

Entropia Guide

(28. Dez. 2006)

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1 Mentoring

I will mention this as first point, because a lot of people are later either disappointed because they didn't have a mentor, or a bad one.

- **What is a mentor for and why should I take one?**

A mentor is there to provide information and answer questions you may have about the game and to make your start a bit easier. In most cases your mentor will (should) be quite experienced, so he can help you out of several situations, and his tips will save you some money, because you won't spend in on useless or overpriced items. Most mentors will bring you to several new outposts and cities as long they have time (those runs are very time consuming, usually more than 1 hour per run).

You often win a good friend in the game too, or even a society invitation and that can also be worth a lot.

A disciple can just have 1 mentor.

- **What a mentor is not for**

A mentor is not there to give you any free stuff.

This isn't greed, it is more experience. There are a lot of "professional" disciples out there who are just seeking mentors who gives them gifts, to kick them later on, and search the next.

The other reason is because a lot of people quit when they don't like the game (understandable), but the items or cash given to them is lost, and if you have several disciples you lose a lot of cash.

- **Where and how can I get one?**

Usually you can find mentors quite everywhere, but especially in the main newcomer arrival town, called Port Atlantis. Simply ask in this town, usually you find a mentor pretty fast.

But your main problem is not where, more when. A mentor is just able to accept you as disciple, when you are very low skilled (means your professional standing should be "Newbie" or "Inept"; to see this press "K" to open your avatar info, later more about it). A mentor can be most helpful, if he lives in the same or close to your time zone, and maybe try to find one speaking your native language.

- **When, how and where to kick my mentor?**

A mentor should be kicked if he doesn't provide info, doesn't answer questions, or insults you, or otherwise said, he doesn't care about you at all.

To kick him press "K" to open avatar info and click at disciples. There should be the name of your mentor. When you press the boot next to the name, he will be gone.

You should also kick your mentor if he never spoke with you about it, or if he was just online when he accepted you as disciple, but has not been seen since then.

Now to an important part, you can just kick your mentor as long you haven't reached 10% of the levels needed for graduation (for example, in rifle level 200), so if your mentor doesn't help you, kick him fast, later you won't be able to kick him anymore.

Of course a mentor can be below your 10% the best friend you ever had, and above he will turn into the biggest *censored* you have ever seen, but to lower this risk a bit, ask a lot, and see if he answers and how.

If you want to kick your mentor and get a new one, do this long before you reach the 10% border.

- **What does a mentor have from helping newcomers?**

The main part should be that your mentor likes to help newcomers, but to make it more interesting for possible mentors a gift will be given to the mentor when the disciple reaches a certain skill level and graduates.

In most of the cases this gift is pretty useless stuff, not much worth, and the disciple and the mentor will have better items usually anyway, but you can also get something pretty nice (to make it interesting).

All mentor edition items have a value of 0 when received.

- **How can I become a mentor?**

This will need an unskilled professional standing, but I really recommend you wait longer, until you can be a real help.

Mentoring can be very disappointing, because many disciples quit before graduating, and if they graduate, you will receive a crappy gift most likely, but as mentioned already, the main part should be helping newcomers, not to receive gifts.

A mentor can have maximal 100 disciples at the same time.

Some info about this guide

- **Why I wrote this guide**

I had around 100 disciples I think that it would have more advantages to provide the basics this way. For disciples of course because they don't have to read all the private messages ingame, for me as mentor, because I don't have to write this all the PMs to every single disciple again and again.

- **Why should you read this guide?**

This guide contains the basics, and also some more advanced information. If you read this you will save time and also money, because it can avoid you buying crap, get some information about decay and a more efficient game style.

A little advantage: in the guide are many pictures, makes it easier to read, and explains more than pure text could do in PMs.

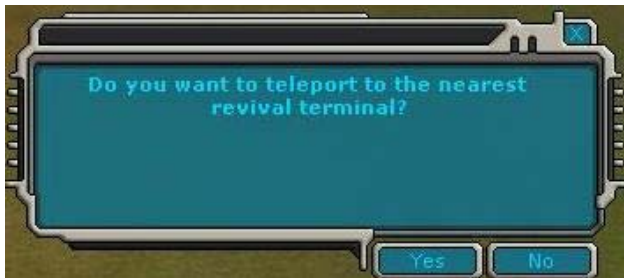
- **Why should you follow this?**

This guide is based on game experience and a lot of reading other guides and forums. But beside the info it contains suggestions, and if you want to follow them is your choice. I can't and won't hold you if you want to try other ways and I will be there to help you.

2 FAQ, general info and tips

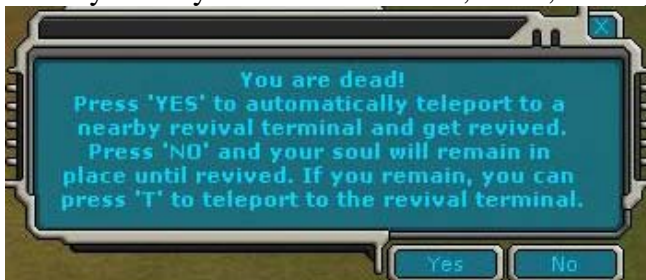
- **I'm always killed; can I kill creatures without weapons?**
Nope, and read about the death part ☺
- **How can I chat?**
For local chat simply press return, write your message, and return to send it (more in HUD section).
For a private chat you have to select the person and click at private chat.
- **How can I get out of a private chat session, do I have to close it all the time when I want to write in all chat?**
You can leave an open private chat by pressing escape. This keeps the chat open, and you can still read it, but allows you to continue playing.
- **Is there an easy way to see the creature's health, other people's health?**
You can drag the health bar to your screen; left click at it, holding the button, and moving the mouse. This works with the health bar of the people in your Friend list too. More about this, in Friend list and Animal section.
- **What can I do with the health bar?**
It is more accurate than the health bar above the creatures or people.
By a right click at it you can use the item in your hand (sweating, healing, and attacking).
- **Will the repair status have any influence on the weapon's efficiency/armor's protection?**
The repair status of weapons has no effect of the efficiency, but you will gain less and less protection, if you don't repair your armor.
- **All those abbreviations confuse me, what do they mean?**
Take a look at the end of the guide for the meaning, and at the right section in the guide for explanation.
- **When I log off, where will I start when I come back again?**
You will log in at the same place where you logged off. Of course, if you are unlucky, some creatures chose exactly the place where you logged off to take a rest. Means, cities are safer to log off ☺.
- **The start city lags much, are there any other cities, how can I reach them?**
Plenty of cities, and much less lag usually. Unfortunately you have to run to them. Especially you should try to reach the cities and outpost with Teleporters (see Teleporter section).
- **I heard about another continent, do I have to swim to it, or how can I reach it?**
Go to a Teleporter, use it, and click change continent. You have at least 2 Teleporters there from the beginning.

- **Other people are faster than me, why?**
Either you have too heavy items with you, too many, or the person has a higher agility. Agility is an attribute and determines your run speed.
- **What can I do against too heavy, too many items or to rise agility to become faster?**
If you carry ore, enmatter, hide, etc., it becomes very heavy after some time. You can refine it to reduce the weight, the value stays the same.
If you carry too many items you can place them in the storages.
Agility can be raised with skilling in hunting, tailoring, or defence.
- **What does coordinates and MA time mean?**
You can see your coordinates displayed in the all chat by pressing “p”, they show your exact position,
and the MA time by pressing “c”, this time is mainly interesting to arrange a meeting for different time zones, it seems for accounts created in newer versions this key changed to “u”.
- **How can I withdraw money from the ped card/how can I divide stacks?**
Rightclick at the ped card/stack and choose the amount.
- **How can I get more information about the items in my inventory?**
Rightclick at them, more in the Items section.
- **How can I separate attachment and equipment?**
Double click at the item.
- **I’m stuck in a wall/can’t move at all, what can I do?**
Press t



and click yes. You have to wait 60 seconds, and are teleported to the next revival terminal.

- **I’m dead, what happens with my inventory/skills, and what should I do now?**
When you die you neither lose cash, items, nor experience. After some time you will get



you could also press t and click yes. When you are dead you don’t have to wait 60 seconds for the teleport, so, that’s faster.

- **I can't drag my loot from the loot window to the inventory, how can I do that?**
The loot is automatically placed in your inventory; the window just informs you what you got. Hunting loot and sweat is usually placed under material and money.
- **I got a message about a place where oil can be picked up, should I go there?**
That is the oil rig, and you defiantly shouldn't go there, it sounds much easier as it is. Oil rig is explained under Ingame methods to get cash in the guide, but for short, simply don't go there.
- **Can I be looted in PvP and all my items are lost?**
You cannot be looted in all PvP zones but one, and there you don't loose all your items, just stackable items like ore. You have to buy an anti toxic shot before you are able to enter it, so, it is quite impossible you enter it accidentally.
- **Where can I sell my sweat?**
NEVER sell sweat to the trade terminal, always to other players.
- **I can't find my items, where are they?**
Scroll down to the bottom of your inventory and see if you can find them there. If not, try to log off and in again.

3 How to start?

That depends mainly on if you want to deposit, plan it and check the game first, or don't want to deposit at all. Depositing means paying real cash into the game and changing it into the ingame currency, called PED.

To avoid you search around too much (or maybe even read the whole guide! [what could be worse?]), I'll give you some advice what part could be useful in your case. ☺

- If you want to deposit, you should read the profession section in the guide, to gain a short overview, maybe test hunting, mining, crafting to see what you like most. If that decision is made stay with it, that will decrease the cost and raise your efficiency.
- If you are planning to deposit, and want to check the game out first, especially read the profession sections to see if you could like the game and the how to gain cash section. But don't evaluate the game just after sweating.
- If you don't want to deposit at all, read the sweating, trading section and especially the tactic for non-depositers. Before you start thinking about buying a weapon to earn money by hunting, forget about it, that won't work in 99.99999% of the cases.

Of course I won't hold you reading the whole guide, won't hurt (usually).

Also to avoid you have to read the whole guide, here is a list of items you could and a list of items you shouldn't buy. Why those items are better than others, is explained later in the guide, it is just the summary to avoid you from buying the worst stuff (like settler armor!).

3.1 Buy and don't buy list

These lists are mainly for the beginning and first upgrade suggestions.

I just want to avoid you buy stuff you don't need, which is inefficient or bad in another way.

Of course both lists are suggestions, and if you like the sound of the Maddox I for example and you don't care about the economy, use it. And if you just want to hunt you can ignore the mining and crafting items of course.

Buy list (beginning and items for upgrade)

| What | where, expected price | Why |
|--|---|---|
| Sollomate Opalo (laser rifle) | trade terminal (also called tt), 3.8 ped | Great efficiency (with amp), for skilling, pretty good speed and range |
| Omegaton M2100 (laser pistol) | trade terminal, 2.2 ped | Good efficiency for skilling, same speed as Opalo but less range |
| Castorian Combat EnBlade-A, longsword | trade terminal, 15.8 ped | Good efficiency, for skilling pretty good, very low speed |
| Axe 1x0, or 2x0, upgrade for melee | auction, market tt+1-3 or tt+3-10 | twice the speed of the enblade, in long blade skilling the best you can get ☺ |
| Pixie (armor), or Goblin (armor) (more in the armor section) | auction, market full set tt+3-9 (if you search some time you get it at tt price in auctions) | good beginner armor, enough for the foes you can hunt with beginner weapons. |

| | | |
|--|--|--|
| Shogun (armor), as upgrade (more in the armor section) | market, auction full set tt+6-20 ped | good overall armor, and a pretty good price for it |
| tt mining equipment | trade terminal ore set (without bombs) 4.4 enmatter set(no probes) 5.4 | good for skilling |
| crafting: Basic Filters(blueprint) (you will need the equipment blueprint book too) | Technician bp1 pec book 1 ped | the standard for crafting beginners, its better to specialize later |

“Don’t buy” list

| What | Where | Why not |
|--|----------------------------------|--|
| Settler (armor) Pioneer (armor) | tt, or armorer /scammers | cruel protection (1-2 health points absorbed, and you even have to pay for it) |
| short sword (mainly tt one) Power fists | tt, market, auction /scammers | bad economy, hard to upgrade (upgrades have bad eco too usually) |
| Maddox I FreanD Alpha BLP Pistol | auction, market /scammers | bad economy (but nice sound!) |
| EWE EP-13, EP16 A3 Punisher MKI | Weapons trader /scammers | bad economy, not even nice sound☺ |
| Jester D1 Man MPH | auction, market | can’t compete with the opalo can’t compete with the M2100 |

4 Controls or how to turn

I suggest using the first person mode. You can zoom out with your mouse wheel anyway.

So the third person mode hasn't that many advantages.

Space is used to switch between aim and cursor mode.

If that isn't working go into the option menu "o", change to first person and disable "rightclick sets cursor mode" and enable "aim mode".

My settings in option menu:



If you are zoomed out you can change your view by holding middle mouse button and moving the mouse. In first person it works like aim mode.

You can use w, a, s, d for moving forward, sideward and back, q for running. With "r" should activate autorun, a very important function The other keys and the windows you will open with them are explained later.

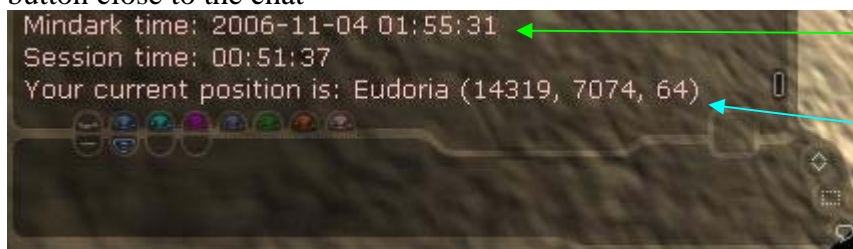
4.1 The (hot-) keys

It seems that in another version update some keys have changed, I will add those I know, but if they are not working, simply try. The left keys are the older version, the right the newer ones I found out.

- “w” for walking forward
- “q” for running forward
- “s” for walking back
- “d” sidestep right
- “a” sidestep left
- “r” autorun
- “t” you can teleport to the next revival terminal (if dead immediately, else you have to wait 60 sec)
- “e” jump, this can help to get into Teleporters sometimes, and also decreases the hits in PvP, against animals etc. it won't help!
- “h” help window
- “b” Desktop icons on/off
- “v” turns the HUD off (the hp, the radar, the chat)
- “i” opens the inventory
- “j” for Friends List
- “k” for avatar information
- “o” for option menu
- “h” keyboard map
- “g” mouse help
- “f” the hall of fame; you can see what people had luck recently and found much money
- “p” your position is written in the all chat (just you can read it)
- “c” the Mindark time and your session time is written in the all chat (again just for you)
- “x”, y or z (depends on your keyboard)
 - opens the action library. Everything you can do is in there (private trade, gather sweat, dance). To make it smaller you have to click at a button at the upper left.
- “m” for map, you can also see the coordinates there.
- “l” for edit panel, to change your keys
- “g” opens the keyboard map, needed for changes too
- “space” for switching between aim and cursor mode

The **F-keys** switch between the quickbars (maybe one for hunting, one for interaction etc.)

“Return” is used for the chat. If it suddenly shouldn't work you have to click at the “bubble” button close to the chat

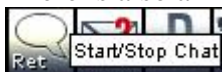


These are the messages you can get
-with c or u for newer versions:
(the MA-time and session time)
-and p:
Your current coordinates

←this button

Then click it again. Return should work now again.

There is also an “open chat” option on the upper right corner of your screen:



You can follow a person with a rightclick at him.

5 The Desktop icons and the HUD

5.1 Desktop icons

If you press “b” the Desktop icons will disappear.

In the upper left corner you have this:



The “1” indicate that set number 1 is active.

Sets can be changed with the arrows near the number or the F-keys (with standard settings).

An activated “Advanced Action Set Mode” (options menu), enables you to see different sets at the same time.

Useful of those actions are mainly private chat/trade, follow, add friend and gather sweat.

The symbols in the quick bar can be moved to every position on the screen, and if they are assigned to a key, they will show a little reminder what key in the lower left corner (to have this reminder, drag them to the keyboard first, then from the keyboard to the screen).

What you should have in range, is “unequip tool”, to holster your weapon/tool, best you place it at “1”, so the rest of the numbers can be used for weapons and tools.



Holster your weapon/tool after every usage; else you will spend unnecessary ammo/bombs/probes.

In the upper right corner you have:



1. for opening chat (like “return”)
2. for opening a pending message
3. for depositing
4. the “Hall of Fame”, you can see the highest finds there (F)
5. the avatar info screen (K)
6. the Friends list (J)
7. the map (M)
8. Inventory (I)
9. Edit Panel (L)
10. Option menu (O)
11. Action Library (X, or Y or Z for newer versions)
12. Keyboard map (G)
13. Mouse help (H)

Most of the menus are explained in guide, to show what they are for.

You have several layers that can be changed with your F-keys. The global keys aren't changed when you change the layer (like walking or hall of fame key). To be able to change anything, you need the edit panel (opened with "I").



and the keyboard map (opened with "g")



Open the action library ("x, y, or z") or the inventory ("i") and drag the actions or tools to free key at the keyboard map.

To delete them, drag them to the paper basket in the edit panel.

If you want to change the global keys (working with every layer), like the F-keys, you have to enable the advanced action set mode.

Open the edit panel, and the action set panel (can be opened with the edit panel) and the keyboard map.

Click at the down arrow of the action set panel



Then at the *



Your keyboard map will change from:



to:



You can change the global keys now. So you can have the actions you want all the time, with every layer you may select (like your weapon all the time at F1).

It is also possible to drag actions and tools to your desktop. This can be very useful, to have “private trade” or “private chat” available all the time.

This mode allows you to drag the bar in the upper right corner too.



You can move them in your desktop and delete them with the paper basket.

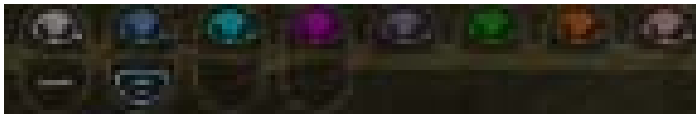
5.2 The HUD



5.2.1 The chat window

If you press “v” the HUD will disappear.

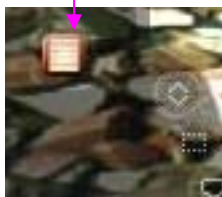
Those little buttons are used to control the chat. Here you can chose what chats you want to read, and what chat you want to write in.



