

# Entropia Universe Guide

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For a private chat you have to select the person and click at private chat or right click on the avatar and select Avatar→private chat in the menu.

With people in your friendlist you can start a private chat anywhere.

- **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 the private chat(s) open by pressing escape. It stays open, and you can still read it, but allows you to continue playing, since the focus is back on the game.

- **Is there an easy way to see the creature's health or other people's health?**

You can see the health bar above the animals/persons head, and also drag the health bar to your screen; left click at object, hold the button and move the mouse away from it.

You can also drag the health bar out of the names in your friends list.

- **What can I do with the health bar?**

Basically the same as you can do when you click at the object itself, but you don't have to see it necessarily.

By a right click a window with interaction options will open depending on the item you carry in your hands.

(sweating, healing, and attacking).

A left click will use the item without the option window, loot dead mobs, etc.

- **Will the repair status have any influence on the efficiency of weapons/tools or armors or the look of clothes?**

The repair status of weapons or tools has no effect on its efficiency.

Armors give less and less protection the more their repair status decreases.

Exception is limited armor here, which keeps the protection until it is broken. The downside, it can't be repaired.

The look of clothes depends on the repair status as well, repaired clothes look better.

- **Will just full armor suits matter or are single parts hit?**

Hits will always be on one part of your body/armor.

So if you just wear a harness and the mob hits the arms, you will receive full damage.

If it hits the harness some damage will be absorbed.

- **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.

- **Are there any other cities, how can I reach them?**

Plenty of cities and outposts. Unfortunately you have to run to most of them, use a teleport chip or use a vehicle.

You should try to reach the cities and outposts with Teleporters (see Teleporter section).

After you discovered a Teleporter you can teleport to this location from any other planetside Teleporter again.

- **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 you will see some teleporters in the opened map. You should have at least one TP on Amethera and Eudoria per default.
- **Other people are faster than me, why?**  
Either you have too heavy items with you or the other person has a higher agility. Agility is an attribute and determines your run speed.
- **Does strength influence the weight you can carry before slowing down?**  
Indeed it does. Newcomers can carry 150 kg weight from start. Up to 10 points in strength, each point adds 10 more kg, from 11-25 each points adds 5kg and from 26 onwards each points adds 1 additional kg.
- **What can I do if I am too heavy or to rise agility to become faster?**  
If you hunt and mine for a while, all the ore, enmatter, hides, etc will stack up and become quite heavy. You can refine those to reduce the weight by using a refiner matching your goods, so an ore refiner for ores and stones and so on.  
When you refine the tt value of that stack will stay the same, just the refiner will decay a bit.  
  
Agility can be increased with skilling in hunting, tailoring, or defence; but not with running around.
- **What do coordinates and Entropia Universe time mean?**  
You can see your coordinates displayed in the all chat by pressing “P”, they will show your position. You can also see the coordinates of a map location when you move the mouse cursor over the map, to find the location of Teleporters for example.  
The Entropia Universe time you can see by pressing “U” (old key for this was “C”) which is basically interesting to arrange a meeting for different time zones. It equals GMT/UTC and used to be called MindArk time.
- **How can I withdraw money from the ped card/how can I divide stacks?**  
Right click at your ped card or stack and choose “Extract PED/PEC” or “Split”.
- **How can I get more information about the items in my inventory?**  
Right click at them, more in the Items section.
- **How can I separate attachments from equipment?**  
Right click at the item and select “Detach attachments”.
- **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 in the “Material” section.
- **I got a message about a place where oil can be picked up, should I go there?**  
That is the oil rig and you definitely shouldn’t go there. It sounds much easier than it is. I explained more about the Oil rig in the “Ingame methods to get cash” section in the guide, but for short, simply don’t go there just yet.

- **Can I be looted in PvP and are all my items lost?**  
In the “normal” PvP zones you can be shot but cannot be looted of any of your passions. You basically revive like a mob killed you. However there are some PvP zones where you can be looted at. If you are killed in there, you don’t lose all your items, just stackable items, like ore or hides. The planetary PvP zones where you can be looted usually require you to use an anti toxic shot before you are able to enter the zone without dying instantly. In most parts of space you can be looted as well, just the areas around the space stations tend to be safe. Doesn’t mean pirates won’t wait just outside them for prey though. Getting into space will NOT require an anti toxic shot, but the means to enter space. More to that in the space section. In either case you tend to get a warning when you are about to enter such a PvP zone as well as one when you just entered one. In case it requires an anti toxic shot this is the point you will die instantly, without any harm done, at least not lost item wise.
  
- **Where can I sell my sweat?**  
NEVER sell sweat to the trade terminal, always to other players.  
You should try the main sweating and trading places to find buyers.
  
- **I can’t find my items, where are they?**  
Be sure you are in the correct section of the inventory, e.g. weapons, 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.
  
- **What is a “Global” or “HOF”?**  
A global is a loot equal or higher than 50 ped, which is displayed in your chat.  
A HOF, a Hall of Fame entry happens when this loot was higher than the last current place in the hall of fame at that time.

## 7 Comfort functions

This little part about the guide is about some comfort functions, which can make your live easier. Often I will mention it in a matching section too, although sometimes they just wouldn't fit anywhere, so I thought it would help to get a more detailed list of them. Some are so common you may think "how could you possibly not know this", others may not be discovered after years, thus this list won't be complete possibly.

### 7.1 "Aim Mode"

This is very likely one of the first things you have discovered, but nonetheless it is worth to mention it here. Aim mode, which you can activate by pressing space bar—you may have to enable it in the option menu (key "O" ) first – will make your cursor disappear and allow you to look around by moving your mouse, first person shooter style so to speak. In "Aim Mode" you can use items with a leftclick.

### 7.2 "Autoaim"

This is also a very handy little fellow and can be activated in the option menu as well. As the name suggests, this will automatically aim at your target, get into range and use the tool/weapon or execute the matching action with your target. For example running to a claim and extracting once or running to a teleporter and using it. Note that this does not work by in aim mode with a left click; a right click however will.

### 7.3 Teleport to nearest revival terminal

Probably something you already discovered as well, but in either case worth to mention. When you press "T" you will be teleported to a close revival terminal after 60 seconds (or revive after 10 seconds if you are dead). This can get you out of some "stuck" situations, like you jumped in a pit. It can also be useful to reach a target destination faster, if you know the revival areas well enough. However, you may also end up at an outpost surrounded by fast mobs, which can be hard to escape again as you revive back there again all the time. So be careful when using this.

### 7.4 Position and time

Another candidate for the "known since ages" category: You can have your current coordinates displayed in the chat, just readable by you, when you press "P". When you press "U" you can have your current session time and the Entropia Universe time displayed.

### 7.5 "Auto-Use"

"Auto-Use" can either be activated by holding your left mouse button down (releasing it will stop the auto use) or you can use the "Toggle Auto-Use Tool" action from the action book. This one will be active until you toggle it off again, so don't forget to shut it off again or you may end up shooting dead mobs.

Active "Auto-Use" is indicated by a special line around your reload bar.

### 7.6 Merge Inventory Items with storage Items

When placing all your hunting loot and mining resources on the stacks you have already neatly arranged in your storage one by one after each hunt and mining trip becomes too annoying, you can also use this merge option.

To do this, right-click at a stack in the storage (also containers) you want to merge the items to, choose "Merge All Stacks" and check the "Include other containers" field.

Be careful where you merge to, or you can end up with your storage stacks merged with the ones in your inventory.

## **7.7 Waypoint function**

When you write “/pos” in chat or in a pm window, a waypoint link with your coordinates is generated in the chat. Clicking at that link will create a waypoint on the map.

This allows you to show other people where you are, which can be useful in team hunts for example. I also found it interesting to create a waypoint in local chat when I got killed, so I could click on it and get a nice marker on the map to find the damaged mob again.

You can also create waypoints in your map and send the coordinates into the chat, for you and the chat readers to click on.

Waypoints are removed as you reach them or when you remove them at the map with a right click at them and choose “remove”.

## **7.8 Summon mining claim**

Especially long term miners have had the problem most likely already: a hard if not impossible to reach mining claim on a mountain or inside some hollow rock.

The “summon claim” feature was implemented to solve that problem. If you have a claim you can’t (or don’t want to) reach, you can get into a distance of ~60 metres, rightclick the mining deed and choose “summon claim” in the list. A 30 second timer will start after which the claim will appear next to you. During the summoning you can’t move though. This also works for getting a claim away from the dangerous mob that just killed you.

## **7.9 Recall to storage**

This is a very nice action to send all your spawned vehicle into storage, where you can pick them up again. That can be useful if you are attacked and want to preserve the tt of your vehicle for example.

## **7.10 Player register**

This handy little fellow you can find in the action book. It allows you to search for specific players and send a friend request to them. This allows you to add people to your friendlist you haven’t met directly yet.

## **7.11 Mentor Register**

This is similar to the player register, but the focus is to find a mentor. Thus the mentor has also the possibility to write information about himself there as well, which a possible disciple can read. It also shows how many disciples the mentor already graduated and how good he was rated by them. This should be met with caution though, as the graduated disciple number and the rating are a bit “tricky”. You can find more about this in the “Mentoring” section. The mentor register can be found in the action book as well.

## **7.12 Disabling the loot window**

The loot window can be disabled in the option menu. Instead of the looted items popping up in the loot window, you will get small text messages on the upper left part of the screen. This is especially useful if you find the loot window annoying, cause it takes space away from the screen.

### **7.13 Moving multiple items from inventory**

You can draw a frame around the items in your inventory you want to move and move them all at once with drag and drop. Also, you can use shift+clicking on the items to select or deselect them manually.

## 8 About the guide and hints to play without or just a small (monthly) deposit

When you start in this game you have, unlike other games, basically nothing except some basic clothes.

The different planets differ in newcomer missions a bit. Some may give you basic gear, which sometimes breaks rather fast, other planets basic gear lasts longer, other planets may not give you anything.

To get going, you will, sooner or later, need the in game currency called PEDs, which can be easiest obtained by just depositing some real money into the game with a rate of 1\$=10 ped. This also works the other way around, so unlike other games you are able to sell acquired items and even skills later on for peds and withdraw the money again. May be (much) less than you totally deposited, but can also be more. In either case it is an interesting fact that if you want to quit you can get some money back at least.

My main focus is usually to preserve the money of my disciples, so this guide also tries to point towards a more economical way of doing things.

But to preserve money, you first have to get it.

As already mentioned, the fastest and likely even best way to get some peds to start with, especially considering the time needed for the other options, is depositing real money.

The warning here again, **don't deposit what you can't afford to lose**. In the best case you don't lose it at all or very slowly, but rather expect to lose and just deposit 10\$ instead of hoping to become rich and lose 100\$.

Another way would be to gather sweat and sell the acquired bottles to other players, a rather time consuming and badly paid method, but at the moment the best one to start without depositing. Sweating and the other options how to get "free" peds fairly regularly are described later in the guide in an own section.

The problem is, even once you have peds to hunt for example, the payback will be below the cost you invested on average. So say you go out and use 100 ped, your loot may just be 80. However, most of the things you looted will have a mark up, which other players would pay on top of the plain it value. This mark up can turn a loss run to profit, so generally, you should always try to go for mark up items which drop regularly, the higher the mark up the better. Remember though, a high mark up tends to indicates problems getting it, may it be because of fairly bad mob spawns or rare drops.

Try to avoid selling items to the trade terminal when you can and try to sell at mark up, maybe keep them a bit longer until you have a useful amount to put into auction, to make the auction fee worth it. Maybe this just yields a ped or two profit, but if you started as sweater, you likely know that 1 ped can be a treasure already.

You can also try to start trading, buying the stuff other players would sell to the trade terminal for a bit higher mark up and sell it again for even higher.

Either will stretch your peds. If you are a hunter, you may sweat the mob until it attacks and get some sweat bottles maybe, which will count to your payback.

Another warning, **don't push it**. If you lose and lose on your runs and think "I bet the next loot will be huge", that isn't too sure. It can be rather risky to play with that attitude. In my experience, loot evens out more or less after a while, usually below the cost you spend on getting it though.

To help the start confusion a bit, here a first buy and don't buy list.

## 8.1 Small shopping list

For newbie hunters the trade terminal weapons and tools will do just fine. The guns in the trade terminals are good for beginners; you actually may end up using them as finishing weapons for way longer.

I generally suggest staying away from the melee weapons, as it will become very hard to skill melee up later on, but as finishers or first starting weapons they do a fine job as well. Some planets also offer special newcomer gear, at least on some of their trade terminals, which have a lower damage but also lower cost to use.

The healing tools from the trade terminal tend to do their job good as well. While the healing tools on the planets are roughly the same, two are standing out in terms of economical use. This are the herb box, which comes from ancient Greece, a location you can access from the planet called “Next Island” and the SI H.E.A.R.T. from planet Cyrene. It could be useful in the long run to acquire one of them.

The trade terminal armors are such a thing. They don’t offer a really useful protection to stay alive most of the time, so you may want to go for an armor with a bit more protection. This could be Pixie armor for example. .

More details you can find in the hunting part of the guide.

For miners it is similar, the trade terminal tools for mining are a good way to start. While the finder may lose its use after a while as you progress and want to have a better searching depth, the extractor will stay the most economical one you can use and can afford easiest. You probably will use the tt extractor for a long while.

Crafters have it harder, although you find a technician selling blueprints fairly often too. In crafting it is hard to suggest ‘the’ blueprint to craft, as it depends if you rather want to skill fairly cheap but (likely) can’t sell the product, in which case the basic filter blueprint would be an option, which just uses cheap resources. Or if you want to sell your product, which needs some research by yourself what is selling at the moment.

All 3 professions may end up using refiners from the trade terminal, either to reduce their weight or to be able to craft with them.

## 9 Controls, useful actions and movement

### 9.1 Turning around and camera angles

The first thing many newcomers notice is a little troublesome movement.

In this part I will explain the movement and related things, based on a qwerty keyboard though, so you may use other keys.

Press **G** to see your keyboard map and hover the mouse over the keys to see the actions assigned to them in case you can't find the keys I describe here.

First of all: to turn around you can press space bar to get to aim mode. If the aim mode is disabled, you can enable it in the option menu, press **O** for the menu.

Once in aim mode, you can move your mouse to look around.

Alternatively, you can hold the right mouse button pressed and move your mouse, which will allow you to look and turn around as well.

The movement keys are "**W**", "**A**", "**S**", "**D**" and will move you forward, to the sides or backwards. When you press "**R**" for "Auto-Move", you will be moving forward without the need to hold a key.

Alternatively, you can use your mouse. A double click on the ground will make your avatar move to the position, and a double click on the sky will have the same effect as "Auto Move" in the clicked direction.

In case you are mainly using the mouse to move, you could change to "Navigate with single click" in the option menu.

A combination of aim mode and moving forward with your mouse can be activated when you press the right and the left mouse button. I suggest you first press the right and then the left mouse button though, will prevent you from using your tool/weapon accidentally.

Once both keys are pressed at the same time, you will start moving forward and can change your direction by moving your mouse. To stay in this mode, you just have to keep the left mouse button pressed, not both at the same time; the right mouse button alone however doesn't work.

To toggle to run mode, press "**Q**". The same keys will apply, but will make you run instead of walk now, except moving backwards.

One of the easiest methods to get where you want to go is to look into the direction and press **R** for auto run or double click on the sky in the direction you want to go to.

You can zoom in and out with your mouse wheel.

By holding the middle mouse button you can also look around in first person view and change your camera angle in third person view.

When you click the middle mouse button in third person view, it will center the view behind or in front of you again.

A right click into the landscape or an object (terminals, other avatars or items in your inventory) will open a menu, which can be used to access target related actions, like "private trade" when you right click on other avatars or "item info" when you right click at an inventory item.

## 9.2 The (hot-) keys and useful actions

These are the most useful hotkeys in my opinion. Of course you can change the keys. Sometimes the default keys get changed in version updates though, so some may not work anymore, but used to do in the past.

- “w” for moving forward
- “q” to toggle walk/run mode
- “s” for walking back
- “d” sidestep right
- “a” sidestep left
- “r” auto walk/run
- “t” you can teleport to the next revival terminal (takes 10 sec when dead, 60 when alive)
- “e” jump
- “h” help window
- “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
- “p” your position is written in the all chat (just you can read it)
- “u” the Mindark time and your session time is written in the all chat (just you can read it)
- “y” or “z” (depends on your keyboard)  
opens the action library. Everything you can do is in there (private trade, dance etc.)
- “m” for map, when you move the mouse cursor over it you see its coordinates
- “l” for edit panel, to change your keys
- “g” opens the keyboard map, needed for changing keys too
- “space” for switching between aim and cursor mode

The **F-keys** switch between the key sets

“**Return-Enter**” is used for the chat. The writing display will roll out of the chat window and you can type.

Keeping right mouse button pressed and moving your mouse will work like a temporary aim mode.

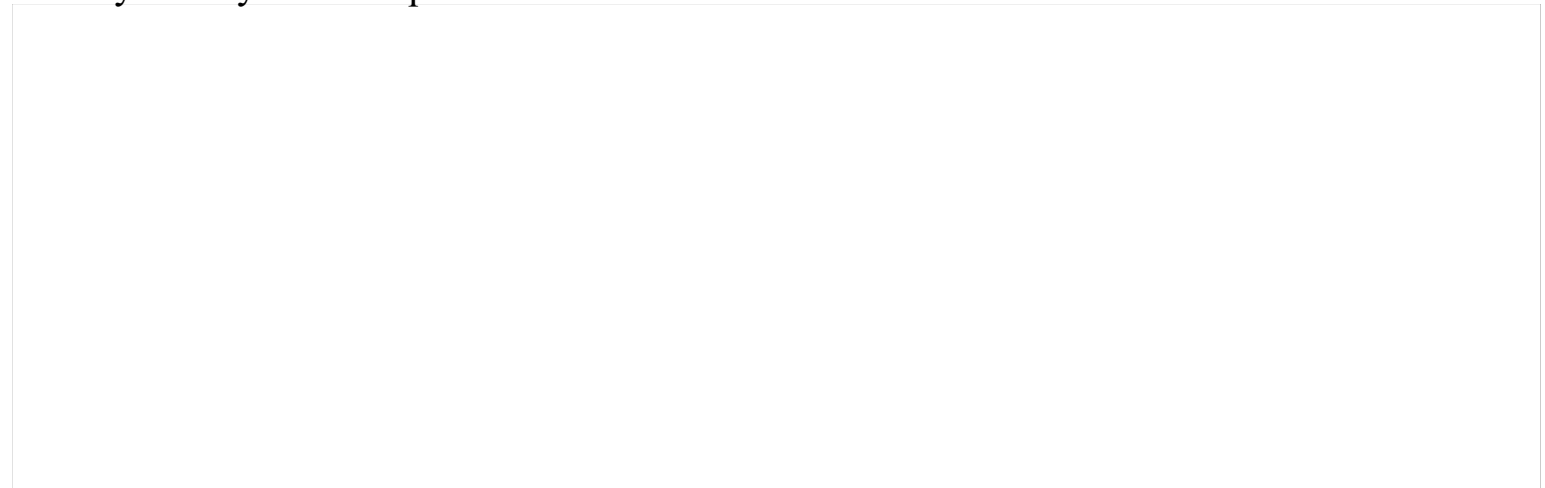
Useful actions which are worth to have keymapped in my opinion:

- “Unequip tool”  
Will holster your weapon/tool, so you won’t shoot accidentally.
- “Toggle Auto-Use Tool”, which will use the tool/weapon again automatically once it is reloaded.  
This comes in handy when you need to do the same action over and over, for example you want to extract a bigger claim, or you know you will have to shot a lot of times at the mob, or while using the sweating tool.  
For auto-use you can also keep the left mouse key pressed.

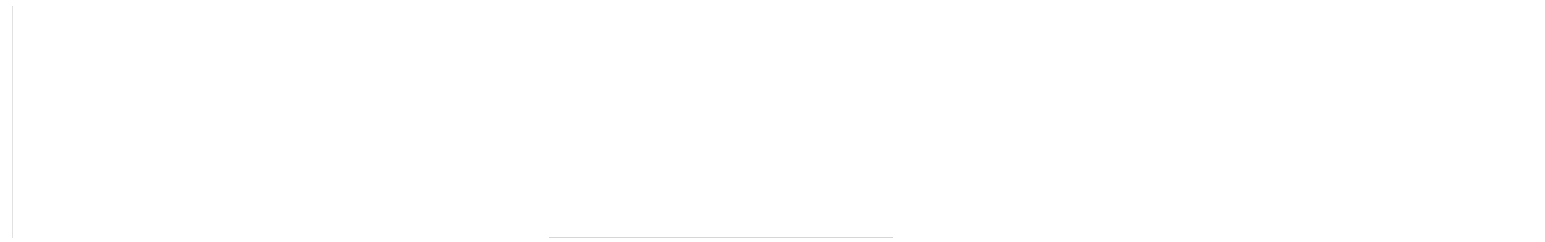
## 10 Key map and the HUD

### 10.1 Key mapping

To see your current keyboard layout and the actions assigned to your keys, you can press “**G**” to see your keyboard map.



When you hover your mouse over the symbols you can see what actions they execute. To change the keyboard map setting, you will need the edit panel, press “**L**” to open it, alternatively you can click at the button in the upper right corner of the keyboard map. The Edit Panel will open along with the icon trashcan.



The buttons in the edit panel will, from left to right

- Open/Close your keyboard map
- Open the “Action Library”, default key is Y, which contains all the actions you can perform
- Will Open the inventory, default key I
- Resets to default action settings, your changes will be lost.

An open edit panel will allow you to drag and drop the highlighted actions on your keyboard map.

These actions belong to your current key set, which can be changed via the F-keys.

If you pull one action to the key of another, they will switch the places.

Actions can also be placed on the free keys without actions assigned to them yet.

You can find more actions in your action library (should be the “**Y**” key) and can also drag usable items such as weapons to keys of your choice.

To delete an action symbol drag it to the trash can.

Items and actions symbols can also be dragged to your screen, moved around on your screen and deleted with the trashcan by drag and drop.

The keys which aren't highlighted belong to the global keyset. Those keys apply to all other keysets, for example the walking actions.

Editing the global keys will be a bit harder.

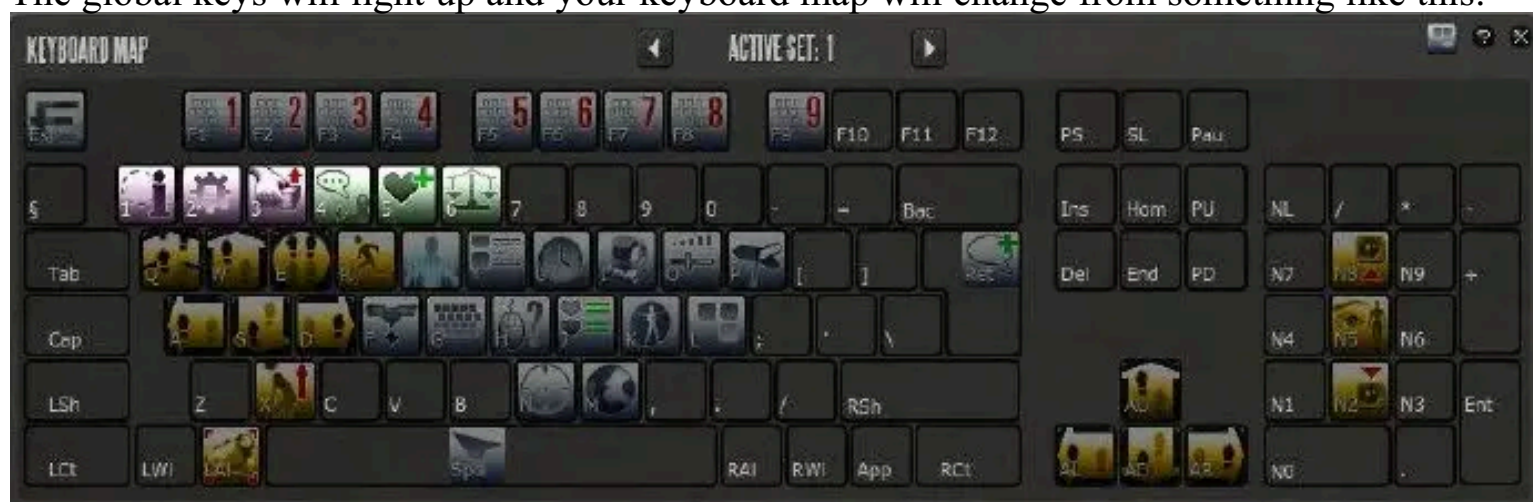
It will require an open edit panel, which allows you to change your action set panel, usually found in the upper left corner. This panel shows your current layer and has to be changed to the global keyset layer.

The global keyset is indicated by a star, so just click the arrows until you find the star, like this:



The 3 squares in the action set panel are used to open/close the edit panel.

The global keys will light up and your keyboard map will change from something like this:



to something like this:



Now you can edit the global key set.

You may also have noticed the mouse button map, which is used to edit the mouse button the same way as the keyboard map, except the left and right button.



The default keys should also be at the global set layer.

## 10.2 The HUD

### 10.2.1 The chat window

You can find your chat window in the lower left corner by default, but can move it around as you wish and resize it as well.

The chat window also allows you to copy and paste messages.

The actual chat window.

The first row of buttons in the lower left part of your chat window are used to filter your chat and allow you to hide the different chats. To (un)hide the chat, click at the button matching the chats colour.

The second row is used to determine in which chat you write.

There is also a speaker button, to mute voice, a microphone button to mute the micro and a button to open the voice chat options.

From left to right:

- Local chat, just local chat from inside your radar can be read, everything else is out of range
- Trade chat, same range as local chat
- Society chat, can just be read by society members, no matter of location
- Team chat, can just be read by team members, no matter of location
- Event chat, just works in the event area of the event you are in
- Force Chat, used in case you are in a force, like a team in a fort event or on a mothership
- Global messages, if you disable it, you can't read the global messages anymore
- Skill messages, the green chat informing you of skill gains
- Damage messages, the damage dealt, either by you or an attacker, will be hidden
- "All other messages", e.g. message someone in your friends list came online, creature doesn't provide any further sweat

The buttons in the lower right corner of the chat will:



-inform you about incoming messages, like private messages



-open the typing field, so you can write in the chat, you can also press enter



-Resize the chat window; left click at it and hold the mouse button and drag the mouse to resize the chat window.

To write in the chat you can either click the Start/Open chat button (see above) or press enter/return.

The typing field will pop up below the chat and you can enter your message.

Instead of using the chat changing buttons, you can also write /l for local chat and type your message, /tr for trade, /s for society, /t for team and /e for event to address another chat. Usually that's just used for single messages though, as it becomes annoying after a while. Changing the chat will send your messages into the chosen chat until the chat is changed again. So you don't have to switch chats for every single message.

To send the message you press enter again.

Your last written messages will be saved temporarily and you can switch through them again by using your up arrow key.

In the options menu (key O) you can determine if you want the chat window to keep focus after a message is sent, allowing you to write the messages without having to open the writing field all the time and to press escape to leave the chat or to that once you sent the message the writing field will close, thus losing focus, so you have to open it again if you want to write another sentence.

To activate the voice chat options, open the communicator in the friendlist window with the speaker button.

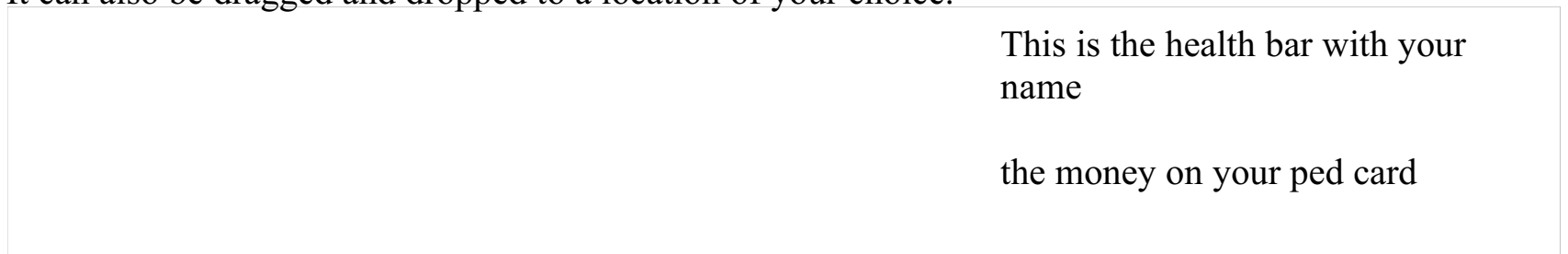


In the Communicator you can choose what kind of voice package you want.

The Basic Package is free, giving you a proximity chat. This basically allows you to hear someone speaking in a microphone. The closer the source, the louder you hear it.

The other (paid) packages, allow you to direct call people or open voice team. Either 6 or 12 people.

Usually right of your chat you can find the health bar, with weapon and ped balance info. It can also be dragged and dropped to a location of your choice.



This is the health bar with your name

the money on your ped card

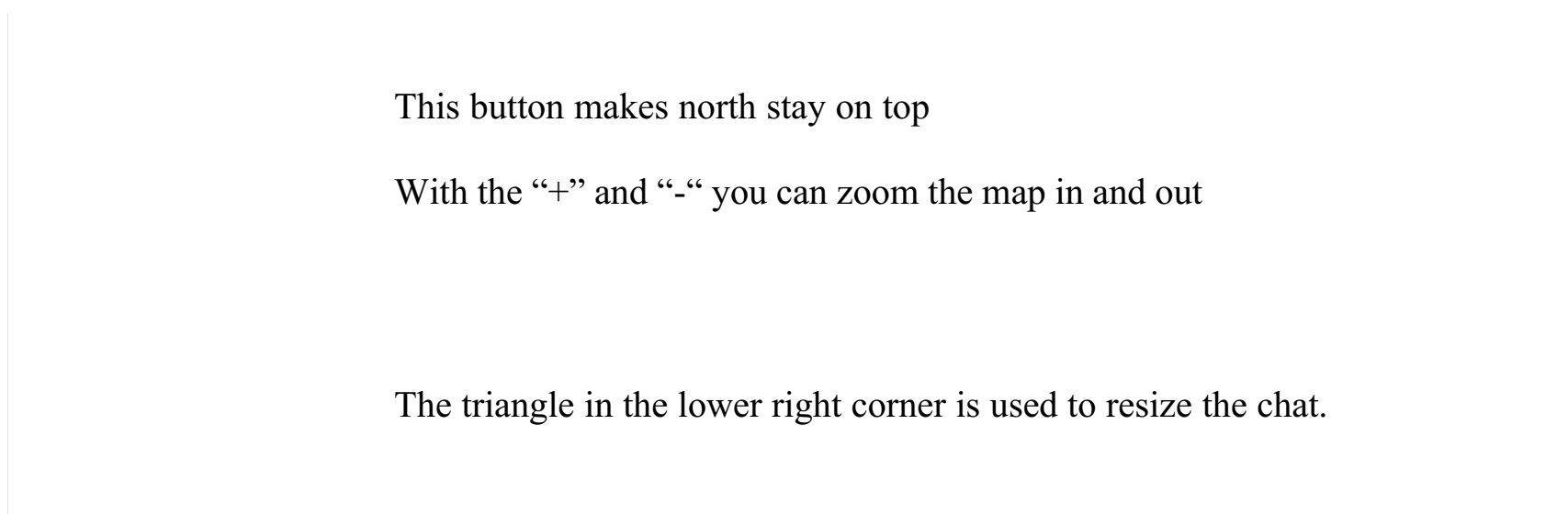
This is the reload bar and your amount of ammunition/bombs/probes/mind essence (just if the weapon/tool needs it) or the amount of uses based on the ammo consumption of the gun (can be changed in the option menu).

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

The reload bar can be moved around on your screen as well. So you can place it where you want it to be.

## 10.2.2 The Radar

The radar can be moved around as the chat or your HP bar. On top it shows your current location along with your current coordinates.



This button makes north stay on top

With the “+” and “-“ you can zoom the map in and out

The triangle in the lower right corner is used to resize the chat.

The 4 buttons at the bottom tell you, if:

- you are outside a PvP zone (green), close to (yellow) or in(red) a PvP zone
- it is a toxic PvP zone (means you can be looted by your slayer)
- vehicles are allowed in that zone
- if you are allowed to be in the zone

The colour of the dots shows 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   |

## 11 The action Library

The default key to open the action book is “Y” (or “Z”, depends on your keyboard). All actions, interactions, poses, for short: quite everything you can do in game, can be found here. All symbols can be dragged to your keyboard map, to allow a faster use. You can find very useful stuff in it, so take a look.



To turn the pages you can click on the border of the page and drag it over, click at the tabs below it or the “<<” and “>>” buttons.

I will explain some of the more important actions here, as long I don’t have an own section for it later in the guide, like the map section.

In the control section of the action book you can find basically movement commands, but also „unequip tool“.

I think this is a very important action, since it will holster your gun/tool when you don’t need it. That way you will not shoot accidentally.

Another interesting action is “Toggle Auto-Use Tool”, which will keep on using the tool/weapon in your hand once it is ready for use again/reloaded. Using the action a second time will disable it.

Next is the system part. You can find several other possible windows to open. Best we start from top.

The action library you are looking at already, but if you ever delete it you can find it again here to remap it. You can open the action library with the action library symbol in your upper right part of the screen, a button on the edit panel or with the menu you get by a rightclick in the landscape..

In the avatar info screen you can choose which one of your names will be shown in chat and above your avatar.

The dashboard hides the chat and the radar, which is especially interesting if you want to take screenshots.

Desktop icons will make the icons disappear.

The EU transfer center can be used for depositing.

Exit EU will open the exit window. When you confirm a 20 seconds timer will appear.

You can wait until it reaches 0, or click „exit“and EU shuts down immediately.

However, your avatar will still stay for the whole 20 seconds in game before it disappears, so you may receive damage or be interacted with until those 20 seconds are over.

There used to be reports of not skills you got shortly before the logout not saved correctly.

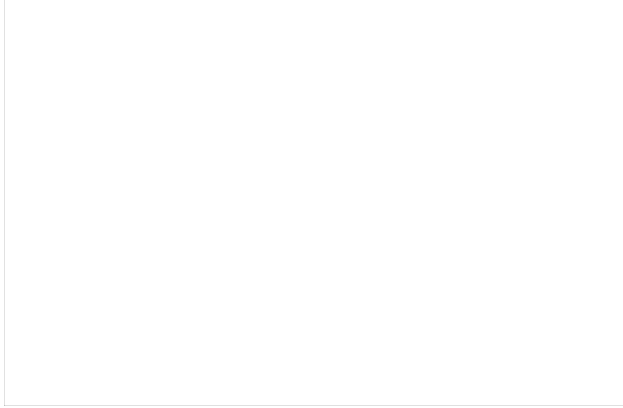
The „key map set“ keys are placed on the F-keys per default and allow you to switch through the different key sets.

