



Warzone Idle - Advancements Guide 5.14

This guide is a chapter from the full WZI guide -----> [Warzone Idle Guide](#)

Database

First of all, I made a database for all the Advancements. It shows the effects and costs for every possible upgrade.

Advancements Database: [Phase 1](#) - [Phase 2](#) - [Phase 3](#) - [Phase 4](#)

Advancement Points

The Advancements are permanent upgrades that have a game changing impact on your progress. The more upgrades you have, the easier and faster clearing maps becomes.

The upgrades cost Advancement Points, or AP. There are 3 ways to get AP:

- finishing the normal levels
- defeating challenges
- playing battles

The AP reward for playing battles is insignificant.

Defeating a challenge will award you 100 AP per challenge. You will get the award only once, so clearing the same challenge multiple time is a waste of time.

Completing all the challenges will award you a maximum of 3100 AP (the tutorial level is not playable as a challenge).

Your only way to progress is to play and finish the normal levels.

Finishing all of the normal levels once will award you 12861.09 AP

When you are ready to take on the hardened levels you can also earn additional 16238,22 AP, but don't even try these levels at the beggining!

In order to fully upgrade you Advancements in all 4 Phases you'll need roughly 400,000 AP!

Finishing all 32 levels once can take several months, so let's make one thing clear: upgrading everything is probably out of the question for the first couple of ascensions.

So how to choose which upgrades you need?

To answer this question I'll categorize all the Advancements into 5 groups (it's my way to make it easier. Of course, everyone is entitled to his/her own approach):

Red – Upgrades that affect directly your army and money generating, reduce costs of upgrading, makes your attacks, smelting and crafting more efficient etc.

Yellow – all the ores production increase

Blue – all the Auto-Upgrades

Green – Visibility upgrades

Tan – all the other upgrades

Generally speaking, you want to concentrate at the beginning on the **red** and **tan** groups! The **blue** group should be relevant to you if you like the game to get more and more idle – these upgrades will improve the AI. They will also have an impact on the challenges and battles.

Note, you won't be able to deactivate the Auto-Upgrades during battles!

The **green** group works like a permanent Fog Buster Power and will become helpful after the second Ascension, when there are mostly no Powers left on the maps.

The **yellow** group should be relevant to you if you want to base your strategy around the market

Phase 1

Phase 1

1

Increased Army Camp Production

Increases armies received from all army camps by 10%. Upgradable to 500% in 10% increments.

2

Increased Copper Production

Receive 10% more Copper from mines. Upgradable to 200% in 5% increments.

3

Increased Cache Money

Caches award 10% more money. Upgradable to 100% in 5% increments.

4

Joint Strike

5% of your armies are retained when conquering a territory you control two or more connections to. Upgradable to 25% in 2% increments.

5

Increased Ore Sell Values

Ores sell for 10% more money. Upgradable to 100% in 5% increments.

6

Discounted Mine Upgrades

Mine upgrades cost 5% less. Upgradable to 25% in 2% increments.

7

Mine Visibility

Can see the location of the first 3 mines. Upgradable to 65 in increments of 3.

8

Increased Tin Production

Receive 10% more Tin from mines. Upgradable to 200% in 5% increments.

9

Increase Smelters Speed

Decreases the amount of time it takes to smelt things by 10%. Upgradable to 50% in 5% increments.

10

Additional Mercenaries

Increases the number of armies available in mercenary camps by 10%. Upgradable to 150% in 2.5% increments.


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Increased Iron Production

Receive 10% more Iron from mines. Upgradable to 200% in 5% increments.

12

Statistics

Reveals additional statistics about your empire. Upgradable to 4. 

13

Increased Idle Time

Increases the maximum amount of idle time you can accrue at once by 30 minutes. Unlimited upgrades in 30 minute increments.

The upgrades you want to get ASAP are:

- Increased Idle time to at least 2 hours so that you'll enjoy a total idle time of 4 hours (you start already with 2 hours)
- Joint Strike to the max – the impact on the game is tremendous!
- Increased Army Camp Production to at least 100%

After that you can spread out and start investing in other upgrades

- Additional Mercenaries, Statistics to at least level 2, Mine Discount and Increase Cache Money.

Don't try to upgrade all of them to the max. It won't happen any soon. Especially not with the Increased Army Camp Production and Additional Mercenaries. These two are the longest of all the Advancements to upgrade. Check the costs for a full upgrade in the Database at the top of the page.