From left to right:

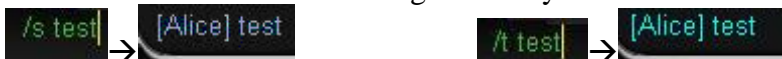
- Local chat (the white one; local chat has a range of your radar)
- Society chat, the box below is activated, means in that case you can talk in soc chat
- Team chat
- Event chat
- Global messages, if you disable it you can’t read the globals messages anymore (finally an option to ban all the ppl who starts “10 globals in a row” crafting run ☺)
- Skill messages, if you disable it you can’t read the green chat anymore telling you got skills
- Damage messages, you neither can read the damage you deal nor the damage dealt to you
- “All other messages”, e.g. message someone in your friends list came online, creature doesn’t provider any further sweat

If you get a PM or another message a flashing icon will inform you:



When you press return you can type in the chat, press it again to send it.

You can also use “/s” for writing in society chat and “/t” for writing in team chat



Here you can see the name of the weapon/tool in your hands.



This is the health bar with your name

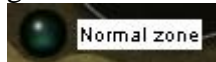
the money on your ped card

This is the reload bar and your amount of ammunition/bombs/probes/mind essence (just if the weapon/tool needs it)

You can just use a weapon/tool when your reload bar is filled and the required items (bombs etc.) are in your inventory.

This dot shows if you are in a PvP-zone

green is save



Orange is PvP

Kill zone. You may be attacked and killed by other colonists.



With this button you can set the north of the map at the top, your direction will be indicated with a triangle

The 3 bars indicate the server load

5.2.2 The Radar



Aggression radius for some tougher mobs, like Atrox (Around 105m)

Aggression radius for weaker mobs (around 50m)

The north will always stay on top of the radar when you click here

The colour of the dots shows you what is close to you:

| | | |
|------------|---|--|
| Red | → | living mob |
| Blue | → | dead mob |
| Light Blue | → | Teleporter |
| Orange | → | NPC (Non Player Character :Shopkeeper, Weapons trader, civilian ...) |
| Green | → | other player (alive) |
| White | → | other player (dead) |
| Yellow | → | team member, or tamed animal (pet) |
| Violet | → | society member |

Most mobs will attack you if you come too close. That radius differs, but for most you can say:

if they come into the grey area of your radar, they will attack you sooner or later.

Some tougher mobs have a higher aggression radius or higher aggression means they will attack you from higher distance or much earlier, or both.

6 The action Library

When you press “x” (newer versions Y or Z) the action library will open. All actions, interactions, poses, for short: quite everything you can do in game can be found here. All symbols can be dragged to your quickbar, to allow a faster use of it by pressing the number you dragged it too. You can find very useful stuff in it so take a look.

You can also change the size of the book with the arrow in the upper left corner



7 The Friends List

The Friends List can be opened with “j”. You can see all people you added to your Friends List.



To add people to it you have to select them and click (action library or quickbar) or press the right number (quickbar).



In the Friends list you can rename the ppl there, send a message as long they are online or delete them. Hold right mouse button to open the menu.

You can have up to 80 people in your Friends List.

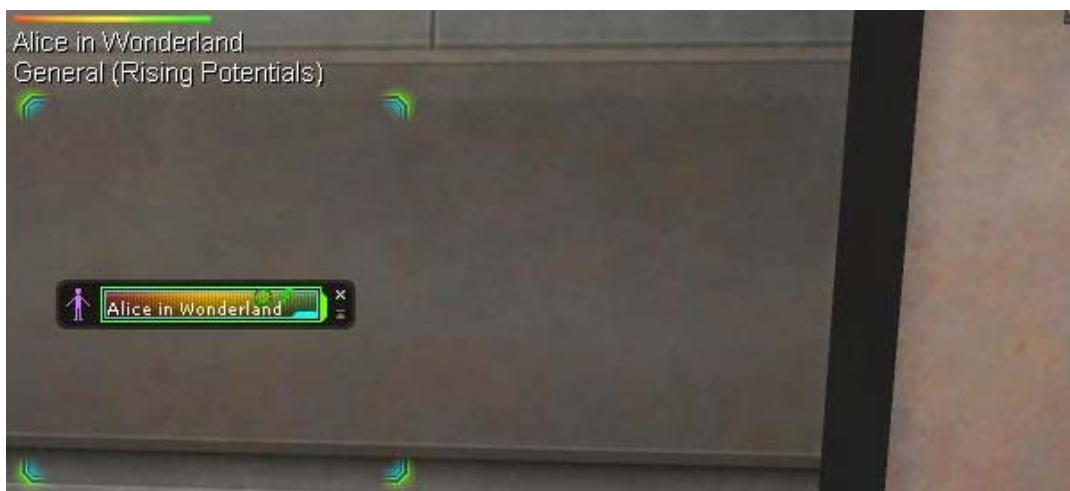
And if you can't find the one you are searching, you can use the search function.

If you are in a chat, you can press “esc” to be out of it and want to keep the chat open.

This allows you to hunt even if you are in a chat. But don't minimize the chat and move with **q**, **w**, **a**, **s**, **d**, because you can't stop moving then. If this happens, go to options menu “o” and click done.

You can also drag the health bar from the people in your Friends List on your screen, what may help you to find them for meetings (select them then).

Click at the name, hold the left mouse button, and move the mouse.



The little flash shows who is online, red means offline, green online.

If the person enters your radar range, the Health bar becomes green, and if click at the bar to select the person, you can see a frame surrounding the person, even through walls.

Friends who are online are automatically set on the top of your list.

8 The map

You can see the map by pressing “m”.



On the location list you can see the cities, Teleporters or estates you have already visited.

Most outposts will be added to the map too, but not all.

You can hide e.g. the cities if you press the buttons on the top.

On the map you can also hide your locations, but it isn't that useful.

Different locations have different colours:

- | | |
|-------------------------|--|
| – Yellow blinking cross | That is your position |
| – Blue | Teleporter |
| – Red | Outpost |
| – Yellow | Estate |
| – Grey square | City, the more squares, the bigger it is |
| – Orange circle | PvP zone (Eudoria, the PvP in Amethera is not marked, because large areas there are PvP, but you can still see it in the figure close to your HP) |
| – Red circle | Contaminated Zone (Eudoria, you can be looted!) |

With the 3 little bars you can zoom in and out.

Right you can see the info part of the map, showing info about the selected location (dot).

You can see the coordinates of the mouse cursor also. (With the Teleporter coordinates from above it is quite easy to find them).

If you double click at the map you can change your view.

Change continent is obvious. ☺

9 The inventory and the items

9.1 The inventory

You can open your inventory by pressing “i”. It is used to store the items you are carrying and those you find. And no, you can’t select all categories at once, i just played a bit to show you the categories you will need to know.

Sometimes items are placed at the bottom, so be sure you look everywhere if you can’t find your stuff



| | |
|---------------|---|
| Weapons | Your weapons, ammo and mind essence can be found here |
| Armor | |
| Clothes | |
| Tools | Here you can find your mining gear, bombs, probes, and |
| Food | Here you can find the nutrio bars and fruits. |
| Meds etc. | Your FAPs, heal chips |
| Material etc. | Your findings are here. Ore, hides, peds, also your sweat |
| Docs | Here you can find your blueprints and the BP books |

In the top right corner you find



“Clothes” button is used to change your worn clothes.

“Carried” button is used to undress your carried armor and weapons

You can see your current weight (of your items, not of your avatar ☺), how many items you carry and how much money you have on your ped-card.



If your weight or item count turns yellow, you are just able to jog, not run, if it turns red, you just can walk.

You can decrease your weight by refining some items (hide, ore etc.) or store your items either in a storage or in your apartment/house. The storage is completely free to use, so I really recommend you place everything into it you won’t need in the near future.

If your item count turns yellow, be sure you have everything possible in one stack. Means drag all your medium weapon cells to one stack, all your animal hides in one etc.

(This applies especially for the trade terminal, if you buy single stacks of ammo there, lets say 6*100 ammo, then you will automatically have 2 stacks in your inventory, with 300 ammo each, this is an unnecessary increase if the item count, and a waste of space)

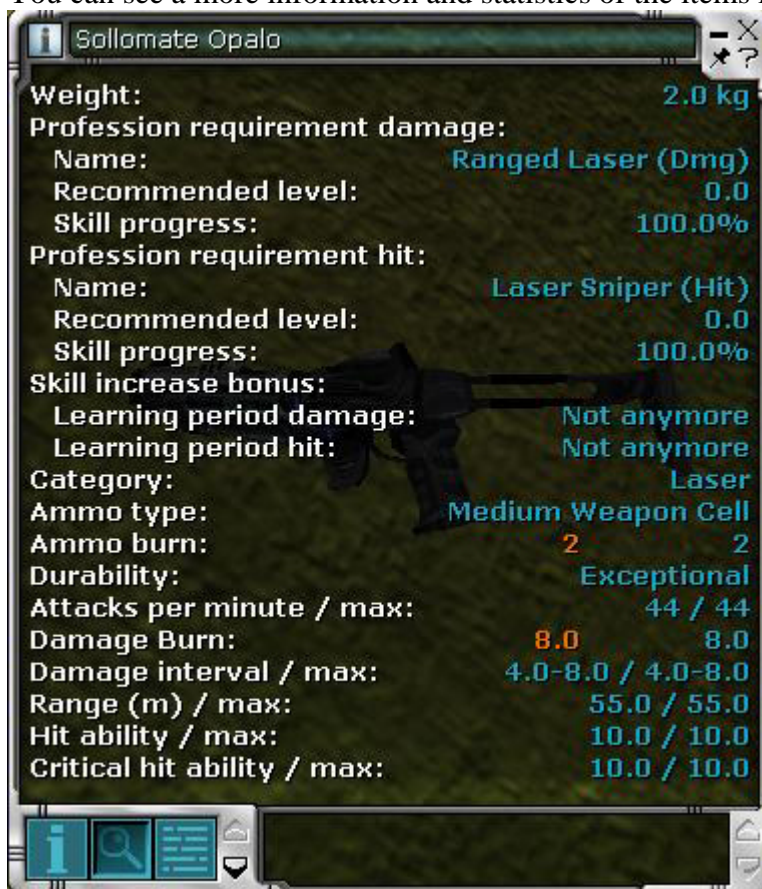
9.2 Items





You can find many items in PE and this will just be short overview.
Usable items like weapons or FAPs can be dragged to the quickbar.

There are

- Crafting resources like ore ingots, also wool for tailoring
- Weapons like Sollomate Opalo
- Tools like enmatter detectonator
- Ammo like Medium Weapon Cells,
- Mining “ammo” Bombs/Probes
- Unrefined resources like animal hide, enmatter, ore
- Food fruit, nutrio bars
- ...
-

You can see a more information and statistics of the items if you rightclick at them.



-  For basic information like the trade terminal value.
-  For detailed information like ammo burn, see above.
-  for a description of the item
-  buying the item; cancelling, setting the price (all 3 for shops), and pick item up
- If you click the arrow, you can click at item view options (item showed, rotation, and an option to see how it will look when the item is used.)

9.3 Learning Bonus

Learning Bonus means you will get faster skills as long you have it.

There are 4 possibilities for learning bonus

- Never
This is a weapon/tool that will never give you any skill increase bonus
- Not yet
You don't have sufficient skills to use this item, and no learning bonus will be given until you have them
- Yes
This weapon gives learning bonus, exactly until either your damage is at maximum (e.g. the opalo has 4-8/4-8 damage) or the Hit and critical hit are at maximum (10/10) for mining tools this is the average search depth would be at maximum.
- Not anymore
You have mastered this weapon/tool and can now use it with maximum efficiency

For most weapons you will usually have “never” a learning bonus, but those can be repaired. Weapons with learning bonus are the trade terminal weapons, and the only weapons with learning bonus that can be repaired.

Mining equipment has always the ability to give learning bonus if your skills are high enough. But usually items with learning bonus are limited:

9.4 Limited items

Limited (L) items can not be repaired once they are broken (this means, if they reach 3% of their max possible tt value, you cannot use them anymore), so be sure you purchase a weapon you are still able to use!

Those items usually offer a learning bonus if your skill levels are high enough, or a very high efficiency with a maxed damage interval and hit/critical hit ability (this means you deal are always in an interval of 50%-100% of maximum damage, and 10/10 hit ability. Those numbers are very hard to reach with normal weapons, and need a lot more skills.).

Usually the price depends on how “repaired” they are, because more value means more uses. Although this sounds nice so far, the main problem is usually the very higher mark up. You pay a lot for those items usually, and sooner or later can't use them anymore and have to buy a new one, again very expensive. Often the better skill gain with learning bonus, or the raise of efficiency and therefore the “saved” money per kill don't cover the purchasing costs often.

So, if you get a nice limited weapon with learning bonus quite cheap, think about using it, but think twice if you want to spend a lot of money for learning bonus and higher efficiency.

10 The Avatar info screen

You can see the avatar info screen by pressing “k”.

Here are your Professional-, Society standings, Attributes and Skills

10.1 Attributes and Skills; Learning by Doing

Attributes and skills are gained if you do something (running doesn't count☺).

Quite every action has a direct effect, and more attributes and skills will make you more efficient. Sometimes even in activities which you aren't practising but which are related (if you are good skilled in rifle, you can also use handguns pretty good).

The skills are divided into several sections, like defence or mining.

| | | | | | | |
|------------|--------------|-----------|-----------|---------|---------|-------------|
| Attributes | General | Combat | Defence | Medical | Science | Information |
| Mining | Construction | Tailoring | Mindforce | Beauty | | |

You will recognize that you gain skills slower and slower the more you have. It can be increased again if you use tools/weapons/blueprints with higher decay/ammo burn or higher level blueprints requiring more expensive and a higher amount of resources.

10.2 Attributes

Attributes are agility, intelligence, psyche, stamina, strength and hp.

They are gained from several activities and take influence on different actions.

Agility, which is related to your run speed, can be gained by evading, hunting or even tailoring.

Even if the skills have more influence, attributes are very important and have influence on different actions. Intelligence for example will help you in healing with FAPs, mindforce and mining.

Especially I will mention the agility (run speed) and HP (you can get hit more often).

It is hard to say what will raise your HP. It seems there are several skills that have influence on your maximal hp, like bravado, courage, melee combat, rifle, handgun, weapons handling...

10.3 Skills

They are gained by quite every action you do. They are more specialised and don't have that much influence on other professions (melee skills won't help you in tailoring, agility will).

Skills will make you more effective in that section:

Means

- Hunting skills will allow you to kill creatures (or other players) cheaper, because you will hit more often, and deal more damage per hit.
- Mining skills will increase your chance of finding deposits. Your search range/depth will increase etc.
- Crafting skills will increase your chance of success, which decides if you get what you want to manufacture.
- Defence skills will allow you to avoid being hit, what will decrease your armor repair and fapping costs.
- ...



Here you can see the Light melee weapons skill.

Mainly important is the level, in this case 444 to show your progress and knowledge in this skill. The Rank is mainly there too look good, there is no real function, but it just sounds nicer when you are “Great” instead of “Novice”.

The Grade is always a number from 1-10. When the 10 changes to 1 again you gain the next rank (just there to give you an impression when you get the next higher rank).

The ranks are reached at certain levels (e.g. “Level 3000, Rank Great (grade1)”).

The experience bar shows how much experience you need to attain the next level and the more level you have the slower it raises.

10.4 Unlocking skills

Some skills you don’t have from the beginning and have to be unlocked first.

They are unlocked at certain skill levels or professional standings.

These skills will make you even more effective in that section, and are very specialized (usually), for example the skill marksmanship. It will increase your chance to hit with rifle or handguns, but in melee it won’t help you, and is unlocked at a qualified ranged combat profession.

10.5 Skill levels for graduation

They seem to be quite high and that’s true. It will take some time until you are finished with your training. But just one has to be reached, not all. And that also means that you can skill quite everything, but as long not at least one of the skills is at or above the required level, you haven’t completed the training.

Coloring: 1900
Concentration: 1900
Engineering: 1900
First Aid: 1900
Handgun: 1900
Longblades: 1900
Make Clothes: 1900
Power Fist: 1900
Prospecting: 600
Rifle: 2000
Shortblades: 1900
Surveying: 600

- | | |
|---|------------------------------------|
| - Coloring Gained from coloring clothes. | - Making clothes tailoring |
| - Concentration Using Mindforce | - Power Fist using Power Fist |
| - Engineering Crafting and Mining | - Prospecting Mining ore |
| - First Aid Using FAPs to heal | - Rifle using rifles |
| - Handgun using handguns. | - Shortblades using shortblades |
| - Longblades using Longblades | - Surveying mining enmatter |

10.6 Professional Standing and Social Status

The professional standings list can be open in your action book, under system.



The profession name (Hit) is your hit ability/10, like in this case, Laser Sniper(Hit) 2 would be a hit ability of 0.2.

The symbol in the lower right corner (a closed eye) will allow you to choice either to show your professional standings when scanned or not.



Under social status you can see your society rank if you are in a society, else here stands freelancer.

Reputation and Promoter Rating is gained by holding events and participating in events.

11 The Terminals

Most terminals can be found at every outpost. The society terminals aren't that common, but in every town is at least one, also the storage, weapon trader, armorer and technician, I count those as terminals because it doesn't fit somewhere else I think. All can be used with a rightclick.

11.1 Society Terminal



Here you can find information about the societies ("socs") in PE.

A society is a group of people belonging more or less together.

There are trading socs, hunting socs, mind force skilling socs, socs for ppl with the same language...

At the soc terminal you can also write an application to join a soc, but it is usually better to speak with a member of the soc first.

A society has its own chat. This chat works over distance, means you can read it everywhere not like the all chat, and meetings etc. can be made easily.

You can also leave a soc you joined here.

As little hint, I accept my disciples in my soc as long they are either planning to deposit, or if not, they played at least 1 week. So write an application there if you want to. Main rule is to be active (means online at least once a week, so some members see you) and of course the usual rules: no scamming, begging and being kind.

11.2 Storage



The storage can be found in towns usually. If you use it a window opens where you can put the stuff you don't need actually. No one else can open your storage and it is absolutely free to use it.

