

THE OFFICIAL GUIDE FOR PLAYERS

Splice Player Handbook

Everything you need to find your feet on the island: catching and breeding creatures, training a companion that fights beside you, gathering and crafting, building a homestead, trading with other players and surviving the Wildlands.

World
World 1 · world1.splicemmo.com.au

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0.32.0 · protocol v29

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Read chapters 1 to 3 before you play; dip into the rest when you need them. Numbers in this handbook come straight from the game's own data, so they're exact for this version. Things may be rebalanced after playtests.

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DIRECTIONS IN THIS BOOK

North is the top of your map. The Wildlands lie to the north; the south, east and west are the safe lands. Distances are in metres: you walk about 6 metres a second, so crossing the whole island end to end takes about six minutes.

NEW SINCE THE LAST EDITION (VERSION 0.32)

- **Ten new quests**: Fisher Nell's line goes on to the reef, Ember Isle's warm water and the glassfish of the deep; **Cook Bea** in Market Square has three cooking quests; and Captain Rook sends you after **Thornmaw** (chapter 14).
- **Nell's rod**, the first fishing tool: casts finish a quarter faster (chapter 5).
- **Quest lines**: the quest log filters by line, and finishing a whole line is a collection milestone (chapters 14 and 17).
- **Riding** your companion, and click-to-walk that finds its way round things (chapters 3 and 6).

CHAPTER 1

Welcome to Splice

Splice is an online game set on a shared island. You catch wild creatures, breed them into new bloodlines, and train skills side by side with everyone else on your world.

Everything you do happens on a server that all players share. The rocks you mine empty for everyone, the trees you fell regrow for everyone, and the prices on the Trade Board are set by other players. Your crops keep growing and your eggs keep incubating while you're offline. Even the time of day is shared: when the lamps light up in Market Square at dusk, they light up for everyone.



Market Square, where every player starts: the fountain in the middle, the market stall to the north, the bank to the west, a waystone to the east and the first quest givers to the south.

The shape of the game

Creatures are your tools

Every creature is built from five parts (body, legs, jaw, wings and tail). The creature you bring with you, your **companion**, lends you its parts: digging claws mine faster, a gem-cutter jaw lets you mine crystal, gills let you catch glassfish. In the Wildlands it fights beside you. Breeding is how you get the parts you want at the levels you want.

Skills grow with use

Nine skills go from level 1 to 99, RuneScape style. You train a skill by doing it: mining trains Mining, cooking trains Cooking. Higher levels unlock better ores, trees, fish, crops, recipes and gear.

Your own patch of land

Place a Homestone to claim a homestead. Build pens, a hatchery nest, a forge, campfires and crop plots, then buy more land as you grow. Everyone can see your homestead.

Risk and reward up north

The Wildlands cover the northern half of the island. The best ore, trees and fish are there, and so are feral creatures and other players who can attack you.

A GOOD FIRST GOAL

Follow Warden Hale's four quests (chapter 14). They walk you through mining, woodcutting, claiming land, cooking, catching, breeding and travelling, and pay coins, XP and supplies along the way. By the end of them you'll have seen most of the game.

CHAPTER 2

Getting started

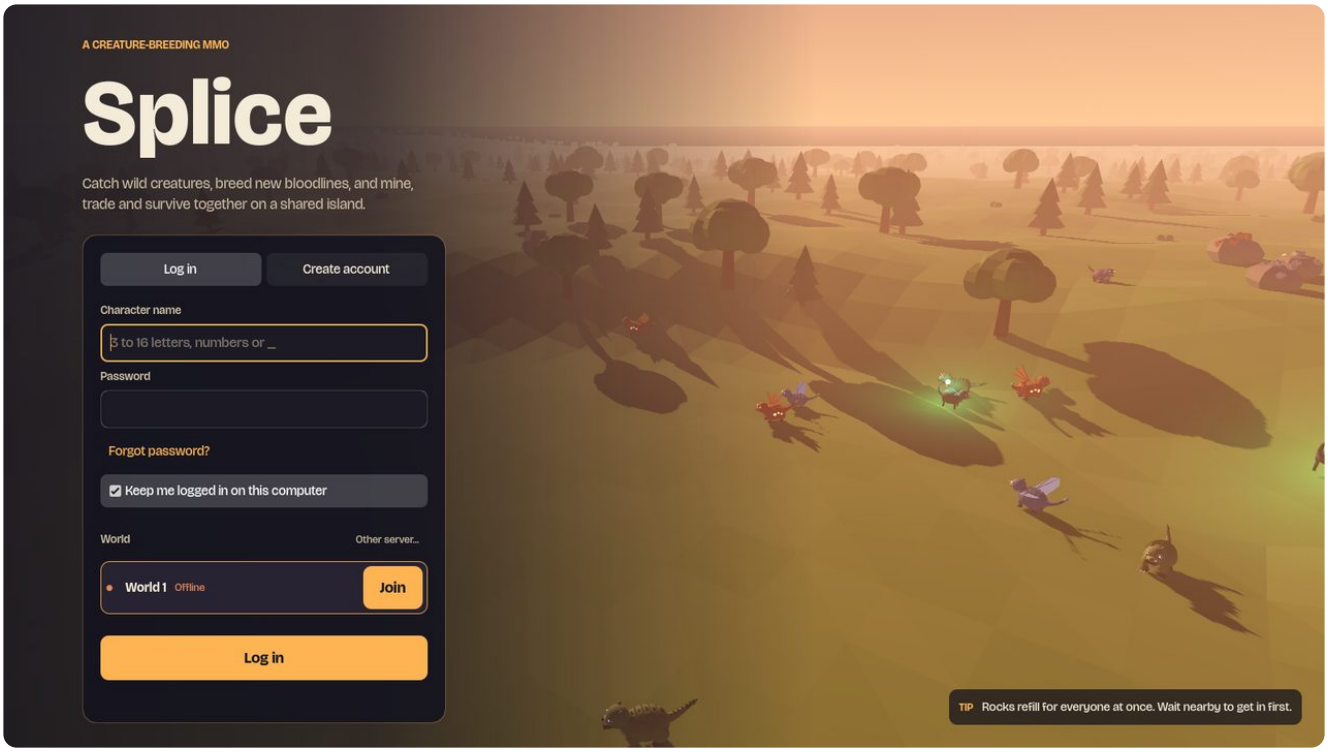
Download the game, create an account, pick a world and step into Market Square. This chapter covers the login screen and your first ten minutes.

Download Splice

Splice is free to download for Windows, Mac and Linux from **updates.splicemmo.com.au**. There's nothing to install: unzip it and run it.

Computer	What to do
Windows	Windows 10 or later (64-bit). Unzip the download, open the folder and double-click **Splice.exe**. If Windows says *Windows protected your PC*, choose **More info**, then **Run anyway**.
Mac	macOS 10.15 or later, on Intel or Apple silicon (one app runs on both). Unzip it and drag **Splice** into Applications, then open it.
Linux	64-bit Linux. Extract the .tar.gz and run **Splice.x86_64** in the Splice folder.

> **OPENING SPLICE ON A MAC THE FIRST TIME**
> macOS can't check Splice with Apple, so the first time you open it, it says it can't verify it. Press **Done**, then open **System Settings → Privacy & Security**, scroll down and press **Open Anyway** next to the note about Splice, and enter your Mac's password. On macOS 14 and earlier you can instead right-click (or Control-click) Splice in Applications and choose **Open**. You only do this once.



The login screen: Log in and Create account tabs, with a live flyover of the island behind. The world list sits below the password box.

Create your account

1. Open Splice and choose the **Create account** tab.
2. Type a **character name**. This is the name everyone sees over your head and the name you log in with.
3. Choose a **password** of at least 8 characters. Don't use one you use anywhere else.
4. Add an **email address** (optional, but recommended). It's the only way to get back in if you forget your password. The game emails you a 6-character code to confirm it; enter it under **Esc → Account and email**.
5. Pick a world from the list (below) and press **Join**, or double-click the world.

The world list

Under **World** on the login card is a row for each official world. The game checks each one every 15 seconds and shows:

What you see	What it means
● **World 1** · 12/64 online · 38 ms	The world is up. It shows how many players are on, the player limit and your ping (lower is smoother).
● **Offline**	The world can't be reached right now: it may be restarting for an update. Try again in a minute.
● **Newer version: update to join**	The world is on a newer version of Splice. Press **Update** on that row (see below).
● **Different game version**	Your game and the world don't match and there's no update for you yet: the world may be mid-update. Try again shortly.

Click a world to choose it, then press **Join**, **Log in** or double-click it. **Other server…** lets you type any other address if a friend is running their own server.

UPDATING THE GAME
Splice updates itself, on Windows, Mac and Linux alike. When there's a new version, an **Update available** card appears at the top right of the login screen. Press **Update** (it's usually a download of a megabyte or so), then **Restart now**. Your account and everything in it live on the server, so updating never touches your progress. Very occasionally an update needs a fresh download instead: the card then says **Download** and opens the download page.

KEEP ME LOGGED IN
Tick this on your own computer and the game logs you straight in for 30 days. Don't tick it on a shared computer. Logging out from the Esc menu makes the computer forget you.

“THE SERVER'S KEY HAS CHANGED”
The first time you join a world, the game remembers its security fingerprint. If that ever changes, you'll get a warning before your password is sent. That can happen after a server move, but it's also what you'd see if someone were pretending to be the server. If you haven't heard of a server move on the official channels, don't log in: ask first.

Your first ten minutes

You arrive just south of the fountain in Market Square, with an empty pack and one creature: a **Mossjaw**, who follows you as your companion. Mossjaws have digging claws (faster mining), a crusher jaw (faster woodcutting) and a spiked tail (harder hits, for you and for it), so yours is useful from the start.

1. **Talk to Warden Hale**, just south of the fountain (he has a gold **!** over his head). Click him or press `E` next to him, and accept *First Steps*.
2. **Mine 3 copper.** There are copper and tin rocks a short walk east and west of the square. Click a rock to walk over and mine it.
3. **Chop 3 logs** from any tree. Pine (level 1) grows everywhere.
4. **Go back to Hale.** He pays 60 coins, XP, 10 pine logs and 3 sunroot seeds, and hands you the next quest: claiming your own land.

> **YOU DON'T NEED TO BUY TOOLS TO START**
> You always have a basic pickaxe and axe. Better ones (chapter 10) are faster, and you use the best one you carry automatically: there's nothing to equip.

CHAPTER 3

Controls and the screen

Splice is played mostly with the mouse: click something and your character walks over and does it. The keyboard opens panels and lets you steer directly.

Mouse

Input	What it does
Left click the ground	Walk there, finding a way round rocks, trees, buildings and water
Left click a rock or tree	Walk to it and mine or chop until it's empty or falls
Left click a creature	Walk into range and throw your net at it
Left click a bush, campfire or your forge	Pick it, open cooking, or open smithing
Left click a fishing spot	Walk to the shore and fish until you move away
Left click a person with a ! or ?	Talk to them (quests)
Left click the market stall	Open The Market
Left click the bounty board	Read today's bounties (chapter 14)
Left click a feral, or a player in the Wildlands	Attack it until one of you falls or you walk away. Your companion joins in on ferals.
Left click a loot pile	Walk over and pick it up
Click food in your inventory	Eat it
Hover over anything	A highlight ring and a tooltip saying what a click will do
Left drag	Look around
Right drag	Turn your character with the mouse (A and D strafe while held)
Mouse wheel	Zoom in and out

Keyboard

Key	What it does
`W` `S` or `↑` `↓`	Walk forward or back (the camera swings in behind you)
`A` `D` or `←` `→`	Turn
`E`	Use whatever is in front of you: mine, chop, net, attack, a bank, a waystone, a person. The prompt at the bottom of the screen says what it will do.
`C`	Creatures panel: companion, Fight with me / Stay back, breeding, eggs, treats, nest, farmhand, release
`B`	Build menu: claim land, buy more land, place buildings
`M`	Island map: waypoints and home teleport
`Q`	Quest log: tracking, Show on map, and what's coming up
`J`	Records: your collection log and the hiscores (chapter 17)
`F`	Friends: your friends list and your party (chapter 18)
`K`	Fold the skills panel away, or bring it back (or click its header)

Key	What it does
`X`	Sit on the nearest bench or hammock (or on the ground); press it again, or walk, to stand up
`R`	Ride your companion; press it again to get down (chapter 6)
`R` / right click	While placing a building: rotate / cancel
`Enter`	Chat (Esc cancels)
`Esc`	Close the open panel; with none open, the menu: settings, account and email, change password, log out, quit



In game: your skill tiles top left, your health and your companion at the top, the minimap top right with the time of day and the panel buttons under it, chat bottom left and the controls hint along the bottom.

What's on your screen

- **Skills** (top left) are a grid of small tiles: your level in each, a short name and a thin bar for progress to the next level. A tile lights up when that skill earns XP. Hover one for your XP and how much the next level needs; press `K` or click the header to fold the panel away.
- **Health** is at the top of the screen, with your Combat level. It only matters in the Wildlands, where the bar also shows how deep you are.
- **Your companion** shows under your health: its name, its companion level and its health. If it's been knocked out it says *Resting* with the time until it's back; if you've told it to stay back, *Staying back*.
- **Your party**, if you're in one, shows under that: each member's health and how far away they are (chapter 18).
- **The minimap** (top right) shows what's around you, and its header the time of day, how many players are near and where you are. Under it are buttons for **Creatures** `C`, **Build** `B`, **Map** `M`, **Quests** `Q`, **Records** `J` and **Friends** `F`.
- **Quests you're tracking** (up to 3) show under those buttons, with the next step for each, and under them how many of today's bounties you've done and how far along the next one is.
- **Chat** (bottom left) shows what players on your world say, plus game messages: what you caught, what you made, level-ups. When you're not using it, it fades to a faint panel with *Press Enter to chat* at the

bottom. Hover it and the panel comes back with **All**, **Chat** and **Game** tabs; click it or press `Enter` to type.

- **The controls hint** along the bottom reminds you of the keys when you arrive, then fades away after a while.
- **Your inventory** (bottom right) lists everything you carry, grouped by kind, with your coins at the top.

Day and night

A full day on the island takes 40 minutes, and everyone on every world sees the same time of day. The sun is down for about 18 minutes of it: the stars come out, the lamps in Market Square light up at dusk and fireflies drift over the countryside. Nothing in the game changes at night: rocks, crops and ferals are the same at any hour, so play whenever suits you.



Market Square after dark: the lamps come on at dusk and the stars come out.

