 \times \text{lvl} \right) \times \left( 1.208 - \min \left\{ 0.164, \frac{0.215 \times \text{lvl}}{\text{lvl} + 100} \right\} \right)^{\text{lvl}} - 15 \right] \\
 XP_{\text{Skill}} &= \left[ \left( 15 + \text{lvl}^2 + 15 \times \text{lvl} \right) \times \left( 1.225 - \min \left\{ 0.164, \frac{0.135 \times \text{lvl}}{\text{lvl} + 50} \right\} \right)^{\text{lvl}} - 30 \right] \\
 XP_{\text{Smithing}} &= \left[ \left( 15 + \text{lvl}^2 + 13 \times \text{lvl} \right) \times \left( 1.225 - \min \left\{ 0.164, \frac{0.135 \times \text{lvl}}{\text{lvl} + 50} \right\} \right)^{\text{lvl}} - 30 \right] \\
 XP_{\text{Alchemy}} &= \left[ \left( 15 + \text{lvl}^2 + 15 \times \text{lvl} \right) \times \left( 1.225 - \min \left\{ 0.18, \frac{0.135 \times \text{lvl}}{\text{lvl} + 50} \right\} \right)^{\text{lvl}} - 30 \right] \\
 XP_{\text{Construction}} &= \left[ \left( 10 + \text{lvl}^{2.81} + 4 \times \text{lvl} \right) \times \left( 1.117 - \frac{0.135 \times \text{lvl}}{\text{lvl} + 5} \right)^{\text{lvl}} - 6 \right] \\
 XP_{\text{Worship}} &= \left[ \left( 15 + \text{lvl}^{1.3} + 6 \times \text{lvl} \right) \times \left( 1.17 - \min \left\{ 0.07, \frac{0.135 \times \text{lvl}}{\text{lvl} + 50} \right\} \right)^{\text{lvl}} - 26 \right]
 \end{aligned}$$

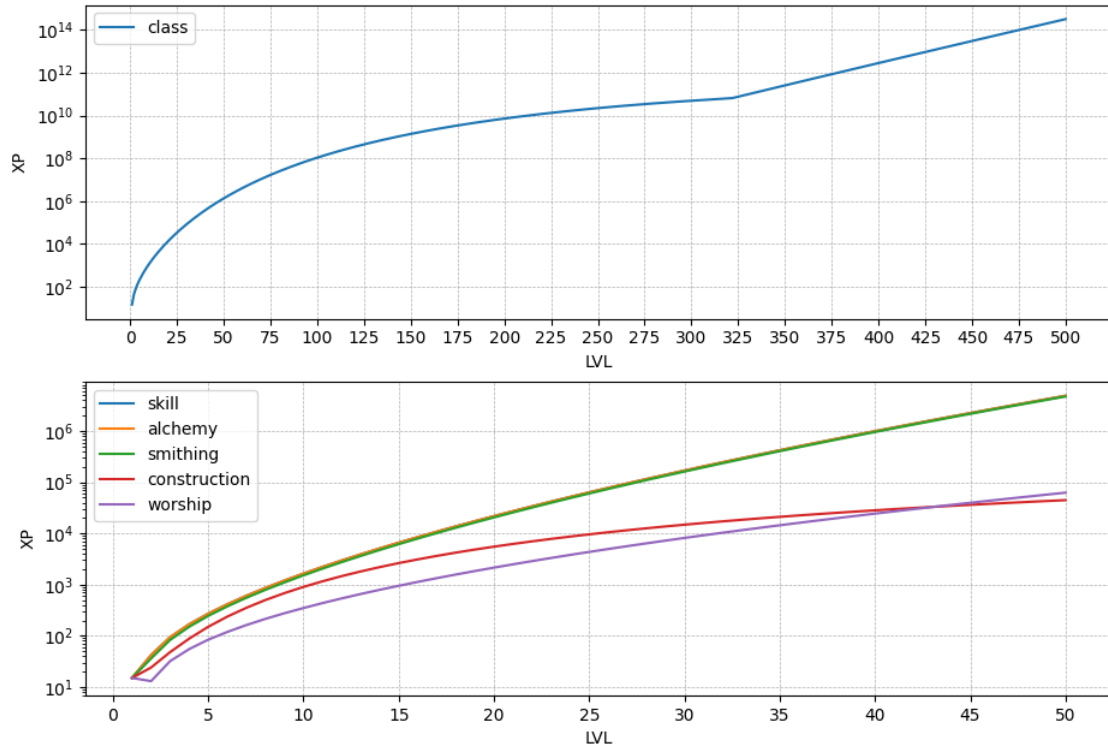


Figure 2.1.1: XP needed per level

## 2.2 Fighting Formulas

### 2.2.1 Damage done

$$\begin{aligned}\text{Damage}_{\max} &= \\ \text{Damage}_{\min} &= \text{Damage}_{\max} \times \text{Mastery}\end{aligned}$$

**Note:** Mastery caps at 80%.

### 2.2.2 Damage taken per hit

$$\text{dmgPerHit} = \left[ \frac{\text{attack}_{\text{enemy}} - 2.5 \times \text{defense}^{0.8}}{\max \left\{ 1, 1 + \frac{\text{defense}^{1.5}}{100} \times \frac{\text{defense}}{\max\{1, \text{attack}_{\text{enemy}}\}} \right\}} \right]$$

### 2.2.3 AFK damage cap

**TODO:**

### 2.2.4 Food Consumption

$$\text{Grasslands} = \frac{\text{dmgPerHit} * 300}{\min\{\text{foodHeal}, \text{maxhp}\}}$$

$$\text{Desert} = \frac{\text{dmgPerHit} * 500}{\min\{\text{foodHeal}, \text{maxhp}\}}$$

$$\text{Tundra} = \frac{\text{dmgPerHit} * 600}{\min\{\text{foodHeal}, \text{maxhp}\}}$$

### 2.2.5 Hourly Kill Cap

**TODO:**

### 2.2.6 % chance to hit depending on the accuracy

$$\text{hitChance} = 100 \times \left( 0.95 \times \frac{3 \times \text{yourAcc}}{2 \times \text{acc}} - 0.425 \right)$$

- acc is the accuracy needed to have a 100% chance to hit.

