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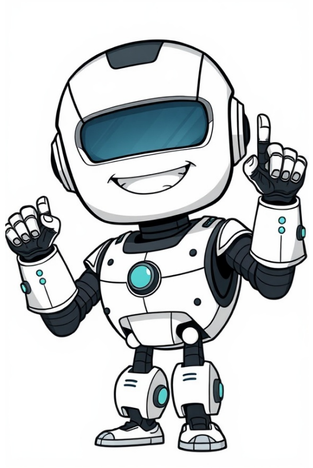

A few weeks ago, I discovered this post, which shared this spreadsheet of a bunch of folks' hard work to discover and document all of the in-game recipes. I was inspired to add to the information by extending it to include a subjective measure of difficulty for each recipe, adding information for how/where to find/unlock each ingredient, as well as the various character Stalls (e.g. Moana's Boat, Wall-E's garden, etc.), so that all of the relevant information is in one centralized location. I was further intrigued by attempting to reverse engineer how Energy and Sell Price is calculated in recipes that use an "Any" ingredient. Though I'm sure I don't have it perfectly figured out, based on my testing, my numbers have come pretty darn close. My equations and coefficients probably aren't as elegant and neat as what the actual programmatic values are, but... I've banged my head on this for a while now, and I think I'm probably ready to move on to a different puzzle, haha. It's been fun though! Here is the spreadsheet: Updated DDV Recipes In the process of doing this, I also found a couple of errors in the original spreadsheet source. All changes I made are noted on a separate tab, but the TL;DR of the most important changes is: - Cheapest/Autofill Spice is Oregano, not Basil - Cheapest/Autofill Vegetable is Lettuce, not Corn - Cheapest/Autofill Dairy or Oil is Soya, not Canola - Cheapest/Autofill Sweet is Sugarcane, not Vanilla Anyway, I hope at least some people find this information useful! I tried to cut down on my personal notes and keep it tidy and organized enough for public use... hopefully I accomplished that. Open navigation Go to Reddit Home Log In Log in to Reddit Open settings menu This is my favorite soup and I cant find it anymore. Does anyone have a dupe recipe? This is my favorite soup and I cant find it anymore. Does anyone have a dupe recipe? Go to DrugDealerSimOfficial r/DrugDealerSimOfficial AMP MIXES: BluAmp (An early-game go-to) 10g Amp + 2g sugar + 1g Ibuprofen. Makes a good early game mix that helps get you your first regular clients and won't cause any issues, while also getting you some extra grams out of your products. I still use this recipe in the game; there are greedier recipes out there but they carry more risk. SweetAmp (Use when upgrading from BluAmp) 10g Amp + 1.5g Sugar + 1g Viagra A step-up in the game over BluAmp that still uses early game ingredients. Should be migrated to when you can get the Viagra for better addiction over BluAmp. As always, with stronger ingredients comes a greater chance for overdoses, so don't be afraid to use BluAmp for your addicts to keep them alive longer as they don't need the extra addictive properties. GreenAmp (Use late-game from Blu and/or SweetAmp) 20gAmp + 2g Fentanyl + 2g Viagra + 1g Sugar. A stronger LATE GAME Amp mixture compared to BluAmp and SweetAmp that also uses more end-game ingredients, and so named because the mixture results in an increase from the base addictiveness by 420%. The mix contains Fentanyl and as with all mixes which do, use caution when selling this to addicts as they will have a higher chance to overdose because they use more stuff faster, and thus more dangerously. Compared to other stuff (like Crystal Palace which requires you to KNOW YOUR CUSTOMER BASE) this is a lot safer though. COCAINE MIXES: CoCo 22g Cocaine + 2.5g Ibuprofen + 5g sugar. A decent cocaine mix that can probably be bested by something else but uses stuff you can get in the early-game. You'll want to improve to something else when you can -- but you can always fall back to this if you need to make something while low on cash or the later-game ingredients. Granny's Ashes In a FLASK: 1g Acetone + 100g Cocaine + 10g Crystal Meth + 10g Viagra + 10g Baking Soda Combine the ingredients -> Dry the ingredients -> Grind the ingredients -> Package A strong and very addicting mixture that has a lower toxic level as it does not use Fentanyl. If you are selling to addicts you may want to increase your baking soda to what your equipment allows you to work with. Need to know your customers and remember there are no 100% safe-from-OD mixes and there's an RNG element in play there. As of now Granny's Ashes is the best $/gram profit potential in this guide at a base value of $20.34/g before your custom tweaks to the cost. The Li'l Blue Coke 20g Cocaine + 1g Fentanyl + 1.5g Baking Soda + 7.5g Viagra. An improved Cocaine mix that offers unexpectedly good addiction rates coupled with low toxic numbers, for a cocaine mix. Because of this Li'l Blue has been pretty-safely used even with addicts with no overwhelming issues. If you were to sell only one cocaine mix and not change throughout the game or based on your clients, this wouldn't be a bad choice at all. GenCo+AddCo below are awesome too if you want a more targeted approach but try this too! Gotta'a catch 'em all!... wait.. Add-Co. (Use before Gen-Co.) 10g Cocaine + 4g Viagra + 1g Fentanyl. A coke mix for helping cause addictions (hence the "Add(iction)"Co.). Use the recipe below this for already addicted persons. Gen-Co. (Use after Add-Co. does its thing) 10.25g Cocaine + 2.25g Crystal Meth + 1g Sugar + 1.5g Heroin. This is a unique mix that results in a less toxic and less dangerous product than what is listed directly above. Use this on clients which already are addicts so that they are less likely to overdose. (Hence the "Gen(eral)"-Co.) METH MIXES: MethBang Note: If you are new to mixing Crystal Meth and liquid mixing and/or you do not adjust your mix-"menu" to meet the needs of your customers often, consider trying Crystal Palace first. MethBang is awesome for what it is made to do, but you need to understand when and why to use it. 16g Meth + 1g Fentanyl + 3g Viagra +1g Acetone for liquid mixing. An improved mid-to-late game meth mix using improved mixing agents. Works wonders for getting addicted clients! Make sure you toss it in the dryer to burn off the acetone before you package it. So go grinder -> liquid mixer -> dryer -> package. While this is very addictive, it is highly recommended you not give this to addicts as currently this is the most toxic recipe in the guide. This is also the second most addicting recipe here behind Superman. Crystal Palace Critical note for Crystal Palace: You 'must' make this mix batch TWICE FIRST then add both batches of mix into the dryer at the same time. Your final product will result in 2x the amount listed in the base recipe below. Failure to do this will result in a product that isn't fully mixed down in toxicity and may be more dangerous! It is not recommended you adjust Crystal Palace for different quantities from what is listed. You will need multiple pots, dryers/Crystaliser, flasks, etc. Use of lossless equipment will greatly make this process easier, see the note at the top of the recipe section. If you use only lossless equipment the "save and testing" steps that follow are not as critical! THE EXACT STEPS: SAVE YOUR GAME FIRST. Grind all the meth into pots (mortars are lossless), then put 100g of powdered meth into mixers (lab mixers are lossless), then add sugar to each mixer, then fent, etc etc, then mix them all... while that's going, add 1g of Acetone to each flask. When the mixers are done, put 1g of each into a small pot to make sure they all stack correct (you do not need to confirm, just make sure it doesn't give a warning. If you get a warning reload the save you made). Next, SAVE YOUR GAME AGAIN then separate the mix into the two flasks evenly. Then put the flasks into each dryer (crystalisers are lossless) before you run them all. Once this is done, do the 1g test again with the dried mix (reload the last save if it fails) -- then they all go into the same batch pots 100g Meth + 20g Sugar + 9g Fentanyl + 15g Viagra + 5g Salt + 1g Acetone for liquid mixing. This is a GREAT mix that fits inside a 150g flask! This mix is extremely addictive and because of it's unique makeup -- and the fact that you burn off the acetone -- so far hasn't been able to produce a single overdose in testing; and while possible, it will be rare assuming you are selling weaker stuff than this to your addicts... Again since it is a crystal mix you will need to use the liquid mixing tray and the dryer. HEROIN MIXES: A quick note for heroin recipes: Heroin in this game the most toxic drug currently available, and also has the highest MixSTR rating. While it may be possible to make a good heroin mix that incorporates Fentanyl, I have yet to test one that didn't cause more deaths than I was OK with putting into this guide. So before everyone comments "oh I have a more addictive heroin mix" keep in mind