Weather

The weather changes every 10 minutes or so, and like the time of day it's the same for everyone. It's fine about 67% of the time; otherwise a tropical shower blows through (about 25%), and now and then a thunderstorm (about 9%): heavy rain, low cloud, lightning and thunder, and the ferry rolls in the swell. Rain doesn't stop anything, and fish bite more readily in it: in a storm each cast's chance of catching something goes up by 12 points (from 50% to 62%, say), a little less in a shower. The minimap header says *Showers* or *Storm* while it lasts.



A storm over Southreach Pier: rain, low cloud, and Ferryman Joss waiting at the end of the pier.

Sitting and emotes

Press `X` by a bench (in Market Square, on the piers or on your homestead) or a hammock to sit on it; away from a seat you sit on the ground. Press `X` again, or walk, to stand up. In chat, **/wave**, **/cheer** and **/dance** do what they say (wave and cheer for a moment; a dance lasts until you move), and **/sit** and **/stand** work too. Everyone near you sees it.

You see other players, creatures and events within about 90 metres of you. Settings (Esc) has fullscreen, mouse sensitivity, name tags and separate volume sliders for music and sound effects.

CHAPTER 4

Skills

There are nine skills, each from level 1 to 99. You train a skill by doing it, and each level needs roughly 10% more experience (XP) than the last.

Skill	Trained by	Levels unlock
Mining	Mining ore at rocks	Better ores; faster with better pickaxes
Woodcutting	Chopping trees	Better trees; faster with better axes
Fishing	Fishing at spots along the coast	Better fish; more bites per cast
Smithing	Smelting bars and smithing at your forge	Better bars, tools, swords and armour
Cooking	Cooking at any campfire	Better food; less burning
Farming	Planting, watering and harvesting crops	Better crops
Construction	Building on your land	More buildings and bigger land
Handling	Catching creatures, hatching eggs, and your companion's hits in a fight	Better catch chances
Combat	Fighting ferals and players in the Wildlands	More health, accuracy, defence and max hit; better gear

How much XP a level needs

The curve is gentle at first and steep at the top: level 50 takes about 101,000 XP, and level 99 about 13 million. Total XP needed to reach each level:

Level	Total XP	Level	Total XP
2	83	5	388
10	1,154	15	2,411
20	4,470	25	7,842
30	13,363	40	37,224
50	101,333	60	273,742
70	737,627	80	1,986,068
90	5,346,332	99	13,034,431

A banner and a jingle tell you when you level up.

> **XP FROM QUESTS**
> Quests pay XP in the skills they teach, often a level or two's worth early on. Warden Hale's first quest alone takes Mining and Woodcutting from 1 to about level 2.

CHAPTER 5

Gathering

Mining, woodcutting, fishing and foraging bring in the raw materials for everything else. Click a resource and your character keeps working it until it's used up.

Mining

Click a rock to walk to it and mine. Each ore gives Mining XP. When a rock is empty it greys out and refills after a while, for everyone on the world, so a busy spot runs dry. Ore rocks show on the island map.

Ore	Level	XP	Refills	Where	Companion needs
Copper	1	18	5 s	Around Market Square and across the safe lands	
Tin	1	18	5 s	Same rocks as copper	
Iron	15	35	10 s	Further out: east, west, south and the northern hills	
Coal	30	50	40 s	Northern hills and the Wildlands	
Sunstone	35	62	45 s	Coral Isle only, on the hill (chapter 13)	
Starmetal	40	75	2 min	Deep Wildlands only (about depth 34+)	
Crystal	55	90	5 min	Wildlands only (from about depth 8)	Gem Cutter jaw
Obsidian	60	105	1½ min	Ember Isle only, high on the volcano (chapter 13)	

Woodcutting

Every tree on the island can be chopped. You keep chopping, one log at a time, until the tree falls; better trees give several logs before they do. Felled trees become stumps and regrow for everyone.

Tree	Level	XP per log	Falls	Where	Companion needs
Pine	1	25	Always after one log	Everywhere	
Oak	15	38	35% per log	Woods across the island	
Willow	30	68	25% per log	By the water	
Maple	45	100	20% per log	Northern hills	
Ironbark	60	175	15% per log	The Wildlands	Crusher jaw
Palm	20	48	30% per log	Coral Isle	
Emberwood	55	130	20% per log	Ember Isle's slopes	

Tools

Pickaxes and axes are smithed at your forge (chapter 10). You use the best one you carry and have the level for; it shows in your character's hands. They never wear out. Without one you still have your old starter tool.

Tier	Level to use	Speed	Made from	Smithing (pick / axe)
Bronze	1	+15%	2 bronze bars	1 / 2
Iron	10	+30%	2 iron bars	15 / 16
Steel	25	+50%	3 steel bars	30 / 31
Crystal	50	+80%	2 steel bars + 3 crystal	55 / 56
Obsidian	65	+110%	2 steel bars + 4 obsidian	68 / 69

Fishing

Look for rippling water near the shore. Click a spot to walk to the water's edge and cast; you keep fishing until you walk away or the fish move on (spots drift to a new place on the same stretch of coast every few minutes). Each cast has a 35% chance of a bite at the fish's level, rising 2% per level above it, up to 85%.

Fish	Where	Level	XP	Companion needs
Sandfish	Shallows (south and west coasts)	1	12	
Silverfin	Shallows, the reef and Coral Isle's lagoon	12	28	
Reef snapper	Reef (east coast)	25	50	
Stormeel	Deep water (under the northern cliffs) and Ember Isle's hot vents	42	85	
Glassfish	Deep water	58	140	Gills
Parrotfish	Lagoon (all round Coral Isle)	35	64	
Firefin	Hot vents (all round Ember Isle)	50	110	

Nell's rod is the only fishing tool: Fisher Nell mends her late husband's rod for you at the end of her quests (chapter 14). Carry it and, from Fishing 40, every cast finishes +25% faster. Nobody can smith one.

Foraging

Berry bushes and mushroom patches grow all over the safe lands. Anyone can pick them (no level needed), then they regrow for everyone: bushes after 40 seconds, mushrooms after a minute. Picking sometimes turns up seeds: sunroot (18%) and emberbean (6%) from berry bushes, and moonpetal (8%) and heartmelon (3%) from mushroom patchs.

Wild pineapples grow only on Coral Isle. Each gives 1 or 2 pineapples and regrows after 1½ minutes; about 30% of the time you also get a pineapple top to plant at home.

What speeds gathering up

- **Companion parts:** Digging Claws +10% mining speed per level; Crusher jaw +10% woodcutting per level; Gills +10% fishing per level.
- **Tools:** up to +110% with obsidian.
- **Food buffs:** up to +22% gathering (chapter 10).

These multiply together, so a level 3 Digging Claws companion (+30%), a steel pickaxe (+50%) and forager's stew (+15%) make you mine about twice as fast.

CHAPTER 6

Creatures

Creatures are at the heart of Splice. Each one is built from five parts, and every part can do something for you, at home and in a fight.



The seven wild species, and a few of the mixes breeding makes.

Parts and trait levels

Every creature has a part in each of five slots: body, legs, jaw, wings and tail. Each part has a **trait level** from 1 to 5, and most abilities get stronger with each level. Plain parts (plain body and tail, stubby legs, beak, no wings) do nothing; the ones below are the useful ones.

Slot	Part	What it does for you	When your companion fights
Body	**Fire Gland**	Heats your forge: smith without burning logs	Breathes fire now and then: extra damage that can't miss
Body	**Stone Hide**	+6 defence per level in fights	+6 defence and +4 health per level
Body	**Gills**	+10% fishing per level; needed for glassfish. As farmhand: waters your crops	
Legs	**Digging Claws**	+10% mining speed per level. As farmhand: bigger harvests	
Legs	**Runner**	+4% move speed per level	Attacks 5% faster per level
Jaw	**Gem Cutter**	Lets you mine crystal	+3 accuracy per level
Jaw	**Crusher**	+10% woodcutting speed per level; needed for ironbark	+4 accuracy per level
Jaw	**Pearl Diver**	Finds pearls while you fish (5% of catches per level)	
Wings	**Glider**	+5% move speed per level	Attacks 5% faster per level

Slot	Part	What it does for you	When your companion fights
Wings	**Skyfin**	Scouting: shows ferals and players on your map from 130 m (+30 m per level)	
Tail	**Glowtail**	Lights the way. As farmhand: crops grow 10% faster per level	
Tail	**Spiked**	+1 max hit per level in fights	+1 max hit per level
Tail	**Echo**	Finds hidden ore veins near you, more often per level	
Tail	**Cinder Tail**	Cooks evenly: 20% less chance to burn food per level	

A creature's summary line (for example *Digging Claws 2 · Crusher 1 · Spiked 1*) lists its useful parts and their levels.

The seven wild species

Species	Rarity	Useful parts	Where to find it
Mossjaw	Common	Digging Claws, Crusher jaw, Spiked tail	All over the safe lands, near spawn
Emberwing	Uncommon	Fire Gland, Glider wings	East of the square and on the south coast
Skyfin	Uncommon	Skyfin wings	Far west and far east
Glowtail	Uncommon	Gills, Runner legs, Glowtail tail	North-east and north-west, below the border
Quartzmole	Rare	Stone Hide, Digging Claws, Gem Cutter jaw	Around Northwatch, near the Wildlands border
Coralback	Uncommon	Gills, Runner legs, Pearl Diver jaw	The beaches of Coral Isle (take the ferry)
Cinderhorn	Rare	Stone Hide, Runner legs, Crusher jaw, Cinder Tail tail	The slopes of Ember Isle (take the ferry from Eastmere)

Wild creatures come with trait levels of 1 to 3. Rarer species are harder to catch and their eggs take longer to hatch.

Catching

Click a wild creature to walk within 7 metres and throw your net. If it works, the creature is yours. If not, it runs off and you can try again once you catch up. Your chance depends on your Handling level and the creature's rarity:

Handling	Common	Uncommon	Rare
1	37%	25%	13%
10	55%	43%	31%
20	75%	63%	51%
30	90%	83%	71%
40	90%	90%	90%

Each catch gives Handling XP: 25 for a common, 50 for an uncommon, 75 for a rare. Even a miss gives 5.

> **ROOM FOR CREATURES**
> You can keep 20 creatures (eggs count too), plus 5 more for each creature pen on your land (8 for a stone pen, chapter 8), up to 44. When you're full, release one from the Creatures panel (`C`). You can't release your last creature.

Your companion

Your companion is the creature that follows you around. Its parts are the ones that count for mining, woodcutting, fishing and moving, so swap companions to suit the job: a Quartzmole-blooded digger for mining crystal, a Glowtail for fishing and speed, a Mossjaw for chopping and fighting. Choose it in the Creatures panel (`C`) with **Make companion**; **Dismiss** sends it back to the others.



The Creatures panel: choose a companion or farmhand, tell your companion to fight or stay back, breed pairs, check on eggs and feed them treats.

Companions that fight

In the Wildlands your companion fights beside you. It joins in on any feral you attack, and on any feral that attacks you. It never fights other players. How well it fights comes from two things: its **parts** (see the table above) and its **companion level**, from 1 to 30.

Your companion earns **companion XP** as it fights: 4 for every point of damage it deals, and 10 × the feral's level for every kill it helped with. Each hit it lands also gives *you* 1 Handling XP per point of damage. The level belongs to that creature: it keeps it in a pen, when you swap companions and when you trade it, but it isn't bred on. Babies always start untrained, at companion level 1.

Companion level	Companion XP	Accuracy	Defence	Max hit	Health
1	0	15.6	9.3	1	13
2	30	17.2	10.6	1	16
3	120	18.8	11.9	1	19
5	480	22	14.5	2	25
10	2,430	30	21	3	40
15	5,880	38	27.5	4	55
20	10,830	46	34	5	70
25	17,280	54	40.5	6	85
30	25,230	62	47	7	100

Those are the numbers for a companion with no fighting parts. Its parts add to them, at every level:

- **Crusher** jaws add 4 accuracy per trait level and **Gem Cutter** jaws 3, so it lands more bites.
- **Stone Hide** adds 6 defence and 4 health per level.
- A **Spiked** tail adds 1 to its max hit per level.
- A **Fire Gland** makes it breathe fire now and then (15% of its attacks): an extra burst of 1 to 3 damage at level 1, up to 1 to 11 at level 5, that can't miss.
- **Runner** legs and **Glider** wings make it attack faster: 5% quicker per level between them, down to 70% of the normal time between attacks.

Your starting Mossjaw, at companion level 1, has 19.6 accuracy, 9.3 defence, a max hit of 2 and 13 health. The Creatures panel shows your companion's own numbers.

> **FIGHT WITH ME, OR STAY BACK**
> Your companion fights by default. Press **Stay back** next to it in the Creatures panel and it keeps out of fights (its parts still help you gather, move and fight); **Fight with me** turns it back on.

Riding

Press `R` (or **Ride** on your companion in the Creatures panel, or type **/ride**) to climb onto its back. Any companion carries you 40% faster than walking; each level of **Runner** legs adds 8% more and each level of **Glider** wings 6%. Everyone sees you riding.

You climb down by yourself when you mine, chop, fish or pick something, start a fight, board a ferry, get hit, or your companion is knocked out. Press `R` again (or type **/dismount**) to get down any time. You can't climb on in the middle of a fight, or while your companion is resting.



Riding a Mossjaw: quicker than walking, and quicker still with Runner legs.

Skyfin wings and Echo tails

A companion with **Skyfin** wings scouts ahead. Ferals and other players show on your map much further off than you could see them yourself (90 m): red marks for ferals, white for players, orange for raiders. Ones beyond the edge of the minimap sit on its rim, pointing the way. In the Wildlands it also warns you in chat when another player comes within range, and which way they are.

A companion with an **Echo** tail listens for ore. Every few minutes it finds a **hidden vein** near you: a rock only you can see (it shimmers teal) and only you can mine, holding a few ore, gone after 2 minutes. It holds an ore you can mine that belongs where you are: copper, tin, iron or coal in the south; crystal from depth 8 (with a Gem Cutter); starmetal from depth 30. Echo tails don't come on any wild species: they turn up by mutation.

Trait level	Skyfin scouts out to	Echo finds a vein every	Ore in a vein
1	130 m	3½ minutes	4
2	160 m	3 minutes	5
3	190 m	2½ minutes	6
4	220 m	2 minutes	7
5	250 m	1½ minutes	8



A Skyfin with an Echo tail: a hidden copper vein shimmers among the trees, and ferals to the north show on the rim of the minimap.

CHAPTER 7

Breeding

Breed two of your creatures and you get an egg. The baby inherits parts from both parents, sometimes stronger, and now and then with a mutation nobody has seen before.

How to breed

1. Open the Creatures panel (`C`).
2. Choose two of your creatures and press **Breed**. Any two of your creatures can breed, of any species.
3. You get an **egg**. It incubates in real time, even while you're offline.
4. When it's ready it hatches on its own and joins your creatures. Each hatch gives 40 Handling XP.

