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Antimatter dimensions secret achievements

Edit Comments Share Each achievement has conditions that must be met before they are earned. Some are very simple, and some are much more difficult. You may have to big crunch or start a challenge before you try some of the harder ones. Before the Reality Update, you get an x1.5 multiplier to all Dimensions for each completed row of normal performance. On the mobile version/reality update, each individual achievement will give you an x1.03 multiplier, and an additional x1.25 multiplier for each completed line. This multiplier is compounding, which increases as you complete more achievements. In addition, some achievements have their own rewards. The reality update terminology for some phrases is different than on the web version. For example, reducing the boot bickering interval is now multiplying the start tickspeed on each reset. On notations like Blind and True Blind, some things will be omitted (Blind will remove the numbers, while True Blind will also delete descriptions). In addition, some achievements have changed positions with other performance. If changes are made to the mobile version, it may already be in the Reality update. List of Achievements[edit | edit source] ID Name Tooltip Actual Requirements (if different) Reward (if different) Extra r11 You have to start somewhere Buy a single First First Antimatter Dimension. Ha >0 d1s. None None r12 100 Antimatter is very buy a single Other Antimatter Dimension. Ha >0 d2s. None No r13 Half life 3 CONFIRMED Buy a single Third Antimatter Dimension. Ha >0 d3s. None This is known internally as Half life 3 confirmed on the web version prior to Reality Update r14 L4D: Left 4 Dimensions Buy a single Fourth Antimatter Dimension. Ha >0 d4s. No No R15 5 Dimension Antimatter Punch Buy a single fifth Antimatter Dimension. Ha >0 d5s. None None r16 We could not afford 9 Buy a single sixth Antimateria dimension. Ha >0 d6s. No r17 Not a turn related achievement Buy a single Seventh Antimatter Dimension. Ha >0 d7s. No No r18 90 degrees to infinity Buy a single eighth Antimatter Dimension. Ha >0 d8s. No No r21 To Infinity! Go Infinite. Reward: Start with 100 antimatter. Press the Big Crunch button, after reaching infinite (2^1024) antimatter. Starting is restored with 100 antimatter permanently. (Dimension Increases, Galaxies, etc.) As of 100 antimatter is not internally linked to this achievement. (It is paired with having completed Challenge 1) r22 Fake News Encounter 50 different news messages. Your newsArray variable has at least 50 news messages. No No r23 The 9th Dimension is a Lie Has exactly 99 Eighth Antimatter Dimensions. Reward: Eighth Antimatter Dimensions are 10% stronger. Has =99 8th Antimatter Dimensions. No No r24 Antimatter Apocalypse Get over 1e80[1] antimatter. Current >= 1e80. No None r25 Increase to Buy 10 Dimension Boosts. 10 soft reset state (10 dimension boosts). None Den for 110 8ths. r26 You got past The Big Wall Buy an Antimatter Galaxy. Galaxies = 1. No No R27 Double Galaxy Buy 2 Antimatter Galaxies. In the same Infinity. No No r28 There's no point in doing it Buy a single First Dimension when you have over 1e150[1] of them. Reward: First Dimensions are 10% stronger. Must buy singles, not until 10. No Inga r31 I forgot to nerf that Get some Dimension multiplier over 1e30[1]. Reward: First Dimensions are 5% stronger. d1 mult >= 1e30. None None r32 The Gods are pleased Get over 600x from Dimensional Sacrifice outside of the 8th Dimension Autobuyer Challenge. Reward: Sacrifice is slightly stronger. 