the mixes here are being tested A LOT to ensure they are not mass-murdering-mixes. Please still submit stuff if you think it's worthy but remember we are dealers, not serial killers. Superman 10g Heroin + 1g Viagra + 3g Baking Soda Currently the most addictive recipe in this guide. Because of the innate mixSTR stat that comes with Heroin, it is possible to make a really, really-really addictive substance. It can be tempting to use things like Fentanyl for this, however it usually leads to deadly results. This mix instead sticks with the good ol' wood-wizard Viagra. Because of the mixSTR numbers this mix actually increases the addition levels to extremely effective levels. In one of the test save run-throughs I had seven (7) clients become insta-addicts on their first purchases. You may not get this lucky, but this stuff WORKS. Because of the Viagra, the toxic levels here are higher than what you will find in other possible mixes so swap addicts over to something weaker than this one to keep them alive longer. Use caution selling too much of this to addicts. ECSTASY MIXES: Concerning Hobbits Ecstasy... ...Ecstasy is in a weird place in DDS right now. You get it early-ish in the game but you need the pill machine to process mixes with it. By the time you get the pill machine, you are likely late enough in the game that other stuff will be much more profitable than Ecstasy mixes. Because it's an early-game sale item, I really wanted to include a recipe that could use Ex in the early game without use of end-game ingredients. We've managed to figure out a couple good ones, just keep in mind Ecstasy doesn't sell for as much as some of the much harder stuff. Remember that ecstasy must be made into pills with the pill machine from the Drug Store! E-Juice (Early-game Ecstasy) 30g Ecstasy + 1g Ibuprofen + 2g Baking Soda + 5g Sugar + 2g Amp So here we are, the "early game" mix for Ex. It doesn't have any stats that will knock your socks off, but it can be made with starting-game stuff (minus the pill machine you need). The profits aren't crazy but they are stable and reliable, plus this isn't likely to kill anyone -- this is the least toxic mix recipe in this entire guide. Because it isn't too expensive this could be a potential mix to use for giving out free samples, but there's also other options for how to handle that. Also, do not attempt to load E-juice into your vape pen. HolyWood Party (see what we did there?) 75g Ecstasy + 2g Fentanyl + 10g Viagra + 4g Sugar + 2.5g Amp + 5.5g Baking Soda HolyWood -- compared to other Ecstasy mixes -- is actually pretty profitable. This is of course because it also contains Amp and some later-game ingredients that help it boost it's stats. It's weaker than BluAmp but slightly more addictive, but of course this is Ex not Amp so people expect different stuff in terms of the end strength. This is more of a mid to late-game mix because of the use of Fentany; however even with the Fent it's toxicity is low enough you should not need to worry too much about pulling addicts off of this which are asking for Ecstasy. You probably don't want to take an addict from this though and hand them something like Crystal Meth though cause yea... BASE RECIPES: USE A LARGE MIXING BOWL FOR THESE RECIPES CokeX, HeroinX, MethX(hard drugs safe for cutting ecstacy): very useful for addictive ecstacy. *200 grams pure cocaine(substitute Meth or Heroin) *10 grams viagra *40 grams milled sugar Safe Fent: safely cut Fentanyl to use in all substances *200 grams pure fentanyl *20 grams milled sugar *20 grams salt Sweet Tooth: good additive to meth or coke. *200 grams of pure amphetamine *20 grams milled sugar *20 grams salt *10 grams baking powder DRUG RECIPES: Ziggy stardust (CRYSTAL METH): great quality 75/25 mix, very addictive and potent good for addicts and first timers. IN A LARGE FLASK YOU ADD: *2 grams acetone *100 grams pure crystal meth *8 grams Safe Fent *2 grams Sweet tooth *38 grams milled sugar APPLY MIX NAME: ZIGGY STARDUST, ADD CONTENTS TO LAB CRYSTALIZER, CRYSTALIZE AND PACKAGE AS NEEDED. Fentastic (heroin): safe fentanyl mixed with heroin and a low level painkiller good for getting people addicted and staying addicted. IN A LARGE MIXER BOWL ADD: *200 grams of pure heroin *12 grams of Safe Fent *8 grams of paracetemol *15 grams of sugar *15 grams of salt APPLY MIX NAME: Fentastic. PACKAGE AS NEEDED. MT.Everest (cocaine): delicous safe addictive cocaine mix. IN A LARGE MIXER BOWL ADD: *200 grams of pure cocaine *6 grams of Safe Fent *4 grams of ibuprofen *10 grams of Sweet tooth *15 grams of milled sugar *15 grams of salt Trainspotting (heroin): just how it was done in the 90's. historic junkie mix. IN A LARGE MIXER BOWL ADD *200 grams pure heroin *5 grams parecetemol *5 grams ibuprofen *30 grams milled sugar *10 grams baking powder APPLY MIX NAME: TRAINSPOTTING. PACKAGE AS NEEDED. Boba fett (Amp): classic 60's-70's amphetamine party mix IN A LARGE MIXER BOWL: *200 grams pure amphetamine *5 grams paracetamol *10 grams viagra *5 grams baking powder *30 grams milled sugar APPLY MIX NAME: BOBA FETT. PACKAGE AS NEEDED. Recipies originally found here. You got a Ninja Creami on Black Friday: Top 10 things to do for beginners u/john_the_gun You got a Ninja Creami on Black Friday: Top 10 things to do for beginners Welcome to the club - we are glad to have you here. Here's some things to do to help you get started: Read the manual that came with the Creami. For me, it's the only manual from ANY device I have owned that is actually useful. It provides so many do's (and don't's) so start there. The recipe manual that also comes with your Creami has some of THE best recipes out there. To get used to your machine, pick a recipe and follow it exactly. I highly recommend the Strawberry Ice Cream. Don't worry that you see loads and loads of protein based recipes on here. The reason for that is we can make "more healthy" recipes with a better quality result compared to buying a protein rich ice cream (i.e. Halo Top). You do NOT need to use protein to be a successful Creami user. A powdery result after your first main spin does not mean you have done anything wrong. Just use the respin button as many times as needed. You can often speed up the process of getting to the consistency you want by adding a splash (teaspoon ish) of your milk of choice. You can get away with respinning sometimes by just turning over the powder and compressing it down. Clean your lid completely before eating your Creami. Follow the advice on how to do this in the manual. The rubber ring comes off (prize it off with a dull blade etc) but do take it off or else over time it will go mouldy underneath it. If your Creami tastes icy, this ironically means your Creami was not cold enough when you spun it. Next time, freeze if for 24 hours longer than you did when you got the icy result. Ask for help on here. We all LOVE making Creami's, and between us we have a lot of advice to share. You will see plenty of TikTok and youtubers, and on here, telling you to run the Creami under the warm water for x seconds before spinning your frozen mix. Here is the manufacturer's advice (just let it thaw for 15 mins) During the process of your Creami mix freezing, a lot of the time a "hump" will form roughly in the center of the container. Ensure you flatten this down before putting this into your Creami (if you don't it will offset the blade, and you will end up with the blade shaving the container and/or break your machine. You can use a Y shaped vegetable peeler, or a zip lock back with warm water and rest that on the hump to flatten out the top of the frozen mix. To save getting cold hands, keep the Creami container in the outer container that has the handle on it and eat it like that! Best of luck with your Creami....I'll now ask everyone else in the community to share their advice of what they wish they knew on Day 1 of owning their Creami :) Please everyone, share your thoughts! Go to SatisfactoryGame r/SatisfactoryGame Everything below is outdated! Looking at recipes objectively, basing it on real numbers: This is measuring 4 categories of impact across the entire production chain: Total Items moving around the map Total Buildings needed in the whole production chain Power Use from all buildings in the production chain Raw Resources needed, broken down by each type (breakdown in sheet) Buildings and Resources are not equal, so I created weights for each that can be used as an alternative to straight up counts: Total Buildings* (Scaled) scales the buildings by the sum of the number of items the recipes require and produce. This is the most unbiased way to scale building complexity imo. Raw Resources* (Scaled) scales the resources by the inverse of the quantity available on