### 2.2.7 Multikill

**TODO:**

### 2.2.8 Sampling

**TODO:**

Just a guess as of now but it might be  $\text{nbKills} \times \text{baseDropChance} \times \text{sampling\%}$  where  $\text{BaseDropchance}$  is unaffected by drop rate.



## 2.3 Family Bonuses

$$\text{Archer} = 1 + \left\lfloor \frac{\text{lvl} - 9}{5} \right\rfloor$$

$$\text{Hunter} = \frac{(\text{lvl} - 29) \times 30}{\text{lvl} + 71}$$

$$\text{Bowman} = \frac{(\text{lvl} - 29) \times 38}{\text{lvl} + 71}$$

$$\text{Mage} = 1 + \left\lfloor \frac{\text{lvl} - 9}{5} \right\rfloor$$

$$\text{Wizard} = 1 + \left\lfloor \frac{\text{lvl} - 29}{8} \right\rfloor$$

$$\text{Shaman} = 1 + \frac{(\text{lvl} - 29) \times 0.4}{\text{lvl} + 71}$$

$$\text{Warrior} = 1 + \left\lfloor \frac{\text{lvl} - 9}{5} \right\rfloor$$

$$\text{Barbarian} = \frac{(\text{lvl} - 29) \times 25}{\text{lvl} + 71}$$

$$\text{Squire} = \frac{(\text{lvl} - 29) \times 40}{\text{lvl} + 71}$$

$$\text{Journeyman} = 1 + \left\lfloor \frac{\text{lvl} - 9}{5} \right\rfloor$$

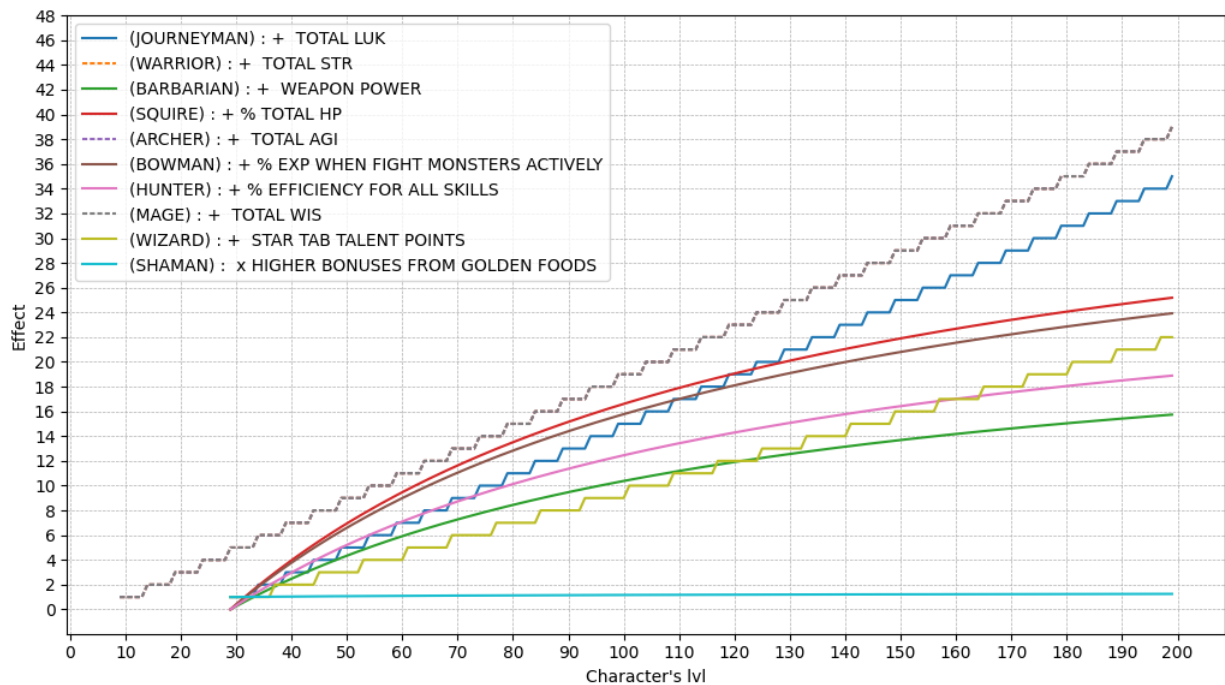


Figure 2.3.1: Bonuses scaling per character lvl

## 3 Guilds

TODO:

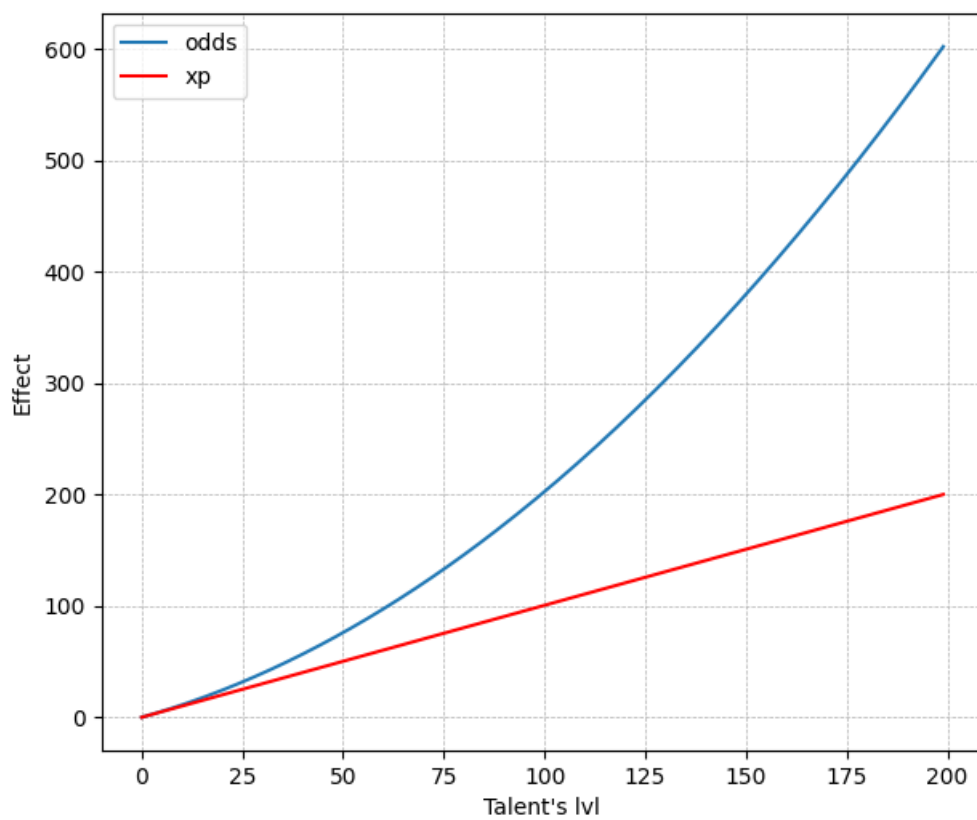
## 4 Talents

### 4.1 Shaman

#### 4.1.1 Bubble Breakthrough

**BUG NOTE:** XP doesn't work (v1.21)

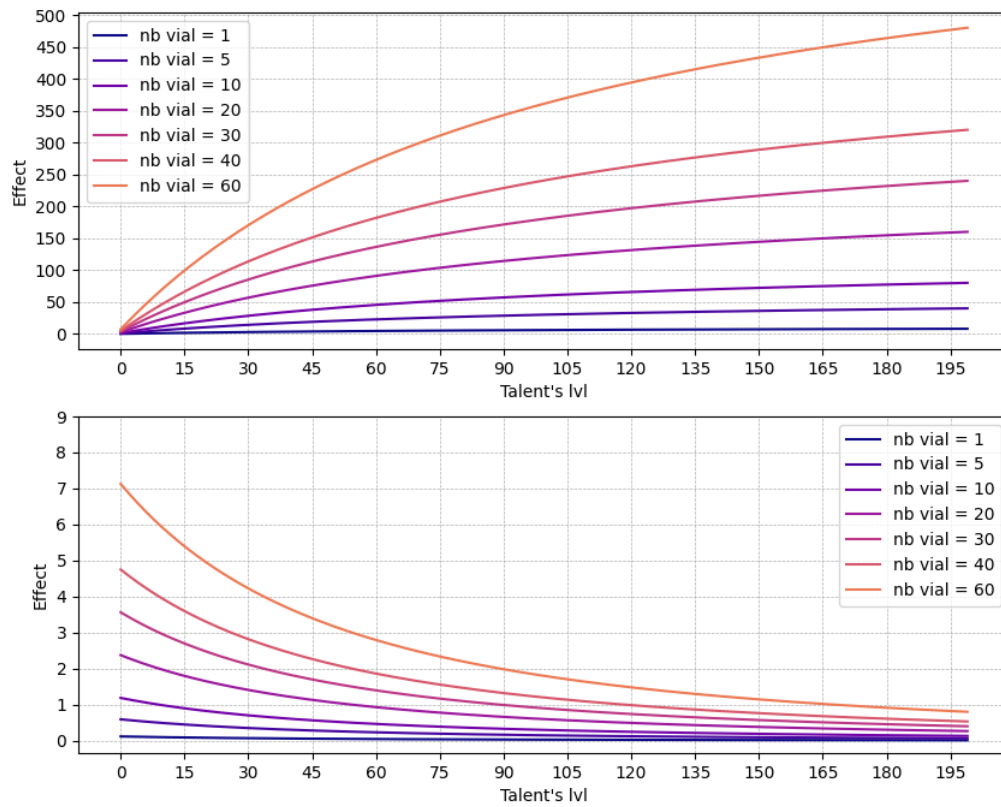
$$\begin{aligned} \text{xp}_{\%} &= \text{lvl} \\ \text{odds}_{\%} &= \frac{51 + 0.5(\text{lvl} - 1)}{50} \times \text{lvl} \end{aligned}$$



**Figure 4.1.1:** Bubble Breakthrough Effect

### 4.1.2 Virile Vials

$$\text{damage}_{\%} = \text{nbVials} \times \frac{12 * \text{lvl}}{\text{lvl} + 100}$$

