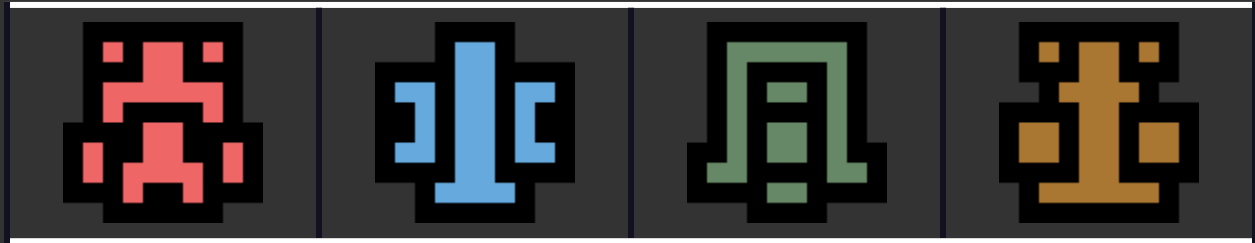


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# Counting to 4



## A Crafting Guidebook

Tips and Tricks For early-game crafting with the 2<sup>nd</sup>  
Flower

*(C) v2.1.1 "The Blackjack Store" Kami North Publishing, LLC.*

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## 3-Essence Powerups

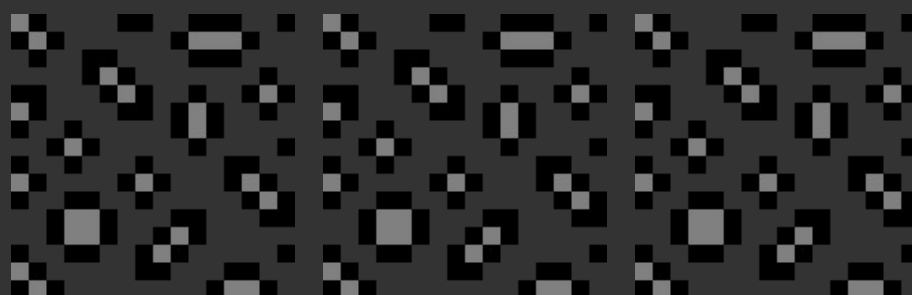
Most, if not all 3-essence powerups are likely to be published fairly quickly. A safe rule of thumb to make 3-essence powerups is to combine one of the Four basic elements (*Fire*, *Water*, *Wind*, *Ground*) with any other element that is not itself.



*Combination Table For the 4 Basic Elements.*

Using 2 of one essence and 1 of another will guarantee you a powerup. Using only one essence only crafts that essence again. After all, if you add Fire to Fire, you get Fire. Using 3 different elements will create **garbage**. Garbage is not very useful, though it can be crafted in a group of 3 to make a **Force Water** powerup, which has no gameplay effects but can force another individual to drink water.

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*Force Water's recipe is 3 garbage.*

The tables above only show combinations of the base elements, but powerups also exist for any other elements added to the game, such as [Ice](#).

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## 4-Essence Powerups

You are required to have the second Crafting Flower to make powerups with 4 essences. This can be purchased when you have obtained the White Belt and have 3 log tokens. IF you are reading this, you have a White Belt, since it is required for purchasing this book.

Most will feature 2 types, either in a 2-2 ratio or a 1-3 ratio. As long as you use 2 types, crafting will be fairly safe in avoiding garbage. IF you obtain a 3-essence powerup, this means your recipe has failed and the powerup was a fallback option.

As of the time of publishing, there are only 5 unique 4-essence powerups. More are expected to be added, especially when the second Flower is purchased, so look out for updates when that happens. For these 5, combine 2 and 2 of any of the basic elements, EXCEPT for **Water** and **Ground**. A plus one and a minus one will cancel each other out, so you will only meet the three-essence requirement, crafting one of those two at random.



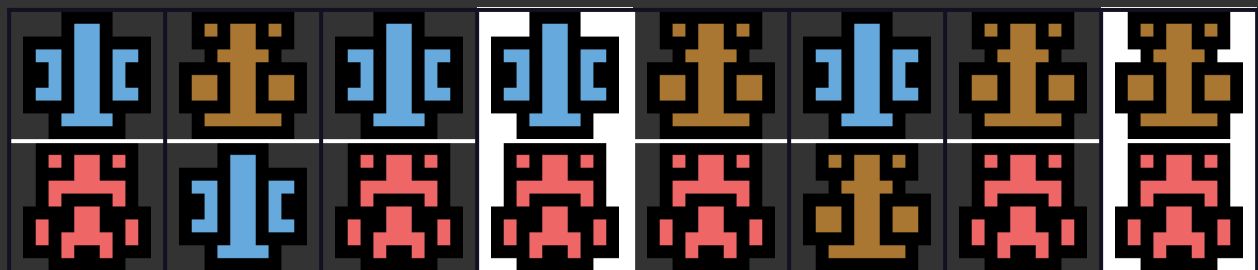
*Combine two of each of these to discover powerups.*

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## Conclusion

As you progress, recipes will grow more complex and require more essences, but in turn they will be more powerful. This book was intended to help you understand how to approach Four-essence crafting. 2 types is still the safest approach.

Also, as a bonus, try the following recipes, they will surprise you. Happy Crafting!



*Adding this essence does something interesting...*

Kami North's  
BLACKJACK  
2

