A Starting Strategy for BN3.1

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If you’re staring at the 3rd BitNode UI and wondering what the heck to do, or you had a rough start and want some advice on starting over, this is the place. First off, HUGE thanks to the folks in the BitBurner Discord for filling in the gaps, and all credit for this starting approach goes entirely to Pigalot, who is also working on the corporation API!

That said, the approach was presented quite tersely, with a wee bit of info left out, so I decided to spruce it up a bit. It’s hard when you’re completely immersed in something to see where someone else might have a gap, so I’m just taking a knowledgeable person’s info and presenting it through a newbie’s eyes. Hopefully this gives you a jump-start like it did for me!

**F**ormatting Conventions:

* **Interactive UI Elements** are shown in bold
* *Concepts*and *UI Informational Elements* are shown in italics
* **code**and **commands**are shown in bold monospace

**How to Corporation**

First things first, if you’re not in the habit of using **ls** regularly, use that right at the start of this BitNode. You will likely find a .lit file that tells you how to start a corporation. If you’re like me, you will have missed this entirely and wondered what the heck to do, to which the short answer is: go to **City Hall** in **Sector-12** (you know, the place where nothing has ever happened before except someone yelling at a clerk), and there you can start your corporation on a gubmint loan. Or, if you’re somehow already independently wealthy, you can use your own $150b. Your choice.

**Initial Setup**

Pick a name and choose to **Expand** right out of the gate… you don’t have anything yet, so expansion is how you make your first **Agriculture** division!

Once you’ve got a brand-new division, the first step is to buy **Smart Supply**, which will keep you topped up on *materials* you need to do business. Speaking of which, you’ll have to **Configure** said **Smart Supply** on the Sector-12 *office* tab and enable it for it to keep you flush.

Next, you’ll want to start **Expanding** to *offices* in different cities. After buying each, **Hire 3 Employees** for that *office*, one in each of the essential positions: *Operations*, *Engineer*, and *Business*.

When you’re spread across the map and staffed, splurge on a single **AdVert.Inc** purchase to get the word out that you’re in town… all of them. This will increase *Awareness*and *Popularity*, which help you sell *materials* and later, *products*.

Upgrade each *office’s* **Storage** to 300 (two successive upgrades) and start selling your *Plants* and *Food*. To do that, click **Sell (0.000/0.000)** to open the selling dialog, which you can study at your leisure, then pick a sell amount and sell price. I’d suggest starting with **MAX** for Sell amount and **MP** (market price) for the Sell price, but this is your corporation, you run it how you want! After a tick, it should change to say something like **Sell (69.420/MAX) @$3.210k**, indicating that you’re selling 69.420 items per second (out of whatever **MAX** happens to be now), at $3.210k per unit. Great!

**Time To Grow**

With all the basics in place, we’re going to grease the gears a bit with some upgrades, in order and in two rounds (i.e., through this list twice):

1. **FocusWires**
2. **Neural Accelerators**
3. **Speech Processor Implants**
4. **Nuoptimal Nootropic Injector Implants**
5. **Smart Factories**

Just one level of each, then back through to make it two each.

Now we want to get some more *materials* to help make products and run the business better. You’ve noticed by now that the list values change on a timed basis, corresponding to the *Current state* of the *market cycle* shown at the top of the list. We need to be ready to make a change within one tick, but it’s long enough that it shouldn’t be hard (10s). The general process is:

1. Click **Buy (0.000)**
2. Enter the number of items to purchase per second
3. Click **Confirm**
4. Watch the item amount on the left (e.g., Material:  AMOUNT (RATE)) and the moment it changes to our desired value, just click the button to buy again and click **Clear Purchase**

We’re going to buy 3 things for each *office*:

* Hardware at 12.5/s for one tick to 125 total
* AI Cores at 7.5/s for one tick to 75 total
* Real Estate at 2.7k/s (that’s twenty-seven hundred, 2 700, 2.7×103) for one tick to 27k total

When they start, employee *Morale*, *Happiness*, and *Energy* will be fair-to-middlin’, but they’ll improve with time. You should wait for the values to hit the following before proceeding:

* Avg Employee Morale: 100.000
* Avg Employee Happiness: 99.998 (or higher)
* Avg Employee Energy: 99.998 (or higher)

Workers should be allowed to reach these values whenever they’re hired, but note that this requires the company to be earning income. This will make sure they’re contributing their best work, and is a good way to squeeze out a couple extra bucks. This will be relevant very soon…

Now the *Profit* ought to be humming along, rocking steady at about $1.5m/s, and your corporation is looking nice; I bet there’s someone out there who’ll want to invest! Head back to the main tab and **Find Investors**. You ought to catch a bid of around $210b or so. Cool.

Now you want to **Upgrade the size** of each *office* and increase the staff to 9 *employees*. You should end up with:

* Operations (2)
* Engineer (2)
* Business (1)
* Management (2)
* Research & Development (2)

If everything went according to plan above, you’ve now got about $160b left over. Now it’s time to ratchet this thing up to the peaks!

Upgrade each of **Smart Factories** and **Smart Storage** to level 10 to increase productivity and give your offices more room to store all the new stuff. This should leave you with about $110b.

**Upgrade Warehouse Sizes** directly 7 times for each office, for a new grand total storage of 2k at all locations, leaving around $45b to work with. Now to use some of that new space!

We’re gonna do that thing again where we **Buy** some exact amounts of *materials*, one tick at a time. Here’s what we need at each *office*:

* Hardware at 267.5/s for one tick to get to 125 + 2675 = 2800
* Robots at 9.6/s for one tick to get to 96
* AI Cores at 244.5/s for one tick to get to 75 + 2445 = 2520
* Real Estate at 11940/s for one tick to get to 27000 + 119400 = 146400

With all this additional production, and thus revenue, let’s see if we can **Find Investors** again; spoiler alert: we can, and this time it should be about $5t. Nice.

