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## Game dev tycoon guide wiki

Followed by spoilers for the game Deb Tycoon. This page applies partially or completely to version 1.5.24. In the new version of the game, the information may not be accurate. If you want to update your article to reflect the current version, archive pages that reference older versions and classify them appropriately before deleting this template. If you change the fitting, change the background color too! If you end up getting a strange combo trend and the penalty associated with it - this means that you just don't get another highly rated game, but instead of 8 games, usually no problem. But if you end up getting a positive trend - you need to make sure you compensate. If it occurs before Stage 3 is already in development, you can remove some features to reduce the final D/T output. If it's too late, you can release it with more bugs or let someone participate in the training so that nothing contributes to the project (the latter is not a reliable solution). xF[Edit & Edit Source] Original expression: Game\_score , Design\_and\_Tech , Platform\_x\_Genre , Topic\_x\_Audience , Topic\_x\_Audience , Bug\_Ratio , Trend\_Factor can be expanded as follows: Game\_score Design\_and\_Tech 1 + Design\_Tech\_Balance\_Mod + Time\_Management\_Mod + Sequel\_Mod Miscellaneous\_Penalties Platform\_x\_Genre Topic\_x\_Audience Bug\_Ratio Trend\_Factor and simplify it as follows: 50% off balance (+20% and -15.4% modifiers) ) does not increase Game\_Score by 4.6%. But it's rather a 1.52% increase: (100% - 15.4%) - (100% + 20%) - 100% + 1.52% The rest of the review algorithm's habit [Edit & Edit Source] Target Score [Edit & Edit Source] Target Score is what you need to achieve with your game score to get 9+ reviews. Calculations for it are complex and you can never be sure of it without performing some calculations after each release, but Target\_Score x Top\_Score + Top\_Score\_Modifier , Top\_Score\_Modifier (not in the garage) and (Top\_Score - 2nd\_Top\_Score)&gt;(0.2 x Top\_Score Then, if 0.2 x Top\_Score which is greater: Top\_Score - 2nd\_Top\_Score or 0.12 Top\_Score meaning, Target\_Score can be in the range of Top\_Score, 1% to 120% of your top score. As long as the game score is increased by more than 12% than the previous best result, you will continue to have about 112% Target\_Score of Top\_Score and continue to release the same game score as the last game score many times you need to receive 7+ reviews (average score 8) or release your game score a little higher than before (average score is 9%) and receive 8+ reviews.increase your game score by 13%. However, if the difference between the latest game score and the top score is more than 20%, increase plank to 120% of the top score (it's not 20% limited in the Garage, so it's really high). And in order to lower that board, you need to develop the game somewhere with about 112% of the top score, it will be set as your top score and again you will have a goal score equal to -112% of your top score. However, in this case, the 112% release is rated 8+, but may have been 9+. If you raise the plank by more than 20% while you are in the garage - you will need to do this several times to gradually lower the board (receive reviews as close to 9 as possible), it will be harder to calculate your goal - so it is better not to do it in the garage so far. Therefore, this strategy will continue to increase your game score by less than 13% each time. There is a spreadsheet at the end of the article that automates these calculations. Technical Expertise [Edit & Edit Source] Next, there is a parameter called Technical Expertise that limits the maximum score you can get. Basically, the formula for your review score (before randomization) is: Intermediate\_Review\_Score can not exceed 10, because it was clamped, Technical\_Expertise value is your absolute review score Khan was released along with at least 100K fans 9 A big game 10 - Tech\_Level\_Penalty\_For\_Large\_Games Graphics\_Tech\_Level\_Tech\_Level\_Penalty\_For\_Large\_Games have a child. Specialists are counted only if they are assigned to a field that is important to the selected genre (or genre combo). Meaning, graphics experts are assigned to graphics for almost any game, or dialogue experts assigned to interact in adventure or RPG games. At the start of the game, technical expertise has no effect. , ne, and this is the audience you develop until you study the target audience. And after you research them, pcs have 1.3 for maturity, so you can get even better, therefore it has less market share, but about the same market, and it costs cheaper to develop for. As soon as Gameling is released, we will start developing game rings and continue to develop and play games up to about Y8 (then M games for PCs will start selling better than game ring Y games). Always select a Y audience when developing a game ring, and do not select topics that do not work with Y audiences (such as military). So this is how to get over the beginning of the game: 1. You make a custom engine, use 2D graphics v1 and use basic sound features. 