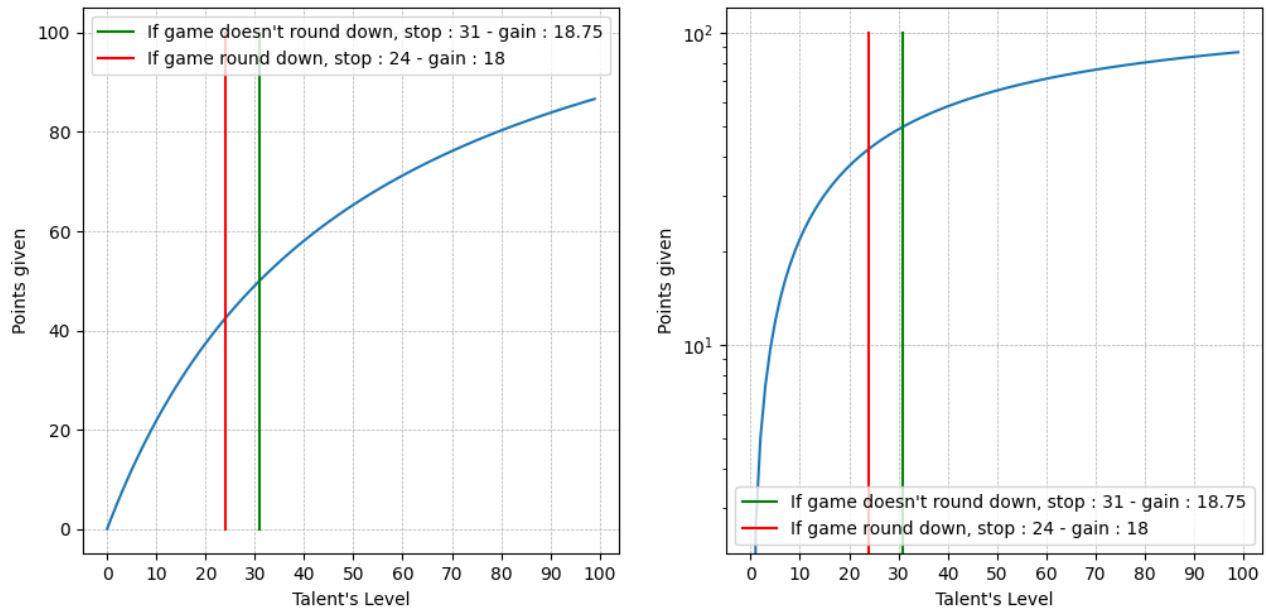


**Figure 4.1.2:** Virile Vials effect

## 4.2 Star Talents

### 4.2.1 Stonks!

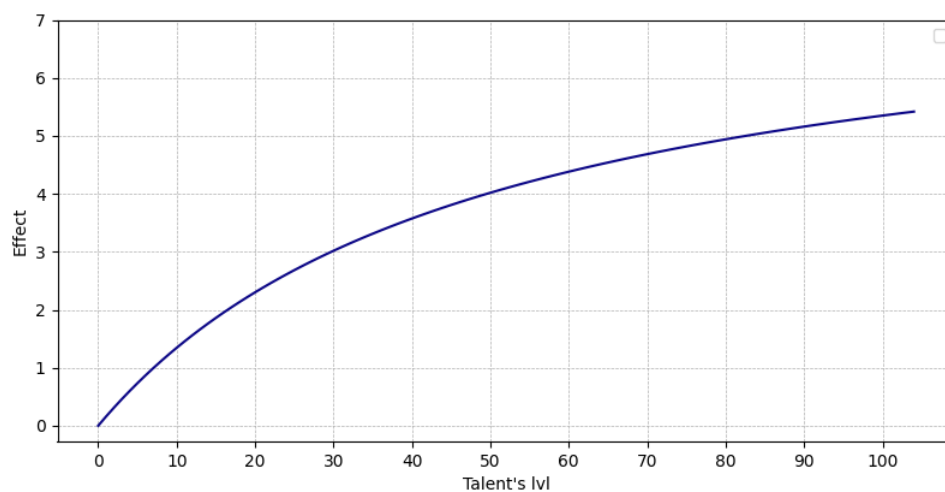
$$\text{Points} = \frac{130 \times x}{x + 50}$$



**Figure 4.2.1:** Where to stop leveling up Stonks! (with/out logarithmic scaling)

### 4.2.2 Tick Tock

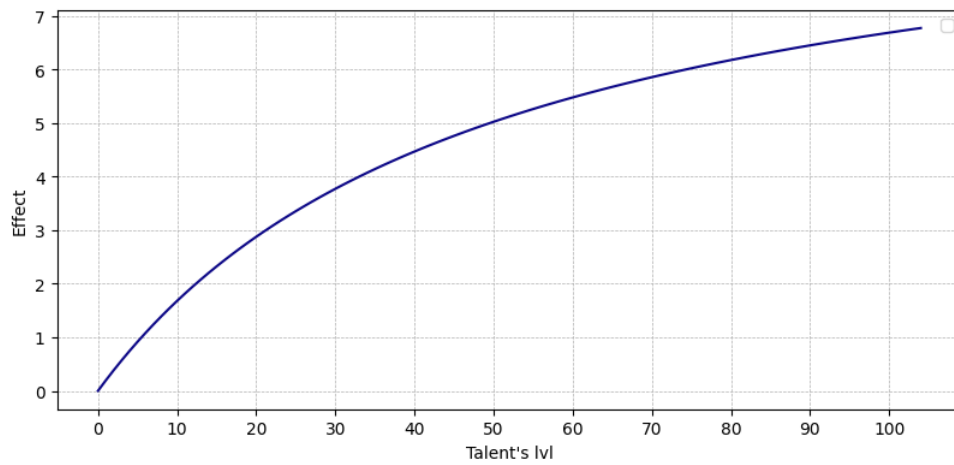
$$\text{AFKGainRate}_{\%} = \frac{8\text{lvl}}{\text{lvl} + 50}$$