the map. This is the most unbiased way to scale resource rarity imo. (The most controversial choice was to weight water with a global availability of 100k, making it by far the most common but not completely insignificant. You can change it in the sheet if you want.) Previous rankings that may better suit you: There is Update 4 Alternate Recipe In-Depth Analysis which was about making life easier across the whole production chain. It used a some subjectivity (cutting out items, limiting late tier items in early production) in the code. It is still my recommended ranking for most players. There is Optimal Alternate Recipes - Pushing the Raw Resources to the Limits, which was about pure resource efficiency and maximizing the world's resources. This has no subjectivity, but doesn't care about power, items, or buildings. There is u/Crixomix's In-Depth Analysis of the New/Changed Update 4 Alternate Recipes, which compares recipe efficiency for only the item they create, not end game items. This has a lot of subjectivity, but really good guide for first time playthroughs. What is this new one for? A ranking for recipes without putting a score for a subjective opinion. Maybe you'll need to bring oil into your early iron parts, but at least you'll be more efficient with power use or objects built. The spreadsheet tool can also rank for any way you want to play. Do alternate recipes really make any difference? Original Recipes: If you were to try to build 20 Thermal Propulsion Rockets, 20 Nuclear Pasta, 80 Assembly Director Systems, 80 Magnetic Field Generators, and enough nuclear power (no waste) to power it with original recipes, you would: Need 331,432 MW power Move 869,845 items around Build 24,245 buildings Use 329,536 resources Your world resource use would look like the following (not possible): Original Recipes 50.0+ Scored Alternate Recipes: If you were to do the same using the alternates guided by this ranking, you would: Need 204,437 MW power (-38.3%) Move 378,763 items around (-56.5%) Build 7,090 buildings (-70.7%) Use 135,414 resources (-58.91%) Your world resource use would look like the following (yes, no coal): Alternate Recipes The recipe ranking (one example): The assumptions for this specific ranking are simple: It compares against the use of all original recipes. This is a huge difference from my last ranking. The goal is to make the 4 end-game items in the ratio it takes to complete the last tier with the nuclear power to do it - without creating any waste. (No waste is also different from my last ranking.) This score is based on the sum of Power, Items, and Scaled Buildings* and Resources*. Negative is good, positive percent is bad. Percent is change over the whole production (-50% Power means the recipe will drop all power consumption in half for the same production, +50% means it will go from 100% to 150%). S Tier (Very Highly Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (98.5) Heavy Encased Frame -7.22% -11.62% -12.60% -9.33% -12.01% -3.92% (98.2) Silicon Circuit Board -12.02% -3.02% -4.02% -6.33% -5.33% -12.77% (97.4) Caterium Circuit Board -9.40% -4.80% -7.69% -7.82% -7.67% -8.05% (96.7) Caterium Computer -7.64% -7.00% -8.69% -5.07% -8.72% -4.51% (96.0) Crystal Computer -7.15% -4.32% -4.53% -5.55% -4.75% -10.12% (95.9) Coated Cable** -0.65% -10.36% -12.01% -6.95% -9.51% -5.57% (94.0) Super-state Computer -4.93% -4.83% -5.83% -3.79% -5.51% -7.48% (91.3) Steel Screw -3.75% -4.30% -13.39% -2.22% -11.42% +0.02% A Tier (Highly Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (89.2) Copper Alloy Ingot -0.12% -2.55% -8.89% -6.85% -6.02% -8.73% (87.3) Fused Wire -0.95% -5.35% -10.62% -6.38% -7.58% -2.02% (86.8) Steeled Frame -3.37% -4.97% -7.84% -2.10% -7.26% +0.04% (85.9) Coke Steel Ingot -1.79% -2.06% -1.64% -13.79% -1.89% -9.17% (84.9) Automated Speed Wiring -0.92% -7.63% -9.67% -3.10% -8.54% +2.80% (84.8) Steel Rod -2.47% -4.01% -8.67% -4.30% -7.20% -0.51% (84.1) Quickwire Cable +2.89% -10.96% -10.37% -5.43% -6.45% +0.78% (81.7) Adhered Iron Plate -0.90% -6.70% -6.30% -3.54% -5.04% +0.30% (81.1) Insulated Cable +2.00% -8.43% -10.93% -3.13% -8.19% +2.58% B Tier (Highly Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (76.9) Cast Screw -1.98% -2.15% -6.66% 0.00% -5.82% 0.00% (75.9) Stitched Iron Plate -1.71% -4.03% -4.48% -2.16% -3.94% +0.22% (74.1) Heavy Flexible Frame -1.35% -4.07% -2.42% -6.88% -2.46% -0.78% (72.8) Caterium Wire -3.53% -4.46% -10.79% -2.99% -9.36% +9.21% C Tier (Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (68.1) Turbo Pressure Motor -1.68% -1.03% -1.18% -1.00% -1.28% -2.26% (67.3) Silicon High-Speed Connector -0.43% -2.19% -1.82% -1.38% -1.50% -1.85% (65.2) Rigour Motor -0.61% -2.16% -2.48% -1.38% -2.25% -0.18% (65.1) Electric Motor -1.12% -2.06% -2.60% -0.85% -2.39% +0.41% (64.4) Steel Coated Plate +0.24% -2.95% -3.42% -3.56% -2.26% +0.06% (63.9) Steel Rotor -0.78% -1.95% -2.62% -0.33% -2.27% +0.28% (62.5) Encased Industrial Pipe -0.58% -1.68% -0.01% -3.67% +0.01% -1.98% (62.5) Radio Control System -1.41% -0.87% -1.44% -0.52% -1.46% -0.46% (60.1) Quickwire Stator -1.66% -1.74% -2.68% -1.46% -2.68% +2.70% D Tier (Somewhat Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (59.8) Steamed Copper Sheet +3.17% -1.42% -4.30% 0.00% -2.87% -2.17% (59.8) Solid Steel Ingot -0.91% 0.00% +2.04% -7.36% +1.61% -3.96% (59.5) Coated Iron Plate +0.18% -1.77% -2.83% -2.26% -2.02% +0.43% (58.8) Copper Rotor -0.72% -1.01% -1.41% -0.43% -1.36% +0.14% (57.8) Residual/Recycled/Heavy Oil 3-1 Combination +3.19% +12.22% +0.58% -0.51% +0.81% -18.81% (56.7) Turbo Electric Motor -0.37% -0.40% -0.03% -0.96% -0.10% -1.34% (56.3) Heat-Fused Frame -0.25% -0.83% -0.32% -0.52% -0.31% -0.71% (56.3) Wet Concrete -0.11% -0.18% -1.32% -0.49% -1.05% -0.73% (55.4) Electrode - Aluminum Scrap -0.05% -0.43% -0.01% -1.70% +0.04% -1.35% (55.1) Insulated Crystal Oscillator -0.45% -0.60% -0.72% -0.32% -0.69% +0.04% (54.4) Fine Concrete +0.32% -0.97% -0.67% -3.20% -0.05% -0.77% (54.4) Plastic Smart Plating -0.13% -0.58% -0.83% -0.30% -0.77% +0.02% (54.1) Heat Exchanger -0.06% -0.63% -0.79% -0.48% -0.73% +0.07% (53.7) Rubber Concrete +0.54% -0.98% -1.01% -3.07% -0.44% -0.33% (52.3) Flexible Framework +0.27% -0.69% -0.33% -1.15% -0.27% -0.07% (52.0) Sloppy Alumina -0.45% -0.16% +0.06% -1.47% -0.06% +0.01% (51.1) Fused Quickwire +0.85% +0.89% +0.07% +0.43% +0.47% -2.59% (50.7) Pure Aluminum Ingot -0.10% +0.27% +0.03% +0.74% -0.12% -0.28% (50.2) Pure Quartz Crystal +0.11% +0.03% -0.06% +0.08% -0.04% -0.15% F Tier (Not Recommended) (Score) Power Items Buildings Resources Buildings* Resources* (49.9) Alclad Casing +0.06% +0.05% +0.09% +0.20% +0.09% -0.17% (49.2) Recycled Rubber*** +0.06% +0.18% +0.03% 0.00% +0.04% 0.00% (47.9) Residual Rubber*** +0.29% +0.61% +0.17% +0.68% +0.12% -0.33% (47.6) Iron Wire +1.39% +0.99% +4.20% +1.33% +3.64% -5.22% (47.5) Electromagnetic Connection Rod +0.26% +0.17% -0.16% -0.10% -0.16% +0.56% (47.3) Pure Iron Ingot +4.44% -0.80% -3.21% -2.15% -1.61% -1.12% (47.2) Classic Battery +0.17% +0.24% +0.44% -0.02% +0.42% +0.10% (46.4) Instant Scrap +0.24% -0.66% +0.12% -1.02% +0.16% +1.46% (44.8) Bolted Iron Plate -0.54% +1.79% +0.82% +0.69% +0.25% +0.23% (44.1) Cheap Silica +1.01% +0.39% +0.35% +1.04% +0.70% -0.12% (43.1) Iron Alloy Ingot +2.23% -1.04% -2.63% -2.79% -0.61% +1.72% (42.6) Pure Caterium Ingot +3.13% +0.48% +0.50% +1.30% +0.97% -2.12% (41.6) Radio Connection Unit -0.86% +1.11% +0.60% +0.88% +0.31% +2.24% (36.9) Pure Copper Ingot +17.25% -3.41% -2.53% -9.14% +2.08% -11.49% (36.2) Cooling Device +1.27% +1.68% +2.13% +0.65% +2.06% -0.32% (35.5) Recycled Plastic*** +1.08% +3.24% +0.48% 0.00% +0.63% 0.00% (34.8) Bolted Frame -0.41% +4.05% +2.35% +0.35% +1.44% +0.12% (31.3) Compacted Steel Ingot +1.65% -2.06% +1.93% -8.83% +2.95% +3.96% (18.0) Residual Plastic*** +5.18% +11.09% +3.15% +12.37% +2.16% -5.90% (15.4) Electrode Circuit Board +7.93% +2.20% -1.64% -1.48% -0.07% +4.03% (15.2) OC Supercomputer +2.75% +4.71% +0.75% +6.14% +1.36% +5.39% ** Uses Heavy Oil Residue that was otherwise unused, so keep in mind this may reduce fuel power if you go that route. *** Recycled/Residual Plastic and Rubber are best used together and with ratios that minimize waste. Here are my 3-1 Rubber and Plastic diagrams: Nuclear recipe ranking: This assumes the goal is only power, and you're planning to sink all waste. Same scoring as above, but power is equal. Keeping power equal, we look at Plutonium Rods/s for the same power production: (Score) Rods Items Buildings Resources Buildings* Resources* (97.5) Uranium Fuel Unit -0.85% -9.81% -4.24% -16.63% -4.38% -24.68% (51.8) Infused Uranium Cell -0.34% +4.88% +5.94% -4.13% +5.15% -10.77% (14.0) Instant Plutonium Cell +17.44% +7.46% +3.16% +3.46% +4.59% +7.16% (0.2) Plutonium