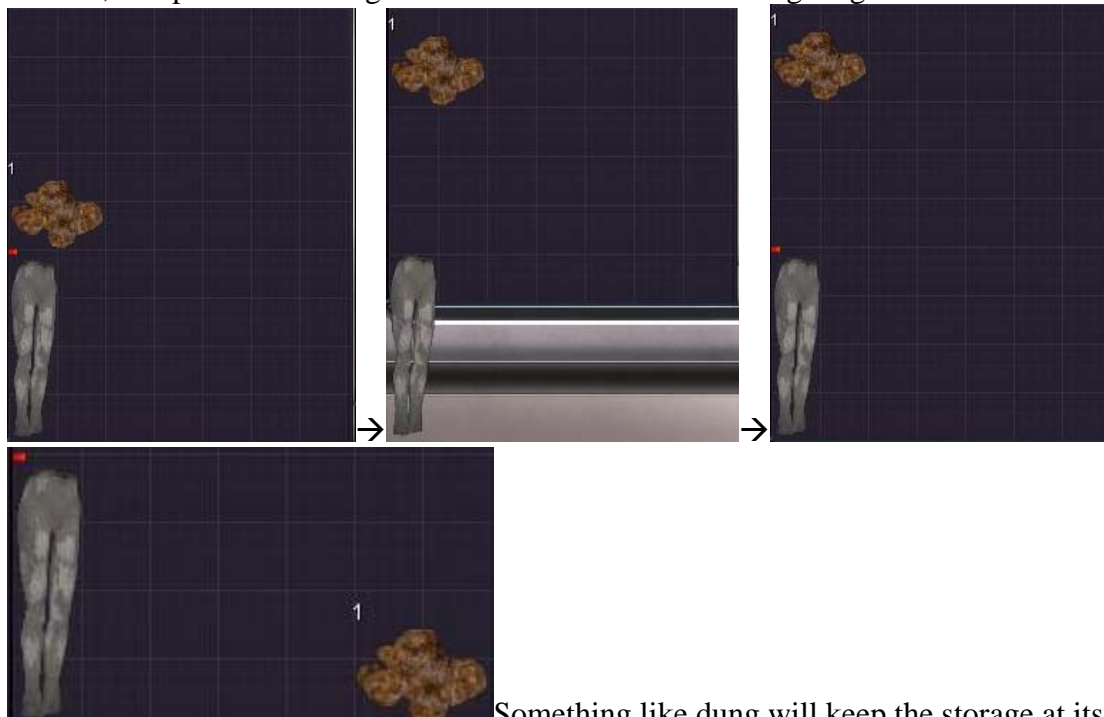
You can use any storage boxes to store your items, and any to take them out again (it doesn't matter if you store your items at place A or B, you can get them from both storages again). Its especially useful to place ores, enmatter, ingots, weapons, armors etc. you don't need actually in it, to keep your inventory clean and avoid a high weight or item count, which would slow you down.

I highly recommend you place your items in a certain order all the time, or your storage will become a mess.

You can increase your space by using a little trick.

You need something bigger, like pants.

Drag it over the border and place it there, and you win some new rows, do this as often you want to, and place something in the last row to hold the storage big.



Something like dung will keep the storage at its size.

11.3 Repair Terminal



You can repair your items here.

All items who reach 3% of their maximum value (means the value when they are completely repaired) can't be used anymore until they have been repaired again.

For example, the FAP-5 has a max value of 15 ped, 3% of 15.00 ped are 0.45.

As soon the FAP-5 reaches 45 pec value, it has to be repaired if you want to use it again.

The money needed for the repairing will be taken from your ped-card, so be sure you some left on it, and don't hold all your money in your inventory.

11.4 Revival terminal



You will revive at a revival terminal when you are killed (as long nobody with a resurrection chip is near to revive you).

You will revive at the terminal which is responsible for the area you are in.

And that doesn't mean reviving at the nearest terminal all the time. And that leads into some real problems. Just imagine you are killed and revived at a place surrounded from fast and tough mobs, and you simply can't escape that area, because you are killed over and over again and reviving at the same outpost again. This is called stuck, and it can take some time until you are able to leave that area. In such a case try to find one who can help you, if you can't find a way out. On my site are maps of the continents too, the Eudoria one even with marked stuck outposts, so you can avoid them and the zones where their revival terminals are responsible for.

You lose nothing when you die neither experience nor items. Maybe time, but if you manage to die where you want to you could save time, because you don't have to run and can "teleport" there immediately by using the revival terminal of the place you want to go.

If you die you can press t if you don't want to wait for the "you've been killed..." message.

11.5 Trade Terminal (or "tt" for short)



This is a trade terminal. Here you can buy the basic stuff and sell everything you find. If you sell something there, you will get the current value of the item (also called tt price, or tt).

Some items have a tt of 0, and most items are more worth at the market

Weapons Trader, Armorer and Technician



All 3 are NPCs and like a tt. The weapons trader and armor trader can be ignored (just selling crap), just the technician is selling things you may need (as crafter, see under crafting).

12 Calypso with its continents, the space stations

12.1 Calypso

Calypso is the name of the planet. It has 2 continents, (to change the map between them, click change continent) Eudoria and Amethera, and 2 space stations, the Chrystal palace and Club Neverdie (CND for short).

12.1.1 Eudoria

It has 33 Teleporters and 3 PvP zones (you can be shot from other players). Beside the 3 big PvP zones, you can find the “octagon” ring in some towns and even outposts. Those are also PvP zones but just small ones.

There is also an oil rig which is producing oil barrels every couple of minutes. The oil rig is explained under the point “ingame cash”.

12.1.2 Amethera

Reaching Amethera is very easy. Just walk into a tp, wait until the map is opened and click at “change continent”. The map changes to the Amethera continent. You have 2 tps there, “New Oxford” and “Treasure Island Castle”.

Overall Amethera has 15 tps to gather.

It's bigger than Eudoria, and large areas of it are PvP-zones, just the areas around the revival terminals and Teleporters are safe.

Also there are several land areas owned by players or societies. Most of them have taxes for mining and hunting, but if you search special creatures and lots of, a land area is often a good place to find them.

12.1.3 The space stations

You can't teleport to the space stations. You have to find a pilot with a ship and fly up with him.

Prices differ, but to Club Neverdie the common price should be 15-20 ped. A good place to watch out for pilots can be Twin Peaks.

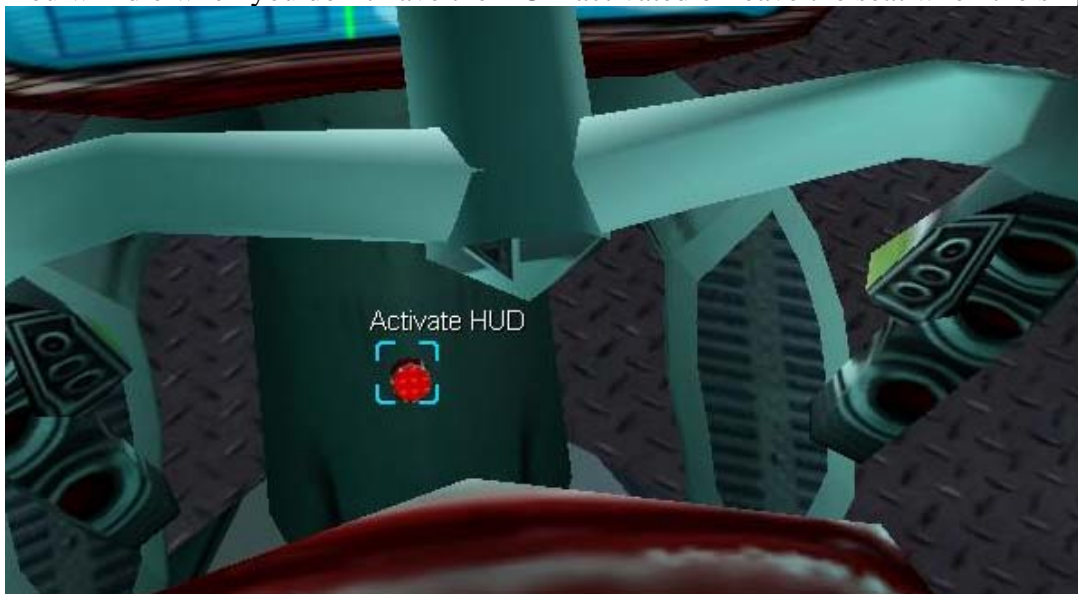
If you want to fly up, you buy a “ticket”. The pilot will add you to his/her Friends List, so you are able to enter the hangar and the ship. Usually the meeting will take place at the hangar, so i recommend you have most tps, especially the ones near hangars, like Echidna. If you still feel the pilot could scam you, ask to enter the ship before you pay.

When you have paid search a seat in the ship, and sit down.

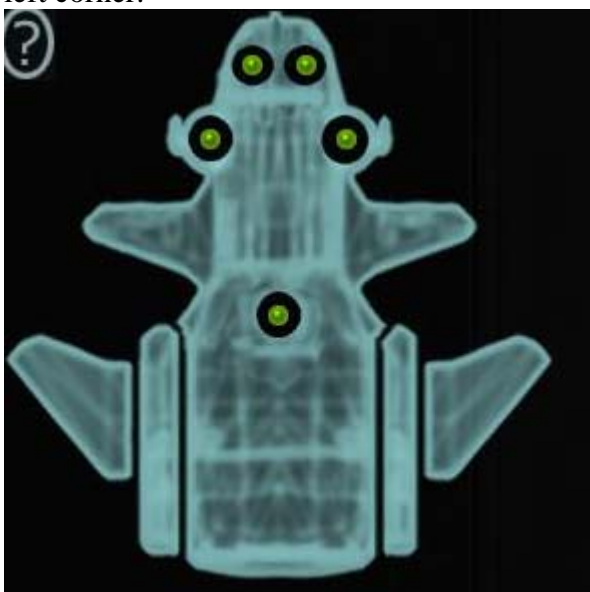


After you sit down, you search the red button to activate the HUD.

You will die when you don't have the HUD activated or leave the seat when the ship starts.



The HUD will show you the view outside the ship, and also the seats in the ship in the upper left corner.



The dots represents the seats, the colour if they passengers are ready, took the seat and activated HUD, (green) or not (red).

When all passengers are ready the ship is launched by the pilot. In a few seconds you will arrive at your destination.

But beware, once at a space station you have to come back again (at least if you want to), so you may need a ride back.

You have all CND tps from the beginning like:

the control room, to find a ride back, and where you may find traders

the main complex with shops,

the Bio domes for hunting and mining,

and the docking bays, where the docked ships can be found,

the apartments,

and the disco

At CND are no storages, so you have to take all stuff you may use with you and you can't store your finds. So either you are quite slow, buy an apartment to store it (expensive), sell it somehow, or fly back again.

The bio domes for hunting and mining are like land areas and there will be taxes usually.

For hunters CND offers 3 creatures you can't find at Calypso, the Carperon, the Daspletor and the "Cornoanterior". All very hard, you need very good equipment to kill them.

The other space station is Crystal Palace, and the only place where you can fight Aurlie and Kreltin mob. There is a Teleport that can bring you back to Calypso, for a 10 ped fee.

There is no storage at CP too.

12.1.4 The PvP zones

In the PvP zones you can (and usually will) be shot from other players.

You can't be looted, means you won't lose money if killed in all PvP zones but one.

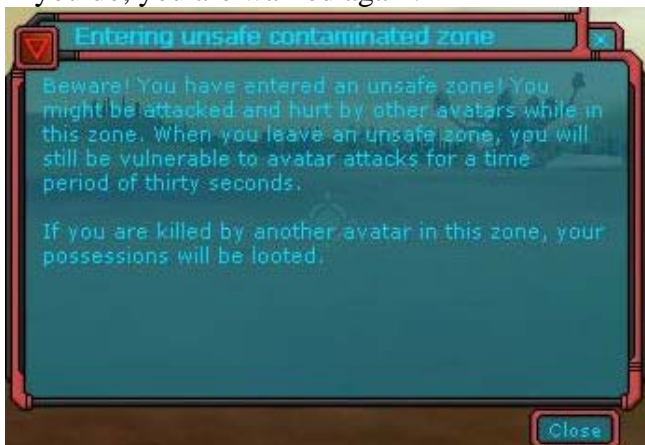
This PvP is south of Echidna, north of Pandora.

Before you can enter this you will get this message.



You can't enter it without an anti toxic shot, bought at the tt, so there is no risk you could enter it accidentally.

If you do, you are warned again.



13 Teleporters, (“tp” for short)



To activate the Teleporter just walk into it, stand close to the light and rightclick at it. Once activated (means you see it on your map as blue dot), you can teleport back to it from any other Teleporter.

Unfortunately the only option you have is to run to all the tps but 3 (Port Atlantis, New Oxford, and Treasure Island Castle) to activate them.

It will save a lot of time if you collect all the tps, or at least those which are near the locations you want to hunt or mine.

To teleport, walk into the tp and rightclick at it. The map will open. You select the tp at or near the location you want to go, click at teleport you arrive there in a few seconds (or minutes if the lag is high☺).

If you want to teleport to the other continent (you can't run there) walk into a tp, and click change continent choose one of the tps there, and teleport to it.

This are the tp coordinates for Eudoria, with a way explanation. I suggest you follow that way, because you can find you at a stuck outpost very soon, if you don't. If you have too much problems send me a message and I see what I can do to take you there.

| Name | Coordinates | |
|---------------|------------------------------|-------------------------------|
| | X (increases by moving east) | Y (increases by moving north) |
| from - to | | |
| Port Atlantis | 6055 | 8442 |

| | | |
|---|-------|-------|
| Port Atlantis Mall (top level) | 5859 | 8374 |
| Billy's Spaceship Afterworld | 8127 | 10542 |
| either you run north to the river and follow it to the west to: | | |
| Orthos West Mound | 6379 | 12144 |
| Camp Phoenix | 9790 | 10583 |
| Zychion Citadel | 10850 | 9676 |
| East Scylla ... | 13812 | 9114 |
| now you head south east too the beach. Beware of atrax there, after some time you head north east to | | |
| Twin Peaks | 17032 | 8096 |
| Twin Peaks Mall (top level) | 16814 | 8372 |
| now you run south, avoiding the armax until you are swimming, stay more or less near the coast, after you are close you head to | | |
| Fort Troy | 13353 | 3962 |
| from east Scylla now to | | |
| Jason Centre | 14454 | 10864 |
| from phoenix or Zychion now to, beware the fishes in the lake | | |
| Limnidan District | 12107 | 12070 |
| Fort Fury | 11080 | 13230 |
| Fort Medusa | 12634 | 13602 |
| Atlas Haven | 12388 | 15845 |
| Atlas Island North | 12582 | 17214 |
| NEVER head north from here, after some time there comes a hard sticking outpost | | |
| now you run south west, to the coast, follow it to | | |
| Atlas Island South | 10534 | 14934 |
| Tethy's Creek | 10484 | 15933 |
| Now head west, and a bit north if possible, if you are killed don't care, it is quite easy to escape those outposts there, run to | | |
| Hadesheim Outpost | 7669 | 15970 |
| Hadesheim South | 6910 | 16467 |
| Hadesheim Centre | 7126 | 17092 |
| Hadesheim East | 8080 | 17347 |
| Now it will be a bit critical, run north and a bit east, if you are killed and come to a outpost north of Hadesheim quite everything is alright, make it to the beach and head (swim mainly) to | | |
| Cape Corinth | 3330 | 21019 |
| then run and swim north east, the more north you reach the next island the better, after you reached it head to | | |
| Fort Ithaca | 9127 | 22353 |
| again as much north as possible, best you reach the ocean, if you are killed too much south west you revive at an sticking outpost, if you reach the ocean stay in the water and head to | | |
| Fort Argus | 15206 | 23532 |
| again don't run south here, especially not south west, head to the north until you are in the ocean, and start swimming to | | |
| Fort Zeus | 22466 | 27705 |
| North Space Base | 24493 | 28912 |
| Next can be critical, try to reach the ocean in the east, then head south to | | |
| Camp Caravan | 24014 | 23520 |
| swim south to | | |
| Minopolis | 25488 | 17486 |
| next could be critical again but there are no stuck outpost in the beginning so you can try | | |
| Nymphtown | 24900 | 12416 |
| from Atlas Haven to | | |
| Fort Ares | 14478 | 14399 |
| Aegis Mound | 14400 | 16187 |
| Chimera Canyons | 15595 | 16324 |
| the 2 most critical at the end | | |
| first Pandora, easiest from twin up the desert, or from Ares if you run west to the desert and then | | |

north tp

| | | |
|--|-------|-------|
| Fort Pandora | 19650 | 15380 |
| Next is critical too, you can try from Pandora north and be killed at the right place, or south east from Argus, the more east the better to | | |
| Camp Echidna | 17950 | 19639 |

TP coordinates for Amethera

Amethera is bigger, and often you find strong creatures there, large areas in Amethera are even PvP zones

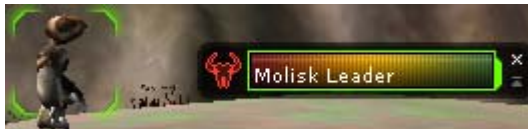
start from Treasure Island Castle (or oxford, depends on what you like more)

| | | |
|---|-------|-------|
| Treasure Island Northern Shores | 22973 | 26510 |
| from Treasure Island Castle | 20679 | 24846 |
| Treasure Island City | 18515 | 21859 |
| Genesis Amethere Head... | 16941 | 19927 |
| New Oxford | 15603 | 19310 |
| Bilton Towers | 14861 | 18928 |
| Wolverine Hope | 21103 | 17121 |
| Nate Valley | 19899 | 8599 |
| Rei's Defense | 20303 | 4604 |
| Sakura City | 23226 | 5650 |
| From Nate Valley if possible, stay away from equus | | |
| Nea's Place | 12984 | 10598 |
| Omegaton West Habitat | 10327 | 10682 |
| Memorial Island | 7153 | 7553 |
| Oyster Isle | 4024 | 9268 |
| I suggest you come from oyster isle, head as much south west as you can, and just when you're closer to the island head east again, avoid being killed, especially being killed too much east | | |
| Myrene Island | 4537 | 3369 |
| start New Oxford or Bilton towers, north west to | | |
| Emerald Lakes | 14225 | 24876 |
| Emerald Lakes Mall (top level) | 14220 | 25115 |
| Shinook Jungle | 11504 | 26040 |
| Segna Forest | 2384 | 19012 |
| Solfais Crater | 4931 | 29302 |

14 The creatures

This is no complete list of all the creatures (or mobs for short) you can find, just a little overview what you can find and what strength it could have. Some creatures have more than just the health bar. It indicates that they are tameable.