The revival action, default key is ”T”, will start a 60 second timer after which you will reappear on a revival terminal. This doesn't mean you come to the closest revival terminal, it can also mean you come to an outpost surrounded by big mobs and can't escape that easily for a while, if the revival area of the outpost is responsible for the area you are in.

When you press T while you are dead the timer will have 10 seconds usually.

## 12 The Friend List

The Friends List can be opened with “j” and you can see all people you added to your Friends List. (I removed the full names in this case though.)



To add people to it you have to select them and use the “add as friend” action to send a request to add them to your friend list, which can be denied.

The little flash shows who is online; red means offline, green online. Friends who are online are automatically on top of the list.

You can right click a name in your friend list to open a menu with options, for example sending a private message, renaming or deleting the name from the list.

If you are in a chat, you can press “esc” to leave it but keep it open.

This allows you to hunt even if you are in a chat.

You can also drag the health bar from the people in your Friends List on your screen.

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

The “letter button” in the friendlist opens the “message center”, which allows you to see all messages you got again, like sold auctions.

## 13 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 as well. You can hide e.g. the cities if you press the buttons on the top.

You can also hide your locations on the map.

Different locations characteristics:

- Blue blinking circle                      Your position
- Blue    Teleporter
- Small Circles                                      Cities, estates, etc.
- Orange area                                      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 areas                                      Contaminated Zone (you can be looted!)

To map can be zoomed by scrolling your mouse wheel.

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

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

If you double click you can move over the map, or click and hold the mouse button and move your mouse.

You can also create waypoints on the map for yourself and send them into the chats for others to see, for example to determine a meeting place.

## 14 The inventory

You can open your inventory by pressing “i”.

The left side is used to store the items you take with you or find on your journeys. Items you have equipped currently will show a small hand in the upper right corner of their picture.

You can equip items by right clicking at them and choosing “equip” in the menu, or by binding them to a key, see key-mapping above.

On the right side you can access the different categories of your inventory, see picture.



At the bottom you can see how many items and what weight you carry and the current amount of money on your ped card.

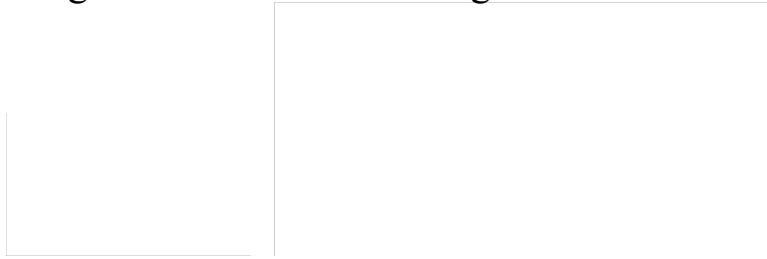
The buttons below the sections are used to:

Sort your items in the best room saving manner. Don't click this if you had sorted the items in a certain order before, for example all armor pieces of your hunting armor together, because the order will be lost then.

This will show you all equipped items in a section.

Say you have 2 armor sets, 1 you wear. When you click at this, the one you don't wear won't be shown.

A right click on an item will give a menu like this:



The “Item Info” will be explained in the next section and the “Market Value” in the trading section.

Split will allow you to divide one stack into two separate ones:



You can use your num-pad to determine the amount as well as clicking the arrows.

The “Merge All” is the opposite and will combine all stacks of the same kind to one. There is also a “Merge all stacks” action, which is very useful, because it allows you to merge all stacks from your inventory with existing stacks in your storage. To do so, right click at an item in the storage/container you want to have the items merged to (if you to bring the items from the inventory to the storage, click at a stackable item in the storage, not the inventory), select the “merge all stacks” option, check the “include other containers” option and confirm.

Unequip/Equip applies for usable items like weapons and tools.

Detach attachment will take your attachment of the item, like the plates off of armour.

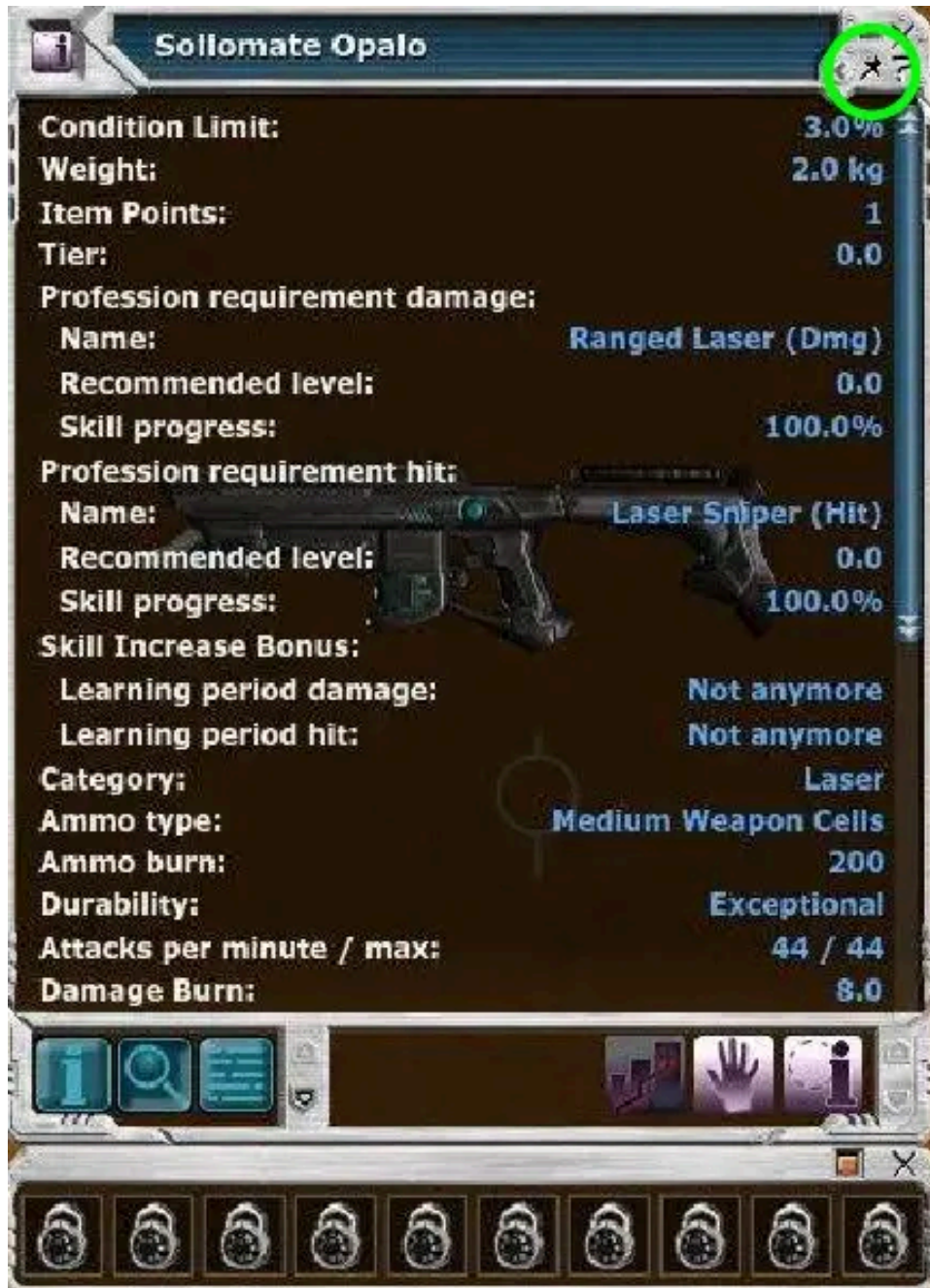
## 14.1 Items

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





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”         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 right click at them.



With this nail you can make the window sticky. That way it won't close when you open a new window, allowing you to compare items.

-  For basic information like the trade terminal value.
-  For detailed information like ammo burn, see above.
-  For a description of the item
-  Market value, shows a list of prices this item sold for

-  buying the item; cancelling, setting the price (all 3 for shops), and pick item up
- There are symbols to detach attachments, equip/unequip as well.
- If you click the arrow, you can click at item view options (show item, rotation and an option to see how it will look when the item is used.)

You can hover the mouse over the “value bar” to see the remaining % of the item, which is especially interesting for limited items (see below).



## 14.2 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 item gives learning bonus until it is maxed. For example the hit ability of weapons is maxed at 10/10
- Not anymore  
You have mastered this weapon/tool and can now use it with maximum efficiency

Most repairable tools will “Never” grant SIB and the average tool with SIB will be limited. Some exceptions exist though.

The trade terminal weapons have a learning bonus and can be repaired.

Mining equipment usually gives learning bonus if your skills are high enough.

Don't overestimate the skill increase bonus though. The main use of SIB does not come from more skills, but from the possibility to max the item at a (compared) early level. This allows you to use the item at an efficiency you couldn't have with a SIB “Never” item for a long time.

## 14.3 Limited items

Limited (L) items cannot be repaired once they are broken and can't be used anymore. This also means you have to take care of a replacement in time.

Those items usually offer a learning bonus if your skill levels are high enough, or a very high efficiency because they are maxed.

The use of faster skill during the SIB=yes period is doubtful in my opinion, since you will use a weapon/tool which isn't at its best efficiency yet, which means generally higher costs to use them, especially for weapons:

Usually the price depends on how “repaired” they are, because more value means more uses.

## 14.4 Item Tiers and Enhancers

Items can level up in a way and gain up to 10 tiers. Each tier will unlock a socket, in which a matching enhancer can be placed to improve the item's stats.

The levelling is connected to the tier figures of the item, the higher the tier figure, the faster it will tier up. Items, even items of the same kind, like 2 opalo rifles, can and likely will have different tier figures. Although a higher tier figure increases the tiering speed, it still stays fairly random.

Tiers are bound to the object, not a person. So if you sell your tier 10 item the tier is lost. This affects especially limited items. Repairable items will keep their tier, so tiering them up has lasting effect and long term benefit.

However, limited items tend to have (way) higher tier figures. So although you will lose your tier figures on the limited gun when it breaks, the new one will tier up faster.


Also, tiering limited and repairable items up differs:

- Limited Items

Limited Items will upgrade their tier automatically on use. They also tend to tier up somewhat faster than repairable items, which may be due to their higher tier figures.

- Repairable Items

Increasing the tier of a repairable item has a little catch. The item will increase up to tier x.9 when it is used (example: 0.9, 1.9, 2.9, etc.) at which point it will stop tiering up any more. To reach the next full tier, the item has to be upgraded manually and this will require some ingredients. To do so, there is a button in the item information and

in the context menu of the item you can open with a right click 

This will open a window like this one, here my Embra sword as example:



A tier attempt is always a success, depending on your salvaged ingredients percentage you will get parts of your items back. The higher your tier upgrade profession, the higher your percentage in this case.

The higher the tier, the more difficult it becomes, thus lowering your percentage.

Once a new full tier is reached, a slot will unlock at your item, here an example for slot 1



You can drag an enhancer into this slot, but just matching ones will work, like a socket 1 enhancer for the tier1 socket, here an example:



As you can see, the enhancers are stackable.

The effects are not cumulative though, 100 enhancers in slot 1 will have the same effect as 1. The stack will decrease as you use the item, a bit like ammo, but in a random manner.

The general use of enhancers is debateable. In my opinion they are mostly useless, but this is just what I think. Here a list with thoughts about enhancers, not necessarily a complete one and highly based on personal opinion:

The enhancers themselves improve a value in the stats of the weapon by a certain percentage. For example, the “Weaponry Accuracy Enhancer I” in the picture above will increase the critical hit ability of the weapon by 5%. If the base value is 10, the enhancer will improve it to 12, if it is just 5, it will improve it to 6.

Naturally, that means that items with bigger base values will have a bigger benefit of the enhancer.

- Armor Durability enhancers can have a use, but mostly for limited armors and rather with higher protection. This is mainly because limited armor starts off with 10000 and more durability, and increasing such a high durability by a few % lowers the decay in a measurable manner. While the average repairable armor, which usually has a low durability, will not profit much of it.
- Armor defense enhancers increase the armors protection by 5%. For low armors this is fairly useless again, here you would be better off with armor platings or maybe a new (possibly limited) armor with more protection. Higher and thus more expensive armors however may very well profit of this. Since the protection is better the armors will decay more of course as well.
- Weapon damage enhancers increase the weapons damage, ammo burn and decay. This can be useful for bigger weapons to increase their damage output and thus their damage per second quite a bit, for the lower end of the weapons you are likely better of just buying a weapon with some more damage.
- Weapon economy enhancers are vastly useless. They lower the decay and ammo burn of your weapon without lowering the damage, however this just by 1%. Now—if- you could get them for a very low price, you could indeed see yourself having less cost for the same damage. However, you have to keep in mind that enhancers are used up. And if your cost for the enhancer is higher than the actual decay saving, it didn't help your eco but rather worsened it, and I think that a weapon eco enhancer above 500% will not have much use. I didn't do any tests with this topic however, so I can't give any clear figures.

- Weapon Range enhancers. Does exactly what it says on the tin. So fairly useless on melee weapons naturally. I would see a use in tagging guns. Depending on mob speed that could give you a shot more before the mob is chewing on you.
- Weapon Accuracy enhancer, increases the critical hit chance, not the normal one. So you deal more critical hits. That generally makes the weapon more eco (more damage for same cost on crit). If this offsets the enhancer cost is another question.
- Weapon Skill enhancers. The weapon acts like you have a higher professional standing in the professions needed by the weapon. So you could for example use a weapon with maxed stat although you don't have the professional standing to do that yet. Leaves the problem of opening at least the first tier slot to equip such an enhancer without using the weapon. And since you will not use any weapon you haven't maxed yet, cause that is uneco, this isn't of much use.
- Medical Tool Skill enhancer. See the weapon counterpart.
- Medical Tool Economy Enhancer. Largely similar to the weapon counterpart as well. However, since you will likely try to use eco healing tools which have a low decay compared to their healing anyway, the actual decay lowering of the enhancer may not offset its cost.
- Medical Tool Heal enhancers. Now this could be one of the more useful ones. You can heal yourself more that way without buying a bigger healing tool. This can be fairly useful actually, since there are some bigger gaps in the healing tool progression, which can be bridged this way to some extent. Note that your decay is increased as well though, thus this will break the healing tool faster.

Since I come mostly from the hunting background, the mining enhancers are totally beyond my guess in effectiveness or use. So here is what I think, from the little (compared) mining I did.

- Mining Finder Depth Enhancer. Increases your search depth and decay. This is a tricky one, as buying new mining finders only helps so much. Some materials with good markup need indeed a very good depth, so it could be worth using this. Some materials that deep down are utterly useless though (price wise). I wouldn't put it into the "useful to use" list until you know your mining areas very well and can measure if they are of a use.
- Mining Finder Range enhancers. Your search range is increased. This is a tricky one as well. Could work out, but could be useless as well.
- Mining Skill enhancers, see the weapon one. Although if you are after the faster skills during the SIB period this may be useless as well.

How fast enhancers actually break is hard to answer. There wasn't a real research done yet if there is any system for the breaking, nor was a useful average figure found yet, figures from 6 to 1000 uses until an enhancer vanished have been reported.

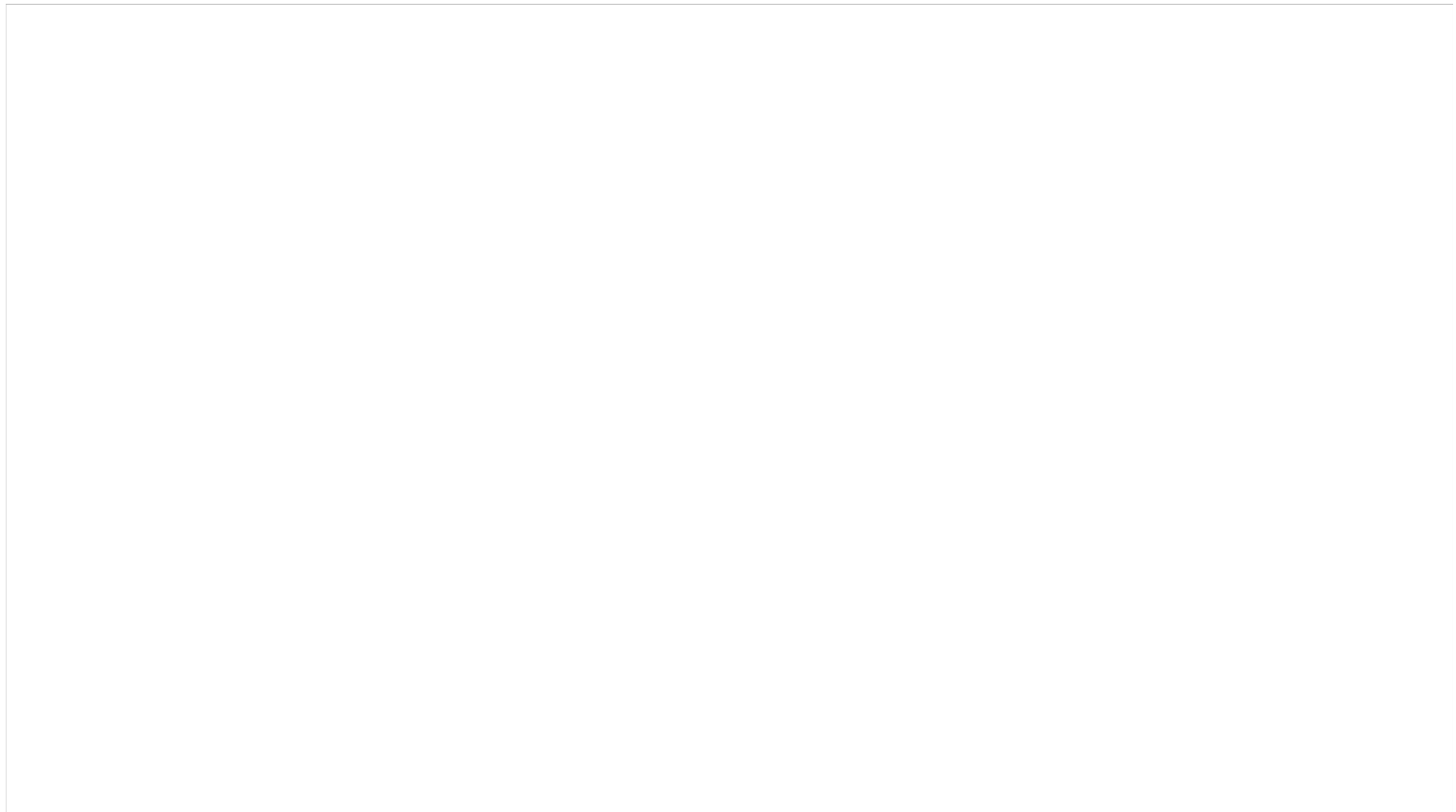
Maybe I have missed the research though.

## 15 Skills and Professions

### 15.1 Skills

Many incidents in game will sooner or later lead to a skill gain. Like being attacked will lead to evade skills, shooting a rifle to rifle skills and so on.

To view your current skills you can press “**K**” to open the skill window.



As you can see, the skill window groups the skills into different categories and they can be sorted by name, rank and points.

The Rank next to the skill name is just a description of your rank; it doesn't have much of a meaning. The points column will show you how many points you have and the bar will indicate how close you are to the next point.

As your skills increase, the skilling speed will slow down more and more though, so even a mostly filled bar won't mean you get the next point anytime soon necessarily.

As the window above implies already, you can be a hunter as well as a miner, or a hunting miner who also crafts with the resources he gets. This makes you free to choose of what you actually do and want to skill.

There are a number of hidden skills when you start. These can only be unlocked by reaching the required profession level for them. For example the **Marksmanship** skill requires level 10 in either a ranged hit or a ranged damage profession. Such a hidden skill will start gaining points like a normal skill once it is unlocked.

## 15.2 Professional Standing

But what do those skills actually do, what's the benefit of 2000 points rifle compared to 2? For once, the skills determine your level in the different profession standings, which again determines your performance, be it in evading or shooting a laser rifle. For some weapons and tools a certain profession level is even required before they can be used.

To view your profession levels, you need to find the "Professions" action, either in the action library, in the context menu under the "my avatar" tap or click at the upper right part of your screen, because it doesn't have a key by default. It is useful to keymap it though, as you will likely want to see that list more often.

→



Similar to skills, they are also grouped into different categories and have a bar next to it, showing how close you are to the next level. When you move your mouse over one of those bars, you can even see the actual percentage.

But how are the skills forming the profession levels?

Every profession has certain skills belonging to it, of which each one counts to a certain percentage to the profession. The "Laser Sniper" profession is formed by the following skills and their percentages: rifle 39%, laser weaponry technology 14%, weapons handling 8%, marksmanship 8%, combat sense 5%, aim 4%, coolness 4%, combat reflexes 3%, dexterity 3%, courage 3%, commando 3%, agility 3%, perception 2%, serendipity 1%.

This looks more complicated than it actually is. It is best to show the effect with an easy example to illustrate it.

Say you have 1000 points in the rifle skill, which gives 39% to the profession.

39% of 1000 points equals 390 "profession points". The 390 profession points you divide by 100 now, because the profession level is a percentage (see picture above) and get 3.9.

Or in short, 1000 points in rifle would add 3.9 levels to your sniper professions.

I use the professions here, because rifle skill does not just increase the laser sniper profession, but all other rifle related ones as well, such as BLP sniper.

Most skills you can get will count to several professions, affecting all of them, although not necessarily by the same percentage.

The conclusion is that you tend to skill quite some professions at once, which means that a good laser sniper is usually a decent laser pistoleer as well.

As mentioned above, the professions increase your performance in the matching area.

Laser sniper is a hit profession, meaning the higher it is, the better your hit ability with laser guns will be generally, up to the max of 10.

For example the Opalo laser rifle will have a maxed hit ability of 10/10 at level 5 in “Laser sniper hit” and a maxed damage range at level 5 in “Ranged Laser (dmg)”.

You can max the Opalo without ever using a rifle at all theoretically, when the related skills push you to level 5.

To find the influence of skills on other professions check [www.entropedia.info](http://www.entropedia.info)

### 15.3 Health Points

Skills will also have an influence on your total health points.

When you first arrive in EU, you have 88 health points. To this base, HP related skills will contribute and increase your max HP. Much like a profession, the contributed amount depends on the skill. So in a way, the health points are more like a profession than an attribute.

The following list will show the HP related skills and how many points you need in them to gain a full HP point. Note that all HP skills immediately contribute fractions to the HP as they increase. Skills marked with a \* needs to be unlocked first.

- \*Commando gives 1 HP per 200 Levels
- Courage gives 1 HP per 320 Levels
- \*Coolness gives 1 HP per 400 Levels
- Athletics gives 1 HP per 533 1/3 Levels
- Melee Combat gives 1 HP per 533 1/3 Levels
- Dexterity gives 1 HP per 800 Levels
- \*Combat Sense 1 HP per 800 Levels
- Perception gives 1 HP per 1600 Levels
- \*Serendipity gives 1 HP per 1600 Levels
- Combat Reflexes gives 1 HP per 1600 Levels
- Handgun gives 1 HP per 1600 Levels
- Rifle gives 1 HP per 1600 Levels
- Weapons Handling gives 1 HP per 1600 Levels
- Drilling gives 1 HP per 1600 Levels
- Mining gives 1 HP per 1600 Levels
- Prospecting gives 1 HP per 1600 Levels
- Surveying gives 1 HP per 1600 Levels

Newer skills and thus not necessarily confirmed:

- Spacecraft weaponry gives 1 HP per 1600 Levels
- Heavy Weapons gives 1 HP per 1600 Levels
- Artefact Preservation gives 1 HP per 1600 Levels (treasure mining on Arkadia)

- Treasure Sense gives 1 HP per 1600 Levels (treasure mining on Arkadia)
- Spacecraft Pilot gives 1 HP per 533 Levels

## 16 The Terminals

Most terminals can be found at every outpost. The society terminals aren't that common, but every town has one at least. I will count the storage, weapon trader, armorer and technician as terminal as well, since they act similar. All can be used with a right click in first person mode or a left click in third person mode. Note that the appearance may differ, especially on different planets.

### 16.1 Revival Point

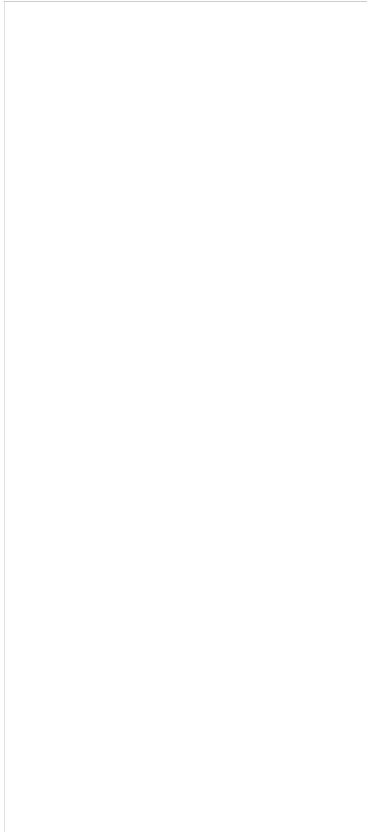
When you die you will be revived (after the 10 second timer reached 0) and teleported to the closest revival terminal which is responsible for the area you are in.

You can also teleport to a revival terminal by pressing "T", it will take 60 seconds instead of 10 if you are alive though.

You lose nothing when you die, neither experience nor items (unless you are killed by another player in a PvP zone that permits player looting).

If you manage to die where you want to, you can use the different revival zones to your advantage even. You wouldn't have to run and could "teleport" there immediately by using the revival terminal of the place you want to go to.

## 16.2 Storage



The storage can be found in towns usually.

When you use it a window shaped like your inventory will allow you to store items you don't need currently, like hunting loot until you want to sell it.

No one else can open your storage and it is free to use it.

You can access your storage items from any storage, no matter in which one you placed them first as long as it is on the same planet/instance. You can't access your Rocktopia storage from Calypso nor from Hell, a separate area you can teleport to from Rocktopia.

It is useful to place ores, matter, ingots, weapons, armors etc. you don't need at the moment in it, to keep your inventory clean and avoid a high weight.

## 16.3 Repair Terminal



You can repair your items here.



The slider determines how much you want to repair the item, default is 100%.

The buttons are used to repair certain items at once, so you don't have to drag them into the window one by one, say all your damaged armor parts.

Beware here a bit; if you looted armor on your hunts for example and click too fast, they will be repaired as well.

Quite every item decays and becomes unusable when the value is too low.

For many items this border is 3% of its max tt value. Say an item with 30 ped max tt becomes unusable at 0.90 ped.

## 16.4 Trade Terminal (or “tt” for short)

Here you can buy the basic equipment and items or sell them most items. 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 or next to 0 (like sweat) and selling them on the trade terminal will be fairly useless. Other items, especially some items gotten during missions, can be sold at the trade terminal but won't give any peds. This is basically a feature to get rid of them, so they won't take space up in your inventory or storage.

Most items are more worth at the market, so don't tt your stuff too fast. It is just the basic item value you can get here for your items.

The trade terminal is divided into 2 sections, buying and selling.

In the buying section you can choose the item and quantity you want to purchase.

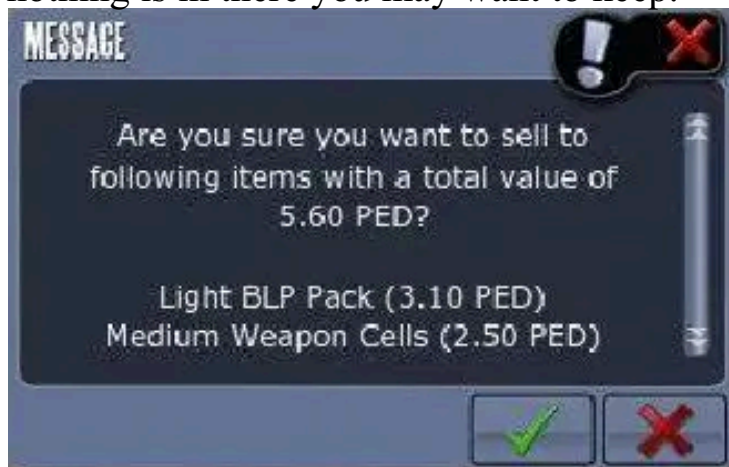
When you are finished, click “buy”.

You can drag the stuff you want to sell to the big window in the selling section of the trade terminal.

But be careful what you put in there, be sure you don't drag expensive stuff in here you will regret if you sold it to the tt.



Click sell and the items you dragged to the sale window are listed there again to be checked if nothing is in there you may want to keep.



Check again if you really want to sell the items before you confirm.

## 16.5 Society Terminal and information about societies



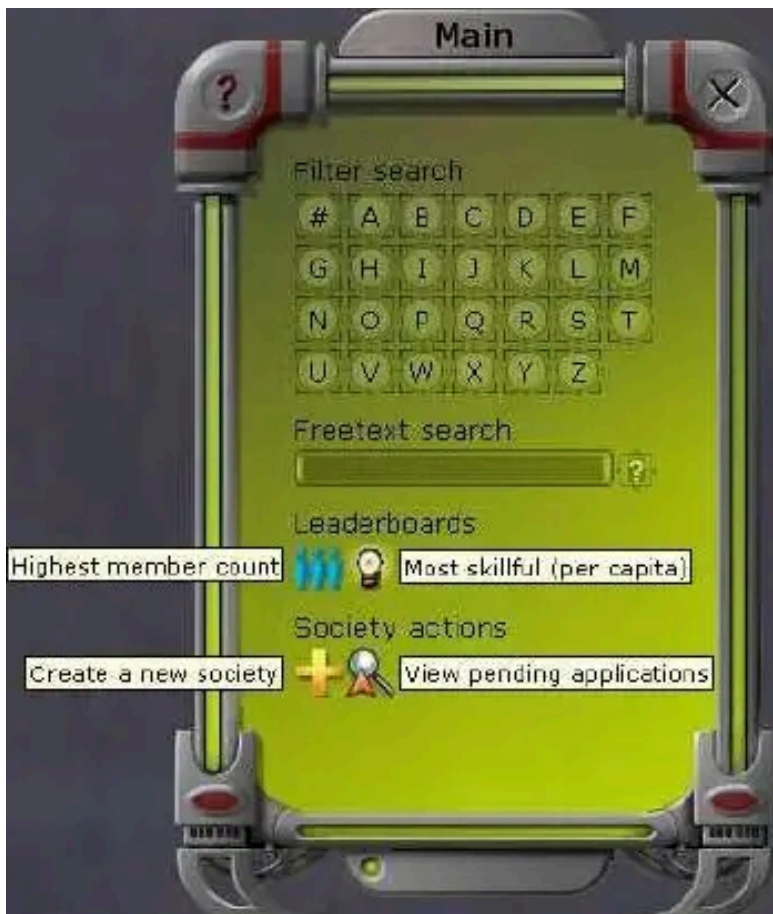
One major aspect of EU are the societies, or „socs“ for short. The soc members can share common interests, like hunting, mining, mentoring, having the same language or being somehow else connected. A society has its own chat, the soc chat, seen in blue.

In this section I will show how to create/join a society and what rights the different ranks in the soc have.

The rank names depend on the hierachy template. This can be changed by the leader and the people in the second highest rank.

The society chat works over any distance, unlike the local or trade chat.

When you use a society terminal without being in a society, you will see this (the info you get by hovering the mouse over the buttons):



There are 3 ways into a society and for 2 you will need a society terminal.

## 1. Creating your own one

This might not necessarily be the best idea when you just started, but it is an option. If you want to create your own society, click the button and you will see this:



You can fill the fields as you wish, and also select your activities, like “hunting animals”. The hierarchy template will determine the names of your ranks.

The society will be in a pending state for 7 days. In those 7 days you have to get and keep at least 5 members, else the society will be disbanded again. After this pending state is over, the society will be accepted and permanent, no matter of member count.

You will become the leader of the society of course, hence having all rights you could possibly get.

## 2. Writing an application

This can be done at the society terminal as well.

You find a society that sounds fitting, either by using the leaderboards, by using the search function or by speaking with a member of a society to inform yourself about it. It is quite unlikely that the most skilled or “most members” societies will accept you, but either of those options will give you a list of societies too.

In that list you will see the names of the societies, the amount of members they have, if they allow to see their Rank info, member list, society info



is visible,

or if they allow applications



If you informed yourself enough about the society and the society accepts applications you can write one.



It is useful to have something interesting written about yourself, to give the leaders some information if you fit in.

### 3. Being invited

A society member might also approach you and offer an invitation to the society.



You might consider speaking to a person who wants to invite you into their society first though; maybe they just want to gather members so their society isn't disbanded.

If the society you just joined doesn't fit to you, you can leave it anytime as long you aren't the leader of it.

If you made a mistake you can write a new application (or get an invitation) at the same day.

If you had been dismissed, there would be a time limit of a day until you can write a new application again.

Once you are in a society, you will have a certain rank. The higher your rank, the more rights you have regarding the administration of the society.

Before we come to the rights, first, the rank names of the different templates:

| Template    | Rank 6                 | Rank 5              | Rank 4            | Rank 3             | Rank 2            | Rank 1          |
|-------------|------------------------|---------------------|-------------------|--------------------|-------------------|-----------------|
| Military    | General                | Colonel             | Captain           | Sergeant           | Private           | Recruit         |
| Miners      | Mining Director        | Mining Foreman      | Senior Miner      | Miner              | Junior            | Mining Learner  |
| Hunters     | Great Hunter           | Elevated Hunter     | Senior Hunter     | Hunter             | Junior Hunter     | Pupil           |
| Mercenaries | Captain                | Advisor             | Group Leader      | Veteran            | Grunt             | Rookie          |
| Order       | Master                 | First Circle        | Second Circle     | Third Circle       | Fourth Circle     | Initiate        |
| Scientists  | Professor              | Assistant Professor | Senior Researcher | Researcher         | Junior Researcher | Student         |
| Outlaws     | Boss                   | Counselor           | Hitter            | Thug               | Hood              | Punk            |
| Security    | Guardian Commander     | Guard Commander     | Senior Guard      | Guard              | Junior Guard      | Watchdog        |
| Explorers   | Expedition Leader      | Expedition Advisor  | Senior Adventurer | Adventurer         | Senior Traveler   | Traveler        |
| Traders     | Merchant Prince        | Merchant            | Shopkeeper        | Senior Trader      | Junior Trader     | Peddler         |
| Mystics     | High Mind-tropian      | Mindtropian         | Essence Channeler | Essense Follower   | Mind Neophyte     | Follower        |
| Basic       | Society Leader         | Leader Advisor      | Professional      | Worker             | Learner           | Junior Recruit  |
| Corporate   | CEO                    | Vice President      | Division Manager  | Department Manager | Employee          | Trainee         |
| Crafters    | Crafting Administrator | Crafting Foreman    | Senior Crafter    | Crafter            | Junior Crafter    | Crafter Learner |

## **Rank 1**

As soon you joined a society the society terminal window will change a bit.



