Base jewels that can spawn are black, blue, green, grey, ochre, sandy, yellow, and anthracite.

● Combine 3 of the same type of jewel to make 1 jewel of 1 higher tier.
● purple jewel = 1 t2 ochre jewel + 1 t2 blue jewel
● orange jewel + 1 grey jewel + 1 sandy jewel
● sunrise jewel = 1 blue jewel + 1 red jewel + and 1 grey jewel
● sunset jewel = 1 sandy jewel + 1 purple jewel + 1 orange jewel
● jamaica jewel = 1 black jewel + 1 yellow jewel + 1 green jewel

For T1 tiles only here is what you need to upgrade the quality of a jewel using cracked jewel as a starter: Cracked to Cloudy = 3 shards 3 essence, Cracked to Common = 9 shards 9 essence, Cracked to Clear = 18 Shards 18 essence, Cracked to Luminous = 30 Shards 30 Essence

For T2 tiles only here is what you need to upgrade the quality of a jewel using a cracked jewel as a starter: Cracked to Cloudy = 6 shards 6 essence, Cracked to Common = 18 Shards 18 essence, Cracked to Clear = 36 shards 36 essence, Cracked to Lumi = 60 shards 60 essence

For T3 tiles only here is what you need to upgrade the quality of a jewel using a cracked jewel as a starter: Cracked to Cloudy = 12 shards 12 essence, Cracked to Common = 36 shards 36 essence, Cracked to Clear = 72 shards 72 essence, Cracked to Lumi = 120 shards 120 essence

Crafted jewels come out as cracked and can be upgraded to increase quality, to upgrade a jewel, add said jewel to crafting and input shards, the amount of shards may vary for the level of quality you want to achieve and essence equal to the amount of shards used will be required to make any upgrade.

Note that each luminous upgrade has a small chance of becoming a brilliant quality.

Using 24 shards alone will make any base jewel of your choice.

To make shards put any jewel you want to shatter into crafting and hit shatter

To craft brilliant jewels you need to upgrade the quality of any jewel to luminous and there is a small chance it will become a brilliant.

T3 yellow and t3 Ochre create an Amber jewel.

T3 Anthracite and t3 sandy give you an Andalusite jewel.

T3 blue and t3 green give you an Aquamarine jewel.

T3 black and t3 blue give you an Azurite jewel.

T3 black and t3 ochre gives you a Bloodstone

T3 Yellow and t3 black give a Catseye

T3 Blue and t3 Anthracite gives a Chrysocolla

T3 Yellow and T3 Blue gives an Emerald

T3 Ochre and t3 Sandy for a Garnet

T3 Black and t3 green for a Jade

T3 Anthracite and t3 Green for a Malachite

T3 Black and t3 Anthracite for a Obsidian

T3 green and t3 Sandy for an Opal.