You can drag the health of creatures to your screen, simply click at it, hold the mouse button, and move the mouse



All creatures have an attack range of at least 1 meter, and if you aren't fast enough to escape in a straight line, you aren't able anyway, so running from left to right will just lead to more hits taken, and if there is someone trying to help you, this person isn't able to hit the mob or heal you. So if you are running away, run it straight.

Mobs that are trapped (those can't move towards you or can't reach you, either because something is blocking them, or they stop because they are attacking with ranged weapons (trapped ranged mobs are a bug)) **don't take damage and don't provide sweat!**

If a mob is trapped, run around and force it to follow you, and try hitting it again, if the mob is ranged, run towards it and kill it in close combat (even if you have ranged weapons).

14.1 The maturity

The maturity shows how old and experienced the mob is you are facing. With higher maturity the damage, the speed and the HP will increase. Also it just describes the increase of power in one “family“ of creatures, there is a big difference between Sabakuma young and Atrox young!

| | Animals (Berycled) | Half-Mutant (Maffoid) | Mutant (Molisk) | Native (Umbranoid) |
|-------|-----------------------|--------------------------|--------------------|-----------------------|
| weak | Young | Outcast | Young | Adept |
| | Mature | Bandit | Adult | Worker |
| | Old | Guard | Scout | Gatherer |
| | Provider | Raider | Gatherer | Patron |
| | Guardian | Warrior | Guardian | Thief |
| | Dominant | Berserker | Scavenger | Rogue |
| | Alpha | Hunter | Raider | Scavenger |
| | Old alpha | Warlord | Hunter | Seeker |
| | Prowler | Champion | Warrior | Devastator |
| | Stalker | Clan Warlord | Leader | Looter |
| tough | Mutated (very rare) | | | |

| | Robots | Insect | Thorifoid |
|-------|---------------|------------|------------|
| weak | Generation 01 | Weak | Adept |
| | Generation 02 | Watcher | Watcher |
| | Generation 03 | Soldier | Gatherer |
| | Generation 04 | Strong | Seeker |
| | Generation 05 | Ravager | Devastator |
| | Generation 06 | Devastator | Shaman |
| | Generation 07 | Hunter | Elder |
| | Generation 08 | Chaser | Dreamer |
| | Generation 09 | Majestic | Master |
| tough | Generation 10 | | Clan Elder |

14.2 The creatures

This is also just a very small overview, and mainly creatures you can find in Eudoria. I will subdivide into weak, middle and hard, in the sub categories I will do the same. I just want to introduce some creatures, which you can find on your way trough Eudoria or are mentioned later in the guide. I will also give some information about loot they may have, for more information about loots, visit zaps loot table or pe-wiki. That will also be a “what to hunt” suggestion, if you don’t have other plans (I won’t hold you from exploring).

14.2.1 Easier Creatures (for opalo)

These are quite slow and weak, at least the young ones.

- Sabakuma (stab)
very slow, and very weak, easy to sweat, can loot Gnome, Shogun
- Snablesnot female/male (acid)
very weak and slow. Can loot Pixie armor parts; males spit more far, but deal less damage

- Exarosaur (impact)
bit faster than those above, but still slow, not much damage. Can loot Pixie or Goblin parts.
- Daikiba (impact)
quite fast, but weak, Can loot Pixie parts.
- Combibo (impact)
bit faster than Exasaur. Damage also higher. Can loot Goblin, Kobold, Vigilante

14.2.2 The better ones

For these you could need better weapons than the standard ones, more in the hunting part. Sweating isn't recommended if you don't use sweat tactic 2 or 3.

- Berycled ("chicken") (impact)
I count them as tougher creatures because they have a quite fast regeneration and more HP than those above. Not really hard, but if you hunt them with tt stuff you may have a surprise. Can loot Axe 2x0, Goblin, Gnome, Shogun
- Caudatergus (impact)
Not really tough, not really fast, and quite easy. Can loot Goblin, and even Nemesis (very rare)
- Cornundos (impact)
Also not fast, easy to take out.
Can loot Justifier MK I (rare)
- Cornundacauda ("Corn") (impact)
Quite fast and strong, so beware. Can loot Goblin, Kobold or even Nemesis(very rare)
- Molisk (impact, cut)
Don't be fooled by their little size. They can hit hard and are quite hard to hit with ranged weapons. Can loot Shogun or even Angel (extremely rare)

14.2.3 The harder ones

For this you need good weapons and usually armor. Sweating isn't recommended as long you don't use sweat tactic 2.

- Armax cow/bull (impact, stab)
quite slow but tough, can be killed quite easily with ranged weapons. Can loot EP-40 handgun, FAP-90, bulls are harder, and could loot Bear armor parts.
- Atrax (impact, cut, stab)
the smaller brother of the Atrox. Very fast, tough and very aggressive. Can loot Gremlin, Vigilante
- Atrox (impact, cut, stab)
Very fast, very tough, very aggressive. Can loot Angel, ML-45.

15 How can I earn some cash?

15.1 Depositing

As already mentioned, this game is based on real cash.

So you can pay real money into the game and change it to game currency (You can also withdraw the money if you have enough).

1\$ is 10 ped.

I don't recommend depositing from the beginning, but if you are bored from the ingame options to earn some money, you should think about it. 10\$ aren't that much and 100 ped can bring you far. Better said a bit less than 100 ped because Mind Ark takes a small fee of it, so you gain around 97 ped in the end.

There are several methods of depositing; easiest way would be with a credit card in my opinion.

15.2 "Ingame" options for earning cash

15.2.1 Sweating

Sweating is the safest (means you will get money overtime, not that you won't die) method to earn some cash. But it is quite boring, slow and quite bad paid.

It is quite easy. You go close to a mob, means it has to be in the second grey circle of your radar.

Not all sweating attempts will give you sweat. You will fail often. If you are successful a loot window opens, showing you how much sweat you got. The gathered sweat will be automatically dropped into your inventory, where you can find the sweat under "material and money" (looks like 3 gold bars). The loot window just informs you about a successful attempt.

Another thing you will gain sooner or later with sweating are evade skills, very important for hunters (and you even get paid for it).

Sooner or later a mob can't provide any further sweat, also called "dry".

Don't sell your sweat to the trade terminal, you won't get money there. The price for sweat at the trade terminal is 0!

Dead or trapped mobs don't provide sweat.

And why should someone buy sweat?

Sweat is needed to produce Mind Essence (ME), and that is used for the mindforce (→mindforce section). You can produce ME with an energy refiner (tt) and drag sweat and Force Nexus to the refine window, and click refine.

There are 2 methods of sweating:

15.2.1.1 Sweating with mouse click

Search an animal, walk quite close and left click. If your hands start to glow green you charge your mindforce. If you move during that time, or are hit, your concentration will break and you have to start again. Soon you stop moving and your hands are glowing green. Then you have to click at the mob. A green link (like a tunnel) is established. Now you can run and maybe should if the creature is coming to attack you. After the link is gone again you should press autorun again (if running) to be a bit faster again.

15.2.1.2 Sweating with quickbar

In your action library you can find a “gather sweat” symbol. Drag it to the quickbar and instead of clicking you press the button (or click at it if you want to). The rest is like above. This will also work through most of the walls (as long as the target isn’t trapped), working perfect with sweat tactic 2.

15.2.1.3 Sweat tactics

1. Sweat and run:

This tactic works very well in atlas haven, because you can find a good animal to sweat there, the Snablesnot female young.

First I recommend you drag gather sweat to a key you can reach easily, like ctrl. Then you search a **Snablesnot female young/mature** (no males, spit to far; nothing above mature, too fast).

Then you start concentrating, the animal will most likely run towards you.

Then turn around and run in a straight line.

When the animal reaches the second circle of your radar, stop, turn around again and start sweating. You should have finished the concentration when the mob is close enough to attack again. Start sweating, and as soon the sweating link (like a tunnel) is established, you turn around and run again (press “r” for autorun). As soon the link is gone press autorun again to be a bit faster.

Continue that until the animal can’t provide any further sweat.

After that you can lure it to the next turret, or drown it, also easy around atlas haven.

This way is great to gain evade, just let the mob hit you a bit, if your HP are too low start running again.

2. The Group sweating:

You search a group that want to sweat or is already sweating and just make the same.

The positive side is that the animal won’t attack just you alone, so you will die less often,

the negative of course you won’t get that much sweat than if you are sweating alone. This leads to bigger mobs for the group sweating (have more sweat) and this leads into more deaths again. ☺

3. If you really want to go into the sweating section for earning cash, you should consider buying an focus chip, the higher the better, just not an medium one (worst of all), and an suitable implant, more about this in MF section.

15.2.2 Gather fruit/dung

Sometimes if you walk around (running decreases chances for seeing fruits), fruits or dung will appear on the ground. You can pick it up and sell it to other players. You are just able to see fruits/dung when you are very close. You will see some butterflies when you are near fruit (or flies for dung). You also can go around for hours and find nothing. Fruit/dung gathering isn't really safe cash per hour, but it works quite fine with the sweating. Just watch around a bit while sweating and you may find fruit/dung too.

Fruits are needed to produce nutrio bars (together with sweet stuff) which are used to feed pets, more in the taming section.



Don't sell your fruit to the trade terminal, you won't get money there. The price for fruit at the trade terminal is 0!

15.2.3 The Oil Rig

The oilrig can be found at 24300 8300.



The good things

- The oilrig creates every couple of minutes an oil barrel
- This barrel is worth 5-20 ped
- The barrel can be picked up by anyone who is near, means free cash

The bad things

- Its around 1 hour away from Fort Troy tp
- From Nymptown it can be hard to get there
- The rig itself is surrounded by Atrox (older maturities; very fast and tough)
- It is in the middle of a PvP-zone, so you can (and will) be shot there quite often, because, believe it or not, those guys want the oil too
- You have to be faster than those guys there, and that means REALLY fast (and to have a chance you have to use a little trick they use too, you have to disable "move to target when interacting". This allows you to pick items up from distance without running to them, means you save that time. This is a good trick for most other situations too by the way)

It's possible to stand there for days, (if not shot or eaten) without getting anything.

It's the most interesting (if you call standing around and waiting "interesting") because there

is some fear, but also very unsafe. Not really recommended for newcomers I would say.
It will take around 8 minutes to run back to the rig from the next outpost if you are killed.

16 Trading, tt+ and the %

16.1 The tt+

You can buy the basic stuff to the trade terminal and sell EVERYTHING to the trade terminal. That doesn't mean you get money for all the stuff you are selling there.

For example, sweat, fruit and dung won't bring a single pec there.

If you sell something to the trade terminal you get the actual value of the item.

I introduce my standard item for explanations: the axe 1x0 worth (fully repaired) 7 ped.

Means if you would sell it to the trade terminal (tt) you would get 7 ped (also called tt, means in that case the tt value determined by its repair status, not the trade terminal itself).

Although you can sell everything there, you can't buy everything there, like the axe.

Most items have to be looted (means you kill a mob and get it from it) or manufactured.

That means those items are more or less "rare", and that leads to a higher price the people would buy it for, because it is more or less hard to get.

The tt+ is used for single items like weapons, armors etc.

For example I use the axe again, still fully repaired, worth 7 ped.

If someone is selling it for tt+3, it means you have to pay 10 ped instead of 7.

The tt+ is also the main thing you should think about when purchasing something.

There is a difference in purchasing a fully repaired axe for 10 ped, or a 5 ped repaired axe for 10 ped.

It has to be repaired sooner, means you will increase the repair status of it again, means you will have paid too much (exception: clothes, no repair needed to wear them, and no decay; the will just be a 1 pec decay when they are bleached (see colouring section)).

16.2 The %

For stackable items like ore, enmatter, hides etc. the tt+ won't work.

It's a difference if you sell 100 hide for tt+10 ped or 1000. It would be hard to compare.

That's why % is used.

In this case I use force Nexus for the explanation:

"Selling Force Nexus at 160%" means the tt-value*1.6.


100 Nexus would be 1.6 ped, 1000 16, totally different tt+ but the same %.

Limited items are sold with % too. They can't be repaired once they are broken, so higher value means more uses, what will increase the price.

16.3 Trading

16.3.1 With other players

Trading with other players is **always** done in a private trade. Select the person you want to trade with and click or press the number of private trade in your quickbar (action

library) → .

Never lay something to the ground and hope your trade partner will do that too!

Never click accept until everything you agreed during the trade discussion is in the trade window of your partner!

Never lend something to someone you don't trust absolutely.

And before you finally click at the accept trade button in the window that pops up after both clicked confirm, look again if everything you wanted is in the trade window of your partner!

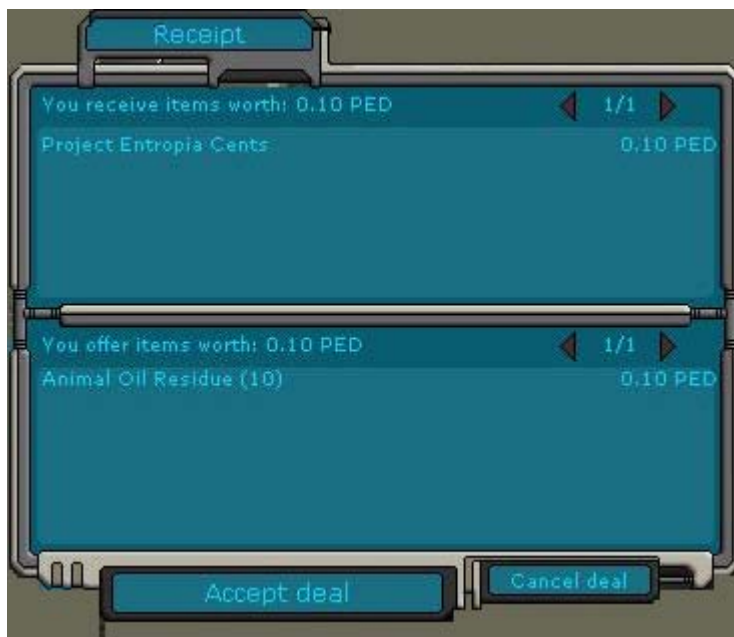


In the upper left corner you see the items summarized

You can see the name of your trading partner, the items he want to trade and the tt summarized in the upper window.

The lower window is yours where the items you want to trade can be placed, the tt is summarized also.

Before you click confirm, check again if everything you agreed during the trade discussion is in the window.



Before you click accept deal check again if you are sure.

You can withdraw your money from the ped-card by doubleclicking at it, you can't put the card into the trade window. You select either ped, or pec, choose the amount and click accept, and the money is placed in your inventory.

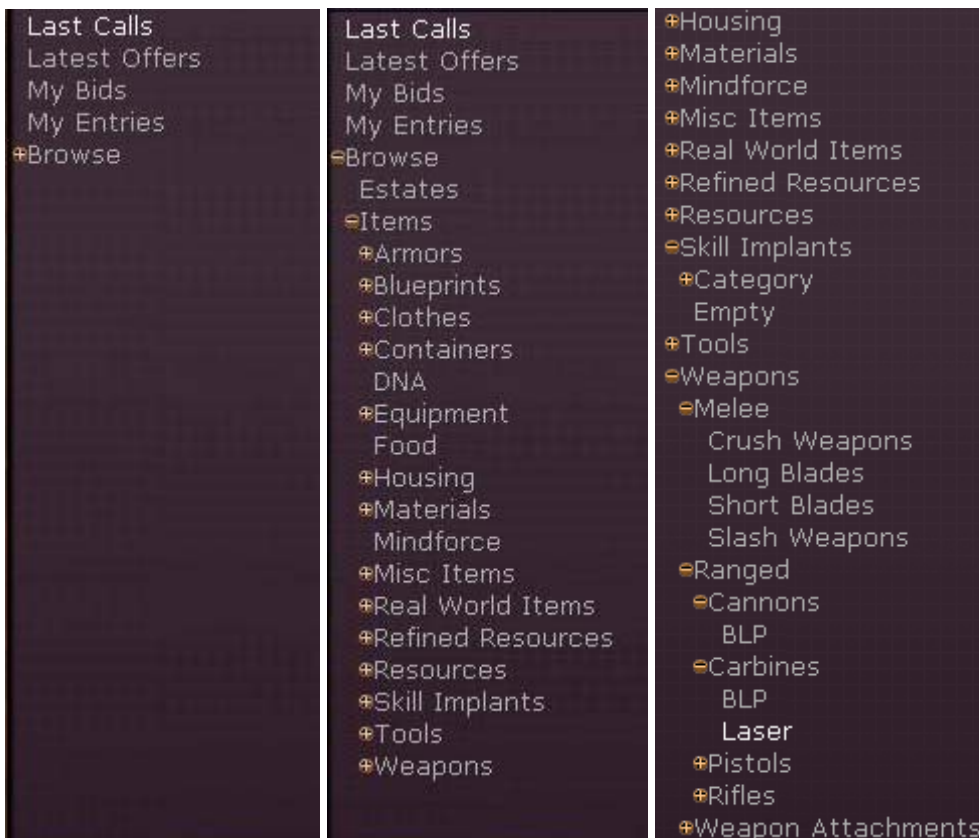
16.3.2 At Auction



In the most cities you can find an auctioneer, and can “use” him like a trade terminal, and the auction window will open.

The auction is global, it doesn’t matter which auctioneer you visit, all will have the same.

16.3.2.1 The auction window



On the left side you have the categories, the first 2 are time dependent, but include just a few items, the next 2 are showing the items you bided on or you chose to sell at auction. You can click browse to open categories sorted after items or use of them, sometimes even with more subcategories.

On the right side you can see the items belonging to the category you chose. Here you can see the last calls, which means that there are just a few minutes left.

| Item | Qty | Value | Bid | Add. | Buyout | Bids | Time left |
|-----------------|-----|-------|---------|---------|--------|------|-----------|
| Animal Eye Oil | 248 | 12.40 | (13.00) | 104.84% | - | - | 0:00:01 |
| LifeScanner-III | 1 | 9.29 | (10.00) | +0.70 | +19.70 | - | 0:00:05 |
| LifeScanner-III | 1 | 8.87 | 9.00 | +0.12 | +20.12 | 1 | 0:00:06 |

The columns:

- Item, the name of the item
- Qty
The quantity; for stackable items
- Value
The actual tt value of it
- Bid
The actual price bided for the item, if it is in brackets; there has been no bid at that time.
- Add.
This is the tt+ or the % the current bid stands on, in this example easy to see with the blueprint, 0.01 ped tt, wanted price is 2.00 ped, tt+ is 1.99.
- Buyout
If a buyout is set, and this price is reached, the item will be sold immediately at this price, and he doesn't have to wait until the time is over.
Beware; there is a common bug, that amplifiers bought at buyout can't be equipped.
To solve this, simply go to your storage, place the amplifier in it, take it out again, and it can be equipped.
- Bids
How many bids already took place for this item
- Time left
Time you have to bid on this item, if it is over, it will be sold at the highest bid, if there were no bids, the item will be given to the owner again

16.3.2.2 Buying at auction

For more information about the item and the seller and if you want to bid, you can doubleclick at the name.

