

The Ubernoob's Guide to Spectacularlyawesomeriffic Beginnerism on ROCKtropa

Hey all! I've been wanting to make a guide for beginners for a while now - simply a guide that takes beginners through the first stages of the game in the most efficient and most effective way so as not to cause undue stress and confusion. I know there are a few specific guides on the forum here so far, but I wanted one that a new player could potentially print out or read in the background of the game that would answer so many of those first questions that we all had, once upon a time.

So here goes. I hope it isn't too long and I hope I didn't leave anything out. I will be working on this guide a bit more in the near future to clear up what I think are a few poorly worded sections and to add some more sections with more Grrrrreat! info relevant to new players, but I also think I should go ahead and get this up sooner than later.

Cheers - Laban

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Alright, well first things first - you've just created your character and spawned here on ROCKtropa. **Welcome!** We're super glad to have you! I'm sure you'll find that RT is full of friendly, helpful, fun-loving people - and in no time, you'll get to know us, we'll get to know you, and you'll be a part of the best community in the Entropia Universe and, for that matter, in any online game anywhere (I may be slightly biased).

But, that said, the very first day for a new player on RT can be a bit daunting. "How do I move?", "How do I sweat?", "Why do I have to sweat?", "Can't I just go kill stuff?", "When I hunt, who/what/where/how should I hunt?" and "Holy moly, this game is complicated!" will likely be some of your internal if not verbal thoughts.

Well, hopefully I can help alleviate some of your fresh-off-the-boat perplexity. I'll try to take things step by step and develop a flexible template to base your first ROCKtropa exploits on.

Chatting

When you are first spawned on ROCKtropa, you'll be just outside of Club Neverdie at City of Dreams (CoD), the main hub for trading and socializing in RT. There's a lot to see and a whole lot to hear - and probably one of the first things you're going to want to do is say hi to all the lovely people in and around Club Neverdie.

You'll undoubtedly notice the chat box at the bottom left of your screen. There will probably be a lot of things scrolling by on it - people laughing, crying,

selling, buying, living or dying - almost all communication will be in that box. Saying hey, asking for help or just saying "Wowee, this place is fandibideeabulouse!", is quite simple. Just press **ENTER** and a space will expand for you to type your message. Then press **ENTER** again to send it into the chat.

You'll certainly notice that all of the different messages are in all sorts of different colors. White text is Public or "Shout". Gray is Trade and Globals (Universe-wide announcements). Purple is Society (Clan). Green is Team.

To have your message go into any of these different channels, simply click on the button (with 3 colored dots) directly over the typing area that corresponds to the channel color you wish to speak in. You can also type the channel command before each thing you say, such as "/t" for team, "/s" for society, etc. You can find out all of the different channel commands by hovering your cursor over the channel buttons.

Moving

If you have ever played a first-person shooter before, you'll likely adapt to the movement of your character with ease. However, movement can still be complicated for more than a few new arrivals.

The main movement keys are **A**(strafe left), **W** (forward), **S**(back), **D**(strafe right), **Z**(turn left), **C**(turn right) and **E**(jump). You can also turn your character using the mouse. Mouse turning can be toggled with the **SPACE BAR**. To fluidly switch from 1st person to 3rd person view, you can roll the scroll wheel on your mouse forward and backward.

There are other keys used for movement that you can find by pressing the "**G**" key and observing the layout of your keymap.

Sweating

Vibrant Sweat is a substance that can be gathered off of many different mobs. For now, it isn't necessary for you to understand its uses - although I will get to that shortly - but needless to say, it is a substance that other players will want to buy from you, and thus will be your first means of income.

In order to begin sweating, you'll need to equip your Vibrant Sweat Extractor (VSE). Open your inventory by pressing the "**I**" key and click on the "**Tools**" tab (wrench icon). Right click on your VSE and select "**Equip**".

Using the VSE is very similar to using a gun in most games. You simply point the VSE at the creature you want to sweat and it will attempt to extract sweat from that creature. Not every extraction is successful, as your ability to successfully extract sweat efficiently is dependent on many different skills that are yet undeveloped. But within a few attempts, you should have your first successful extraction which will be shown in a popup loot window. Every bottle of sweat that you extract is automatically put into your inventory. You can see this by

opening your inventory "I" and clicking on the "Materials" tab (jar icon).