T3 Ochre and t3 green for a Peridot

T3 Yellow and t3 Green Prehnite

T3 gray and t3 Anthracite gives you Pyrite

T3 Ochre and t3 Anthracite gives Ruby

T3 Green and t3 Gray give Serpentine

T3 Gray and t3 Sandy give you Slate

T3 grey and T3 blue give Sodalite

T3 Black and t3 grey give Spinel

T3 Yellow and t3 grey give Sunstone

T3 Ochre and t3 blue give Tanzanite

T3 Anthracite and t3 Yellow give you Tigerseye

T3 Black and t3 sandy give Titanite

T3 sandy and t3 yellow gives you Topaz

T3 blue and t3 sandy gives you Turquoise

T3 gray and t3 ochre give you Zircon

There are multiple jewels in Earth2 here is a list and the corresponding use-cases for each:
Tier 1 Jewels:
Prime Blue Jewel: Primes Freshwater production on the property where it is slotted.
Prime Anthracite Jewel: Primes Coal Production on the property where it is slotted.
Prime Black Jewel: Primes Oil production on the property where it is slotted.
Prime Green Jewel: Primes Wood production on the property where it is slotted.
Prime Grey Jewel: Primes Limestone production on the property where it is slotted.
Prime Ochre Jewel: Primes Iron ore production on the property where it is slotted.
Prime Sandy Jewel: Primes Sand production on the property where it is slotted.
Prime Yellow Jewel: Primes Gold production on the property where it is slotted.
Tier 2 Jewels:
Jamaica Jewel: Increases Oil & Wood production by 1% per day on the property where it is
used, if there is such a production. It also increases E-ther evaporation by 2%.
Orange Jewel: Diminish Building Time for new Buildings by a certain percentage (rounded up in
seconds).
Purple Jewel: Primes Iridium production on the property where it is used. Diminish Research
Time for new Blueprints by a certain percentage (rounded up in seconds).
Sunset Jewel: Primes Chromium production on the property where it is slotted. Increases Sand
& Limestone production by a per day on the property where it is used, if there is such a
production. It also increases E-ther evaporation by 2%.
Sunrise Jewel: Increases Freshwater & Iron Ore production by a certain percentage per day on

the property where it is used, if there is such a production. It also increases
E-ther evaporation
by 2%.
Tier 3 Jewels:
Azurite Jewel: Primes Cobalt production on the property where it is used.
Increases Freshwater
& Oil production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Amber Jewel: Primes Tungsten production on the property where it is used.
Increases Iron &
Gold production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Andalusite Jewel: Primes Boron production on the property where it is used.
Increases Coal &
Sand production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Aquamarine Jewel: Primes Tellurium production on the property where it is used.
Increases Coal
& Sand production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Bloodstone Jewel: Primes Vanadium production on the property where it is used.
Increases Iron
& Oil production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Catseye Jewel: Primes Molybdenum production on the property where it is used.
Increases Oil
& Gold production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Chrysocolla Jewel: Increases Freshwater & Coal production by a certain
percentage per day on
the property where it is used, if there is such a production. It also increases
E-ther evaporation
by 3%.
Emerald Jewel: Increases Freshwater & Gold production by a certain percentage
per day on the
property where it is used, if there is such a production. It also increases E-
ther evaporation by
3%.
Garnet Jewel: Primes Bauxite production on the property where it is used.
Increases Iron &
Sand production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%
Jade Jewel: Increases Oil & Wood production by a certain percentage per day on
the property
where it is used, if there is such a production. It also increases E-ther
evaporation by 3%.
Malachite Jewel: Primes Copper production on the property where it is used.
Increases Coal &
Wood production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Obsidian Jewel: Primes Tantalum production on the property where it is used.
Increases Oil &
Coal production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Opal Jewel: Increases Wood & Sand production by a certain percentage per day on

the property
where it is used, if there is such a production. It also increases E-ther
evaporation by 3%.
Peridot Jewel: Primes Rhenium production on the property where it is used.
Increases Wood &
Iron production by a certain percentage per day on the property where it is
used, if there is such
a production. It also increases E-ther evaporation by 3%. Also has a cydroid
slotting advantage
of relocation, it increases the relocation distance of a cydroid, making it
possibel for a cydroid to
relocate to properties very far.
Prehnite Jewel: Primes Uranium production on the property where it is used.
Increases Wood &
Gold production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%. Also Increases
the Power Cell
Essence Concentration Level (PCL). Power Cells can later be crafted with various
default
Power Concentration Levels. The higher the Power Cell Concentration level is,
the more Energy
Units and the more Essence is required. However, Prehnite is able to increase
the
Concentration Level of a Power Cell without requiring the Player to add
additional Essence to
power the higher grade Power Cell.
Pyrite Jewel: Primes Silver production on the property where it is used.
Increases Coal &
Limestone production by a certain percentage per day on the property where it is
used, if there
is such a production. It also increases E-ther evaporation by 3%.
Ruby Jewel: Primes Tin production on the property where it is used. Increases
Coal & Iron Ore
production by a certain percentage per day on the property where it is used, if
there is such a
production. It also increases E-ther evaporation by 3%.
Serpentine Jewel: Increases Wood & Limestone production by a certain percentage
per day on
the property where it is used, if there is such a production. It also increases
E-ther evaporation
by 3%.
Slate Jewel: Primes Neodymium production on the property where it is used.
Increases
Limestone & Sand production by a certain percentage per day on the property
where it is used,
if there is such a production. It also increases E-ther evaporation by 3%.
Sodalite Jewel: Primes Platinum production on the property where it is used.
Increases
Freshwater & Limestone production by a certain percentage per day on the
property where it is
used, if there is such a production. It also increases E-ther evaporation by 3%.
Sunstone Jewel: Primes Zinc production on the property where it is used.
Increases Limestone
& Gold production by a certain percentage per day on the property where it is
used, if there is
such a production. It also increases E-ther evaporation by 3%.
Spinel Jewel: Increases Oil & Limestone production by a certain percentage per
day on the
property where it is used, if there is such a production. It also increases E-
ther evaporation by
3%.
Tigereye Jewel: Primes Nickel production on the property where it is used.
Increases Coal &