Fuel Unit +34.55% +29.41% +28.38% +20.12% +25.00% +12.35% (0.0) Fertile Uranium +51.93% +29.08% +30.11% +23.78% +29.92% +27.09% Fuel recipe ranking: This assumes the goal is only power. Same scoring as above, but power is equal. Heavy Oil Residue is a must for most of these. Keeping power equal: (Score) Power Items Buildings Resources Buildings* Resources* (99.8) Turbo Blend Fuel -0.00% -35.98% -31.28% -59.60% -4.25% -51.15% (98.8) Diluted Fuel -0.00% +16.73% -8.08% -74.62% -8.40% -74.62% (50.0) Fuel -0.00% -0.00% -0.00% -0.00% -0.00% -0.00% (30.5) Turbo Heavy Fuel -0.00% -7.14% +29.13% -26.52% +45.04% -25.52% (3.5) Turbofuel -0.00% -1.89% +46.83% -13.13% +63.96% -12.31% (0.1) Residual Fuel -0.00% +59.15% +110.37% -17.68% +68.55% -17.68% Combine recipes for the best results. Dynamic Rankings for your specific strategy: I moved everything from python to a Satisfactory Planner Spreadsheet to allow you to rank the alternate recipes based on your own goals (items being made and categories measured), see the comparisons of every calculation, and visualize how that impacts the distribution of the world's resources. There is a lot going on here, so I will likely add a link to a video with instructions on how to use this later. Heads up, macros must be enabled for creating rankings from unique setups. To cover it quickly: Tab 2 - Planner 1 Here you can type what your end goal is to produce in column E (marked in yellow). It will calculate how many items, buildings, and the power use for each other item and list it. You can change the alternate recipes used by changing the drop-downs in column D. Use this tab for what you are currently doing (or original recipes if you are still planning). Tab 3 - Planner 2 Same as planner 1, but instead, you should copy everything over from Planner 1 and change one thing. If you change something (for example, an alternate recipe), it will give you all of the changes from Planner 1 across the whole production chain. Tab 4 - Comparison Use this to get a better understanding of how your changes from Planner 1 to Planner 2 compare. You will see a visualization of each resource use in relation to the world's maximums. Tab 1 - Scores This is where you can control how the scores are calculated. You can modify the weights for different categories in row 2. You can sort columns in any way you want using the filters (Z-A, for example). You can run your own personal strategy scores by modifying Planner 1 and Planner 2 to both be exactly the same. Make them what you are currently using and making. Then, click "Run Scores" on the top left of the Scores tab. Enable macros to get it to work. Tab 5 - Recipes This is the database for the recipe info that runs the functions. You can modify this if you see an error. Keep in mind that the Residual/Recycled alternate recipes in here won't look right, but do correctly calculate everything (including Blender stuff from functions the other tabs). Tab 6 - Buildings This is the database for building power info. You can add -2500 to Nuclear Power Plant to see how it impacts the Planner tabs (power comes from waste production). Keep in mind that this will throw off scores using power if you keep it active. Tab 7 & 8 - Calculations You shouldn't need to touch these. It's all dependent vlookups, nothing is hard-coded other than Residual/Recycled Combo alternate stuff. Keto Turkey Nuggets Keto Turkey Nuggets New to Reddit? Create your account and connect with a world of communities. Go to skyrim r/skyrim Despite the many hours of play devoted to Skyrim, I realized I know almost nothing about alchemy, so I had the idea to create a post on reddit where we can share recipes for potions and poisons with the community, this way many people can learn a lot about alchemy I tried to use common or plantable ingredients, to create cheap but very useful potions. Feel free to share amazing recipes that use rare ingredients or the "Rare Curios" mod. Note: We need Fortify "Insert Magic School" potions. Potions 1- [Blue Mountain Flower/ Wheat] = Restore Health + Fortify Health (You can add Lavander for "Fortify Conjuration"). 2- [Red Mountain Flower/Tundra Cotton + Mora Tapinella/Creepy Cluster] = Restore Magicka + Fortify Magicka 3- [Red Mountain Flower/Jazbay Grapes + Fire Salts/Moon Sugar or Dwarven Oil/Taproot (You will need the Alchemy perk to remove Weakness to Magic). 