Some of those buttons you can use at the beginning already.

A rank 1 member can watch the society info,  
view the member list  
view own info,  
check the land areas of the society (if it has any) and  
leave the society.

In the member list they can add other members to their friend list and view their info.

Rank-1 members are also able to set themselves as possible leader candidates and vote in a leader election as well.

## **Rank 2**

Members of Rank 2 gain the ability to edit their member info.

## **Rank 3**

Rank 3 members gain the ability to promote Rank 1 members to Rank 2 in the member list.

They are also allowed to invite people into the society.



But that is just an invitation, which substitutes the application.  
They have still to be accepted by a Rank 5 or 6 Member.

## **Rank4**

Can promote from members to max rank 3 and gains the ability to read the society log.

## **Rank 5**

Rank 5 members gain the ability to promote members to max Rank 4. They also gain the ability to demote and to kick members up to Rank4.

Additionally, they are able to change the society info, public member and rank info and determine if the society accepts applications or not.

A rank 5 member can dismiss members as well.

## **Rank 6**

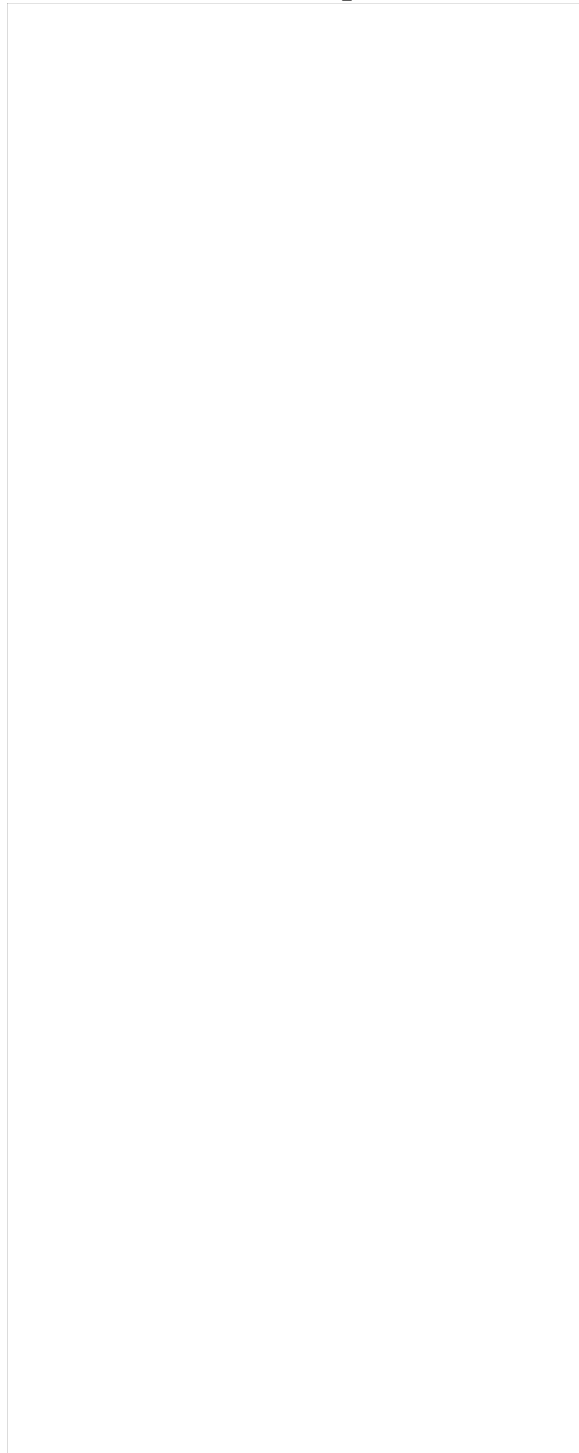
The leader can't leave the society unless another leader is chosen, has the right to dismiss, promote or demote any member of the society except himself, can initiate the society disbanding process, which takes 7 days and can be cancelled during that time period.

The leader can also set the society attitude to others societies to friendly, hostile or neutral, by searching for a soc on the soc terminal and changing the attitude in the info window of the society. This doesn't have a real effect though.

The first leader of a society will be the founder. A new leader has to be elected. Every member of the soc can give a voting for the new leader and the member with more than 50% of the votes will win.

## 16.6 Non Player Characters, NPCs

NPCs can be quest givers for example, some you can trade with, working like a trade terminal in that case, for example a technician.



## 18 The PvP zones

In the PvP zones you can be shot from other players and can shoot back as well of course. You can't be looted usually, so you won't lose money or loot if killed in most PvP zones.

There can be lootable PvP zones however, where your stackables are looted by your slayer.

Calypso for example has two.

One of them is south of Echidna, north of Pandora in Eudoria. The second is east of Myrene Island and west of Akmuul Island. Before you can enter them 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.

When you are shot in one of those zones you will lose the stackable items in your inventory, such as animal oils, ore, enmatter, etc, except ammunition and mind essence. You won't lose items such as faps, armour, weapon or tools.

In most parts of space you can be looted as well, just the areas around the space stations tend to be safe. Doesn't mean pirates won't wait just outside them for prey though. Getting into space will NOT require an anti toxic shot, but the means to enter space. Although technically you can enter space for free as a passenger of a small ship or when you accept a summoning from a bigger ship. So be sure you check your inventory before you do either.

## 19 Teleporters, (“tp” for short)



Teleporters allow you to quickly change your location by allowing you to teleport to another Teleporter you have already discovered.

To add a new Teleporter to your map you have to get close to it usually. Every planet tends to have a few Transporters unlocked right away though.

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.

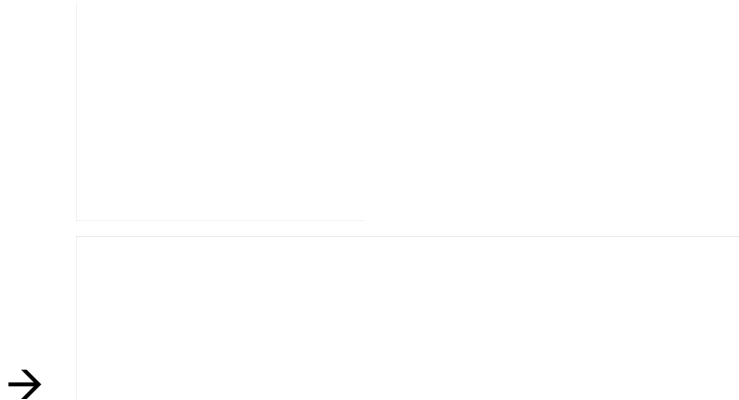
To teleport, walk into the tp and right click at it. The map will open. You select the tp at or near the location you want to go, click at the teleport button which lit up and you arrive there soon.

Teleporters aren't used to visit other planets however, this involves traveling through space in a space ship.

## 20 The creatures

I will give some general information about the creatures or “mobs” here.

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



When a creature got stuck and/or couldn't reach you for a while the mob becomes immune to damage, the mob can't be hurt nor sweated. This stuck state is usually resolved when the mob hits you again.

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.

The mobs have an own regeneration, some even in very fast intervals.

## 20.1 The maturity and threat level of mobs

This is an example of mob maturities based on Calypso “ranks”. The maturity shows how 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<br>(Berycled) | Half-Mutant<br>(Maffoid) | Mutant<br>(Molisk) | Native<br>(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         |                       |

A possibly better idea of the actual danger you can get by checking their threat level. Next to their name you can see a L with a number. The higher the number, the harder the mob will be.



## 21 How can I get peds?

Now we finally come to the important part, how to get peds to hunt, mine, trade and so on. This environment is based on real cash, so you should watch your funds closely

### 21.1 Depositing

In most other games it isn't allowed to buy ingame currency for real money, since that would destroy the balance, but here, it is an essential part of the universe.

You can deposit real money into this game and change it into the game currency, called peds, 1\$ is 10 ped.

So if you are bored with the ingame options like sweating, or want faster advancement, a new item or more peds for trading, depositing is an option here.

If compare the cost of a deposit to a game in a store, which cost say 30\$, this would net you 300 ped ingame, which is quite a considerable starting sum.

Although, when you deposited, think first before you spend your peds, because they can disappear faster than they should, like in real life.

Also, don't deposit more than you can afford to lose. If things go bad, rather stop for a while, chill a bit and check later again, instead of depositing and depositing and losing loads of money.

### 21.2 "Ingame" options for earning cash

#### 21.2.1 Sweating

Sweating is an easy to learn method to get some starting capital.

It tends to be rather boring and quite badly paid, but the ped earned per hour is usually more constant than gathering fruit or stones, or trying to get oil at the rig.

During sweating you will be attacked, a lot. This is actually an advantage, as it will give you defence skills, helping you to evade more attacks. The defence skills will also come in handy in case you are hunting.

So, don't be afraid of being hit or dying, it will happen a lot. You won't lose anything when you die anyway, no sweat, skills or items.

Rather take the hits and be happy about the chance of cheap but important defence skill gains.

So, what is sweat?

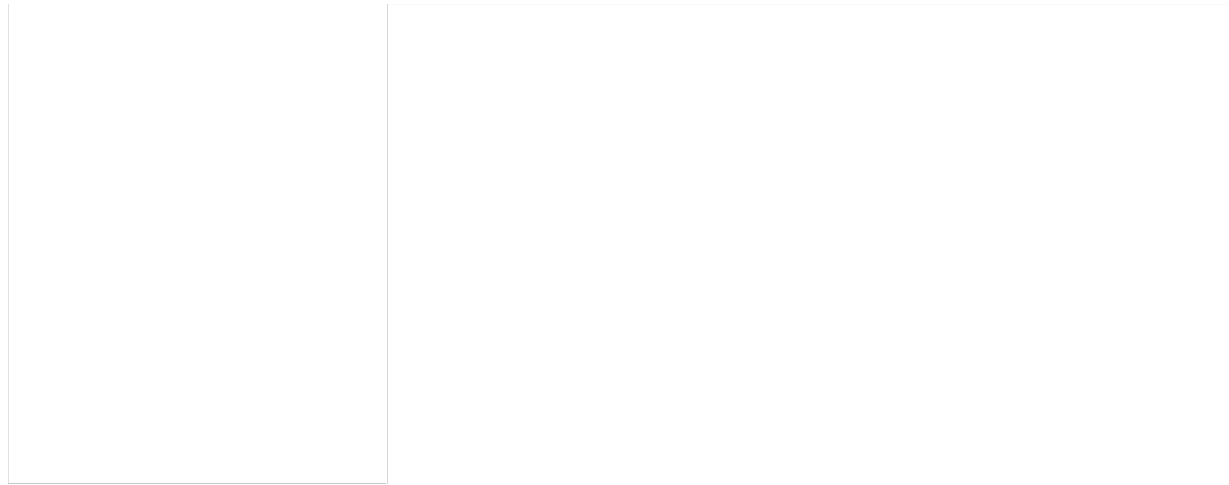
Sweat is the life essence of native animals of Calypso.

It is used together with Force Nexus in an energy refiner to refine 1 unit of each ingredients to 1 unit of Mind Essence, which is the "fuel" for Mindforce powers (read more about this in the MF section).

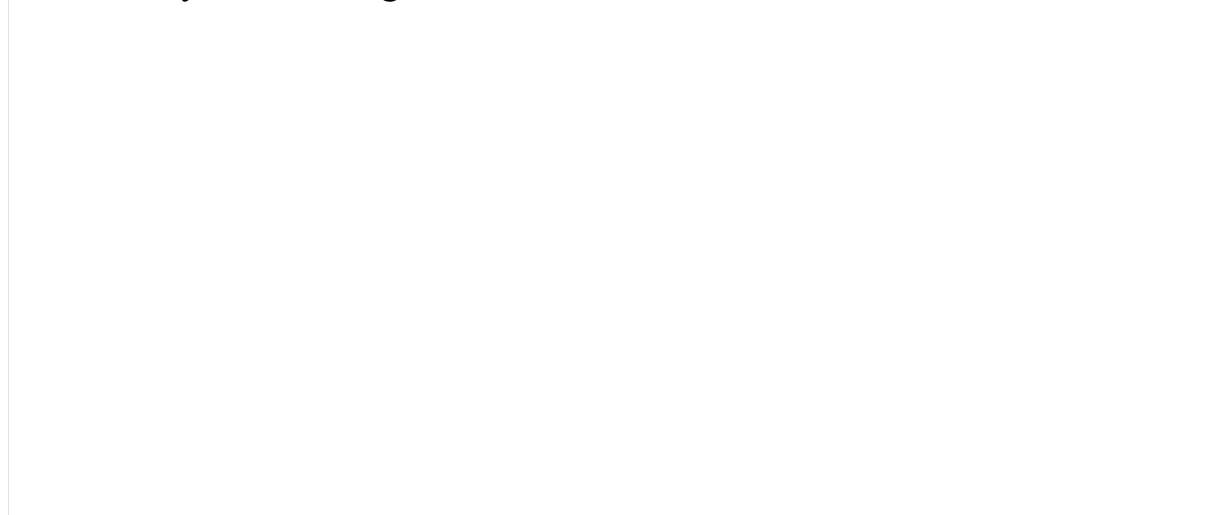
So the bottles you will get can either be sold to other players or refined with force nexus to mind essence.

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

To gather sweat you will need the Vibrant Sweat Extractor, "VSE", which you can find in your inventory in the "Tools" section.



The next thing you will need is an animal you can sweat and as you can see the range is 30 meters, so you have to get close to it, like this:



To start sweating you have to equip your VSE and either click on the mob's health bar, double click on the mob itself (unless you have "Navigate with single click" in the option menu activated, then it is just one click), both methods having the advantage of bringing you in range and aiming at the mob automatically.

Or you can move up to the mob and aim yourself and use your VSE on it with a left click in the aim mode, which is best done in first person view. Although this won't bring you to the mob automatically, the sweating from the first person view works best at the moment, because you have to keep aiming at the mob when the sweat beam appears, which is easiest done in first person view.

This will start the sweating attempt.

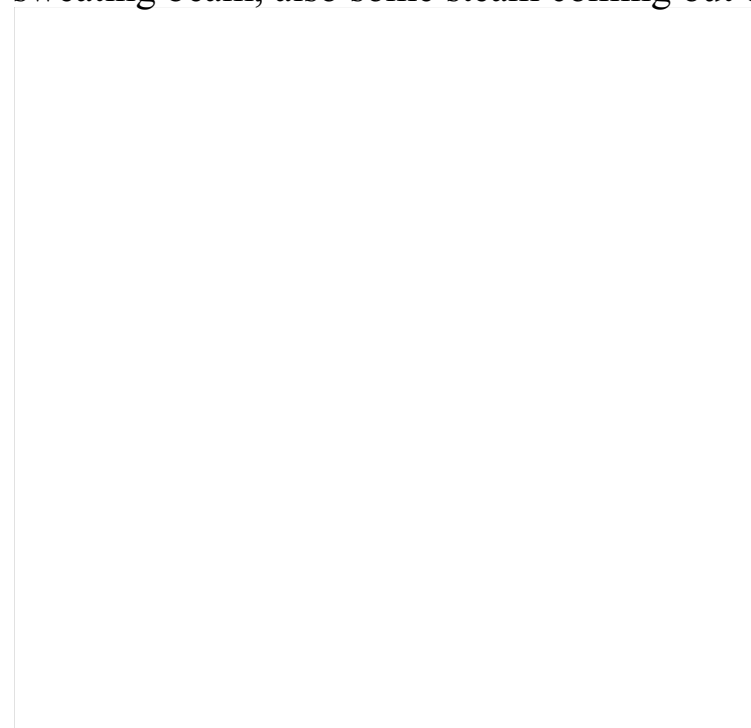
Before I explain the sweating process itself, I would like to mention an action which can help you a lot here, "Toggle Auto-Use Tool", which you can find in your action library.

This will keep on using the tool once it is reloaded or you got.

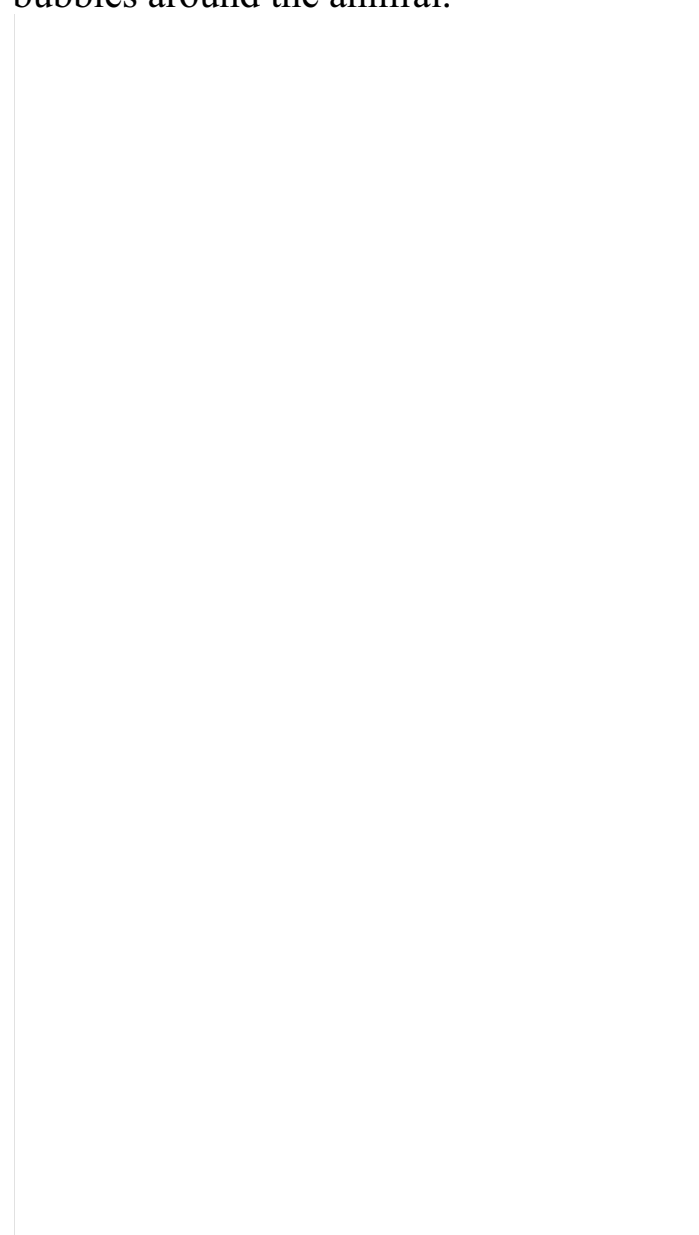
"Toggle Auto-Use Tool" is best used together with "Move to target when interacting" in the option menu, as this will get you into range, start the sweating and on every new use aim at the mob automatically too.

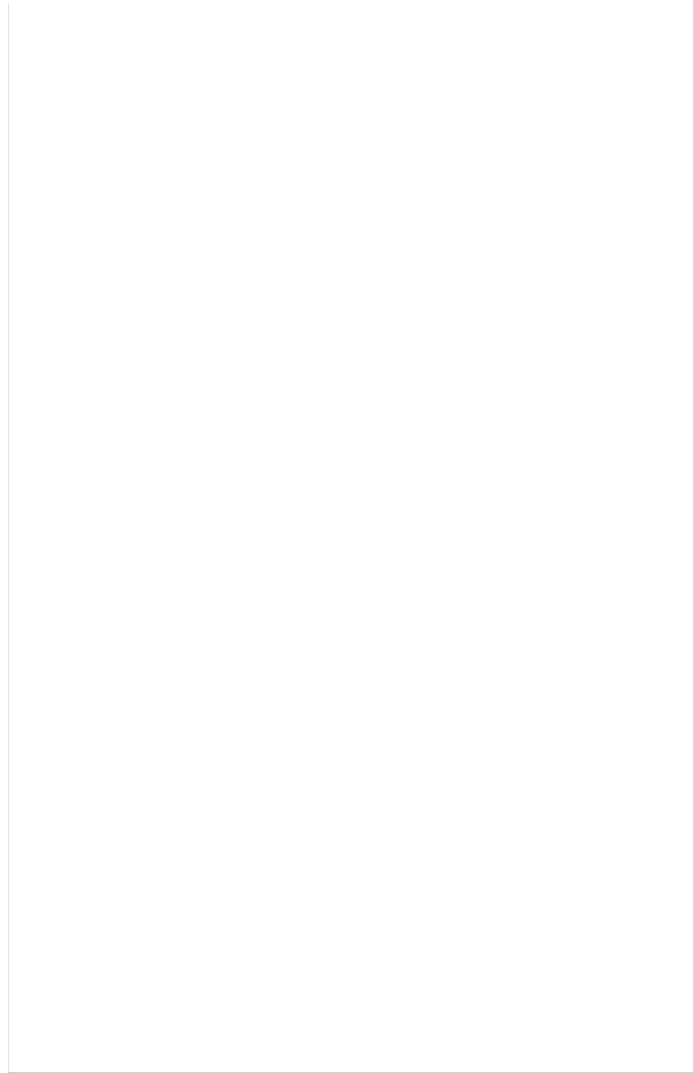
**The sweating process,**

It is fairly easy, but will require some attention. Once you are in range you keep using the tool on the animal, until you will see some green bubbles around the animal from your tool, the sweating beam, also some steam coming out of your tool.

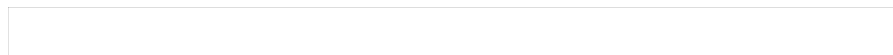


From the first person perspective you don't see it that good, although it is easier to use this one for sweating manually. What you can see especially is the start of the sweating beam on the small bulb which starts empty, but becomes filled with some green burbles and some bubbles around the animal.





When the sweating beam appears the actual tricky parts starts, because you have to keep aiming at the mob you sweat, else the sweating process will be interrupted.



When several people are around the animal will change the target quite often and run around all over the place, which makes it harder to keep aiming at it. The movement of the mob can be easier followed when you are aiming at it in first person mode. Auto use will not aim automatically after the beam started, as this isn't a new use.

Getting hit will disrupt the sweat beam as well.

Naturally, equipping another tool or un-equipping your VSE will disrupt the process as well.

In case you manage to keep the target 5 seconds targeted with your VSE once the sweat beam appears, without getting hit in the process, you will receive 1-4 sweat bottles.

In the successful case a loot window will open, informing you how many sweat bottles you got.

The sweat will be automatically put into your inventory.

You can drag the loot window partially out of the screen too, if you are annoyed by it or by having to close it all the time. Alternatively you can disable the loot window in the option menu, leading to small text messages of what you got.

After a while the animal won't give sweat anymore, this state is called "dry".

Testings so far indicate that every mob has a certain amount of "sweat" before it becomes dry, based on its HP. So will a mob which has 30 HP give 30 bottles of sweat and one with 100 will give 100 bottles in total.

Don't bother to take cover behind walls or kill the mob, because:

**Dead or trapped mobs don't provide sweat.**

#### **21.2.1.1 Sweat tactics**

Most of the following tactics tend to be used in a mix often enough, so you can't draw a clear line between them.

##### 1. Group sweating:

This tactic is based on sharing hits pretty much.

Since there are more targets you won't be the only one who will get hit, so you stay longer alive and can sweat for longer.

You have to be aware with a group to keep the mob targeted when the sweat beam appears, because the mob will change the target and move between the persons fairly often.

There is the more or less unorganized group sweating of smaller animals with a few people.

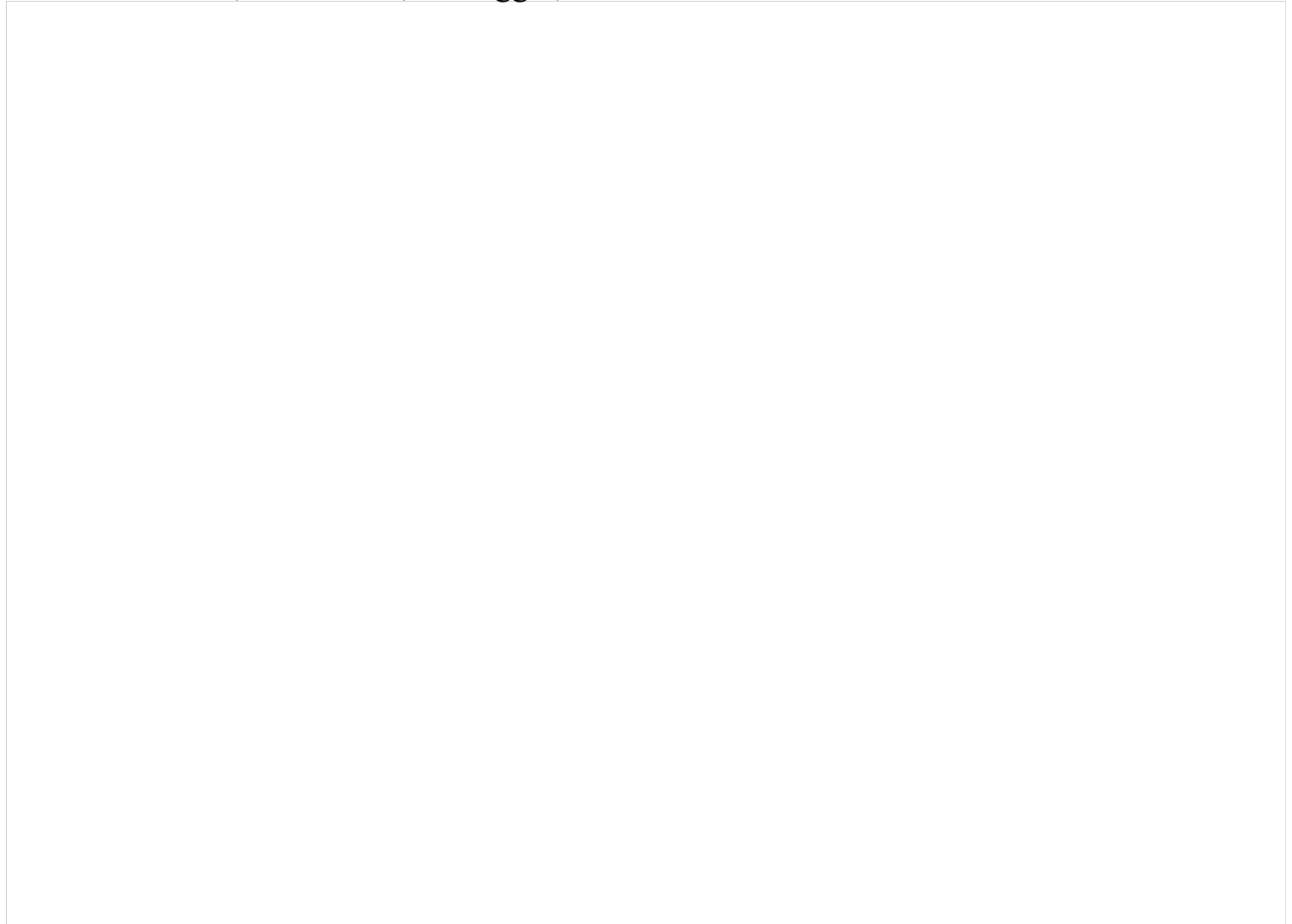


These groups are usually made spontaneous, but if you want company, a place to look for those smaller groups can be the Swamp Camp north of Port Atlantis.

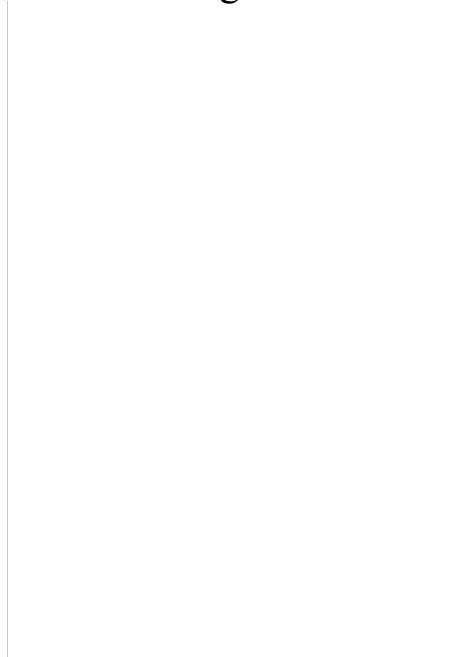
As mentioned already, beware the mob moving all over the place to keep it targeted, and also check for “dry” messages, because naturally the mob will become dry faster with more people. The animals for group should deal lower damage, and have some more pulls, like Daikiba.

#2:

The more or less unorganized sweating of bigger animals in bigger groups, following the tactic: “the more, the merrier, the bigger, the better”.



The radar might show it even better.



Especially I want to name Nea’s place for planet Calypso here, where this picture was taken as well.

## 2. Sweating and Hunting (Swunting)

This is a technique which aims to avoid the boredom of plain sweating more or less and combines the plain sweating with hunting.

The amount of hunting and sweating here depends on the individual taste and needs. Some kill the animal as soon it attacks them while sweating. Others wait until they sweated it dry. Or some will wait until they gathered enough sweat to pay for the kill, making any loot a bonus. And so on.

This works with teams as well of course.

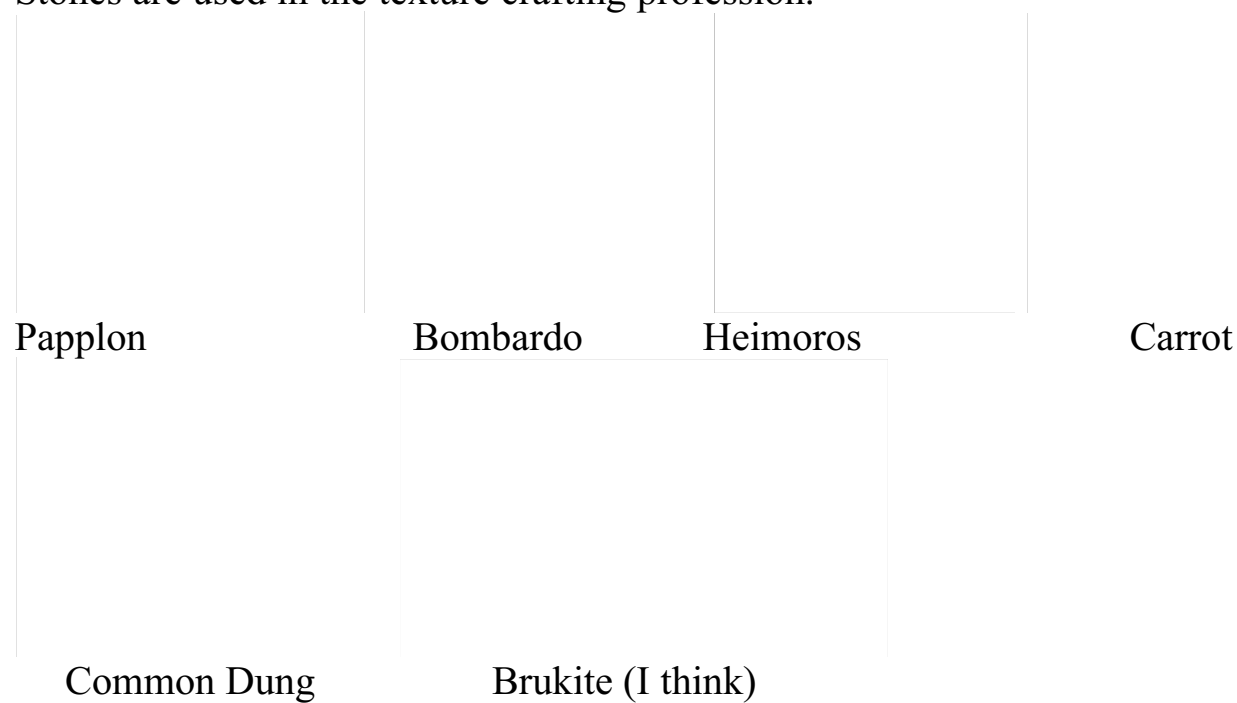
### 21.2.2 Gather fruit/dung or stones

Fruits, dung and stones can be found more or less anywhere in the wilderness, no need to look at trees or bushes specifically, you can find them even in the desert.

It will take them a while to appear and you have to be rather close to let them appear as well. I recently found fruits even while running, so it may not be required to walk anymore to give it enough time to appear, but walking may still increase your chances to find fruits though. Fruits and Dung can have some flying butterflies (or flies) around them, making them easier to spot.

Stones don't have such an indication, so you have to watch more carefully.

Fruits are refined together with sweet stuff (not sweat!) to nutrio bars, which are pet food. Dung is refined with growth molecules to energized fertilizer which is used in land areas. Stones are used in the texture crafting profession.



This picture will give you a relation of fruit/stone size.

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

### 21.2.3 The Oil Rig (Calypso)

An oilrig may not be available at all planets. As far as I know Calypso and Rocktropia have either oil rigs or similar things. Calypso for example has actually two and both are in a PvP zone. One can be found north east of the Ashi Teleporter around 83300, 79400 and is close to a big building. The other is south of Orthos and NE of Icarus around 64250, 75774.



#### The good things

- The oilrig creates an oil barrel every couple of minutes
- This barrel contains several oil units and its worth ranges from 5-20 ped
- The barrel can be picked up by anyone who is near, means free peds if you get it

#### The bad things

- You may have trouble getting to the Ashi one because it has some tougher mobs around
- It is in the middle of a PvP-zone, so you can (and will) be shot by other people quite often, because, believe it or not, those guys want the oil too, at least at the Ashi one. The Orthos one seems a bit calmer, often people are forming lines so everyone can pick some oil up. This oil rig tends to drop less value in oil though.
- 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 some other situations too by the way).  
Naturally, this won't be needed when lines are formed.

It's possible to stand there for days, (if not shot or eaten) without getting anything, at least unless the lines are formed.

But it can be quite thrilling to try it in either case.

## 22 Trading, tt+ and the %

You can sell almost any item to the trade terminal.

With this transaction you would receive the current value of the item, also called the tt value because of that, while selling to the trade terminal is often called tt-ing.

For example, you have a rifle with a current value of 7 ped, sell it to the trade terminal and your ped card balance will be increased with 7 ped.

Therefore the tt value is the lowest amount of ped you can get easily and thus sets the lowest price of an item.

You have to be careful with this though. If you sell the rifle and rethink the sale and want to buy it back, it won't be possible. The tt just sells the basic equipment, there is no buyback option.

Since the tt just sells basic equipment, items like the rifle are more or less rare, since it cannot be gotten that easily.

You had to loot one yourself or buy one from another player.

Because of that rarity and a combination of usefulness, supply and demand items will have markup. This is basically the price another player would pay to own the item.