600x in your current Dimension Boost/Galaxy. (Mobile/Reality Update: Outside nc8) Adds 0.2 to sacrifice power. You can't get this performance while in Normal Challenge 8 in the mobile version/Reality Update. This is because you can easily surpass the 600x sacrifice multiplier in c8 due to the huge boost to sacrifice multiplier. r33 It's a lot of infinites Reach Infinity 10 times. Reach >=10 infinitied state. No No r34 You didn't need it anyway Reach Infinite antimatter without having any 8th Dimensions. Reward: Dimensions 1-7 are 2% stronger. Crunch with 0 d8s. No You Can Galaxy and Dimension Boost before boost where you can Big Crunch. Make sure not to buy any 8th Dimensions when you do so (or have less than 4 dimension increases). r35 Do not dare sleep Be offline for over 6 hours in a row. The time between two ticks has to be 6 hours or more (includes kongregate purchase). None This is known internally as Don't you dare to sleep on the web version before reality update r36 Claustrophobic Go Infinite with just 1 Antimatter Galaxy. Reward: Reduces the starting cross interval by 2% Has exactly 1 galaxy when you Big Crunch. No No r37 It's fast! Go endlessly on under 2 hours. Reward: Start with 1,000 antimatter. Crunch in less than a minute in this Infinity. Starting is restored with 1e10 (10 B) antimatter permanently. No No r56 Many Deaths Complete the second dimension Autobuyer challenge in 3 minutes or less. Reward: All Antimatter Dimensions are stronger in the first 3 minutes of Infinities. Crunch in at most 3 minutes in Challenge 2. When the time in infinity < 3 minutes, all dimension multipliers are multiplied by (360/((time this infinity in seconds)+180). No r57 Gift from the Gods Complete the Challenge For Eighth Dimension Autobuyer in 3 minutes or less. Reward: Dimension sacrifice is much stronger. Crunch for a maximum of 3 minutes in Challenge 8. Adds 0.2 to sacrifice power. Once you get this achievement, you will be able to further minimize this challenge record, as sacrifices are more powerful. r58 Is this? Complete the Tickspeed Autobuyer challenge in 3 minutes or less. Reward per purchase of 10 AntimatterDimensions +1% Crunch in a maximum of 3 minutes in Challenge 9. Multiplies per-10 Dimension multiplier by 1.01 after 2x -> 2.2x infinity upgrade, but before EC3's reward. No r61 bulked up Get all your buyers dimension bulk to higher than 512. Get all dimension autobuyers bulk to >512. Mobile: Bulk purchases will be upgraded to be unlimited for all autobuyers. No r62 Oh, hey... you're still here? Reach 1e8 IP per minute. Has 1e8 IP/min at the time of crunching. No No r63 A new beginning. Begin generation of infinity power. If infinity force is >0. None This requires unlocking the 1st Infinity Dimension (1e1100 (100 QtSeTc) antimatter) and buying it with 1e8 (100 M) IP. r64 1 million is very Reach 1e6 infinity power. If infinity force is >1e6 (1 M). No No r65 Not-so-challenging Get the sum of all your challenge times over 3 minutes. Reward: All Antimatter Dimensions are stronger in the first 3 minutes of an Infinity, but only in challenges. The sum of all challenge entries < 3 minutes. When the time in infinity < 3 minutes and in a challenge, all dimension multipliers are multiplied by (240/((time this infinity in seconds)+60). No r66 Faster than a square potato Reach 1e58 ticks per second. Reward: Reduces the start check interval by 2%. Tickspeed < 1000 / 1e-52 (10 SxDc). (?) No Because this achievement is called Faster Than a Square Potato, it refers to the previous performance, faster than a potato, and its requirement is really just square of the previous one. r67 Infinitely Challenging Complete an Infinity Complete 13 of any type of challenge. None In the web version before the update of Reality is is stored in a single variable. r68 You did this again just for the performance right? Complete the third dimension Autobuyer challenge in 10 seconds or less. Reward: First Antimatter Dimensions are 50% stronger. Crunch with <10 seconds= in= challenge= 3.= first= dimensions= are= 50%= stronger.= the= reward= slightly= counters= the= challenge= nerf.= r71= error= 909:= dimension= not= found= get= to= infinity= with= only= single= single= single= single= single= first= dimension= without= dimension= boosts,= shifts= or= galaxies= while= in= automatic= galaxies= challenge.