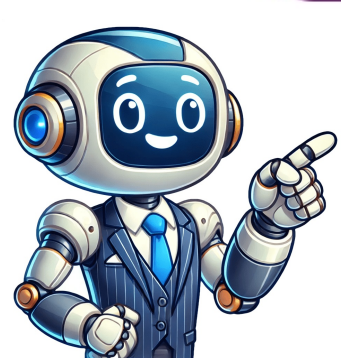


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The gnorp apologue guide

I experimented with various approaches incorporating slammers, drones, king of the mountain, either investing fully or combining them with my previous strategy, but none seemed very efficient. My best time was around 40-45 minutes using a heavy slammer + drone build, but it ultimately relied more on Excalibur than the slammers or drones themselves. Slammers are extremely inefficient at generating shards compared to bombers and lack built-in synergies with runners and arrow generation from Timeshift on bombers, which hinders early game damage and collection rates significantly. Drones seem designed for other purposes, not speedrunning, and are nearly useless for it in my opinion, but I could see some potential uses when trying to reach higher prestiges in standard mode. Psychics also appear to be a net negative for speedrun strategies, as they allow you to speed through the early game slightly faster, but late-game collection rates become an issue when finishing the last compression. After refining my original strategy, I managed to reduce the speedrun time to 19:26. The basic strategy is as follows: Collect shards initially, then buy houses and start building runners right away, focusing on collecting shards with the Runner Backstop perk. Next, grab Archery Range and Fire Arrows, which are boosted by Popcorn and Superhot, generating a lot of shards near your runner building. Follow this up by getting bomber buildings and dropping off all free gnorps (around 15-20). Unlock Rock Analysis Lab and research the tech to grant you Zybrellium and additional shards. Initially invest in Timeshift and continue buying housing while expanding Bomber capacity. Once you reach 20 runners, bump your carry capacity to 10-15. Focus on generating Riflegnorps by saving up 10k quickly and building the Gun vs. Rock structure. As you rush through compressions, ensure you grab the Cocoa Cafe for Break Time tech at your runner building. To maximize your Bombers' effectiveness, follow these key steps: First, acquire the necessary resources and upgrade your equipment: - Save 9 Gnorps to unlock the Additional Housing research - Get your third Riflegnorp and switch to Ice Arrows for your Archery Range - Unlock triple damage from your Bombers for 150k This initial setup provides fast early income and boosts your Timeshifts. With a solid income in place, focus on acquiring the GEET tech at your Runner building and building the rocket factory. Upgrade your Bomber building to produce Pocket Rockets and increase your mountaineers to around 20-30. Switch your Bombers to Mountaineer inspiration to let them spawn rockets as well. Your ultimate goal is to acquire Excalibur, which involves: 1. Obtaining Additional Housing for around 250k and 1 Zybrellium 2. Saving up for The Shine (1m) to boost damage further 3. Unlocking Excalibur and exploiting weak points To exploit weak points: - Research grenade tech at your gun building and switch Riflegnorps to Modern Warfare - Build The Garden, turn off red flowers, and get the double speed flower growth upgrade - Research the Director extra weak spot generation tech and poison upgrade tech - Switch your Archery Range to Zybe Arrows - Unlock Vulnerability at your rocket range At this point, the strategy is mostly complete. Focus on spending remaining Zybrellium on Timeshift upgrades, aiming for 20 Runners, 30 Mountaineers, 90 Bombers, and 10 Riflegnorps. Potential future upgrades include refining the order of events and unlocks, as well as exploring alternative strategies like turning off green flowers to create more Directors. Looking at the possibility of putting one or all three items into Gatlegnorps might be a more effective strategy, as it would generate a significant amount of arrows for your archery range to fire Zybe arrows. Currently, Zybe is already a high damage contributor, though behind Excalibur. Using Slammers with Fire Breath could keep the rock on fire after switching to Riflegnorps, but the value of this remains uncertain. With the primary focus on Excalibur damage, keeping the rock on fire might not be as crucial. The number of Slammers needed to maintain it and the trade-off against losing Bombers are unknown factors. Additionally, the cost of 1 Zybrellium for Fire Breath weighs against using it for Timeshift or a Gatlegnorp. In King of the Hill, Excalibur's damage scales off the multiplier, making this theoretically a huge boost. However, triggering him reliably is challenging in this strategy, and there's no room for his perk that increases the multiplier by 8 points. Nevertheless, if this build could solve those problems, it could save minutes on the run. The alternate strat (Slow And Steady) adds that using Gnorpcalibur: Unleashed can take a long time to ramp up but does so once Compression 10 is reached, making it viable despite the need for patience. The recommended build includes Modern Warfare, Agitated Zybe, Operation: Pocket Rocket, Vulnerability Empowerment, Arrows' Last Hurrah, Descent of the King, Return to Sender, Deals, Infinite Reverberation, Frostfire, Project: Constellation, Future To The Back, Notes, The Higher The Pile, Explosive Exposition, Timeshift Delivery, Bigger Pile, Superhot, Popcorn, Bathe in Fire, Extra Housing, Runner Backstop, Hiking Buddy, and Motivation. The writer has experimented with various combinations of drones and upgrades in Fire) mode without worrying about combo chances from existing or non-existent drones. They have found a decent setup using Riflegnorps (16), Modern Warfare, Grenade launcher, Sticky FloralBombers (305), Mountaineer Inspiration, Timeshift