The markup itself is indicated by either the "tt+" or by "% of tt".

### 22.1 The tt+

The tt+ applies for repairable items generally and is quite simple.

Say the 7 ped tt rifle from above is sold at "tt+3", you had to pay 10 ped to get it. It is as easy as that.

Since those items can be repaired (usually), the actual tt doesn't matter that much in the long run, since repairs just cost tt value.

It doesn't matter if you buy a 5 ped rifle and repair it for 2 ped to 7 or buy a 7 ped rifle right away. The tt+ however will state the actual price.

### 22.2 % of tt

This is usually used for stackable items where the tt can differ and for limited items which can't be repaired.

The main reason for this is because it is quite hard to form a tt+ when the tt depends of the amount you have.

For example you have 100 stones of an ore worth 1 ped and want to sell them for 1.1 ped, that would be tt+0.1, but if you had 1000 stones now you want 11 ped, would be tt+1.


But each case is solved with 110%.

So basically you multiply your item tt with the percentage.

For limited items it is similar, since a higher tt of a limited item will grant you more uses before it breaks.

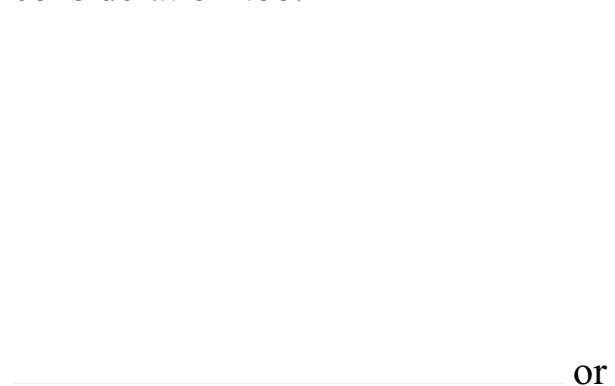
So say if a limited item with 10 uses left would be sold for tt+5 and one with 1000 left for tt+5 as well, it would be rather strange, since the markup of the higher tt one is compared to the uses it has, lower. Hence limited items are calculated with a percentage as well.

## 22.3 Market Value feature

You can view the market value with this button , which you can find in the item information window, or by right clicking the item and selecting market value.

This will bring up a window informing you about the sales volume, either how many units (for repairable items with tt+) or overall peds (for limited or stackable items with %) have been sold the last 24 hours, week, month and year. You will also see the average markup of all sales during the time frame.

The sales volume is an important figure as well, as it is giving you an idea how valid the actual prices are. A markup of 106% with 10 000 ped sold during a day is a saver estimate than a 150% sale when just one 1 ped sells a day. Of course rarity has to be taken into consideration too.



The purple buttons next to the sales will show you a graph with the sales and prices of this period.



With the buttons below you can switch through 24h, week, month, year as well as show more graphs and trends about sales and price.

## 22.4 Trading

### 22.4.1 Directly with other players

This should always be done with a “Private Trade”.

**Don’t** put stuff on the ground and hope your trading partner will do the same.

**Don’t** accept until everything you agreed on is in the trade window of your partner.

**Don’t** loan stuff to people you don’t trust absolutely and rather ask for collateral, especially honest people will understand that.

The “Private Trade” action you can find either in your action book, with a right click on the avatar and selecting it in the interaction part of the menu or on your desktop symbols.

This action will send a private trade request to another avatar.

When your trading partner accepts the private trade request your inventory and the private trade window will open along with a private chat.

If your deal requires payment in peds, you can withdraw them from your ped card in your inventory by right clicking it and selecting the amount you need.



You can see the name of your trading partner, the items he offers and the summarized tt.

This is your window where you place the items you want to trade and also a summarized value.

Before you click the confirm button, check again if everything you agreed on is in the window.

Once you confirmed you will get a last message where you can check the trade deal again.

Once you accept the deal is finished.

## 22.4.2 At Auction

In most of the cities you can find an auctioneer NPC or auction terminals and so on, allowing you to access the auction pages.

The auction pages are interplanetary. You can see the items on the different planets by selecting them in the dropdown menu.

You can just bid and sell items at the planet you are on though.

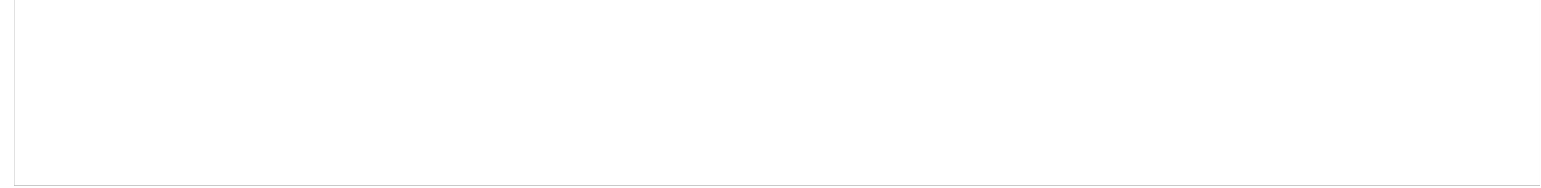
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### 22.4.2.1 The auction window



The auction window has basically 4 interesting parts.

First, there is the bar above the item list, which is used to set what auction section you are in.



First to the “Offers” section, the order section I come to a bit later:

- Browse will show you the items currently on sale in the selected category.
- In the won section you can retrieve the items you won. Items you tried to sell but weren’t bought can be found here as well.  
Also the markup of the won items is shown again, helping you in keeping track of the cost or why an item didn’t sell.
- My offers will show the items you have for sale currently.
- My bids will show the items you have a bid on.

The search field will allow you to search for particular items and has quite some additional settings. You can determine the planet on which the items were auctioned, the gender and so on.

Below this, you have the item window, which shows the items which are for sale.



The columns:

- Item, the name of the item
- Quantity, especially interesting for stackable items
- Value, the current value of the item
- Bid, the actual price bid for the item, if it is in brackets; there was no bid so far
- Markup, the % or the \$ the current bid stands on.
- Buyout, if a buyout is set and this price is reached, the item will be sold immediately
- Bids, number of bids on this item
- Time left, the time you have left 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 back to the owner again
- Created, the time when the item was put at auction.

You can sort the list after most of the columns when you click on them.

At the left side you will see the category part. The items are grouped into categories. For example, the blueprints divide into several blueprint categories again, like weapon and tool blueprints.

When you open the auction window the list is sorted by time left. So you can see what items are ending next.

Finally, at the bottom you can find this:

- The left symbol opens the item info of the selected item.
- The second symbol is used to open the market value window of the selected item, which will give you an idea on the price of the item and the turnover of it.
- The pages and the arrows belonging to it enable you to change the pages
- The “Sell” button will open the selling window, the “Order” button the order window; more to that later.
- View will open a more detailed information window about the item, where you can also decide to bid on it, see the next point “buying at auction”.
- “Remove” will allow you to take an item you put at auction back, unless it was already bid on.
- Refresh will update the item window.

### 22.4.2.2 Buying at auction

If you are interested in an item in the list, you can double click on it and bring more detailed information up, like the name of the seller (edited out in the picture). You can also click at the “View” button.



You can bid by selecting the amount you want to bid in the lower right part.

Below this you can find a small markup counter, showing you what markup the item would have at your selected price.

When you are ok with it click accept.

If there is a buyout you want to use, you can as well click on the arrows for “100 ped steps” instead of selecting the exact buyout price. Once the bid amount exceeds the buyout it will automatically jump to the buyout price, so you won’t pay more than buyout.

But be careful here, several people clicked on the wrong item in the list already, thinking it was the one with the buyout and had suddenly had a 100 or 1000 ped bid for something worth maybe 20.

Once you confirmed the bid you won’t be able to withdraw it anymore, so either you win the item, maybe with buyout, or get outbid.

In either case you will get a message of what happened.

When you have won the item, you have to visit an auction again, to get it from the “won” section. In case you paid the buyout price you will likely get the item in inventory right away. If you bid on items (or an item you put at auction didn’t sell) and you left to another planet by now, you would have to get back to get the item.

## Selling at auction

The selling part is opened with the “Sell” button at the bottom and the selling window will open.

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

You can choose

- what timeframe the auction should have, from one to seven days
- what price you want to set as start bid
- if you want a buyout option and the price for the buyout

If you are done with the settings, check them again, you don't want to sell an expensive item you want to keep but looks similar to the one you want to sell.

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

### 22.4.2.3 The fee

Listing an item on auction will cost you a minimum 0.5 ped listing fee. Additionally to this you pay a fee on the difference between the tt value and the final sale price. This fee starts at 5% of the difference. This % lowers the higher the actual fee would be, up to a fee of 100 ped.

Note that this fee isn't static. Say you put an item in without buyout. If the final difference is 10 ped you pay another fee than if the final sale price is 100 ped.

Here the official example:

#### **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**

- The item you want to sell should at least be able to cover the fee you pay.  
If this isn't the case, or the profit after the fee isn't of much use, you may actually be better off by selling to a street trader.
- Watch the other prices, especially for the more common things, don't sell something at a too high price, if 10 others it sell much cheaper. Don't underestimate your property either though.
- Especially for the more common stuff it is useful to have a buyout option; this shouldn't be too high above the market price-  
Many people rather want an item immediately and pay a bit higher, than wait for some days to save a bit.
- More rare items or items with lower sales volume should be placed on auction for longer.  
Buyout tends to prove useful for this kind of items as too.
- Try to set the ending times at times where a lot of players are online, like Saturdayevenings.

#### 22.4.2.4 Orders

You can access the order pages by clicking the orders button.

You will see something like this:

- The “Browse” section will show you all existing orders. Here you can see how many units someone wants to buy and the highest price he wants to pay for it.
- The “Available” section will open a list of things you can order.
- “My orders” shows the orders you have currently.

If you want to sell to an order you have to sell equal or less units as the order allows at an equal or lower price than it allows. This price has to be the **buyout** then.

Once you accepted to put it with buyout at auction it will be bought instantly.

If you want to place an own order, go to the “Available” tab and find the item you want to place the order for in the list and click “Order” at the bottom.

The order window will open:

Here you can set the markup (for stackables in %, for repairable items in tt+), the quantity and how long the order should last, every day the order should stay up will cost a ped, so a 1 day order will need 1 ped fee and a 5 day order 5 ped.

The reserved peds will be taken from your ped card when you accepted the terms of the order.

### 22.4.3 With shopkeepers

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

When you right click it the window with the items for sale will open.

Right or Double click at the item to see its price.

In the item info window you can find the “purchase” button as well.

#### **22.4.4 At shops**



In shops items can be seen without accessing a shopkeeper and be purchased in the item info.



## **22.5 Scamming prevention**

Since this game is based on real money, this is a rather important part to know of.

To avoid being scammed you have to have some knowledge how things work in here as well as common sense.

If something seems too good to be true you may ask your friends before you agree on a trade.

### **22.5.1 The tt stuff scam**

This is a rather stupid scam and can easily be avoided by knowing what you can buy at the trade terminal.

Someone buys the basic stuff at a trade terminal and tries to find a victim who has no clue and sells those items for markup.

So say instead of paying 3.8 ped at a tt for an opalo, you are asked to pay 4.8 ped for it by the scammer.

Note, not everyone selling stuff from tt is a scammer.

If they aren't sold with markup, for example a 1 ped tt opalo for 1 ped, you could buy it without problems.

Since you can repair it for higher if you wish there won't be any harm done, you actually save 2.8 ped for now to buy it.

Especially if you are a sweater it means that you could use the 2.8 more ped for ammo for now and just repair the opalo when its necessary.

Also some of the tt weapons from other planets may find the way to the planet you are on. In that case the markup can be justified with shipping cost and risk flying through space for example.

### **22.5.2 The “borrow me please” scam**

This one is quite obvious.

Someone asks you to “borrow your item” and promises to give it back.

If you do this you won't see your item again likely, so just don't.

If you loan items ask for collateral, genuine people will understand that security measure.

### **22.5.3 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 (let's 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.

### **22.5.4 The “improvement” or paint scam**

This is one of the most often practised ones, aiming at people from other games usually where similar things are possible.

The scammer offers here to “upgrade” your item to a way better one.

For example, you are asked to give your “Ghost armor”, say total worth after markup 600 ped, to the scammer, who promises to turn it into say “Jaguar armor”, worth over 10 000 peds.

Sounds good, doesn't it?

On the other hand, if it would be that easy to transform cheap armor to expensive armor, why is the armor expensive then?

If you keep asking how it is possible you get some funky explanation, like they own a special mind force chip or are a very high skilled crafter or something.

It can be funny if a person who claims to be able to transform cheap stuff to expensive stuff walks around in underwear and tries to convince you that it really works.

In the end, they will just take your item(s) and run.

You can't transform items that way.

However, you CAN attach armor platings or weapon amplifiers to your items, but those are items for themselves and don't require giving your items away at the first place.

Way more problematic is the fact that you can indeed level items up. And repairable items will need to be upgraded "manually" at some point to their next tier, which you could do by yourself. However, higher skills mean a higher percentage of the resources come back. So in case you want someone else to upgrade your items, you should scan the person first and check his upgrader professions, to see if he has the skills he claims to have.

A successful tiering attempt comes with some green swirlies, while a unsuccessful one looks different. So you can at least see if the tiering was successful. Read more in the tier part of the guide, to find more about the tiering process and effects.

Weapons and tools can't be coloured. However there is some armor which can be colored, making it very difficult to determine a scam in the process again.

However, if someone offers to colour or texture your clothes for free, you may ask for collateral before you give your clothes away.

Else the pants may be gone.

### **22.5.5 The Empty Skill Implant scam**

Someone wants to sell his/her skills which you may want. But unfortunately he has no empty skill implant to extract them.

You are asked to give him some ESIs so he can sell the skills to you.

Rather don't do this without collateral as well, else the ESIs may be gone and you lost quite some peds.

### **22.5.6 The limited (L) item scam**

All weapons/armors/tools become unusable once they reached their breaking point, which is usually at 3% of their max tt value.

For limited items, which can't be repaired, this means that they are useless.

However, you can often find used up L items at auction where some people are trying to make a fast buck of people who don't check this too well.

So in case you want to buy a L item, be sure it still can be used.

## 23 Decay and Economy

### 23.1.1 Decay

Most usable items will lose a bit of value on a use.

This loss of value per use is called decay.

When the value gets too low it will become unusable, you will receive some warning messages in the chat before this happens, like this one:



While the weapon or tools efficiency isn't effected by a lower value, repairable armors will lose protection when they decay, so you should keep those repaired, even if you didn't get a warning message.

### 23.1.2 Economy (Eco)

The eco is basically used to give you an output/input relation or in other words, what do you get out of the spend cash.

For example, what gives you the most "bang per buck".

Say you have two guns, either needs 2.02 pec to be shot. While one gives you just 1.3-8 damage the other one will give you 4-8. So you should go for the one which gives you more damage for the cost.

Another example would be healing cost.

If one healing tool grants you 26 heal for 4 pec, so heal per pec is  $26/4=6.5$  while the other grants you 34.3 on average for a cost of 3.8, so heal per pec is  $34.3/3.8=9.05$ , you should go for the one which heals you more for your pec.

Trying to be more eco can cut your cost down quite a bit and help to break even, hence I tend to have a focus on informing about eco in the guide.

## 24 The main professions and information about them

There are 3 main professions, which can be divided into several sub categories, and some more exotic ones, like human investigator (gained with scanning).

As general guideline the items from the planet's trade terminal are good or decent to use for newcomers. The items in the terminals tend to differ a bit and are subject to change; hence I won't get into naming when I can avoid it. Some planets offer special "rookie gear" as well, sometimes just available at certain trade terminals of the planet though. The rookie gear tends to have lower damage for example, but also lower cost due to that.

### 24.1 Hunter

I suggest you read over the "Eco" part of hunting if you know the basics already or find them boring.

The eco part can save you quite some peds, so it tends to be rather useful to read it.

Hunting is a profession many people start with and consists generally about killing creatures and looting them.

The main thing you need to start hunting is a weapon and ammo in case it is needed.

Although this is quite easy at the first glance, it becomes more complex once you get into it. So this part about the professions will explain what "eco" or "damage per pec" means, when and how armors decay on hits.

You don't have to use the first person view and shoot all by yourself. When you activate "Move to target when interacting" in the option menu you enabled auto aim with it.

When it is activated, selecting the mob and pressing the key of your weapon or clicking at the mob while you hold a weapon will turn you around, run into range of your weapon and attack. Auto aim isn't too fast though, so it is quite inefficient against sideward moving targets.

You can also keymap the "toggle auto use tool" action and will keep firing until you toggle it off again, changing the weapon or loot the mob.

Sometimes on your attacks, you will deal a critical hit, which deals 2 times the normal damage to your target. Actually it is not exactly twice the damage, rather it is damage you had dealt + max damage of the gun.

I may add that the gun which caused this critical wasn't an Opalo.

Creatures can do the same, either hitting you for twice the normal damage

or penetrating your armor so the protection of it doesn't come into play.

In either case your armor will decay on a critical hit, if the protection came to use or not.

## 24.1.1 Weapons

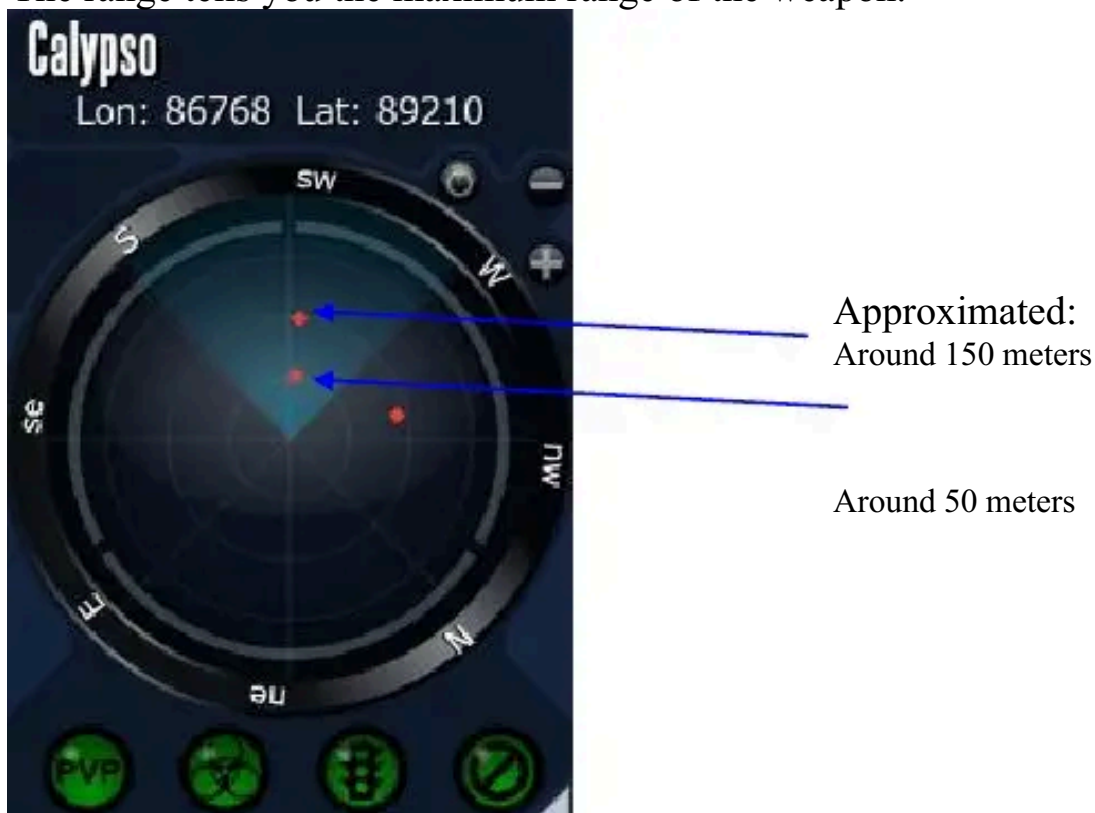
For hunting you will need a weapon, in this section I show a weapon stats window and explain the points and also go into the different types of weapons

### 24.1.1.1 Weapon stats window



- As already mentioned in the profession section, the profession will determine the stats you will have with a tool or weapon.  
Still, the “Recommended level” isn’t something you should look at, since that will just tell you when the skill increase bonus starts, or in case it never offers SIB, it recommends using it from level 0 and that can lead to a serious ped loss.  
However, when the SIB just started the weapon is far away from a point where you can use it effectively.
- Skill increase bonus means you gain aim/damage skills faster than with a weapon without the learning period.  
I suggest to just using weapons which SIB shows “not anymore”, meaning you can use this weapon as its best efficiency.  
You will still get skills, like with a “normal” gun.  
Of course you don’t max a gun yet when you just started, so you can use a Sollomate Opalo or the Kiwio (L) for example.  
But if you plan to move up from it, you may wait until your desired weapon is maxed.
- Ammo type shows the ammo you need to buy to use this weapon.
- Ammo burn, the amount of ammo the weapon uses per shot. Means if you use the opalo with 200 ammo burn and buy 10000 ammo for 1 ped, you have 50 shots, not 100!
- The Durability can be ignored; it will basically give you a very rough idea of the decay of the weapon.  
However, since guns deal damage basically with ammo while melee will do with just decay, the durability will make some weapon look worse than they are.
- Attacks/min shows how fast it can be shot/used.

- The damage interval shows what damage you can expect to deal on a hit.
- The range tells you the maximum range of the weapon.



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.

- The hit ability ranges from 0.0 to up to 10. Effectively, this means that you can hit your target with a likelihood of ~81% (at 0.0) to around 92% (at 10). However, this seems to differ for PvP, which tests have shown. PvP is affected by the evader/dodger level of your target as well as your hit profession level.

#### 24.1.1.2 Types of weapons and Profession Level effects

This part is to explain weapon types and how profession affects the stats of them. The effect it will have on your hunting cost I will explain in the “eco” part, later in the guide.

There are 3 different types of weapons:

- **Unlimited (repairable) Weapons without SIB**

There are “old school” weapons, which can be repaired and the stats can directly calculated by a look at your profession levels. Those stats will be the same for **all** weapons without SIB of the same kind. So if your hit ability is 4.0/10 for a Jester D1 laser carbine, it will also be 1.0/10 for a Fire Forge, which is a laser carbine as well. The formulas to calculate the Hit ability got changed and apparently it is:

**HA=4.0+60% of prof level.**

If you are a level 10 laser sniper, your hit ability will be 4.6/10 for a Jester d1.

The damage of an unlimited weapon without SIB starts at 25%-100% of its max damage. So a Jester d1 would be 2-8 damage at start.

While the 100% will stay as upper border, your damage profession will affect the min damage, according to this formula:

**Start of damage interval = 25% + 25% \* Profession level.**

So if you are level 10 in “ranged laser (dmg)” your Jester d1 will have a damage interval from 27.5% of the max damage to the max damage.

Or in figures: 2.2-8 damage.

*The conclusion of this is that you would need a level 100 hit profession and a level 100 damage profession to max the weapon!*

– **Limited (L) weapons with SIB**

Limited weapons can't be repaired, which means you have to buy a new one again when your old one is broken, which usually includes a markup each time. Although this doesn't sound appealing, they have a huge advantage, the SIB, which basically allows you to "max" a weapon earlier.

Before you reach the recommended level you can see in the stats, the hit ability will be at 0/10. Once you reached the recommended level, the hit ability will jump to 3 and increase up to 10 until the learning period is over.

For the damage interval it is similar. Until you are in the SIB period, the damage will be 25%-50%. When reaching the SIB period it jumps to 40%-80% and increase linearly to 50-100% at which point the SIB period stops.

A rough rule of thumb is that the weapon is maxed 4-6 levels after the SIB started. So for example the Isis CB5 (L), which is similar to the Jester D1, but is a BLP rifle instead of laser and limited, will start its SIB at level 0, so right away when you start. The hit ability maxes at level 5.7 in BLP sniper hit, the damage interval at level 4.7 in ranged BLP (dmg). So at that point you will have a hit ability of 10/10 and a damage interval of 4-8/4-8. And that at level 5.7!

*If you compare the Jester D1 from the unlimited weapons without SIB from the first example now with the CB5 from above, you will notice that while you need level 100 to max a unlimited gun without SIB, the L weapon with SIB will be maxed way earlier. The effects of this I will explain more in the eco part later on.*

– **Unlimited (repairable) weapons with SIB.**

Repairable weapons with SIB combine the advantages of the above.

On the one hand, you can max those weapons out fairly easily and long before level 100 usually. On the other hand you don't have to buy a new one each time it is broken but can repair it instead, thus saving mark up each time.

Of course, most of those weapons aren't cheap, as they have a lot of advantages. There are some exceptions though, namely some weapons you can buy in the trade terminal.

## 24.1.2 Melee combat

Although some people think using melee is cheaper than ranged combat since it “doesn’t need ammo”, I don’t recommend using melee at start. Although melee weapons don’t use ammo indeed, the costs are still similar, because what the blade saves on ammo goes straight to a higher decay.

So the cost per damage dealt is around the same.

I may note that during an event some melee weapons using ammunition were looted. Those kinds of melee weapons aren’t common yet though. If they will be around more often, the eco part of guns would apply to them generally. The following is based on “normal” melee weapons.

Actually, melee will become way more expensive and harder to skill as you progress than ranged combat, which is because of the low availability of limited blades and the rather high price for most of them.

As long you stick to melee weapons from the tt for example, you won’t be too bad off. They are readily available and have no markup. So they can be used by starters or later on as finishers. That is usually especially done to get gains in the “Melee Combat” skill, one of the skills with much contribution towards HP.

Moving up from the tt weapons however, is not an easy task for melee, cost and availability wise.

Using the old weapons without SIB skips the availability issue cause they are repairable, but since you don’t max them, they have a bad eco and as such cost you quite some money to use, compared to guns.

The limited blades again need to be bought every time again with some markup. As such, you can’t just calculate with the plain decay, but have to add the cost of the markup too for every rebuy, like on all L weapons.

Some people may tell you that “compared to my 150% gun your 110% sword is cheap”, but it couldn’t be more wrong.

That is because guns deal their damage mostly with ammo, which you can buy at the trade terminal and just a little decay, while the blades damage is just done with decay.

Easy example, imagine a limited gun which deals 8 damage, uses 2 ammo, has a decay of 0.02 pec and sells for 140%. The 140% markup goes on the decay, so  $0.02 \text{ pec} * 140\% = 0.028 \text{ pec}$ .

Effective cost for 8 damage is 2.028 then.

If it would be a limited blade selling for 110%, you had 2.02 pec decay for 8 damage, the markup going on the decay again,  $2.02 * 110\% = 2.222$  for 8 damage.

That is **considerably** worse than the gun.

As rule of thumb, limited melee weapons are useful until a markup of around 105% in terms of eco hunting.

In case really want to skill melee, you will likely end up with having to buy a repairable SIB weapon. And those don’t come cheap usually.

### 24.1.3 Ranged Combat

Ranged divides into rifles, handguns, rocket and grenade launchers basically.

A wider variety of useful priced limited items with a good availability and supply make ranged skilling easier than melee.

Another advantage is that most ranged weapons can carry attachments, which can increase their performance.

To increase your effective hit ability, you can attach scopes and laser sights to your gun. You can actually equip a laser sight to your scope as well and thus can use 2 sights plus a scope for a bigger effect.

If you are using maxed weapons you won't see an effect though, since your hit ability is maxed already. They would basically add decay in that case.

Scopes have the side effect of adding a zoom function for the attached gun. This can be useful for long range shots and thus proves useful for tagging rifles especially.

More interesting attachments are the amplifiers, which will increase your damage per shot and hence your damage per second too. They will decay and usually consume ammo though. Some amps however are so efficient that they won't just improve the weapons dps, but also its eco.

Not every weapon can handle every amp though. Besides that blp and laser weapons have different amps, a weapon just supports an amp which does max 50% of its max damage.

For example the opalo has a max damage of 8, 50% of 8 are 4.

Even if an amp could deal more damage, it will be cut at 4. The using cost of the amp will not though. This effectively leads to a lower eco, as you spend the same but get a lower damage output.

The best effect in terms of eco you have when the amp damage is exactly at 50% of the weapon's max damage, the closer the amp comes to this 50% border the better.

A higher damage per second you naturally have if you either get more damage, which you add with the amp and/or a faster using speed. If you compare handguns and rifles now, you often see that handguns tend to shoot faster but tend to have a lower damage, while rifles shoot slower but have a higher damage.

Hence amps tend to have a higher dps effect on handguns than on rifles.

For laser weapons the most useful amps are the Omegaton a10x series and the a20x series, for blp the "FI/RA/CO Dante" and the "FI/RA/CO Beast"

The mentioned laser amps add a lower damage compared to the mentioned blp amps.

Because of that the laser amps tend to be used for lower to medium level hunters, while the blp amps are usually used by higher level hunters who go for mobs with higher health.

It is not uncommon that a skilling path goes over the opalo laser rifle with an A101 laser amp, over laser handguns (better eco and better dps effect of the laser amps) and blp rifles (higher damage, so the higher damage blp amps can be used earlier) to finally higher damage handguns to get a better dps effect again.

This depends a lot on the goals of the individual though.

#### 24.1.4 Medic

Healing yourself during hunts will become essential sooner or later for plain surviving or to save time if you don't want to wait until you are regenerated naturally.

The healing tools in this example are based on Calypso tools to give the idea of the eco.

Generally, healing tools are often called "FAPs", which comes from "Fast Aid Pack", like the FAP-5. Although those kind of faps themselves are used way less nowadays than they used to be, the word stayed as a common term.

Every planet has a decent healing tool in their tt. They mostly don't differ much in terms of eco and are roughly the same.

However, especially two are standing out. This are the herb box (trade terminal in Ancient Greece on Next Island) and the SI H.E.A.R.T. (trade terminal Planet Cyrene), with the latter being superior. They are sometimes imported to other planets and would be a good buy, especially since their markup tends to be very affordable. For this basic medic information the Vivo T1 is used.

The tt faps often are usually the best fap choice for healing after a fight, since they offer the best eco for this.

Unless you own one of the uber faps ingame of course, but because those cost like 40 000-400 000 ped, so I won't count them for this basic info.

Eco in terms of faps means "heal per pec"

For example the T1 heals in the interval of 7.7-10.3 health points for 0.909 pec, while the FAP-50 heals max 26 health points for 4 pec.

So the heal per pec for the T1 is at worst  $7.7/0.909 = 8.47$ , while the FAP-50 is at best  $26/4 = 6.5$ .

Or from another perspective, if you want to heal yourself for 24 HP you are cheaper with ~4 uses of the T1 than one of the FAP-50.

This can cut your cost down in the long run.

However, as you may have guessed, healing 7.7-10.3 won't keep you alive in a fight necessarily. So you may have an emergency FAP with a better heal for those occasions. Actually the FAP50 is a viable option here until you are skilled enough for the (L) faps, but it is advisable to use it just during combat.

A better choice would be to heal up after a fight with the T1.

Once you have the skills to use a L fap with a useful heal per second as emergency healing tool (like the Hedoc sk20), you may change to one of them.

Although the limited faps can't be repaired and thus you have to buy a new one with markup once your old fap broke, it can still prove worth it.

This is because of the "Skill Increase Bonus" or "SIB" of the fap, which allows you to max their intervals way before the repairable ones. Additionally to that, repairable faps tend to have a worse eco even when they are maxed.

Say your Sk20 cost 120% and has a decay of 3.159 pec, your cost per heal are  $3.195 * 1.2 \sim 3.8$  pec. Your min heal of it is 25.7, so heal per pec is  $25.7/3.8 = 6.76$ .

The FAP50 is 6.5 at best.

So you are cheaper after the markup of the L fap as you would be with the fap 50.

And the FAP50 belongs to the more eco ones.

## 24.1.5 Armor

Armor can help you to stay alive in combat. You have to use the right armor for the mob though, else the armor has no effect or causes unnecessary cost.

When repairable armor decays the protection will decrease, so try to keep your armor at fully repaired all the time.

### 24.1.5.1 Damage types

The damage types determine if your armor protects against a mob attack at all.

There are

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

- Impact, the most common
- Cut (dealt by less creatures, often together with impact too, e.g. from Argonauts )
- Stab (Sabakumas, often together 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 alike

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

### 24.1.5.2 Hit Distribution

Attacks will be directed towards your different body parts. The damage will not be spread over the whole armor protection. Just if the attacked area is protection and how well it is protected counts.

For example, if you just wear a harness and the mob hits the arms, you will receive full damage.

If you wear a harness with big impact protection and arms with low impact protection and you are hit with an impact attack on the arms, you receive more damage of course than if it was the harness.

The likelihood about what armor part is hit the most is around this:

|             |        |
|-------------|--------|
| Harness     | 24.37% |
| Arms        | 15.36% |
| Thighs      | 13.9%  |
| Shins       | 13.84% |
| Face/Helmet | 12.37% |
| Foot        | 10.94% |
| Gloves      | 9.21%  |

These figures came from a 10 000 hit test on 1 mob, but they are very similar to tests on other mobs.

So generally, the harness will receive around 25% of the hits, together with the arms about 40%.

### 24.1.5.3 Armor Decay

Armor will decay when hit, but not on every hit, nor is the decay based on your overall protection. All in all, it is a bit tricky.

The decay itself, when it happens, will generally be lower the higher the durability of the armor is.

Although a difference of 500-1000 in durability won't have a big effect in terms of lower cost, unless you use a larger timeframe as reference. Naturally, given a long term approach you will notice lower cost, but with that many hits the few pec you saved thanks to 500 more durability will likely be the least of your concerns.

When the difference in durability is like 10 000 points however, means comparing repairable armor with limited armor, the differences becomes noticeable.

Either way, more about limited armors later on, first to the mechanics which work for both.

So when and how does the armor decay?

First of all, your armor has to protect against the damage you are attacked with.

If it doesn't have the matching protection type(s) it won't decay at all. Of course you will get the full damage in that case as well.

For example, if you hunt Snablesnots, which deal 100% acid damage, with Pixie armor, you won't have any decay, since Pixie has no acid protection.

If your armor protects against the attack, there are 2 alternatives what "kind" of decay is caused.

Either the "decay based on protected damage" or the "min armor decay".

The decay based on protected damage is best explained with an example.

You are out hunting in your Pixie armor with 9 impact and 3 cut protection and fight against a Berycled, which deals 100% impact damage.

The Berycled now attacks with 15 damage, 9 are absorbed and you receive 6 damage.

You will pay the decay for 9 protection a bit modified with the durability and have a decay of around 0.529 pec per hit.

If the Berycled had just attacked with 7 damage, so 2 less than you would be protected of, you would pay the decay for the 7, **not for the 9**, say around 0.346 pec per hit and receive 1 damage.