= reward:= first= dimensions= are= 3= times= stronger.= big= in= challenge= 11= with=></10>. <2 1st= dimension,= 0= dimension= boosts= and= 0= galaxies.= none= you= can= only= get= enough= infinity= power= to= this= by= the= you= get= 3rd= infinity= dimensions.= you'll= basically= need= a= 1st= ad= multiplier= of= close= to= 1e308= (100= uce).= r72= can't= hold= all= these= infinities= get= all= dimension= multipliers= over= 1e308.= reward:= all= antimatter= dimensions= are= 10%= stronger.= all= dimension= multipliers=>1e308. All Antimatter Dimensions are 10% stronger. No r73 This achievement does not exist Get 9.9999e9999antimateria. Reward: Antimatter Dimensions are stronger the more unused antimatter you have. Total antimatter >= 9,9999e9999999 (9,99 TMl-DTgTc) All dimension multipliers are multiplied by (unused antimatter^0,00002 + 1). The value in the toolbox is only in scientific notation, regardless of your notation. r74 End me Get the sum of all best challenge times in 5 seconds. Reward: All Antimatter Dimensions are 40% stronger, but only in challenges. The sum of Normal Challenge entries < 5= seconds.= when= you= are= in= any= type= of= antimatter= dimensions= are= 40%= stronger.= none= r75= new= dimensions???= unlock= the= 4th= infinity= dimension= reward:= your= achievement= bonus= affects= infinity= dimensions.= unlock= the= 4th= infinity= dimension.= reward:= your= achievement= bonus= affects= infinity= dimensions.= unlock= the= 4th= infinity= dimension.= reward:= your= achievement= bonus= to= infinity=.= none= r76= one= for= each= dimension= play= for= 8= days.= extremely= small= multiplier= to= antimatter= dimensions= based= on= time= played.= total= time= played=>. = 8 days. Antimatter Metrics multiplied by Math.pow(player.totalTimePlayed / (600 * 60 * 48), 0.05)) (The web version has time variables multiplied by a factor of 10) Formula: (time played / 172800 seconds) ^ 0.05 No r77 Zero Deaths Get to Infinity without Dimension Boosts or Antimatter Galaxies while in a challenge. Reward: Antimatter Dimensions 1-4 is 25% stronger. Crunch with 0 soft recoveries and 0 galaxies. You don't have to be in a challenge, unless you've purchased any of the fourth line Infinity upgrades. No This achievement changed positions with How antitables have turned... (now in Reality Update). This can be obtained in Normal Challenge 3 over the course of 20 hours, or after purchasing 1st Infinity Dimensions. r78 Blink of an eye Getting to Infinity in under 200 milliseconds. Reward: Start with 1e25[1]</2> 1e25[1]</2> mobile) antimatter. Crunch over time this inf < =200ms Start with 2e25 antimatter. No This achievement cycles between hiding and displaying the element every second until it is reached. Part of the original reward was removed in Reality Update. It was previously to give a multiplier to Antimatter Dimensions in the first 300 milliseconds of an Infinity in addition to starting with 2e25 antimatter on reset. r81 Hevipelle did nothing wrong Beat Infinity Challenge 5 in 10 seconds or less. Reward: Now r82 Anti-antichallenged Complete 8 Infinity Challenges. Completing 20 challenges None No r83 YOU CAN GET 50 GALAXIES!?? Get 50 galaxies. Reward: Tickspeed is 5% lower per galaxy. None None In the mobile/reality update, the description for the Tickspeed reward is 5% higher per Antimatter Galaxy. r84 I got some to spare Reach 1e35000[1] antimatter. Reward: Antimatter Dimensions are stronger the more unused antimatter you have. No None In the mobile/reality update, the wording changes to Get 1e3 ticks/sec per tickspeed upgrade. r87 2 Million Infinities Infinity 2,000,000 times. Reward: Infinities more than 5 seconds long give 250 infinitied state. Infinitied state >= 2e6 None If not obtained pre-Eternity, it can be obtained significantly faster with Time Study 32. r88 Yet another infinity reference Get x1.80e308[1] multiplier in a single sacrifice. Reward: Sacrificeis stronger. None Improve the sacrificial power of the IC2 reward ^0.01 -> ^0,011, No r91 Ludicrous