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## Antimatter dimensions guide challenge 9

Buy 1st antimateria. 500 75.00% (4.0) Buy 2. 500 76.56% (4.0) Buy 3. 500 75.00% (4.0) Buy 4.500 71.88% (4.0) Buy 6.500 51.56% (5.0) 1000 37.50% (9.0) Buy the 8th dimension of antimastery. 500 48.44% (6.0) Meet 50 different news stories. 500 54.69% (5.0) 500 39.06% (7.0) Get more than 1e80 antimateria. 500 45.31% (6.0) Buy Galaxy Antimateria. 500 45.31% (6.0) Buy 2 antimateria galaxies. 500 32.81% (11.0) Cross 600x from Dimensional Sacrifice outside the 8th Dimension Autobuyer Challenge (C8). 500 34.38% (10.0) 500 32.81% (11.0) Go Infinite with only 1 Antimatter Galaxy. 500 37.50% (9.0) Go Infinite in less than 2 hours. 500 34.38% (10.0) Buy a total of 10 antimaterial galaxies while using Notation of Cancer, Blind or True Blind. (Notation can be changed through Notation on the Options tab) 1000 32.81% (11.0) Have you exceeded your current antimaterials above 1e63. 500 45.31% (6.0) To reach infinity without dimensions amplifiers or antimateria of the galaxy while in challenge. 1000 23.44% (21.0) Get more than 1e29 ticks per second. 500 31.25% (13.0) For antimaterials/sec to exceed your current antimaterials for 30 consecutive seconds. 500 42.19% (6.0) Reach 1e12 of all dimensions of antimateria except 8,500 43.75% (6.0) 500 34.38% (10.0) 1000 31.25% (13.0) Complete all challenges. 1000 29.69% (14.0) Maximum all automatic wall intervals. 500 31.25% (13.0) Infinity in 1 minute or less. 500 29.69% (14.0) Infinity in 10 minutes or less. 500 32.81% (11.0) Complete 2,500 31.25% (13.0) Complete the 8th Antimatter Dimension Autobuyer Challenge (C8) in 3 minutes or less. 500 31.25% (13.0) Get all your dimensions autobuyer collectively amounts to 512 or more. 500 32.81% (11.0) Complete the Tickspeed Autobuyer Challenge (C9) in 3 minutes or less. 500 28.13% (14.0) Start infinity power generation. 500 25.00% (19.0) 1000 26.56% (17.0) Reaches 1e6 Infinity Power. 500 25.00% (19.0) Complete the Infinity Challenge. 1000 25.00% (19.0) Come to infinity with only one 1st dimensional boost or antimaterial dimension dimension, while in 2nd dimension autobuyer antimaterial challenge (C2). 1000 20.31% (21.0) Unlock 4.500 23.44% (21.0) Get the sum of all best challenge times under 5 seconds. 1000 23.44% (21.0) 500 53.13% (5.0) 1000 18.75% (23.0) Come to infinity in less than 200 milliseconds. 500 23.44% (21.0) Complete 8 Infinity Challenges. 500 17.19% (33.0) get 50 antimaterial galaxies. 500 15.63% (37.0) Reach 1e35000 antimateria. 500 17.19% (33.0) Infinity 2,000,000 times. 500 26.56% (17.0) Big Crunch for 1e200 or more infinity points in 2 seconds or less. 500 14.06% (44.0) 500 14.06% (44.0) Gain 1.8e308 Replicanti at 1 hour. 500 14.06% (44.0) Reach 1e260 Infinity Power. 500 17.19% (33.0) 1000 15.63% (37.0) Get all eternity milestones. 1000 10.94% (62.0) Profit Tickspeed upgrades (in one eternity) 1000 10.94% (62.0) Eternity in less than 30 seconds. 500 12.50% (54.0) Get 10 Replicanti galaxies in 15 seconds. 500 12.50% (54.0) Eternity with exactly 9 Replicanti. 1000 12.50% (54.0) Get the sum of infinity challenge time below 750 milliseconds. 1000 12.50% (54.0) Keep your Infinity power per second exceed your Infinity Power 60 consecutive seconds over one Infinity. 1000 7.81% (97.0) Fails in the challenge of eternity. 500 7.81% (97.0) Reach 1e30008 Infinity Points. 500 7.81% (97.0) Get a total victim multiplier of 1e9000x. 500 10.94% (62.0) 1000 7.81% (97.0) They have 180 times more Replicanti galaxies than antimaterial galaxies. 1000 7.81% (97.0) Get 5e9 Banked Infinities. 500 7.81% (97.0) There are 569 antimaterial galaxies without replicant galaxies in your current eternity. 1000 4.69% (260.0) Reach 1e18000 Replicanti. 500 7.81% (97.0) 1000 6.25% (217.0) Antimateria dimensions are available in . \*\*PREFACE\*\* This guide is about getting through antimateria dimensions as quickly as possible. Obviously in incremental games you will always end up getting what you want, but there are quick and slow ways. To that end, here are a few things you should do as much as possible. 1. – Get an Autoclicker. The one I use is AutoHotKey ( which runs this script: 20to%20spam%20left%62click.ahk?d=0 . It works like this: Hit F3 and left clicks are sent at a speed of 50 Hz. Hit F4 and autoclicker stops. It can be edited as a text file, so feel free to change the hotkeys used/behavior as you wish.-- Use \*\*THE M TRICK\*\*: Stick to M. After the initial delay, start a key repetition and spam the 'Buy max' button faster than even Autoclicker can! (The rate is controlled by Key repeat in Control Panel.) 2. Running antimateria dimensions in \*\*Chrome\*\*, there is no other browser. On Firefox, the trick to enter and autoclicker do not work so well. Leave it as an active tab in your own window, not minimized (hidden ok). If deemed inactive, it will not get as much TIME for CPU and ineffective. (Turning off news in options will also help use the CPU. Keep on keep safe that if your computer has very low specifications, you will find it difficult to achieve the challenge time and the fastest infinity time reported in the guide.) 3. Regularly export saves and store them in a text file in some cloud storage (such as Dropbox). This way, if you need to change computers, you can't lose progress by losing or overriding saving, and if you make a mistake and need to undo it, you can load the earlier save. Hotkeys: C for Big Crunch, M for Max All, S for Dimensional Sacrifice, D for Dimension Shift/Boost, G for Antimatter Galaxy, Numbers 1-8 for Buy 10 (d1-8), A for Toggle Autobuyers Example Autohot script to send M to the window even if it is not \*\*PREMISE OF ANTIMATTER DIMENSIONS\*\* The premise of Antimatter Dimensions is that 1st Dimensions produces antimatter (the currency you use to buy things), 2nd Dimensions produces 1st Dimensions, 3rd Dimensions produces 2nd dimensions and so on. All of the above will happen – 1.124x (1/(1-0.11)) will multiply faster by purchasing Tickspeed increases. Each dimension will work 2x multiplier faster every time you buy 10 of it. Finally, by building the number of your highest dimension, you can Dimension Shift (unlock a higher dimension, to the 8th dimension), Dimension Boost (multiply all dimension multipliers by 2x multiplier) and finally the Antimatter Galaxy (Shrinking the clutch increases by 0.1x - 1.12x