So you just pay the decay for the actual protection you need at one hit, with the exception of the min armor decay.

#### **Conclusion – decay based on protection:**

You don't pay decay when you don't have the protection type, nor will you pay for your max protection. You just pay for the protection you actually need, down to a certain point.

This point is the armor min decay.

Why not simply buy some bigger armor, for example ghost, which has a decent protection in a wide range of different damage types, for example 19 impact and 1 acid. After all you pay less if you need less protection anyway, right?

Once the armor decay based on the protected damage would fall below the min decay of the armor, you pay the min decay instead.

**Hence the name min decay, this is the decay you have at least per hit, it can only be more, not less.**

This min decay can be calculated easily by adding all protection points of the armor up and dividing it by 100.

For ghost that would be a total of 84 protection, so 0.84 pec min decay.

Now say you hunt berycled again and are hit by like 20 damage, Ghost will absorb 19 and decays around 0.9 pec.

The next hit is just done with 18 damage points and causes say around 0.88 decay.

But once this decay falls below the min decay of 0.84 pec, you pay the 0.84 pec instead.

An extreme example with ghost could be this.

You run in your ghost through a snablesnot field and have 1 acid protection.

If you are hit, your armor decays 0.84 pec for 1 protection!

### **Conclusion:**

So the point of this is, don't overprotect and also, keep your armor repaired.

When using repairable armors you should be wary of its repair status as well. Lower value means it protects less. Generally this also means a lower decay, but remember that you are approaching a state of triggering min decay on every hit.

A warning signal could be if you keep getting 1.0 damage hits. Your armor could be too high for the mobs you hunt and you overpay constantly.

So, choose the right armor for the mob.

If mobs deal different types of damage and your armor protects against more than just one of them, the several protection types are added together and cause damage based on protection again. In this case it is also fairly unlikely that you will be at the min decay point.

Say you are attacked by an atrox, which deals impact, cut, stab and you have pixie, you have 12 impact+3 cut, so 15 protection.

#### **24.1.5.4 Armor Platings**

You can attach 1 armor plating per armor part to improve its protection. The protection of the plate is added to the armor in this case.

Generally the same that applies to armor decay applies to the plates themselves. The combination of both leads to some interesting effects though.

Example:

You have rascal armor, with 15 impact protection and shogun armor with 10 impact protection and 2a plates with 5 impact protection attached to it, so together 15 impact protection as well.

Now you are hit by 20 impact damage.

Each time you are protected by 15 points, but the Rascal will have 1,074 pec decay and Shogun with 2a just 0.955.

The reason for this is that the higher the protection, the higher your decay will be.

While 15 protection causes a decay around 1.074 pec, the decay for the plated armor is a combination of the decay for the 10 of the armor, which is 0.657 and the 5 of the plate, which is 0,298.

So, if you have an armor with plates giving the same protection as a higher armor, the plated armor will be cheaper usually.

Of course there is a catch as well.

Armor and plates are both receiving the damage and protect it, so even if your armor alone would suffice to protect it all, your plate will decay as well.

This will especially be bad if you reach min decay for either or even both.

Since both will receive the damage this leads to another interesting effect.

This example I copy directly from entropedia.info:

Imagine taking 20 damage from a mob that does 50% Impact damage and 50% Acid damage.

You're wearing an armor that protects 10 Impact and no acid. You also have plates that protect 10 Impact and no acid. You may expect the combination of your armor and plates gives you 20 Impact protection and 0 Acid protection. Thus you'd expect to protect against the 10 Impact but not the 10 Acid and so take a 10.0 dmg hit.

However, this is not how it works. The full damage is offered to both the plates and the armor. So the armor absorbs 10 Impact from the attack. The plates also absorb 10 Impact from the attack. These are added together and the result is that you have absorbed 20 damage from the attack. Thus, even though you have no acid protection, you take a 1.0 Hit.

#### **24.1.5.5 Summary**

- You just pay for the protection you need, unless you reach min decay.
- If your armor has many protection points in different types and some of them are low or very low compared to the others, avoid using the armor against mobs using those damage types.
- Keep it repaired, the less decayed it is, the further you are from the min decay you might receive.
- Rather try to plate your armor instead of using a bigger one. This can lower your cost noticeably.
- Don't overprotect, especially not with plates. Try to use the right armor against the right mob.

Thanks Witte that I could use this info.

To see the exact formula, a list of decay, and also examples, check <http://www.entropedia.info/Page.aspx?page=Armor+Decay>

#### **24.1.5.6 Limited armors**

Limited armors offer some interesting advantages and can be a good alternative to repairable ones.

One advantage of L armor is the fact that the protection stays the same until it is totally broken, unlike repairable armors which protection becomes lower as they decay.

Especially for smart spenders L armors became an interesting alternative as well. Due to its high durability, compared to unlimited armor it is 10 000 points more, the decay is lowered considerably, or at least noticeably.

While a 500-1000 points difference in durability of armors don't mean much, 10 000 points have an effect.

A good example for this is Rascal armor, since it has a limited and unlimited version and offers the same protection.

While the 15 impact protection of the repairable one will cause a decay of 1.074 pec, the limited one decays just 0.939 pec! This is a saving of around 15%.

Means if you can get the limited version below 115% you are actually saving pecs!

Those 15% are a good rule of thumb for most armors, bigger armors can even be cheaper per hit up to 120-130%.

Also remember, since the protection stays the same over its whole lifetime, you may be able to save a considerable amount of fapping cost, so even higher % might be useful.

The problem of L armors is the availability of course.

If you didn't get a new piece in time before the old one broke, you may have trouble to get a new one soon, so you may try to get an additional piece of L armors when your old one is about to break.

Some limited armors have become amazingly cheap. So instead of spending 500 and more peds easily just in markup for a repairable armor, the limited pendant could be purchased cheaper and be cheaper to use as well.

### 24.1.5.7 What armor?

This is based on Calypso armor again. However, you may still encounter it on other planets and the described protections give you an idea what could be useful as well.

In the beginning,

- Pixie(9 imp, 3 cut) or
- Goblin (12 imp, 9 acid)

Both are pretty good for starters. 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 has a good mix of protection, which even enables you to hunt small 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., at least when you have a good dps weapon, cause Feffoids have fast regeneration cycles.
- Rascal (15 imp, 5 cut, 12 burn)  
Pretty much an improved pixie.

Kobold or Shogun is very useful to have as plate carrier as well.

With plates those can substitute unplated Ghost quite well.

An interesting plate carrier would also be armor like bodyguard (L), where most of the protection comes from the plates.

More advanced armors:

- Vigilante (14 stab, 14 cut, 7 imp, 14 pen 14 burn)  
Pretty much the anti-bot armor
- 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 acid damage, means for Kreltin and similar mobs you have a plus.
- Nemesis (15 imp, cut, stab, 15 burn, 7.5 pen)  
An armor with good protection.
- 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 it is rather 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. The limited versions tend to be sold at low % .

## 24.1.6 Eco in hunting and the effects

In this part I will try to explain what “eco” means and how it can help to save or even make some peds.

It won't be a “do this and you profit” advice, since it won't work that easily, but it is at least a pointer in saving some peds. And a ped saved is a ped earned.

The economy is basically a figure, showing an output/input relation.

There are 2 “economies”, the maximum one, when you have a firm input and try to get the maximum output, or the minimum one, where you try to get a firm goal with the least resources spent as possible.

Especially hunting uses both of them and I try to explain how this “eco” works, how it can help you to minimize cost and to find a better and more effective way to use your cash.

Above I mentioned eco, but I will use this place to explain what it is about. It will be a bit mathematical.

### 24.1.6.1 Maxed Weapons

Usually a maxed weapon means that you will use a limited one, except you are level 100 in your hit and damage profession or have the necessary peds to buy a repairable weapon with SIB.

So, let's start with an easy example. We compare a Sollomate Opalo with a Jester D1.

Both of those guns have the same decay (0.02 pec) and ammo burn (2 pec), but the Opalo has a skill increase bonus, which allows the weapon to be maxed far earlier.

Since decay and ammo burn is the same just the damage interval and the Hit ability matters:

Which looks like this:

| Name of Weapon  | Damage interval | Hit ability |
|-----------------|-----------------|-------------|
| Jester D1       | 2.0-8.0         | 4.1/10      |
| Sollomate Opalo | 4.0-8.0         | 10 /10      |

The damage interval is the interval the damage you cause will spread in.

As you can see, with the opalo you will deal **always** at least 4 damage points per hit, while the jester can be lower.

To show what that means, let's go and hunt a Snablesnot male young. Those guys have 20 HP.

 ←that's a snablesnot

Let's imagine we just deal minimum damage all the time. The ammo burn and decay is 2.02 ped total.

Say, you hunt with the Jester D1, you will need 9 shots (actually, 8.69, but since you can't shot 0.69 times, I round up), means you used 18.18 pec to kill the snable.

The Opalo would need 5 shots, cost 10.1 pec.

Granted, I used the worst case scenario here with just min damage all the time, but you will most likely hunt more than 1 snable male young, so you will spend more over time when you use the Jester, just due to less damage dealt.

And when you combine that with the fact of the lower Hit Ability of the Jester even, you will not only see that your damage can spread into lower areas, causing additional cost because you have to shoot more often to kill a mob, you will also see that far more shoots will miss, means dealing no damage at all, resulting in even more needed shots for a mob kill.

To see the “cost to kill one mob” from another perspective, say you have 100 ped (10 000 pec), and try to get the maximum out of it, means killing as many snable male young as possible.

First, we use the Jester D1. We can kill 550 snables (10 000 input / 18.18 used cash per snable).

Then we use the Opalo. We can kill 990 snables.

And to visualise this (1 snable in the picture = 100 killed snables).

Jester D1:



Sollomate Opalo:



This means basically: you have a far higher amount of snables you can loot, for the same cost!

Now, let’s amp the opalo, with an A101 amp and compare it to a unamped Opalo, both maxed.

| Name of weapon | Ammo + Decay                                  | Damage Interval | Hit ability |
|----------------|---|-----------------|-------------|
| Opalo          | $2(\text{ammo}) + 0.02 (\text{decay}) = 2.02$ | 4.0- 8.0        | 10/10       |
| Opalo +101     | $2 + 0.02 + 0,652 (\text{amp}) = 2.672$       | 5.5-11.0        | 10/10       |

We leave the hit ability out of the calculation, since it is equal and hunt something bigger this time, since the amp increases the damage, so a Snablesnot female old, with 70 HP.

With the unamped opalo, we need 18 shots (round up from 17.5) shots, cost 36.36 pec.

The amped opalo will need 13 shots (round up from 12.72), cost 34.736 pec.  
So the amped version needs less pec to kill the mob.

### 24.1.6.2 Finishers

As you may have noticed or calculated yourself, if I had used a Snablesnot male young with 20 HP, the amped opalo had done worse.

Although not because of lower eco, but because of a wrong use of the opalo.

Let's play it through.

Opalo, against snable male young with 20 HP, just min damage, means 4 dealt, every shot costs 2.02 pec.

HP of snable would decrease like this:

|                    |    |      |      |      |      |      |
|--------------------|----|------|------|------|------|------|
| HP of snable       | 20 | 16   | 12   | 8    | 4    | 0    |
| cost (accumulated) |    | 2.02 | 4.04 | 6.06 | 8.08 | 10.1 |

Opalo, amped, another snable with 20 HP, just min damage, means 5.5 dealt, every shot costs 2.672 pec.

|                    |    |       |       |       |        |
|--------------------|----|-------|-------|-------|--------|
| HP of snable       | 20 | 14,5  | 9     | 3,5   | -2     |
| cost (accumulated) |    | 2,672 | 5,344 | 8,016 | 10,688 |

The last numbers are marked to show you what happened in the 2 cases.

In case 1, you used your last shot to take the HP exactly away, and kill without any "lost" damage.

In case 2, you used your last shot and dealt 2 damage too much and used more decay in the process.

If you had used an unamped opalo for the last shot it had gone this way.

|                    |    |       |       |       |        |
|--------------------|----|-------|-------|-------|--------|
| HP of snable       | 20 | 14,5  | 9     | 3,5   | -0.5   |
| cost (accumulated) |    | 2,672 | 5,344 | 8,016 | 10.036 |

This is even less than if you had used just the unamped opalo the whole time.

So, what happened?

Instead of spending 2.672 on the last shot to kill the mob, you just used 2.02.

If you had used a M2100 handgun and it dealt at least 3.5 damage for the last shot, your cost to kill had been 9.036.

Even if that number seems pretty low, this was just 1 snable, and you will go for far more snables most likely, so finishers can decrease your spent cash dramatically.

### Conclusion

When you can use a finisher in a useful manner, go for it.

### 24.1.6.3 Limited Weapons

Limited weapons are weapons which cannot be repaired, but offer a skill increase bonus. This SIB allows you to max a weapon long before a weapon without SIB.

But you have to purchase a new one again and again once the weapon is used up, usually with a markup.

In the end the question is basically, if the effect of a maxed weapon, meaning a maxed damage interval and hit ability, enough to offset the cost of buying a new one all the time. Or in other words, do you save enough money with having to attack less often (either due to lower damage or missed attacks) than you have to pay in markup.

Generally this answer is yes, it is indeed cheaper to buy L guns.

To get an idea of this, we imagine 2 guns.

Each gun has 1 pec decay, ammo burn of 4 and a max tt of 30 ped. Max tt and decay lead to around 2991 shots before it breaks.

One of the guns however is limited and has SIB, the other one is repairable and doesn't have SIB.

Say the limited one will sell for 110%. Therefore, buying a one each time costs 33 ped. Since buying a new gun with a tt of 30 ped or repairing the other gun for 30 ped is essentially the same, the important part of the limited weapon is especially the markup. This markup you had to spend each time your gun breaks again and thus come on top of the 'repair cost' of buying a new gun. In this example this markup is 3 ped or 300 pecs.

This example also implies that you used the L gun when it is maxed. This means your hit ability will be 10/10, while the unlimited one will be around 4/10. This difference will result in around 6% less hits effectively.

Now remember, you shoot 2991 times before the gun breaks and have 6% more misses with the low hit ability but repairable gun. You will have 179 missed shots with the repairable gun, because of the low hit ability. With an ammo burn of 4 this will mean that you effectively burned 7,16 ped just on additional missed shots.

This leads to 7,16 ped cost for misses compared to 3 ped in markup.

So the limited guns wins.

Also note that this just included the hit ability and missed shots. Your damage will not be maxed on the repairable gun either. Now if you add the lower damage into the equation, it will eventually lead to more shots. The additional shots needed to kill the mob will again suffer from the lower hit ability.

Of course this just applies until you reached a certain profession level in damage and hit ability, the barrier is around level 80 for the hit profession and also for the damage profession. Naturally the mark up of the limited gun has an effect as well, but if it cost below 160% you will likely be save to use it, especially with amps.

#### 24.1.6.4 Effective eco and effective damage

This is a more scientific approach to how the damage to calculate eco is really done, instead of the cruder “how it affects me” thing I did above, where I just tried to give an idea on the effects.

It explains how to calculate the effective damage or “how much damage my weapon actually does in average per shot in the long run”.

The effective damage is based on the hit ability and the damage interval. Note that all of this is based on tests and statistics, not officially published by the game developers.

First to the effective hit ability, means the likelihood to hit a target, since it isn't 0%-100% as the 0.0/10 hit ability may imply. A HA of 0.0 means your effective hit ability is around 81%, while a HA of 10 means the effective hit ability is around 92.5% Here the formula:

$$\text{Hit rate} = \text{Hit ability} * 1.25 + 80$$

This can have a serious effect of course, if say 5% or even 10% of your shots miss, you have quite some additional costs to kill your target in the long run.

The average damage is the next part to look at. It can be calculated like this:

$$\text{Average damage} = (\text{Minimal damage} + \text{Maximal damage}) / 2$$

To give an easy example, say you have a maxed weapon dealing 10-20 damage, your average damage is  $(10+20)/2=15$ .

The combination of both leads to

$$\text{Effective damage} = (\text{Minimal damage} + \text{Maximal damage}) / 2 * (80 + \text{Hit ability} * 1.25) / 100$$

The effective eco now is based on this effective damage and the effective cost per use, since L weapons come with a mark up for example. Imagine a L weapon with 10 ped tt and a markup of 150%, so 15 ped in total. Eventually you would use the 10 ped of the gun up and can't use it anymore. But since you have to spend 15 ped and not just 10 to get a new one, the markup has to go into the equation for effective cost.

So for L weapons the cost per use isn't just the decay, it is decay\*markup.

Additionally, some kind of ammo comes with a markup as well, such as explosive projectiles or mind essence. This has to be considered too.

$$\text{Cost per use} = \text{Decay} * \text{mark up \%} + \text{ammo burn} * \text{mark up \%}$$

Which leads to the effective eco:

$$\text{Effective Eco} = \text{Effective damage} / \text{Cost per use}$$

But what do you have of all of this maths now? This figure will give you the effective eco of any weapon, thus allowing you to compare any weapons, for example SIB ones without SIB ones, mind force attack chips with a sword and so on.

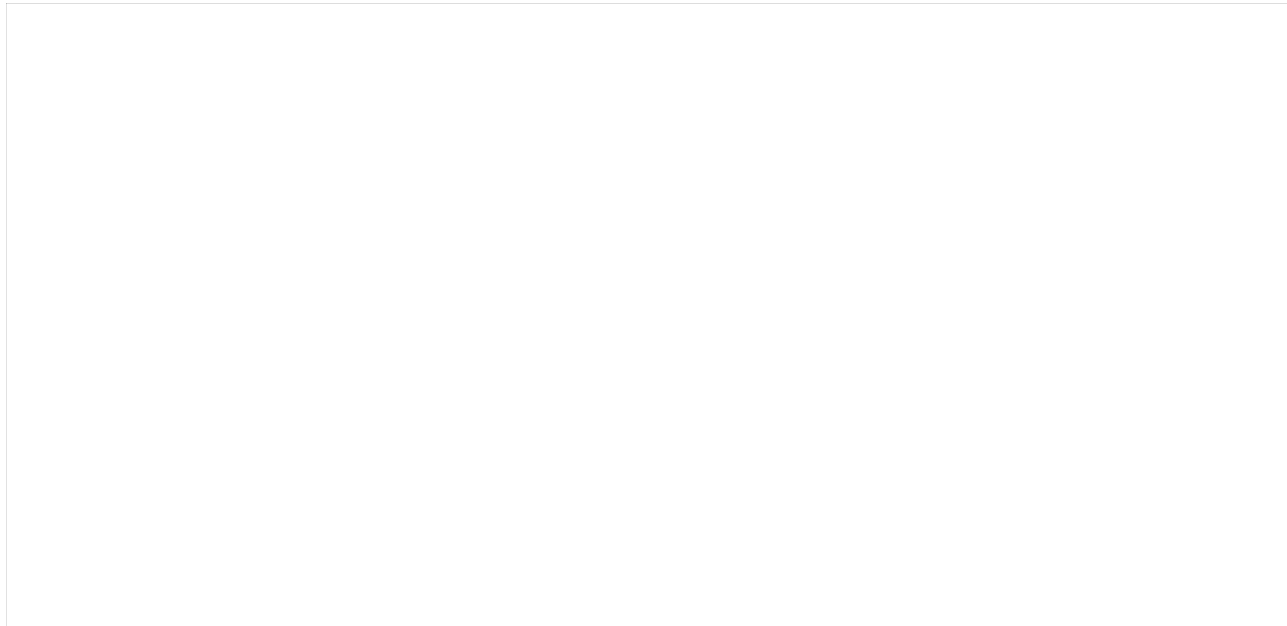
### 24.1.7 Summary, general hunting tips

- Don't die. Sounds simple, but can be hard to realise. 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 has regenerated some health already, so you have to spend additional ammo to take the regenerated health down too.  
In case you died, write /pos in the chat. This way you get a waypoint that allows you to find the place again easier.
- Don't run into the next group of animals and rather lure them one by one.
- Use maxed weapons when you can. Even after mark up you are often cheaper than using a weapon with low hit ability and low effective damage.
- 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 lower cost per attack.  
Finishers are also a good way to branch out in other profession, for example you could use a power fist as finisher, to get some skills in melee, if you want to.
- Watch your ammo, repair your armor/weapon regularly and have a replacement for your limited equipment at hand, if its about to break. This avoids running out of ammo or broken weapons in the middle of the fight.
- Use the "unequip tool" action to holster your weapons, else you may shoot/strike even if you don't want to.
- Wear the right armor for the mob and don't overprotect.  
Instead of a bigger armor experiment with lower armor and plates.
- Where you hit doesn't matter, so aiming at the head will not raise your dealt damage.
- Don't hunt near turrets or water, if your prey is killed by those, it can't be looted.

## 24.1.8 Team hunting

You can open a team by using the “Team” action, which you can find in the action library.

The “Team Settings” window will open, where you can set the team name as well as the loot rules.



Once you are satisfied with the name and loot rules, you can accept it and the team will be created. A small panel (on the upper right corner per default) will be opened as well. Notice that you can't loot creatures if you are alone in a team, you will receive a chat message about this as well.



Below the team panel the health bars of the members will appear as they join.

The buttons:

The question mark is used to get information about teams generally, while the cross is used to quit the team for “normal” members and to disband the team by the team leader.

Naturally, once the team is gone looting a damaged mob can be troublesome. Giving further notice when you plan to disband the team can help to avoid the issue.

The same applies for the team members about leaving, because if just the team leader is left he cannot loot a mob either.



This symbol is used to minimize, which will hide the instant chat buttons.



The team settings button is to open the team window, where you can find the name and especially the loot rules. When you are joining a team it is useful to check the loot rules there, so you know how loot is distributed.



Those you could call the instant team chat buttons, they will write “Attack!”, “Avoid contact!”, “Enemy spotted!”, “Hold fire!”, “Medic!” and “Retreat!” when clicked automatically. They can be hidden with the minimize button.

### **The loot rules:**

- “Damage decides order” is a quite fair loot rule. If the creature loots items, the one with the most damage get the item with the highest value. However, this also applies if one person does all the work and the others nothing. So while the one who does the work has all the cost, the ones doing nothing can get items as well.
- “Damage: Stack Share” is the most fair loot rule. Stackable items are split based on damage. And this means you have to actually damage the mob to get a share.
- “Damage: Item share”, Items are shared based on relative damage dealt per team member, but every stack, even if the amount is very high (say 1000) counts as one item, that can lead to a very unfair distribution.
- “Looter takes all”, be aware a bit here of people with fast clicking fingers trying to scam you.
- “Most damage wins all” explains itself.
- “Queue” the first member of the team gets the first item the second the second, and so on. The player who got the last item is remembered and the next one will get the first item of the next loot “
- “Casual”, random loot distribution

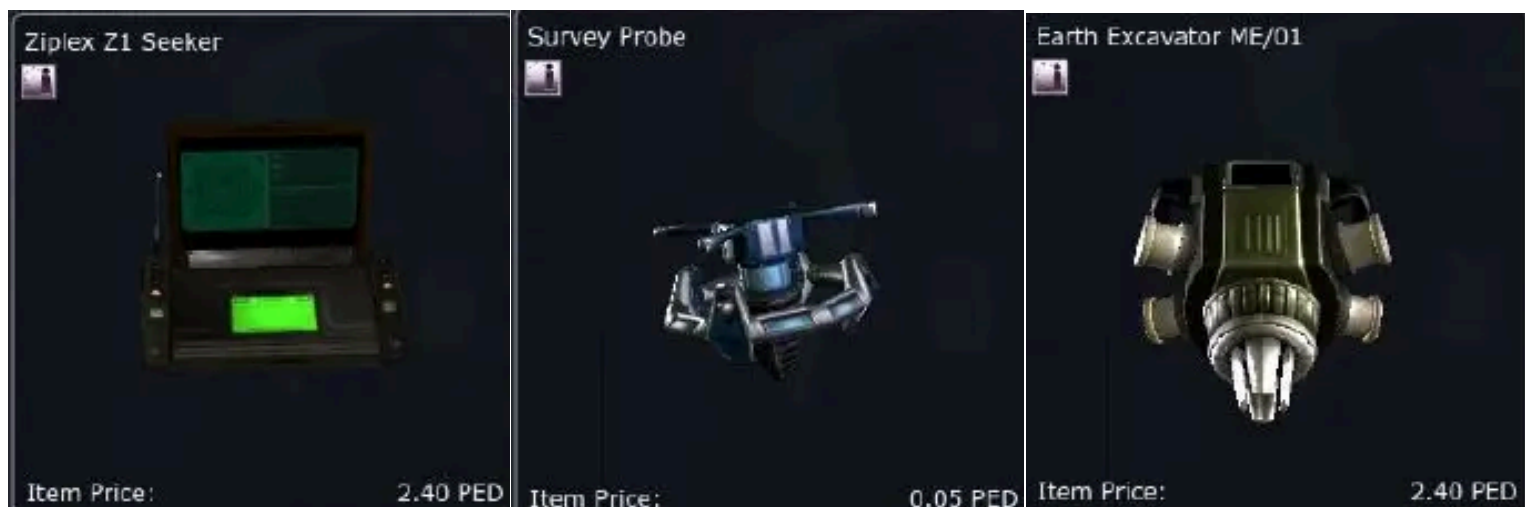
## 24.2 Miner

Mining divides into ore and enmatter mining. Actually there is a button for “treasure” too, but to date that just works on Planet Arkadia as far as I know. The equipment for starters can be bought at the trade terminal.

It is also often a profession which can make breaking even or profiting easier, due to the higher markup of the resources you can find compared to hunting loot for example. However, it needs more peds to get started in.

### 24.2.1 How to mine

For mining you will need a seeker, survey probes and an extractor. The names may differ from planet to planet though.



Once you got the equipment you can go out into the wilderness to mine.

To mine, equip your Seeker and the seeker window opens.



At this window you can decide whether you want to mine for ore, enmatter or treasure. The rock like button stands for ore, the atom like button for enmatter and the third button for treasure (Planet Arkadia).

Selecting your target resource will show how many probes are used up each drop.

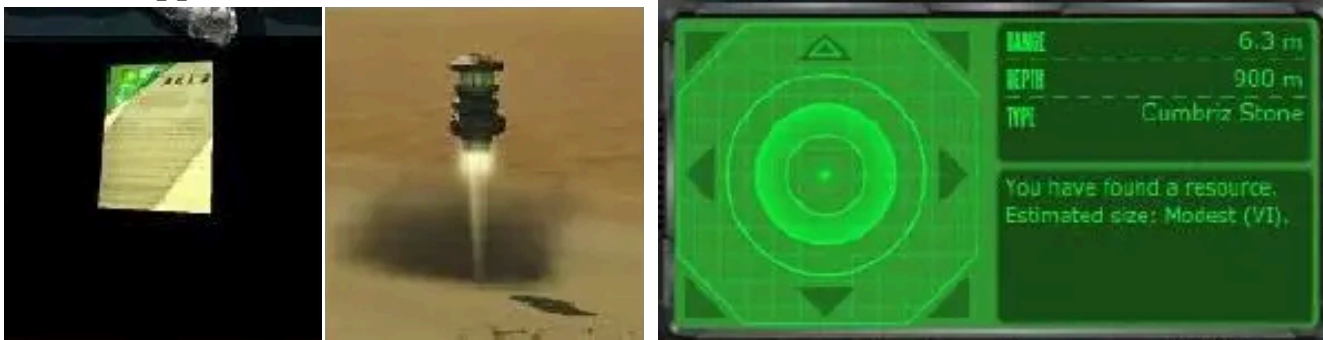
You can also search for ore and enmatter at the same time, which takes more probes as well as twice the decay per drop. If you are using a mining amp it will decay twice as well.

This also allows you to find up to 3 resources in the same drop, at least on Arkadia.

A drop can have these results:

- Claim found

When you found a claim a loot window will pop up with the claim deed and a claim rod will appear. Your seeker window will lead you to it with a flashing arrow.



Additionally, you can also see your claim deeds on your radar, like the ore and enmatter claim in the following pic.

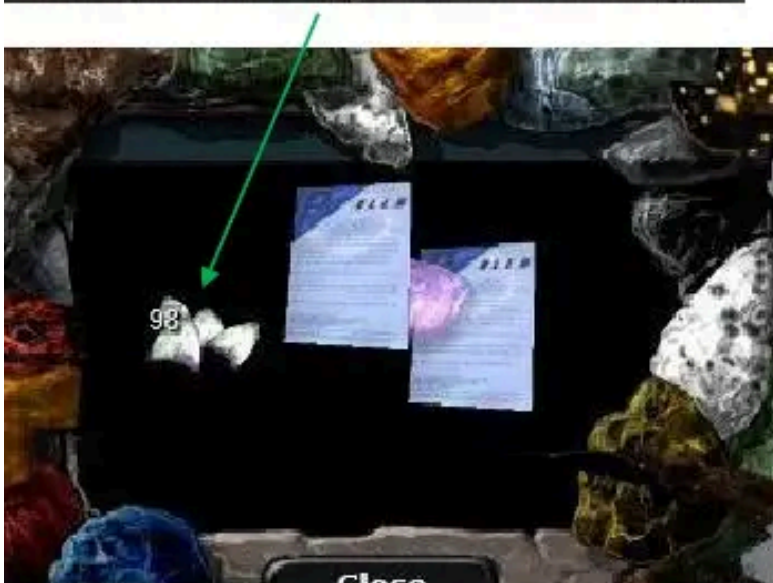


You can extract the claim by using your excavator on it. When the claim is depleted the claim rod will disappear along with your claim deed. To make the extraction of claims easier you may use the “Toggle Auto-Use tool” action.

- Found something out of ordinary.

In this case an ore/enmatter appears in your loot window along with a regular claim deed. A chat message informs you about this as well.

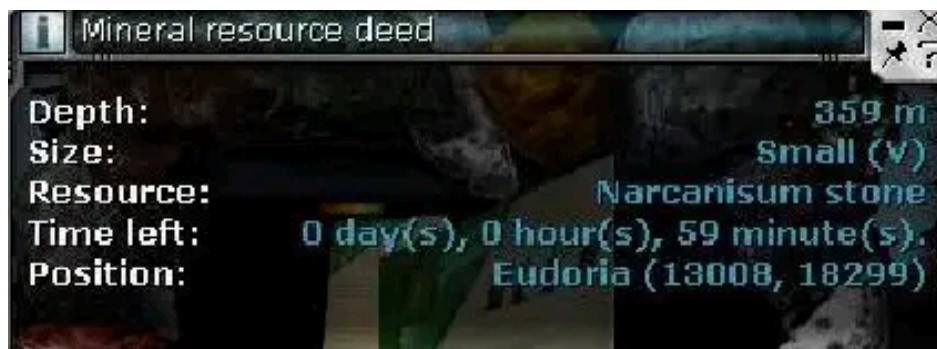
You found something out of the ordinary...



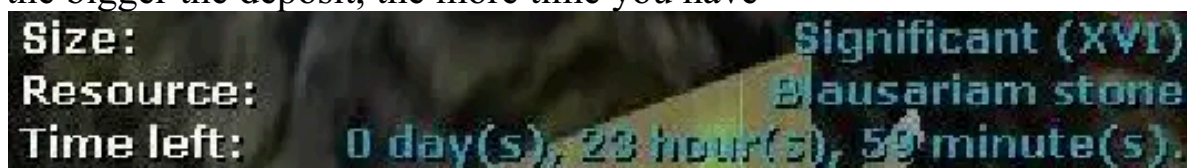
- “No resources found”  
no success, well, try somewhere else again.

## 24.2.2 Mining Deed

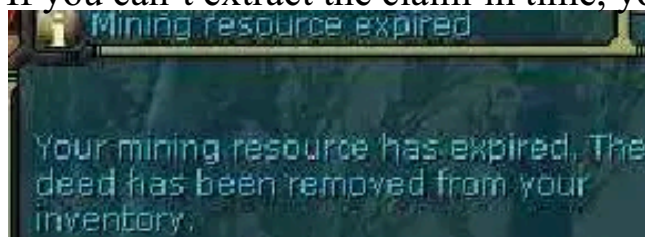
The deed can be found in your inventory, under “docs”. When you right click at the deed You can see:



- 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



If you can't extract the claim in time, you will receive this message:



- the position  
this is especially interesting when you were killed and have to go back  
You can also rightclick at your deed and choose “show on map”, to get a mark on your map.



Claims above 4000 ped value won't give you a normal claim rod, but a drill tower, which will drill the resources for you.

However, this drilling process will require 24 hours per batch.

Once the batch is ready, the tower will shrink together, showing that it is ready and you can get a batch of it by operating the tower. While doing this you can get skills as well.

## Deposit sizes and approximated value

As already mentioned, a claim can vary in size. The amount the claim carries is indicated by a roman figure and descriptive word. Here is a list of the claim sizes.

| Name         | Level | value range(ped) | Name            | Level | value range(ped) |
|--------------|-------|------------------|-----------------|-------|------------------|
| Minimal      | I     | 0.16 - 1         | Significant     | XVI   | 200 - 295        |
| Tiny         | II    | 0.38 - 0.99      | Plentiful       | XVII  | 303 - 449        |
| Very Poor    | III   | 1 - 1.99         | Huge            | XVIII | 450 - 639        |
| Poor         | IV    | 2 - 2.99         | Extremely Large | XIX   | 650 - 768        |
| Small        | V     | 3 - 4.99         | Massive         | XX    | 805 - 1033       |
| Modest       | VI    | 4.5 - 5.99       | Vast            | XXI   | 1172 - 2349      |
| Average      | VII   | 6 - 7.99         | Enormous        | XXII  | 2538 - 4862      |
| Medium       | VIII  | 8 - 11.99        | Rich            | XXIII | 5195 - 20858     |
| Ample        | IX    | 12 - 17.99       | Gigantic        | XXIV  | 26418 - 93072    |
| Considerable | X     | 18 - 24.8        | Collosal        | XXV   |                  |
| Sizable      | XI    | 24.8 - 34.99     | Mammoth         | XXVI  | 158000           |
| Large        | XII   | 35 - 49.99       | Immense         | XXVII |                  |
| Abundant     | XIII  | 50 - 74          |                 |       |                  |
| Great        | XIV   | 75 - 124         |                 |       |                  |
| Substantial  | XV    | 125 - 204        |                 |       |                  |

## Some Mining hints

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

- The finder radius is ~55 metres.