**Figure 4.2.2:** Tick Tock Effect

### 4.2.3 Just EXP

$$\text{AFKGainRate}_{\%} = \frac{10\text{lvl}}{\text{lvl} + 50}$$



**Figure 4.2.3:** Just EXP Effect

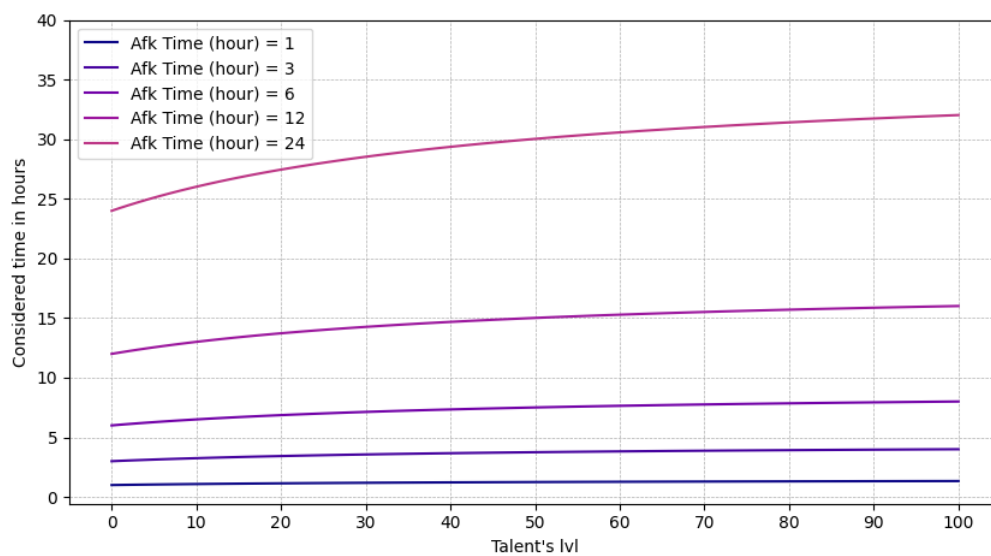
### 4.2.4 Printer Sampling

$$\text{Sampled} = 10 + 0.075 * \text{lvl}$$

### 4.2.5 Shrine Architect

$$\text{AFKGainRate}_{\%} = \frac{50\text{lvl}}{\text{lvl} + 50}$$

So for each afk claim, shrines would gain  $\text{afkTime} \times \text{AFKGainRate}_{\%}$ :



**Figure 4.2.4:** Shrine Architect Effect considering afk claim time

## 5 Alchemy

Here is your base brewspeed, as well as your xp/hour:

$$p2wBonus = AlchSpeedP2W \times AlchLvl$$

$$talentBonus = BusyBrewing + BrokenTime + GuildPerk + StarSigns$$

$$\text{IF } WIS < 1000 : wisBonus = \frac{(WIS + 1)^{0.37} - 1}{40}$$

$$\text{ELSE : } wisBonus = 0.5 \times \frac{(WIS - 1000)}{WIS + 2500} + 0.255$$

$$Bonus = p2wBonus \times \left(1 + \frac{wisBonus}{0.6}\right) \times \left(1 + \frac{talentBonus}{100}\right)$$

$$brewSpeed = \left\lfloor AlchLvl^{0.8} \right\rfloor \times \left(1 + \frac{stamp + Bubble + Box}{100}\right) \times \left(1 + \frac{Bonus}{100}\right)$$

$$xp_{/hour} = brewSpeed \times alchExpMultiplier$$

Multiply  $xp_{/hour}$  by 15 if you are in a cauldron, by 30 if you are in liquid.

**BUG NOTE:** GuildPerk doesn't work as of version 1.20b but it should be fixed with the next patch.

**Note:**  $xp_{/hour}$  on AFK seems to misbehave. When testing I got some weird results : As if my character was in Cauldron whereas it was in liquid.

## 5.1 Liquid & Cauldron

### 5.1.1 Liquid

$$\text{liquid}_{/\text{hour}} = \left(1 + \frac{\text{decant}_{\%} + \text{RLP2W}_{\%} + \text{vial}_{\%}}{100}\right) \times \left(1 + \frac{\text{stamp}_{\%} + \sum ((\text{alchLvl} * 2 + 4)^{0.65})}{100}\right)$$