Speed Big Crunch sacrificed for 1e200[1] IP in 2 seconds or less. Reward: All Antimatter Dimensions are significantly stronger in the first 5 seconds of Infinities. (1e200 IP or more) When time this inf <5s, all dim mults x(301-(inf time(s))*60) This is very easy after about e420 IP, but is possible pre-eternity too. r92 I brake for NOBODY! Big Crunch for 1e250[1] IP in 20 seconds or less. Reward: All Antimatter Dimensions are significantly stronger in the first 60 seconds of Infinities. (1e250 IP or more) When time this inf <60s, all dim mults x(101-(inf time (s)/0.6) No r93 MAX OVERDRIVE Reach 1e300[1] IP/ min. Reward: Additional 4x multiplier to IP won from Big Crunch. Has 1e300 IP/min at the time of crunching No Reward will apply on Eternity. r94 4.3333 minutes of Infinity[2] Reach 1e260[1] infinity power. Reward: Double Infinity Power win. No x2 ID1 pow No r95 Is this safe? Gain Replicanti for 1 hour. Reward: You keep your Replicanti and 1 Replicanti Galaxy on Reach Infinity replicanti for 1 hour from the beginning of an Infinity. (You still lose replicanti galaxies, however you hold 1 Replicanti Galaxy) (This can be achieved at 2e270 IP) In the mobile version / Reality update, the reward additionally retains 1 Replicanti Galaxy (excluding challenges), and the condition for getting the performance is now an hour. r96 Time is relative Go Eternal. No No No R97 Yes. This is hell. Get the sum of Infinity Challenge times in 6.66 seconds. None None Previous was 5 seconds in a previous update. R98 0 degrees from Infinity Unlock

the 8th Infinity Dimension. No No No No No r101 8 no one got time for it Eternity without buying Antimatter Dimensions 1-7. No No This achievement swapped positions with Costco selling Dimboosts now! (now r117) in Reality Update. r102 This Mile Took An Eternity Get All Eternity Milestones. Eternities >= 100 (1,000 in mobile/Reality update) doesn't actually give a reward. Later updates delete the reward text: Reward: Get a small bonus to time dimensions based on amount eternity. In Reality Update, there is a milestone of 1,000 Eternity. r103 This achievement does not exist II[3] Reach 9.99999e9999 IP. Reward: Get more IP based on the amount of antimatter you had when crunching. No Antimatter root in IP gain formula 308 -> 307.8 This increases the exponent in antimatter by about 0.07%. r104 It wasn't an eternity Eternity in under 30 seconds. Reward: Start Eternities with 2e25 IP. No None None No r105 Infinite Time Get 308 Tickspeed Upgrades (in an Eternity) from Time Dimensions. Reward: Time dimensions are slightly affected by Tickspeed. No All Time Dimension Multipliers / (tickspeed / 1000) ^ 0.000005 (web version) No r106 Swarm Get 10 replicaanti galaxies in 15 seconds. Reach 10 replicanti galaxies in 15 seconds from the start of an Infinity None No r107 Do you really need a guide for this? Eternity with less than 10 infinities. No No No Respec out of study 32, and infinity in under 5 seconds (unless you have 2 Million Infinities) Infinitied stat = Infinities r108 We could afford 9 Eternity with exactly 9 replicanti. No No No r111 Yo dawg, I heard you liked infinities... Have all your last 10 infinities be at least 1.79e308[1] times higher than the previous one. Reward: Your antimatter is not restored to Dimension Boosts or Antimatter galaxies. No No No No r112 Never again Max out your third Eternity upgrade. Reward: The limit for your 3rd eternity upgrade is a little higher. The sum of your IC times has to be less than 0.75s. Lowers the lid to 0.61s. No r113 Prolonged relationship Have your Infinity Power per second exceed your Infinity Power for 60 seconds in a row. May take longer with lag None None r114 You are a mistake Fail an Eternity Challenge. Reward: A fading sense of accomplishment. No actual reward. (Except a bleaching ec4 and EC12 may fail. There is a secret achievement in this connection. r115 I wish I had got 7 ages Starting an Infinity Challenge inside an Eternity Challenge. No No No r116 