Let’s get a bit more storage space, say 9 **Warehouse Size** upgrades per *office* for another 1.8k storage each, bringing them to 3.8k total.

Now we’ll get some more *materials* to fill up all that space we bought before. You know the drill, so here’s the shopping list for each *office*:

* Hardware at 650/s for one tick to 2800 + 6500 = 9300
* Robots at 63/s for one tick to 96 + 630 = 726
* AI Cores at 375/s for one tick to 2520 + 3750 = 6270
* Real Estate at 8400/s for one tick to 146400 + 84000 = 230400

This should get the *Production Multiplier* over 500. Neat.

**The First Product and Beyond**

Now we’ll want to let that farm some cash for us while we work on the next step. It’s time to make a *product*! Note that this section is a bit more freeform than before. Don’t fret about the order as much as the ideas.

To create a *product*, we need to **Expand** again, and this time we’re going with **Tobacco**. It costs $20b to make the expansion, so scoop the corporation’s money into a pile, come up with a snazzy name, and take the plunge.

**Expand** first to **Aevum**, then to all other cities. In **Aevum**, **Upgrade the Size** of the *office* to 30 employees and hire enough folks to have 6 of each type of employee except *Training*. As you expand to every other branch, keep the same 9 employees in their same roles as before.

When everyone is up and running, pop into the **Aevum** *office* and click **Create Product**. Have a read of the *product* creation dialog if desired, then choose **Aevum** (duh), name it something like “Tobacco v1” (or a more creative name) and set it up for $1b in each of **Design investment** and **Marketing investment**, then click **Develop Product**. This will take some time; you can monitor the process at the bottom of the *materials* and *products* list in an *office* with a warehouse set up (right off the bat this will only be **Sector-12** if you don’t expand and set them up first).

Now we’ll introduce a set of guidelines for continued improvement of the corporation (and our budding **Tobacco** division) while we wait. Do the first list item, if possible, then the second, then the third, and so on:

* Whenever your corporation has more than $3t, invest a level in **Wilson Analytics**; just keep ballooning it to the moon (realistically it will top out at about lvl 14 here)
* Level **FocusWires**, **Neural Accelerators**, **Speech Processor Implants**, and **Nuoptimal Nootropic Injector Implants** each to level 20
* While you can afford to sink money into **AdVert.Inc**, do so for the **Tobacco** division (should end up with something like 36k *Awareness*and 27k *Popularity*)

When v1 completes, set its sell amount to **MAX**, and its price to **MP**. Set it the same for all cities for now. If you see it constantly selling 100%, try multiplying **MP** by increasing integers until it doesn’t, then drop back down by 1 (i.e., when you have stock sitting in the warehouse, the price is too high, so reduce it). When you’re feeling froggy, leap into “Tobacco v2”, with the same setup as v1, and then do it again for v3 when ready. During this process, don’t spend *Scientific Research*! Your tobacco products will benefit in a huge way from stockpiled research, so each version will be better than the last!

If you haven’t already, expand to all cities, then hire employees up to 60 in **Aevum** primarily, but do hire at each *office* eventually. Feel free to let **Aevum** be your hiring focus indefinitely though; it needs the employees for continuing design work, while other cities will simply produce and sell a bit more if you staff them. It’s not nothing, but better products will sell better on their own so it’s more of a “sprinkles on the sundae” situation.

When the hiring in **Aevum** is done and the corp has 3 products, **Discontinue** the first one (the lowest value) and make another, same setup as before. There should always be a product under development. When the eggheads down in R&D have cooked up 10k *Scientific Research*, it’s time to apply it via the **Research** button. The first thing needed is the **Hi-Tech R&D Laboratory**, which will earn an additional 10% on all research done; getting this in early pays off later. The main goal here is getting **Market-TA.I**and **Market-TA.II**, simultaneously, at the low, low price of 70k. Make sure to wait to have 140k *Scientific Research* stored up so that new products aren’t completely tanked. It is generally agreed that **Market-TA.I** is not worth using on its own, so when setting prices on new products (still MAX and MP), it’s only necessary to turn on **Market-TA.II** (to the right, inside **MARKET-TA**).

In general, during this period priorities should be:

1. Always be **Making Products**
2. Buy **Wilson Analytics** whenever it’s in reach
3. **Upgrade Size** at **Aevum**, +15 at a time OR buy an **AdVert.Inc**, whichever is cheaper
4. **Upgrade Size** on other cities, keeping **Aevum** at least 60 ahead; any closer and you’re wasting money that you ought to save for the above

Let’s go put our hands out for **Investors** again… big fish here, something like $800t!! If you don’t see that, go back to the above steps for a bit. You’ll get there!

Eventually you will lose the **Find Investors** button and the next big step is to **Go Public**. Then you can set up dividends to skim a bit of cash off the top, or sell your stock for big bucks, though it’s recommended to go the slow and steady route. Now we move into maintenance mode. From here on out you should have the hang of the process, we’ll just make a few minor tweaks. Now priorities should be:

1. Always be **Making Products**
2. **Upgrade Size** at **Aevum**, +15 at a time (up to 250-300) OR buy an **AdVert.Inc**, whichever is cheaper
3. **Upgrade Size** on other cities, keeping **Aevum** at least 60 ahead; any closer and you’re wasting money that you ought to save for the above

Hope this helped you get up and running, and gave so