You can have up to 3 eggs at once, and eggs count towards your creature space.

What the baby gets

- **Parts:** for each of the five slots, the baby takes that slot's part from one parent or the other. Higher trait levels are more likely to be passed on: a level 3 part beats a level 1 part two times out of three.
- **Level ups:** each inherited part has a 10% chance to come out one level higher (up to 5). This is how you build a level 5 digger over several generations.
- **Mutations:** each egg has a 5% chance that one slot gets a random part from outside both parents, at level 1, along with a brand-new accent colour.
- **Name and looks:** the name joins the first half of one parent's name to the second half of the other's (an Emberwing and a Quartzmole might make an Embermole). Colours blend and size averages out.
- **Rarity** is the rarer of the two parents, which sets how long the egg takes.
- **Generation** counts up by one each time; the panel keeps track of each creature's parents.
- **Companion level** isn't inherited: every baby starts untrained, however strong its parents were in a fight.

Incubation

Egg rarity	Incubation	With a warm nest
Common	1 minute	30 seconds
Uncommon	2 minutes	1 minute
Rare	4 minutes	2 minutes

A hatchery nest on your land (Construction 3) makes eggs hatch twice as fast while it's warm. Burn logs in it from the Creatures panel: each log adds heat and the nest holds up to an hour.

Fuel	Heat per item
Pine logs	1 minute
Oak logs	2 minutes
Willow logs	2½ minutes
Maple logs	4 minutes
Ironbark logs	8 minutes, and +5% mutation chance for eggs that hatch while it burns
Palm logs	2.2 minutes
Emberwood logs	10 minutes
Emberbean (crop)	15 minutes

Treats

Three crops (chapter 9) can be fed to an egg, one of each per egg, from the button next to it in the Creatures panel:

Treat	Effect
Moonpetal	A quarter of its incubation is done at once
Glimmerleaf	+15% chance it hatches with a mutation
Starbloom	Its strongest trait hatches one level higher

Feral blood

Catching a feral in the Wildlands (chapter 15) is another way to get stronger parts: a caught feral comes out with one part a level higher than it had.

> **A BREEDING PLAN THAT WORKS**
> Pick the one part you want most (say Digging Claws). Breed your two best carriers, keep any baby that got a higher level, and breed it back with the best of the rest. Glimmerleaf and an ironbark fire stack for mutation hunting; starbloom is best saved for an egg whose parents already have the part at a high level.

CHAPTER 8

Your homestead

Your homestead is your base: a circle of land you claim with a Homestone and fill with buildings. Everyone can see it, and it's where your farming, breeding and smithing happen.



A homestead just outside Market Square: creature pens, a hatchery nest, a forge, campfires and benches around the Homestone.

Claiming land

1. Gather 10 pine logs (Warden Hale's first quest gives you exactly that).
2. Walk somewhere you like. It must be at least 36 m from the middle of Market Square, 24 m from anyone else's Homestone and 22 m from a bank or waystone, and it can't be in the Wildlands.
3. Press `B` and choose **Claim land**. A see-through preview follows your mouse: `R` rotates it, left click places it, right click cancels.

Your claim starts as a circle reaching 10 metres out from the Homestone. Everything you build must go inside it.

Buildings

Press `B` to open the build menu and place buildings the same way. Each one gives Construction XP.

Building	Construction	Costs	How many	What it's for
Homestone	1	10 pine logs	1	Claims the land around it. Placed with Claim land.
Creature pen	1	15 pine logs	3	Room for 5 more creatures (and some of them show in it)
Campfire	1	3 pine logs	4	Cook here. Anyone can use your fire.
Crop plot	2	6 pine logs	3 (+2 per land step)	Plant seeds in it
Hatchery nest	3	20 pine logs	1	Burn logs in it: eggs hatch twice as fast while it's warm
Log bench	4	6 pine + 2 oak logs	4	Somewhere to sit and watch your creatures
Forge	7	12 oak logs, 10 copper ore, 10 tin ore	1	Smelt bars and smith tools, swords and armour

Upgrades

Once you've been to Ember Isle (chapter 13), three buildings can go up a tier. Stand near the building, open the build menu (`B`) and press **Upgrade** in the *Upgrades* list. The building is rebuilt where it stands; nothing in it is lost.

Upgrade	Construction	Costs	XP	What it does
Creature pen → **Stone pen**	35	6 emberwood logs, 4 steel bars	450	Room for 8 creatures instead of 5, behind stone walls.
Hatchery nest → **Ember nest**	45	8 emberwood logs, 2 obsidian	600	While it's warm, eggs incubate three times as fast instead of twice.
Forge → **Obsidian forge**	55	6 obsidian, 6 steel bars	900	Every log you feed it gives twice the heat.

Your creatures in their pens. A few of the creatures you keep at home wander about inside your pens, where you and your visitors can see them: up to three in a wooden pen and four in a stone one. Your companion and your farmhand are out and about, so they don't count.



A stone pen (left) and a wooden one, each with some of their owner's creatures inside, beside an obsidian forge.

Buying more land

In the build menu, **Buy more land** widens your claim. Each step needs a Construction level, coins and materials, and lets you build two more crop plots. Your land can't grow into a neighbour's, the spawn clearing, a bank or waystone, or the Wildlands.

Step	Radius	Construction	Coins	Materials	Crop plots
Start	10 m	–	–	–	3
1	14 m	8	500	20 oak logs	5
2	18 m	18	2,500	20 willow logs, 10 iron bars	7
3	23 m	30	8,000	25 maple logs, 10 steel bars	9
4	28 m	45	20,000	20 ironbark logs, 5 crystal	11

Decorations

Decorations are just for looks: lamps, flowers, fences, statues and more. They're at the bottom of the build menu (`B`). Your land holds 12 of them, and 6 more for each land step you buy. Build one from materials and you get Construction XP, like any building. **Pick one up** from the *On your land* list at the bottom of the build menu and it goes into your bag: place it again anywhere on your land for free (no materials, no XP). That's how you move one, and decorations in your bag can be traded or sold like anything else.

Decoration	Construction	Costs	Up to	What it is
Flower bed	2	3 pine logs, 2 sunroot seeds	8	A raised bed of bright flowers.
Fence	3	4 pine logs	24	A length of rail fence. Rotate it (R) to line the edge of your land.
Scarecrow	5	4 pine logs, 1 oak logs, 2 sunroot	4	Keeps watch over your crops. The crows aren't convinced.
Garden lamp	8	2 oak logs, 1 iron bar, 1 coal	10	Lights up your land at night.

Decoration	Construction	Costs	Up to	What it is
Banner	12	3 oak logs, 2 bronze bars	6	A tall flag that flies over your homestead.
Hedge	15	5 willow logs	16	A neatly clipped hedge.
Picnic table	20	6 willow logs, 4 oak logs	3	Somewhere for friends to sit when they visit.
Creature topiary	30	4 maple logs, 1 glimmerleaf	4	A hedge clipped into the shape of a creature.
Fountain	40	3 steel bars, 2 crystal, 4 maple logs	1	A stone fountain whose water sparkles day and night.
Crystal lantern	50	4 crystal, 2 steel bars	4	Glows blue all night.
Tiki torch	22	3 palm logs, 1 coal	10	A carved palm-wood torch that burns all night.
Hammock	26	6 palm logs, 2 willow logs	2	Strung between two posts, for lazy afternoons.
Sun lantern	40	3 sunstone, 2 palm logs	4	A sunstone in a palm-wood cage. Glows warm gold all night.
Ember brazier	50	2 obsidian, 3 emberwood logs	4	An obsidian bowl of embers that glows red all night.

Some can't be built at all, only earned:

Decoration	How to get it
Species statues (Mossjaw, Emberwing, Skyfin, Glowtail, Quartzmole, Coralback, Cinderhorn)	One for each wild species in your collection log (chapter 17). Your starter's species counts, so everyone starts with one.
Meteor fragment	Mine a piece of a meteor in the Wildlands (one fragment per meteor).
Raid trophy	Help drive off a raid on Market Square.
Thornmaw's thorn	Help bring down Thornmaw, the world boss.



A decorated homestead at dusk: garden lamps and a crystal lantern, two species statues, a topiary, a fountain, a banner and a meteor fragment.

Friends can visit your homestead with the **Visit** button on their Friends list, and you can visit theirs (chapter 18). You're told when someone arrives.

CHAPTER 9

Farming

Build crop plots on your land and plant seeds. Crops grow in real time, even while you're offline, and several of them feed straight back into breeding.



Crop plots at different stages, tended by a Glowtail farmhand. Hover a plot to see what's growing and how long it has left.

Growing a crop

1. Build a crop plot on your land (Construction 2, 6 pine logs). You can have 3 to start and up to 11 with more land.
2. Click the plot and choose a seed. Planting gives Farming XP.
3. Wait. Only you can plant and harvest your plots.
4. When it's ripe, click it to harvest. You also get 0 to 2 seeds back.

Crop	Farming	Grows in	XP plant / harvest	Harvest	Used for
Sunroot	1	3 min	6 / 14	2–4	Cook into roast sunroot
Emberbean	8	6 min	10 / 26	2–4	Nest fuel: 15 minutes of heat
Moonpetal	15	10 min	16 / 42	1–3	Treat: a quarter of an egg's incubation
Glimmerleaf	25	18 min	24 / 70	1–2	Treat: +15% mutation chance
Heartmelon	35	30 min	30 / 95	1–3	Food: heals 20, best for the Wildlands
Starbloom	50	45 min	45 / 160	1	Treat: strongest trait +1 level
Pineapple	20	15 min	20 / 55	1–3	Food: faster walking and gathering, heals 6

Watering

Anyone can water a growing crop once. It takes 30% off the time it has left, and whoever watered it gets 4 Farming XP. Watering your neighbours' crops is a friendly thing to do.

Where seeds come from

- **Berry bushes:** sunroot and emberbean seeds.
- **Mushroom patches:** moonpetal and heartmelon seeds.
- **Wild pineapples** on Coral Isle: pineapple tops.
- **Ferals in the Wildlands:** glimmerleaf (level 8+ ferals, 25%), heartmelon (level 14+ ferals, 15%) and starbloom (level 26+ ferals, 12%).
- **Harvests** give 0 to 2 seeds back, and some quests reward seeds. You can also buy them on the Trade Board.

Farmhands

Put one of your creatures to work as a **farmhand** from the Creatures panel. It wanders your land and helps with its parts:

- **Gills** water every new crop for you.
- **Glowtail** makes crops grow 10% faster per level.
- **Digging Claws** dig up bigger harvests.

A farmhand can't be your companion at the same time; picking it as your companion calls it in from the fields.

CHAPTER 10

Smithing and cooking

Smithing turns ore into bars, tools, swords and armour at your own forge. Cooking turns berries, mushrooms, crops and fish into food that speeds you up and heals you.

Your forge

Build a forge on your land (Construction 7: 12 oak logs, 10 copper ore and 10 tin ore). Click it to open smithing. Choose what to make and how many; your character keeps working until the count is done or you run out.

The forge needs heat: each bar or item uses one charge. Burn logs in it: pine gives 2, oak 4, willow 5, maple 8, ironbark 16, palm 4, emberwood 12, and it holds up to 200. Bring a companion with a Fire Gland (Emberwing blood) and it heats the forge for free.

Smelting bars

Bar	Smithing	XP	Needs
Bronze bar	1	8	1 copper + 1 tin
Iron bar	15	14	1 iron
Steel bar	30	22	1 iron + 2 coal
Starmetal bar	50	45	1 starmetal + 2 coal

Tools, swords and armour

Item	Smithing	XP	Needs
Bronze pickaxe / axe	1 / 2	25	2 bronze bars
Bronze sword	4	30	2 bronze bars
Bronze armour	8	60	4 bronze bars
Iron pickaxe / axe	15 / 16	45	2 iron bars
Iron sword	18	55	2 iron bars
Iron armour	22	110	4 iron bars
Steel pickaxe / axe	30 / 31	90	3 steel bars
Steel sword	33	100	3 steel bars
Steel armour	38	190	5 steel bars
Crystal pickaxe / axe	55 / 56	220	2 steel bars + 3 crystal
Crystal sword	58	240	2 steel bars + 4 crystal
Starmetal sword	66	300	3 starmetal bars
Starmetal armour	72	480	5 starmetal bars
Obsidian pickaxe / axe	68 / 69	280	2 steel bars + 4 obsidian
Obsidian sword	75	340	2 starmetal bars + 5 obsidian
Obsidian armour	80	520	3 starmetal bars + 8 obsidian

Cooking

Cook at any campfire, yours or another player's. **Cook Bea**, by the market stall, has three quests that take you from mushroom skewers to firefin (chapter 14). At low levels you sometimes burn food: 40% at the level you unlock a recipe, falling to never at the *stops burning* level. Click food in your inventory to eat it. You can have one food buff at a time; a new meal replaces the old one. Buffs run in real time, online or not.