2. Start the game with the development of sports action 3. Next, we will develop military strategies and medieval strategies. The slider settings areSame - 100/50/0, 0/50/100, 0/100/50. You must now have about 45 research points, do some contract work, get more than 100K cash, and then you must have enough research points to start researching custom engines. If you haven't developed the next game, you'll have it. If you have - research the custom engine and only enable the 2D graphics v2 feature and create the first custom engine. 5. After creating a custom engine, you will be enough to study racing - do it. 6. I'm using 2D graphics v2 now, but don't use any other features (there's not even a basic sound). 7. Develop space sims, racing sims. The slider settings are the same - 100/50/0, 0/50/100, 0/100/50. 8. Research Fantasy.9. Develop a fantasy adventure Slider settings are 0/100/100, 100/50/0, 100/50/0. 10. From now on, it is big to develop RPG. RPG slider settings are 0/100/100, 100/100/50, 100/100/100. You can do fantasy and medieval RPGs one after another. Try not to develop the same topic/genre in a row, but you can do the same kind without any problems with other fantasy/RPG -&gt;medieval/RPG-&gt;fantasy/RPG-&gt;medieval/RPG. If you want to develop something else, you can do an adventure (but they're a little hard to get the balance right). Don't do any more research in the garage. 11. You need to move to the office when you have at least 2M at a bank (or a game that has just started selling with 1.5M) [Important!12. Train yourself in staff management and train yourself in research (Make me think). 13. Immediately hire four new employees as soon as the staff management training is completed. Spend 80K on a budget. Select Game Demo to get a balanced employee, choose the lowest design/tech when selecting candidates, and if tied, with smaller speed and greater research, yes! I said the lowest! The lower the speed, design, and technology of the employee, the easier it is to increase the number of employees. Think about it - if training add an average of 30 to the statistics, employees with 100 Speeds will be 33% better than Speed Training, and 300 Speed employees will be 10% better. Do you feel the difference? Also, when you hire four crew members, you'll obviously increase your output significantly. Employing weak employees (such as the 1200/70T) can reduce overall output when assigned to medium-sized game development areas. And the first few training sessions will improve their output very much, so you'll get very good reviews with no effort!14. If you hire an employee, always train him with welcome training. 15. Five employees should be completely wasted (its effectiveness is close to zero). No problem! They can still study as well. Therefore, start researching medium-sized games, target audiences (if available), andGraphics v1 with two (3) of them. 16. As soon as you study 3D Graphics v1, start creating a new engine and put only 3D Graphics v1 (and all other functions in other fields). 17. Once you have completed the new custom engine, you need to wait for most employees to restore halfway, and then start contracting (starting with the simplest one) until they fully recover. 18. When you are fully recovered, train everyone once in your research. 19. After the training is over, do one small game (RPG, adventure, etc.), but I will make you remember that the two of them are the easiest. Again, we'll only use the 3D Graphics v1 feature, but not the other features. Here we pay attention to the production volume of Design + Tech. You may need to release a lot of bugs, but in surprisingly small amounts you may have a 6+ review score (beginner employees appear to skip bubbles at all throughout stage 1 of development). By the way, if you're wondering why we're playing a small game, you'll need to remember from the review algorithm that if a new employee gets 8+ or 9+ reviews, you'll almost always get 7+ reviews into the game. Therefore, we make one small game so that this does not affect our moderate game. 20. Train everyone once in your research. If you need to release with a bug to get a score too high, don't train anything else. If you release without bugs and still get low scores, train everyone with their weak stats (and your main -gens option) 21 in both stats. The contract work is carried out until the first employee is exhausted again. You have to wait until three of them are exhausted, start with the most exhausted meter, start empty, and then do the same thing for the third and fourth employees when the exhausted meter is about equal, thus ending the vacation at the same time and requesting the next vacation at the same time. Remember when this happens so that you don't get hit during game development (they request it once a year). If their time for vacation happens to be around M6 or M7, this is bad because the best way to hype your game - matters in G3 - M6W1, so you'll probably develop the game there later. In this case, you will need to gradually delay your vacation each time in order to spend your vacation somewhere in the M9. If an exhausted employee is doing something other than training, development, or contracting, take advantage of it (it's okay to research the engine, create an engine, or fix bugs with exhausted employees). If you hire the last two staff members, you must synchronize the employee's vacations again. 