Tricks to Successful Sweating:

Always sweat in a team. When you sweat any creature, you agitate (aggro) the creature and it attacks back. If you try to do this alone, your first days on ROCKtropa will be riddled with your being killed again and again and again and again by the creatures you try to sweat. So, always sweat in a team. Run around, ask about and find other people who are interested in sweating with you. A good team will be 4-6 people. The mob can only attack one of you at a time, so that's 4-6 people who are all taking some of the damage away from each other, allowing everyone else to regen.

Use Auto-Tool . Sweating gives you a whole lot of skills and is a great way to develop your character so as to be able to hunt efficiently later, but it takes a lot of time. Don't give yourself arthritis by constantly clicking every single attempt. If you open your keymap "G" and then open your action library "Y", you can assign the auto-tool command to a hotkey on your keyboard. The name of it is "Toggle Auto-Use Tool". Open the edit panel with "L" and then drag the Auto-Tool icon to an empty key on your keymap and from now on, you can press that key to start/stop automatically using your VSE or other tools.

Form a tight circle around the mob . As the mob changes targets, it will move within range of that target. If your team is in a large circle, the mob will be running all over the place and you'll lose your target and have to reposition your aim every time. If you form a tight circle around the mob, it doesn't have to move when it changes targets which means that you don't have to keep moving your aim to follow it.

Buy a Vivo T1 . So many new players to the game want soooooo badly to get a gun or a sword and just start killing stuff. But without developing a lot of the skills you get from sweating such as evade, you won't be a very efficient hunter. The best thing to do with your first 2k sweat is to sell it to a buyer on the street for 10PED and buy yourself a Vivo T1 from the trade terminal (TT) for 9PED (blue orb on the wall). With a Vivo, you and your sweat team will be able to survive the relentless smackage delved out by the PMSing Vixens. Being able to heal yourself and your team while sweating allows you to gather more sweat in a period of time since you can now avoid dying and having to run back.

Hotkey the Vivo . You want to be able to access the Vivo quickly if you need to heal yourself. As with all tools that you use often in combat, it's much easier to press one key to select it than to search for it in your inventory. First, open your keymap with the "G" key as you did when setting up Auto-Tool. All the keys you see should be lit currently and you can hover over them to see what each key does. In this state, you can also click on any of the keys to execute that action. But what we want to do is add the Vivo to this keymap, so now press "L" (or press the tetris blocks in the very top left of screen) to enter Edit Mode. Now you can

add keys, move them around or drag them to the trash can to remove them completely. You can add the Vivo to any hotkey by dragging the Vivo out of your inventory onto a key. You can also hotkey your VSE in the same way. Once you hotkey both of these, press "L" again to close edit mode and then exit the keymap.

Swunting (Sweating + Hunting)

Alright, so now you've sweated for a while. You have a Vivo and have saved up about 3k more sweat. Time to get an Opalo from the TT and some ammo. The Opalo will cost 3.8PED and the rest of the PED you should spend on ammo because ammo goes fast.

One thing to note:

Why an Opalo and not another weapon from the TT?

The biggest cost of the Opalo will be in its ammo consumption, however don't be fooled into going for for a melee weapon or a pistol to "save on ammo" for a few of reasons:

- TT melee weapons must be repaired much more often than an Opalo which has exceptional durability. With melee weapons, for a long hunt you would have to keep heading back in to repair your weapon or you would need to take a number of weapons with you using one after the other as they break.
- TT melee weapons and the TT pistol make you get close to the mobs before engaging. This isn't something that matters much while swunting. But it will be very important in pure hunting and you want to skill the right weapon for when you hunt (coming up here in a bit)The Opalo's strength is that it can shoot mobs outside of aggro range so you can fight one mob at a time. With any of the other TT weapons, if you tried to hunt a glob of mobs, you'd likely end up fighting more than one at once since you have to get so close to them.
- Since you can begin engaging mobs at a distance, you can eat away at a lot of their health before they ever get to you. Many times, as with Lone Wolf Youngs and Lone Wolf Olds, you can kill them before they get a single hit on you. But again, we'll get to hunting like this in a bit.