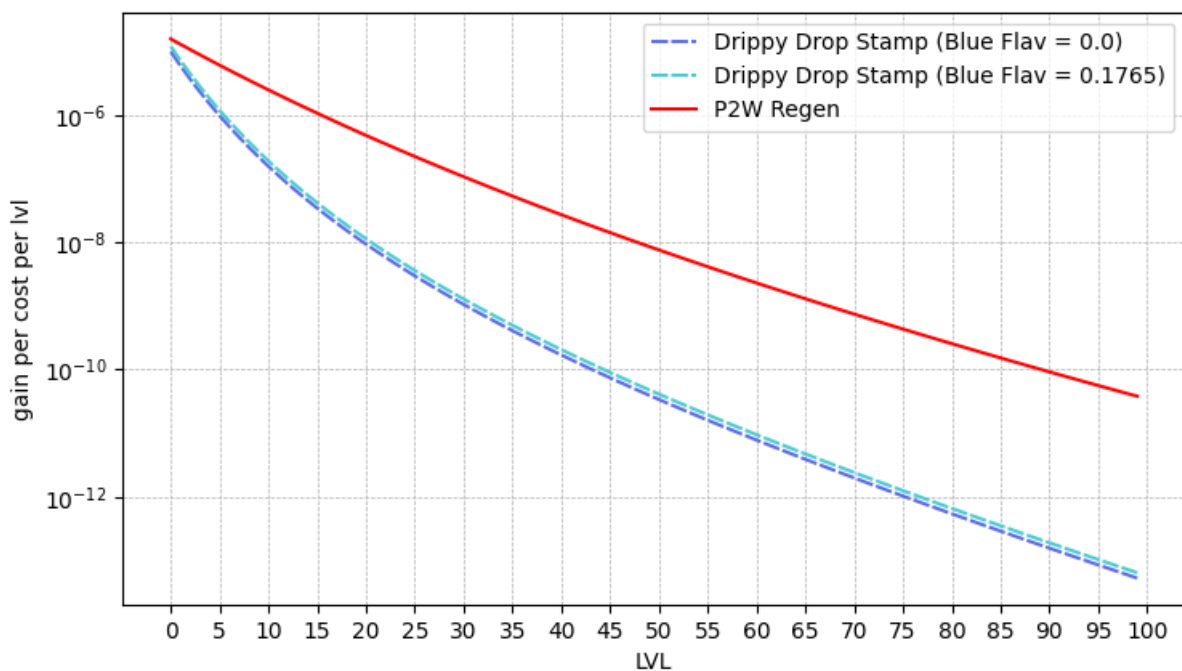
**TODO:** ADD SALT LICK FACTOR

- $\text{RLP2W}_{\%}$  is P2W Liquid Regen, see 5.3.
- $\text{stamp}_{\%}$  is Drippy Drop Stamp.
- $\text{decant}_{\%}$  is regen decanting.

Multiply  $\text{liquid}_{/\text{hour}}$  by 1.5 if you bought the gem upgrade.

As you can see, the vial effect is rather insignificant. Characters lvl can't be bought, you just have to wait. So it lets us with  $\text{decant}_{\%}$ ,  $\text{RLP2W}_{\%}$  and  $\text{stamp}_{\%}$ . Whether or not to "waste" water is up to you, but do know that in the long run  $\text{decant}_{\%}$  is at the moment the most powerful upgrade.

As for  $\text{RLP2W}_{\%}$  and  $\text{stamp}_{\%}$ , it's up to you to know which one will have the most impact, but here is a graphic showing % gained based on the cost (doesn't take into account material cost):



**Figure 5.1.1:** Gain per cost based comparison of P2W Regen and Drippy Drop

### 5.1.2 Cauldron

$$\text{newBubbleCost} = 3 + (3n)^{2.2} \times 1.3^n$$

- $n$  is your number of bubbles unlocked.

**TODO:**



## 5.2 Bubble

TODO:

## 5.3 P2W tab

Every p2w related formulas

### 5.3.1 Cauldron

$$\begin{aligned}\text{regen}_{\%} &= \frac{16 + 0.5 \times (\text{regenLvl} - 1)}{15} \times \text{regenLvl} \times 3 \\ \text{regen}_{\text{Cost}} &= \left\lfloor 2500 \left( 1.15 - \frac{0.117 \text{regenLvl}}{100 + \text{regenLvl}} \right)^{\text{regenLvl}} \right\rfloor \\ \\ \text{newBubble} &= 1 + \frac{\text{newBubbleLvl} \times 2.5}{\text{newBubbleLvl} + 100} \\ \text{newBubble}_{\text{Cost}} &= \left\lfloor 3200 \left( 1.18 - \frac{0.145}{100 + \text{newBubbleLvl}} \right)^{\text{newBubbleLvl}} \right\rfloor \\ \\ \text{boostReqLow}_{\%} &= \frac{70 \times \text{boostLvl}}{100 + \text{boostLvl}} \\ \text{boostReqLow}_{\text{Cost}} &= \left\lfloor 3750 \left( 1.2 - \frac{0.14 \text{boostLvl}}{100 + \text{boostLvl}} \right)^{\text{boostLvl}} \right\rfloor\end{aligned}$$

### 5.3.2 Vials

$$\begin{aligned}\text{cap} &= \text{capLvl} \\ \text{cap}_{\text{Cost}} &= \left\lfloor 10000 \times 2^{\text{capLvl}} \right\rfloor \\ \\ \text{rng} &= \frac{250 \times \text{rngLvl}}{100 + \text{rngLvl}} \\ \text{rng}_{\text{Cost}} &= \left\lfloor 5000 \times 1.25^{\text{rngLvl}} \right\rfloor\end{aligned}$$

