Copy documents describing Neopets mechanics/systems from websites like jellyneo.net.

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Neopets for Absolute Beginners

So, you've just signed up to this colourful, busy-looking website called Neopets.com. Maybe you were introduced by a friend or relative, or maybe you've stumbled across the site by yourself and got curious. Congratulations! You're the newest member of a site enjoyed by millions of users around the world.

You might be finding yourself a little confused at the moment, though, and that's natural. There's so much on Neopets that it can be a bit overwhelming for new players (known as "newbies"). Don't worry! You've managed to find your way to Jellyneo, the shiniest fan-made Neopets help site on the Internet, and we're ready to help you every step of the way, starting right now. So let's get started!

What's This "Neopets" Thing?

At the simplest level, Neopets is an online game where you take care of a fantasy creature called a Neopet. Like the electronic "virtual pets" that were popular a few years ago, your Neopet gets hungry if not fed regularly, and can be made happier with toys and grooming. However, if you can't be on the site every day, don't worry too much -- your Neopet won't run away and you won't be treated as a bad owner for failing to feed him or her. Unlike your household pets in the real world, Neopets can talk, read, fight, learn, play cards, go on adventures, and take care of smaller pets of their own. Some of them can even fly!

As a newbie, it's probably a good idea to stick to owning one or two Neopets until you've figured out how the site works. You can own up to four at a time (and if you choose to have more than one account, you can potentially own as many as twenty, though there are extra rules governing that), but only one (your "active Neopet") will be displayed around the site when you play games and interact with other users. Unlike the characters on some sites, this Neopet isn't intended to be a representation of "you" -- rather, you're the human "caretaker" or "parent" of however many pets you own. People you meet will call you by the username you log into the site with, not the name of your pet.

Neopets invites you to create your first Neopet as part of the signup process, so you've probably already met your new companion. It's worth noting that it isn't strictly necessary to create a brand-new pet when you make an account, though -- once you've verified your email address, you also have the option of adopting a pet who already exists, but doesn't currently have an owner. You'll be able to do the exact same things with your Neopet no matter whether he/she is created or adopted, so don't stress too much about the decision.

You can check on your Neopet at any time by clicking his or her picture on the top left panel of the site.

Hopeful Mynci

Take good care of me!

Looking After Your Neopet

You'll probably get the most out of this game if your Neopet is happy and well-fed. How do you manage this? The simplest way is to use items. Items can be bought from other users (more on that in a minute) or found around the site. As a new player, you should have received a few free items to start you off.

To see your items, choose Inventory from the Customise menu. You'll see a screen displaying what you're currently carrying.

Inventory

Click an item to use it. A pop-up window will appear containing a drop-down menu (if it doesn't, make sure your adblocker is set to allow Neopets.com). Choose "Play with" for a toy, or "Feed to" for an item of food, and press the button to make it happen! Food will disappear when eaten (fairly logically), and makes your pet less hungry. Toys (and grooming items, which work in exactly the same way) make your pet happier, and will remain in your inventory to be used again and again.

Use Item Window

Beware: If you own one of the two species of pet pictured below, there will be an option to feed them non-food items in the menu window. Don't do this! If you feed your pet a toy, you will not get it back!

If you're going to be away from the site for a while, or are just too busy to come online regularly, you can send your pets to a hotel instead of feeding them every day. This doesn't make your pets any happier, but it will stop them getting hungry.

An important thing to remember about items is that more expensive or harder-to-get things are not necessarily better. In fact, in most cases, there is no difference in effect between common toys and foods and rarer ones. Your pet will be just as happy playing with a Blue Ixi Plushie (one of the commonest toys on the site) as he or she will with a Faerie Queen Doll (a luxury toy bought only by collectors).

Your pet can occasionally also become sick. There are lots of different illnesses, but they all have the same effect; your pet will look ill and beaten-up wherever you see his or her image, and will not be able to fight in the Neopets Battledome. There are items you can use to cure sicknesses if you're in a hurry, but it's much more economical to get your pet cured for free by visiting the Healing Springs every half-hour. Ill pets can gradually become unhappy, but you can solve this by playing with toys as usual.

Points Mean Purchases!

The Neopets game is set in a fictional world called Neopia. For practical purposes, this world has a single currency: the Neopoint, often abbreviated to "NP". You can see how many Neopoints you're currently carrying in the top right-hand corner of the site, next to your username.

Top bar

There are many ways to earn Neopoints; we have an article that covers them in more detail. The simplest and most common way, though, is by playing the games that appear on the site. You'll need to install Adobe Flash Player to play most of them--the download shouldn't take too long over a normal connection. There are heaps of different games to try, from word puzzles and tower defence to shooting games and action-packed obstacle courses. There are even a few games you might already know how to play. Whichever you choose, Jellyneo has lots of guides and walkthroughs to help you get started.