Do I really need to infinity Eternity with only 1 Infinity. Reward: Multiplier to IP based on Infinities No 2log10(infinities+1) See Do you really need a guide for this? r117 Costco is selling Dimboosts now! Bulk Buy 750 Dimension Boosts at once. Reward: Dimension boosts are 1% more powerful (to Antimatter Dimensions). No No No This achievement swapped positions with 8 no one got time for it (now r101) in Reality Update. r118 IT IS OVER 9000 Get a total victim multiplier of 1e900[1]. Reward: Victims do not restore your Antimatter dimensions. Total quote mult > = 1e9000 No No R121 Can you get infinite IP? Range 1e30008[1] IP. No No No r122 You're already dead. Eternity without buying Antimatter Dimensions 2-8. None None None None r123 5 more forever until the update completes 50 unique Eternity Challenge levels. None None The original requirement was to complete ECS 1-10 5 times. r124 Eternities is the new infinity Eternity in under 200ms. No None None r125 Like partying on one behind Get 1e90[1] IP without Crunching and having no 1st Antimatter Dimensions. Reward: IP multiplier based on time spent this Infinity. 1e90 IP with 0 First Antimatter Dimensions, 0 infinities (excluding bank), < = 4 soft resets, < = 1 galaxy, 0 replicaanti galaxies None The 200 TT 1% of IP to be gained on the crunch upgrade will generate the IP you need - just disable autobuyers. The requirement was reduced from 1e100 to 1e90 to reduce the time required for this performance. You can definitely still go into C12 to do this, though. r126 Popular Music Has 180 times more replica antigalaxies than normal galaxies. Reward: Replicanti galaxies share your replicanti with 1.80e308[1] instead of restoring them to 1. You must have at least 1 normal galaxy. No use the active path to get more maximum RGs. You can get all the RGs as a normal run, then disable your galaxy autobuyer, crunch and hold R to build them up. r127 But I wanted another prestige stock ... Reach 1.8e308[1] EP. Actually requires 1.79e308 EP No No No r128 What do I have to do to get rid of you Gain 1e22000[1] IP without any time studies. Reward: Time dimensions are multiplied by the number of studies you have. No No No r131 No ethical consumption Get 5 billion pounded infinities. Reward: After eternity, you permanently retain 5% of your infinities. Inga Stacks additively with Time Study 191. No r132 Unique snowflakes Get 540 galaxies without replicated galaxies. Has > = 540 normal galaxies with 0 replicated galaxies None In the mobile version/ Reality update requirement to 569 antimatter galaxies. r133 I never liked this infinity stuff anyway Reach Reach IP without purchasing IDor or IP multipliers. Reward: You start Eternities with all Infinity Challenges unlocked and completed. Buy 0 ID, IP multiplier must be at 10 IP price (infinity tab). No The Eternity Milestone for 7 forever completes only ICs when they are unlocked. This saves about one tick per eternity. r134 When will that be enough? Range 1e20000 (1e18000 on mobile)[1] replicanti. Reward: You get replicanti 2 times faster during 1.80e308[1] replicanti. None None You can get this with non-capped replicanti in almost exactly 30 hours. (10 hours on mobile) r135 Faster than a potato^286078 Get more than 1e8,296,262[1] ticks per second. No None This achievement had an incorrect image when it was ^345678, then was ^345578. The performance name and image were changed around 2 days after the update This update sucks. The reason for the specific number is not exactly known, but 286,078 * 29 (Exponent of the original Faster than a potato achievement) = 8,296,262. r136 I told you already, time is relative dilate time. Unlock Time Dilation in the time study tree, and then press WiDen time and press OK to register. No No r137 Now you're thinking with amedice! Eternity for 1e600[1] EP in 1 minute or less while Dilated. None None In the mobile version, this has been changed to reach a specific antimatter target in 1 minute in Dilation r138 This is