Phase 2

Will be unlocked after investing at least 1000 AP into Phase 1

Phase 2

1

Auto-Conquer

Automatically conquers any territories that cost less than 5% of the number of armies you have. Upgradable to 50% in 5% increments. Can be enabled or disabled at will. Unlocks challenges and battles!

2

Increased Zinc Production

Receive 10% more Zinc from mines. Upgradable to 200% in 5% increments.

3

Increased Cache Resources

Caches award 10% more ore, alloys, and items. Upgradable to 100% in 10% increments.

4

Smelters/Crafters Visibility

Can see the location of the first 3 smelter/crafters. Upgradable to 30 smelter/crafters in increments of 3.

5

Increased Nickel Production

Receive 10% more Nickel from mines. Upgradable to 200% in 5% increments.

6

Army Camp Discounts

Decreases cost of upgrading army camps by 2%. Upgradable to 30% in 2% increments.

7

Auto-Smelt

If a smelter or crafter is unable to work due to lack of resources, 120 minutes later this will automatically change its recipe to the most expensive recipe that it can work on. Upgradable to 10 minutes in -10 increments. Can be enabled or disabled at will.

8

Increased Lead Production

Receive 10% more Lead from mines. Upgradable to 200% in 5% increments.

9

Mercenary Discount

Decreases cost of buying armies at mercenary camps by 10%. Upgradable to 50% in 5% increments.

10

Increased Alloy Sell Values

Alloys sell for 10% more money. Upgradable to 100% in 5% increments.

11

Increased Draft Sizes

Increases armies received from drafting by 10%. Upgradable to 300% in 10% increments.

12

Increased Silicon Production

Receive 10% more Silicon from mines. Upgradable to 200% in 5% increments.

13

Recipe Visibility

Can see the location of the first 3 recipes. Upgradable to 30 in increments of 3.

14

Auto-Upgrade Army Camps

Automatically upgrades army camps that cost less than 5% of the money you have on hand. Upgradable to 100% in 5% increments. Can be enabled or disabled at will.

15

Increase Crafters Speed

Decreases the amount of time it takes to craft things by 10%. Upgradable to 50% in 5% increments.

16

Increased Aluminum Production

Receive 10% more Aluminum from mines. Upgradable to 200% in 5% increments.

17

Increased AP

Increases AP received by winning levels by 5%. Upgradable to 25% in 2% increments. Does not affect challenges or battles.

The upgrades you want to start with are:

- Auto-Conquer to the max – it will allow you to participate in battles!

After that stick to the following upgrades:

- Army Camp Discount
- Mercenary Discount
- Increased Cache Resources

You will be tempted to go straight to the Increased AP. Don't. Upgrading it to the max will cost you 7718. At this stage of your development better go back to Phase 1 and invest even more into army camps and mercenaries.

A good time to upgrade the Increased AP is probably at the end of your 1st ascension.

The upgrades of Phases 1 and 2 are going to be the base for your advance in the game. Investing patiently in them will eventually decrease the time of completing levels. The faster you get the AP, the easier it's going to be unlocking the very expensive upgrades of phase 3

Phase 3

Will be unlocked after investing at least 8000 AP into Phase 2

Phase 3

1

Can Skip Levels

Allows bypassing the next 1 locked level to start the one after it. Upgradable to 10.

2

Increased Silver Production

Receive 10% more Silver from mines. Upgradable to 200% in 5% increments.

3

Auto-Sell

Automatically sells any resources you don't need for purchasing techs and that aren't used in recipes. Sells once every 120 minutes. Upgradable to 5 minutes in -5 increments. Can be enabled or disabled at will.

4

Start with Tech

Start each level with 1 free tech already unlocked. Upgradable to 10.

5

Increased Gold Production

Receive 10% more Gold from mines. Upgradable to 200% in 5% increments.

6

Mortar Damage

Increases damage done by mortars by 10%. Upgradable to 100% in 5% increments.

7

Mercenary Camp Visibility

Can see the location of the first 3 mercenary camps. Upgradable to 50 in increments of 3.

8

Increased Money from Bonuses

All bonuses award 10% more money per second. Upgradable to 100% in 5% increments.

9

Increased Item Sell Values

Items sell for 10% more money. Upgradable to 100% in 5% increments.

10

Market Visibility

Can see the location of the first 3 markets. Upgradable to 50 in increments of 3.

11

Tech Discount

Reduces the resources required to complete all techs by 4%. Upgradable to 30% in 2% increments.