22. Now develop a medium-sized game for publishers, be sure to choose a contract that gives you the best royalties because it allows you to rack up to fans much faster than a self-published small game - evaluation requirements are irrelevant (even if you fail, you won't pay so much for it to be a problem), make sure the required topic/genre is a great combo andViewers fit the topic and platform. We also prefer platforms with higher market share (e.g., Gameling). If it means getting a good deal, you can research a new genre. Note that you have a problem developing something properly other than adventure, casual and RPG, because you are more likely to not be able to meet the balance of design/technology. So expect a bad score in the genre of strategy, simulation and action. You can also save it before opening Fin Publication Transactions and reload it if you don't like the list (but you can consider this cheating, but I personally don't do it). Be careful with the release in your first, do not overshoot in the game score through the roof, check it and release it with bugs if necessary. Until you get 100K fans, your medium game review rating is limited to 9. In other words, if you get enough game scores to earn a target score, you get 8+, and if you get enough game scores to get 8+ under normal conditions, you'll get 7+. Well, this is basically it. You should now take your steady path towards profit and prosperity. Let's talk about the general strategy of the whole game. 1. Train employees twice after each game release - once with the lowest design/technical statistics and once at Research. This causes so many research bubbles and there is little problem with the research later in the game. If you have an employee with a very bad speed (less than 250), sometimes train his speed instead of the main statistics. Always use the most expensive training options available. 2. Do your research after training everyone twice - This method assigns research to the first person who completed the training (the person who hurt their head a little) and minimizes downtime for the entire team. 3. Your research priorities are: unique ones like marketing, large games, casual genres. The next version of 3D graphics. Other features. If you have more than 100 research points and have nothing to do with it, you can consider researching a new topic, but this is not so important. You can only do research after two trainings with everyone, assign the research to the first person to complete the training in this way (the person who hurt your head a little), and minimize downtime for the entire team. 4. If you are researching a new graphics version (and only if you do), consider creating a new custom engine and adding all the features studied at this point into it. Don't put 2D graphics as soon as you get 3D graphics, and don't put older graphics versions - it's only the latest. 5. Add features to the game only if training alone does not allow you to continue to release 8+ reviewed games. For example, if you're developing a perfect game but your rating is low (instead of 8+) (balance OK, time allocation OK, etc.), consider adding new features to the next game. Start with the cheapest feature so as not to overshoot in the game score. Basically, as long as you train your employees, you can let go without long time features and keep getting a good score. 6. It doesn't matter which employee is assigned to which field, but it's consistent. If you always assign your best guy to graphics (and anything else in stage 3), always do so. Consistency is a priority. You can use your employees' excessively to get a great management XP bonus every time. 7. Remember the Publisher Agreement for Medium Games until a 100K fan enters, if the 400K fan has self-published large, take a Large contract otherwise until the large unlock (see below in proper marketing), and then self-publish Large. 8. Self-publishing medium and large games will result in an immediate increase in dozens of hype if done correctly, with a 500K campaign at the beginning of Stage 2, and sometimes a 50K campaign (which will be invisible if you do it immediately). If you want more hype, you can do another 500K campaign at the beginning of Stage 3, but I don't think it's worth it. Make sure that the G3 (happens in M6 W1 every year) happens during your development (do it if you can wait a little bit for it, or postpone some research bunch), because it's the cheapest hype you can get. For large games, you can do a 150K campaign instead of a 50K campaign, for AAA games - 2M campaign instead of a 500K campaign (Special AAA Marketing is, don't do it). 9. If you select a booth size in the G3, select the minimum value until it is less than 1.5 of the total fans. From there, it increases to a medium-sized booth, and if the fan is not satisfied, it goes to a big booth. If you can't have a game during development while the G3 happens, don't choose anything (but it's better to have a game under development when the G3 happens). 10) Don't train boosts. That's useless. You don't need it. Do not train professionals until you develop AAA games. In random events: accept offers like Install Conditioner or New Hardware or Sponsored Woman, but don't pay 120K for Nigerian scams, don't sue people for piracy your game, and don't stop those who develop fan sequels. 12. When you get an offer to go to a big office, go right away! Here you need to unlock the hardware!R&amp;D, so you need to train him to get 700, train him as an expert in his field, and start training his other stats until you become a balanced employee, so choose the person who has the closest D/T to 700. Don't forget you need to develop one game with where your rating is limited to 7+ . 