Food	Cooking	Stops burning	XP	Needs	Buff when eaten	Heals
Roasted berries	1	20	12	2 wild berries	+6% move speed, 3 min	2
Grilled sandfish	1	25	20	1 raw sandfish	+6% gathering, 4 min	3
Roast sunroot	5	28	18	1 sunroot	+8% gathering, 5 min	6
Mushroom skewer	10	32	24	2 mushrooms	+10% gathering, 5 min	4
Grilled silverfin	12	36	40	1 raw silverfin	+10% move speed, 5 min	5
Forager's stew	25	50	50	2 wild berries + 2 mushrooms	+15% gathering, +8% move, 10 min	7
Grilled snapper	28	52	75	1 raw reef snapper	+12% gathering, +4% move, 8 min	8
Grilled parrotfish	38	62	95	1 raw parrotfish	+14% gathering, +6% move, 10 min	10
Smoked stormeel	45	70	120	1 raw stormeel	+18% gathering, +6% move, 12 min	12
Seared firefin	50	76	140	1 raw firefin	+16% gathering, +10% move, 12 min	14
Seared glassfish	60	85	180	1 raw glassfish	+22% gathering, +12% move, 15 min	16
Heartmelon (raw crop)	–	–	–	Grown, not cooked	+5% gathering and move, 10 min	20
Pineapple (raw crop)	–	–	–	Grown, not cooked	+6% gathering, +8% move, 6 min	6

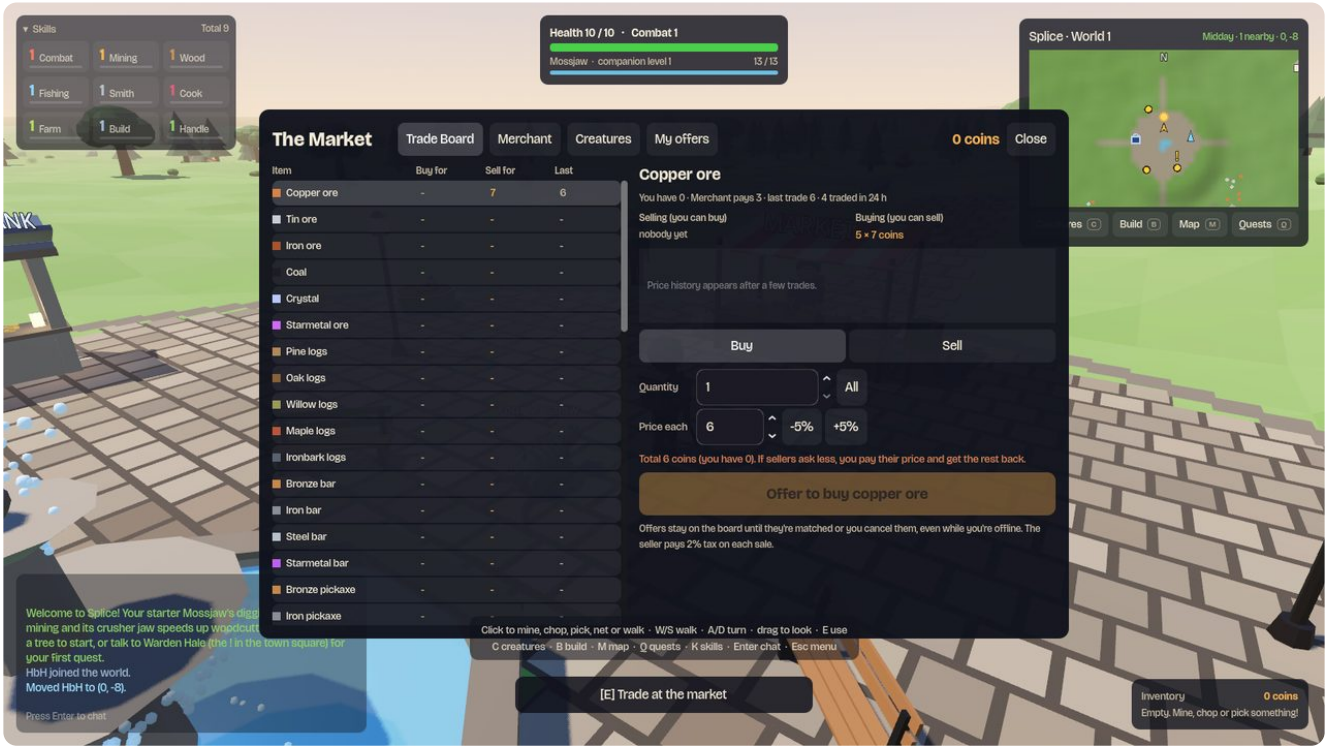
WHICH FOOD TO CARRY

For gathering trips, the best buff you can make. For the Wildlands, food that heals: grilled snapper and better, or heartmelon (heals 20) if you farm.

CHAPTER 11

Trading

The market stall in Market Square is where coins change hands. Click it, or press `E` next to it, to open The Market.



The Trade Board: buy and sell offers for any item, the order book and a price-history chart.

The four tabs

Trade Board

Place buy or sell offers for any item at your own price, like RuneScape's Grand Exchange. Offers match automatically with other players', and keep working while you're offline.

Merchant

Oda the Merchant buys anything for half its value, instantly. He never sells. It's the floor price for every item (appendix A).

Creatures

List a creature at a fixed price (up to 5 at a time), or buy one someone else has listed. You can't list your companion or your last creature. A creature's companion level goes with it.

My offers

Your open offers with progress bars, and a **Cancel** button to take back whatever hasn't traded.

How the Trade Board works

- When you place an offer, the items (to sell) or coins (to buy) are held until it fills or you cancel.
- Offers are matched best price first, then oldest first, always at the price of the offer that was already waiting. If you offer to buy at 20 and someone is already selling at 15, you pay 15 and get the difference back.
- Offers can fill a bit at a time. You can have 8 offers open.
- Sellers pay a 2% tax on each sale. It leaves the game, which keeps prices steady.
- Each item has a price-history chart and recent trades, so you can see what it's really worth before you post.
- If something traded while you were away, a *While you were away* note tells you when you log in.

> **GETTING YOUR FIRST COINS**
> Sell surplus ore and logs to the Merchant for guaranteed coins, or post them on the Trade Board a little above his price. Quests also pay coins: Warden Hale's four pay 530 between them, and Pell, by the market stall, pays you to make your first sale.

CHAPTER 12

Getting around

The island takes about six minutes to cross on foot. The map, home teleport and the waystones save you most of that walking.



The island map (`M`): the Wildlands are above the red line, and the homesteads are listed on the right. Click a homestead or anywhere on the map to set a waypoint.

The map and waypoints

Press `M` for the island map. It shows every homestead, banks, waystones, quest givers, ore rocks and players near you. Banks and waystones you haven't found yet show as a **?**. Click a homestead or any spot to set a **waypoint**: a beam of light in the world, with the distance and direction on screen. Right click clears it. The quest log's **Show on map** sets one for you (chapter 14).

Home teleport

From the map, **Home teleport** takes you to your Homestone after a 5-second cast. You can use it once every 3 minutes, and not deeper than depth 20 in the Wildlands.

Banks

There are five banks: Market Square (west side of the square), Eastmere (east coast), Northwatch (just south of the Wildlands border), Coral Isle (by the jetty) and Ember Isle Bank. Click the counter or press `E` . Your pack is on the left and the bank on the right; click an item to move 1, 10 or all of it, or press **Deposit everything**.

> **BANK BEFORE YOU GO NORTH**
> Anything in the bank is safe whatever happens to you. Anything you carry into the Wildlands can be lost if you die there.

Waystones

Ten standing stones stand around the island. Walk up to one to **attune** to it (its runes light up). After that, from any waystone you can travel to any stone you've attuned to, after a 3-second cast. Moving cancels it. Waystones work at any depth, so they're also your way out of the deep Wildlands.

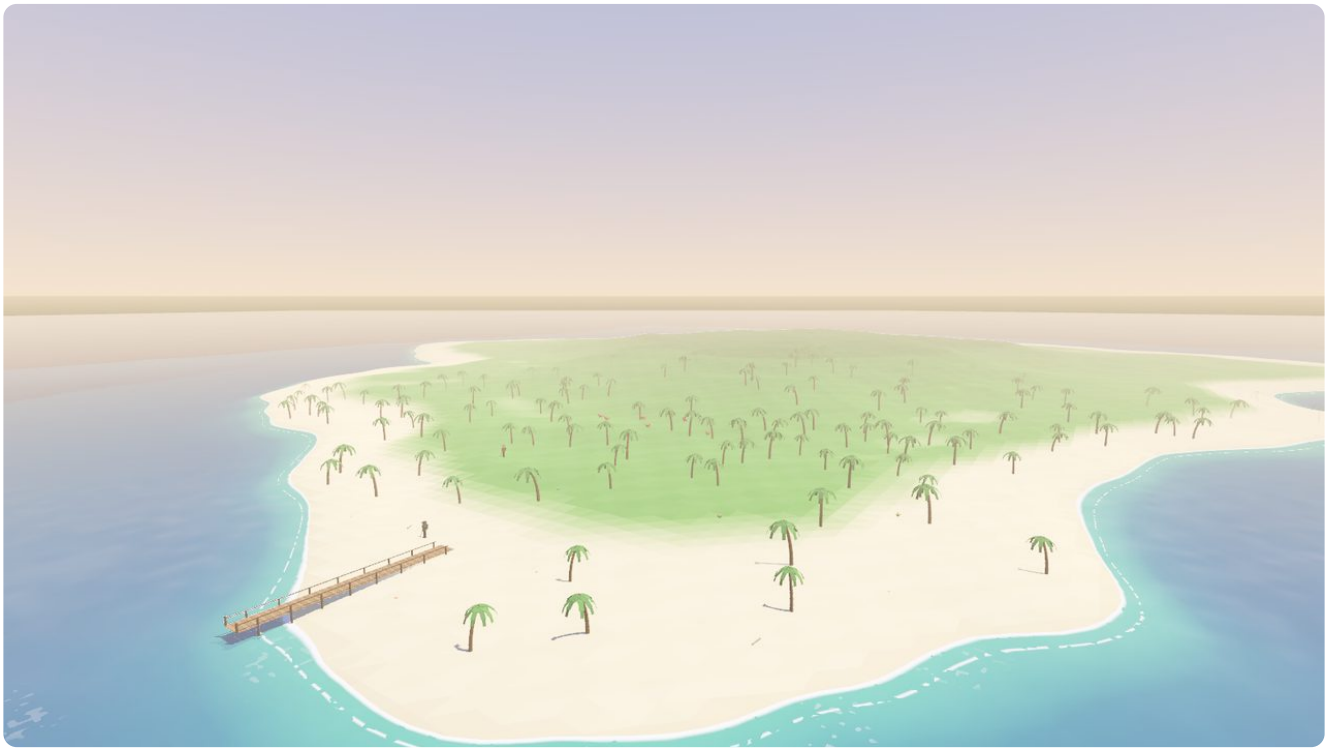
Waystone	Where	Safety	Notes
Market Square	East side of the square	Safe	Known from the start
Southreach	South, where Old Maren and Fisher Nell live	Safe	
Eastmere	East coast, by the bank and Gardener Ivy	Safe	
Westwood	West, where Bram the woodsman works	Safe	
Mirewater	South-west	Safe	
Sunhollow	East, north of Eastmere	Safe	
Northwatch	Just south of the Wildlands border	Safe	By the bank and Captain Rook
The Broken Spire	Wildlands	Depth 16	
Ashen Gate	Wildlands	Depth 30	
Starfall	Deep Wildlands, by the starmetal	Depth 43	

CHAPTER 13

The isles

Two islands lie out at sea, each a ferry ride away. To the south is Coral Isle: white beaches, palms and a jungle hill, and perfectly safe. To the east is Ember Isle: a smoking volcano with obsidian at the top and creatures in the crater that don't like visitors. Each has things you can't find anywhere else.

Coral Isle



Coral Isle from the air, with the ferry's jetty on its northern beach.

Taking the ferry

1. Go to **Southreach Pier** on the south coast, just south of the Southreach waystone, and walk out along the pier. Ferryman Joss stands at the far end.
2. Talk to him. If the ferry is in, press **Board (20 coins)**. If it's out, he tells you when it'll be back. The island map (`M`) shows the same: when the boat next leaves or gets back to each pier.
3. The ferry waits about 20 seconds at each end, then sails. The crossing takes about 36 seconds. You stand on deck and can't walk about; enjoy the view.
4. At the other end you step off at the end of the isle's jetty. To come back, talk to Lani out there; the fare is the same.



On deck, halfway across. The bar at the top shows where you're going and how long it'll take.

- Changed your mind? **Step off** (on the bar at the top, or with the ferry hand) before it sails and your fare is refunded.
- If you log out on board, you're put ashore: on the pier if it hadn't left, or where you were sailing to.
- Home teleport works from the isle (and even from the deck). There's no waystone on the isle.

The jetty

The piers are wide wooden decks (5.2 metres across), with lamps, a bench and room to stand and fish. Each has a fishing spot off its far end (the shallows at Southreach, the lagoon at Coral Isle, the reef at Eastmere, the hot vents at Ember Isle). At the landward end of Coral Isle's jetty there's a **trading post** (another Merchant, and the same Trade Board as Market Square) and a **bank**, so you can sell your catch and bank your pearls without sailing home.



Walking up Coral Isle's jetty: the trading post on the left, the bank on the right.

What's there

What	Needs	Where and why
Palms	Woodcutting 20	All over the island. Palm logs build the island decorations and burn in your forge and nest.
Sunstone	Mining 35	Rocks on the hill. Glows warm gold; set in a sun lantern it lights your garden all night.
Parrotfish	Fishing 35	Lagoon spots all round the coast. Grilled, it's one of the best foods for gathering.
Wild pineapples	No level	Pick them in the grass. Eat them as they are, and plant the tops at home (Farming 20).
Coralbacks	Catch them	On the beaches. Gills, Runner legs and a Pearl Diver bill (below).



Coralbacks on the east beach in the evening.

Coralbacks and pearls

The Coralback is the only wild species that lives on the isle. Its **Pearl Diver** bill finds pearls while you fish: with a Coralback as your companion, every catch has a 5% chance per trait level of bringing up a pearl as well. Pearls are worth a good deal to the Merchant, and Marisol has a use for one. Breed the Pearl Diver into your other creatures like any other part.

Rules of the isle

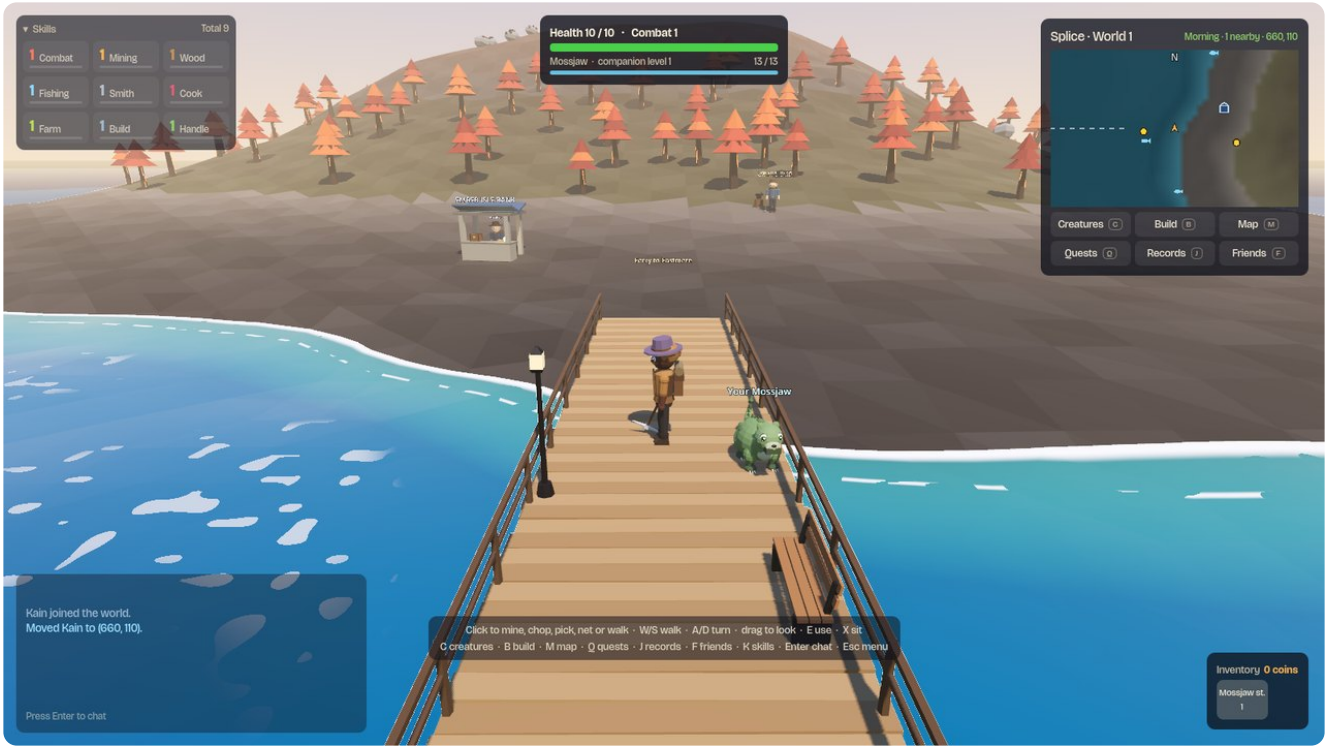
- Coral Isle belongs to everyone: **you can't claim land there**. Build your homestead on the main island.
- No ferals and no fighting between players: the whole isle is safe.
- Marisol, who keeps the island, has three quests for you once Fisher Nell has sent you over (chapter 14).