Neopoints

Once you have some money, you can go shopping. The Shop Wizard in the Shops menu lets you search through items other players have for sale. There are all kinds of items you can buy:

Food makes your pet less hungry.

Toys and grooming items make your pet happier.

Weapons let your pet play in a special play-fighting arena called the Neopets Battledome.

Wearables are for dressing up your pet and bringing out his or her individual style.

Petpets are smaller inhabitants of Neopia that you can give your pet to look after. They don't need feeding and can't talk.

There are other types of item too, including some that don't do anything but just make pretty gifts. You can use our Item Database to make sure you know what an item is for before you buy it.

Should you bother earning Neopoints? On the one hand, there are many things you won't be able to do without them. You need NP to play chance games like Cheat!, to buy items from other players or from the NPC-run shops around the site, and to put your pets in a hotel. On the other hand, don't worry too much if you're having trouble earning them at first. There are plenty of free activities on Neopets, including some that might give you items if you're lucky! If you really have no Neopoints at all, you can even ask the Soup Faerie to feed your pets for free.

Scorchio with Gold Coins

It's always sunny in a rich man's world...

Making Friends

Like so many things, Neopets is far more fun if you have good friends to share it with. Even if you can't persuade any of your real-world friends to join you on the site, you can always talk to people and make friends on Neopets itself.

The private messaging system on Neopets is called Neomail. It can't handle any complicated code or very long messages, but it's great when you just want to let friends know how you're doing. You can find it in the My Account menu.

A good place to meet new people is the Neoboards, Neopets' on-site forum section. There are forums for many different topics, from Flash games to writing. You'll want to read over the chatting rules and check out our Neopian Dictionary for common abbreviations and chat lingo before you venture over there. And remember, giving out email addresses, telephone numbers or messenger handles is strictly against the rules!

You could also join Jellyneo's own fabulous forums, where you'll find a warm and fun community, a live shoutbox for the boring moments of your day, a lot of daft roleplaying games and many potential new friends. We'd be happy to see you there!

Jeran and Lisha

How Do You Win This Game?

One of the commonest questions from newbies used to other types of computer game is "How do you win at Neopets?" It's understandable that someone trying a new game for the first time would want to know the eventual goal and how to get there. However, the real answer is either "You can't" or "Any way you want to". Confused? Don't worry, it'll all make sense in a minute.

Like real life, the world of Neopets isn't linear, doesn't have a single overarching story, and hasn't got a single "ending" point that everyone is working towards. Instead, there are many different activities to try, and you're free to choose whichever you want, and as many or few as you want. (By extension, you're also free not to participate in the ones that don't interest you. Nobody is going to penalise you for having no interest in building a gallery or designing a web page.) My advice to you as a newbie is to try out as many of them as possible and see which ones suit you. Most players find a few activities that they really enjoy and focus on those things. If you manage to achieve the goals you set yourself in your favourite areas, then you can probably claim to be "winning" at Neopets, even if there's no congratulatory message and ending credits. ;)

Here are some examples of things that Neopets players (known as "Neopians") often choose as goals to work towards.

Buying a Magical Paint Brush, a special (and mostly expensive) item that permanently changes your pet's fur, feathers or skin to a different colour or pattern.

Paintbrush Demo

Setting a new high-score in one of the site's games and winning a virtual trophy and a place in the high-score tables.

Collecting one of each item on the site that fits a specific theme. For instance, you might choose to collect all the rainbow-coloured items, or all the items that have "snow" in their name. The site lets you set up a gallery for these items so other people can view your collection.

Taking part in the big whole-site events known as "plots" that pop up every so often with puzzles, challenges and maybe even prizes.

Appearing in the weekly fanfiction and article newsletter, the Neopian Times.

Collecting avatars--these little icons are the equivalent of video game "achievements". They can be unlocked by owning certain pets, completing certain tasks, visiting areas of the site, or getting high scores in games.

Designing attractive homepages for your pets.

Training your pet to take part in the Neopets Battledome and beat all your friends' Neopets!

Where Now?

Hopefully you're a little less confused, and ready to start exploring the site for yourself. But don't worry if you're still nervous--Jellyneo has tons of useful articles and game guides to help you along the way, from your first day on the site to your umpteenth year as a Neopets veteran. Here's a few suggestions for things you could look into next:

Take a tour of the fictional world that Neopets is set in.

Find out about the many weird and wonderful species of Neopet that exist.

Learn some basic precautions to keep your account safe and private.

Find out what you can do with your brand-new account, and what you can't do quite yet.

Take your first lesson in Neopian economics, and find out how Neopoints and shopping work. Or jump straight to earning those points.