Gold production by a certain percentage per day on the property where it is used, if there is
such a production. It also increases E-ther evaporation by 3%.
Tanzanite Jewel: Primes Thorium production on the property where it is used. Increases
Freshwater & Iron production by a certain percentage per day on the property where it is used, if
there is such a production. It also increases E-ther evaporation by 3%.
Titanite Jewel: Primes Titanium production on the property where it is used. Increases Oil &
Sand production by a certain percentage per day on the property where it is used, if there is
such a production. It also increases E-ther evaporation by 3%.
Topaz Jewel: Primes Niobium production on the property where it is used. Increases Sand &
Gold production by a certain percentage per day on the property where it is used, if there is
such a production. It also increases E-ther evaporation by 3%.
Turquoise Jewel: Primes Diamond production on the property where it is used. Increases
Freshwater & Sand production by a certain percentage per day on the property where it is used,
if there is such a production. It also increases E-ther evaporation by 3%.
Zircon Jewel: Primes Zirconium production on the property where it is used. Increases Iron &
Limestone production by a certain percentage per day on the property where it is used, if there
is such a production. It also increases E-ther evaporation by 3%.
Crafting certain jewels:
There are five different versions of these jewels announced — cracked, cloudy, common, clear,
luminous and brilliant. All of these versions are expected to bring multiple levels of utility in other
areas of Earth 2 like generating higher quantity resources, functionalities in PVP games, etc.
There are three components required to make these different-tier jewels.
1. Tier 1 Jewels (Blue, Black, Ochre, Anthracite, Sandy, Yellow, Grey, Green)
2. Shards — Which are created by Shattering (breaking down) other jewels {Shards can be
used to create new cracked jewels, each cracked jewel requires 24 shards, only Tier 1
types of jewels can be made from shards, but remember they will be cracked jewels}
3. Essence {Only when improving Jewels}
Using various combinations of the above three, you would be able to build various forms of new
jewels.
Failed attempts to create rare Jewels will destroy the original Jewels and create shards. Shards
can be re-combined to make original Jewels but will cost you essence. So follow Earth2
community users to get working recipes to avoid this scenario.
Tier 2 Jewels of basic colors (Blue, Black, Ochre, Anthracite, Sandy, Yellow, Grey, Green) can
be formed by combining 3 Tier 1 Jewels of the same color. You must ensure the jewels are
added to 3 different slots.
How are shards made?
Shards can get created during the below 3 scenarios:
Shattering a jewel
As leftovers, while creating a new jewel
When a jewel creation fails when trying a new recipe.
Tier 2 Mixed:
Orange Jewel