for 1 galaxy and 1.13x for 2 galaxies, giving production multipliers of ~1.136x and ~1.149x). Using these powerful upgrades resets all progress up to that point, leaving you with only a new upgrade - but they are so powerful at the beginning of a game that is beholden to buying all of them. Another mechanic is unlocked after the Dimensional Boost - Dimensional Sacrifice. By destroying all non-8 dimensions, you permanently multiply your multiplier 8. While it seems to erase all your progress so far, the fact that dimension multipliers increase over time, in addition to the new 8th Dimension multiplier, effectively multiplies how quickly you can re-efficient all that progress. There is a strong offline progression (all dimensions still produce lower dimensions and you acquire antimaesters), however, purchases do not take place offline, so offline time usually just leads you to the next boost/galaxy and there is no further. The dimensions of antimaterium can be understood with the analogy of physics. Antimaterials is distance, 1st Dimensions are speed (they increase antimaterial linear over time), 2nd Dimensions are acceleration (increasing 1st Dimensions linear over time increases antimaterials by t^2 over time) and so on. Continuing like this, dimensions can be called 3 to 8 Jounce, Crackle, Pop, Lock and Drop (using this list: . Since each dimension linearly increases the one below it, we can see that antimaterial increases proportionally t^8 where time has passed - but it's actually even better than that, because then you spend your Antimaterials increasing dimensional multipliers, buying check marks, and so on, which makes your antimaterial grow faster than t^8. However, at the beginning of the game it still does not grow exponentially over time (a^t where there is a constant) - you will need the help of powerful upgrades such as Antimatter Galaxies to exponentially increase antimatter and then even superexponentially. Additional formulas can be found here, if you're curious: \*\*START TO GALAXY 1\*\* Start by activating the automatic device (see Foreword if you don't have one) and setting to 'Max Button. You will need to turn off the autoclicker and manually click the other keys for the following reasons, in order of appearance: 1. Buying exactly one of the highest dimensions available to you. (Otherwise it is useless to buy less than 10 dimensions at a time, because it will grow so much from the dimensions above them that it is only a 2x multiplier to complete a set of 10 things.) 2. 'Max all' prioritizes the next ticklish stimulus (which is 1.11x on all dimensions) in an equally expensive 10 single dimensions (which is 2x to that dimension and usually more powerful). If you don't want this, you'll occasionally buy 10 by hand. 3. Buying the next dimensional shift, dimensional boost or Galaxy antimateria. This re-comforts all your previous progress, but these upgrades are strong and currently mandatory for progress. Max doesn't buy them all, so buy them by hand as soon as possible. 4. Make dimensional sacrifices. Make the first one +x, and each next at about 2x until you are very close to the next Boost or Galaxy. (The fact that your dimension multipliers are larger than they once were means that you will reclaim all your 1st-7th galaxies much faster than you ever could before, so the time spent restoring your dimensions from well-headed victims is minimal.) You'll finally reach 80 8th Dimensions and buy an Antimatter Galaxy 1. \*\*GALAXY 1 TO GALAXY 2 TO INFINITY\*\* At first things will seem as slow as when you had 0 galaxies. However, look at the speed increase bonus - it's now 12% less instead of 11% less. Each ticklish boost used for a production multiplier of ~1.124x (1/(1-0.11)), is now about ~1.136x. It doesn't sound like much, but think of it this way - 1e60 antimaterials once gave you an 880x boost - now gives a 1629x boost. By the time you return to 80 8th Dimensions (end of Galaxy 0) you have a 3.5x higher multiplier than tickspeed amplifiers. (Also, your achievements give a multiple to all dimensions - the IIRC at the moment it is 1.5x.) When you need to buy 100 8th Dimensions instead, stop it - buy exactly 99 8th Dimensions instead, earning the achievement '9th dimension is a lie'. Continue this way to 140 8th Dimensions and buy Antimatter Galaxy 2. Now tickspeed boost production multiplier is ~1.149x. By the time you return to 140 8th Dimensions, you now have a 10.6x higher multiplier than Tickspeed boosts. not bad! Now things are going to start to feel fast. This is because everything you can buy gives a multiplier boost, and every cost also multiplies - so both the antimaterials produced and the cost of antimaterials to buy things are exponential. If your manufactured antimaterial grows FASTER than costs, you have superexponent production and the game becomes FASTER, not SLOWER, as your amount of antimaterial increases! Not bad, huh? The only thing that prevents you from growing forever is that at 1.8e308 antimaterials (or 180UCe), which is 100% from 'Percentage to Infinity' it's growing at the bottom, you hit Infinity. But this is not the end of Dimensions of Antimateria. Before you get to Infinity (1.8e308 antimaterials, or 180UCe, or 100% tape that fills along the bottom of the game), make sure you get the following achievements: \* There's no point doing it... - Buy one 1st dimension when you have over 1e150. \* Gods are satisfied - Get more than 600x of the dimension of the victim total. (To do this, continue doing Dimensional Sacrifices when you're very close to infinity until the achievement pop-up appears in the top right corner when you get to Infinity, press the 'Big Crunch' button. Things will start all over again, but with a new 'Infinity' button available. \*\*INFINITY POINT 1 TO INFINITY POINT 9\*\* Click on the 'Infinity' button and buy 'Production increases over time' for 1 IP. (Have for example: I see that people recommend getting a 'Multiplier for 10 dimensions 2x -&gt; 2.2x'. However, this is much better. Why? Because the multiplier immediately applies to ALL dimensions. The 2x -&gt; 2.2x is just a larger multiplier for any particular dimension after upgrading that dimension about 10 times, while Production increases over time accelerating the slowest part of running - starts.) Now here is an important way to speed up the early game: Go to the Challenges