And never be afraid to ask for help on our forums or on Neopets' volunteer Help Board! Remember, we were all newbies once too!

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How Do You Win This Game?

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Neopian Economics 101

Welcome to Neopia! Hopefully you're already enjoying yourself and learning your way around this colourful world, where people take care of pets, enter contests, chat, play games... and, of course, make Neopoints. We mustn't forget that.

If you're new to Neopia or lacking in experience for any reason, the Neopian economy - the system of buying, selling, earning and spending - can seem utterly illogical and confusing at first glance. An item could be worth 700,000 Neopoints one month and less than 50,000 the next. Or something you thought should be sold for 200 NP might turn up in someone's shop for 10,000. The good news is, it's actually not mysterious or unguessable at all. With a bit of examination, you'll see that the Neopian economy follows a few simple rules. Once you understand those rules, you'll be the one in control. So take your seats, and welcome to Neopian Economics 101!

Aisha With Coins

Someone mentioned money? I'm all ears!

Let's Go Shopping

Buying items for your pets is something that almost every Neopian has experience of. Sure, you could feed all your pets at the Soup Kitchen and play with that same worn-out Blue Ixi Plushie from your newbie pack all your life, but in practice, most people choose to buy items at some point. For that, you're going to need Neopoints, the basic currency of Neopia. This guide will explain several different ways you can earn Neopoints, but for now, I'll remind you that the simplest way is by playing Flash games, which can award up to 1000 NP for each play.

Once you have your Neopoints, there are two main ways you can buy an item. The first is to buy from the main shops. These are the shops you can see in the worlds around Neopia, like the Magical Bookshop (in Neopia Central), Ye Olde Petpets (in Meridell) and Osiri's Pottery (in Sakhmet City). These shops are run automatically by special scripts, and get a new batch of items a few times an hour. To buy an item, you first have to "haggle" for it by typing in a price that will be acceptable to both you and the shopkeeper. (The shopkeeper's starting price will almost always be the same for an item from day to day and month to month.) Once you find the right price, your Neopoints disappear in a poof of pixels and the item is yours.

Kacheek with a Trolley

Ka-cheek? Ka-CHING!

The second method of buying items is from user shops. These are the shops you'll find if you search with the Shop Wizard. At first glance, everything looks quite similar to the main shops: rows of items for you to choose from and a cheerful shopkeeper. You'll notice that you don't have to haggle, though-- the price you see is the price you pay.

As their name implies, user shops are run by users-- Neopet-owners like you. This means that when you buy an item, your Neopoints don't vanish into the air; they move into the pockets of the shop owner. Unlike the main shops, users are very interested in getting a good price for their items-- they are highly unlikely to sell an item for less than they paid for it, but they will price it just low enough to make sure they get the sale, rather than one of their competitors. It's a delicate balance.

How Much Is That Zomutt In The Window?

What is an item "worth"?

Many new players think the way to answer that question is to look at the Estimated Price listed in an item's interaction window. If you're trying to price an item that way, stop right there! The Estimated Price controls the way items stock in the main shops, NOT what you should consider your item to be worth. The same goes for "rarity values". These reflect how an item was introduced to the site-- again, nothing to do with its price. Nor can you look at what an item does to try and guess its worth-- a Red Yarn Ball will make your pet just as happy as a Faerie Queen Doll.

Old artwork notwithstanding.

The truth about items' value is a lot less complicated than any of that:

The "worth" of an item is, quite simply, what people like you are selling it for.

By this, of course, I mean most people. If I decide I can't stand the sight of my shop stock any longer and sell everything for 1 NP, that doesn't change how much the items are worth. The items I price at 1 NP will be scooped up by some lucky Neopian and resold at the price that most people are selling them for already. That price is the actual "worth" of the item.

How do you find out how much an item is selling for? Your first stop should be the Shop Wizard. Search for your item, refresh the page a few times (because the Shop Wizard only looks at a certain number of shops at a time) and note down the lowest few prices you can find overall. That's the approximate worth of your item.

Shop Wizard

I'm a powerful little fuzzy thing!

Some items don't appear on the Shop Wizard, however. This is mostly because they're "unbuyable" -- too expensive to be sold in shops. Anything over 99,999 NP is "unbuyable". You'll need to use the Browse link at the Trading Post to find these items. If you're lucky, the sellers will have written in their wishlists how much NP they're expecting to be offered. If not, you can try Neomailing one or two of them and politely asking them what they're asking for their item.

A handful of items are so rare, you won't be able to find them on the Trading Post at all. This tends to happen either with very old or very new items. (If the item is brand new, you might want to consider waiting a few weeks for the price to stabilise. For reasons I'll explain later, prices are often high and variable when an item has just been released.) If this happens to you, go back to the Shop Wizard and try a gallery search. If you find the item in a gallery, Neomail the owner and ask very politely how much s/he paid for it. (Do not, under any circumstances, ask for the item unless the gallery owner has clearly stated s/he is selling it! This is very bad manners.)