I am very happy to explain it with this example, since this is a

Limited item scamming attempt (see at scamming section).

This special item could not be used after the purchase.

(I was so kind and deleted the name of the scammer),

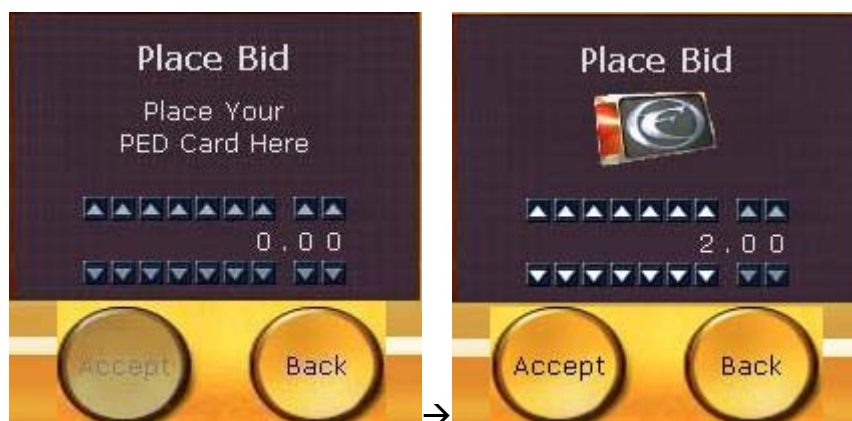
but for general explanations this is enough:

| Property | Value |
|----------------|--------------------------|
| Item Name | Breer M2a (L) |
| Quantity | 1 |
| Item Value | 1.16 PED |
| Seller | |
| Opening Bid | 2.00 PED (Add.: 171.74%) |
| Current Bid | No bids |
| Buyout Bid | Not specified |
| Item Posted | 2006-09-01 14:59:50 |
| Time Left | 2 hour(s) 25 minute(s) |
| Transport Cost | - |

| Bidder | Bid | Elapsed |
|-----------|-----|---------|
| <No Bids> | | |



The 'Place Bid' panel on the right shows a dark background with a small image of a vehicle. Below it, the text 'Place Bid' is followed by 'Place Your PED Card Here'. There are two rows of arrows for adjusting the bid amount, currently showing '0.00'.



(I played with my screenshots a bit again to show it.)

With the arrows, you can determine how much you want to bid.

When you click accept, you will be asked if you are sure you want to place a bid. When you press ok, your bid is there, and can't be withdrawn anymore. Either you win the auction then (maybe with buyout) or will be outbid.

In any case you will get a message about what happened, and if you won, you have to go to an auctioneer (any will work) to get your item.

16.3.2.3 Selling at auction

You click at sell and a new window will open.



Place the item you want to sell in the field, here the EP17-ME

| Sell Item | | | |
|--------------|---|------------------------------------|---------|
| Property | | Value | |
| Item Name | | EWE EP-17 Bodyguard Mentor Edition | |
| Quantity | | 1 | |
| Item Value | | 0.00 PED | |
| Auction fee | | 1.00 PED | |
| Add. | | +0.99 PED / +0.99 PED | |
| Duration | | Amount | |
| Auction days | 1 Days | Opening Bid | 1.00 |
| Buyout | <input checked="" type="radio"/> Yes <input type="radio"/> No | Buyout Bid | 1.00 |
| Bidder | | Bid | Elapsed |
| N/A | | | |



You can now choose how long the auction will take, every day more will cost you another ped, what price you want to set as minimal bid, if you want a buyout option, and if so, how high the buyout should be.

If you are done with the settings, check them again, it happened often, that people set a false buyout, or sell the false item, so be sure before you click:



When you click accept, a window will pop up asking you if you are sure.

For placing an item at auction, you will have to pay a fee of 0.5 ped.

Additionally to this, you will have to pay 5% of the difference between the tt value of the item you want to sell, and the start bid you set.

If your items sells higher as the opening bid, you will have to pay for that difference too.

Here the official example, see entropiauniverse.com:

Example:

You would like to sell your old pistol which has a TRADE TERMINAL value of 5 PED. You set the OPENING BID to 105 PED. To place the item at the auction it costs you:

Base Fee + markup commission = 0.5 + markup commission on 100 PED = 5.26 PED to place item on auction.

The final SALE PRICE for the rifle was 205 PED.

Additional Markup commission -> markup commission on 100 PED = 4.76 PED

Regardless if the item sells or not, you will get a message what happened. If your item wasn't sold you have to go to an auctioneer to get it back again, if it was sold, the cash is transferred by your card automatically. Sometimes there will be a lag in transferring, and to get the cash immediately, withdraw something from your ped card, a single pec will work.

General selling tips

- Of course, the item you want to sell should have at least the opportunity to be sold at more than the fee you pay, else you will make loss just with the auction fee
- Watch the other prices, especially for the more common things, don't sell something at a too high price, if 10 others sell much cheaper, but of course, be realistic, and don't underestimate your property.
- Ore/Enmatter, and similar common stuff, shouldn't be placed in auction for more than 2 days, most people don't bid on this, because the price could fall, so, your cash will be bind at auction.
- Especially for the more common stuff it is useful to have a buyout option; this shouldn't be too high above the market price, but a bit more doesn't hurt. You never know when a crafter is deserted and need his resources urgently.
- The rare stuff can be placed longer, rather without buyout, to provoke a bidding war, since you want to sell your stuff for the best possible price usually (I mean really rare here).
- Try to set the ending times at times where a lot of players are online, means, mainly Saturdays at the evenings. This leads of course to the fact that your chance for the cheaper stuff is higher at unusual times when most people don't play.

16.3.3 With shopkeepers



A shopkeeper is a NPC (Non Player Character) owned by another player.

If you rightclick at it you see what it is selling. For info about the item rightclick at it, if you left click at it the price for it will be shown at the bottom of the window.



If you want some of the items you drag it to the buy window, pay and you got it.

You should always have a look at the value of the item before you buy. Most shopkeepers have quite expensive prices, so take a look at auction or market prices too.

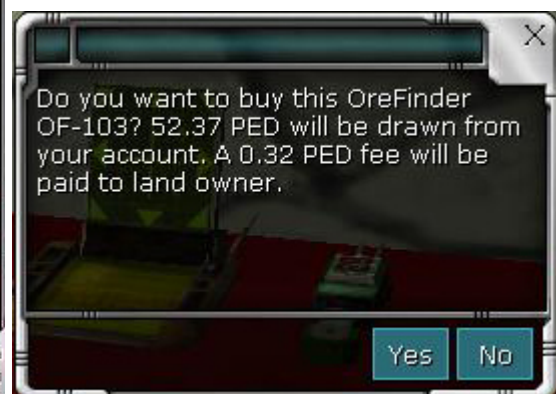
16.3.4 At shops



Items are placed there so you can see immediately if it contains something you are looking for.

To see the stats, rightclick at the item; in the new window you can have a look at the tt and the price offered, and you can buy it by clicking the “buy”-icon.

Shops have quite expensive prices too usually.



16.4 The scamming prevention

This is an own point because it is very important. This game, as already mentioned, is based on real money. And like in the real world most people just want your best, your money. There are a lot of scammers out of there, always trying to fool the people, so beware. This isn't a guide to scam; I just describe some methods to avoid being scammed, not to do it. It's written a bit sarcastic, but it is a really serious topic.

16.4.1 The tt stuff scam

Someone is coming to you, and wants a trade, often without asking you, you just get a private trade message. If you accept, an item from the trade terminal is placed into the trade window, usually a weapon, let's say an opalo for 3.8 ped. Your trade partner bought it at the tt and now wants let's say 4.8 ped. At tt you can have it for 3.8 ped, you save 1 ped there. If he comes with a damaged one, worth 2 ped and wants 3, this still isn't an offer to think about, simply because you will have to repair it sooner or later anyway. And you will have to repair the 1 ped you "saved" too.

Often used for this scam are the

- Sollomate opalo
- Omegaton M2100
- Castorian survival enblade-A
- Castorian EnKnuckles-A
- Castorian combat enblade-A

Those with the "A" aren't used not usually for this as long they are repaired. But it could also be done with other trade terminal stuff, so inform yourself before you buy.

16.4.2 The weapon/armor trader and technician scam

This is a variation of nr.1. In some towns you can find weapon/armor traders or technicians.

Those are NPCs selling and buying items like trade terminals.

Most beginners don't know they exist and buy those weapons, although they are crap anyway.

Often used for this scam are the

- A3 Punisher MkI handgun
- The EP 13 handgun
- EP 16 handgun
- Armor not that often because its crap, also not often the blueprints, they are just worth 1 pec and to sell a beginner something worth 1 pec for 1 ped would need some explanation and a serious scammer has no time for explanations.

Often this stuff is at the auction. Don't buy it. This will lead to a 1 ped loss (auction fee) for the scammer, and to a smile in your face. ☺

16.4.3 The "borrow me please" scam

This one is quite obvious. Someone comes to you, and often tries to open a trade chat without asking. And if you accept he/she want to borrow you stuff. Also usually weapons, the more expensive the better. So if someone wants to borrow your 300 ped worth sword or so and saying something like "I promise I give it back", well FOR SURE HE WILL. And tomorrow it starts raining gold or something like that. Don't believe such a crap. **NEVER** borrow anything to anyone you don't trust absolutely.

I say it again, **NEVER DO SOMETHING LIKE THAT**

16.4.4 The business relation scam

Variation of Nr.3. Someone wants to have a business relationship with you, offering to share the profits if you give him the stuff to sell. Do I have to say more?

Maybe he tries to show his good will with something free for you, but unless you haven't got that free item (lets say someone offers to colour your clothes to show his good will, well, you can be happy if you get the clothes back), and even after, you should be VERY careful.

16.4.5 The "improvement" or paint scam

That is a variation of 3. Again a trade window is opened, and someone tells you he has a chip or something else like that, and can make your weapon/armor/tool ... indestructible of, make more damage, fly around and shoot everything itself, bites all people in the ..., well that stuff or that he can paint your stuff.

To do so he/she wants you to give him/her the weapon/armor/tool... to improve it.

Usually for "free", (sometimes they scammer even want to be paid!).

There are no chips or something that can make an item indestructible and armors or weapons can't be painted.

There are items that improve the damage for ranged weapons, and armor plates to improve the protection of armor. Both can be bought. Has nothing to do with chips. This person just wants your stuff, like above and want to go away with a smile on his face. The best way to get rid of such a scammer is that you say something like: "this scam is soooo old"

Again ill say it: **NEVER DO SOMETHING LIKE THAT.**

16.4.6 The ESI scam

It is also a variation of 3. It won't affect you as long you are a disciple, because you can't use skill chips during that time, but I mention it anyway. Someone wants to sell his/her skills. But unfortunately he/she has no empty skill implant to extract them. So you could please be so kind and buy one or maybe some more (worth 70-90 ped, depends on the market), and give the skill implant(s) to him/her, so this nice person is be able to extract his/her skills finally and will sell you them for a really low price. I see the gold rain from number 3 again, at least for that scammer, if you really think that is true. There are really some honest people who sell skills like that, but usually it is enough to scan this person if he at least could have this skill. That isn't often the case.

Have I already mentioned (?): **NEVER DO SOMETHING LIKE THAT.**

If you really want to buy skills after you are done with your training, buy them at auction, or request an item from the trading partner, worth current market price of ESI.

16.4.7 The limited (L) item scam

All weapons/armors/tools need to be repaired when they reach 3% of their maximal value, else you can't use it anymore.

But there are limited weapons and tools in game.

Special about this limited stuff is that it can't be repaired. So let's say someone buys such a limited sword, after some time it is broken, or close to. And this person starts to think, how could I make a bit more profit? And put it in auction (usually its done with the auction), thinking some fool will buy it. **DON'T BUY LOW VALUE LIMITED** Items. Not just that you would pay an incredible price maybe for 2 shots or strikes, nope just to see how the scammer lose the 1 ped fee he/she paid. And that turns a smile on your face. ☺

17 The decay and economy; Why should I spend my money on it?

17.1 Decay

Every item that can be used, means weapons, tools, armor etc. will lose a certain part of its value with every use. And you have to repair it after some time. You will receive a message warning you

Warning! Your Katsuichi Honor is close to reaching minimum condition. Please consider repairing it as soon as possible.

And if you ignore it too long you will see this:

The item you are trying to use is damaged.

Armors don't have this message, but you will recognize it when you take more damage.

Again I use the axe 1x0, fully repaired, worth 7 ped= 700 pec, to explain it. With every strike it will lose 5.6 pec of its value. It can't be used anymore at a value of 21 pec. But lets say you repair it at around 100 pec= 1 ped. Means you have $600 \text{ pec} / 5.6 \text{ pec} =$ more or less 107 swings with it before it has to be repaired. Means you need 6 ped if profit to cover the decay costs and go out for the next hunt. Often you won't get it. This applies to every used item, sometimes the ammunition costs, or cost for probes, etc. are added.

Using more economical (see next point) weapons will raise your chances to break even.

So why should you do that, spent the money and don't get it back?

The answer is easy. There is a chance to get it back or better said, a chance to get much more back than you invested. To see what is possible, have a look at the hall of fame, especially at the All Time High. That IS possible, and that is one of the reasons why people are hunting, mining, crafting.

17.2 The economy

I will mention it under items, because it determines the price, but also affects your efficiency, like weapons in hunting.

The economy (or eco) is a number, indicating how much output you can get if you use your tool/weapon with maximum efficiency. To get that number simply divide your max output (max heal for FAPs, max damage for weapons...) by the decay and ammo burn you spend for one use.

For example:

The axe 1x0 has a maximum damage of 24 and has a decay of 5.6 pec per use.

→ $24 / 5.6 = 4.28$ (more or less)

Means if you would spend 1 pec you could deal 4.28 damage.

More economical weapons will decrease your hunting costs (not dramatically, but you will save some pecs with every hunt, and if you want to hunt much it has a big effect), the same for FAPs etc.

The economy also determines the prices, and weapons above 4.20 will be very valuable (usually).

18 The professions and useful information about them

There are 4 main professions, those can be divided into several sub categories, and some more exotic, like human investigator (gained with scanning). Best would be you try maybe all professions (you will do anyway sooner or later), and then skill that one you like most. Concentrate at one profession (I won't hold you from mining now and then), but be sure you skill one in profession mainly. Your effectiveness won't increase really much if you skill more than one. Exception would be handgun and rifle, what has other advantages too.

18.1 Trader

If you don't want to deposit and can't find enough fruit or have no luck at the oilrig (what is common) and aren't in the mood to sweat, trading will be the only way to profit (means efficient money gain/time). Often you won't make money with the professions unless you are really high skilled.

Trading is quite easy, you buy something cheap, and then sell it at a higher price. This takes quite much time usually and isn't that interesting (for most people, but I have a disciple who really likes it). You won't get any skills with trading. You can play this game without depositing any money. It can be quite hard, but it's possible.

Trading tactics

- You have to know the prices very well. To do so, you have to stay at the market places and keep an eye at the auction.
As sites I can recommend mytwopecs.com and peauction.com
- The main tactic is usually to buy small amounts of stuff cheap, (hides, Molisk tooth, etc.)
and as soon you have enough to cover more than the 1 ped fee with the gain in better % or tt+, to put it in auction.
With 1% better price in auction you will need something tt worth 100 ped.
So the higher the amount the better. But sometimes you can get 100% better prices at auction.
- Refined items are more worth; means if you have the option to refine ores, do it.
So you gain for example lysterium ore 110%, and for lysterium ingot 115%
- Higher stacks are more worth; means always sell stackable items in bulk.
Lets say you have 100 Alicenis liquid and get 110%, it may be 115% for 5000

18.2 Hunter

Most players start as hunters, and it isn't really bad to have at least a little knowledge about the animals out of there and some skills to handle them.

Hunting is about killing creatures and looting them. You can loot them by "using" the dead body with rightclick, or select it and click loot (either action library or hold right mouse button).

Hunting skills will allow you to kill mobs with fewer hits, means less decay and ammo burn. Skills in ranged combat are also raising the range.

The armor cost decreases if you gain evade skills.

Hunting divides into melee and ranged.

And you will need armor and maybe a FAP sooner or later.

My suggestion is: skill in ranged combat. The handgun or rifle for starting can be bought at the tt. Ranged combat has a greater variety of weapons and also weapons with higher maximal damage later. Also you have the option to use amps to increase the damage and economy of ranged weapons. I won't hold you from buying melee, maybe for finishing or emergencies it is a good idea anyway, but as main weapon you can face problems later.

I will also mention the critical hits, either done by the hunter, or the prey.

If you did it, you double the damage you would have done without critical hit.

Critical hit - additional damage! You inflict 42.4 points of damage.

If the mob did it, he does double damage too, ignoring your armor, and you will get armor decay.

You take 8.6 points of damage.
Critical hit - additional damage! You take 25.0 points of damage.

This Critical hit was done by a Snablesnot male mature.

18.2.1 Medic

I haven't counted it as profession, because you don't have the chance usually to get some money back when you heal yourself or other people. Maybe if you join a team with loot rules that allows it (later more).

For healing you need a FAP, for skilling the FAP-5 from the tt will do it. It's the most economical you can buy as long you don't have around 10000 pec (more likely you will need much more). So it will still do his work later when you have emergency FAPs. The FAP-5 is very slow, heals maximal 10 HP and cost 1 pec per use and is not really useful while in combat. Most creatures will deal more than 10 damage points and in less time than the FAP needs to reload. The FAP 5 is there to heal outside of combat, when you are low on HP, so you don't have to wait until you have regenerated and can continue hunting again.

If you want to heal you shouldn't move, or better said run. If you do, you won't get the full heal.