tab. By Infinity Point 5-6, \*\*FASTER\*\* is to make Challenge 8 (8th Dimension Autobuyer Challenge) run instead of normal running. Why? Because Challenge 8 has its own exponential growth system that, right now, is faster than the normal hitting of Infinity. There are two C8 strata to try, depending on how much attention you pay: \* Easy strat: Sacrifice at 3.00x or above \* Optimal strat: Count how long to reach 1.01x from 1.00x, count 'twice' that time, then sacrifice and repeat. Your Challenge 8 runs will last about an hour each. If they were normal trails, it would take them a few hours. Once you switch back to normal runs with 5-6IP below the belt, it will start taking less than an hour each. As for the rest of the challenges and autobuyers, do not worry about them yet - they will be more useful once you have IP. With the upcoming IP, 'Multiplier for 10 dimensions 2x -&gt; 2.2x'. Then the rest of the first two Infinity upgrade columns in any order, please. Once you start doing regular infinities, if you hold an M for them and have 'Reduce the number of dimensions needed to reset by 9', set up your 8th Dimension Autobuyer to buy singles. If you are not active, keep it on to buy 10. This will speed up the rides a bit as it will occasionally buy #1th dimension needed for the next boost or galaxy. During this section you will be able to get the following achievements: \* How the antilabes have turned - You can get this during the end of challenge 8 runs. Turn off all Autobuyers, sacrifice, buy 10 of each dimension, and then buy 10s of each dimension at a time while your 8th dimension multiplier is the largest, your 7th dimension multiplier is the second largest, it's worth getting it now as it gets harder later. \* I don't believe in gods - Buy a galaxy without sacrifice. At this point in the game the sacrifice is still faster than not sacrificing, but go out of your way once to get this achievement. \* You didn't need it anyway - Reach Infinite antimatter without having any 8th dimensions. To do this, get 5 IP upgrades, 2 galaxies and 185 8th Dimensions dimensional boost, then instead of autoclicking 'Max all', autoclick tickspeed Buy max and Up to 10 for each dimension. \*\*9 IP TO 45 IP\*\* You don't come up with plans like I'll save for infinity upgrade X even though it's more expensive - upgrades can only be unlocked in the following order - column 3 from top to bottom, then column 4 from top to bottom, then 'Multiply infinity dots from all sources by 2'. So keep getting IDs like you were before. By this point it is already faster to go infinite on one galaxy instead of 2, which speeds things up a lot. The game still feels very 'active' at the moment - but hang in there. Things are about to get better. For example, when you get a 'Bonus for Un worn Infinity Points in Dimension 1' upgrade, you should always keep an un worn IP address handy, as spending it on an upgrade will actually slow your time to infinity. Initially this number will be 20, 50, 100 and so on. Keep saving and importing game data backups so that if you make a mistake and slow down your progress by using too much IP, you can change your mind. Finally, after buying the 'Infinity point generation (based on the fastest infinity)' and having at least 10 un worn IP addresses, spend some time getting your fastest infinity as quickly as possible. Now you earn IP / with 10% as fast as you can earn IP / s playing active! You can finally go offline and return to a meaningful form of progress. Pat yourself on the back because now we're going to go to the funniest part of the game for a while, Challenges. \*\*CHALLENGES\*\* Click on the 'Challenges' button. In the end, I'll tell you why you wait so long for challenges - Because you bring ALL your achievements and Infinity upgrades into your Challenge tracks, except for the 4th Infinity upgrade column. So we are currently at a point in the game, excluding grinding on hard IP, where there is no easy way to further accelerate the challenges. Here are the challenges in order from the easiest to the hardest: \* Automated galaxies: Trivial. (Normal matter doesn't grow fast enough to intimidate anyone who has even a few IP upgrades. Let alone your current state.) \* 7th Dimensional Autobuyer: Trivial even though RNG is additive. (It is possible to get very bad rolls on multipliers and actually lose production. However, it resets every time you scroll/finalize/galaxy, so if you can't get to the next one, use the predicted button to lose reset to try again.) \* Third dimension Autobuyer: Trivial. (Production of dimension 1 to 1% normal, but your upgrade upgrades so massive at the moment barely registers.) \* 8th Dimension Autobuyer: Once you've stepped up for the first time and unlocked Dimensional Sacrifice, keep doing it every time it reaches 2x. After a while it will hit 3x super fast, then 5x super fast, then 10x super fast, etc. Essentially, this is a superexponent loop, which serves the same purpose that the Galaxy 2 did in the initial run. (If you followed the guide, this is already complete!) \* 4th Dimension Autobuyer: You can try to turn off autobuyers and spacing from 'Buy max' clicks, but I found this challenge to finish pretty quickly, even without special acts. \* 5th Dimension Autobuyer: More or less just a slower game without special tactics. You'll probably need to get 2 galaxies to complete this one. \* 6th Dimension Autobuyer: 'Each dimension costs dimension 2 before it means that while 1st and 2nd still cost Antimateria, 3 costs 1st dimension, 4th costs 2nd dimension and so on. In addition to the purchase of 1st of each new dimension is more important than usual (because it immediately drives the accelerated production of its cost), this is only a slower game. \* Automated dimension intensifies: slower without special tactics. You'll probably need two galaxies. \* Automated Big Crunches: Slower without special tactics. You'll probably need two galaxies. \* 2. Dimension Autobuyer: This challenge is quite slow, because the production of ALL dimensions goes linearly from 0% to 100% over 180 seconds every time you buy anything. I found the best strategy is to turn off all autobuyers and just hit 'Buy max' when I could multiply several dimensions at once. Finally, Tickspeed Autobuyer. This is the toughest challenge and I recommend frequent backup savings because it's very easy