Purple Jewel
Jamaica Jewel
Sunrise Jewel
Sunset Jewel
Recipes For Crafting Certain Jewels:
- Amber Jewel = 1 Tier 3 Yellow Jewel + 1 Tier 3 Ochre Jewel.
- Andalusite Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Sandy Jewel.
- Aquamarine Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Green Jewel
- Azurite Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Black Jewel.
- Bloodstone Jewel = 1 Tier 3 Black Jewel + 1 Tier 3 Ochre Jewel.
- Catseye Jewel = 1 Tier 3 Black Jewel + 1 Tier 3 Yellow Jewel.
- Chrysocolla Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Blue Jewel.
- Emerald Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Yellow Jewel.
- Garnet Jewel = 1 Tier 3 Sandy Jewel + 1 Tier 3 Ochre Jewel.
- Jade Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Black Jewel.
- Malachite Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Green Jewel.
- Obsidian Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Black Jewel.
- Opal Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Sandy Jewel.
- Prehnite Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Yellow Jewel.
- Peridot Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Ochre Jewel.
- Pyrite Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Grey Jewel.
- Ruby Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Ochre Jewel.
- Serpentine Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Grey Jewel.
- Slate Jewel = 1 Tier 3 Sandy Jewel + 1 Tier 3 Grey Jewel.
- Sodalite Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Grey Jewel.
- Spinel Jewel = 1 Tier 3 Black Jewel + 1 Tier 3 Grey Jewel.
- Sunstone Jewel = 1 Tier 3 Yellow Jewel + 1 Tier 3 Grey Jewel.
- Tigereye Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Yellow Jewel.
- Topaz Jewel = 1 Tier 3 Sandy Jewel + 1 Tier 3 Yellow Jewel.
- Turquoise Jewel = 1 Tier 3 Sandy Jewel + 1 Tier 3 Blue Jewel.
- Titanite Jewel = 1 Tier 3 Sandy Jewel + 1 Tier 3 Black Jewel.
- Tanzanite Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Ochre Jewel.
- Zircon Jewel = 1 Tier 3 Grey Jewel + 1 Tier 3 Ochre Jewel

There are multiple jewels in Earth2 here is a list and the corresponding use-cases for each:

Tier 1 Jewels:

Prime Blue Jewel: Primes Freshwater production on the property where it is slotted.

Prime Anthracite Jewel: Primes Coal Production on the property where it is slotted.

Prime Black Jewel: Primes Oil production on the property where it is slotted.

Prime Green Jewel: Primes Wood production on the property where it is slotted.

Prime Grey Jewel: Primes Limestone production on the property where it is slotted.

Prime Ochre Jewel: Primes Iron ore production on the property where it is slotted.

Prime Sandy Jewel: Primes Sand production on the property where it is slotted.

Prime Yellow Jewel: Primes Gold production on the property where it is slotted.

Tier 2 Jewels:

Jamaica Jewel: Increases Oil & Wood production by 1% per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 2%.

Orange Jewel: Diminish Building Time for new Buildings by a certain percentage (rounded up in seconds).

Purple Jewel: Primes Iridium production on the property where it is used. Diminish Research Time for new Blueprints by a certain percentage (rounded up in seconds).

Sunset Jewel: Primes Chromium production on the property where it is slotted. Increases Sand & Limestone production by a per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 2%.

Sunrise Jewel: Increases Freshwater & Iron Ore production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 2%.

Tier 3 Jewels:

Azurite Jewel: Primes Cobalt production on the property where it is used. Increases Freshwater & Oil production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Amber Jewel: Primes Tungsten production on the property where it is used. Increases Iron & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Andalusite Jewel: Primes Boron production on the property where it is used. Increases Coal & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Aquamarine Jewel: Primes Tellurium production on the property where it is used. Increases Coal & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Bloodstone Jewel: Primes Vanadium production on the property where it is used. Increases Iron & Oil production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Catseye Jewel: Primes Molybdenum production on the property where it is used. Increases Oil & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Chrysocolla Jewel: Increases Freshwater & Coal production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Emerald Jewel: Increases Freshwater & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Garnet Jewel: Primes Bauxite production on the property where it is used. Increases Iron & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%

Jade Jewel: Increases Oil & Wood production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Malachite Jewel: Primes Copper production on the property where it is used. Increases Coal & Wood production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Obsidian Jewel: Primes Tantalum production on the property where it is used. Increases Oil & Coal production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Opal Jewel: Increases Wood & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Peridot Jewel: Primes Rhenium production on the property where it is used. Increases Wood & Iron production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%. Also has a cydroid slotting advantage of relocation, it increases the relocation distance of a cydroid, making it possibel for a cydroid to relocate to properties very far.