My suggestion:

for healing outside of combat I strongly recommend the FAP 5 (I'm still using it).

Next step could be the FAP 50 (max heal 26, slow) or a FAP 69 (max heal 30, fast), or if you really have the money FAP 90 (max 40, very fast), FAP 110 (max 44, fast) or the EMT EK-2600 (42, very fast).

In that order the efficiency is decreasing (maximum heal/decay).

18.2.2 Armor

If your armor decays the protection will decrease, try to hold your armor as repaired as possible.

Now to the damage types and the relating protection types, because the decay and with the decay the cost, are depending on it.

18.2.2.1 Damage types

There are

3 main damage types for melee creatures like Berycled, Sabakumas, and Argonauts.

- Impact (the most common, a must have for melee armors)
- Cut (dealt by less creatures, often with impact too, e.g. from Argonauts)
- Stab (Sabakumas, often with impact and cut, e.g. Atrox

2 main damage types for ranged creatures

- Burn (drones, overall most robots)
- Penetration (also drones, overall most robots)

And some exotics, dealt from melee or ranged mobs like

- Electric (allophyls; melee, tezlaptops; ranged)
- Cold (Feffoids)
- Acid (snablesnots)
- Shrapnel (sometimes done from other players)

18.2.2.2 Decay

The decay depends on if your armor protects the dealt damage, and if, how much is protected.

Means, if you hunt a Snablesnot (acid damage) with pixie armor (no acid protection) you won't get any decay, but you will also receive the full damage.

If you hunt a Berycled (impact damage) with pixie (impact protection of 9), you will have decay, but also get 9 damage points less.

Some mobs deal more than one damage type, and if your armor protects against them, you have the decay for that protection too.

For example: You are attacking an Atrox (impact, cut and stab damage) with pixie armor (9 imp, 2 cut; pretty bad idea to attack an Atrox in pixie, just to mention it),

You have the decay for impact, and cut. The protection is 11 overall, means 11 points less.

If you are attacking in goblin (12imp, 9 acid) you have 12 protection points from impact. So the decay costs are higher with goblin.

If you attack in shogun (10imp, cut, stab, burn, 5 pen), you have 30 protection from impact, cut and stab, so the decay is higher as for both armors above.

If you attack a Berycled (impact) with shogun now (10imp, cut, stab, burn, 5 pen), you have 10 protection, so your decay will be less than goblin in that case, and more than pixie.

To decrease the armor decay, I highly recommend don't attack a group of animals at once, even if your armor can take it. It is pretty easy to resist many Atrox in Nemesis, but your decay cost will be very high!

18.2.2.3 What armor?

The best answer is: “depends on the prey you want to hunt”, but never buy settler or pioneer. In the beginning,

- Pixie(9 imp, 3 cut) or
- Goblin (12 imp, 9 acid), are pretty good. I would prefer goblin, because it has a higher impact protection, but unfortunately no cut. But most melee animals you find are dealing impact damage, so you are pretty good prepared for those.

In the beginning maybe (if you can afford), or as next step:

- Shogun (10 impact, cut, stab | 10 burn, 5 penetration)
Good as beginning armor, because the impact protection is better than the pixie one, and this armor enables you to hunt smaller Atrox and Atrax, even small robots
- Knight (12 imp, cut, stab| 6 burn, pen)
Better than shogun if you aren't hunting smaller robots.
- Paladin (13 imp, cut, 6.5 stab | 13 burn, 6.5 pen)
Bit weaker against Atrox and Armax, but better against robots
- Kobold (13 imp, 3 cut | 8 burn | 12 cold)
Overall, a better Goblin, even with cut protection, the cold protection enables you to hunt Feffoids. Against bots it is pretty weak, but if your preferred hunting ground is around camp phoenix you could think about it
- Rascal (15 imp, 5 cut | 12 burn)
The standard anti Argonaut armor, in the case of imp better than the rest, against imp and cut dam mobs as good as shogun, against Atrox not really useful (I tested it). Against bots it doesn't help that much too. The best of it is that decay is pretty low, and it is a very nice armor of you are just going after impact damage mobs, it has the same impact protection as Nemesis armor and is far cheaper.

A mix of shogun/knight/paladin armors wouldn't be that bad, because the protected damage is more or less the same. So if you can't buy a shogun mask, but get a paladin mask (maybe even cheaper) then you could buy it. They can bring you quite far, because the overall protection is good, and you will still have a good armor if you are hunting other mobs beside Snablesnots and Cornundos.

More advanced armors:

- Vigilante (14 stab, 14 cut, 7imp | 14 pen 14 burn)
Often “the step before nemesis”, it’s pretty good against Atrox, against Berycled and other impact damage mobs pixie (!) is better. Against bots it’s very good (better than nemesis) and if you’re going for bots, that’s armor you should think about.
- Gremlin (15 imp, 9 cut, 11 stab | 12 burn, | 6 cold, 12 acid, 2 electric)
Good overall armor. Bit weaker than nemesis against some animals, but also covers cold damage, means for Feffoids you have a plus.
- Nemesis (15 imp, cut, stab | 15 burn, 7.5 pen)
A pretty common armor, with pretty good protection, pretty expensive. But overall very nice.
- Ghost (19 imp, 15cut, 13 stab |11 burn, 1 pen | 1 shrapnel, 12 Cold, 1 acid 11 elect)
Against all melee mobs better than nemesis, even provides good cold and electric protection. Against robots, pretty weak.
- Bear (17 imp, 15 cut, 15 stab | 15 burn, 9 pen | 14 cold 3 acid)
Against most melee mobs same protection as ghost, against bots its better. And as long you aren’t attacking electric mobs, this armor is very good.

Instead of buying a new armor, you can also buy armor platings, either to compensate a lack of protection with your current armor, or to improve the main protection of your armor.

With platings it is the same as for armors, it depends on what you want to hunt.

You should take care about a nice durability too (not so many repairs).

18.2.3 Melee combat

18.2.3.1 General info about melee combat

If you want to start melee hunting you have 3 options as long you don't have quite much money to buy a whip or a club (and those two are even pretty uneconomical).

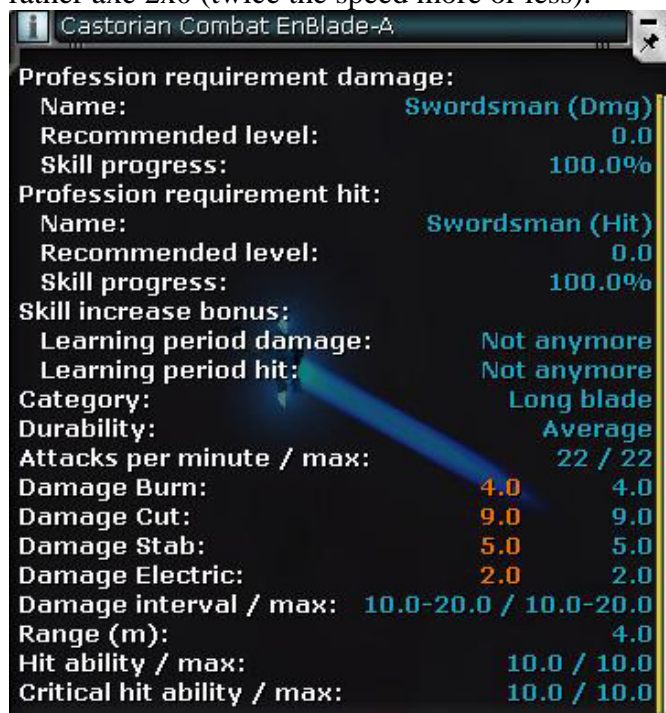
These options are long blades, short blades, power fists.

Don't buy a short blade or power fist. Hard to upgrade and all of them have a bad economy.

The long blade is another thing, and if you want to skill melee I recommend you start with it.

The main contra at the tt long sword is the real slow attack speed, but it has one pro:

The learning bonus. As soon you don't get the learning bonus anymore, buy an axe 1x0 or rather axe 2x0 (twice the speed more or less).



| | |
|--------------------------------|-----------------------|
| Castorian Combat EnBlade-A | |
| Profession requirement damage: | |
| Name: | Swordsman (Dmg) |
| Recommended level: | 0.0 |
| Skill progress: | 100.0% |
| Profession requirement hit: | |
| Name: | Swordsman (Hit) |
| Recommended level: | 0.0 |
| Skill progress: | 100.0% |
| Skill increase bonus: | |
| Learning period damage: | Not anymore |
| Learning period hit: | Not anymore |
| Category: | Long blade |
| Durability: | Average |
| Attacks per minute / max: | 22 / 22 |
| Damage Burn: | 4.0 4.0 |
| Damage Cut: | 9.0 9.0 |
| Damage Stab: | 5.0 5.0 |
| Damage Electric: | 2.0 2.0 |
| Damage interval / max: | 10.0-20.0 / 10.0-20.0 |
| Range (m): | 4.0 |
| Hit ability / max: | 10.0 / 10.0 |
| Critical hit ability / max: | 10.0 / 10.0 |

- Skill increase bonus means you gain aim/damage skills faster than with a weapon without the learning period.
- The attack speed, well, how fast you can attack ☺
- The damage type shows what kind of damage you deal, mainly interesting for PvP fights.
- Attacks/min, how fast it can strike (20 is low, believe me)
- The range for melee weapons isn't that high as you can imagine I guess ☺
- The dam interval shows how efficient you can use the weapon, the closer to the max dam interval the better.

My suggestion,

if you want to use melee weapons, you should start with the long blade bought at the tt.

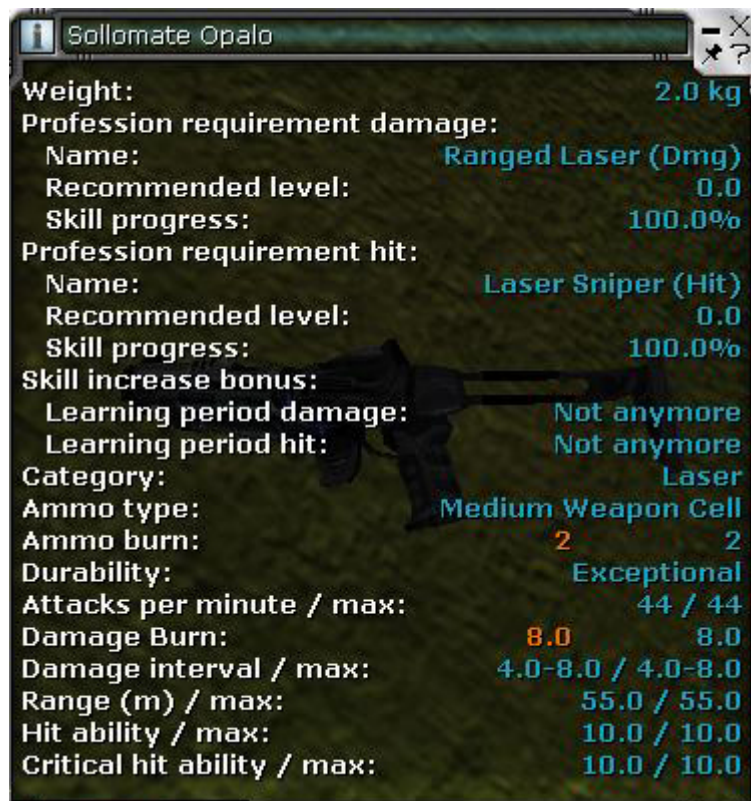
As soon you don't have the learning bonus anymore, switch to an axe 1x0 or better a 2x0.

The next step

could be a Katsuichi Honor or Katsuichi Valor, when you have good skills (around level 3000- rather 4500 in long blade, else it is not efficient). For those with enough money even a Katsuichi Pride or Katsuichi Determination. The pride has a better efficiency, the determination is faster.

18.2.4 Ranged combat

18.2.4.1 General info about ranged combat



- Skill increase bonus means you gain aim/damage skills faster than with a weapon without the learning period.
- Ammo type shows the ammo you need to buy, without ammo in your inventory you can't shoot. For laser weapons you need cells for BLP (bullets) you need BLP-packs; light for pistols, medium for rifles
- Ammo burn, the amount of ammo you need per shot. Means if you use the opalo with 2 ammo burn and buy 100 ammo for 1 ped, you have 50 shots, not 100!
- Attacks/min, how fast it can shoot
- The dam interval shows how efficient you can use the weapon, the closer to the max dam interval the better.
- The range



If your target is outside of your range, you have no chance to hit at all, but as soon it is in range, it doesn't matter if it is close or far away, your hit ability stays the same.

If you want to skill in ranged combat, you have 2 options for weapons with learning bonus: The tt handgun and the rifle, both laser weapons.

I would suggest the opalo because the attack speed is the same as the handgun, but the range is better

18.2.4.2 Tactics for ranged combat

- o Just shoot if a creature is standing still or running towards you.
- o Take your time before you shoot.
- o If the mob is running to you, start walking back, and still fire. This allows you to get a couple of shots more until the mob can attack you. And you can stop walking backwards when the mob reached you. That allows team members to heal you!
- o Hit and Run:
If the mob is coming to close to you, turn around, run away until it reached your maximal range at the radar again, turn around again and start firing.

18.2.4.3 Attachments

Weapon attachments are scopes, laser sights and amplifiers. All attachments will increase your hunting efficiency, either with better hit ability (less shots miss), or better damage. It happens from time to time so I will mention it: **if you buy an attachment at auction, and it won't attach to your weapon, go to storage, put it in, and take it out again. It should work now.**

You can unequip attachments with a double click at the weapon.

18.2.4.3.1 Amplifiers

With Amplifiers you can increase the damage of your ranged weapons, but of course amps have their own decay and usually additional ammo burn too. But they will increase your efficiency and economy, so they are worth a thought, especially if you don't like to buy a new weapon to increase your damage.

Amplifier deal maximal the 50% of the base damage of a weapon, and if you try to add a too big amp:

Your weapon cannot utilize the maximum power boost the amplifier can provide.

Example:

The opalo does 4-8 damage, 50% is 2-4. So you can just use an amplifier with a maximal damage addition of 4 efficiently, like the amp101, with +3.

You can equip bigger amplifiers of course, but your damage will never be above 6-12 with it!

There are 2 types of amps, one for BLP and one for laser, so be sure you buy the right one!

All Omegaton laser amps have a good to great efficiency, the best BLP ones are Fi/Ra/Co Dante and Fi/Ra/Co Beast.

18.2.4.3.2 Scopes

Scopes will increase your hit ability in percent. They become more efficient if you have already some skills, the more the better. They also allow you to zoom in with your mousewheel. That won't be that usefully with an opalo with 50 meter range, but for weapons with higher range it will enable you to aim properly. I recommend a Bjornir precision scope in the beginning, it is affordable and the percentage is nice for that money, but if you want better ones it is your choice.

18.2.4.3.3 Laser sights

Laser sights will also increase your hit ability. You will see a red dot at the target you are aiming (coolness factor☺). I recommend an Abrer Laser Sight, same reason as above, quite cheap and nice percentage for that money.

Important: You can also put a laser sight on your scope!

Means if you have already one on your weapon, you can increase your hit ability again by attaching another sight to your scope.

My suggestion:

Buy the opalo and later an amplifier. As long you can live with the range, and the basic damage, it is one of the best guns you can find. The handgun will do its duty too. Use them as long as possible (but the time will come when you want a new weapon).

The next step depends mainly on what you want. And you shouldn't use the tougher weapons with lower skills. You can start thinking about them when you unlocked Marksmanship, but before that you will burn a lot more money then needed.

You could choose a BLP rifle, but beware, your hit ability will be lower with BLP than with laser if you just skilled with an opalo.

Here you can choose between and range more or less, mainly I want to mention the Starkhovs and Vats.

Starkhovs have the higher range usually, Vats are faster. If you go for BLP rifles, then an AS-117 is a good choice, but all BLP rifles are quite expensive.

You can also stay with laser, The A&P Brave ME (quite low basic dam and reload time), or a Justifier MKII (pretty nice gun, as fast as opalo, 43 dam, range 71,5 m) or maybe the Justifier MKI, which is worse than the MKII; in eco and damage, but less ammo burn, and because you will hit less than with opalo, this might be better; but comes very close to the MKII when you equip an amp104.

For handguns it is quite the same, also a variety too.

For laser I would say one of the best affordable and best efficiency will be the EP-40.

For BLP you should skill BLP up first, if you haven't already, best choice would be the FreanD Alpha ME in my opinion, the eco is ok, and the ammo burn quite low.

Later try to get a Maddox IV, quite expensive, but better efficiency and nice damage (best BLP handgun in game).

Maddox IV are quite rare sometimes, a FreanD Delta would be the next choice, same statistics as Maddox IV, but a bit slower.

18.2.5 General Hunting Tactics and information

- o Don't die. Sounds simple. If you die and leave an injured mob you spent unnecessary money, because you don't even have the chance to loot it. Even if you find it again, it already has regenerated health at least a bit, means you need more money than before to take it down. If you die press p and open the map to see the position, and try to run back and kill the mob until it regenerated its entire HP.
- o Relating to point 1, don't attack mobs that are for sure too tough for you. I don't say, never attack an Atrox. Sure do, but just one time, see if you have a chance or if it is impossible with your current equipment. In the last case don't attack it again.
- o Don't run into the next group of animals, rather lure them, or go to them step by step until 1 attacks you.

- o Don't wear armor when you aren't hunting. It maybe looks quite cool, but if a creature coming in your way and attacking you, it may cause unnecessary repair costs.
- o Use a weapon for finishing. There is no need to spend over 10 pec decay for a mob that just has a few HP left. Kill it with a weapon with less decay. With melee or handgun as main profession, you should use an Opalo. In handgun due to the reason to skill and use related skills, in melee to get some points into rifle, a skill that also affects your health points. In rifle you should use another opalo maybe, or m2100.
- o It is also useful to have a second weapon if your weapon need to be repaired in the combat or your ammunition is gone. So carry a weapon that uses related skills (like opalo and m2100) and using different ammo types, so you won't blast everything away.
- o A "panic" weapon would be good too, if you can afford. Means a weapon with high damage that could keep you alive in critical situation. But don't use such a weapon as main weapon as long you don't have the skills to use it efficiently.
- o Use unequip tool to holster your weapons, else you may shoot/strike even if you don't want to, leads to unnecessary decay/ammo costs.
- o Scopes and laser sight with an opalo or M2100 are pretty useless. Unless they are maxed you don't have a better aiming with it, since to low skills, as soon they are maxed you hit with 10/10. There is no real improvement, and it just adds useless decay.
- o Drag the HP of your target to the side by clicking and holding left mouse button at the target, and then move the mouse around. The health bar you have now is more accurate than the one above the mob.
- o Where you hit doesn't matter, so aiming at the head will not raise your dealt damage.
- o Don't hunt near turrets or water, if your prey is killed by those, it can't be looted.