to screw up – which wouldn't be so bad, except 'Lose a reset' takes you back to the beginning of your previous rather than instant reset. Do this: \* Turn off all Dimension and ticklish autobuyers, however keep 8th and 6th autobuyers on. \* Go to the options and change Notation to Scientific. Now understand this: Every time you buy 10 dimensions (or one ticklish incentive), its cost increases by a certain multiplier, for example '3 means it will go from 1e2 to 1e5). \* Tickspeed: 1 \* 1.3 \* 2 \* 4 \* 3 \* 5 \* 4 \* 6 \* 5 \* 8 \* 6 \* 10 \* 7 \* 12 \* 8 \* 15 The challenge is that if you buy 10 dimensions / tickspeed incentive for a certain cost, everything else that has had this cost will also increase by the same amount. So imagine if you accidentally made 1st and 8th Dimensions cost the same and then bought 10 1st Dimensions - suddenly your 8th Dimensions will cost 1e15x more, which will probably be too expensive to reach and force reload. Since the penalty for increasing costs is more expensive Dimension is highest, you should focus on maximizing the highest dimensions and ensure that their costs never line up while being less careful with the lower Dimensions - even if they become more expensive as higher Dimensions, you can just go and upgrade more instead. The lower dimension will not become so much more expensive that you are, maximizing higher dimensions is far more important. Finally, every now and then, buy upgrades with ticklish speeds until it's cheaper than the cheapest Dimension. To be clear, you don't have to play perfectly to clean up this challenge, especially with all your Infinity upgrades, until you make bigger mistakes. The reason you can leave autobuyers 8th and 6th Dimension is because the 8th should always be purchased as soon as possible, and the 6th never has the same cost as the 8th Dimension. The 7th dimension is always safe, but it can have the same cost as the 8th Dimension at e55, e115, e175, e235 and e295. If you're still stuck, try this helper script: Once you've cleaned Tickspeed Autobuyer, you're done with the challenges (for now!), and unlock all the Autobuyer. But how do they work? Up to that point, you can unlock the following achievements: \* How the antilabes have turned. Buy 1 (or 9) of each dimension, then the 2nd dimension so that its multiplier is barely above 1st, 3rd so it's barely above 2'. \* UNDERSTANDING AUTOBUYERS\*\* Go to the Infinity card and then to the Autobuyers tab. Turn on all your autobuyers. It's a huge leap in complexity compared to the rest of the game - what do all these buttons, dropdowns and fields do? Well! start by watching Autobuyer 1. By default, it buys the 11th dimension every 3.0 seconds. If the first dimension can not be afforded when it is 3.0 seconds up, it waits until it can be and buys the first dimension, starting again 3.0 second time. The first thing we can do is press the 'Buy singles' button. It changes it to Buys until 10. While there is little advantage in buying the first copy of each dimension, at the moment your initial growth in antimateria and antimaistry is so high that you will be able to buy 10 of each dimension so quickly that there is no longer any benefit to using 'Buys Singles'. There is also a checkbox 'is active'. If for some reason we only want to buy certain things, not others, we can switch autobuyers individually in this way. There's also a drop in priority. What is this used for? I think you think back to 3 paragraphs before, we know it's possible that more Autobuyers won't be cooldown, but he can't afford his next purchase yet. If both checks Autobuyers want to buy things at the same time, priority is used as a tie break - Auyobuyers with '1' go first and then Autobuyers with '2'... and so on, until 9. Almost all the time, you will want to use the default priority (1 for 1st, 2 for 2nd ... 8 for 8th, 9 for tickspeed), because when all autobuyer intervals are at 0.10 seconds and buy boost/galaxy, Autobuyers will buy in order 1st, 2nd, 3rd, 4th and 5th. And allow you to immediately reach the 8th dimension. If you had the opposite order of priority, first 8th dimension autobuyer will try to buy but could not, then 7th dimension autobuyer will try to buy and could not ... and eventually autobuyer dimensions 1 would buy the dimension, but the taller autobuyers are not trying to buy anything again until they have a snack for a while. (Try it yourself to see how much slower it is!) Finally, there is a button that allows you to consume IP to reduce the automatic wall interval by 40%, cumulatively, finally reaching 0.1 by 64 IP. 0.1 is the minimum for all Autobuyers, now they will all try to buy things simultaneously every 0.1 seconds going from lowest to highest priority. Even after you bring dimension autobuyer to 0.1 seconds, it can still be upgraded further. '2x bulk purchase' means that after purchasing this upgrade they will try to buy the dimensions twice each time it is activated. Because of how much of each dimension you can buy before hitting Infinity, the following levels of bulk purchase are the maximum that will have any effect: \* bulk buy x128 for 1-2 \* bulk buy x64 for 3-5 \* bulk buy x32 for 6-8 Now let's look at Tickspeed Autobuyer. Here you should press 'Buy Singles' to set it to 'Buys max'. Cool! Once every 0.1 seconds you won't have to touch it until some challenges later. Let's take an automatic look at DimBoosts Autobuyer. It has two fields - 'Max 8ths used on reset', and 'Galaxies needed to always Dimboost'. The first field determines how many incentives you buy per Galaxy - 0 for 0 boosters, 11 for 1 boost, 26 for 2 boosters, and so on. You want to set this to the lowest value required to reach Infinity. At the moment it's probably 56, but later it can be even lower. The second field says that, once we have these galaxies, IGNORE the value of the first field - buy as many incentives as you can. This is useless, but we'll get back to it. Let's look at the Autobuyer automatic galaxies. The only field here is the maximum number of galaxies to buy - right now it should be 1. Now let's look at the automatic big crunch autobuyer. There's no field at the moment, but we'll get back to that. Now that we understand how Autobuyers work mechanically, let's continue our grind on higher and higher IPs. \*\*TO 200 IP, THEN TO 1000 IP\*\* From this point on we have a choice - we can