13. On the Internet and Grid for Research and Development, first study everything else as you like, except for your own treaty. I have not found the advantages of my tournament, it costs a lot to organize and the largest booth of the G3 seems to give the same effect (until there are at least 1.5M or more fans, IWe're going to go any further.) When the research is done, return the budget to 0 - you don't need extra research points at that strange cost. 14. Developing your own console is very cool and informative, but very expensive - you probably need -200M to make the best (and conquer the market with it). Put up to Q&amp;A budget and all possible features - hardware lab development budget will cost quite a bit of money to save points of functionality. It's best to wait in the console until you've studied 3D v7. After developing the console, it looks good enough for a 500K budget to fix everything that arrives for the service. 15. When studying AAA games, prepare three specialists. I've seen many possible genre combos and found that the most important experts are graphics (used anywhere), level design and gameplay, sound and AI, engine interaction, and story/quest and world design are the most useless. You only need 3, so you can ignore everything else, it doesn't matter, you need three experts in three important areas to make a 9+ AAA game. 16. Don't forget that 3D graphics v6 and v7 are studied in research and development labs. That's basically it. You need to keep getting steady and good reviews, with occasional great reviews. If you're good at calculations, you can increase the amount of 9+ reviews compared to 8 or more reviews. You can take advantage of bugs every time to get 9+ reviews every time! Well, you're better at this game right now. By the way, if you do MMO, you can break the game further - MMO basically increases your income/expenses linearly, so if you don't see it, you'll go bankrupt, but sometimes when you do a release extension, you start getting insane amounts after some expansion. It is better to do MMO on your console. Add: Wait, simpler slider assignment works? As you can see, I never told you to re-assign your slider to balance for something. You can only set them for 0/100/100, 100/100/50, 100/100/100 and carry you through the game from Y1 to Y260 if you continue with RPG. So, before I was against the assign your slider like this table, it is one of the people who claimed to be BS, does not work and should not appear on the wiki, and now I assign your slider and say it works for you? Yes, if you're playing an RPG or adventure game, you can assign a slider to some predefined values and make the whole game a problem. This is because in the RPG genre, you can achieve the perfect balance, and in adventure you can achieve a nearly perfect balance (an average error of 3%). This, combined with the fact that I use my strategy to recruit balanced employees, means that you have a fairly large margin for errors. And if you want to add functionality evenly (this isAdding four prog features is more expensive than the four one profits, so if possible (i.e., maximize the fewest fields and then start adding features to other fields allocated more time), you will rarely encounter situations that ruin the balance. However, if, for example, you hire an employee who specializes in a single statistic (which many people may be doing), you need to find your own balance. Also, if you try to make a game in a more difficult genre like a horrible action genre, it won't work for you (it's almost impossible to achieve the perfect balance without hiring employees with high-tech, low design or assigning large features to the high-tech field.) And for other reasons, it may also work very well. Needless to say, if you don't have an exact + and - table and you don't understand how the 20% and 40% rules work, you can't calculate the table in the first place (or you can't adjust it, adjust it, or deviate from it). So yes, if you like me and know how the game works, this simple slider table works, but if you want diversity in the games you've developed or the staff you hire, a simple set up slider like this doesn't mean anything. Most importantly, for those who don't know how the game works, for those who know how the game works, it's irrelevant because they can calculate their own tables. Added: Attractiveness of different genres [Edit & Edit Source] Basically, all genres and genre combinations are equal in that they produce the same results, such as getting the right to balance, assigning the same number of experts, as long as you choose the Great Combination. But in my opinion, there is a big difference between genres. The main factor is the design/tech balance you have to achieve, and how it correlates to everything. The overall balance between design and tech [Edit & Edit Source] Source Edit] factor No. 1 is that the overall balance is distorted in the goodwill of the design. If you order different fields with their design/technology contribution, you end up with the following table: Field Design % Tech Interaction 90 10 Gameplay 80 20 Stories/Quests 80 20 20 World Design 60 40 Sound 60 40 Graphics 5 0 50 Level Design 40 60 Engine 20 80 Total: 500 400 AI 20 80 Total: 500 400 0 This makes it naturally easier to achieve a design-focused game balance than technology-focused games. But that's not all. We're even more inclined to design-focused games. For more information, see Global Market Research.