Ember Isle

Skipper Brann runs the second ferry from the end of **Eastmere Pier**, just east of Eastmere's bank and waystone. It works just like the Coral Isle one: 30 coins, about 20 seconds in port and 30 seconds across. You step off at the end of the Ember Isle jetty, where Kiri runs the boat back.



Eastmere Pier, with Skipper Brann at the end and Ember Isle on the horizon.



Stepping off at Ember Isle: the bank at the top of the jetty and emberwood up the slopes.

What's there

What	Needs	Where and why
Obsidian	Mining 60	Rocks high on the cone, around the crater: black glass that makes the best tools, sword and armour there are (chapter 10).
Emberwood	Woodcutting 55	The red forest on the slopes. Burns far longer than oak in your nest and forge, and builds the upgrades (chapter 8).
Firefin	Fishing 50	Hot vents all round the coast, where the steam rises. Seared firefin is a strong gathering food.
Cinderhorns	Catch them	On the lower slopes. Stone Hide, Runner legs, a Crusher jaw and a Cinder Tail (below).
Coal and iron	Mining	A few rocks on the western slope.



Obsidian rocks just below the crater rim. The creatures on the skyline are the crater's.

The Cinder Tail

The Cinderhorn is the only wild species on Ember Isle. Its **Cinder Tail** glows like a coal, and a companion with one makes you a better cook: every level takes 20% off your chance of burning food, so a level-5 Cinder Tail means you never burn anything. Breed it into your other creatures like any other part.

The crater

At the top of the volcano is a crater with a lava lake in it (you can't walk on the lava). The creatures living up there have gone wild with the heat and **attack anyone who comes near**: 2 Cinderhorns (level 30), 2 Emberwings (level 24), 1 Cinderhorn (level 34). Defeat them as you would ferals in the Wildlands. A banner warns you as you climb over the rim.

> **EMBER ISLE ISN'T THE WILDLANDS**
> Nobody can attack other players there, and if a crater creature beats you, you wake up in Market Square with **everything you were carrying**. It just costs you the trip back.



Looking down into the crater: the lava lake, and the creatures that guard it.

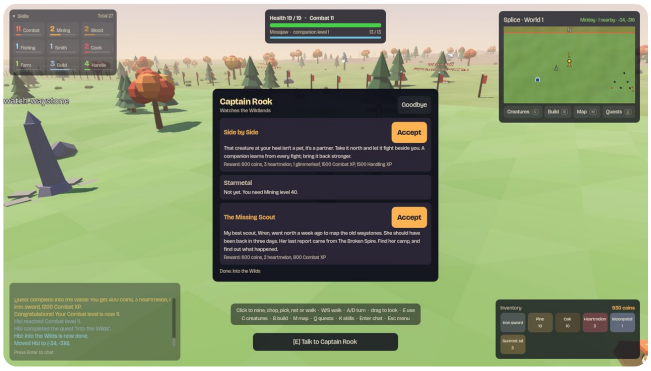
Rules of the isle

- Nobody claims land on Ember Isle either, and there's no waystone. Home teleport works.
- There's a **bank** at the top of the jetty, so you can bank your obsidian before going up the crater.
- Forgemaster Harrow, by the jetty, has three quests once Tamsin has sent you over (chapter 14).

CHAPTER 14

Quests

Twelve people around the island have 43 quests for you, from your first copper ore to a rescue at the far north of the Wildlands. A gold **!** over someone's head means they have a quest; a **?** means you can hand one in.



Talking to Captain Rook: each job, its reward and Accept.



The quest log (`Q`): what you're on, what's next and what's coming up.

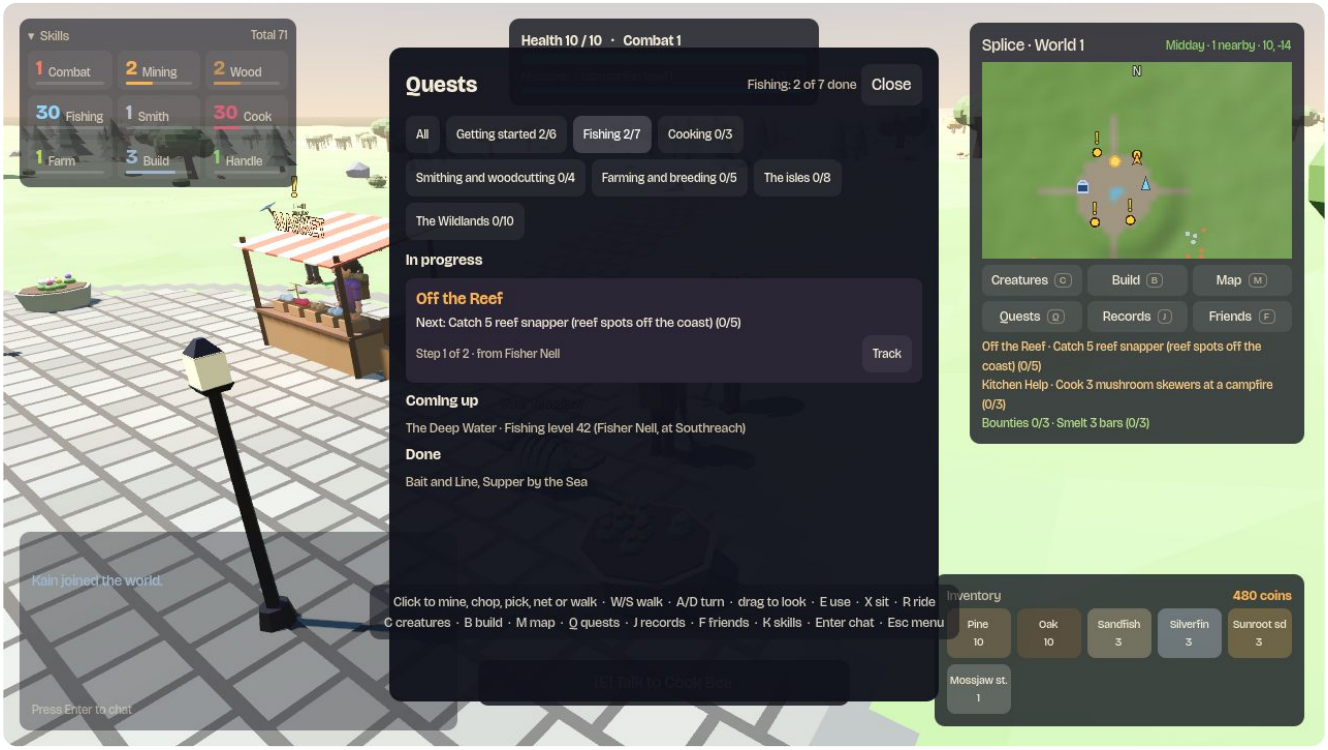
How quests work

- Click a quest giver or press `E` next to them. They explain the job and the reward, and you choose whether to accept.
- Steps tick off by themselves as you play. *Talk to* steps and hand-ins finish when you speak to the person.
- Steps you've already done (you already have land, a campfire, something in the bank) are skipped.
- Some steps send you somewhere: walk up to the place (a waystone, a camp, a cairn) and the step finishes when you arrive.
- Press `Q` for the quest log. **Show on map** sets a waypoint to wherever your next step is: a person, a place or a waystone. **Track** chooses which quests (up to 3) show under the minimap. **Coming up** lists quests that open once a skill is high enough, and who gives them.
- The buttons along the top of the log narrow it to one **quest line** (fishing, cooking, the Wildlands...), with how many of that line you've done.
- Quest givers are on the map. You can abandon a quest and start it again later.

Quest lines

Every quest belongs to one line. Finish every quest in a line and it's a **collection milestone** (chapter 17), with a reward of its own. Characters who had already finished a line get it the next time they log in.

Line	Quests	Milestone	Its reward
Getting started	6	Settled In	500 coins, 500 Handling XP, 2 heartmelon
Fishing	7	Old Salt	5,000 coins, 6,000 Fishing XP, 2 pearl
Cooking	3	Head Cook	3,000 coins, 4,000 Cooking XP, 4 pineapple tops
Smithing and woodcutting	4	Master of Tools	3,000 coins, 2,500 Smithing XP, 2,500 Woodcutting XP, 5 steel bars
Farming and breeding	5	Green Fingers	3,000 coins, 2,500 Farming XP, 2,500 Handling XP, 2 starbloom seeds
The isles	8	Island Hopper	5,000 coins, 2,000 Fishing XP, 2,000 Mining XP, 2,000 Smithing XP, 4 obsidian
The Wildlands	10	Warden of the North	8,000 coins, 8,000 Combat XP, 4 starmetal bars



The quest log narrowed to Fisher Nell's line: what's in progress, coming up and done.

The bounty board

On the east side of Market Square stands the **bounty board**. Each day it posts three jobs just for you (other players get their own). Click it or press `E` beside it to see them. You don't have to accept anything: the jobs count wherever you do them, and each pays as soon as it's done.

- Do all three in a day for a bonus of **60 coins**.
- Do all three on days in a row to build a **streak**: each day of the streak adds 20 coins to the bonus, up to 180 coins from day 7 on. Miss a day and the streak starts again.
- New jobs go up at **midnight, Melbourne time**. The board shows how long is left.



The bounty board: today's three jobs, how far along you are, and the bonus for finishing them all.

Job (any three a day)	Pays
Breed two of your creatures	50 coins, 180 Handling XP
Net a wild creature	50 coins, 150 Handling XP
Chop 12 logs	40 coins, 160 Woodcutting XP
Cook 4 meals	40 coins, 160 Cooking XP
Take the ferry	30 coins
Catch 6 fish	45 coins, 180 Fishing XP
Harvest 6 crops	45 coins, 170 Farming XP
Mine 12 ore	40 coins, 160 Mining XP
Mine 8 copper ore	30 coins, 110 Mining XP
Plant 4 seeds	30 coins, 100 Farming XP
Sell 10 things to a merchant	35 coins
Smelt 3 bars	45 coins, 170 Smithing XP

Who's who

Quest giver	Where	Quests	Teaches
Warden Hale	Market Square, south of the fountain	4	The tutorial chain
Tamsin	Market Square, by her anvil	2	Smithing
Old Maren	Southreach, to the south	3	Breeding
Gardener Ivy	Eastmere, on the east coast	2	Farming
Captain Rook	Northwatch, by the Wildlands border	9	The Wildlands, your companion, the missing scout and Thornmaw
Pell	Market Square, beside the market stall	2	Trading
Cook Bea	Market Square, east of the market stall	3	Cooking
Fisher Nell	Southreach, by the waystone	8	Fishing, from sandfish to glassfish, and her husband's rod
Bram	Westwood, by the waystone	3	Woodcutting
Scout Wren	Deep in the Wildlands (you'll meet her in the story)	1	Starmetal
Marisol	Coral Isle, up the beach from the jetty	3	Coral Isle
Forgemaster Harrow	Ember Isle, at the top of the jetty	3	Obsidian, emberwood and the crater

SIDE BY SIDE: A QUEST FOR YOUR COMPANION

Once you've done *Into the Wilds*, Captain Rook wants to see your companion fight. That creature at your heel isn't a pet, it's a partner. Defeat ferals with it beside you and raise it to companion level 5; he pays 600 coins, 1,500 Combat XP, 1,500 Handling XP, 3 heartmelon and 1 glimmerleaf.

THE MISSING SCOUT

Captain Rook's best scout, Wren, went north to map the old waystones, and she's overdue. Her last report came from The Broken Spire. Once you've done *Into the Wilds*, Rook asks you to find her camp and find out what happened. The trail runs through four quests and goes about as deep as the island does: take healing food, Combat 30 for the later parts, and attune to every Wildlands waystone you pass. We won't spoil the rest.

THE BEHEMOTH

After the missing scout, Captain Rook has three more quests. Something has flattened a hunters' camp north-west of The Broken Spire, and the trail leads to **Thornmaw** itself (chapter 15). The last quest finishes when you help bring it down: you don't have to land the final blow, only be one of the fighters when it falls.



What's left of the hunters' camp, deep in the Wildlands.