spend IP speeding up autobuyers, or on buying 4th pillar autobuyers. But first, we should maximize our fastest infinity, to maximize the effect of the 'Infinity point generation (based on the fastest infinity)'. According to statistics &gt; Statistics, we can see our fastest infinity time. We want this number to be as low as possible. We will do this using our Autoclicker, Automatic DimBoosts &gt; to 56 max 8ths or even lower later. Leave the second field at 10 for now), Automatic Galaxies (set at 1) and Automatic Big Crunch. As usual, go for a quick infinity by putting an autoclicker on Max everything, downloading it to Dimension Shift, Dimension Boost and for Antimatter Galaxy 1. (You can also do victims, but we'll go so fast it's a long time it doesn't even save time.) Your autobuyers for DimBoosts, Galaxies and Big Crunch will save time sometimes by clicking the buttons for you. As you earn IP, spend them either on making these 3 autobuyer faster OR on buying 4th column infinity upgrades, which make you spend more time (specific work that skips or you have to manually click certain keys), making sure that 10 IP stays handy for 'Bonus for unsubded Infinity points on dimension 1'. After a while, autobuyers for dimensions and tickspeed will begin to get cheap. If you need to take a break, buy them and you'll need to turn on the autoclicker only for running ends (from 20 8th Dimensions to Galaxy 1, from 20 8th Dimensions to Big Crunch). Keep running the tracks until you start with 7th Dimension and the next DimBoost/Galaxy/Big Crunch autobuyer upgrade costs 128 IP. Now save for 'You start with dimension 8 and the Galaxy'. Pat yourself on the back when you get it. Go to the Autobuyers tab and set automatic Dimboosts &gt; Max 8ths used on reset to 11 - or even to 0 - now your fastest Infinity will suddenly go from 5-6 seconds to 1-2 seconds. And by continuing to save an un worn IP address and buying Autobuyer upgrades after this point, you'll be able to push it up to 0.8 seconds. You can finally buy levels 'Multiply infinity dots from all sources by 2'. It starts to cost 100 IP, but costs 10x more with each level, and can be purchased as many times as you can afford. Finally your IP/min rate will be shooting through the roof with all these benefits combined. Now get the following achievements: \* Spread of cancer: Go to the options and change the notation of cancer, wait until you get it, and then change it back to Scientific. \*\*BREAK INFINITY\*\* Break infinity requirement is to reduce Big Crunch's Autobuyer to an interval of 0.10 seconds. It costs 32768 IP, so you should stay until you get 'Multiply infinity dots from all sources x8', Automated Galaxies/Big Crunch to 0.8 seconds or faster (using your Autoclicker plus Autobuyers your fastest Infinity should be ~0.81 seconds), and all Dimension/Tickspeed Autobuyers in 0.10 interval with enough bulk purchases. And now, the moment you've been waiting for! Infinity &gt; Break Infinity &gt; Break Infinity. Break that button, and the nature of the game will change - now you can continue past 1.8e308 antimateria. Wrong? You'll earn more IP on Big Crunch the more antimateria you make. The downside? The increase in the cost of tricky upgrades and dimensions begins to increase faster and faster after 1.8e308, which means you will be effectively stuck around 6 galaxies, and you can push into 7 galaxies with long running. (The following section is designed with the help of /u/fsjd150 in this thread. At first this is cool, but then you realize there's no new content! only higher figures and new more expensive upgrades to be obtained. However, the complexity of the game has just dramatically erupted. To demonstrate what I mean, go to Infinity &gt; Autobuyers and set Automatic Big Crunch. It now has the Ip Quantity field to wait until reset. So we have different strategies that we can explore for growing IP/min as quickly as possible: \* Short runs: Automatic Dimboosts set to 0/10, Automatic galaxies set to 1, Automatic Big Crunch set to how much you'll earn in 0.5-1.5 seconds. \* 4 Galaxy Trails: Automatic Dimboosts set to 0/10, Automatic Galaxies set to 4, Automatic Big Crunch set to how much you'll earn in 0.5-1.5 seconds after hitting 4 galaxies. \* 5 Galaxy Tracks: Automatic Dimboosts set to 0/10, Automatic Galaxies set to 5, Automatic Big Crunch set to how much you'll earn in 0.5-1.5 seconds after hitting 5 galaxies. \* 6 Galaxy Trails: Automatic Dimboosts set to 0/10, Automatic Galaxies set to 6, Automatic Big Crunch set to how much you'll earn in 0.5-1.5 seconds after hitting 6 galaxies. (By setting automatic Dimboosts to 0/10, we never do any dimensional incentives, which at the moment of the game do not save enough time to pay off, at least for IP/min grinding.) Try each of these strategies. Vary the amount of IP to wait by +/- 10% at a time and continue to check statistics &gt; past infinities to see what the IP/min of each strategy is. When using the fastest strategy in the fastest sweetspot (and increasing and decreasing the 'Amount of IP to wait' lowers your IP/min), you can leave the game running (or Autoclick Max all for ~1.5-3x faster). Which strategy is optimal will change over time and (as the 'Bonus for unsubded Infinity points on dimension 1' increases), as you buy Autobuyers (if they haven't maxed yet - and they already!) and while buying Infinity point upgrades (importantly, don't forget to double the 'Amount of IP to hold' every time you buy a new level of 'Multiply infinity points from all sources up to 2'. As always, don't forget to keep an increasing portion of your IP address unsuspecting to get benefits from the 'Unsuspecting Infinity Points Bonus on 1 January 2017'. Also, feel free to try \*\*The MastaMama Trick\*\*: Prioritize 8th Dimension Autobuyer AND Tickspeed Autobuyer on 1. It is reported to give a 10-20% boost in early post infinity, and later do not give any unnoticeable benefit, so undo this trick in later sections. Or try \*\*The MuteVampire trick\*\*: Set dimension autobuyer priorities to 1/5/6/8/4/7/3/2/2. Here's this should give a 20-30% boost in early post infinity. /u/dhoffrn recommends 1/3/3/3/3/3/2/2. By the way, continue to upgrade bulk purchase amounts for your autobuyers as they get cheap (can afford them &lt;:min of production). You will see small incentives for IP/min production for this, but not before, because