(un) An important field [Edit & Edit Source] correlates with factor number 2 to show how the genre's goal balance correlates with the important and non-critical fields. For example, the adventure genre with 2.5 design/tech balance goals is a field where the engine (2:8) and AI (2:8) are not important fields, with Stories/Quests (8:2), Dialogues (9:1), World Design (6:4), and Graphics (5:5) as important areas. The RPG genre with 1.67 design/tech balance is an area where the engine (2:8) is not important, with gameplay (8:2), story/quest (8:2), dialogue (9:1), level design (4:6), world design (6:4), and graphics (5:5). As you can see, there are fields that are useless (technology-focused) on lists that are neither important, and this is fine. What do they depend on? RPG is marked as important for Tech Focus Field Level Design (4:6), but Adventure is not important. What does adventure do to compensate? (2.5 compared to 1.67). Results - it is very easy to develop a balanced RPG (just set sliders like 0/100/100, 100/100/50, 100/100/100 and make sure to add features evenly), you still have room to tilt the balance further (you can do more world design and sound and less graphics) With less graphics, all-design in RPG takes place time allocations such as 10%/45%/45%, 70%/20%/10%, 70%/20%/10%, design/technical ratio 2.16 (more than enough to reach the desired 1.67 design/tech balance). However, to develop an adventure, you need to assign time exactly in Stage 3 (graphics are as minimal as possible before violating the less than 20% in important fields rule), and there is not enough balance to reach the desired 2.5 design/tech balance without being affected by features or employee statistics. And when you look at the action, things turn out to be horrible. You have gameplay (8:2) and sound (6:4) among the important areas, the best time assignable 70%/20%/10%, 10% It has a technology/design ratio of 1.46 (lower than the required 1.8 technology/design balance) of /20%/70%, 10%/70%/20%. If you look at a simulation/strategy with a technology/design balance of 1.6, the same 1.46 technology/design ratio is much more attractive because it has the same weak side as the action. Balance Delta Formula [Edit & Edit Source] Finally, the game uses the following formula to calculate the balance delta (the amount that missed the balance): Delta (Design Ideal\_Tech\_To\_Design\_Bal - Tech) / (Max (Design or Tech)) looks like a fair formula. How does it work in reality? #2で終わった you'll consider it worked just as well on both tasks. Right. Wrong! Using the above formula, case 1: (100 x 0.5 - 70) / 100 - 20% case : (70 - 2 - 100) / 100 - 40% Yes, in the case of high-tech heavy games the margin of error is twice as small! Their error rate is always larger when compared to their design-enabled error percentage (the exact amount of difference depends on the balance - for example, the balance difference in the case of 1.5 and 0.67 will be 50%. To summarize the conclusion [Edit & Edit Source] research, here is a list of base genres sorted by their appeal based on these factors. Genre Main Stats. The ideal bal. Achievable bal. Delta % RPG Design 1.67 2.16 0% Adventure Design 2.5 2.33 2.9% Casual Design 2.0 1.73 7.9% Simulation Tech 1.6 1.46 9.6% Strategic Tech 1.6 1.46 9.6% Action Tech 1.8 1.46 23.8% But keep in mind that it is very possible to develop balanced technology games so you can hire technology-focused employees or assign more features to technology-focused areas - it is harder to do RPGs and adventures and require more effort. Multi-genre [Edit & Edit Source] When a multi-genre appears, there are many opportunities. Combinations of action/adventure, sim/adventure, sim/RPG, sim/casual, strategy/adventure, strategy/RPG, strategy/casual, etc. can get your target balance very close to 1 (at least 1.02 for Sim/Adventure or Strategy/Adventure). This is a piece-o-cake to achieve the balance goal (with the fact that the weighting of the tilted error is still valid, the target balance is very close to one, so it hardly exists). The best combination has a goal balance of 1.02, as well as only three important and non-important fields, so sim/adventure and strategy/adventure, it seems to give you a lot of creative freedom. Helper spreadsheets that do calculations for you [Edit & Edit Source] Basically, for not calculating everything yourself, I made a LibreOffice spreadsheet that calculates everything for me. Get it here. The yellow field is supposed to be entered by the user, but the orange field is the output field that provides the information. It's easy to use: play in a window and put it at the bottom of the screen, the game Dev Tycoon can take the rest of your screen. Then pause the game when development is finished (listen to Din), enter the ideal T/D balance of the genre, the game size (0 x small 3 x AAA), bugs if you miss the trend, D, T, trend qualifiers, platform / Check the genre qualifier and the number of bugs you need to leave in the game to get the maximum review rating (for example, if you release a game with five bugs, you get a rating of 6.01 and a rating of 6.77 for 0 bugs.) When the game