Impact, Ultra Boost, Concentration, Pocket Rockets, which provide most of their rockets and deal respectable damage.Archery uses Ice but recommends buying Fire for free gnorps. Rock Analysis Lab, Cocoa Cafe, House of Shards, Slash, Express, YX1-AB, The Garden, Academy, and Shrine have everything except specific items like Nullification, Railgun, or certain upgrades.The writer suggests focusing on Express (70), which provides sufficient capacity and speed for their needs.Robotics drones are not crucial but can be bought in Compression 9 to enhance damage. Overall, this build is relaxed and suitable for casual players who want a steady game progression with minimal effort. It adds complexity through upgrades and skill trees, requiring strategic planning and adaptation to progress successfully. It's similar to a roguelike game. You can reset the game whenever you want, so if you're not making significant progress, it's better to restart. For example, if the next upgrade costs 10,000 shards but you only get 500 per minute, it's time to start over. As a general rule, new players should aim for an hour or until they run out of things to do, so they don't waste too much time getting familiar with the game mechanics. While playing, there are two main stats to track: collection rate and damage. The collection rate tells you how many shards your units collect per minute, while damage shows how much damage you deal. If the collection rate is higher than the damage, it means your Gnorps won't have enough work, so you need to put more points into damage. Then, gradually increase the collection rate. Runners are good for collecting, so add more of them or increase their speed if needed. The carrying capacity can be increased slowly. When you feel like you can't progress anymore, focus on maximizing your collecting. Since prestige levels depend on how quickly you collect shards, get as many Mountaineers and Runners as possible before sending any home to activate the Delivery Rush ability. This will help you collect more shards and make your runners work harder. Don't worry if your collection rate exceeds damage, it's just for a final push. You can restart and try another strategy even if you don't reach the next level in a couple of minutes. The three most important buildings in the early game are the Express, Slam Club, and House of Shards. The Express helps with collecting shards, but only buy one at first while increasing its carrying capacity as needed. Then get the Slam Club and add Gnorps to boost your damage. You can also upgrade Jumping and Combo Chance when you feel like it to collect more shards. The Ultra Boost upgrade combo should be prioritized for optimal performance. As you begin each run, it's essential to stack effects strategically to maximize their impact. This approach will allow you to develop new strategies and observe how your units work together effectively. For instance, once you've reached the third prestige tier on the skill tree, you can utilize fire passives that enhance damage output and provide additional benefits. Focus on upgrading your archers with fire arrows or adding Fire Breath to your slammers. During subsequent runs, experiment with different builds like utilizing Bombers, focusing on guns, or freezing rocks. As you progress, combine the most effective elements of each strategy. This approach also helps maintain focus without overwhelming you with too many decisions. You can even apply Zybrellium upgrades to specific areas to determine which ones work best. Runners should be your primary collectors for now, while Drones and Mountaineers can aid in collection but require careful use due to potential drawbacks like Shard loss or imbalance in collect and damage rates. It's advisable to wait until near the end game before utilizing these units extensively. Before resetting the game, review your damage and collection rates to identify which strategies contributed most during a run. If you find that a particular build yielded excellent results, consider optimizing it further. Conversely, if a strategy isn't contributing enough, it might be wise to put it on hold for now, revisiting it with more skill points and Zybrellium later. Some players may see Drones as detrimental, but others appreciate their ability to enhance collection without significant costs. The game automatically ranks units in a box from most to least effective, making information management easier. If you've found an effective build, but need time to execute it fully, use the Screensaver mode by pressing S to have the game run in the background while you're away. This feature is particularly useful for collecting resources over extended periods or waiting for a compression event to occur. With the prestige tier and Multiplier Growth, this mode becomes even more effective, allowing you to accumulate resources without interruptions. You play as the Gnorps, small creatures who hit a mysterious rock to collect shards. The goal is to use the wealth collected to acquire new tools and units to improve your progress. Runner-Slammer combos are set for a boost as Motivation's playtime will be limited after Compression Events. This combo works by using Rocket Arrows, which transform normal arrows into Rockets and bullets into arrows, increasing damage potential from Riflegnorps, Gatlegnorps, and other sources. Deals double the Rocket Arrow output, making it a powerful late-game strategy that relies on consistent arrow hits to maximize damage. Future to the Back's ability to turn bullets into arrows is key, but incompatible with abilities like Zybe Arrows or Modern Warfare that alter bullet types in different ways.

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