what I have to do to get rid of you. Reach 1e20000[1] IP without any Time Studies while Dilated. No None None [edit | edit source] Secret achievements - SPOILER ALERT[edit | edit source] Secret achievements are secret. There are currently 24 of them in the game. The name appears before you unlock them, but there are no others. Once obtained, they have a picture of Nicolas/Nicholas Cage and a real description. They have no reward and do not apply to the performance multiplier. These achievements are for you to intentionally complete, and are meant to be secret. Secret achievement list[edit | edit source] ID Name Description Obtaining (if different) Strategy Explanation 11 The first is always free. Click on this achievement. 12 In the event that. Save 100 times without refreshing. ... Manually. To save 100 times quickly, click the save button, and then hold Enter, or use an autoclicker. When paranoid about losing progress, you can save really often. 12 (Mobile) Click on this achievement 100 times. The other one is not so free. As manual save is not a thing on mobile, this is the option with an equal amount of clicks. 13 It pays to have respect. Pay respects. Press F. (on mobile import f) Pressing F will make a message that says Pay respect at the top right of the screen. In Call of Duty: Advanced Warfare, there is a fast time event that requires you to press F to pay respect. 14 I do too. Import IEATASS (no quotes) as a save file; saving file; Allowed. [1] In antimatter Dimensions Discord server, one of Nadeko bot answers trade is I eat ass that leads to So Do I! 15 Make a barrel roll! Make a barrel roll. Import DOABARRELROLL (no quotes) as a save file; spaces/uppercase letters are allowed. [1] Import Make a Barrel Roll will make the game screen make a clockwise revolution. This is repeatable. At one point in Star Fox 64, Peppy tells us to make a barrel roll!. Searching making a barrel roll in Google will make it make a 360 degree clockwise turn. 16 Do you enjoy pain? Use standard, cancer, or tick notation for 10 minutes with more than 1 eternity without refreshing. You only need 1 eternity before the counter starts. These three notations are the hardest to use, with the standard having a large number, cancer has a possible confusing number with emojis, and parentheses are confusing altogether. 17 30 lives. Enter the Konami code. Press up, up, down, down, left, right, left, right, b, a on the keyboard in a single session in that order with no other keystrokes in between. In Contra, enter this code (this one, then START) granting 30 additional lives. 17 (Mobile) Shaken, not touched Shake the phone. Shake your mobile device. A famous quote from James Bond. (This replaces 30 Lives because you can't enter the Konami Code on your phone.) 18 Do you feel happy? Well do ya punk? You have a 1/100,000 chance of getting this achievement every second. Only controls while online 21 Go study in real life instead. Buy the secret time study. The study is an invisible study to study law 11. It costs 0 TT and has no advance calls. 22 Cancer = Spread. Buy 1,000,000 (100,000 on mobile) Galaxies in total while using cancer notation. 23 Stop there criminal scum! Open the console. Press F12, ctrl+shift+c, ctrl+shift+i, or ctrl+shift+j. In most browsers, these key combinations open the developer console. The performance is a reference to the guards in The Elder Scrolls IV: Oblivion. 23 (Mobile) Professional landscaper. Play in landscape mode for 10 real-time minutes. Set the game to landscape mode in options and keep the app open for 10 minutes in total. This replaces Stop Right Where Criminal Scum!, because the game is encoded in another language (Java/Kotlin) and access to a console is not possible without developer tools. 24 Real news. Click on the news ticker that tells you to click on it. The news ticker you need to click is click on this to unlock a secret achievement. that may come at random. On mobile is the message Press this to unlock a secret performance.. You can speed up the process by clicking hide /show news' in the Options repeatedly until you get news ticker. 