**BUG NOTE:** rng doesn't work at the moment (v1.14).

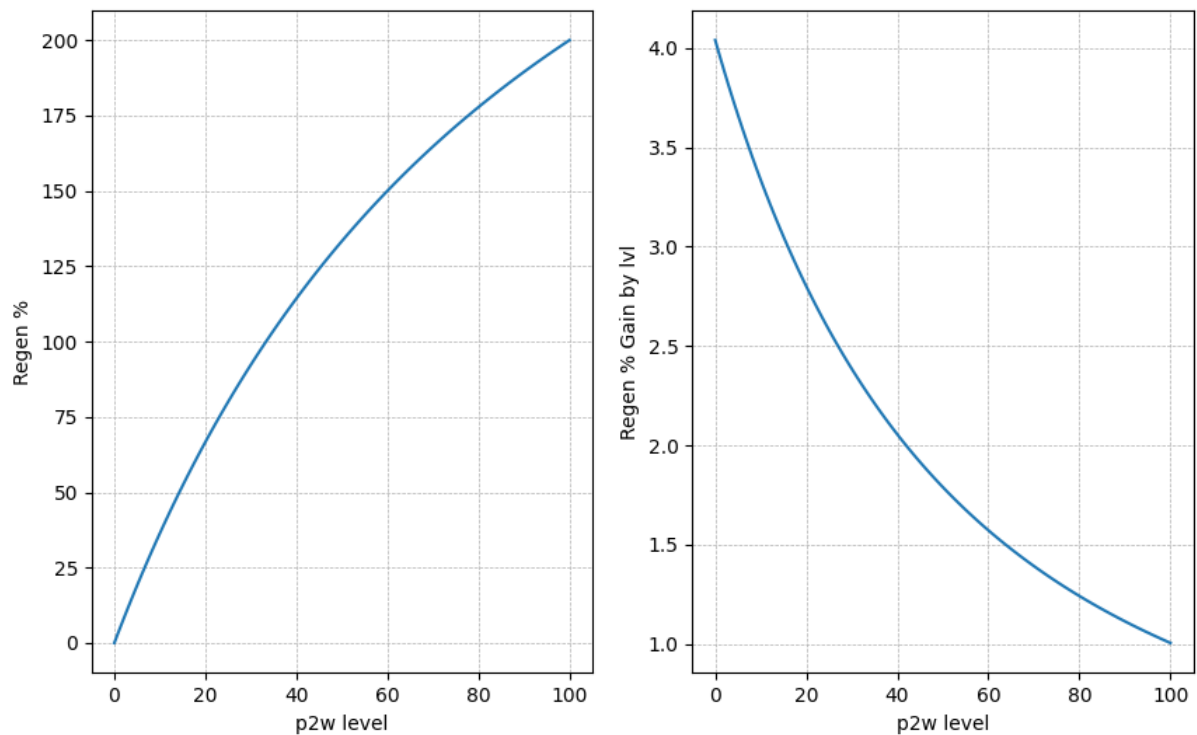
### 5.3.3 Player

$$\begin{aligned}\text{AlchSpeed}_{\%} &= \frac{35 \times \text{AlchSpeedLvl}}{100 + \text{AlchSpeedLvl}} \\ \text{AlchSpeed}_{\text{Cost}} &= \left\lfloor 4000 \left( 1.15 - \frac{0.1 \text{AlchSpeedLvl}}{100 + \text{AlchSpeedLvl}} \right)^{\text{AlchSpeedLvl}} \right\rfloor \\ \\ \text{ExtraXP}_{\%} &= \frac{11 + 0.5 \times (\text{ExtraXPLvl} - 1)}{10} \times \text{ExtraXPLvl} \\ \text{ExtraXP}_{\text{Cost}} &= \left\lfloor 6000 \left( 1.15 - \frac{0.09 \text{AlchSpeedLvl}}{100 + \text{AlchSpeedLvl}} \right)^{\text{AlchSpeedLvl}} \right\rfloor\end{aligned}$$

### 5.3.4 Liquid

$$\text{regen}_{\%} = \frac{400 \times \text{regenLvl}}{100 + \text{regenLvl}}$$
$$\text{regen}_{\text{Cost}} = \left\lceil 2500 \left( 1.19 - \frac{0.135 \text{regenLvl}}{100 + \text{regenLvl}} \right)^{\text{regenLvl}} \right\rceil$$

$$\text{cap} = \text{capLvl}$$
$$\text{cap}_{\text{Cost}} = \left\lceil 3500 \left( 1.2 - \frac{0.13 \text{capLvl}}{100 + \text{capLvl}} \right)^{\text{capLvl}} \right\rceil$$



**Figure 5.3.1:** How much regen you gain with p2w

## 6 Post Office

### 6.1 Simple Shippin Orders

TODO:

### 6.2 Plan-it Express Orders

TODO:

### 6.3 Dudes Next Door

TODO:

## 6.4 Shipments

**Beware, the prowess effect in each Shipment affect only the concerned skill although it's only written "prowess".**

### 6.4.1 Civil War Memory

$$\begin{aligned}\text{damage}_{\text{base}} &= \text{lvl} \\ \text{fightGain}_{\%} &= 13 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 200} \\ \text{crit}_{\%} &= 10 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 200}\end{aligned}$$

### 6.4.2 Locally Sourced Organs

$$\begin{aligned}\text{maxHP} &= 1 + \left\lfloor \frac{\text{lvl}}{2} \right\rfloor \\ \text{maxHP}_{\%} &= 0.1(\text{lvl} - 25) \\ \text{selfHeal}_{\%} &= 25 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 200}\end{aligned}$$

### 6.4.3 Magician Starterpack

$$\begin{aligned}\text{maxMP} &= 1 + \left\lfloor \frac{\text{lvl}}{3} \right\rfloor \\ \text{maxHP}_{\%} &= 0.1(\text{lvl} - 25) \\ \text{fasterCD} &= 17 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 200}\end{aligned}$$

### 6.4.4 Bolvl of Unwanted Stats

$$\begin{aligned}\text{accuracy} &= 0.25\text{lvl} \\ \text{defence} &= 0.3(\text{lvl} - 25) \\ \text{MobExp}_{\%} &= 29 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 170}\end{aligned}$$

### 6.4.5 Dwarven Supplies

$$\begin{aligned}\text{efficiency}_{\text{mining}} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{prowess}_{\%} &= 40 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{AFKGain}_{\text{mining}} &= 15 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 175}\end{aligned}$$

### 6.4.6 Blacksmith Box

$$\begin{aligned}\text{XP}_{\text{smithing}} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{prodSpeed}_{\%} &= 75 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 200} \\ \text{toCraft}_{\%} &= 30 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 150}\end{aligned}$$

#### 6.4.7 Taped Up Timber

$$\begin{aligned}\text{efficiency}_{\text{choppin}} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{prowess}_{\%} &= 40 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{AFKGain}_{\text{choppin}} &= 15 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 175}\end{aligned}$$

#### 6.4.8 Carepack From Mum

$$\begin{aligned}\text{notConsume}_{\%} &= 23 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{hFoodEffect}_{\%} &= 30 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{pFoodEffect}_{\%} &= 30 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 175}\end{aligned}$$

#### 6.4.9 Sealed Fishheads

$$\begin{aligned}\text{efficiency}_{\text{fishing}} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{prowess}_{\%} &= 40 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{AFKGain}_{\text{fishing}} &= 15 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 175}\end{aligned}$$

#### 6.4.10 Potion Package

$$\begin{aligned}\text{brewSpeed}_{\%} &= 70 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{alchXP}_{\%} &= 60 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{craniumTime} &= 0.1(\text{lvl} - 100)\end{aligned}$$