the superexponent cost increases for post-infinity dimensions means that, for example, you won't have to bulk buy more than 64x of the 8th dimension for a very long time, and later do not give any unnoticeable benefit, so undo this trick in later sections. \* How to turn off Dimensional Sacrifices under options 5. Start the challenge in question, and use the M trick The following challenges can be beaten this way: 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, Automated galaxies The following challenges will need 1 galaxy to win as quickly as possible, so enable automatic galaxies and place it on max 1 galaxy: Automated dimension boosts, automated large crunch The last thing that leaves Tickspeed Autobuyer. Use counterpoint00: Turn off automatic galaxy usage. Set the dimboost to 0/6 (buys shifts but does not intensify) Set 8. Set the autobuyer with ticklish speeds to singles and priority 4. Start a challenge. Count approximately 0.2-0.5 seconds after your autobuyers do the last Dimensional Shift, and then hold M. Using this strategy, it is possible time under 2 seconds (I got 1.4!) It should give you a Power up all dimensions multiplier based on slowest challenge run of 2000x or something. (Alternatively try these priorities: 8-1-9 for dimensions 1-8, tickspeed.) Another thing - Your time challenge tickspeed now is faster than your big crunch challenge. Go back to the Big Crunch Challenge, except instead of doing 1 galaxy, automate 1 boost and make 1 dimensional sacrifice with good manual timing, otherwise spam 'Max all', and it will reach a range of 1.3-1.4 seconds. At the moment, your optimal IP/min grinding strategy should be 6 galaxy run - Automatic Dimboosts set to 0/10, Automatic galaxies set to 6, Automatic Big Crunch set to 6500, and you'll earn 6540 IP every 3.7 seconds, for a whopping 100k IP/min. NO autoclicker! (Again, we don't do any incentives at all - we just buy 6 galaxies, wait ~1-2 seconds, and then monetize all our IP address. It reinforces us to force us to buy every dimension again and is wasting too much time for too little use at the moment in the game.) Now make the following achievements: \* Blink your eye - Fix Infinity, make sure your autobuyers are 1-9 priority and don't buy galaxies/boosts, then M. (The M trick is faster than the autoclicker.) If it doesn't work, try all the performance tips at Preface. \* How to They turned around. If you missed your first chance, this is the last chance you get in a long time. \*\*1E8 IP and INFINITY DIMENSIONS\*\* Buy all upgrades that cost 1e7 IP, then all upgrades that cost 2e7 IP - except 'Generates 5% of your fastest infinity IP/min', which you should only buy when it's very cheap. Once you have 1e8 IP do not buy anything yet. Instead, do the following: Set Dimboost Autobuyer to 0/6 (e.g. you start buying amplifiers in the 6th galaxy). Set Galaxies Autobuyer to 7 (buy a total of 7 galaxies). Turn off autobuyer big crunch. Let the running continue (making dimensional sacrifices at appropriate moments). As soon as you can afford it, 'Get antimateria 1e1100 to unlock the new Dimension'. This will open a new subsea, 'Infinity Dimensions', under Dimensions. Click. I spent 1e8 IP to buy 1st Infinity Dimension. Now set your autobuyers like this: Dimboost Autobuy 0/8, Automatic Galaxies 7, Automatic Big Crunch wait until 60000ish. Now you should have paths like this: Infinity 1 infinities 2.40 seconds ago and gave 6.00e4 IP. 1.50e6 IP / min What is -ten times - as many IP / min as you used to create! Do everything in 'Challenges Revisited' again with your new super Infinite Dimension powers. You should be able to get a very easy challenge up to 0.69 seconds or faster, bumping 'Power up all dimensions based on slowest challenge run' to 4373x! Using your explosive IP/min rate, buy 'Multiply infinity dots from all sources by 2', Tickspeed cost multiplier increase 8x -&gt; 7x and Dimension cost multiplier increase 10x -&gt; 9x in that order. (Also, you can now buy 'Generate 5% of your fastest infinity IP/min' if you want.) Now get the following achievements: \* Zero Deaths - Turn off Dimension Boost/Galaxies autobuyer, turn on all other autobuyers, start challenge 3. (You can do this before you get the 1st Infinity Dimension, but you'll need ~16 hours of waiting. You can do this even before you break infinity, even immediately after the first Infinity, but it will take ~ 24 hours.) \*\*1E9 IP\*\* Once you can easily reach the Galaxy 8 with 0 amplifiers, something surprising happens - now it's optimal for IP/min grinding to get to galaxy 8 without amplification, max boost in galaxy 8, then crunch for 2.3e6 IP (automatic dimboosts 0/8, automatic galaxy 8), I had 'multiply infinity dots from all sources by 2' by 1e9, and all other upgrades costing less than 1e9, and I went from 7e6 IP/min (2.69e5 IP for 2.3 seconds) to 7.7e6 IP/min (2.32e6 IP in 17.9 seconds). At some point, even though you're going to have to dive in and get another dimension of infinity. Set automatic Dimboosts to 0/8, automatic galaxies at 10, and disable automatic large crunch. Manually perform dimensional sacrifices each time the stimulus / galaxy is not immediately purchased, and otherwise wait. After 5-6 hours you will have antimateria 1e1900. Spend it, and consume 1e9 IP to unlock another

infinity dimension. Once you're 2nd Infinity Dimension and 1e9/Multiply Infinity from all sources by 2 256x you should have Automatic DimBoosts at 0/8, Automatic Galaxies at 10 and big crunch for 1.29e7 IP after 23.2 seconds, for 3.34e7 IP/min. Now get the following achievements: \* End me - Using ID2 and M trick, you'll be able to get most of the challenge time at 0.3-0.4 seconds. Challenges 6, 9 and 12 will be slightly slower (0.45-0.7 seconds). \*\*1E10 IP\*\* Now buy 5e9 'Option to bulk buy Dimension Boosts' (gives about 2x boost) then 1e10 'Multiply infinity points from all sources by 2 512x'. The way dimensions encourage bulk purchase works is that they will wait until they can buy that many dimensions amplified at once and then buy them all at once. (Unfortunately, you can't tell him to, say, buy the first X boosts at once, then every incentive beyond that one by one.) Once you have these two upgrades, set up automatic manufacturers like this: Automatic DimBoosts 0/8/18, Automatic Galaxies 9, Automatic Big Crunch 1.43e7. Now your tracks should last 7.2 