4-Mudcrab Cithin/Purple Mountain Flower = Restore Stamina (You can use Bear Claws for better effect and peixe + any desirable ingredient for a variety of effects). 5- [Bee/Purple Mountain Flower + Scale Pholiota,Fly Amanita or Mora Tapinella] = Restore Stamina + Fortify Stamina Regen. 6- [Snowberries/Blue Butterfly Wing] = Fortify Enchanting (You can add Purple Mountain Flower for "Resist Frost", Fly Amanita/Dragon's Tongue for "Resist Fire", Glowing Mushroom for "Resist Shock" or Lavander for "Fortify Conjuration"). 7- [Blisterwort/Glowing Mushroom] = Fortify Smithing (You can add Steel-Blue Entoloma for "Fortify Destruction" or Wheat for both "Restore Health" and "Fortify Health" Note: You can plant Steel-Blue Entoloma. 8- [Hawk Beak/Snowberries/Dragon's Tongue] or [Mudcrab Cithin/Snowberries/Thistle Branch] = Resist Fire + Resist Frost + Resist Shock. 9- [Tundra Cotton/Bleeding Crown] = Resist Magic + Fortify Block (You can add Red Mountain Flower/Jazbay Grapes for "Fortify Magicka" or Dragon's Tongue for "Fortify Barter"). 10- [Canis Root/Juniper Berries] = Fortify Marksman (You can add Hanging Moss/Hawk Feathers/Bear Claws for "Fortify One-Handed"). 11- [Tundra Cotton/Dragon's Tongue] = Fortify Barter (You can add Mora Tapinella for "Fortify Illusion" or Fly Amanita for "Fortify Two-Handed" and "Resist Fire"). 12- [Any 2 of Mudcrab Cithin/Juvenile Mudcrab/Vampire Dust/Spadefish/Charred Skeever Hide] = Cure Disease. 13- [Charred Skeever Hide + Mudcrab] = Cure Disease + Resist Poison + Restore Stamina (You can add any "Restore Health" or "Resist Fire" ingredient) Poisons 1- [Canis Root/Deathbell/Imp Stool] = Paralysis + Damage Health 2- [Blisterwort/Fly Amanita] = Frenzy (You can use Falmer Ear instead of Fly Amanita and add Nirnroot for both "Damage Health" and "Damage Stamina"). 3- [Namira's Root + Blue Dartwing/Cyrodilic Spadetail/Netch Jelly = Fear 4- [Deathbell/Salt Pile] = Slow (You can add Creepy Cluster/Scaly Pholiota for "Weakness to Magic" or Nightshade/Imp Stool/Falmer Ear for "Damage Health" or Bleeding Crown/Chaurus Eggs for "Weakness to Poison"). 5- [Poison Bloom/Deathbell/Namira's Root] = Fear + Slow + Damage Health. 6- [Creepy Cluster/Jazbay Grapes] = Weakness to Magic (You can add Skeever Tail for "Ravage Health" and "Damage Stamina Regen"). 7- [Hanging Moss/Namira's Root/Nightshade] = Damage Magicka + Damage Magicka Regen. 8- [Bone Meal/Blisterwort + Deathbell or Thistle Branch] = Damage Stamina + Ravage Stamina. 9- [Scatheclaw/Imp Stool/Skeever Tail] = Damage Health + Lingering Damage Health + Ravage Health. 10- [Deathbell/Scathecraw/Chokeberry= Damage Health + Lingering Damage Health + Ravage Health + Ravage Stamina + Weakness to Poison. I have scoured the internet in search of sandwich recipes and have had this saved in my phone notes and decided, why not share it with you guys. Feel free to comment with better/easier recipes. Encounter Power Sandwich Recipes: Bug 2 Potato Salad, Cucumber, Red Bell Pepper, Avocado, Onion, Mayonnaise Dark 2 Avocado, Smoked Fillet, Tomato, Lettuce, Salt Dragon 2 Avocado, Smoked Fillet, Tomato, Salt Electric 1 Avocado, Smoked Fillet, Salt Fairy 2 Pickle, Ham, Prosciutto, Jalapeo, Mayonnaise, Mustard Fighting 2 Marmalade, Salt, Kiwi, Avocado, Pickle, Cherry Tomatoes Fire 2 6x Rice, 2x Curry Powder, 2x Wasabi Flying 2 Egg, Cucumber, Red Onion, Salt, Mayonnaise Ghost 2 Potato Tortilla, Fried Fillet, Prosciutto, Potato Salad, Herbed Sausage, Salt, Peanut Butter Grass 2 Olive Oil, Salt, Wasabi, Klawf Stick, Tomato, Lettuce Ground 2 Hamburger, Tomato, Kiwi, Pineapple, Avocado, Cheese, Butter, Horseradish Ice 2 Vinegar, Salt, Watercress, Wasabi, Rice, 2x Smoked Fillet, 2x Klawf Stick Normal 2 2x Tofu, Rice, Lettuce, Avocado, Wasabi, Salt, Horseradish Posion 2 Noodles, Lettuce, Olive Oil, Ketchup Psychic 1 Smoked Fillet, Watercress, Vinegar, Pepper, Salt Rock 2 Bacon, Lettuce, Tomato, Basil, Cheese, Mayonnaise, Mustard Steel 2 Hamburger, Noodles, Potato Salad, Rice, Klawf Stick, Tofu, Olive Oil, Salt, Curry Powder Water 2 6x Rice, Cream Cheese, Ketchup, Salt Sparkling Power Sandwich Recipes: Shiny hunting/Encounter Optimizer tool: Please donate to the creator of the shiny hunting tool if you find it useful as I am not the creator.

What happens when you lack protein. What will happen if your body is lack of protein.

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