Every quest

Quest	From	Needs	What you do	Reward
First Steps	Warden Hale	–	Mine 3 copper ore, chop 3 logs from any tree	60 coins, 120 Mining XP, 120 Woodcutting XP, 10 pine logs, 3 sunroot seeds
A Place of Your Own	Warden Hale	First Steps	Claim some land with a Homestone, build a campfire on your land, cook something at a campfire	100 coins, 250 Construction XP, 100 Cooking XP, 10 oak logs
Creature Comforts	Warden Hale	A Place of Your Own	Catch a wild creature, breed two of your creatures, hatch the egg	120 coins, 300 Handling XP, 1 moonpetal
The Wider Island	Warden Hale	Creature Comforts	Attune to 2 more waystones, put something in a bank, find Captain Rook at Northwatch, by the Wildlands border	250 coins, 200 Combat XP
Forging Ahead	Tamsin	First Steps	Smelt 5 bronze bars at a forge, smith a bronze sword	150 coins, 400 Smithing XP, 10 iron ore, 10 coal
Open for Business	Pell	First Steps	Sell something to Oda the Merchant, post an offer on the Trade Board	200 coins, 100 Handling XP
A Fair Price	Pell	Open for Business, Creature Comforts	List a creature for sale	400 coins, 300 Handling XP, 1 moonpetal
Bait and Line	Fisher Nell	First Steps	Catch 5 fish	120 coins, 300 Fishing XP, 3 raw sandfish
Supper by the Sea	Fisher Nell	Bait and Line	Grill 3 sandfish at a campfire, bring Fisher Nell 2 grilled sandfish	200 coins, 500 Cooking XP, 200 Fishing XP, 3 raw silverfin

Quest	From	Needs	What you do	Reward
Off the Reef	Fisher Nell	Supper by the Sea, Fishing 25	Catch 5 reef snapper, bring Fisher Nell 3 raw snapper	500 coins, 1,200 Fishing XP, 1 raw stormeel, 1 heartmelon
The Deep Water	Fisher Nell	Supper by the Sea, Fishing 42	Catch 3 stormeels in the deep water off the north coast, bring Fisher Nell 3 raw stormeels	1,500 coins, 2,500 Fishing XP, 500 Cooking XP, 2 heartmelon
Warm Water	Fisher Nell	The Deep Water, Fishing 50	Take the ferry from Eastmere Pier to Ember Isle, catch 3 firefin over the hot vents round Ember Isle, bring Fisher Nell 2 raw firefin	2,000 coins, 3,500 Fishing XP, 1 pearl
Glass in the Deep	Fisher Nell	Warm Water, Fishing 58	Catch 2 glassfish in deep water	3,000 coins, 5,000 Fishing XP, 1,000 Handling XP, 1 glimmerleaf
Nell's Rod	Fisher Nell	Glass in the Deep, Woodcutting 45	Chop 4 maple logs, bring Fisher Nell 4 maple logs	2,500 coins, 3,000 Fishing XP, 1,000 Woodcutting XP, a nell's rod
Kitchen Help	Cook Bea	A Place of Your Own, Cooking 10	Cook 3 mushroom skewers at a campfire, bring Cook Bea 3 mushroom skewers	200 coins, 400 Cooking XP, 3 raw silverfin
Stew for the Watch	Cook Bea	Kitchen Help, Cooking 25	Cook 4 forager stews at a campfire, take 3 forager stews to Captain Rook at Northwatch	500 coins, 1,000 Cooking XP, 200 Combat XP, 2 heartmelon
An Island Feast	Cook Bea	Stew for the Watch, Cooking 50	Grill 3 parrotfish at a campfire, grill 3 firefin at a campfire, bring Cook Bea 2 grilled firefin	2,500 coins, 4,000 Cooking XP, 3 pineapple, 1 pearl
Across the Water	Fisher Nell	Bait and Line	Take the ferry from Southreach Pier to Coral Isle, say hello to Marisol on Coral Isle	150 coins, 300 Fishing XP, 2 pineapple
Island Ways	Marisol	Across the Water, Woodcutting 20	Chop 5 palm logs, catch a Coralback	500 coins, 600 Woodcutting XP, 600 Handling XP, 2 tiki torch, 3 pineapple tops
Lagoon Life	Marisol	Island Ways, Fishing 35, Mining 35	Catch 5 parrotfish in the lagoon, mine 5 sunstone on the hill	1,500 coins, 1,500 Fishing XP, 1,500 Mining XP, 1 sun lantern
Pearl of the Isle	Marisol	Island Ways	Bring Marisol a pearl	1,200 coins, 800 Fishing XP, 800 Handling XP, 1 hammock
Fire Across the Water	Tamsin	Forging Ahead, Smithing 50	Take the ferry from Eastmere Pier to Ember Isle, find Forgemaster Harrow at the top of the jetty	300 coins, 1,200 Smithing XP
Black Glass	Forgemaster Harrow	Fire Across the Water, Mining 60	Mine 5 obsidian high on the volcano, bring Harrow the 5 obsidian	1,500 coins, 3,000 Mining XP, 1,500 Smithing XP, 4 steel bars, 4 obsidian
Heartwood	Forgemaster Harrow	Fire Across the Water, Woodcutting 55	Chop 8 emberwood logs on the slopes, bring Harrow 4 emberwood logs	1,200 coins, 3,500 Woodcutting XP, 1 ember brazier
Into the Crater	Forgemaster Harrow	Black Glass, Combat 40	Defeat 2 wild Cinderhorns in the crater	3,000 coins, 6,000 Combat XP, 6 obsidian
Timber!	Bram	First Steps, Woodcutting 15	Chop 10 oak logs, bring Bram 10 oak logs at Westwood	250 coins, 800 Woodcutting XP, 200 Construction XP
Willow Weave	Bram	Timber!, Woodcutting 30	Chop 8 willow logs, build a log bench on your land	600 coins, 1,600 Woodcutting XP, 600 Construction XP, 5 maple logs

Quest	From	Needs	What you do	Reward
Heart of Ironbark	Bram	Willow Weave, Woodcutting 60	Chop 5 ironbark logs in the Wildlands, bring Bram 5 ironbark logs	3,000 coins, 5,000 Woodcutting XP, 2 ironbark logs
Green Thumb	Gardener Ivy	–	Build a crop plot on your land, plant a seed, harvest a crop, bring Gardener Ivy 5 sunroot	150 coins, 350 Farming XP, 3 emberbean seeds, 2 moonpetal seeds
Moon Garden	Gardener Ivy	Green Thumb, Farming 15	Harvest 3 moonpetal, feed a moonpetal to an egg	400 coins, 900 Farming XP, 300 Handling XP, 2 glimmerleaf seeds
New Blood	Old Maren	Creature Comforts	Hatch 3 eggs	300 coins, 800 Handling XP, 2 moonpetal
A Spark of Change	Old Maren	New Blood	Hatch a creature with a mutation	800 coins, 2,000 Handling XP, 2 glimmerleaf, 1 starbloom seeds
Bloodlines	Old Maren	A Spark of Change	Hatch a generation 3 creature with a level 3 trait	1,500 coins, 3,000 Handling XP, 1 starbloom, 2 glimmerleaf
Into the Wilds	Captain Rook	The Wider Island	Defeat 3 feral creatures in the Wildlands	400 coins, 1,200 Combat XP, 3 heartmelon, an iron sword
Side by Side	Captain Rook	Into the Wilds	Defeat 5 ferals with your companion fighting beside you, raise a companion to companion level 5	600 coins, 1,500 Combat XP, 1,500 Handling XP, 3 heartmelon, 1 glimmerleaf
Starmetal	Captain Rook	Into the Wilds, Mining 40	Mine 3 starmetal ore, deep in the Wildlands, bring Captain Rook 3 starmetal ore	2,500 coins, 3,000 Mining XP, 1,000 Combat XP, 1 starbloom, 1 starbloom seeds
Deeper Still	Captain Rook	Into the Wilds, Combat 25	Defeat 5 ferals at depth 15 or deeper	1,000 coins, 2,500 Combat XP, 3 heartmelon
The Missing Scout	Captain Rook	Into the Wilds	Reach The Broken Spire and find Wren's camp	600 coins, 800 Combat XP, 2 heartmelon
Ashes and Tracks	Captain Rook	The Missing Scout	Reach the Ashen Gate waystone, then follow the trail	1,200 coins, 2,000 Combat XP, 2 heartmelon
Lost at Starfall	Captain Rook	Ashes and Tracks, Combat 30	Reach the Starfall waystone, then follow the trail	4,000 coins, 3,000 Combat XP, 1,000 Handling XP, 3 starmetal bars
What Wren Saw	Scout Wren	Lost at Starfall, Mining 40	Mine 5 starmetal ore near Starfall, take 5 starmetal ore to Tamsin in the town square	3,000 coins, 3,000 Mining XP, 3,000 Smithing XP, 2 starmetal bars
Signs of the Behemoth	Captain Rook	Deeper Still, Combat 35	Find the flattened hunters' camp, north-west of The Broken Spire, defeat 3 ferals at depth 25 or deeper	2,000 coins, 4,000 Combat XP, 2 heartmelon
The Behemoth	Captain Rook	Signs of the Behemoth, Combat 40	Help bring down Thornmaw	6,000 coins, 8,000 Combat XP, 2,000 Handling XP, 3 starmetal bars, 3 heartmelon

CHAPTER 15

The Wildlands and combat

North of the red-bannered posts lies the Wildlands: half the island, with the best resources in the game, feral creatures that attack on sight and other players who can attack you.



The Broken Spire waystone, at depth 15. In the Wildlands the bar at the top says so, and how deep you are.

Depth

A badge at the top of your screen shows how deep you are: depth 1 at the border, one more every 14 metres north, about 53 at the northern sea. The deeper you go, the tougher the ferals and the better the resources. Home teleport stops working deeper than depth 20, but waystones work everywhere. You can't claim land in the Wildlands.

What's up there

- **Crystal** (Mining 55, needs a Gem Cutter companion) from about depth 8.
- **Starmetal** (Mining 40), the best ore, from about depth 34, for the best swords and armour.
- **Ironbark** trees (Woodcutting 60, needs a Crusher jaw).
- **Deep-water fishing** under the northern cliffs: stormeel and glassfish.
- **Ferals**, which drop coins, ore, fish and rare seeds.

How fighting works

Click a feral (or, in the Wildlands, another player) to attack. Once you've picked a target you attack automatically, one swing every 2.4 seconds, until one of you falls or you walk away. Each swing's chance to hit is your accuracy against their defence; if it hits, it does up to your max hit. Damage numbers and health bars show over everyone in a fight.

- **Health** is 10 plus about one per Combat level (10 at level 1, 19 at level 10, 55 at level 50, 99 at level 99).
- **Accuracy, defence and max hit** all rise with your Combat level.
- **Swords and armour** add to them. Like tools, you use the best of each that you carry and have the Combat level for: nothing to equip.
- **Your companion's parts** help you too: a Spiked tail adds +1 to your max hit per level, Stone Hide +6 to your defence per level.
- **Eating** heals you (see the food table in chapter 10). Eat between hits.
- **Combat XP:** 4 per point of damage you deal, plus 10 × the feral's level for a kill.

Gear	Combat level	Max hit	Accuracy	Defence
Bronze sword	1	+2	+10	–
Iron sword	10	+4	+20	–
Steel sword	25	+6	+32	–
Crystal sword	45	+9	+45	–
Starmetal sword	60	+12	+55	–
Bronze armour	1	–	–	+12
Iron armour	10	–	–	+22
Steel armour	25	–	–	+34
Starmetal armour	60	–	–	+52
Obsidian sword	70	+14	+62	–
Obsidian armour	70	–	–	+62

Your companion in a fight

Your companion fights beside you (chapter 6 has the numbers). It joins in on a feral you attack, or on one that attacks you, as long as the fight is within about 14 metres of you. It never attacks players, and players can't attack it.



A Mossjaw companion fighting a feral beside its owner, just over the border. Under your health: your companion's level and health; in the chat, the level it just reached.

- **Ferals bite back.** A feral that your companion is biting sometimes turns on it instead of you (about one attack in 3). Its health shows under yours.
- **It's never lost.** If it's knocked out, it limps home to rest. It's back at your side after 1½ minutes, at full health; until then your health bar says *Resting* and counts down. Out of a fight it heals slowly by itself.
- **It learns.** Its damage and the kills it helps with earn it companion XP, and its hits earn you Handling XP.
- **Stay back** in the Creatures panel keeps it out of fights (its parts still help you); **Fight with me** sends it in again.

Ferals

Ferals attack anyone who comes close. They're tougher the deeper they live. Each drops coins (roughly 4 to 7 × its level), sometimes ore (35%) or fish (12%), and sometimes rare seeds.

Species	Level	Health	Depth	Where
Mossjaw	3	15	About 4	Just over the border, north of the square
Mossjaw	6	24	About 6	The western Wildlands
Emberwing	10	36	About 11	The eastern Wildlands
Glowtail	14	48	About 16	Near The Broken Spire
Glowtail	17	57	About 19	Near the hunters' camp
Quartzmole	22	72	About 25	Near Ashen Gate
Quartzmole	26	84	About 32	Near the hunters' camp
Skyfin	30	96	About 37	Near the cairn at Ashen Gate
Skyfin	34	108	About 40	Near Starfall
Emberwing	38	120	About 44	Near Starfall
Emberwing	42	132	About 48	Near Starfall

Catching a feral: knock it below a third of its health, then throw your net. You get +25% on your usual catch chance, and it comes out with one part a level stronger. If you miss, it turns on you.

Fighting other players

- You can only attack another player when you're both in the Wildlands.
- **Level brackets:** you can only attack players whose Combat level is within **5 + depth** of yours, using the shallower of your two depths. Just over the border (depth 1) that's 6 levels either way; at depth 20 it's 25. The Wildlands badge at the top of your screen shows the levels you can fight where you are, and a player you can't fight says so when you point at them. If one of you walks shallower and the other drops out of range, the fight ends.
- Whoever strikes first gets a **skull** over their head for 10 minutes. Fighting back doesn't skull you.
- A player fight ends as soon as either of you steps out of the Wildlands.
- Logging out won't save you: if you disconnect within 10 seconds of a fight, your character stays where it was, fighting back, until the fight has been over for 10 seconds.

Dying

WHAT YOU LOSE

If you die in the Wildlands you keep your 3 most valuable single items (none if you're skulled) and drop everything else in a loot pile where you fell. Your killer gets it for 1 minute, then anyone can take it; it disappears after 3 minutes.

Your coins, creatures, bank and homestead are always safe, and so is your companion. You wake up in Market Square with full health.

BEFORE YOU CROSS THE BORDER

- Bank everything you can't afford to lose (Northwatch bank is right by the border).
- Bring food that heals, and your best sword and armour.
- Take a companion with a Spiked tail or Stone Hide, and let it fight: it gets stronger every trip.
- Attune to the Wildlands waystones as you find them: they're your way home.
- Don't go deeper than depth 20 unless you know where the nearest waystone is.

CHAPTER 16

World events

Now and then something happens that everyone on the world hears about: a banner across the screen, a line in chat and a star on the map. They're worth dropping what you're doing for.

Raids on Market Square

Some nights (about 50% of them) ferals come down from the north and raid Market Square. There are 3 to 8 of them, more when more players are online, and they're stronger when the players online are (up to level 18). Raiders attack anyone in the square, but they leave newcomers below Combat 10 alone unless they're attacked, and leave you alone for 1 minute after you wake up there. Dying to a raider costs nothing: Market Square is outside the Wildlands.

Everyone who hurts a raider (or whose companion does) shares the reward once they're all beaten: 40 coins and 25 Combat XP per raider level, a heartmelon and a raid trophy for your homestead (chapter 8). Party members on the square share in it too (chapter 18). If they aren't beaten within 8 minutes, they slink back into the night.