18.2.6 Melee or Ranged?

I recommend skilling ranged because of several reasons, most already mentioned:

- The hunting cost overall are the same more or less.
Yes, you don't have ammunition with swords, but your repair costs will be much higher.
- You have a better higher variety in weapons later, in long blades you have more or less just one way (at least just one effective one)
- You will have less armor cost (but this means lower evade skill gain too of course)

18.2.7 What prey?

In the beginning I would say hunt Snablesnots, Daikibas, Sabakumas, Exarosaurus, and Combibos.

If you have maximised your damage interval with the tt weapon and got a new weapon or better an amplifier.

You could go for Berycled or maybe even Cornudacaudas, Caudatergus and Cornundos.

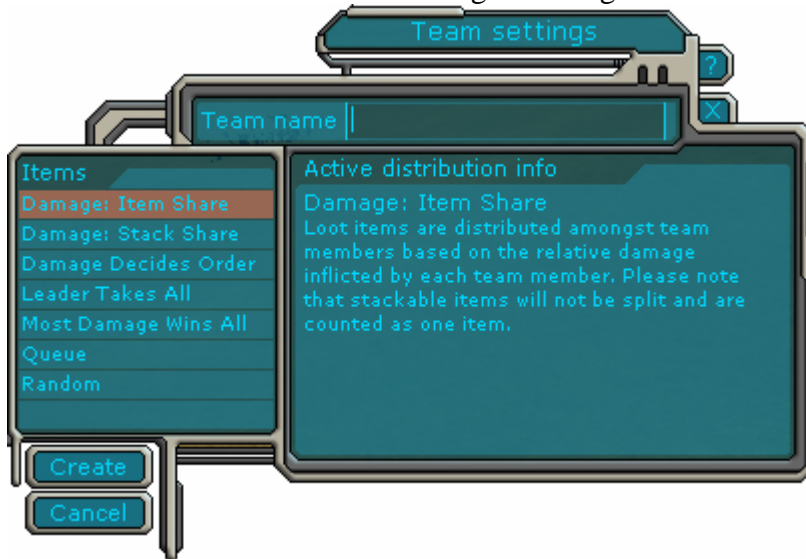
18.2.8 Team hunting

Team hunting is useful to take down tougher mobs, but it is also a way to scam people.

Always have a look at the loot rules. To do that, just try to make your own team; by clicking/pressing the "Team" button (quickbar/action library).



and the window with the team settings showing the loot rules will pop up.



18.2.8.1 The item loot rules:

- “Damage: Item share”, Items are shared based on relative damage dealt per team member, but every stack, even if the amount is very high (lets say 1000) counts as one item
- “Damage: Stack Share”, with this rules the stacks are divided as equally as possible too
- “Damage decides order” is also quite fair. If the creature loots items, the one with the most damage get the item with the highest value. But if the team has 2 members, one is killing the animal, the other one is watching the sky and the mob loots 2 different items. The one that is just watching the sky gets the item with the lowest value, but he gets something
- “Leader takes all” is to prevent it. But of course it can be used for scams too, so beware.
- “Most damage wins all” like leader takes all, just in that case the one that did most damage.
- “Queue” the first member of the team gets the first item the second the second... The player who got the last item is remembered and the next one will get the next item with the next item loot “
- “Random”, says everything. Pure luck determines who gets the 55 ped handgun.

18.3 Miner

Mining divides into ore and enmatter mining. Mining isn't cheap to skill, but if you got some knowledge in it, like where to find what, you can compensate the "luck"-factor a bit.

The basic stuff can be bought at the trade terminal. Mining skills will give you a higher detection radius and better depth, increasing your chance to find deposits.

Skills in mining, will allow you to find the more rare stuff. So, the better you are skilled, the better is your chance to find the really rare and expensive stones.

18.3.1 The mining process

In both cases you need a detectonator
the tt one for ore



for enmatter



and an excavator

tt one for ore

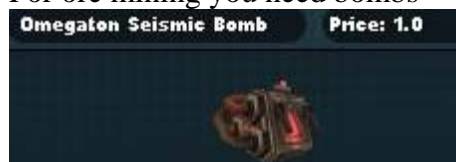


for enmatter



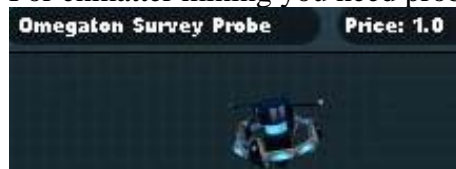
And you need the "ammo".

For ore mining you need bombs



for 1 ped you get 1 bomb.

For enmatter mining you need probes



for 1 ped you get 2 probes.

Theoretically it means that you have a better chance to find something for the same costs if you mine enmatter, but enmatter findings are usually smaller than the ore findings.

The mining is in both cases similar. You go out in the wilderness (but people also found deposits in or near towns) take your detectonator in your hands and use it. A bomb/probe is planted on the grounds and detonates (you won't be hurt). After a couple of seconds a window of your detectonator will pop up, with 3 possible results it can tell you:

- "Found x"

That's nice so far, if you have found something the detectonator will show you with flashing arrows where you have to go.



As soon you are close enough you print the claim automatically, a loot window will pop up with the claim deed (if your rightclick at the deed, the map will open and mark the place of the claim). A claim rod appears, a deed for the claim is placed in your inventory and you can extract the ore/enmatter with your excavator by aiming at the claim rod and using the excavator. Just the owner of the claim deed can extract the ore.

- “Strange signal found”

That means a robot spacecraft has landed quite close to you. To the good things, it contains usually 50 ped, sometimes with a beacon, which is much more worth. The bad thing is that it’s guarded by 2 drones usually. Be careful if you come close. You have to press a button at the ship to examine it. This can be done by everybody, so, if you are killed, and someone else reaches the ship before you do again, he gets the price.



- “No resources found”
no success, well, try somewhere else again.

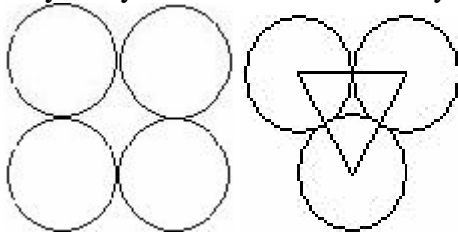
Mining tactics

Mining tactics depend more or less what mining theory you believe in

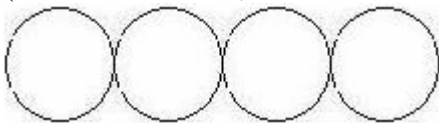
- Some say there are “veins” of ore, means some deposits near to each other.
Means rather cover the area were you already found a claim with more bombs (take care about the radius then)
- The others say it is irrelevant where you mine, you will get a certain amount back, so it's self correcting. The money you lose you will get back more or less for 50-100%.
Its hard to find THE mining theory, cause all are more all less true for certain situations
- It is usually better not to mine in the areas near tps, because quite many people are mining there and don't want to run into the wilderness. Although some high deposits have been found very close to Teleporters. Depending on what theory in mining you follow your chances are either equal, or better if you mine in the wilderness. So at a tp area mining has not many pros.
- True is that you can find the same minerals/enmatters in an area.
Means if you find permanently oil in one area this isn't pure chance, this area has oil, and it will keep spawning again. Maybe (most likely) not at the exact spot you found it before, but in the area for sure. You can't be sure when it spawned again. Sometimes it takes 1 day, sometimes 4, so you can never be sure. But if your skills are too low you maybe won't find everything, so you can't be that sure if this area doesn't contain a different type of ore/enmatter.
- In the end your mining style is depending on your pocket, and how you think mining is working.

Either you mine absolutely random, more following theory 1.

Or you try to cover an area when you've found something



or you just ran in a line, dropping after you run twice of your mining radius
(53m for tt finders, means 106m running)



Depending on what theory you believe it either has absolutely no effect or is the Holy Grail.

- Carry at least one refiner for the ore or enmatter (depends on what you mine) with you. You will be over weighted if you have too much stones or enmatter with you. You can refine your ore or enmatter to lighter, refined forms of your stones/enmatters. This won't decrease or increase the tt value; it will just reduce your weight. Another positive side effect: refined ore/enmatter has usually a higher value at the market (better %).
- You should check your skills and your stats with finders quite often.
Mining equipment offer learning bonus, so, maybe you could purchase a new finder with learning bonus and even higher search depth.

18.3.2 Mining Amplifiers

Mining amplifiers raise the size of the deposit you may find.

For example: you would find a deposit worth 4 ped without amp, but get 6 ped with (quite low, but imagine, 40 ped to 60 ped).

Using amplifiers is a quite high risk, if you find nothing, you spent a lot more, and even if you find more with it, it is still questionable if you find enough to cover the cost of the amplifier.

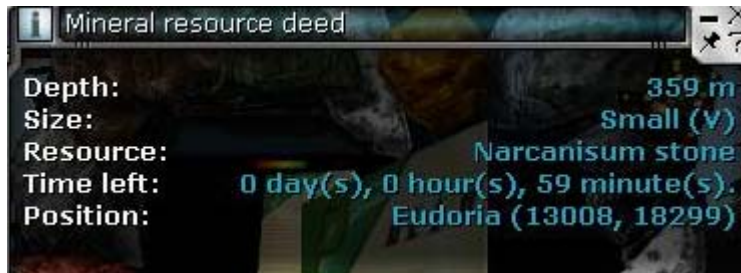
Best tip here would be, if you know a good area where you know you can find stuff with a nice mark-up (around 150% market value at least), it starts to get interesting.

For this more requested stuff you are happy about every stone you find more, and an amplifier could raise this drastically.

As long as you are not skilled enough, to find the stuff with bigger mark-up (usually quite rare) or no good area, an amp is not recommended.

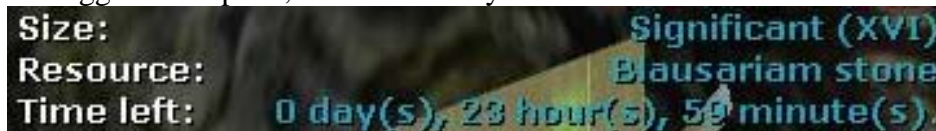
18.3.3 Mining Deed

The deed can be found in your inventory, under “docs”. When you rightclick at the deed



You can see

- the depth
- the size
in words, and in a roman number, this gives you a rough estimation of the tt value of your deposit
- the resource
- the time left
in this time, you have to extract the claim, after this the claim rod disappears, and the not extracted ore/enmatter is lost
the bigger the deposit, the more time you have



- the position
this is especially interesting, when you were killed, and you have to go back
and to make this even easier, a map with the marked position of your deposit will open when you rightclick at the deed



18.4 Crafter

Crafting is the most expensive (as long you don't have good skills) and most skill dependent (the more crafting skills you have the better will be your output) profession.

One, if not the, main skills is engineering (found under "science"). Engineering increases the value of the items you craft, means, if you get 1 ped with low engineering, you get 2 ped with higher, it also increases your chance of success.

Crafting divides into many subcategories. You can manufacture armor, weapons, tools, furniture...

tailoring belongs to crafting too.

For crafting you need a blueprint, and the resources, described in it (always refined ones!)

E.g. this basic filters blueprint that belongs to metal equipment



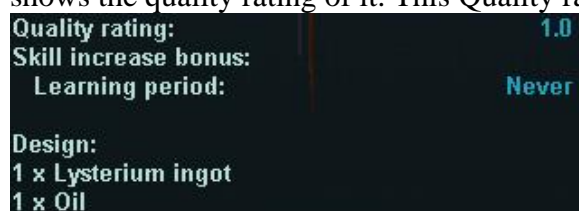
And a matching equipment book to put it in, in this case equipment



The basic ones can be bought from a Technician, one is in Zychion Citadel e.g.



Drag the blueprint in the book, by doubleclick opens the book and with a rightclick at the blueprint you can see under stats what resources you need to start manufacturing. Also it shows the quality rating of it. This Quality rating has influence of your chance of success too.



18.4.1 The crafting process

Then you have to search a construction machine, any would work for everything, so it's irrelevant if there stands armor or something else, you can even tailor clothes with a weapon construction machine.

Component Construction Machine



Use it with rightclick.



Your inventory will open. Doubleclick at your blueprint book, find the blueprint you want to use, and click at it. It is moved in the blueprint window of the manufacturing machine. The height of the Success Rate bar will show your chance of success (“cos”), the higher the better, later more about the bar.

The names of the needed resources will be written there again. Drag them from your inventory to the right window.

You have to choose if you want more quantity or quality. Quality raises the quality rating of the blueprint faster (higher cos after some time), but the loss is higher, and your cos will be quite low, especially in the beginning, but if you are successful, your item will have a higher value.

Then you click manufacture over and over again until you have used up all your resources.

Possible results per click

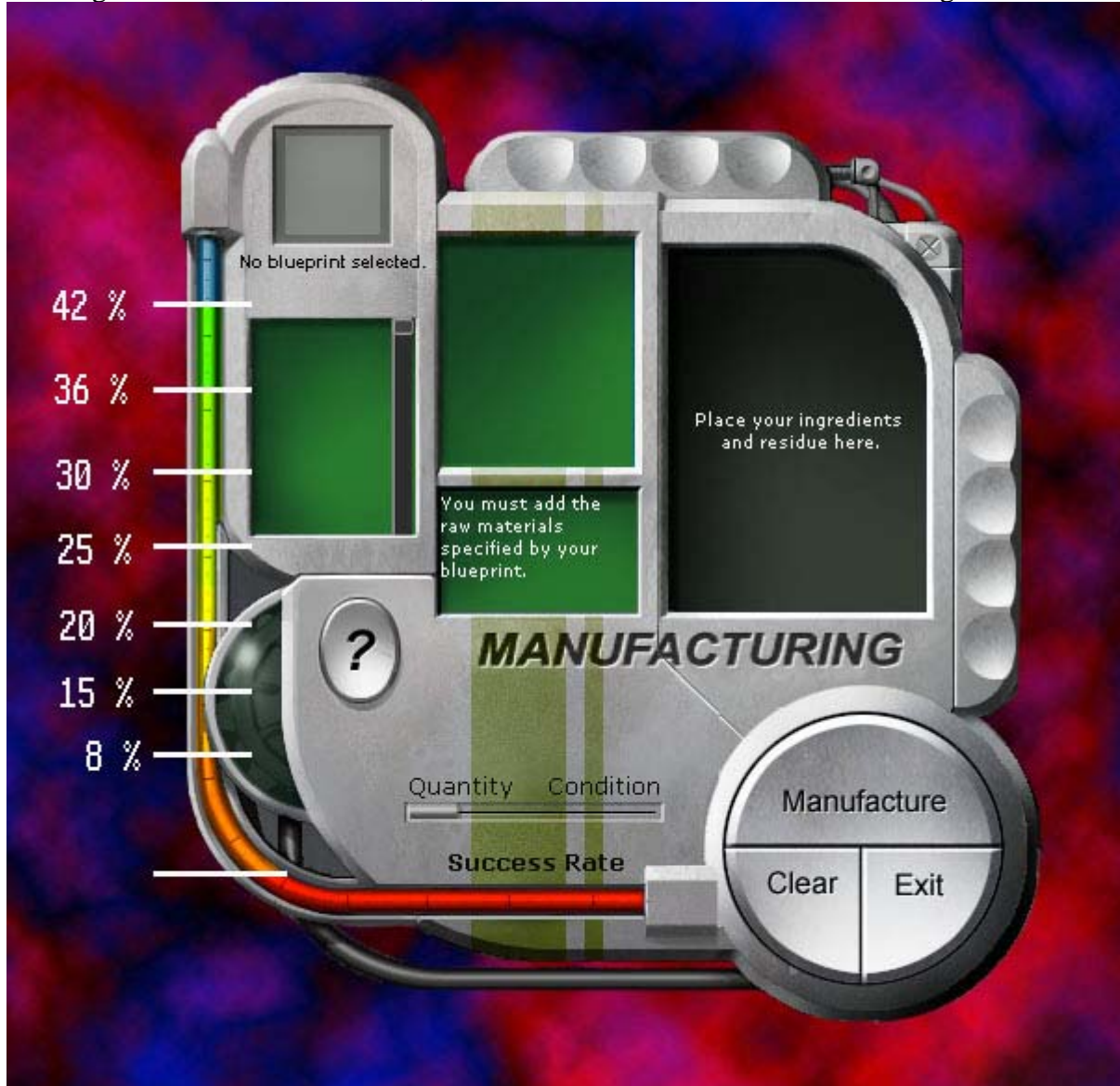
- Success:
You get the item(s) you wanted, sometimes new blueprints, maybe even diamonds ☺
- No success, but something in return:
You don’t get the item you wanted, but either gain resources back, so you don’t loose all, or you get residue back.
If you get resources back you can use them for more crafting attempts.
Residue can be put into the resource window too, and is used there to increase the tt value of the items (just non stackable) about the tt value of the residue. This is usually done with limited items, but can also used for “regular” items like weapons.
- Failure:
Your resources are lost, and you got nothing in return.

“Tactics” for crafting

- There are no real tactics. I recommend to start with something that won’t need many resources and those have to be as cheap as possible. So I recommend basic filters, the standard skilling blueprint (needs 1 lysterium ingot and 1 oil). Basic filters have no use actually, so you will most likely have to sell them to trade terminal. But the rest isn’t that much better. Most armors are hard to sell, the weapons too because the tt stuff is better usually. Sometimes buyers are found for the mining tools but the competition is huge there. And with those you would lose more resources per failure, that’s why I suggest skilling with the filters.
Another possible blueprint after some time would be Basic dampers, using 1 lysterium ingot and 2 oil, but the skill gain is a bit faster than with the filters.
- You should skill with that lower blueprint at least until you unlock a new skill, called Blueprint comprehension. Will also raise your chance of success for all other blueprints (in tailoring most likely not).
- In tailoring you should start to skill with basic pattern pants or shirts, or if you can get your hands of a Reilly boots BP, use this one. You can use several animal skins to change the look of your clothes, and maybe find some buyers with it. The skins you can use depend on your skill level, but it is hard to predict when you can use what.