Swunting is very simple, so I won't bore you with a long description of what you have already learned simply by making it this far. All it entails is sweating the mob until it's dry and then shooting it with your Opalo until it's dead. The most important thing to note though is **ALWAYS LOOT THE MOB**. I have seen a few new players come into the game who are used to killing creatures in other games and not having to loot. But if you don't loot the mob in this game, you may miss a little loot, you may miss a lot of loot, you may miss no loot at all... but loot it all the same.

Hunting

So now you've developed important evade, agility, marksmanship, rifle, etc skills by swunting and have become proficient at shooting and healing enough that you can now hunt effectively without becoming a mob's PWNslice.

The first thing that I tell everyone when they first start hunting is, "**WATCH YOUR RADAR**". I cannot stress the importance of this. Your radar should be something that you glance at constantly while moving. Notice your gray dot in the middle of the radar and then notice the small ring around your dot. This ring is at a 50meter radius from your avatar which is very useful for using the ring to gauge distances for shots and most importantly to keep you out of aggro range of mobs which is normally around 40-45meters. As a rule of thumb, if you don't want to engage a mob at that moment, keep it's red dot outside of your inner circle.

When you do want to engage a mob, watch your radar while moving your character toward it until it's red dot is touching the edge of the circle on your radar. This distance is outside of its aggro range but is the max range of the Opalo, so you can start shooting at it before it becomes aware and starts moving towards you. **DO NOT** initiate fire with the Auto-Tool or by clicking on the mob's tab, as many people have probably told you for various things so far. Auto-Tool has a straight-line max range of around 45 meters, so you lose the extra 5-10 you can get by manual fire (more distance = more time for mob to get to you). Using Auto-Tool will make your character move in closer toward the mob and, in the event of awkward terrain, may drag you as close as 10-15 meters from it and into a bunch of other mobs if they are near it as well. Your first shots should be point and click (manual fire) shots as you would in any First Person Shooter. This way, you know your character will stay where you want it to stay and you will be using the Opalo's max range.

As the mob starts running your way, back up while shooting. Your character may move very slowly while doing this but you are still adding more distance between you and the mob that it has to travel and thus can fire more shots at it before it gets to you.

Healing While Hunting

Healing is not something you want to have to do a lot of while hunting, if you're trying to conserve PED. You also don't want to hunt mobs that will consistently cause you to stop shooting and heal while they are still attacking you. This means a slower kill (more time for the mob to regen health and thus more ammo cost to get its health to zero. It also means that it can spend more time hitting you than it should, causing more healing cost as a result.

A good rule of thumb for the beginning eco-hunter is to only hunt mobs that you can kill all the way without needing to heal at all - preferably mobs that don't get your health below 1/3. This way, even if it gets a critical hit or two on you, you

probably still won't have to stop shooting to heal, and will save PED.

When you do heal, remember your natural regeneration. It may be a slow regen compared to the Vivo, but don't spend the extra degrade costs on you Vivo to top off your health when your natural regen will do it for free. With experience and learning the mobs you hunt, you should soon know just how much health you should restore before beginning each kill. Personally, I normally get my health around 90% before the next kill, but you may not even need that much if the next mob is going to be a small one.

A Key Point:

You may be wondering why I never mentioned armor so far in this guide. Frankly, it's because this guide is oriented at new players trying to scrape together the PED to just get by (we've all been there in the beginning). When you first start hunting, you don't need armor and in fact it is best not to have armor in the beginning - here's why:

- If you cannot bring most of a mob's health down before he gets to you and cannot kill it before it does much damage to you, then you shouldn't be hunting it in the beginning.
- A new player who wears armor from the onset often develops a poor hunting style that causes him to take more damage than he should take while hunting and will then have to pay costly repairs to the armor.
- Skill gains! You gain more skill gains to evade, agility, etc when you don't wear armor. These higher skills will help you avoid hits altogether as you develop them.. so why waste the PED on repairs and develop these slower?

That being said, when you do first look for a set of armor, don't buy the armor from the TT. TT armor is more expensive and offers less protection when compared to Pixie armor. A cheap set of Pixie should be your first non-TT purchase. You could start by asking around CoD if anyone is selling Pixie and you could also look on the auction for some.