seconds and earn 1.44e7 IP, for 1.2e8 IP/min. Now buy 9.38e9 'Tickspeed Cost Multiplier Increase 5x -&gt; 4x'. Now buy 4.69e10 'Tickspeed cost multiplier increase 4x -&gt; 3x'. At this point you should hit 1.8e8 IP / min or more. Now buy ID1 level 2 for 1e11. (This is a 2.5x multiplier.) Now make a long drive for ID3 (3rd Infinity Dimension) and buy it for 1e10 IP. It takes about 2 hours. (It would take 8 hours if you went at it before ID1 level 2 and gives about a 1.5x multiplier, hence the delay.) Until Infinity Challenge 1. It will take about 5 minutes and boost IP/min about 1.3x. Buy 'Multiply infinity points from all sources by 2 1024x' for 1e11. Now with amplifies of 0/8/20, Galaxy 11, Big Crunch 3.55e8 you'll be crunching every 12.4 seconds for about 1.73e9 IP/min. \*\*5E11 IP, INFLATION ERA \*\* Get 'Makes galaxies 50% stronger' for 5e11. This is literally a 2000x or larger multiplier. Boosts 0/11/25, Galaxy 13, Big Crunch 3.22e12 and crunch every 28.9 seconds by 6.68e12/min. Buy a lot of upgrades and ID levels because now everything will be super cheap. Once you have ID1 level 3 and 1e14 IP doubler, use 0/12/28, 14, 3.3e14 to crunch every 32.4 seconds for 6.13e14 IP/min. Once you have all the ID levels/upgrades that cost 1e18 or less, use 0/12/32, 16, 1.8e18 to do 2e18/min sit-ups. Also, go and re-ordate each challenge – with 0 boosts and 0 galaxies, you should have every challenge time up to 0.12-0.20 seconds, even without using an M trick or something! This will put the Power up all dimensions based on slowest challenge run at 15075.38x. After buying everything that costs 1e22, use 0/14/35, 18, 9.3e21. Crunch every 2:50 for 3.3e21/min. 1e23? 0/15/35, 19, 5.8e22 (1.8e23/min). 1e24? 0/17/38, 20, 6.6e24 (8 minutes drive for 8e23/min). Then there is a 1-2 hour of downtime until you reach 1e26 IP. Buy upgrades in this order: ID1 (x3.5), ID3 (x2.4), 1e26 IP doubler (x2), 3e26 Increase dimenzije 5x -&gt; 4x (10x!), ID2, 1e27 IP doubler, 1e28 IP doubler. Krckanje na 0/19/46, 23, 2.1e29 za 3.91e28 3.91e28 Buy a 1e29 ID1, 1e29 IP doubler, 1e30 IP doubler, 2e30 Multiplier cost dimension increase 4x -&gt; 3x. At this point your production will start exploding again - you will jump all the way up to 1e35 in minutes. Continue crunching at a higher and higher IP address and try to work between 1-10 minutes. Finally get 1e45 IP, get an ID4 (takes 40-50 minutes at the moment), complete the first 7 orders of achievement, minimize all-time challenges, continue crunching for more IP and buy upgrades, etc. Until Infinity Challenge 2. It'll take about two minutes. Now you have a dimensional victim autobuyer and dimensional sacrificers are much more powerful. Set the threshold at 100 and crunch on 33 galaxies. \*\*1E50 IP, LONG RUN ERA\*\* \*\*GUINEA PIG\*\* IC rewards are nerfed, so the numbers here can't be accurate anymore. Upgrade: 1e50 IP doubler, ID1, ID3, ID4, ID2, 1e51 IP doubler. Crunch on Galaxy 35 - they will take about 24 minutes and give 1.69e54 IP for 6.9e52IP / min. When you buy all 1e56 IP or less, learn the motto - 'Long Run Era'. If you think your progress is slow, work with another galaxy. In this case, make 36 galaxy run (takes 4-5 hours) and you will earn ~ 6.8e57 IP at once! Do it a second time, and after buying everything that costs 1e58 IP or less, do infinity challenge 3 (takes 2 hours). Buy all 1e68 IP or less then start IC4. The following strategy takes 10-20 minutes: 0) Set the smoke bag to 1e30, bulk increase the purchase to 10, turn off all muted (NOT ticklish) autobuyers. 1) Hold M until progress stops, then release M and restart the last reset. 2) Press M 3 times. Hold 8. 3) Then press 7654321, hold 8 and the victim. Buy a galaxy/boost. If you can, go to the first step. If you can't, restart step 3. Get all-time challenges up to 0.1 seconds. Buy all 1e83 IP or less then start IC5. By the end of IC5 (Galaxy 20, or 1270 8th Dimension) use /u/hchan1 strat: Turn off bulk purchases in Autobuyers, turn off autobuy for tickspeed, and then set autobuyers from 2nd to 7th dimensions only on individual purchases. Then just hold down 8 until hitting buy max on tickspeed occasionally. Continue until you reach your next stimulus. End of IC5 strata: 1. /u/cerise256: Turn off all autobuyers. Buy ONE (not ten) of each dimension, then repeat sequence 8, 1, check mark while sacrificing until you can no longer buy anything, then max 2, then max 3. When your next dimension 8 is above e11111, you can max dimensions 5,6 and 7 too much. Turn on the autobuyer with ticklish speeds and wait for the antimatter to hit e11111. 2. / in / Patashu autohotkey scrip that automates the manual purchase section of the above: 20to%20beat%20IC5.ahk?dl=0 Use F2 after each magnification, press F3 as it hovers over the customer with a checker to start a strategy of buying dimensions, hit F4 to disable F3. Alternatively try GeneralYouri strat: Also try SpectralFlame strat, strat, is slow, but can work for low IP amounts: After that, keep doing ~10 minute long sit-ups and complete each IC while unlocking. \*\*1E140 IP, REPLICANTIS\*\* You can unlock ID5 and Replicantis at this time. Replication grows exponentially, up to a maximum of 1e308 (Infinity), and the more you have, the stronger the infinity dimensions. Replicants have offline progression. Your replicant quantity resets whenever you're Infinity. At the moment in the game, the longer the run, the more productive it is, so break only when you need to buy upgrades. If you get Infinity Replicantis, you can reset them for a free Galaxy, and you can do so as many times as you've purchased a third upgrade. This Galaxy also only lasts until the next Infinity. While it doesn't increase the cost of the next Antimatter Galaxy, it still resets you to the start of the Galaxy, so don't buy it if you're going back to the new Antimatter Galaxy. Around this point, the middle (30-60min) runs give you e1-e2 more and overnight they give you e10-e12 more. Set the dim bulk boost to 1 as all progress is closed replicant/ID growth anyway. With 1e165 IP get 'Hevipelle did nothing wrong' with /u/1234abcdcba4321 strat: Place autobuyers of all dimensions on singles, except for the 8th dimension purchased by the 10th, and the check mark that is buy max. Priority 8/7/6/5/4/3/2/1/1. Spam max everything. Also get 'Another Infinity Reference' in the high boost of the Galaxy 62. Starting with 