12

Auto-Upgrade Mines

Automatically upgrades mines camps that cost less than 5% of the money you have on hand. Upgradable to 100% in 5% increments. Can be enabled or disabled at will.

You'll unlock the 3rd phase probably at the end of your 1st ascension. At this point your problem during the levels should be lack of money. Therefore, your main goal should be:

- Increased Money from Bonuses
- Increased Item Sell Values

Secondary choice may be:

- Start with Tech, upgraded to at least level 4

Phase 4

Will be unlocked after investing at least 25000 AP into Phase 3

Phase 4	
1	Increased Clan Request Sizes Increases the amount of money or armies you can request from your clanmates by 20%. Upgradeable to 300% in 10% increments
2	Auto-Purchase Techs Automatically purchases any techs that cost less than 5% of the resources you have on hand. Upgradeable to 100% in 5% increments. Can be enabled or disabled at will.
3	Better Hospitals Increases the armies saved by hospitals by 5%. Upgradeable to 50% in 5% increments.
4	Auto-Draft Automatically drafts armies once the draft has been available for 8 hours. Can be upgraded in 30 minute increments. At max, it will draft immediately.
5	Cache Visibility Can see the location of the first 5 caches. Upgradeable to 200 in increments of 5.
6	Auto-Mortar Automatically loads and fires mortars at the best targets. Runs once every 120 minutes. Upgradeable to 10 minutes in -10 increments. Can be enabled or disabled at will.
7	Auto-Market Automatically purchases from a market as long as the items purchased cost less than they would sell for. Runs once every 120 minutes. Upgradeable to 10 minutes in -10 increments. Can be enabled or disabled at will.
8	Faster Digging Decreases time to dig for artifacts by 5%. Upgradeable to 50% in 5% increments.
9	Auto-Upgrade Hospitals Automatically upgrades hospitals that cost less than 5% of the money you have on hand. Upgradeable to 100% in 5% increments. Can be enabled or disabled at will.
10	Increased Cache Armies Increases the armies received from caches by 5%. Can be upgraded to 100% in 5% increments.
11	Auto-Purchase Mercenaries Automatically purchases armies from mercenary camps. Will purchase as many as it can every 120 minutes. Upgradeable to 5 minutes in -5 increments. Can be enabled or disabled at will.
12	Simultaneous Levels Can play 2 levels simultaneously. Upgradeable to 5.

The first advancement to max out should be:

- Better Hospitals

secondary important upgrades:

- Faster Digging

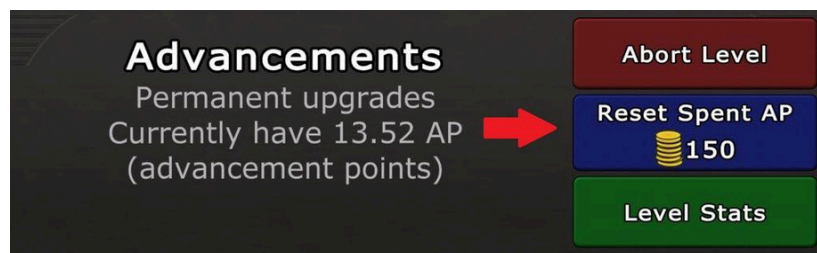
- Increased Cache Armies

- Auto-Draft, together with maxing out Increased Draft Sizes from phase 2

After that do whatever you like. At this point you'll be finishing levels within hours, which means you'll have a fast flow of AP

Investing in the wrong Upgrades

If you think you made the wrong choices don't be ashamed, there is a reset button. Resetting all your spent AP will cost 150 WZ coins. Is it worth it? It's your decision. On some occasions yes!



My own Advancements

I've finished (01.09.21) my 1st ascension with the following Advancements:

Phase 1

Increased Army Camp Production - 400%

Increased Cache Money - Max

Joint Strike - Max

Increased Ore Sell Values - Max

Discount Mine Upgrades - Max

Increase Smelters Speed - 60%

Additional Mercenaries - 55%

Statistics - Max

Increased Idle Time - 300min

Phase 2

Auto-Conquer - Max

Increased Cache Resources - Max

Army Camp Discount - Max

Mercenary Discount - Max

Increased Alloy Sell Value - 80%

Increased Draft Size - 230%

Increase Crafters Speed - 40%

Increased AP - Max

Phase 3

Increase Money from Bonuses - 10%

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GG

Parsifal (01.09.2021)