18.4.1.1 The Chance of success (cos)

The chance if you get the stuff you try to craft. It can be raised with crafting skills and the blueprint quality rating. Special thanks to **Etopia**, who allowed me to use this picture, showing the chances at the cos bar; there is a lot of work and cash involved to get this data



This is just the chance that you get something, with higher skills you can move the quantity/quality bar to the right, means your items will have a higher value, so the payback becomes better with high skills, even if the chances for an item will stay the same. To throw some numbers in, an ore finder 102 has a max tt of 30 ped, and even with 42% this can pay off.

18.4.1.2 The quality rating

With the permission of **Dark Darky Star** (special thanks here again) here some numbers how the quality rating increases, and how the increase will slow down over time.

The blueprint is a basic damper, and a batch is a 5000 lysterium and 10000 oil, a basic damper needs 1 lysterium and 2 oil per attempt.

3 basic dampers blueprints are raised until 100 quality rating.

| Batch No. | | From | To |
|-----------|---------------|------|------|
| 1 | Blueprint QR: | 0 | 44.5 |
| 2 | Blueprint QR: | 44.5 | 58.6 |
| 3 | Blueprint QR: | 58.6 | 65.4 |
| 4 | Blueprint QR: | 65.4 | 73.6 |
| 5 | Blueprint QR: | 73.6 | 80 |
| 6 | Blueprint QR: | 80 | 83.9 |
| 7 | Blueprint QR: | 83.9 | 87.4 |
| 8 | Blueprint QR: | 87.4 | 90.1 |
| 9 | Blueprint QR: | 90.1 | 93 |
| 10 | Blueprint QR: | 93 | 96.6 |
| 11 | Blueprint QR: | 96.6 | 98.6 |
| 12 | Blueprint QR: | 98.6 | 100 |
| 1 | Blueprint QR: | 0 | 44.4 |
| 2 | Blueprint QR: | 44.4 | 56.7 |
| 3 | Blueprint QR: | 56.7 | 67 |
| 4 | Blueprint QR: | 67 | 73.1 |
| 5 | Blueprint QR: | 73.1 | 80 |
| 6 | Blueprint QR: | 80 | 83.9 |
| 7 | Blueprint QR: | 83.9 | 87.5 |
| 8 | Blueprint QR: | 87.5 | 90.9 |
| 9 | Blueprint QR: | 90.9 | 93.9 |
| 10 | Blueprint QR: | 93.9 | 97 |
| 11 | Blueprint QR: | 97 | 100 |
| 1 | Blueprint QR: | 0 | 44.7 |
| 2 | Blueprint QR: | 44.7 | 59.6 |
| 3 | Blueprint QR: | 59.6 | 67.8 |
| 4 | Blueprint QR: | 67.8 | 73.8 |
| 5 | Blueprint QR: | 73.8 | 79 |
| 6 | Blueprint QR: | 79 | 82.7 |
| 7 | Blueprint QR: | 82.7 | 87.2 |
| 8 | Blueprint QR: | 87.2 | 91.2 |
| 9 | Blueprint QR: | 91.2 | 93.3 |
| 10 | Blueprint QR: | 93.3 | 96.1 |
| 11 | Blueprint QR: | 96.1 | 98.6 |
| 12 | Blueprint QR: | 98.6 | 100 |

18.5 Some more exotic professions

– Colourer

You will need clothes, and if you don't tailor yourself you have to buy them. You will also need a colourer (tt)



When you place a piece of clothes in the colorer, you can see what fields can be colored when you drag the paints into the fields of the colorer:



With more paint cans you can increase your chances, the maximal amount is 20, and 5 will be at least needed to recognize a skill gain. For skilling use at least 5 paint cans, best orange (lowest tt).

In the beginning you are just able to use orange, blue and yellow. With higher skills more paints can be used (at around level 2000 to 5000, purple, brown, pink green for the next ones; dark blue, white, red 8000-9000, black at approximate at level 10000). The coloring profession takes a lot of money, the colours are very expensive (at least the rare ones). The other thing that it's hard to find customers, especially because of the high requirements for better colours and the main competition, Sarah Zap Charlton is well known and the best colourer in the game. At least for now. If you want to take that place, this will need a lot of money and patience.

If you want to colour more than one field, it has to be done at once. First coloring field one blue and then field 2 yellow doesn't work.

If you don't like the result, then you will have to bleach it, (a bleacher is an attachment for the colourer). If you bleach not just the bleacher and the colourer will have decay, your piece of clothing too (1 pec at the moment).

- “Scanner”

You buy a scanner (tt one maybe)



and scan everything you want to (it has decay too of course).

You can scan of course for getting information, and in the case of people it can be very interesting. (Not all orange people are as inexperienced as they seem). When you scan other people you will see their profession they decided to show (check avatar info) and their attributes.

But mainly you will scan to raise skills related to other professions, mining and crafting mainly. Scanner will always give some standard skills, regardless of what you scan. But certain targets will give other additional skills:

bots will give you mechanics (related to crafting), humans/animals anatomy (healing/hunting).

- The beauty section

You can also skill in the beauty business. Means you can change hair, the body or the face. Also a profession that isn't really overrun with customers. Most like their avatars as they are (even if the have the money to change it daily).

19 Mindforce

19.1 General

Mindforce is the “magic” in Project Entropia. But it is very expensive to skill in it. You have seen it or even practised it already, because sweating belongs to mindforce. But that’s just the easiest form of it, and don’t need chips.

Most things you can do with mindforce can be done cheaper and more efficient with regular items, like weapons.

You can use Mindforce chips as disciple, just no skill chips.

As long you just charge, means, your hands are glowing, neither ME is used nor do you have decay. So, if you want to have glowing hands (light effects looks cool while dancing) just charge.

19.2 What is needed?

For mindforce, you will need:

- A mind force chip.

Mindforce chips come in levels from 1-8 (see under statistics, rightclick at chip), each level with a certain name:

Lesser (lvl1), minor, medium, moderate, good, potent, strong, powerful (lvl8)

- A NeoPsion Mind force implant

That has to support the skill level of your chip
the tt implant



just supports level 1-3, means from lesser to medium, and anything above cannot be used. For those you need higher implants.

There are implants supporting other skill levels



but **You can only have one implant of this type implanted at a time**.

So, you have to decide what chips levels you want to use.

If you really want to go into Mindforce, you should go for a BD implant:



This will be enough for a long time most likely, so the money will be well invested. An implant will decay while you use mindforce too, so, rather insert a full repaired implant at the beginning, because you will have to take it out for repairs again

You can use as many chips with a single implant as you want to, as long the implant supports the level of the chips.

- The implant inserter (15 ped, 2 ped decay)
The implant has to be inserted with a “payn-inc. implant inserter” can also be purchased at the tt, under tools, surgical.



Use the inserter, place the implant in the window and click insert.



After a nice implantation (looks a bit painful ☺) you are ready to use Mindforce.

- Mind essence (ME) in your inventory



Mind essence is the refining product of sweat and force nexus (an energy refiner)
(1 sweat + 1 Nexus = 1 Mind essence)

19.3 The use of it

Now you drag your chip to a key or to your desktop, and use it.

You will start to concentrate, if you are hit

Mindforce concentration was interrupted due to being hit.

or move,

Mindforce concentration was interrupted due to movement.

or change/unequip an item

Mindforce concentration was interrupted due to item equipping.

the concentration will be interrupted and you have to start again. If you have a focus charge (more under chips) you will ignore the hit (still get the damage of course) but will continue your concentration.

As soon the concentration phase is finished, you can use the chip.

19.4 The Mindforce chips

- Focus chip



With this chip you can give focus charges.

Every person with focus charge can continue concentration even if they are hit.

A must have for mindforce, since it his pretty bad if you try to kill your prey when you can't charge your attack chips.

You have increased your Focus Charges from 0 to 8.
You have gained experience in your Psychotropy skill.
You have increased your Focus Charges from 8 to 14.

You take 10.2 points of damage.
You ignore the attack's disruptive force, but lose one Focus charge.
12 Focus Charges remain.

But beware, you still get damage and that can lead to:

All Focus Charges lost due to death.

- Heal chip



They work like first aid packs, but allow you to heal over distance.

If you want to heal someone near you, you can either aim at him manually, or drag the health bar to your screen, and rightclick at the bar (more accurate).

The economy is pretty bad, but healing over distance can be useful.

- Nerve blast chip



They work like weapons more or less, with the difference that you charge them before you "shoot". Means, you can change to a regular rifle and have your next shot available immediately.

- Firestorm chip



The bigger brother of the nerve blast chip, does more damage, and looks pretty cool in charging.

- Teleport chip



TP chips allow you to teleport over the map.

When you use it the map will open and showing you the area you can teleport in.



- Resurrection chip



Belongs to the heal chips more or less, but enables you to revive a dead person.

After the first successful resurrection, you can understand the ethereal language.

Usually you can just read “oooOOOooOoooOOOOOOoo” from death people typing in all chat, after you can understand, you can read it finally.

Opinions about the gain that you can finally read something like “the d*mn f***er killed me, what an a***” is THAT impressive, but still, it is pretty cool to be able to revive the people.

- Wormhole chip



More or less an upgraded tp chip.

You can either aim at a person in your friend list, or someone in the area you want to open the wormhole too. When the person accepts, and you are successful, a wormhole will open and everyone who steps through it will be teleported to the ending point.

Tactics for using mindforce

- The bigger chips require some skills before you can use them.

Skill progress: 25.5%

You don't have the experience needed to use this item yet.

- Most sweaters are quite happy if you give them a focus charge (“bubble them”), so you could visit camp phoenix maybe for skilling. But be sure you ask before bubble everyone around, some people (like me) simply don't like to be a skilling object.
- For skilling healing this place is great too, sweating leads often to death, so your place should be near the revival terminal.
- For the use of mindforce in combat you will need a focus chip.
If you don't have any focus charge, every hit from an attacking mob will break your concentration and you have to start again. As long you don't want to use other weapons now, you can face a serious problem, because every try can be interrupted and you may die. So I really recommend a focus chip in that case!
- Also I recommend you carry another weapon, if all your focus charges are gone, or you don't have any mind essence left, you will need it. Also using a finishing weapon with low decay/ammo burn isn't a bad idea.

20 Taming creatures

You will need a whip for it and nutrio bars (refining product of fruit and sweet stuff).

It will help if you drag “attempt tame” at a button at your keyboard.

At the moment just daikibas, exasaurs and snablesnots can be tamed, what can be seen at the second bar they have above their health bar.



If you are equipped and found the animal you want as your pet you have to attack it with your whip.

Be sure it has yellow bar above its health bar before attacking, the animals “spirit”.

A red bar will appear if you hit such an animal with a whip, the “respect”.



Then you should lead the creature somewhere were you are alone with it, else surrounding mobs could disturb you, or other players might shoot at it.

If you found a nice place then you hit it again with your whip.

You should also drag the health bar of the mob to your screen, since that bar is more accurate as the bar above his name.

The spirit bar will decrease, indicating that you are breaking the will of the animal.

The respect bar will increase.

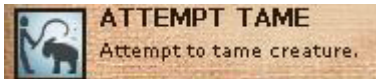
If you are hit by the animal the respect bar will decrease again.

You have to bring your target to the following:

Very low spirit, very low health (close to death) and full respect, to start a taming attempt.



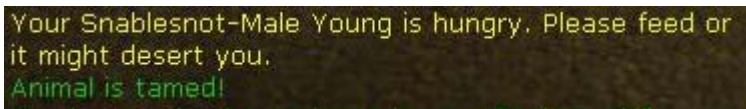
The animal has to be selected for this, click (or press if you have it a key)



The results can be a failure



or a success.

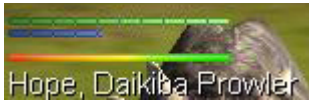


In the case of a failure the spirit will rise a bit again, you will have wait until it is regenerated a bit.

If successful, your pet wants will be hungry, and you need to feed it.

Drag some nutrio bars from your inventory to your pet.

A tame animal will have 3 bars:



The green one is the trust, and will be necessary if you want to skill with your pet to increase your skill and the pets level (current pet max level is 3). You can rise it with an animal brush. The blue one shows you when the pet needs food.

Third is the health bar.

Your pet gains experience when it performs task you give them, greet and impress.

This will decrease the food bar.

Task for your pets can be found in the action library, moving and stop won't give experience.

At level one your pet can just greet, at level 2 impress, at level 3 it can follow you (easier than the move to command) and you can give it a name (see upper picture, the name is Hope).

If you want to log off, go to a stable master with your pet, and click the stable command (action library). You will get a deed of your pet.



and a message



If you want your pet around again go to any stable master and doubleclick at your deed.

Don't log off or run away from your pet while it stands in the wilderness, this will decrease trust, food and experience, so you really should take it to a stable if you don't want it around at the moment.

At the moment pets cannot attack and are not that useful, but terribly cute.

21 Land Areas, estates, apartments and Hangars

21.1 Land areas

They can be found at Amethera. The owner of a land area can set a tax he gets from any hunting and mining finds on his land. Means if you would loot 50 ped e.g., and the tax is 10% You would just get 45 ped, 5 ped earns the landowner.

Some areas can be bought, for very high prices, some can be “claimed” in special land areas events. The owner of the land can influence the spawned types of mob if he has the DNA of the mob he wants to spawn and some energized fertilizer, consisting of common dung and growth molecules.

21.2 Estates or houses

They can be bought for quite high prices usually, depending on their size and their position and the neighbourhood. So if you want your house near famous people it would cost more. The gain of a house is a big storage, where you can lay down your stuff you don't need, and you can also show your wealth, especially if you buy furniture for it. A house just cost once money, means when you buy it. Houses are at Amethera and Eudoria.

21.3 Apartments

The same gain like houses. Means you have a storage terminal where you can show your items, and your wealth. Quite cheap to buy but cost a monthly fee. Apartments can be found at Amethera.

21.4 Hangars

In hangars are the ships which are needed to fly to the space stations. Hangars can be found in Amethera and Eudoria. If you need a flight to space you could search pilot at tps with near Hangars, like Treasure Island Northern Shore (Amethera), Camp Echidna (Eudoria).

22 Skill chips

You need a payn-inc implant inserter to extract/implant skills. You can't use skill chips as long as you are a disciple, and I don't recommend it even later when you graduated.

22.1 To increase skills

You can buy Skill chips to push single skills directly to a higher level. The advantage is obvious, you save time.

The disadvantages:

Skill Chips are very expensive.

You just boost one skill with it, even if this one is quite high now, the relating skills are as low as before.

You can't raise attributes with skill chips. Your agility or strength can't be chipped, and those have also an influence of your effectiveness.

Be aware for people who wants you to give them a generic skill implants to extract their skills. Maybe they just go away and you will never see them again, at least your ESI not.

You should scan people before you do it, so you can at least take a guess if they have those skills they are advertising.

22.2 To decrease skills

If you want to sell certain skills you can extract them with an empty skill implant.

Extracted skills can be sold.

23 The Tactic for Non-Depositors

To make it clear from the beginning: This will be hard.

It isn't impossible, but very hard but if you make it, you have reached something you can be proud of.

The first and most important step:

DON'T HUNT, MINE, CRAFT or anything else risking your money. You will have a global sooner or later, but you shouldn't count on it.

And you have to leave the thinking "I buy a weapon and start earning money!"

I assure you: this won't work!

Second step: sweat until you have a good amount of start money to begin with. And just sweat and do nothing else.

The third step: Start trading or continue sweating if you like that more.

That is quite simple: You buy stuff cheap, let's say low amounts of ore and enmatter, and as soon you have a bigger amount (around 50 ped tt value and more) you put it in auction for a higher % than you paid for it. Of course the money you earn with the higher % has to cover at least the 1 ped auction fee!

Or you have an eye at the auction (you will have to anyway), searching for good offer, especially with low buyouts (sometimes under tt value!) and try to sell it at the market, or with higher amount (ore, hides...) at auction again.

The earned money can be used for hunting or other professions, and if you find 50 ped now, you know what it is worth!

But never risk your last money in hunting or other professions!

You have to set yourself a money border, let's say 200 ped (will still allow you to make some good business in auction and on the markets).

As soon you fall below your border, you start trading again until you are above it, and use the earned money for your professions again.

24 Some websites

If need more information on market prices e.g., or a forum, a little link collection:

Forums:

- <http://entropia-pioneers.kicks-ass.org>,
also a site of one of the first societies, you can find a forum here, and a lot of links to other useful pages
- www.entropiaforum.com
a very big and informative forum can be found here
- <http://www.realityport.com/>,
the site of club neverdie with forum,
- www.entropia-loot.com
here you can find what creature loots what items
- <http://www.mytwopecs.com/>
a very nice site for traders, it lists the market prices of quite every stackable item ingame, but the sweat price is usually false
- <http://peauction.com/>
here you can find the markup for quite every item ingame, but especially the mark-ups for the rare ones can be false, because just a few will be sold at auction, and the price for them usually raises overtime
- <http://www.pe-wiki.info/>
here can be found a lot of info too, about quite everything you may be interested in, the contra, it could be false
- <http://electra.co.nr/>
a lot of clothing, even with several leathers are shown here

25 Some abbreviations

- tt trade terminal, or the cash you would get if you sell something to the it
- tp Teleporter
- dam damage
- inv inventory
- ctd crash to desktop; just the existence of that abbreviation shows it isn't that rare
- ped Project Entropia Dollar (your cash)
- pec Project Entropia Cent
- fl Friends List
- ME mind essence
- MF mind force
- pm private message (with the Friends List)
- PVP Player versus Player , means you can be shoot from other players, you will get a warning message if you enter such a zone
- ESI empty skill implant
- MA Mindark (could also be martial arts, depending on what you are talking about)
- ME mind essence
- LB long blade
- HG hand gun
- MMS Marksmanship
- HP health points, life points
- HA hit ability
- pa port atlantis (the start town usually)
- cp camp phoenix (main sweating place)
- CND club neverdie
- ah Atlas haven (not that often used)
- afk away from keyboard
- HoF Hall of fame
- ATH All time high (a section of the hall of fame with the highest findings ever)
- afaik as far as I now
- asap as soon as possible
- btw by the way
- brb be right back
- cu see you
- lmao laughing my ass off
- nvm never mind
- thx thanks
- ty thank you
- yw you are welcome
- wd well done