Meteors

Every 40 minutes to 80 minutes a meteor falls somewhere in the Wildlands, between depth 8 and 30. It holds 20 starmetal for anyone who can reach it (Mining 40), first come, first served, and cools after 15 minutes. Everyone who mines a piece also takes home a glowing meteor fragment to decorate their homestead (one per meteor). A beam of light marks it from far off, the announcement says roughly where, and a purple star on the map shows exactly. Other players will be heading there too.



A fallen meteor at dusk: its beam of light can be seen from far away, and a star marks it on the minimap.

Rare creatures

Every 30 minutes to 60 minutes a rare creature is seen somewhere south of the Wildlands: a wild one with one of its parts at trait level 3 or 4. The announcement says what it is, what's special about it and roughly where; a green star marks it on the map. It stays for 10 minutes, so be quick with your net. Whoever catches it is announced to everyone.

The world boss: Thornmaw

Every 2 to 3 hours, when at least two players of Combat 30 or more are online, **Thornmaw, the Behemoth** wakes somewhere deep in the Wildlands (depth 22 to 32). It's a level 45 feral three times the size of anything else, and it takes a party to bring down. A red star marks it on the map, and while you're near it a boss bar under your health shows its health, how many are fighting and how long it will stay (20 minutes).

- **It gets tougher the more of you there are:** 800 health, and 300 more for each player who joins the fight (up to six).
- **Its slam:** every 13 seconds a red ring appears around it and fills in. Anyone still inside when it lands loses 35% of their health. Walk out!
- **Its brood:** at two thirds and a third of its health, three level 24 ferals join in.
- **It's still the Wildlands:** other players can attack you while you fight it, and you can't net it.

When it falls, everyone who hurt it (or whose companion did), and party members close by, gets **2,000 coins**, **3,000 Combat XP** (and companion XP), one of 1 starbloom, 2 glimmerleaf, 2 starmetal bars, 3 crystal or 3 heartmelon, and **Thornmaw's thorn** to decorate your homestead (chapter 8). There's a hiscore board for bosses defeated.



Thornmaw about to slam: get out of the red ring. The boss bar is under your health.

> **ADMINS**
> Server admins can start any of these with **/event raid**, **/event meteor**, **/event sighting** or **/event boss**, and jump to one with **/tp name meteor**, **/tp name sighting** or **/tp name boss**.

CHAPTER 17

Records

Press `J` (or the Records button under the minimap) for your records: a log of everything you've collected, with milestones that pay out, and the hiscores for your world.

The collection log

Everything you own counts: what you catch, hatch, buy or are given. The log keeps the **wild species** you've caught (all 7; your starter counts), every **useful part** you've owned at its best trait level (14 in all, Echo tails included), the highest **generation** you've bred, and every creature **name** you've owned: 49 in all, since a hatchling takes the first half of one parent's name and the second half of the other's (an Emberwing and a Mossjaw can make an Emberjaw or a Mosswing). Releasing a creature doesn't take anything off the log. Each wild species in your log also earns you a stone statue of it for your homestead (chapter 8), put straight into your bag.

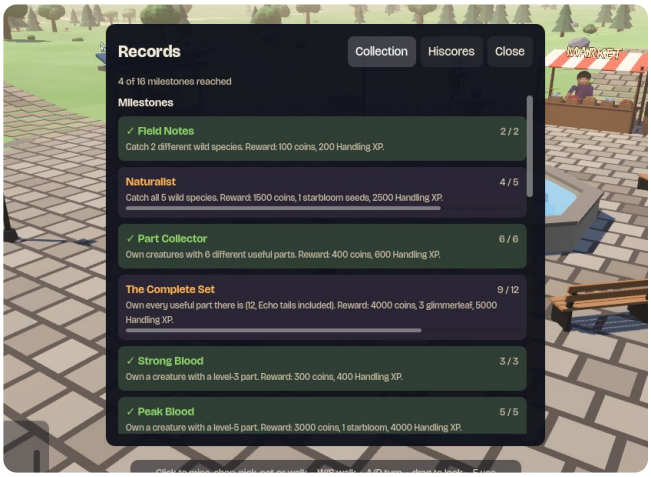
Reaching a milestone pays out straight away, with a banner, like finishing a quest:

Milestone	What you do	Reward
Field Notes	Catch 2 different wild species	100 coins, 200 Handling XP
Naturalist	Catch 5 different wild species	1,500 coins, 1 starbloom seed, 2,500 Handling XP
Island Naturalist	Catch 6 different wild species (Coralbacks live on Coral Isle)	2,500 coins, 2 pearl, 3,500 Handling XP
Fire and Sea	Catch all 7 wild species (Cinderhorns live on Ember Isle)	4,000 coins, 3 obsidian, 5,000 Handling XP
Part Collector	Own creatures with 6 different useful parts	400 coins, 600 Handling XP
The Complete Set	Own creatures with 12 different useful parts	4,000 coins, 3 glimmerleaf, 5,000 Handling XP
Thirteen Parts	Own creatures with 13 different useful parts	5,000 coins, 3 pearl, 6,000 Handling XP
Every Part	Own every useful part there is (14, Cinder Tails included)	6,000 coins, 4 obsidian, 7,000 Handling XP
Strong Blood	Own a creature with a level-3 part	300 coins, 400 Handling XP
Peak Blood	Own a creature with a level-5 part	3,000 coins, 1 starbloom, 4,000 Handling XP
Third Generation	Breed a generation-3 creature	300 coins, 400 Handling XP
Old Bloodline	Breed a generation-10 creature	3,000 coins, 3 moonpetal, 4,000 Handling XP
Name Giver	Own creatures with 10 different names	500 coins, 800 Handling XP
Many Names	Own creatures with 25 different names	5,000 coins, 2 starbloom, 6,000 Handling XP
Thirty-Six Names	Own creatures with 36 different names	7,000 coins, 3 starbloom, 8,000 Handling XP
Every Name	Own every one of the 49 creature names	9,000 coins, 6 obsidian, 10,000 Handling XP
First Mutant	Hatch a creature with a mutation	300 coins, 1 glimmerleaf
Mutation Breeder	Hatch 10 creatures with mutations	3,000 coins, 3,000 Handling XP
Feral Tamer	Catch a feral creature in the Wildlands	400 coins, 500 Handling XP

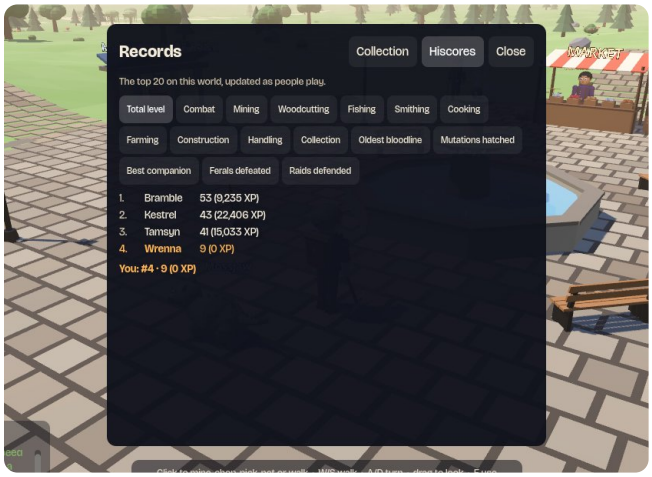
Milestone	What you do	Reward
Rare Find	Catch a rare creature during a sighting	800 coins, 1,000 Handling XP
Trusted Companion	Raise a companion to companion level 10	1,000 coins, 1,000 Combat XP, 1,000 Handling XP
Inseparable	Raise a companion to companion level 30	5,000 coins, 4,000 Combat XP, 4,000 Handling XP
Settled In	Finish every "Getting started" quest	500 coins, 2 heartmelon, 500 Handling XP
Old Salt	Finish every fishing quest (Fisher Nell)	5,000 coins, 2 pearl, 6,000 Fishing XP
Head Cook	Finish every cooking quest (Cook Bea)	3,000 coins, 4 pineapple tops, 4,000 Cooking XP
Master of Tools	Finish every smithing and woodcutting quest (Tamsin, Bram)	3,000 coins, 5 steel bars, 2,500 Smithing XP, 2,500 Woodcutting XP
Green Fingers	Finish every farming and breeding quest (Gardener Ivy, Old Maren)	3,000 coins, 2 starbloom seeds, 2,500 Farming XP, 2,500 Handling XP
Island Hopper	Finish every Coral Isle and Ember Isle quest	5,000 coins, 4 obsidian, 2,000 Fishing XP, 2,000 Mining XP, 2,000 Smithing XP
Warden of the North	Finish every Wildlands quest (Captain Rook, Scout Wren)	8,000 coins, 4 starmetal bars, 8,000 Combat XP

Hiscores

The Hiscores tab ranks everyone on your world, including players who aren't online, on these boards: Total level, combat, mining, woodcutting, fishing, smithing, cooking, farming, construction, handling, collection, oldest bloodline, mutations hatched, best companion, ferals defeated, raids defended and bosses defeated. Pick a board to see the top 20 and where you stand. Equal scores share a place. The same boards are on the website, splicemmo.com.au/hiscores.html.



The collection log: milestones with how far along you are.



The hiscores: pick a board; you're highlighted.

CHAPTER 18

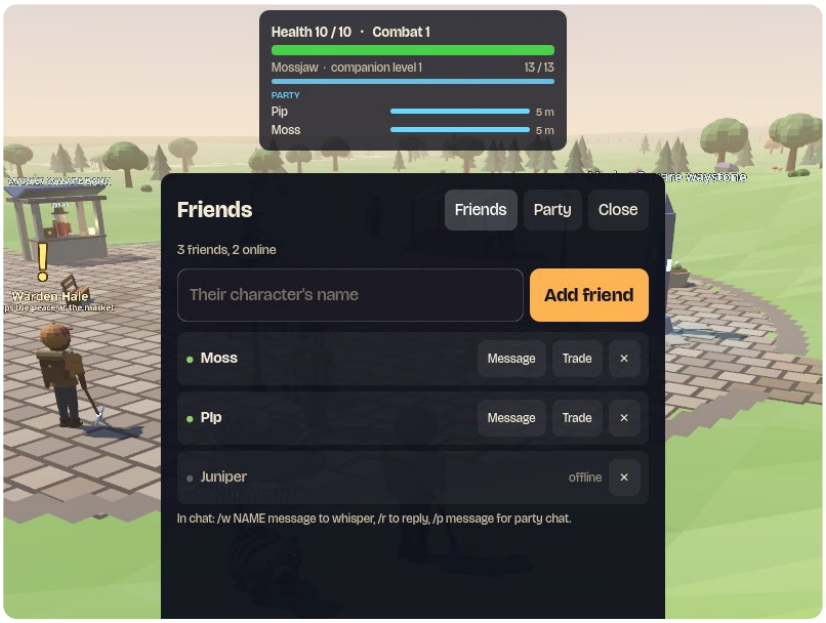
Playing together

Press `F` (or the Friends button under the minimap) for your friends list and your party. From there, or from chat, you can message people, team up and trade face to face.

Friends

Type a character's name and press **Add friend**. Your list shows who's online (a green dot) and tells you when a friend logs in or out. They don't have to add you back. Next to each friend who's online are **Message** (starts a private message in the chat box), **Invite** (to your party) and **Trade** (you need to be standing close together); × takes them off your list. You can keep up to 100 friends.

If a friend has a homestead, **Visit** teleports you there, even when they're offline. It's a 5 seconds cast like home teleport and shares its 3 minutes timer, and it doesn't work deeper than depth 20 in the Wildlands. **Message** works for friends who are offline too: your message waits for them and shows up when they next log in (up to 20 can wait).



Your friends list: who's online, with buttons to message, invite and trade.

Private messages and chat commands

Type	What it does
/w NAME message	A private message (also /pm, /msg or /tell). It shows in pink, and only the two of you see it.
/r message	Reply to whoever messaged you last
/p message	Party chat, in blue: everyone in your party sees it
/friend NAME, **/unfriend NAME**	Add or remove a friend
/ignore NAME, **/unignore NAME**	Stop or start hearing from someone
/invite NAME	Invite someone to your party
/party kick NAME, **/leave**	Remove someone from your party (if you lead it), or leave it
/trade NAME	Ask someone nearby to trade
/visit NAME	Teleport to a friend's homestead
/report NAME	Report a player to the admins (chapter 19)
/bug	Report a bug (chapter 19)

Clicking another player

Click another player (or right-click them, which also works in the Wildlands, where a left click attacks) for a small menu: **Add friend**, **Message**, **Invite to party**, **Trade** (when you're close enough), **Visit their homestead** (friends), **Ignore** and **Report** (chapter 19).



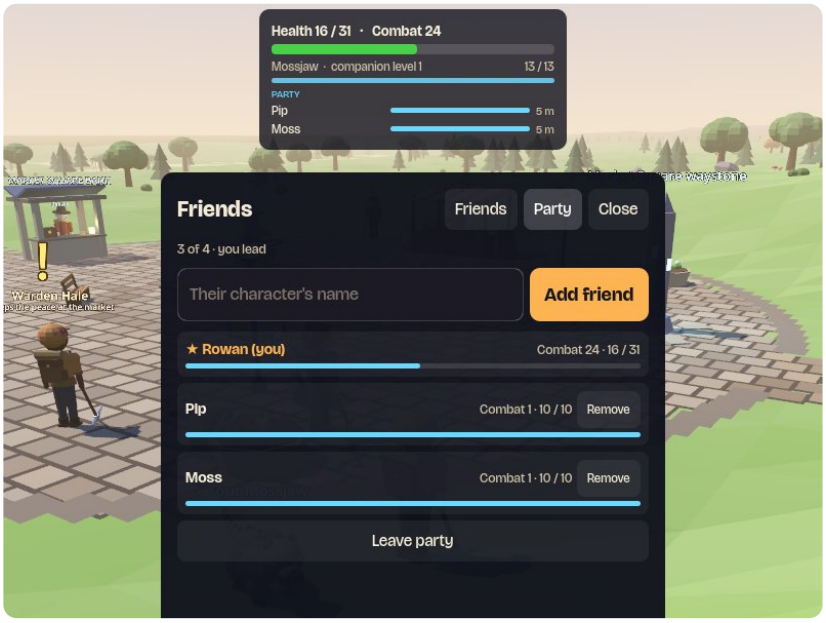
Click a player for everything you can do with them.

Parties

Up to four people can be in a party. Invite someone and an invitation pops up at the top of their screen: they press **Accept** or **Decline** (it runs out after a minute). The person who invited first leads the party, and only the leader can invite or remove people. If the leader leaves, the next person takes over; when only one person is left, the party ends. If you lose your connection or log out, your place is kept for 2 minutes: the others see you as *reconnecting*, and if you log back in by then you're straight back in the party.