Plushie Gallery

You can look, but don't touch.

Hopefully you've grasped the point that all these methods have in common: the "worth" of an item depends entirely on how much people are buying and selling it for. There's no such thing as the "real worth" of an item that contradicts the Shop Wizard, despite what many new players think.

What Makes Prices Change?

Have you ever wondered what it is that makes an item cheap or expensive? Why would people pay millions of Neopoints for a paint brush, and laugh at the idea of paying more than 5 NP for a Blandfish? After all, both are just items made out of pixels. What makes their prices different?

It isn't at all complicated, actually. Though there are a lot of different factors affecting price, this is what it comes down to:

If an item is hard to get and many people want one, the price will rise.

If an item is easy to get and not many people want one, the price will fall.

Believe it or not, this rule explains just about every price change in Neopia. If you're finding it hard to understand why, let's try a thought experiment.

The Last Rockfish

Imagine you own a Rockfish. These can't actually be used for anything, and are only worth 1 NP on the Shop Wizard. Selling your Rockfish isn't going to make you rich very fast. If you try to get people to pay more than that single Neopoint for it, at best you'll be ignored, and at worst they'll call you a scammer.

Now imagine someone's spell goes horribly wrong in the Maraquan Ruins. A terrible monster rises from the deeps and proceeds to eat ALL the Rockfish in Neopia. Every last one... except yours. (It was cunningly disguised as a novelty toothbrush holder.)

Rockfish

Just call me the Master of Disguise.

You now own Neopia's one and only remaining Rockfish. I'm sure you can imagine how many people want to put it in their galleries as the rarest item in Neopia. But the fact that lots of people want one doesn't change the fact that there's only one-- and they can't all own it between them. How can I make sure I'm the one who gets the fish? By offering you more money. Forget 1 NP. You might be offered thousands, even millions of Neopoints for your Rockfish now that it's the only one.

But suddenly, a brave hero emerges and kills the Rockfish-eating monster. Slowly, more Rockfish start appearing in Maraqua again. Rather than everyone competing for your fish, they now have several sellers to choose from. If I offer you a hundred thousand Neopoints and you refuse, I don't have to make a higher offer any more-- I can find someone else selling a Rockfish and ask him what he wants me to pay. The number of Neopoints that a Rockfish is "worth" will get smaller and smaller as the fish become easier to find.

Fishing Hole

And the status quo returns to normal... ish.

The scenario we've just imagined is fictional and exaggerated, of course. But the basic principles that made the price of the Last Rockfish go up and down are the same ones that govern real price changes all over Neopia. Instead of fish-eating monsters and brave warriors, there are other factors that might make an item harder or easier to get, or make a greater or lesser number of people want it.

Price Change Factors

An item's price might go up if:

It becomes retired (no longer sold in the main shops)

You can't get a new one any more (such as a prize from an event that has now closed)

It suddenly gains a new purpose (like a particular food being used to get a new avatar)

Using it means that it disappears (like food, books and paintbrushes)

A site event makes it more useful (for instance, Battledome weapons during a war)

A rumour starts that any of the above is going to happen

An item's price might go down if:

It gets given out as a competition prize or part of a giveaway

Another item appears that does the same thing for a lower price

Using it does not make it disappear (like toys, grooming items and musical instruments)

Usukicon Miniplushie

You'll never be able to get me again! Teeheeheeheehee!

Most of these events are fairly unpredictable, so there will be times when you're left holding an item worth less than you paid for it, and times when that seemingly useless item you stashed in your deposit box turns out to be worth a million Neopoints. But it helps to pay attention to New Features and know what's going on in Neopia in general.

In Conclusion...

So to sum up everything we've learnt in this article:

User shops are different from main shops, and will change prices more often.

To find out the worth of an item, use the Shop Wizard and the Trading Post.

The rarity value and "Estimated Price" of an item have nothing to do with its real price.

If an item is harder to get and more people want it, the price will go up.

If an item is easier to get and fewer people want it, the price will go down.

There's a certain amount of luck involved with buying and selling, but doing your homework helps.

Coin

Hopefully you should be feeling a little more confident now, knowing that the Neopian economy isn't some kind of secret, complex mystery. Now you know a bit about what makes the market tick, you're ready to turn it to your advantage. Here are a few Jellyneo guides that might help you go further:

Make Neopoints (you'll need them to go shopping!)

Using the Shop Wizard

Using the Trading Post

Restocking (make money buying items from the main shops)

Whatever you choose to do, good luck and remember to have fun!

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