3e203 IP, you can make a single replicant galaxy (RG) run that reaches e45000 antimateria and g70 to unlock ID6. Continue that run to 2RG and then crunch to g71 for ~7e213 IP. Now it takes DRs about 2.5 hours. Things will start to feel like they're slowing down, but finally starting with 3e248 IP, you can make a 3rg g77 run, generate 1e54445 AM and crunch for 1.89e251 IP, unlock and purchase ID7. Now it takes the DRs 52 minutes. When you have 1.68e271 IP, 4rg g81 running (~ 33 minutes per RG) will give you 1e60049 AM and crunch for 2.5e276 IP, which means you can unlock but not yet buy ID8. Two more 4rg runs will allow you to buy it too. A few rides later, you'll have 1e300 IP and you can get the Galaxy's Max Replicant: 5. A few rides later you'll have 1.8e308 IP and you're driven to eternity (but don't do it yet). This whole section was supposed to be four or seven days. \*\*ETERNITY\*\* Before eternity you should get all the following: \* 'I'm braking for no one!' - Big Crunch for 1e250 IP in 20 seconds or less. Trivial, hold the M and autobuy 25ish galaxies. 'Ludicrous Speed' is too strict for now unless you use lag/autoclicker strata. \* 'Is this safe?' - Get Infinite replicanti in 30 minutes. You'll get this automatically once your Replicantis has upgraded enough. The reward is that Infinity doesn't reset your replicant amount (but it still resets your replicant galaxies, and challenges continue to reset your replicary amount) \* Minimize challenge time: Fix infinity, dimboost and galaxy autobuyers, leave the big crunch autobuyer on, on, autoclicker + spam 'C' (do not hold, spam) plus spam left by clicking on the Big Crunch button. It will get all-time challenges at 0.02-0.06. \* Minimize infinity challenge time: Same as above, but leave infinity broken, leave customer dimboost on (for dimensional shifts only) and spam M. IC4 needs ~8 galaxies, IC8 needs ~13 galaxies. Due to the slowness of IC4 and IC8, you can't get 'YES. This. Is. (You will have a sum of about 10-12 seconds.) Now eternity. You will lose all previous progress (EXCEPT achievements and statistics) and you will get 1 EP. You'll find that your achievements give significant bonuses, including starting with 1e25 AM of every infinity and massively increased IP gain. Go to Dimensions &gt; Time Dimensions. Spend your first EP on the first dimension. Weather dimensions generate weather debris, which translates into upgrades with ticklish speeds. Now look at the Eternity tab. The Time Studies tab is like tree skills that you pay time theorems (costing antimaterials, IP or EP) that you can respect every eternity. (DON'T waste your first EP on Time Theorem.) The Eternity upgrade card lets you spend the EP to increase infinity dimensions based on unsubtled EP, eternity time, and Infinity Challenge Times summary, or to get more EP. The Eternity milestones tab unlocks the automation and quality of life's things just by doing more eternity. When you're forever, you'll get an EP based on log10 (IP), or an IP exponent that you're Eternited. You need 308 for 1 EP, 349 for 2, 426 for 3, 481 for 4, 524 for 5 and so on. The EP formula acquired on the basis of IP Eternited is under (5^(floor(log10(IP))/308-0.7) . The formula for IP required to obtain a certain amount of EP is ceil(((308\*log(EP))/log(5)) + 215.6). Here is a spreadsheet telling you the IP needed to crunch for certain amounts of EP: 0 Post-Eternity IC4/IC5 strat: 1) M/D/G until you get stuck. 2) Go to autobuyers, disable bulk purchases, set dimensions 2-7 to singles, and in IC5 also set tickspeed to buy singles. 3) Restart from the last reset. In IC4, spam 87654321 and occasionally hit M. In IC5, hold 8 and occasionally buy max tickspeed. Do manual incentives if you get stuck and eventually the challenge will succeed. If it's still too slow just get more IP first. Once you've been doing ICs, check your time studio card and purchase time theorems with AM and IP. Spend them on the left. Don't start Eternity 2 until you get 1e349 IP - it's easy to get there and will give you 2 EPs. If desired, a few extra grinding hours will give you eternity on 1e426 IP for 3 EP. (This will also allow you to get 'Ludicrous Speed' and 'YES. This. Is. You can also try to get them at a lower IP address.) Either way, after having 3 unsuspect EPs, respect before eternity, spend them on time theorems and go with the right getting 'Galaxy requirement goes up 52 8ths instead of 60'. Then get 'you get 1e15 times more IP' when you can. Continue Continue Eternity at EP 2-3. Every eternity milestone will trivialize more than an early game of eternity. Get more time studies, continuing to go the right way. x1e15 IP is a huge boost, as well as 10x more EP. Also get Time Dimension 2 (TD2) when it's cheap. When you get milestone 5E 'unlock multiple large automatic wall options', set it to 'X times since last crunch' and 1e10. As your eternities move faster to 1e15, 1e20, 1e25 and finally it should be 1e50 for the rest of today. Set max dimboost interval 0.2, max galaxy interval 0.1 as you get those milestones. Make sure you turn on every autobuyer ID and replica autobuyer. When you get eternity under 30 seconds, you will always start Eternity with 2e25 IP. Buy time dimensions, eternity upgrades, and time theorems when they're cheap. Finally at milestone 100E, you can automate eternity at 140 - you should be eternal every 15-20 seconds for 450-600 EP/min. Over time, it studies 3-way forks 1, take the middle if you can afford one upgrade or left path if you can afford two. Buy anything that costs 5e3 EP or less, then make a 'long' (5-10 minute) drive to buy TTs to fill the 3-way fork 1 left way. Crunch on x1e25, set dimboost/galaxy to 0.2/0.1 and eternity at 1200 for 1e3-1.1e3 EP/min. Alternatively grinding EP/min and doing long runs for more TTs, continuing down the middle part in a 3-way fork 2, then eventually a white 'diamond' at the end, constantly lifting the X IP you crunch on (at as high as x1e55), buying x5 EP multipliers and spending spare EP dimensions when they are cheap. Once you have everything that costs less than 1e13 EP, Eternity at 5.5e11 with abs on x1e55 for 6.68e11 EP/min (or try to find an even better setup!). \*\*GUIDE -CONTINUES ON WIKI.\*\* HTTP://ANTIMATTER-DIMENSIONS.WIKIA.COM/WIKI/GUIDE HTTP://ANTIMATTER-DIMENSIONS.WIKIA.COM/WIKI/GUIDE

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