Prehnite Jewel: Primes Uranium production on the property where it is used. Increases Wood & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%. Also Increases the Power Cell Essence Concentration Level (PCL). Power Cells can later be crafted with various default Power Concentration Levels. The higher the Power Cell Concentration level is, the more Energy Units and the more Essence is required. However, Prehnite is able to increase the Concentration Level of a Power Cell without requiring the Player to add additional Essence to power the higher grade Power Cell.

Pyrite Jewel: Primes Silver production on the property where it is used. Increases Coal & Limestone production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Ruby Jewel: Primes Tin production on the property where it is used. Increases Coal & Iron Ore production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Serpentine Jewel: Increases Wood & Limestone production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Slate Jewel: Primes Neodymium production on the property where it is used. Increases Limestone & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Sodalite Jewel: Primes Platinum production on the property where it is used. Increases Freshwater & Limestone production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Sunstone Jewel: Primes Zinc production on the property where it is used. Increases Limestone & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Spinel Jewel: Increases Oil & Limestone production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Tigereye Jewel: Primes Nickel production on the property where it is used. Increases Coal & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Tanzanite Jewel: Primes Thorium production on the property where it is used. Increases Freshwater & Iron production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Titanite Jewel: Primes Titanium production on the property where it is used. Increases Oil & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Topaz Jewel: Primes Niobium production on the property where it is used. Increases Sand & Gold production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Turquoise Jewel: Primes Diamond production on the property where it is used. Increases Freshwater & Sand production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Zircon Jewel: Primes Zirconium production on the property where it is used. Increases Iron & Limestone production by a certain percentage per day on the property where it is used, if there is such a production. It also increases E-ther evaporation by 3%.

Crafting certain jewels:

There are five different versions of these jewels announced — cracked, cloudy, common, clear, luminous and brilliant. All of these versions are expected to bring multiple levels of utility in other areas of Earth 2 like generating higher quantity resources, functionalities in PVP games, etc.

There are three components required to make these different-tier jewels.

1. Tier 1 Jewels (Blue, Black, Ochre, Anthracite, Sandy, Yellow, Grey, Green)

2. Shards — Which are created by Shattering (breaking down) other jewels {Shards can be used to create new cracked jewels, each cracked jewel requires 24 shards, only Tier 1 types of jewels can be made from shards, but remember they will be cracked jewels}
3. Essence {Only when improving Jewels}

Using various combinations of the above three, you would be able to build various forms of new jewels.

Failed attempts to create rare Jewels will destroy the original Jewels and create shards. Shards can be re-combined to make original Jewels but will cost you essence. So follow Earth2 community users to get working recipes to avoid this scenario.

Tier 2 Jewels of basic colors (Blue, Black, Ochre, Anthracite, Sandy, Yellow, Grey, Green) can be formed by combining 3 Tier 1 Jewels of the same color. You must ensure the jewels are added to 3 different slots.

How are shards made?
Shards can get created during the below 3 scenarios:

Shattering a jewel
As leftovers, while creating a new jewel
When a jewel creation fails when trying a new recipe.

Tier 2 Mixed:

Orange Jewel
Purple Jewel
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Sunrise Jewel
Sunset Jewel

Recipes For Crafting Certain Jewels:

- Amber Jewel = 1 Tier 3 Yellow Jewel + 1 Tier 3 Ochre Jewel.
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- Aquamarine Jewel = 1 Tier 3 Blue Jewel + 1 Tier 3 Green Jewel
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- Obsidian Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Black Jewel.
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- Prehnite Jewel = 1 Tier 3 Green Jewel + 1 Tier 3 Yellow Jewel.
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- Pyrite Jewel = 1 Tier 3 Anthracite Jewel + 1 Tier 3 Grey Jewel.
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- Zircon Jewel = 1 Tier 3 Grey Jewel + 1 Tier 3 Ochre Jewel.