Buying Armor

The last thing I will mention for now, with regards to buying items such as the Pixie armor from players or the auction is knowing what a good price is. To find this out for Pixie, type "Pixie" into the search box in the auction and click on one of the entries that comes up. Then right click on the image of the armor and click on "Info" and then click on the Stock-Market-Looking icon to bring up the Mark Up (MU) price of the item. That will show you what average sales have been in either a percent multiplier ($TT \times MU = \text{Fair Price}$) or in an average amount of PED over the TT price ($TT + MU = \text{Fair Price}$).

Being that we are on ROCKtropia and not Calypso, you should also notice the

color of the entry in the auction. Items colored red on the search page are from a different planet and will cost extra transport fees. In the case of Pixie, it's probably best to find pieces that are highlighted green (posted from ROCKtropia) or to ask around in CoD - chances are, someone will have a set they can sell you.

Team Hunting

Now that you have some experience with hunting and have honed your skills (the eco way, the tactical way and the 'right' way), let's get into some team hunting! Yay team!

Team hunting will allow you to take on larger mobs than you would alone as you have much more firepower and the hits from the mobs will be spread out among the team - not solely on you. However, keep your wits about you and don't go charging up to Rampart and start hunting stuff that will get you all killed. You still want to hunt stuff that the team can kill quickly without having to heal much while killing. This keeps heal costs down and ammo costs down as the mob doesn't have heaps of time to regen health.

Forming the Team

If you are the one forming the team, simply right click one of the people you would like to invite to the team and click "Team Invite". This will open up the Team Creation window allowing you to choose a team name and choose loot settings. Loot in any mob can consist of Items (Weapons, Tools, Armor, Chips, Implants, etc) or Stackables (Muscle Oil, Ammo, Residues, etc). After time and experience in the game, you and some friends may want to use another loot setting for various reasons, but "Damage Stack Share" is the most common and widely accepted setting since it distributes Stackable loot the most evenly based on the amount of damage done per player (and thus the ammo burn / cost spent by that player) per mob. If a mob contains 100 Animal Muscle Oil, 2k Ammo and a Shotgun, the person doing 20% will get 20 Muscle Oil and 400 Ammo, the person doing 30% of the damage will get 30 Muscle Oil and 600 Ammo, and the person doing 50% will get 50 Muscle Oil, 1k Ammo and the shotgun. The most common accepted practice for the Items (Shotgun in this instance) is to divide the value of the item based on a predetermined minimum "Split Value". In personal practice, most of my hunts have a 10PED Split Value. This can be either 10PED TT or 10PED after MU, so long as this is established and agreed upon prior to the hunt.

Chiefs and Indians

One of the most important things in team hunting, if not the most important, is to follow ONE LEADER. Remember the concept of having too many Indian Chiefs and not enough Indians? That concept applies perfectly here.

There are a number of different ways to move and maneuver, but one concept proves true in all of these. **Let the leader pull the mob to the team!** The team should all be watching their radars and setup as a group where they are all well clear of the aggro range of nearby mobs. This normally means that the nearest

mobs to the group are no closer than about 70 meters (well outside the inner ring on radar) since the mobs tend to walk around, and you don't want them walking into aggro range while you're killing something else. You gang up on mobs. Mobs don't gang up on you!

Whatever happens, if you're not the leader - resist the urge to go charging ahead. You don't know what the leader intends and you may very well end up drawing or aggroing a mob when the leader has already picked a different one. This is called "Rediculostupified Gang-rape Mob PWNage"... and yes, you may all very well become the mob's PWN-slice as a result.

Formations

Nobody likes having people step into their Line of Fire (LoF) while they're shooting. This means wasted ammo and less loot for that individual as a result. Formations help prevent that from happening. They allow everyone to mass fire uninterrupted - and are really a team's best weapon, to be efficient and economical. The mob dies faster, regens less and gets fewer hits on you and your teammates. So, below I will list different formations, how they work, and their best usage. (TL stands for Team Leader)

Line formation

Not exactly a line, per se, really more of a shallow bowl. But pretty close to a line, so that is what we'll call it! This formation is best for hunting smaller mobs that can be killed before they reach the team. It allows all team members unrestricted fire to the approaching mob and will still allow each team member a clear LoF should the mob reach the team and get a few hits off.