#### 6.4.11 Bug Hunting Supplies

$$\begin{aligned}\text{efficiency}_{\text{catching}} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{prowess}_{\%} &= 40 \times \frac{\text{lvl} - 25}{\text{lvl} - 25 + 150} \\ \text{AFKGain}_{\text{catching}} &= 15 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 175}\end{aligned}$$

#### 6.4.12 Non Predatory Loot Box

$$\begin{aligned}\text{dropRate}_{\%} &= 50 \times \frac{\text{lvl}}{\text{lvl} + 200} \\ \text{Luck} &= 0.25(\text{lvl} - 25) \\ \text{crystalSpawn}_{\%} &= 65 \times \frac{\text{lvl} - 100}{\text{lvl} - 100 + 200}\end{aligned}$$

## 7 Construction

### 7.1 Refinery

**Note:** Power Cap is hardcoded

$$\begin{aligned}\text{powerPerCycle} &= \lfloor \text{rank}^{1.3} \rfloor \\ \text{CostsMulti} &= \text{baseMat} \times \lfloor \text{rank}^{1.5} \rfloor\end{aligned}$$

Same but per hour:

$$\begin{aligned}\text{powerPerCycle}_{/\text{hour}} &= \frac{1}{\text{baseTime} \times (1 - \text{cycleTimeReduction})} \times \lfloor \text{rank}^{1.3} \rfloor \\ \text{CostsMulti}_{/\text{hour}} &= \text{baseMat} \times \frac{1}{\text{baseTime} \times (1 - \text{cycleTimeReduction})} \times \lfloor \text{rank}^{1.5} \rfloor\end{aligned}$$

- `baseMat` : base cost for material (same for salt if you're wondering);
- `baseTime` : Base time - 0.25 for first tab, 1 for second.
- `cycleTimeReduction` :  $\frac{\text{SpdBonus}}{100}$
- `SpdBonus` : bonuses affecting cycle speed (salt lick upgrade or vial).

Calculations you may want to do:

$$\begin{aligned}\text{nbCyclesToRankUp} &= \frac{\text{powerCap}}{\lfloor \text{rank}^{1.3} \rfloor} \\ \text{timeToRankUp} &= \text{nbCyclesToRankUp} \times \text{baseTime} \times (1 - \text{cycleTimeReduction})\end{aligned}$$

### 7.2 Cost

**TODO:** Add cost (build and resources cost) for every building

### 7.3 Cogs generation

**TODO:** Add Xores' explanation about cogs

### 7.4 Shrine

$$\text{timeToLvlUp} = \lfloor 20(\text{lvl} - 1) + 6\text{lvl} \times 1.63^{\text{lvl}-1} \rfloor$$

**TODO:** bonus per lvl

## 7.5 Buildings

### 7.5.1 Salt lick upgrade

Upgrade	Base cost	x
1	5	1.5
2	100	1.8
3	5	2.2
4	250	1.3
5	5	2.2
6	100	1.2
7	5	2
8	100	1.3
9	5	2.2
10	250	1.1

$$\text{upgrade}_{\text{SaltPrice}} = \left\lfloor x^{\text{lvl}} * \text{baseCost} \right\rfloor$$



## 8 Worship

### TODO:

- tower cost scalability
- points per mob per wave
- hp scalability if there is any
- soul and xp gained

## 9 Other

### 9.1 Teleportation Cap

$$TP_{cap} = 21(1 + n)$$

Where  $n$  is the number of time you bought Daily Teleports.

### 9.2 Statues

$$\begin{aligned} \text{Cost} &= \left\lfloor \text{lvl}^{1.17} \times 1.35^{\frac{\text{lvl}}{10}} + 1 \right\rfloor \\ \text{Bonus} &= \lfloor \text{Base} \times \text{lvl} \rfloor \end{aligned}$$

### 9.3 Stamps

$$\text{baseCost}_{\text{Coin}} = \text{Price}_{\text{base}} \times \left(1 - \frac{\text{bribe}}{100}\right)$$

**BUG NOTE:** As of v1.14, the bribe effect is 8%, not 5%.

$$\begin{aligned} \text{Cost}_{\text{Coin}} &= \left(1 - \frac{\text{vial}_{\%}}{100}\right) \times \left\lfloor \text{baseCost}_{\text{Coin}} \times \left(i_{10} - \left(\frac{\text{lvl}}{\text{lvl} + 5 * \text{lvlRange}} \times 0.25\right)\right)^{\text{lvl} \times \frac{10}{\text{lvlRange}}} \right\rfloor \\ \text{Cost}_{\text{Material}} &= \left\lfloor \text{baseCost}_{\text{Material}} \times i_8 \left\lfloor \frac{\text{lvl}}{\text{lvlRange} - 1} \right\rfloor^{0.8} \right\rfloor \times \max \left\{ 0.1, 1 - \frac{\text{vial}_{\%}}{100} \right\} \end{aligned}$$

- $\text{vial}_{\%}$  is the Blue Flav vial effect.
- $\text{lvlRange}$  is the number of time you can lvl up a stamp before having to pay using materials.
- $i_8$  and  $i_{10}$  are value you can find in the code or in the wiki, look for data-i in the .stampdiv of the stamp you want to know about.

**TODO:** Skill Stamp cap formula

### 9.4 Forge

**TODO:** point cost, xp/speed/capa gained per point used

# References

- [1] LavaFlame2. [Legends of Idleon](#).
- [2] [Idleon Wiki](#).
- [3] Jeremy Criquet. [Idleon Calculator](#).
- [4] Zaghrenaut#9386. [Idleon Post Office Calculator](#).
- [5] LiuLangZhe#9086. [Cumulative Cost Calculator](#).