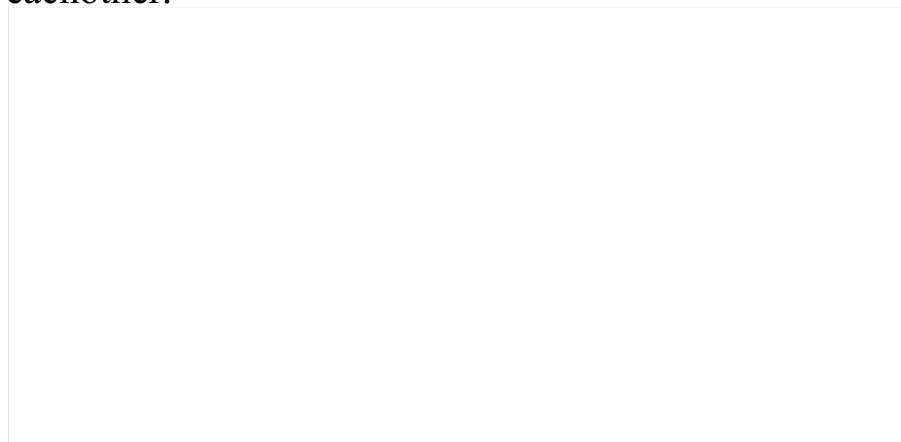
Imagine a circle where you drop a bomb with a radius of 50 metres. Now it would be useful to run at least 100m so you don't cover too much of the area twice. You can check your distance by pressing P to see your position repeatedly.



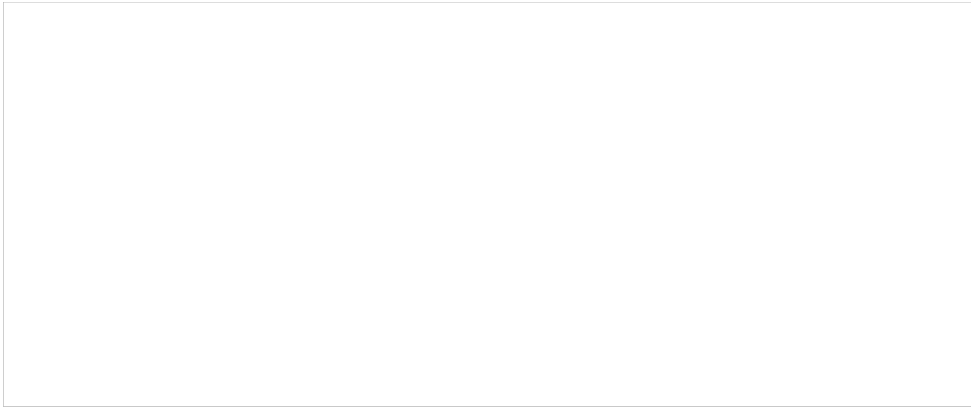
- This leads to the "line running" tactic, which looks roughly like this.



- Based on the line running is the carpet bombing, which puts several lines below each other.



- Based on that one again, but also harder to follow, is a carpet bombing tactic with shifted lines.



- Carry a usable (i.e. a bit repaired) refiner with you. Mining resources tend to be fairly heavy and  
Having a refiner with you allows you to reduce the weight and you will likely refine your finds either way as refined resources tend to have a higher mark up.

A higher number for a refiner indicates that it has less decay. So, the more you refine, the more you will save with a higher level refiner and it will pay its mark-up itself over time with the cash you saved. Partially a very long time though.

### 24.2.3 Upgrading

You should always have a closer look if your current finder still offers learning bonus or if you already maxed your depth.

In that case you might go for a better finder, which offers most likely a better depth and maybe even a learning bonus.

So it tends to be wise to compare depth and SIB once in a while. But it also depends on what you want to find. So if an enmatter with low price is found very deep, you may want to stay away from better depths and instead go for higher markup resources further up.

However, if your resource is mostly found fairly shallow you may want to keep a lower depth finder. In the end, it depends on what you want to do.

The excavators are another thing.

The tt one is the most affordable eco one(calypso as reference), but also quite slow. If you want to extract faster, you will have to upgrade. If you have time however, you should stick with the tt one.

### 24.2.4 The depth

This information was researched by **Immortal** at planetcalypsoforum.com. As the forum states, this applies for planet Calypso. Although some of the resources you may find on other planets as well. If those have a similar depth however, needs to be researched still.

In either case it will give you a rough overview how depth works.

A finder will find most deeds in a range of 200 plus and minus of the average depth it shows. Certain ores and enmatters have a certain range in which they can be found as well, the current border being 1000m depth for the currently known ores and enmatters.

So if you want to find a certain resource, your average depth should be in that range. (starting depth of the resource +200=average search depth the finder should have for example).

| enmatter        | start depth | end depth | enmatter          | start depth | end depth |
|-----------------|-------------|-----------|-------------------|-------------|-----------|
| Oil             | 3           | 1000      | Growth molecules  | 265         | 960       |
| Alicenies Gel   | 5           | 887       | Cave Sap          | 355         | 966       |
| Melchi water    | 24          | 1000      | Solis beans       | 358         | 924       |
| Force Nexus     | 43          | 982       | Ares head         | 359         | 884       |
| Garcen grease   | 85          | 1000      | Azur              | 416         | 900       |
| Typonolic steam | 89          | 956       | Lumis Leach       | 420         | 914       |
| Sweetstuff      | 94          | 848       | Vegetation Spores | 425         | 940       |
| Blood Moss      | 126         | 950       | Devil's Tail      | 430         | 827       |
| Lytairian dust  | 137         | 1000      | Henren Stems      | 521         | 973       |
| Acid Root       | 166         | 915       | Dunkel particle   | 581         | 944       |
| Magerian mist   | 200         | 1000      | Binary Fluid      | 600         | 1000      |
| Angelic grit    | 207         | 1000      | Ferrum Nuts       | 698         | 1000      |

| ore        | start depth | end depth |
|------------|-------------|-----------|
| Lysterium  | 6           | 1000      |
| Belkar     | 50          | 1000      |
| Blaus      | 52          | 943       |
| Zinc       | 89          | 1000      |
| Narcanisum | 95          | 1000      |
| Cobalt     | 100         | 752       |
| Himi       | 131         | 671       |
| Gazzurdite | 138         | 1000      |
| Copper     | 146         | 892       |
| Cumbriz    | 164         | 992       |
| Ganganite  | 165         | 950       |
| Iron       | 169         | 908       |
| Caldorite  | 226         | 998       |
| Niksarium  | 231         | 939       |
| Frigulite  | 240         | 855       |
| Alferix    | 242         | 881       |
| Megan      | 245         | 842       |
| Durulium   | 280         | 1000      |
| Lanorium   | 282         | 733       |
| Dianum     | 290         | 969       |
| Ignisium   | 297         | 814       |

| Ore        | start depth | end depth |
|------------|-------------|-----------|
| Erdorium   | 302         | 970       |
| Kanarium   | 386         | 1000      |
| Quantium   | 401         | 700       |
| Azzurdite  | 450         | 827       |
| Adomasite  | 490         | 922       |
| Petonium   | 544         |           |
| Gold       | 560         | 973       |
| Langotz    | 592         | 796       |
| Maganite   | 610         | 715       |
| Platinum   | 696         | 1000      |
| Terrudite  | 700         | 879       |
| Tridenite  | 735         |           |
| Valurite   | 739         | 1000      |
| Xeremite   | 740         | 914       |
| Rugaritz   | 758         | 960       |
| Zanderium  | 767         | 1000      |
| Vesperdite | 876         | 1000      |
| Redulite   | 926         | 1000      |
| Morpheus   | 1000        |           |
| Kirtz      | unknown atm |           |

### 24.2.5 Mining Amplifiers

Mining amplifiers increase 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 an amp. Using amplifiers is a risk. If you find nothing, you spent a lot more peds for nothing. Even if you find more with it, it is still questionable if you find enough to cover the cost of the amplifier.

In the long run, mining with amps tend to get the same return as unamped mining.

Mining amps are thus best used in areas you know.

Since some of the more rare resources have a higher tt, using an amplifier would increase the chance to get one of those rarities a bit.

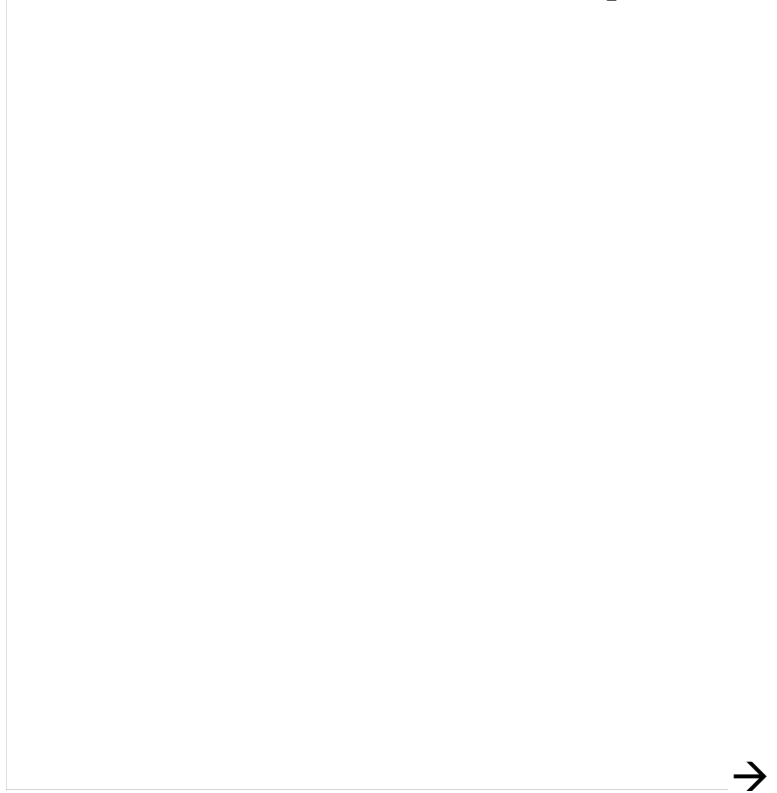
Amps will also allow you a higher ped turnover, so faster skilling as well.

## 24.3 Refining

I made this an own point, since it partially belongs to mining, but also crafting.

Refiners are used to refine ore, enmatter and tailoring materials found while mining, sweating, hunting (hides etc.) and so on.

Use the refiner and its window will open.



You can just refine one enmatter/ore/hide/... stack at a time.

While ore and tailoring material is refined 3:1; means 3 lysterium stones refine to 1 lysterium ingot or 3 animal hides refine to 1 generic leather, enmatter refines 2:1; for 2 Melchi water you get 1 Melchi crystal.

This doesn't have an effect to the tt, the refiner just changes unrefined into refined, with the value staying the same.

So two unrefined Oil barrels with a tt of 2 pec refine to 1 refined Oil can with a tt of 2 pec.

The refiner will decay during the refining.

This decay is based on the number of refining processes it has to do to refine the stack.

If you refine 2 oil barrels to 1 can, you have the decay once, when you refine 10 barrels to 5 cans, you have the decay 5 times.

Refining is still worth it, since refined materials don't just have a lower weight but tend to have a higher markup than unrefined ones as well.

Higher refines will have a lower decay per

For example the tt refiner and the Transformer T-104.

| amount                | / refiner | tt refiner (MR100) | T-104         |
|-----------------------|-----------|--------------------|---------------|
| 100 refined enmatter  |           | 3.1 pec decay      | 2.3 pec decay |
| 1000 refined enmatter |           | 31 pec decay       | 23 pec decay  |

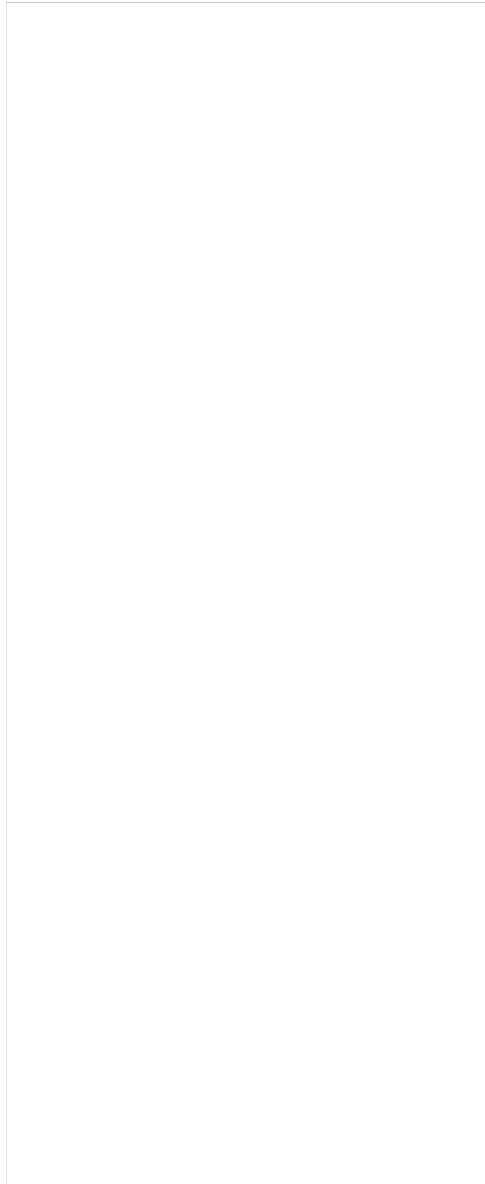
## 24.4 Crafter

Crafting divides into several sub categories, such as armor, weapons, tool crafter, tailor, carpenter, etc. The crafting interface got quite an overhaul, so bear with me if I didn't get it all, especially since I am not a crafter really as well. Because of that I can't really give hints about cost as well, it depends a lot on how cheap you get your resources, if your product sells for a decent markup and so on.

### 24.4.1 The preparation

For crafting you will need a blueprint, which should preferably craft something you can sell, in the best case sell with an overall profit.

Some basic blueprints (bp) can be bought at a technician NPC, but you likely end up checking auction for better ones.



Although not needed anymore for crafting itself, a blueprint book can help you to keep your blueprints sorted. The blueprint books can be bought at technicians as well. Naturally, some blueprints are planet specific and thus need a blueprint book that can just be bought at that planet usually

If a blueprint becomes red when you try to put it into your book it either has this bp already or it is the wrong book.

What you will also need are resources, which ones you can see in the detailed item info of your blueprint.

## **24.4.2 The crafting process**

To finally start crafting you have to find a constructing machine.

When you use it the crafting window will open.

This handy little window lists every blueprint you own, listing the blueprint stats and combines this with scanning your storage and inventory for matching resources. This leads to the amount of clicks or crafting attempts you could have with this blueprint.

Additionally to that you have also buttons to get the info of the bp, the product and the resources, as well as buttons to show the market value of resources and products and furthermore buttons that will open up the auction window or let you create orders for your resources out of the crafting window.

In this window you can also select the blueprint you wish to craft. Once you have a couple of blueprints this can be an impressive but confusing list, making it hard to find the blueprint you seek. To aid you in your task of bp finding, you can sort with the columns. Additionally you can use the the “Filter” option, allowing you to filter by blueprint category, if the blueprint or crafted item is limited or not and also by name. To close the filter again, click at the “Filter” button.

Once you have selected the blueprint you want to craft with, click the “Construct” button.



Here you can select various crafting conditions. If you want to use residue at all, what residue you want to use, if crafting stops after its depleted, if the product should be sold automatically for a certain price.

Here you can also find the quantity-condition slider. The quantity end leads to more items crafted with a lower tt value per success. The condition slider leads to the opposite, less items with higher tt value per success. This is also indicated by the success rate, also called cos (chance of success). While the cos for going all quantity is high, it will decrease towards condition.

The right part of the screen consists mostly of the statistic of your current crafting run. This is also sortable by the different aspects.

After the crafting run or once it is stopped, you can view the statistics of that run.

To actually start crafting, you set the amount of attempts and click on “construct”. On longer sessions you may very well have a coffee or so, as they attempts are done one by one and not at all once.

“Stop” will naturally stop the process.

Possible results on an attempt:

- Success:  
You get the item(s) you wanted, sometimes new blueprints, maybe even diamonds.
  
- No success, but something in return:  
In this case you won't get the desired item, but will get some of your resources back or some residue  
If you craft with ore you can get metal residue, enmatter for energy residue, animal oil for oil residue and robot parts for robot residue.
  
- Failure:  
Your resources are lost, and you got nothing in return.

### **What can I use residue for?**

Residue can be used to increase the tt of the item you are crafting. The tt of the used residue will be transformed to the tt of the item, up to the max tt of it. But you can just use the residue that is matching the resources to craft the item.

Example: You want to craft a gun which just needs iron to craft. Iron is an ore and would create metal residue, so you can just use metal residue in this case. No energy, oil or robot residue.

Residue has the following effect.

First you craft the gun which has a max tt of 5 ped without residue.

You are successful and got a gun with say 1.3 ped.

If you had enabled the use of residue in the construction window and 10 ped of metal residue in this example, the gun would come out with 5 ped. 3.7 ped of your 10 ped residue stack had been used, leaving 6.3 ped of residue.

But why should you do it?

For a repairable weapon it doesn't matter really since you could repair it for tt either way.

So using residue which could be sold for some mark up for a repairable item is rather useless.

For limited weapons however, which mark up % is higher than the residue %, it can be a good way to increase payback.

So if you can use residue worth say 108% to increase the tt of an item you can sell for 120% it would likely be worth it.

### 24.4.3 The quality rating

Besides your avatars professions the quality rating of the blueprint will have influence on your COS.

The quality rating can range from 1 to 100. As the blueprint increases in QR, its tt value increases accordingly. A 1 QR blueprint has a value of 0.01 ped and a 100 QR bp a value of 1 ped.

**Dark Darky Star** (thanks for letting me publish it) tested the increase and its slowdown in quality rating over time with standard damper BP, which takes 1 lysterium and 2 oil per attempt. The test was based on a batch of 5000 lysterium and 10000 oil run.

In the test3 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  |

## 24.5 Clothes, furniture and how to make them look different

First of all, **when you put a piece of clothes on it will decay for 2 pec!**

You don't have to worry about the size, as long the gender is right the clothes will fit. The look of clothes depends on their repair state, with fully repaired looking clothes looking the best.

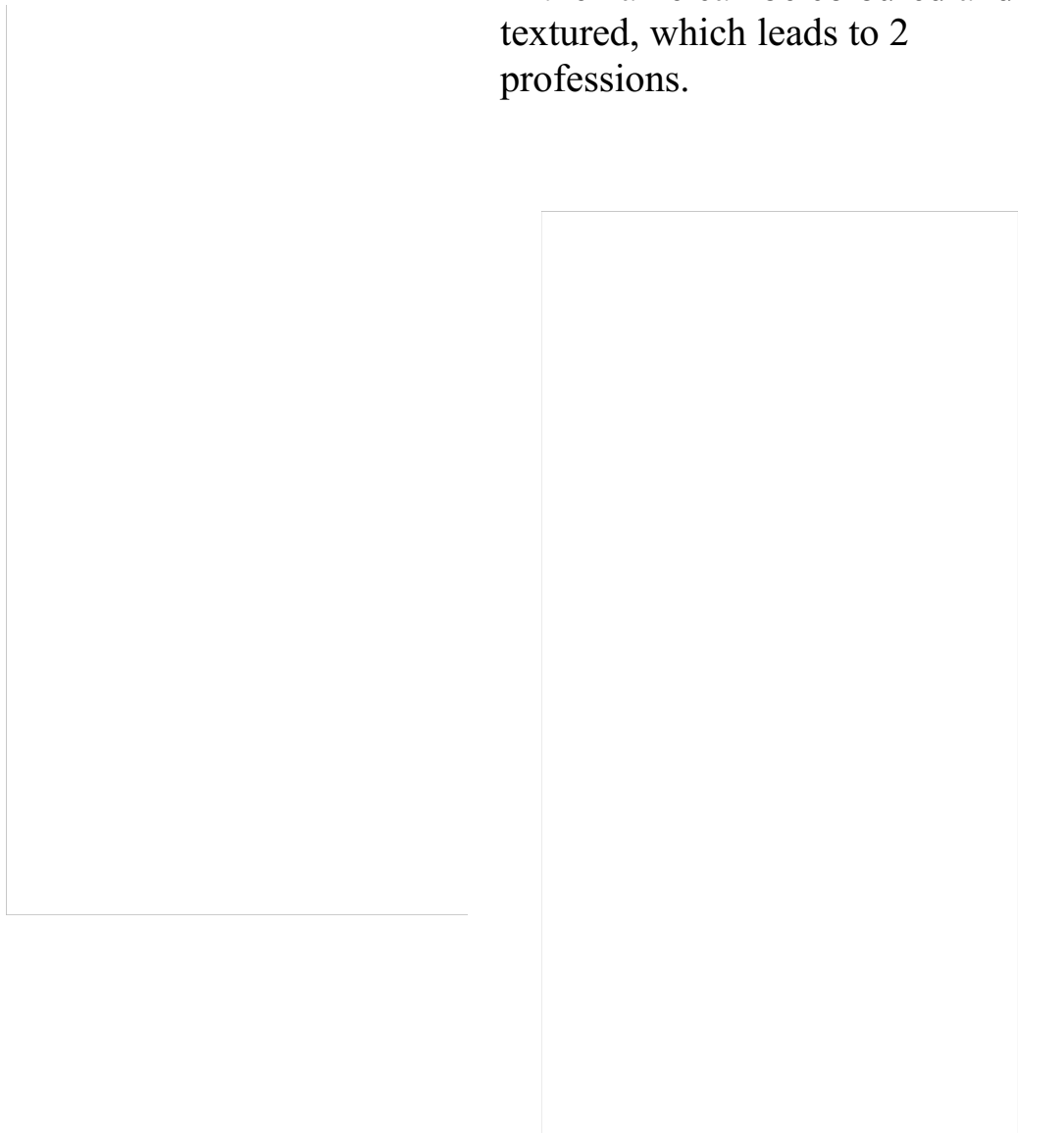
In the first versions of Entropia, clothes could be looted but this is not the case anymore. Those clothes are still around to be bought here and there though.

Nowadays clothes have to be tailored usually. However, some missions will reward with clothes and there may be clothes given on special occasions, like the Christmas/Halloween gifts given on a planet.

Some furniture can still be looted, but several are crafted as well.

Like in crafting, you will need a blueprint and the refined resources for tailoring or carpentering and a crafting machine.

But this will produce just the standard item, like a gray basic pattern pants. Clothes with a (C) in the name can be coloured and textured, which leads to 2 professions.



## 24.6 Colourer

When you equip and use a colorer, you can place a piece of clothes into the right window and you will see what fields can be coloured, for example the 2 fields of this shirt:



You can place paint cans into the fields and see a preview as well. The success rate is influenced by your skills and by the amount of paints cans you use on the field.

While you can use a maximum of 1000 cans per field 300 cans may already push you to 100% success rate.

Additionally to the different colours you can change the saturation with the slider.

Note that you have to colour all wished fields in one go. You can't colour one field now and another one later, it has to be done at once.

You can rotate the item in the colorer around to see it from different angles.

When you are satisfied with the settings, you can click apply.

You will receive a coloured item. Additionally 90% of the tt of the paint you used will be returned. Those 90% are paid back by increasing the tt of the piece of clothes until it reaches max tt and the rest in ped.



If you fail the piece of clothes won't be colored and you have to try it again. You will receive the paint payback nonetheless.

In the beginning you are just able to use orange, blue and yellow with a decent COS. With higher skills you can use more paints. Paints have SIB as well, which can be checked in the item info.

You can still try to apply a color without having the needed professional standing, but your chance of success will be very low.

For removing the colour you need a bleacher. Bleaching will remove the color from all fields.

## 24.7 Material designer

A material designer will need a texturizer and textures.

Textures can be crafted and for any texture you will need the right blueprint.

This means if you want a shirt with say ambulimax and berycled pattern and want to craft them yourself, you will need an ambulimax texture blueprint, a berycled texture blueprint and the needed resources of course.

Texturing is very similar to colouring. You have a success bar and saturation slider here as well, can texture different fields and will need a bleacher to remove the textures.



As you can see, you can texture coloured clothes as well, or colour textured clothes, although I used it in this case to make the texture more visible.

## 24.8 Hair Stylist, Body Sculptor and Face Sculptor

If you ever wondered how to get a new haircut, get rid of your waist or have your nose corrected, the beauty professions are the answer. To change your appearance you need a beautician.

The three beauty areas are very similar in the procedure but require different equipment.

A face sculptor will need a “Face Sculpting Unit” and a “Face Sculpting Toolkit”, a body sculptor a “Body Sculpting Unit” and a “Body Sculpting toolkit” and a hair stylist a hairdressing chair and a hair stylist toolkit. The units and/or the chair should be placed in an estate, like an apartment, so the customers don’t vanish with the furniture.

The beautician will also require a variety of raw materials, such as body fat, skin color sets or hair gel, depending on the task.

The customer has to take place in the appropriate tool, for example the hair stylist chair. The beautician will use the matching tool and the beauty panel will open.

At the start of the beauty session the beautician will have the control of this panel and changes your current look to a preview of your new look according to your wishes. Once he is satisfied he adds the raw material, sets a price and proposes this to the customer.

Now the customer can change the preview himself and propose back to the stylist, who can’t see the changes of the customer until they were proposed and so on.

Once the customer is satisfied, he can click accept and is asked if he wants to go on with the procedure and pay the price.

Now the preview will be applied to the body with the shown success rate (SR), which depends on the difficulty of the changes, the skills of the beautician and the amount of added raw materials.

After the preview was applied the customer will receive the question if he is satisfied and want to keep the new look. Clicking no will change back to the look before the beauty session started, yes will accept the look.

However, the paid fee you won’t get back, except the stylist offers that to you.

## 24.9 “Scanning”

A scanner is used to see the attributes of creatures and other people. If they are set to public, you can also see the profession levels of other people when you scan them. It can be quite interesting, since not everyone looking like a newbie is as inexperienced as they seem. But that's it basically. You can't scan creatures to see if they have loot or so.

Besides the, more or less irrelevant, information you can get with scanning, you can also get a couple of skills, which are related to professions such as mining and crafting. Some skills are depending on the target you are scanning, bots will give you mechanics (related to crafting), humans/animals anatomy (healing/hunting).

A basic scanner can be bought at the trade terminal and the received information doesn't differ from a higher one. While the information you can get with scanning stays the same, the decay and range of the scanners will differ, maybe allowing you to stay out of aggro range of a mob.

## 25 Mindforce

### 25.1 General

Mind force is the “magic” in Entropia Universe.

To use it you will need an inserted implant, a mindforce chip and the matching Mind Essence, which is the fuel/ammo of the chip. I explain this more in the next part, “how to use MF”.

The mind force chips will determine what kind of mind force you can use.

### 25.2 How to use Mindforce?

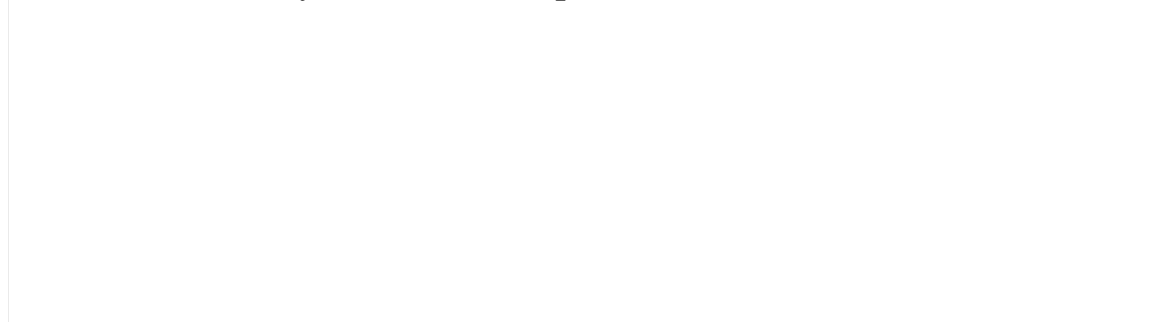
You will need:

- **An inserted NeoPsion Mind force implant**

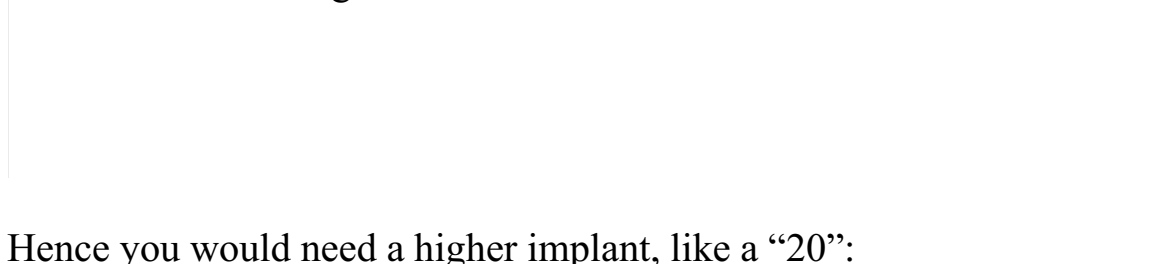
This implant has to support the level of the chips you are planning to use, for example the tt implant just supports up to level 10, which means that you can use a chip requiring a profession level up to 10.



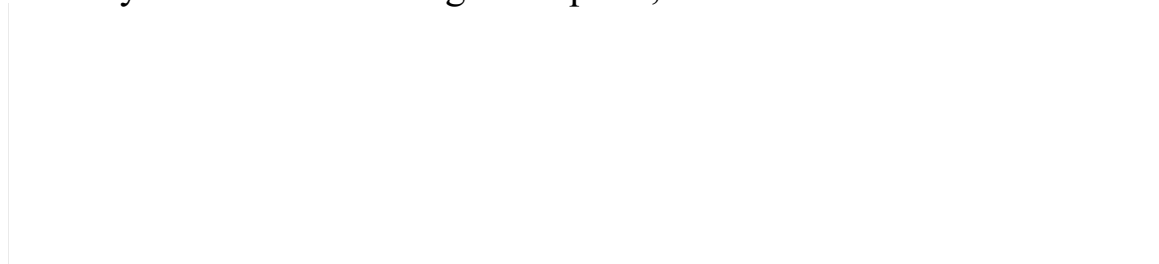
This would already do for this chip:



but it won't be enough for this one:

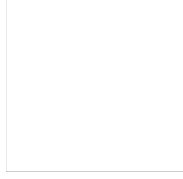


Hence you would need a higher implant, like a “20”:



MF chips are equipped like weapons and don't have to be implanted. As long as the implant supports the chip you can use as many as you like.

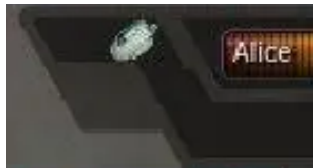
- **For the implantation: The implant inserter (15 ped, 0.02 ped decay)**  
To insert the implant you will need a “payn-inc. implant inserter”, which can be purchased at the tt, under tools, medical.



Drag the implant you want to insert on it like an attachment, equip and use it.



You will be asked if you want to insert it, once you accept it the implant will be inserted and will show an equipped icon at it in inventory. It will also show near your health bar.

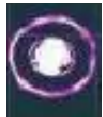


The implant can be repaired while it is inserted, so there is no real need to extract it, unless you want to sell it or “equip” another one.

You can extract it using an empty implant inserter, which will bring the question up if you really want to remove the implant.

- **A mind force chip**  
Now that you have an inserted implant, you will need Mindforce chips.  
The chip doesn't have to be implanted; it can be equipped and used like a weapon.

- **Matching Mind Essence (ME) in your inventory**



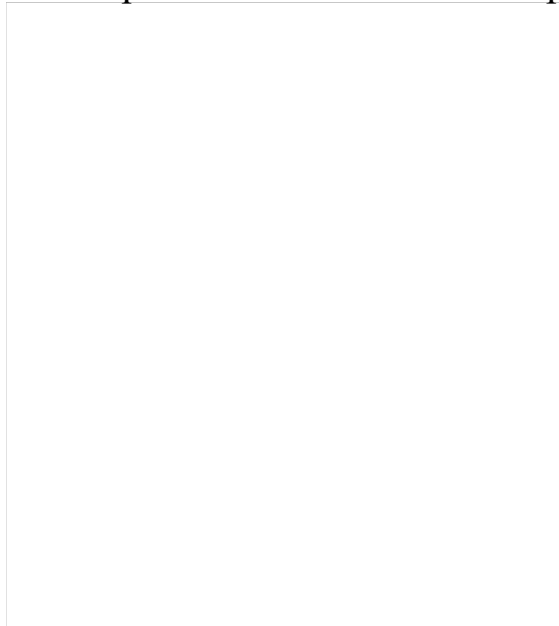
To use the chip you will need Mind Essence. which is basically like ammunition for guns. Depending on the chip it can differ between Mind Essence (which is the refining product of sweat and force nexus), Synthetic Mind Essence and Light Mind essence (the refining product of diluted sweat and force nexus).

### 25.3 Using Mindforce

After you inserted an implant which can handle your chip and got the matching ME, you can equip and use the chip.

While some chips have an immediate action and reload afterwards, like “normal” weapons/tools, other chips will require a concentration phase before they can be used, like Teleportation Chips. The concentration phase will show in a loading bar, similar to the reload bar, just that it appears before you can use the chip.

Here a picture of a concentration phase for a Teleportation Chip:



Chips can have a cooldown phase. During that cooldown time you can't use another chip of the same group. If you teleport somewhere for example, you can't use another teleport chip during the cooldown phase.

This concentration phase will be interrupted when you move.

If you are hit during the concentration phase, the concentration will be disturbed, indicated by the loading bar being set back to a lower state or even to the start point again.

To lessen those disturbance effects, you can use Synchronisation Chips.

After the concentration phase is finished, you can use the chip.

## 25.4 The Mindforce chips

In this part I will describe the different MF chips and what they can be used for. As already mentioned some MF chips come in different levels, while higher level ones have a higher decay and ME usage but also more power generally.

I will mention the main skill the chips will give in brackets after the name.

- Attack chips

Attack chips come in different variations, which may have a direct action, like the electric attack chip, cryogenic attack chip or combustive attack chip or need a concentration phase before the use, like the combustive strike chips. They also have an area of effect damage type, while the electric attack chip just damages a single target,

- Regeneration chips (Bioregenesis)

Regeneration chips work more or less like the healing tools, healing single people, but tend to have a higher range than healing tools.

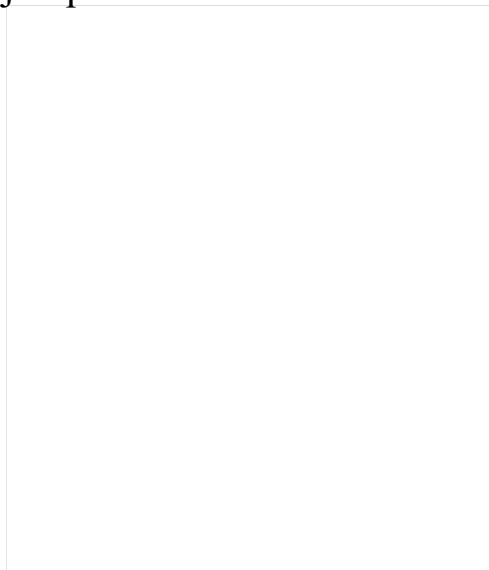
Regeneration field chip will heal people or team members in the proximity of its user.