Collapsing Line Formation

This formation begins as the formation above but is for mobs with a higher health that will take a little longer to kill (generally around 30 to 40 secs). Since the mob is going to have more time to hit you and your teammates, it is best to make as much distance between yourselves as possible while still maintaining clear LoFs. Thus, the formation morphs into a near circle with each team member 50 meters from the member across from them (the yellow dot across from you on radar will be flush with the inner ring. This is the perfect distance to allow everyone to stay in range of the mob while maximizing the amount of distance it must travel to hit you when it changes targets.

Circular Formation

The circular formation is typically used for very large mobs, and is generally not used in eco-hunting, as most large mobs are going to do a lot of damage to your team and cost a lot on armor repair and healing. However, sometimes it may be useful with some high health, low damage mobs or low health high damage mobs. It's really up to you and your experience to find that out.

Before the mob is drawn, the team will form a circle with the Team Leader (TL) on the side of the circle nearest the mob. As the mob is drawn, the team leader will lead the mob into the circle and fill the spot on the opposite side.

Once the mob is inside the circle, all team members will begin massed fires. Each team member should maintain their fire at all times unless the mob is charging/attacking them or they need to heal. If the mob charges you, cease firing so that the fire of the other members draws it away from you. This results in the mob running back and forth, spending more time traversing ground than hitting people. This is known as "Ping Ponging" the target.

Basic Mining

Mining is anything [but] a cut and dry profession. It is probably the most hit or miss profession in the game. However, it can also be one of the most rewarding professions. Though it is largely a profession of luck, there are a few things that you can do to increase your chances if you do them right.

Getting Started

There are two different courses in the mining profession - Enmatt (Energy Matter) and Orematt (Ore Matter). You can start down either one or both depending on how much PED you have accumulated and how much you are willing to invest, but most people will likely advise you to begin with Enmatt as it is the cheapest

one to get into (50% the cost of Orematt to get started). Since skills developed in Enmatt will also help bring up your Orematt level, this is a smart way to get your feet wet, gain some experience and get into a position later on to diversify your mining with Ore.

To begin, since it is a game of luck, you're going to want to have accumulated a decent amount of PED to invest in your first mining run. We're going to begin with Enmatt (my advice), but if you choose to try Ore (not my advice) you can still follow along - simply buy the Zipler Z1 OreSeeker, the Earth Excavator and Bombs instead of Probes.

First, go to the TT and buy a Zipler JU10 MatterSeeker (1.8PED), the Energy Extractor (2PED) and at least 50 probes (25PED at 50pec per). You could start with fewer than 50 probes, but the fewer probes you leave out with, the smaller your chances of hitting a good size deposit. **More Probes = More Chances** to hit a good deposit. However, whatever you do, don't empty out your PED card to buy as many probes as you can. Once you come back from your mining trip, it will take time to turn around and sell your materials either through personal trade or auction. So make sure you consider the turn around time required to make the money back. The last thing you want to do is spend yourself broke and end up Tting the minerals you came back with - that equates to a loss for you as you don't get the extra %MU from selling to a person. It also hurts the economy of RT in the long run as these resources can never be utilized in production, causing resource prices to increase, the cost of end-product goods to increase.. and thus your whole RT experience gets more expensive. And so, I digress... Back to the tutorial!

Setting Out

Now that you have all of your tools together, your next question is likely, "where to?" You can mine almost anywhere on the map and will have a chance of hitting something. However, it is good to have done your research... and some have already done a bit of research for you! (Check out Max Uberhoffer's [Mineral Survey Quadrant 1](#) - This should help you get an idea where some people have had success before.) So pick a spot on the map to begin and get out there!

Once you're ready for your first drop, equip the JU10 finder and click as you would to shoot a rifle to drop a probe. You will see a scanning window come up and it will either tell you a resource has been found and point you in the direction to go or it will tell you that it found nothing. If you found something, CONGRATS! Run over there, kill any mobs in the area around your find and whip out your extractor. Simply click on the marker to extract. Once you are done extracting, you may wish to drop another probe where that deposit was. Some people do this while others don't, but there have been times where I have found as many as 7 different deposits (Deposit Veins) in one area by dropping multiple probes in the area. Sometimes you'll find nothing else and sometimes you will. This is completely up to you.