is finished, check the amount of bugs on the screen where XP was obtained, and the T in the table are correct and, if necessary, enter the final value. If you see a number for the new delta field in the table, enter that value in the delta field on the left and enter the game score in the top score field on the left. The table contains these input fields: the field description top score has achieved the maximum score Delta A value where you have earned your top score to earn your top score to earn 10 bugs in the amount of points in the amount of design of your game in your game technical points (1.8 for action, RPG case etc.) If you miss the bizarre combo trend, 1.2 if you miss the bizarre combo trend, take this from the raw data table, this is based on a combination of platforms/genres. If it's a PC, it's always one. The table contains the Output field of The Seeds: Field Description Bugmod Quality Mods from Your Game Score Modifier Bug from Quality Mods Your Game Score Qualifier (in this case, T/D Balance) Game Score your game score with the current value you entered Target Score game you entered You need to reach 10 review scores (9+ reviews) that you get in the current value review score review score Max R. score review score gets in the same D and T, but up to 0 bugs you can get how much bugs you can leave in the game. New Delta If a new top score is set, this is the value that must be improved by the next time. First enter this in the delta field on the left, enter your game score in the top score field on the left, this table seems correct, but I can't guarantee. Keep in mind that if it fails, the first two top scores will be artificially down by the game and the third will be converted to 10. A new employee screws up his list (and a second if he is exhausted), that if you don't have a small game from the garage, a medium game without a 100K fan, a large game, cool graphics and three related experts can be cauldred even lower for AAA games. If you set a review limit of 9, you will need to earn a review score of 10 (not 9) to set the top score. But keep it in mind because the table doesn't know it (update the top score only when 10 is displayed in the review score field instead of 9+) also remember that you expect not to do a sequel, always do the highest quality game (assign slider correctly), always do great combos and always do the right topic/audience combo. If a close call fails (I was told to get a 9.00 review score (8+) in the current amount of bugs, but there are 7+ reviews), approve errors and display truncate errors (the spreadsheet truncates something like 9.999 to 10.00 for strange reasons). If it fails miserably and gives off a completely wrong result, write a comment and maybe I can fix it (or maybe you can fix it - it's!t's really complicated.) Excel options created by Jai Master. It is not the same as or based on LibreOffice's version. If you set a new high score, you can copy and paste (paste special & Edit Source] value) data from the blue box (the next game) to the purple box (the last high score game) after the next game ends. The sheet is set to use a 13% increase as your goal. If an error occurs after entering the information, you may have broken the lookup by entering an invalid value (for example, Godvodre64 is G64 on the sheet, and the size option Y M L AAA is the audience option). Trend options are No, Normal, Bizarre, and Miss Bizarre. All of these are tables that start with row AC, and you can find and change them to your liking.) Correct design refers to the slider setting, and if you intentionally remove the slider setting rule, such as by the focus of the dialogue in the action game, set it to No to calculate the penalty. Staff lists and design plans help you avoid over-expanding staff members when designing games that extend your staff to three employees, five employees, or medium capacity to increase capacity with AAA. If you write down the staff name on the staff list and set the design plan as a staff name and percentage, the engine gets the game size under the proposed game and gives the staff utilization % under the U in the staff list box. When you enter a suggested genre, the planning grabber (below the topic strength box) is updated to show the planned weights, such as technology/design ratios and important sliders. You can record your game history in the Game History box. If you need to enter a topic name, but you need to enter a number of topics, you can add them again by reviewing the topics in the Topic Strength box for the topic. The topic used does not support cross-genre (but by the time you can create a cross-genre game, you don't need a new combination of research bonuses anyway). Nb, I used KAOS as the name of a custom console and the spreadsheet needs it. In cells AC75 and AJ75, you can rename it Custom or a custom console. Comprehensive Google Spreadsheet option created by timlxx. Instructions included in the sheet. There are also online, easy-to-use, javascript options created by the Space website (currently not online) and revised by the R-SAAM Development Group. This option isn't as detailed as the spreadsheet option, but you can efficiently display the best slider position, ideal technology/design ratio, game score, and review score to get the same results as the spreadsheet. Designed to be a faster and easier way to get a good score. Score.