- Teleportation chip

The TP chips are likely one of the most used chips of the whole MF section.

They allow you to teleport in a radius around you, thus saving you the time to run, or allowing you to pass (or get out of) dangerous areas. Higher level chips will have a bigger radius, but also considerably more cost per use. Bigger chips tend to be more expensive than smaller ones as well.

As mentioned already, the teleport chips have a concentration phase. Once it is charged and you use it the map will open. The bright area will show the area you can jump in. Select the destination and click teleport to teleport.



On arrival you will have a “save bubble” around you, which gives you a few seconds of protection against attacks.

- Resurrect chip

This chip enables you to revive a dead person. With your first successful resurrection, you will unlock a new ability, the “ethereal soul language”.

Without ESL you can just read like “OooOOooOOooooOOooo...” when dead people write into the local chat. ESL will enable you to read what they really wrote.

Opinions about the usefulness of being able to read something like “this fu... animal killed me” are split, but it can be a funny ability to have. The chip itself is rather expensive though and you will need quite some skills to be able to use it, which aren't cheap to get either.

- Wormhole chip

This chip enables you to open a wormhole between your position and the position of the receiver, someone in your friend list who will have to accept the wormhole from you. The wormhole will stay open for 20 seconds and allow everyone to teleport to the other side who can enter it in the time. The wormhole will work in both directions.

- Personal Effect chips

The personal effect chips will buff you in one way or another. The effect of a synchronisation chip for example will lessen the disturbance when you are hit during the concentration phase of other MF chips.

A metabolic acceleration chip would increase the targets moving speed for a time. The metabolic inhibition chip does the opposite.

## 25.5 MF Eco

Generally the eco of MF chips is, just watching the chip stats, similar to normal weaponry/tools.

However, there are some influences on the MF eco.

MF chips use Mind Essence, which can have mark up connected to it.

So there will be a difference if a chip uses 50 pec of synthetic ME which you can buy at the tt, or uses 50 pec of ME which cost you 200% to purchase.

A change in the implant decay changes the eco from the former way to a more eco one apparently.

Before you had a fix implant decay, no matter of chip used, which was generally a bad thing for lower chips.

Nowadays the chip decay will be split between the chip itself and the implant. For the current implants percentage is 2%. So if the chip had a decay of 10 pec, a use would decay the chip by 9.98 pec and your implant by 0.02 pec.

Since the decay is connected to the output usually, e.g. more damage means more decay, higher output chips will decay your implant more.

This is a good thing for limited chips generally, especially if they have a high markup.

Effectively this shifts decay with markup of the L chip to a repairable implant which just costs tt to repair.

## Hints for using mindforce

- The bigger chips require some skills before you can use them.
- Most sweaters are quite happy if you heal them, cause they tend to get attacked and die quite often. However, if you want a more cost effective way rather heal yourself after a fight.
- For the use of mindforce in combat you may need a synchronisation chip. If you don't have the synchronisation effect, every hit from an attacking mob will lower your concentration
- Several attack chips have nice ranges, so you can use them as tagging weapons to skill MF "by the way".

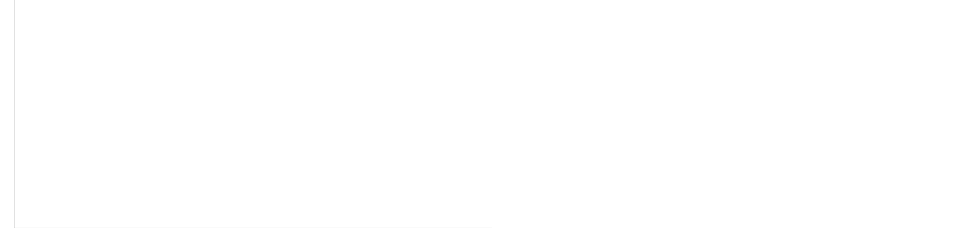
## 26 Taming creatures (not available atm)

For taming you will need a whip and nutriobars (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.

Once you are equipped and found the animal you want as your pet you have to attack it with your whip and nothing else. Be sure it has yellow bar above its health bar before attacking, the animals "spirit" bar, if it was damaged with another weapon than a whip it may be gone and the animal can't be tamed in that case. Either wait until it has regenerated to full health again or search another one.

A red bar will appear if you hit such an animal with a whip, the "respect" bar while the spirit bar will decrease.

Further hits will decrease the health and spirit and increase the respect. If you are hit by the animal the respect bar will decrease again. To attempt the tame the animal has to be at very low spirit, very low health (close to death) and full respect.

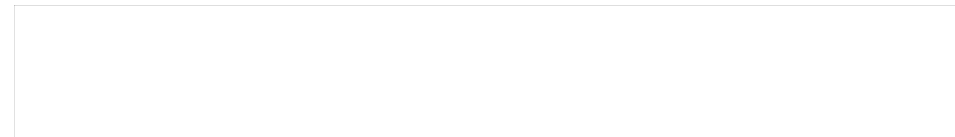


The result can be a failure.



The spirit will go up again a bit, while the health stays the same. You have to wait until the animal has regenerated enough to be hit with the whip again to decrease the spirit without killing it.

You can also be successful.



In this case your pet will be hungry and you have to feed it some nutriobars.

Once tamed and fed it can either be brought to a stable by you to have it stabled or send running into the wild, which will cause it to stable after a while by itself. This method of automatic stabling by abandoning the pet usually results in a trust and experience loss, but since your pet doesn't have any yet since it was freshly tamed you won't have to fear it.

A tamed 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 the pet's level (current pet max level is 3). You can increase the trust with an animal brush.

The blue one shows you when the pet needs food.

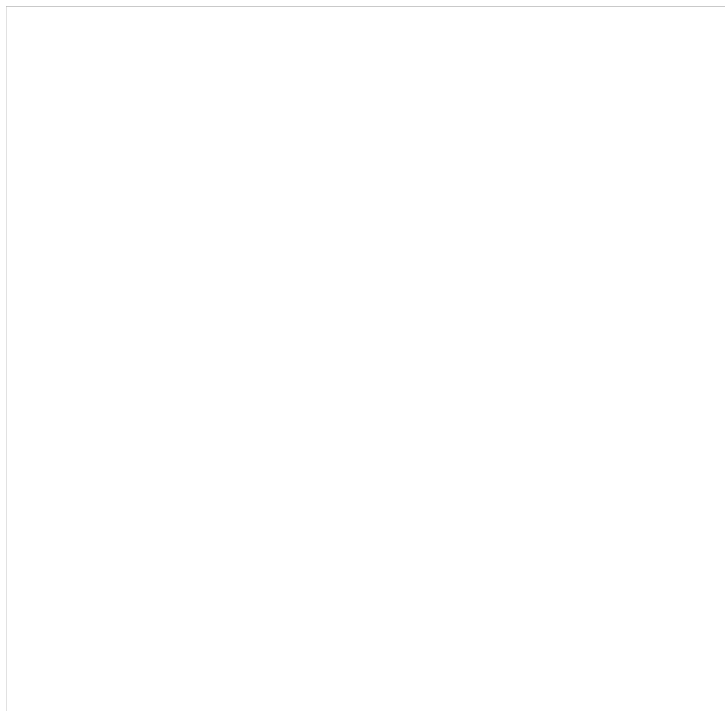
To feed your pet you will need nutrio bars. Open your inventory, click at food, drag the nutrio bars to your pet and drop them at it. The pet will give you an "eating" gesture and the food bar will increase again.

Third is the health bar.

Your pet gains experience when it performs given tasks, like "greet" and "impress", which will make the pet's food bar to decrease.

Tasks 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 two impress, at level three it can follow you (easier than the move to command) and you name it (see upper picture, the name is Hope).

If you want to log off, go to a stable keeper with your pet, and click the stable command (action library) and you will get a deed for your pet and a message. To get it back, visit a stable keeper as well.



If you desert your pet in the wilderness it will be auto-stabled after a while, but this will cost trust, experience and energy. When you don't have the option to bring a pet to a stable this might be the only option you have though.

You can find a dismiss command in the action book as well.

Places to find stables are (there should be signs to follow):

Jason Center  
Port Atlantis  
Nymptown  
Fort Zeus  
Camp Echidna  
Fort Ithaca  
Fort Argus  
Twin Peaks

Treasure Island Castle  
Genesis Amethera Headquarters  
Omegaton West Habitat

## 28 Vehicles



Additionally to running around or teleporting, you may also acquire a vehicle to move from place to place, which is definitely a rather cool way to move around. In the picture above you can see some vehicles: a hovercraft, a boat, a flying VTOL, a buggy and an APC more or less. Most vehicles also offer passenger seats allowing you to cruise around with your friends. Sometimes those passenger seats will also act as gunner seat, allowing the use of mounted weapons. The hovercraft can carry 1 driver and 2 passengers for example, while the passenger on the backseat is in the gunner seat.

Unfortunately, the mounted cannons just damage other people or vehicles in PvP zones and won't work on mobs at all. Thus mounted cannons are fairly useless for the average hunter. On the other hand, this combination of speed and substantial damage offers a great PvP potential of course.

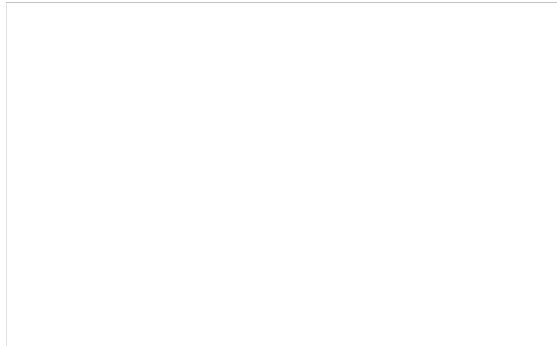
The exception is the kismet laser for the quad wing, which can damage space mobs. It doesn't damage planetary mobs however.

If you don't like your vehicles as gray as the ones in the picture, you can also color and texturize most of them. If you don't like the color it has, you can also bleach it, decaying it by 1 pec in the process however.

## 28.1 Preparing the vehicle for use and controls

When you got a new vehicle, for example from auction or you crafted it yourself, right click on it, choose "Spawn Vehicle" and choose a suitable place in the surrounding area to place it, indicated by a green arrow on your mouse cursor. It will face the same direction as you per default. You can rotate the vehicle by holding the right mouse button down and moving your mouse.

Vehicles will also need fuel. To fuel them up just drag refined oil from your inventory to the spawned vehicle:



Now that your vehicle is spawned and fueled up, you can operate it to take a seat and are ready to go.

When a vehicle is spawned a cool down time for any further vehicle spawning will start. This cool down will also take place if you just placed your vehicle and picked it up again. You can pick the vehicle up when you are outside of it with a rightclick on it and choosing "Pick Up".

The moving is similar to moving by foot.

The movement keys for forward, backwards even the one for autorun do the same, just the strafing ones will rotate the vehicle instead of making it strafe. This makes vehicle steering easier and thus isn't much of a problem. The logical conclusion of strafing keys which rotate the vehicle are rotation keys which will make the vehicle strafe, if it is capable of it, like the VTOL.

Along with that, for VTOLs and similar flying vehicles you will also need the "move up" and "move down" action.

Per default those are on ctrl and shift.

Definitely keymapped should be "exit vehicle" and "recall all vehicles", allowing you to get out fast and send the vehicle to storage if necessary.

There are also actions to change seats and turn the lights on and off.

The mouse is used to change the camera angle and to zoom in or out, but not for moving.

## 28.2 Cost

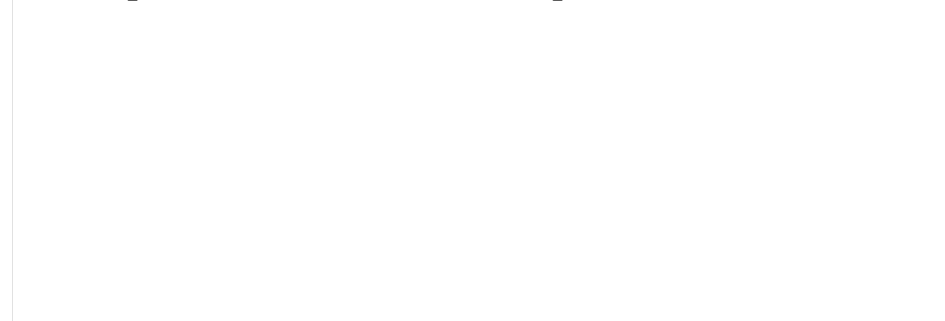
One important point about the cost right away: moving around will not necessarily decay your vehicle; just oil is used up in that case. However, some vehicles will have a movement decay, and thus decay on moving around. You can check for a movement decay in the item info of the vehicle.

Even bumping into solid object won't decay the vehicle, but it will lower the structural integrity. The same goes for jumping from heights or rough landings with your VTOL.

### 28.2.1 Operating cost

There are two sorts of "operating cost", fuel consumption and passive fuel consumption. The passive one doesn't apply for all vehicles.

Here a picture of the fuel consumption:



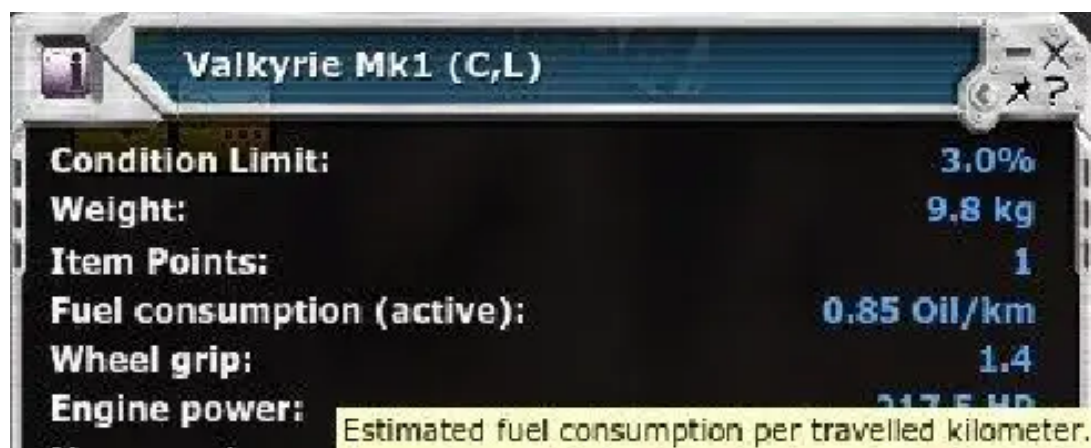
The active fuel consumption applies, as the "/km" indicates, when you drive or fly around with your vehicle. The 1.00 Oil in this case means, that per full kilometer 1 unit of refined oil, which has a tt value of 2 pec. So, tt wise, 2 pec tt per kilometer.

The passive fuel consumption applies as soon the engine is running, or in other words, as soon a driver is sitting in the vehicle. This sort of consumption applies for hovercraft, VTOL's and similar vehicles, which need their engine to stay hovering or flying.

Basically this means that as soon a driver enters the vehicle you start burning fuel, when moving as well the active fuel consumption is added to the passive one.

For this MK1 hovercraft the passive consumption is just 0.2 pec per minute though.

These figures won't apply 100% though, as you hover over the info in your stats windows it says they are estimated, but they offer something to compare at least. Like the comparison of a Valykrie Mk 1 with a teleport chip I



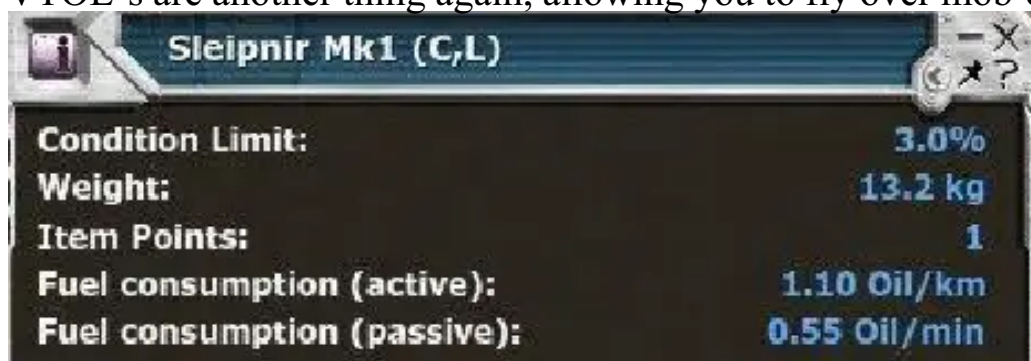
As you can see, the Valykrie Mk 1 uses 0.85 units of refined oil per km, which is  $\sim 2$  pec\*0,85=1.7 pec.

Comparing it to the teleport chip I, with 1.987 chip decay and 9 pec ME burn, so in total ~11 pec tt wise, for (up to) 0.8 km, this gives a cost (tt) of 13,75 pec / kilometer.  
The 11 pec from above you have on every jump, no matter the actual distance.

Another example would be the Sæhrimnir, a vehicle which can have 4 passengers, with a tt cost per kilometer of 1, 9 pec.

So generally, driving is cheaper than teleporting, however, the TP chip can be used to jump “over” mob crowds or to land exact on a spot, so either has advantages.

VTOL’s are another thing again, allowing you to fly over mob crowds.



Using 2.2 pec per kilometer and 1,1 pec per minute still beats a TP chip, unless you fly quite some detour.

## 28.2.2 Decay and Structural Integrity

As already mentioned, from plain moving around the vehicle won't decay necessarily, so the question is, what will (except bleaching)?

When you check your vehicle info, you will see that the vehicle has a certain tt value and additionally something called Structural integrity.



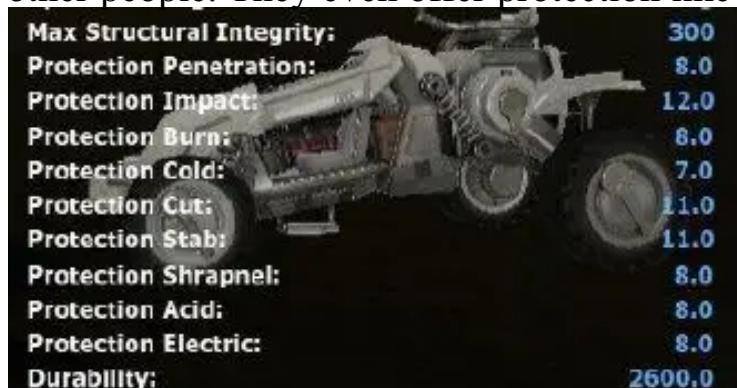
The structural integrity, or SI, you are likely to encounter first. The SI could be described as the vehicle's health points and can be restored with a repair tool. Once the SI reaches 0, the vehicle blows up, all passengers are ejected and you can't drive anymore until you repaired the wreck.

The SI will be lowered when you bump into solid objects such as trees.

It will also be lowered when you get attacked by animals or other players in PvP zones.

Those attacks are actually the worst that can happen, because they will lower your tt value as well.

In this case, vehicles act like armor, they decay when they are hit, either by mobs or in PvP by other people. They even offer protection like armor.



|                           |        |
|---------------------------|--------|
| Max Structural Integrity: | 300    |
| Protection Penetration:   | 8.0    |
| Protection Impact:        | 12.0   |
| Protection Burn:          | 8.0    |
| Protection Cold:          | 7.0    |
| Protection Cut:           | 11.0   |
| Protection Stab:          | 11.0   |
| Protection Shrapnel:      | 8.0    |
| Protection Acid:          | 8.0    |
| Protection Electric:      | 8.0    |
| Durability:               | 2600.0 |

Hence, it is rather useful not to drive through the next best mob spawn and to check the terrain for aggressive (and possibly fast!) mobs, before you get in too close proximity.

Although you can outrun most animals with a vehicle, if some bigger plant you didn't see stops you in the wrong moment you may face a problem.

To avoid unnecessary cost you should have the following keys mapped:

- "Exit vehicle", to quickly get out of the vehicle so you can either defend yourself or pick the vehicle up, hence the next useful action is
- "Pick up", which just works when you are outside the vehicle. It is useful to have the health bar of the vehicle easily accessible so you can pick it up quickly.
- "Recall all vehicles", which recalls all your spawned vehicles, even those who are currently driven, into the storage or the inventory in space. This can be very useful in case your vehicle is in danger to take damage, so you can save quite some peds by recalling it in time, especially if the vehicle is limited and has high markup. It is also useful in case you want to have some items you put in the vehicle storage sent back that way.

Note that passengers can agro mobs onto the vehicle too, even if you got out in time.

### 28.3 Vehicle Access

Your vehicle can't be stolen, neither when standing around without a driver, nor during it is driven. For other people to drive or to take the passenger seat(s), you first have to add them into the vehicle guest list. Right click at the vehicle, open the vehicle guest UI and you can drag and drop names from your friendlist, but also names from people's healthbars around you into it (just click at the green little man to drag and drop it to the vehicle list.)



With the buttons right to the name you can decide who has permission to drive or is allowed to take the passenger seat(s).

Make sure you submit the guest list before you close it to have the settings added!

### 28.4 Vehicle Storage

Most vehicles will also offer a luggage space for your grocery buys or for hunting loots and mining resources and other items for that matter. You can access it by right clicking your vehicle, either in your inventory or in the field, when you are close to it.

The vehicle inventory works like a storage box, it has a max amount of items and a max weight limit.



Combined with the “recall all vehicles” action you have the opportunity to load your vehicle with items and sent it to storage, so you are lighter on the way. (can be useful for miners for example.) Of course this can also be useful in lootable PvP zones, to save your loot.

## **28.5 The different vehicles**

### **28.5.1 Cars**

Cars range from the small buggies to the massive pitbull (see picture at start=).

Cars can't handle water too well. Once they are too deep below the waterline everyone on board will be ejected and the car has to be picked up or sent to storage.

### **28.5.2 Boats**

Boats are, surprise, just driving on water and also reach a decent speed there. The fuel consumption on them is fairly low, compared to the other options to cross water. This makes them useful to combine with a land bound vehicle to be able to cross land and water alike.

### **28.5.3 Hovercrafts**

More or less a mix of the above, they drive on land and water. They generally use more fuel than cars and boats and tend to have passive fuel consumption when hovering.

### **28.5.4 Choppers and VTOLs**

“Vertical Take Off and Landing” pretty much describes the whole thing. The Helicopter isn't much different.

You will need the “move up” and “move down” action from your action book. Beware on rough landings, as that may damage your SI.

### **28.5.5 Small Spaceships**

Spaceships are vehicles that allow you to fly around in space and usually fly into space as well. Generally those ships are VTOLs, but with the perk of allowing space travel. Examples would be the Sleipnir and the Quadwing. More to spacetravel in the space section.

### **28.5.6 Capital Spaceships**

Capital Spaceships like Motherships and Privateers cannot land on a planet and can just be in space. They differ in the mechanics and thus will be discussed further in the space section.

## **28.6 PvP effects**

Since I am not often in those zones or updates may change it, I can't guarantee for the following information.

Naturally, a fast moving object which can hold mounted guns with quite a punch for PvP and a good range can offer a serious advantage in PvP combat.

Thus, you may be especially aware of vehicles in the lootable PvP zones. However, the vehicles have also a decent defense capability for the lootable PvP zones.

The vehicle storage combined with the “recall all vehicles” to your storage can take your loot to safety.

## 29 Interplanetary Travel and Space

Entropia Universe consists of several planets, as you have already noticed probably. To date there are 5. Traveling to other planets will need a travel through space. Generally, this can be done flying yourself or as passenger getting a lift. The passenger has basically to get onto the transport vessel and usually pay a fee. After that he can lay back basically.

The most important note about space is it being a lootable PvP zone. This means, you can be shot and lose your stackable items (like ores, etc.). So if you plan to carry resources around with you, be aware.

The ones out there going for player loot are generally called pirates.

Also note, space is 3-dimensional. So there is no certain up and down. Space has its limits though; sooner or later you can't go farther down (or up, depending on your perspective).

Before going into space you should make sure that you downloaded it already, else it will be a very short trip.

Since I am not that experienced in space, especially with the bigger ships, I had to ask around a bit for the answers. Hence special thanks to Magam, pilot of a privateer he gently calls turtle and Rudolph, owner of the mothership Saratoga.

### 29.1 Getting into Space

Space can be reached with a small space capable ship like the Sleipnir or Quad-Wing already. If you fly in a small ship it is generally advised to use the faster one though, in this case the Quad-Wing. It has indeed twice the fuel burn, but also twice the speed. And space is fairly big. A flight from Calypso to Arkadia takes about 40 minutes in direct flight already. Hence a faster speed could save quite some time here.

To enter space with a space capable ship a "space thruster" has to be attached to it before it is spawned. Without the thruster the ship can't leave the planet.

If everything is prepared you basically fly upwards using the "Move up" action. Once you are high enough, you will get asked if you want to leave the planet. If you accept this, you will enter space and your thruster will decay. The "normal" thruster has a decay of 10 pec, the light one of 1 pec; the light one as less uses though, due to lower tt. Note that you should always be wary of the tt of your thruster in case you use limited ones. You don't want to be stuck on a planet which has a bad supply of thrusters and can't leave on your own anymore. So get a replacement in time.

The ships mentioned above also offer a passenger seat, so it is possible to find a pilot flying you personally to the planet of your choice as well. If you have a passenger who hasn't downloaded space yet, the message you get on leaving will inform you about that, so you can react in time. Else your passenger will be left at the planet.

Leaving the planet will take you fairly close to the space station of the planet in a save zone without PvP.

Another way to get into space would be summoned from a mothership or privateer owner. This is essentially a teleport to the ship. The owner of the vessel has to be "docked" at the planet's space station for this, which means that he has to be in the safe zone of the space station. It is important to note that just the owner is allowed to summon people up his ship and just if he is on the ship as well. Just the owner can do this summon, not even someone having the pilot rights from the owner. If just the pilot is around and not the owner you will have to get to the ship yourself, as you can't be teleported up. This again requires a small spaceship and flying to the space station, from which you can teleport to any docked ship you have access to. Motherships you can land directly on as well.

## 29.2 Reaching your destination

For a small ship this is usually done in the old fashioned way. You point your ship in the direction you want to go and press autorun and leave it be.

It helps to open your map and set a waypoint at your destination, so you have a better visual feedback where your destination actually is. You may also press P a couple of times to make sure that you don't rise or fall too fast, else you hit the "borders or space", especially when flying afk.

When flying this way you will need to bring some time, as a trip to another planet can last 40 minutes and more easily.

It should be noted that there are revival areas in space as well, which is usually the next space station. So you can shorten the trips in a couple of ways. Naturally you could try to get shot at the right place, but that isn't that useful generally. The other option, since teleporting in vehicles was removed, would be to relog. This essentially drops you out of the vehicle. On a log in you will find yourself back being in space and waiting to get killed by the harsh environment.

If you happen to be a pilot of a big ship, say a mothership, you have the option to perform a warp jump.

The Warp itself takes about 1-2 minutes. More to that later on in the spaceship pilot part. But it should be noted that although the time of the actual flight is way lower than flying by normal means, the real time consumption comes in waiting for the actual flight. Like sometimes there is no pilot around, the other passengers have to be waited for or waiting until the time the scheduled flight takes place. Many of the travel services offer VIP flights though, which basically means they use the warp basically just for you immediately. This tends to come at a higher cost of course.

If you haven't downloaded the planet content yet, the flight time would be a good opportunity to do it.

## 29.3 Arriving on the planet

Getting down to the planet can also be done in two ways.

The first is simply flying with your small ship towards it. Once you are close enough, you will be asked if you want to land. The landing will cost 2 ped, which are taken from the ped card of the pilot.

The second way is by teleporting from the planets space station. This works like a normal teleport, but will cost 7 ped.

You can't reach the planet directly from the a Mothership or Privateer. You can teleport to the space station of the planet and go on from there, either with the teleporter or by leaving the station with your ship. Or you can leave the Mothership directly with a small ship to land.

## 29.4 Space Stations

Space stations can be found all around space and serve as revival points and more or less safe harbour, as there is a safe zone without PvP around them. The space stations with their safe zone are shown as blue circles on the map.

The space in between those safe spheres is lootable PvP.

Note that although the area immediately around the space stations is safe, this doesn't mean some pirates couldn't lurk just outside, waiting for you to leave the safe area.

This safe zone will also kill space mobs which are entering it eventually, similar to water on planets.

Space stations also offer various terminals as well as teleporter, similar to cities on the planet.

Entering a space station can be done in two ways.

You can enter the space station's hangar with your small ship when flying into the bluish circle (see to the left in the picture).

The second option is to teleport from a docked mothership/privateer teleporter to the stations TP.

You can't teleport to the space station directly from the planet! So you already have to be in space to enter a space station.

Exiting works in 3 ways. Additionally to the ways above (exiting from hangar in small ship, teleporting to a docked ship) the space stations teleporter can also be used to teleport down to the planet. This direct teleport will cost 7 ped. This is the highly preferable option if you carry lootable items and don't want to risk being shot during the trip through the PvP zone until you reach the planet.

## 29.5 The big Spaceships

The big ships are almost flying cities. They allow you to log back in on them no matter where they moved in between, as long as you logged off on them. Like on the planet, you log back in at the place you logged off, just that the place can move in this case.

Like cities they also have several terminals.

The trade terminal is especially used to buy ammo and as last resort in case of a pirate attack. It's better to trade the stuff than getting it looted.

There is also a repair terminal for your repairing needs.

In case you get killed, say in a quad wing and are more or less near the ship and on its guest

list, you will revive at the ships revival terminal.

Much like a city the ships also have a teleporter, which works between the ship and the space station it is currently docked at. It will not work straight to the planet.

There are special terminals for the ship as well.

The guest list terminal allows you to remove yourself from the ships guest list and essentially jettison yourself into space. May be useful if you want to get out of a ship and revive at a nearby space station. If you are much better off in some space station which isn't visited at all is another question though.

The other terminals will be discussed with their appropriate uses below.

### **29.5.1 Entering**

One of the most important steps before the following will be put to use, is to enter the ship of course.

Before you can enter the ship, you either have to be the owner or be added by the owner to the guest list of the ship, like on planetary vehicles.

For entering the ship you have basically 3 options (besides reviving on them).

If the owner happens to be on the ship in space and has added you to the guest list, he can summon you, which, when you accept, teleports you right into the ship. This summoning applies for the planet and its space station, but not instance like areas, e.g. beacon missions or Hell on Rocktropia.

If the ship is docked at a space station, you can also use the teleport of the space station to teleport to the ship. This works the other way as well, when a ship is docked you can use its teleporter to get to the space station.

You can also enter them directly. For a mothership you had to fly into the hangar, the entry can be found at the back of the ship. A privateer can be accessed with a ship too, it will require you to get close to it, rightclick it and choose "enter". While the mothership can be left the same way again, you can't exit a privateer with your personal ship anymore.

### **29.5.2 Travelling by luxury liner (sort of)**

Probably the first encounter you have with any of the bigger ships will be when you inform yourself about space travels. And indeed this is one major use of the current ships.

As big ship with the capability to carry many passengers at a time (50 passengers compared to the single passenger seat of the small crafts as far as I know) they are the backbone of the interplanetary travel services.

Besides the option to carry many passengers at once, they also have the option to use a warp drive, allowing them to reach a destination within 1-2 minutes, instead of the normal flight time of around 40-50 minutes ("are we there yet?").

Interesting for travelers is the ability to log off on such a ship and also log back in on it, even if it moved before. This means that you could board a mothership at Calypso for example and log back in to find yourself at Arkadia. If you would log off in a small ship, you would log in at the next space station. So besides this being a comfort function, it also allows people to "skip" the crossing of the dangerous PvP zone where you can be looted, much to the annoyance of the pirates of course.

### **29.5.3 Repair points and ship repairs**

The step after being a normal passenger is often joining the repair crew of the ship. As the “normal” vehicles, capital ships have structural integrity as well, which will be lowered when they are hit in PvP or by space mobs.

Mob hits apparently damage the section they actually hit, while hits from players will hit a random section. The repair sections have to be used accordingly. This works like the known vehicle repairing again. Just use a vehicle repair tool on the repair station. In practice the people split up to the different repair stations right away usually.

If just one of the repair points is brought to 0, the whole ship will blow up and respawn at the next space station. The crew will be jettisoned into space.

Motherships have 4 repair stations, the Command Center (CC for short) behind the cockpit and turret control section, the Reactor (RR) a bit further behind, the Propulsion (PP) at the lowest deck and basically the backside of the ship and the Hangar (HH), which is below the landing places for the planetary ships.

Privateers just have 2 stations, Reactor and Propulsion. Those can be found at the lowest deck. There are stairs leading down to them from the area with the terminals. They are actually so close together that switching between repair points just requires turning around. Each of the repair stations will show a health bar as you enter the ship. Those health bars can be hidden behind your other HUD symbols though, especially when you entered in a team the bars could be behind the health bars of the team members.

Since ship repairing increases vehicle crafting related skills and is even fairly cheap to be done, it became a fairly popular profession.

### **29.5.4 Gunner seats and offense**

The ships are not just target practice for pirates and mobs though, but have guns to fight back. The motherships have 15(!) turrets which can be seen outside the ship, 5 on each top side, 2 each side below and one to the front.

Just 7 of them can currently be manned at all though and just 3 at a time.

Privateers have 4 on the sides and 2 facing forward. Here 2 can be used at a time.

The guess is that higher versions of the components which make the guns available will unlock more gunner seats, but since they didn't drop yet, this is just a guess.

The guns are accessed with the corresponding gunner seats. Using them requires gunner rights given by the owner.

You can buy ammo on the ships trade terminal.

Combined with the “on the fly” repair this makes these ships a force to be reckoned with. It also allows a more comfortable hunting of space mobs, compared to having your quad wing blown up every so often since you can't repair it on the fly.

### **29.5.5 Pilot chair and flying**

In either case the ship has to get to the destination and this will need a pilot. The pilot rights are also given by the owner and enable you to enter the pilot seat. This will allow you to steer the ship and also use the warp drive.

It is important to note that the pilot can't summon people. Just the owner can and just when he is on the ship.

Motherships have a copilot seat, which privateers lack. This one is basically used to view the ship from the outside, but it doesn't allow any ship movement. This could be used to coordinate the gunners of the ship for example, while the pilot concentrates on flying.

A warp jump requires a warp drive in the first place, which will decay in the process. The ship has to be taken outside a save zone into PvP. Here the charging can be started with the “Warp

Speed” action.

The map will open up where you can decide on your destination and initiate the start. The destination has to be outside a save zone as well. After approximately 10 seconds the ship will jump into warp. During that charging time the initiation can be interrupted by getting hit. So in general a warp works similar to a mindforce tp jump, with some exceptions.

The warp will not be an instant arrival and takes around 1-2 minutes. The distance doesn't seem to matter much in that respect.

The arrival will not give you a “safe bubble” during which you are save from enemy fire.