25 Shhh... It's a secret. Discover a secret theme. The words you can import as a save file are (no quotes): Cancer, Christmas, Finnish, Nicolas. 26 You are a failure. Fail Fail challenges 10 times without refreshing. What are you doing with your life? See You're a mistake 27 It's not called matter dimensions is it? Get Infinite Matter. This is done most easily in Infinity Challenge 6. Matter will begin to build up on buying a second Antimatter Dimension. Even if you complete the challenge, the case will continue to increase. This may take a few minutes to 10-20 minutes, depending on when you started IC6. 28 Nice. Don't act like you don't know what you did. Enter 69 in any of the autobuyer text boxes. Nice. is often posted on something with 69 in it, regardless of context. Saying Nice after 69 likely comes from an episode of South Park called Miss Teacher Bangs a Boy where police respond to claims that a female teacher is having sex with a male toddler with Nice. 31 You should download some more RAM. Set your refresh rate to 200ms. The setting can be found in options. When you don't have much RAM, games tend to lag more. This backlog effect is reduced by setting a lower frame rate. 32 Less than or equal to 0.001. Get a fastest infinity or perpetual time in less than or equal to 0.001 seconds. The requirement for infinity time can be easily done in Eternity Challenge 12. 33 A sound financial decision. Click on the link to donate. On your phone, on the Shop tab, click the Buy More button. The link is at the bottom, between How to Play and Changelog. 34 You know how these work, don't you? Respec with an empty study tree. Dilation upgrades, and the secret study, do not count as studies. 35 Shall we tell them about buy max... Buy single tickspeed 1,000,000 (100,000 on mobile) times. Autobuyers works. This is a total requirement – it can spread over as many ages and sessions as needed. This performance takes about 14 hours with a maxed tickspeed autobuyer and no manual work. To try and progress with this achievement without putting your autobuyer on buying singles, you can simultaneously push shift +T as it will still buy singular tickspeed upgrades. Buy Max is the option used to buy all affordable tickspeed upgrades in one click. 36 While you were away... Nothing happened. Didn't happen while you were gone. Get the popup that says While you were away... Nothing happened. Popup appears only when offline for over 1000 seconds (16:40). To disable TD production (after eternity), enter EC1. This achievement can also be achieved by just importing, although it may not work. 37 You followed the instructions. Follow instructions. Import trees (no quotation marks) as a study tree. The button says Import tree; importing trees does what it tells you to do. 38 Professional Bodybuilder Get all your buyers dimension bulk to 1e100. Either use an autoclicker, or click the bulk buy button and hold the key it reaches 1e100x. 38 (mobile) Theoretical degree in physics. Open and read all pages pages how to play tab (each page, even the initially locked). This replaces Professional Bodybuilder as bulk buying is now endless after getting bulked up. ↑ 1.0 1.1 The game converts your imported save file into allcaps and removes all white space, then puts it through a sha512_256 (a common hash - info if it can be found elsewhere) hash, which means that there are other things that can also be imported. However, those provided in the cell are those intended to be imported by the developers. There was a removed secret achievement: Dipping The Antimatter - Dipping the antimatter. Gained by lowering the window size. Reference to Cookie Clicker's Cookie Dunker achievement. Removed because it doesn't work on Kongregate. Previously at number 36. Community content is available under CC-BY-SA unless otherwise stated. More Antimateria Dimensions Wiki Wiki