Warp Jumps can be interrupted with warp mines, usually used by pirates to stop the ship in transit and blow it into pieces.

## **29.5.6 Maintenance**

Getting the ship to work and keeping it operational is mostly the job of the owner.

To get the ship operational at all, the engineering terminal is used, where essential components need to be present for the ship to function. This terminal can just be used by the owner for that reason.

First off, the ship will need an energy source, without it the ship won't work at all.

Since you likely want to fly with it, a sub warp drive is needed as well, else the ship won't move.

To get the guns operational armaments are needed.

Those 3 cover the basic functions of the ship.

Currently the 3 components don't decay either :As such the ship works basically decay free so to speak, leaving repair and fuel cost aside.

If you want to use a warp drive, this is the place to “equip” it as well. This component will decay however.

Like the normal vehicles the ships will consume oil when moving. They can be refueled at the “Ship Refueling Station”. Also like vehicles, this is done via drag and drop from the inventory. This can be done by anyone, like the pilot or passengers.

Lastly there is the “Structural Integrity Upgrade Terminal”. This terminal is used to increase the SI of the ship, allowing it to take more hits before it blows up. To do this certain ore ingots with certain stack sizes can be dragged on it, like refueling. According to the official website this would be, in the order of effect on SI (low effect to high): Belkar (80k), Glam (45k), Veda (30k), Copper (12k), Gazzurdite (13k), Niksarium (7k), Gold (5k).

The actual effect on this to the SI is also influenced by the “Vehicle Structure Engineer” profession of the upgrader.

The increase in SI will be divided between the different ship repair stations. A 1000 points SI increase would increase the SI of the 2 repair points of a privateer by 500 each and the 4 of a mothership by 250 each for example.

### 29.5.7 Stackables and Space plus general hints

In case you want to fly in a small ship, check twice if you have any lootable stuff on you and either leave it at the planet right away or sell it there. It is not advisable to fly through space in a Quad-Wing with the loots from your last hunting trips. The “there will be no pirate around likely” attitude isn’t really a good way to do things.

If you want to carry loot through space, especially larger amounts, use a Mothership or Privateer, preferably one who warps to your destination. Get on board and **log off**. That way you arrive at your destination. But since you aren’t on the ship you can’t be looted in case the ship runs into a pirate. There are scheduled warp flights for 5 peds already, check <http://efa.ms/> for example. The site also has a chat where you can see when the ship securely got to your location, so you can log in again. After you arrived safely, teleport down to the planet and don’t go by small ship. There is PvP from the space station to the planet and you don’t want to be shot the last meters.

In my opinion it is not too useful to fly with a full SI Quad-Wing through space if your main concern is transport to another planet and no hunting etc. So it would be fairly useful not to use any repair tools on it, as that just increases the SI.

The point is this, the more SI your Quad-Wing has, the more shots it can take before it blows up and you can be killed. However, if you aren’t planning on fighting back at all anyway, this just causes more decay. Because the ship will decay each shot, more SI means more shots get soaked up, thus more decay. Since you will likely get killed anyway if you don’t plan on fighting back, the outcome is the same with a high SI, but the decay on the ship is higher.

## 30 Events

There are several event types in Entropia, and they can be divided into events which use the official event system or those who play outside of it.

Events outside this system, like official events from the developers, for example the migration event where some special animals keep spawning for a while, or player based events, like treasure hunts for newcomers for example are generally more flexible in determining rules and either don't need any form of registration when you want to join or some special one determined by the rules.

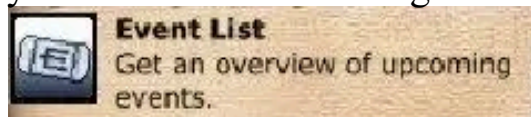
Those events can be found in the client loader, the developers site, various forums, advertised in game and so on.

Since they don't have an "official" way of creating them or register to join them, they can't and won't be explained here.

The ones using this "official" system will be the topic of this part, since finding, joining and creating them can cause some questions.

### 30.1 How to find events?

Despite the option through several forms of advertisement, in the client loader, forums and so on, there is also an action called "Event List" in your action library. There you can inform yourself about the coming events all around the planet.



The overview will look like this:

A screenshot of the "GLOBAL EVENTS LIST" interface. The interface is divided into two main sections. The left section is a sidebar titled "All Event Areas" with a scrollable list of locations including Asteroid, Calypso, and various Amethera Outback Land and LA areas. The right section is a table of events with columns for "EVENT NAME", "COUNTDOWN", "PRIZE", "TICKETS LEFT", and "PARTICIPANTS". Below the table is a detailed view of a selected event: "\*FREE\* Highest Single Atrax, Amethera Outback Land #07" with its organizer location and a description of the event.

| EVENT NAME                       | COUNTDOWN   | PRIZE      | TICKETS LEFT | PARTICIPANTS |
|----------------------------------|-------------|------------|--------------|--------------|
| *FREE* Highest Single Atrax      | 8 h         | 150.00 PED | 39           | 62           |
| *FREE* Highest Single Traeskeron | 12 h        | 150.00 PED | 40           | 61           |
| *FREE* Rextelum Most Loot        | 1 d 08 h    | 150.00 PED | 58           | 43           |
| *FREE* Traeskeron Highest Loot   | 1 d 12 h    | 150.00 PED | 45           | 56           |
| *Global Slot Event MAX 3000PED!* | 1 w 6 d ... | 200.00 PED | 0            | 101          |
| Chomper Stalker Event            | 8 h         | 350.00 PED | 74           | 7            |
| Free Atrax Young Highest Single  | 7 h         | 119.00 PED | 40           | 61           |
| Free HSL Combibo Hunting event   | 1 d 09 h    | 119.00 PED | 51           | 50           |
| Free Most Loot Primordial Longu  | 1 d 11 h    | 124.00 PED | 66           | 35           |
| Monday Baby Trox                 | 2 d 10 h    | 350.00 PED | 90           | 11           |

**\*FREE\* Highest Single Atrax, Amethera Outback Land #07** 2013.02.02 19:30-20:30  
Event Organizer Location: (25233, 36014)  
Come grind through some Provider/Dominant Atrax at BIG Industries OLA#07 and Get a few extra coins while competing in our additional weekly/monthly competitions through EntropiaLife.com/events

In the right part you can see the scheduled events.

The left part shows in what areas events are scheduled.. You can also select an planets or event area there and just coming events in this area will be shown.

The listing will tell you the name of the event, the time it is scheduled as a countdown, the total value of the prizes and how many tickets are left to get.

Selecting an event will show additional information in the lower right window, such as the name, the time and the “story” of the event.

You will also find 2 buttons there.

The one with the runner is used to view more detailed event information.

You can view general info about the event, such as its name, promoter, the description, start and ending times and tickets left for sale as well.

The tickets price however is an information you didn't get in the list yet.

You can also check the Rules out here.

The winning rule will be the most important one usually, determining what you have to do to actually win the event.

The winning rules can be:

- **Most Loot:**  
This means that the every pec in your loot will count for 1 point and the player with most loot, hence most points, in the event wins.
- **Highest Single Loot wins:**  
Explains itself, just your highest loot counts, again 1 pec counts for 1 point. The highest loot in the event will win.
- **Most PvP points:**  
Points will be scored by killing other people in the event. The more often you killed a person the less points you can get by killing the same person again. So you can get most points for a kill by killing someone you didn't yet (or not as often).
- **Most Votes:**  
The event participants have to award points to each other, the one who achieved most votes will win.

The additional rules will alter the event in terms of limiting the usable weapons for example. The additional rules can be:

- **No Healing:**  
You can't use any healing tools in the event, no heal chips either.
- **No Melee weapons:**  
Melee weapons can't be used
- **No ranged weapons:**  
No guns nor mindforce attack chips can be used.
- **Accumulate Ammo/Deterioration:**  
This is an additional loot rule for PvP events, which will add the PEDs spent on ammunition and decay during the event to the prize of the winner.
- **Accumulate Loot:**  
With this rule all the loot during the event is collected and given to the winner at the end of the event. Everyone else won't get any loot at all.
- **PvP enabled:**  
You can shoot other participants.
- **Max Health:**  
Players, who have more HP than allowed with this rule, will not be able to join the event.
- **Disable SatNav:**  
This will disable the radar, neither players nor mobs can be seen on the radar if this rule is chosen.

The button with the compass needle will open a map, with the event area in its centre, helping you to localise it.



You can also check the specific land-markers or event managers out, to see a list of the events in this particular event area.

## 30.2 Joining

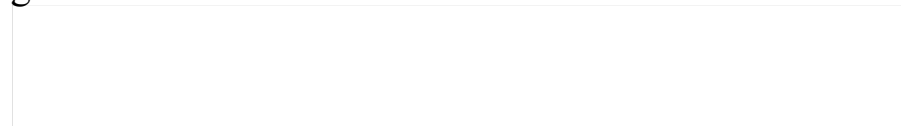
To join an event you have to visit the Land Area Marker or the Event Organizer of the event area the event will take place in.

While an event organiser will open the event menu immediately, the land area info window will require you to click at the running man button in the upper right corner to access the event menu.

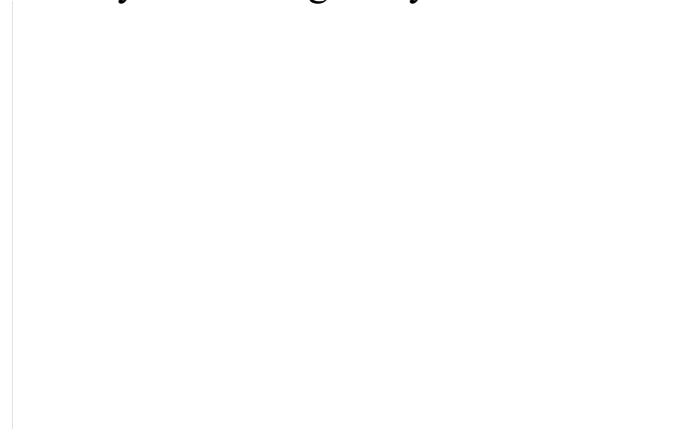
The pink fields show when events are scheduled.

The event menu will show you the events taking place in this event area, a click on settings will bring you to same window you can access with the event list as well, telling you about rules, prizes, etc.

However, when you open the event settings with an event organiser or a LA marker, the “Register” field will not be grayed out, thus allowing you to join the event, in opposite to the global event list.



When you click register you will have to confirm one more time.



You have to register before the event started, else you won't be able to enter the event area anymore.

You are able to use the event chat in the event area once the event started. The chat will stay active for 10 min after the event ended.

During the event you will see the top 3 of the event and your own rank.

In the participants list you can award reputation points to one person, which will be added to the “reputation” points in the skill list. If the reputation was negative, the points will be lowered.

The event itself can be rated as well, from very poor (the event creator loses 2 points in promoter ranking) to very good (the event creator receives 2 points in promoter ranking).

Reputation and event rating has to be done as long the event is running, once it is finished it won't be possible anymore.

## 30.3 Creating Events

To create an event you will have to visit the land area marker or the event organiser of the event area you want the event to take place in. As much as with joining an event, you have to click at the running man button in the upper right corner of the land marker info window to get to the event window.

Not every land owner will have the event option enabled, so you won't be able to create an event those areas.

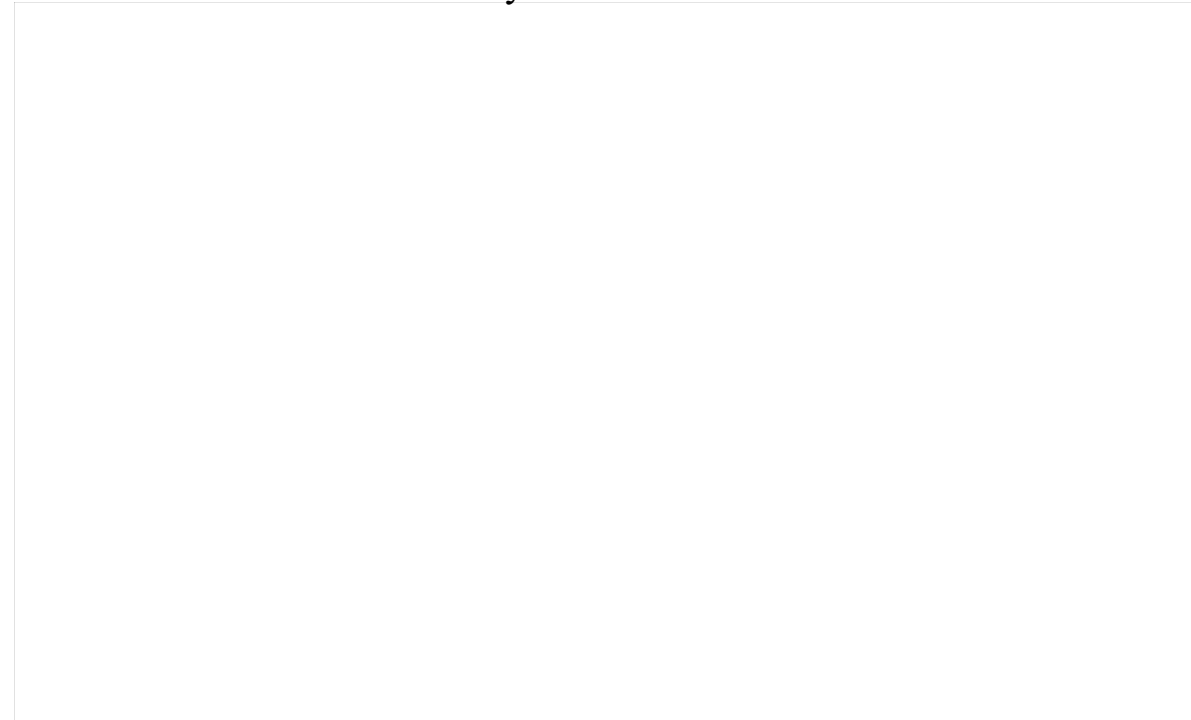
The pink fields will tell you when there are events scheduled already and dark gray fields mean that during those times no event can be arranged.

Once you clicked Create Event you will open a similar window as in the join event part, just that it is editable in this case.

Thus you can enter an event name, a streaming URL which has to go to a .pls file, which allows the participants to hear the audio stream if the streaming audio option is enabled and an event description.



In the date tab you can select the date and click on the slots to determine when you want your event to take place. Note that you can't start your event directly after another, as there has to be a 30 minute waiting time. This is basically used to allow the participants of the previous event to leave and the ones of yours to arrive.



You will also notice the total event cost in the lower part of the window now, dividing into event creation cost and the event area rent per 30 minutes. The prices here can differ from LA to event zones.

Here you can choose the timeslots of your event. Chosen timeslots will be seen blue. Each slot counts for 30 minutes. Events can last up to 4 hours.

The rules window allows you to set the rules as you wish, not every possible rule may be available in the event zone you choose. For a description about the rules, see above.

In the Tickets tab you can choose how many tickets you want to have totally, meaning the max amount of participants you want to have in your event.

You can also choose to create reserved tickets, which will cost you 1 ped each and will be in your inventory to give out to whomever you want to. Their tt is 1 ped as well, so any spare tickets you may have left after it can be sold to the tt without a loss.

The ticket price affects the people who will register without a ticket, which is taken from their ped card at the registration.

In the Prizes tab finally you can drag and drop the prizes for place 1 to 3.

## 31 Estates, land Areas, apartments and hangars

### 31.1 General

An estate is generally a player owned area, either in form of a house, a smaller apartment, a hangar or even a whole land area to collect taxes of the hunting and mining activities on it. This ownership is stated in the deed of the estate, just one person can be the owner of an estate.

If you just got a new deed, you have to go to the estate terminal (or land marker) and claim it. The ownership will be passed to you then, allowing you to interact with your new estate.

### 31.2 Land areas

They can be found at Amethera for example. The owner of a land area can set a tax for the hunting and mining loots on his land.

This means if you would loot 50 ped for example, and the tax is 10%, you would just get 45 ped, 5 ped earns the landowner.

This fee is automatically taken from your loot, so you just see the 45 ped in that case.

Some areas can be bought, for very high prices; some can be “claimed” in special land grab events.

The following information was basically taken from a thread in the planetcalypsoforum by **Jos Bernz Bernz**.

To add new DNA or change the spawns in maturity your LA will need energized fertilizer, which you can drag from your inventory to the fertilizer funnel at the fertilizer station. It will convert into “*improvement points*”, or “*IP*”s. 1 unit of energy fertilizer, with a tt of 0.47 PED will become 1 IP.

To add a new mob to a land area, you will need matching DNA. DNA can either be bought or created by refining the necessary parts in a refiner.

A land area has 6 different slots for DNA, which can be altered independently. For each slot “Numbers” can be chosen, determining the density of the spawn. Also the maturity can be chosen.

The sliders for “Numbers” and “Maturity” can be changed increments.

If a DNA is added, those changes can be done for free once.

If the spawn is altered later on, it will consume IPs. The “Numbers” slider would take 400 IPs from the lowest to a max setting; the “Maturity” one would take 1200 IPs.

Once you are satisfied with the sliders, you can click at the little padlock to lock those settings permanently, else the sliders will slowly go back again.

The lock will hold as long there are enough IPs left to sustain it.

To uphold a lock for “Numbers” it will cost 8 IPs (3.76 PED) per day, the “Maturity” lock will need 12 IPs (5.64 PED) per day.

In case you want to change the sliders downwards, it would be more money effective to open the padlock than actually putting the sliders lower manually, since lowering the sliders costs the same as increasing them, while the “natural decrease” with open capslock is free.

Since changing the slider cost more IP than maintaining a locked setting, it would be best not to let the IPs reach 0.

### 31.3 Apartments, Houses, Shops, Hangars

These estates have an estate terminal, where you can set some basic rules, like who is able to enter the apartment.

The fee which used to be on apartments and shops was removed on Calypso and thus you can enter them without paying fee, like houses and hangars in the past.

However, I will leave the picture and the explanation in here, as other planets may still have the fee or implement some estates which have it.

If you didn't pay the fee for a while you **won't** have to pay the accumulated cost for the missed fee, so you can easily just pay the fee of the apartment in case you need it open.

To sell such an estate you have to set the restricted access to "yes", else you won't be able to drop the deed in a trade window.



- "Claim" is the first thing you have to do once you got an estate, to have it set to your name, allowing you to interact with it.

- "Public" means everyone can enter the apt. If the estate is set to "not public", just the persons in your guest list can enter it:

- "Edit Guests"

You can choose who is able to enter the estate in a "not public" state by adding names to your guest list via your friend list.



- Restricted access has to be set if you want to trade the estate.  
You must have the estate deed in your inventory to be able to change this!
- Item trade means you are able to set prices for the items in your estate, this applies to shops.
- Estate fee due and the fee, applied for apartments and shops:  
If the fee wasn't paid you can't enter the estate anymore until you pay it again, which opens it for another month. Fees you haven't paid in the past won't have to be paid, so you can just open the apartment if you need it.
- The number of guests, items points differ for the sizes of estates
- Additional owned area applies for houses. Means a smaller area outside the house belongs to the house too
- “Visualize” shows the owned area, which is especially useful for houses to drop items around the house. As long those items are inside your owned area no one else can pick them up.
- “Pay”, pay the fee for another month.

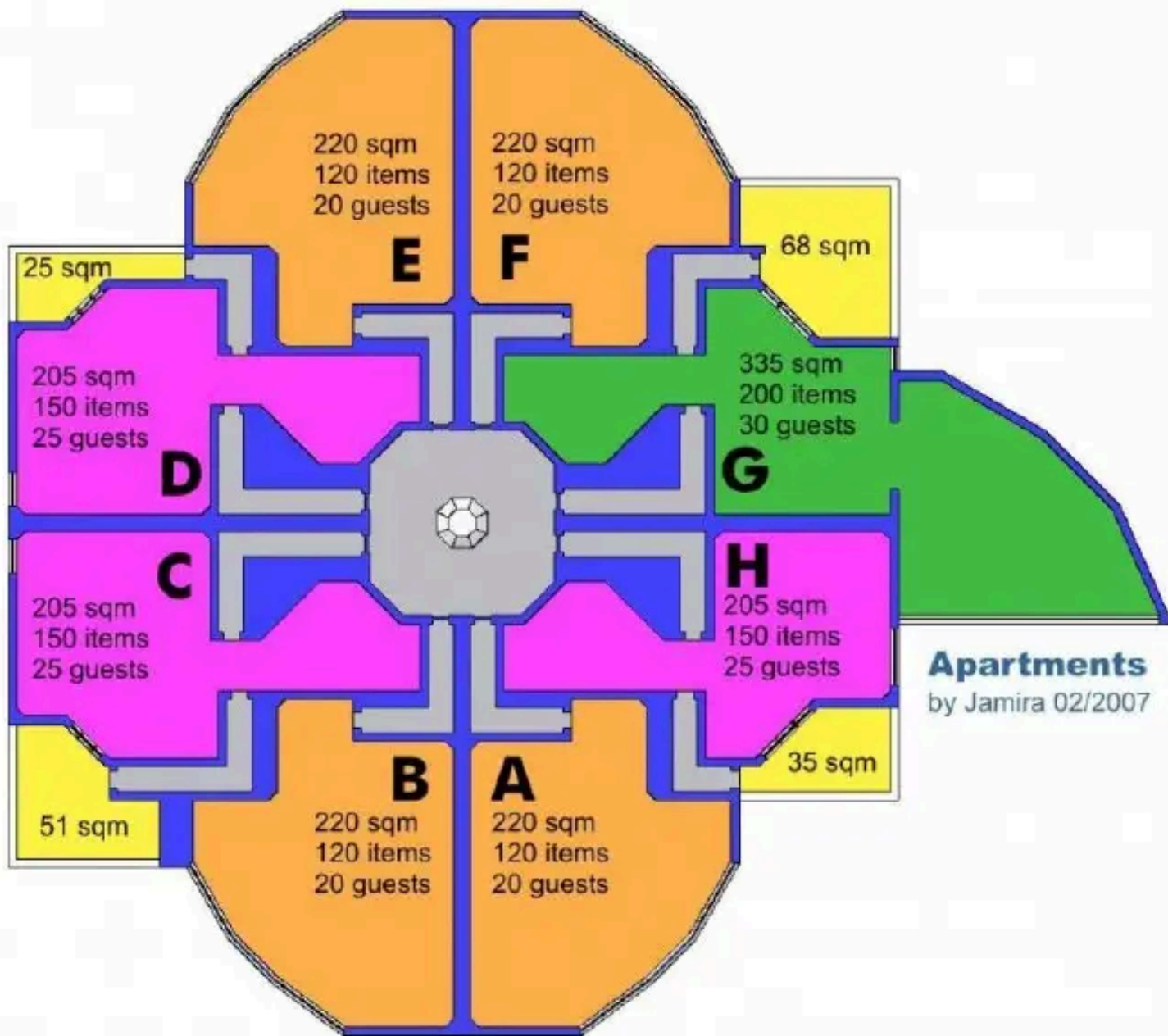
An estate can be a place you call home. It is a place where you can drop items, which cannot be picked up by anyone else. Just the estate owner has the right to place items in the estate and to pick them up.

But beware; the balcony of the calypso apartments doesn't belong to the owned area for example. It is not safe to put items on the balcony for this reason. So be sure to check your safe area before you drop anything.

There are also a lot of furniture items and other items which can be used as decoration, so it can't just be used as plain storage but more of a home.

To drop items in your estate, left click at them and drag them out of the inventory and release the mouse button. The item stays on your mouse cursor now and can be rotated by holding the right mouse button and moving the mouse.

Here a little graphic about apartment sizes on Calypso, made by **Jamira** (thx for the permission to use it).



## 32 Skill chips

Skill chips are used to extract your skills, in case you want to sell them for example or insert skills from other people.

The skill increase/decrease is permanent, it is not just a temporary buff.

### 32.1 Chipping Skills Out

Chipping skills out requires an “Empty Skill Implant (L)”, also called ESI. You will need an implant inserter from the tt too.

Chipping skill points out will transform a part of the ESI tt value into a skill chip, which now holds the skill you chipped out. The remainder of the ESI value is either paid back in a new ESI with the adjusted value or in plain peds.

The higher the amount of skills you want to chip out, the higher the ESI tt has to be. This is not a linear equation however. As you likely know, the skill gain becomes slower and slower over time. You could imagine a glass with increasing radius here, which needs more and more water to be filled up. The same applies for skills.

So in case you want to chip out from 500 points in a skill to 1 point, you won't use as much tt of an ESI up as from 1000 points to 500.

To get an idea of what tt your skill points would have, you could check this scanner out: <http://jdegre.net/pe/scanner/> and upload your stats on entrpedia.info in the tools section, which also has an avatar skill calculator.

However, 2 things you should be aware of when chipping out.

First, you will lose 10% of your skill value. So if your skills would transform to a 10 ped skill chip, the tt of the ESI needs to be 11 ped roughly.

Second, as already mentioned you get the remaining tt after the chipping back. If this remainder is more than 10 ped, you will get an ESI with this value. If it falls below 10 ped, you will just get the remainder in peds! Considering the mark up of ESIs this can be quite a loss, hence be sure to either have an ESI with a high enough tt to be sure you won't fall below 10 ped or use the ESI tt up totally.

Here a picture when you get a skill chip and an ESI back (thanks **Psycho** for the picture). A picture where just peds are given back you can find at the end of the „process“ part below.



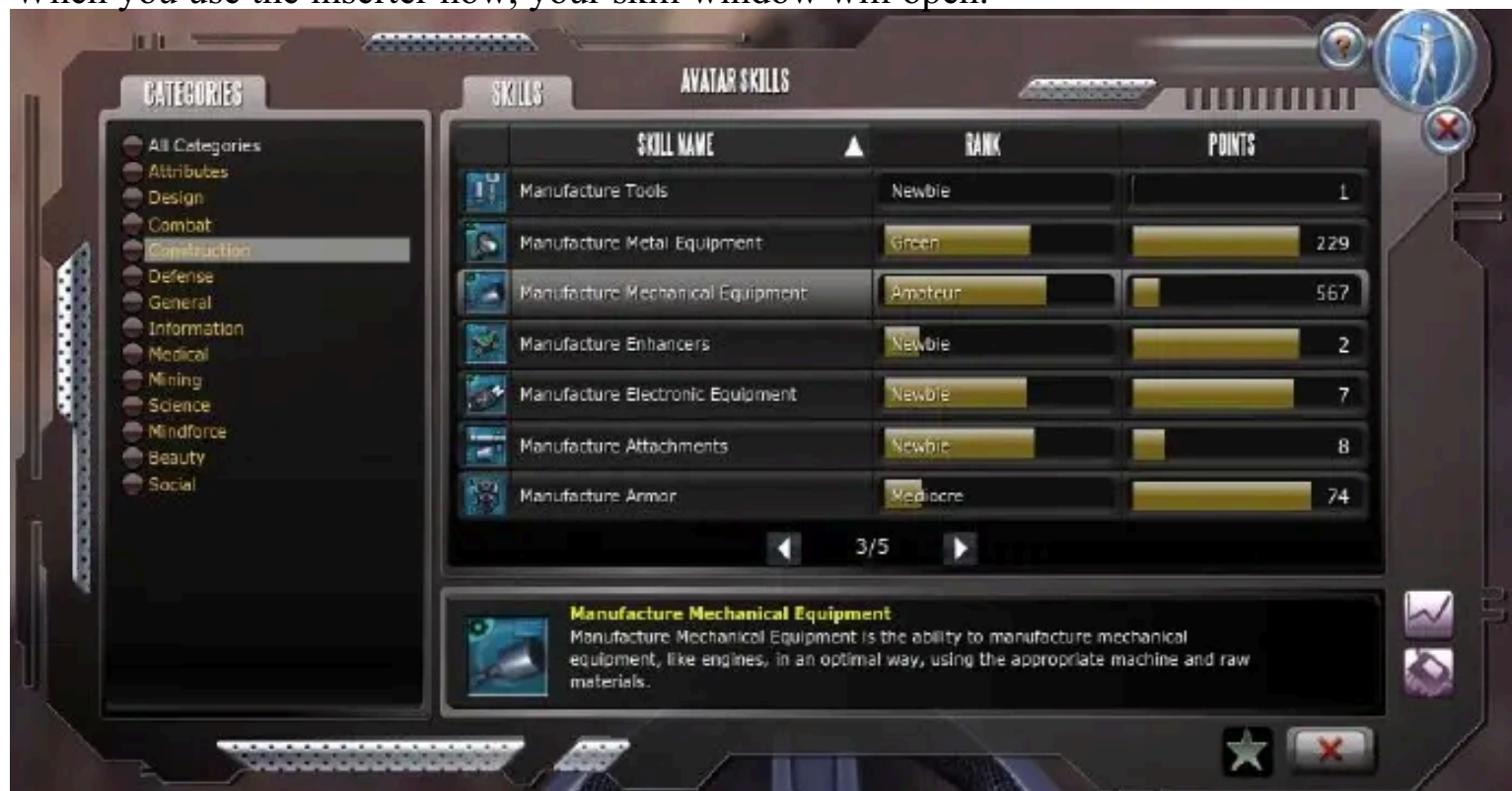
### 32.1.1 The process

In this example the power fist skill is chipped out, starting with an ESI with a tt value of 15,72 ped.

To extract your skills you drag and drop the ESI to your implant inserter to attach it.

Equip and use your payn-inc inserter and drag the ESI into it.

When you use the inserter now, your skill window will open.

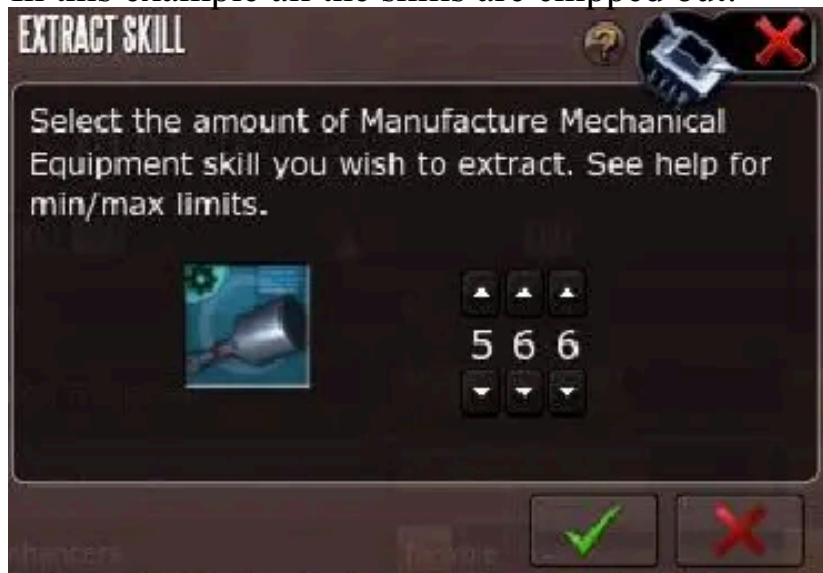


As you can see, this skill window has 2 additional buttons. The market value button will show you the market value of the skill. The button looking like an ESI will take you to the extracting window.

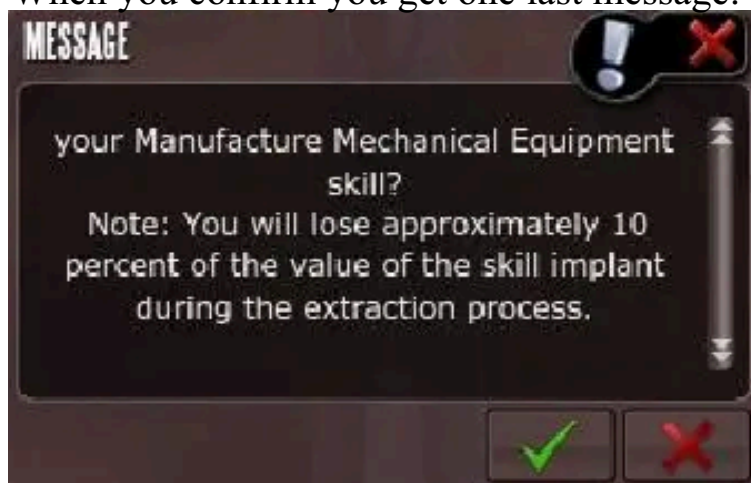
In this example the “Manufacture Mechanical Equipment” skill is extracted, starting with 567 points.

When you click the extract button you can determine how many skills you want to extract. You can't fill the ESI with more points than the tt could handle and the number will jump to the max amount of skills you can load into this ESI.

In this example all the skills are chipped out:



When you confirm you get one last message:



Once you confirmed this the skills will be extracted.

In this case the ESI didn't fall below 10 ped. Thus you get an ESI back, with a tt of 14,19 in this case and a skill implant, with a tt of 1,37.



If the tt had fallen below 10 ped, it had looked like this more or less (note, this is an old picture, the ESI size was different back then).



### **32.2 Chipping skills in**

If you want to increase a certain skill without skilling yourself, for example to push you over a certain profession level to unlock a new skill or a HP skill, you can buy a skill chip.

The increase of the skill is permanent and the used skill chip will disappear, you won't get an ESI back.

Similar to chipping skills out, the points you will get from a skill chip will depend on your starting situation. A chip that might bring a total newbie from 1-2000 will have way less effect if your skills are around 4000.

### 33 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.

## 34 Some websites

Here a little collection of links, containing forums and other interesting sites.

- <http://rp.apachenet.de>  
My site actually, might be worth a visit. You can also find the guide there.
- <http://www.planetcalypsoforum.com>  
the official planet calypso forum
- [www.entropedia.info](http://www.entropedia.info)  
Wikipedia for Entropia
- <http://jdegre.net/pe/scanner/>  
the site of a handy tool which allows you to extract your skills from the skill window in game. It will also tell you the tt yours skills and allow you to save your skills in a .cfg file.
- <http://jdegre.net/pe/unlocker.php>  
this site contains another handy tool, the chipping optimizer. It can read cfg files for example, out of which you can determine a profession goal you want to chip to and it will give you the cheapest option to do so.
- <http://www.realityport.com/>  
the site of club neverdie with forum
- [www.entropia-loot.com](http://www.entropia-loot.com)  
here you can find what creature loots which items.
- <http://peauction.com/>  
on this site you can find mark up information on the different items. However, they don't include items bought via buyout, so generally they will be lower than the mark up information you get on an item in game. You also have to be aware of the very rare items. Since they are hardly traded the mark up information may be based on an old value, while the actual value may have changed.
- <http://www.mytwopecs.com/>  
similar as peauction, but more for the commonly traded resources.
- <http://www.entropedia.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://www.entropiatools.com/>  
site for pretty many calculation options, for example, weapons compare to calculate your economy for certain weapons.

## 35 Some abbreviations

- tt trade terminal, or the cash you would get if you sell something to 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 or crystal palace
- 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