- **You share Combat XP.** When one of you defeats a creature, everyone else in the party within 40 m gets half as much Combat XP again. The one who won the fight still gets all of theirs.

- **You share raid rewards.** If one of you helps drive off a raid on Market Square (chapter 16), party members on the square are rewarded too, as long as they're Combat 10 or more.
- **You can see each other.** Party members show on the map and minimap in blue wherever they are (on the minimap's edge when they're far away), their names show in blue above their heads, and their health and distance show under your own health bar.
- **You have your own chat** with /p.



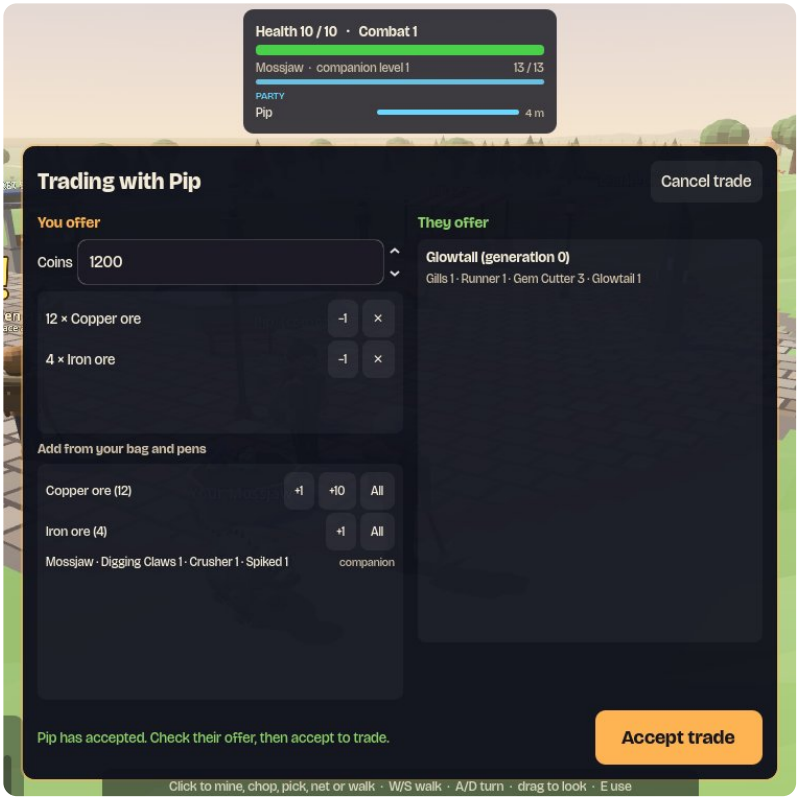
A party of three: under your health bar, and in the Party tab.

Trading with another player

The Trade Board (chapter 11) is for selling to anyone, any time. To swap with someone standing next to you (within 12 m), ask them with **Trade** on the Friends window or /trade NAME. When they accept, a trade window opens for you both:

1. Put in what you're offering: coins, anything from your bag (+1, +10 or All), and creatures from your pens (not your companion, and not your last creature). Their offer shows on the right, with each creature's parts.
2. When you're both happy, press **Accept trade**. The trade only happens once you've *both* accepted.
3. If either offer changes, both Accepts are cleared, and Accept waits three seconds so you can look the new offer over. Nobody can swap something out at the last moment.

There's no tax on trades between players. The trade is cancelled if either of you walks off (more than 20 m apart), logs out or presses **Cancel trade**. A creature you trade away that was farming for you stops, creatures you receive count towards your collection log, and you need room in your pens for any creatures coming your way.



A trade: coins and ore for a Glowtail with a level-3 Gem Cutter. Pip has accepted; now it's your turn.

Ignoring someone

/ignore NAME (it also takes them off your friends list). You won't see their chat, private messages, party invites or trade requests, and to them you look offline. Who you ignore is listed at the bottom of the Friends tab, with a button to stop.

> **BE CAREFUL WITH TRADES**
> Read the other side of the trade window before you accept, especially creatures' parts and levels. A trade can't be undone, and the game team can't give things back after a trade you agreed to.

CHAPTER 19

Rules and reporting

Splice is a shared world, so a few rules keep it fun for everyone. If someone breaks them, or something in the game breaks, tell the admins from inside the game.

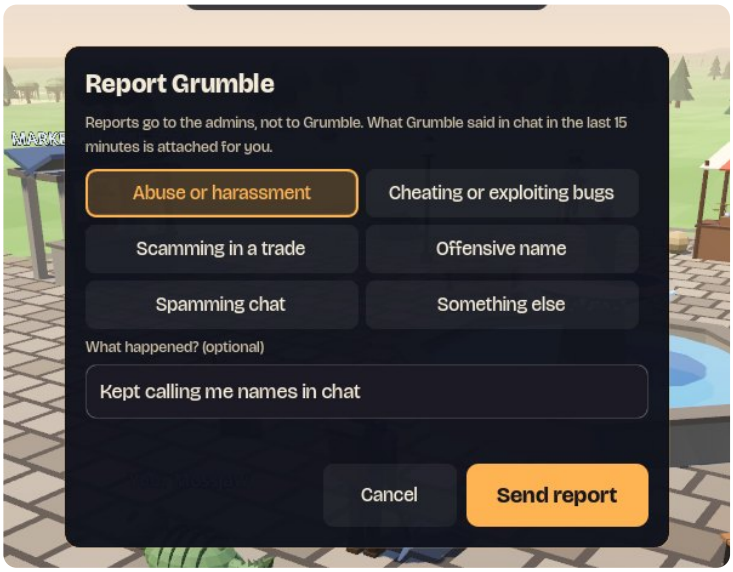
The rules

- **Be kind.** No harassment, hate speech, slurs or threats, in chat, in private messages or in your character's name.
- **Play fair.** No cheat programs, bots or using bugs to get ahead. If you find a bug, report it (below).
- **Trade honestly.** No scamming: what you offer in a trade should be what it looks like.
- **Keep chat readable.** No spamming, flooding or advertising.
- **Keep names clean.** No offensive names, and no pretending to be an admin.

Admins can warn you, mute you (you can still play, but not chat) or ban you, for a while or for good, depending on how serious it is. A warning pops up on your screen, and you see it when you next log in if you're offline.

Reporting a player

Click the player (right-click in the Wildlands) and choose **Report**, or type **/report NAME** in chat. Pick what happened, add a few words if you like, and press **Send report**. The report goes to the admins, never to the player. Anything they said in public chat, in your party or to you in the last 15 minutes is attached for you, so there's no need to copy it out.



Reporting a player: pick a reason, add a note, send.

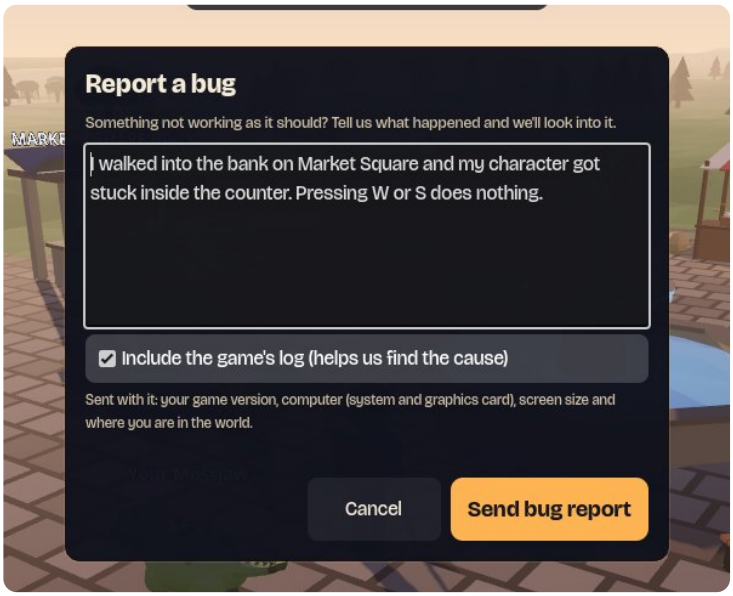
You can't report the same person twice in ten minutes (once is enough: the admins see it), and you can send up to six reports an hour. If someone's bothering you, you can also /ignore them straight away (chapter 18).

The chat filter and spam

- Slurs and similar words are blanked out (****) in chat and private messages, however they're spelt, and new characters can't use them in their names.
- Send more than six messages in ten seconds, or the same message three times in a row, and the game holds them back. Keep doing it and you're muted for two minutes.

Reporting a bug

Something not working as it should? Press **Esc → Report a bug**, or type **/bug** in chat. Say what you were doing, what you expected and what happened instead. The game adds your version, your computer's system and graphics card, your screen size and where you are in the world, and, if you leave the box ticked, the end of the game's own log, which is often what pins the problem down.



Reporting a bug from the Esc menu.

Can't log in?

Press **Report a problem** at the bottom of the login screen. It goes to the admins of the world you've picked, with the name you've typed, your game version and your computer's details, and the end of the game's log if you leave it ticked. If you'd like an answer, say how to reach you. You can send three of these an hour.

> **PLEASE REPORT BUGS RATHER THAN USING THEM**
> Found a way to duplicate items or get somewhere you shouldn't? Report it and leave it alone. Using a bug to get ahead counts as cheating.

CHAPTER 20

Keeping your account safe

Your account holds everything you've built. A few habits keep it yours.

Passwords

- Use a password of at least 8 characters that you don't use anywhere else.
- Change it from **Esc → Change password**. Changing it signs out every other computer that was kept logged in.
- **Nobody from Splice will ever ask for your password**, in game, in chat or by email. Anyone who does is trying to steal your account.
- After too many wrong passwords, logins for that account pause for a while. Wait and try again.

Your email address

Add or change your email under **Esc → Account and email** (it asks for your password). A 6-character code is emailed to you; enter it to confirm the address. Email comes from **noreply@splicemmo.com.au**. Whenever your password or email changes, the game emails the (old) address, so you'll know if someone else did it.

Forgot your password?

1. On the login screen, press **Forgot password?**
2. Type your character name and press **Email me a code**. If the account has a confirmed email, a code arrives within a minute or two (check your spam folder).
3. Enter the code and a new password. You're logged straight in, and any other saved logins are signed out.

Codes work for 30 minutes and allow 5 wrong tries. You can ask for one code a minute and 6 a day. If your account has no email, contact the game team.

Changing your name

Want a different character name? Ask an admin: they can rename you, keeping everything you have. You log in with the new name and the same password, and your friends, homestead and Trade Board offers follow you.

Deleting your account

Esc → Account and email → Delete my account removes your character for good: creatures, items, coins, skills, homestead and Trade Board offers. Type your character's name and your password to confirm. It can't be undone, and an admin can't bring it back; your name becomes free for someone else. If your email is confirmed, you get an email to say it's done. (Reports other players made about you are kept for the admins.)

The server key warning

The game checks that it's talking to the real server before sending your password. If you ever see a warning that the server's key has changed, stop and check the official announcements before you log in.

Downloads

Only download Splice from **updates.splicemmo.com.au**, and let the game update itself. The in-game updater checks every update's signature before it installs anything.

CHAPTER 21

Tips and questions

Answers to the questions new players ask most, and a few habits that make life on the island easier.

Ten tips

- Do Warden Hale's quests first: they're the fastest way to learn the game, and they pay.
- Bank before you head north, every time.
- Keep a second companion for each job: one for mining, one for chopping, one for fishing or fights.
- Let your companion fight. Every trip north makes it stronger, and earns you Handling XP too.
- Water other players' crops as you pass: it costs you nothing and gives Farming XP.
- Check the Trade Board's price chart before you sell; the Merchant's price is only the floor.
- Attune to every waystone you walk past. You'll want them later.
- Build a nest early. Halving egg times adds up fast.
- Save glimmerleaf for eggs from your best parents: a mutation there is worth the most.
- Track the quests you're working on (`Q` , then **Track**) and use **Show on map** when you're not sure where to go.

Questions

I can't mine crystal (or chop ironbark, or catch glassfish).
They need a companion part as well as a level: a Gem Cutter jaw for crystal, a Crusher jaw for ironbark, Gills for glassfish. Catch or breed a creature with that part and make it your companion.

The rock or tree I want is empty.
Rocks and trees are shared by everyone on the world and refill on a timer. Try another one nearby, or come back in a minute.

My creature won't breed.
You can have 3 eggs at once, and eggs count towards your creature space (20, plus 5 per pen). Wait for an egg to hatch, build a pen or release a creature.

How do I get more creature space?
Build creature pens on your land: each adds 5 spaces, up to 3 pens.

My companion vanished in a fight.
It was knocked out and went home to rest. It comes back by itself after 1½ minutes, at full health: your health bar shows the countdown. Companions are never lost.

Will my baby creature be as strong a fighter as its parents?
It inherits their parts, so it may well have the same fighting parts, but companion levels aren't inherited: it starts at companion level 1 and learns by fighting.

Do things happen while I'm offline?
Yes: eggs incubate, crops grow, your nest keeps burning, food buffs tick down and your Trade Board offers keep trading.

Can someone attack me outside the Wildlands?
No. Other players can only attack you when you're both in the Wildlands, and ferals only live there.

I died. Where are my things?
In a loot pile where you fell, if you were in the Wildlands. Your killer has it for a minute, then anyone; it's gone after 3 minutes. Your 3 most valuable items stayed with you (unless you were skulled).

I'm deep in the Wildlands and home teleport doesn't work.
Home teleport stops working past depth 20. Walk south, or use a waystone you've attuned to: they work at any depth.

Why does my food keep burning?
Burning drops as your Cooking level goes up, and stops altogether at a level set for each recipe (see chapter 10). Cook easier food for a while.

The world list says Offline.
The world is restarting or you have no internet. Try again in a minute. If it says a newer version, press **Update**.

My Mac won't open Splice.
The first time, macOS asks you to allow it: see *Opening Splice on a Mac the first time* in chapter 2.

Where do I find other players?
Market Square, especially around the fountain and the market stall. Say hello in chat (`Enter`), and add the people you meet as friends (`F`) so you can see when they're online.

I found a bug. What do I do?
Press **Esc → Report a bug** (or type /bug). It sends the details we need to track it down (chapter 19).

Why is part of my message **?**
The chat filter blanks out slurs and similar words. If an ordinary word got caught by mistake, report it as a bug.

How do I give something to a friend?
Stand next to them and trade (chapter 18): put it in your side of the trade window and leave theirs empty. You both still have to accept.

APPENDIX A

Merchant prices

What Oda the Merchant pays for one of each item: half its value, rounded down. Use it as the floor when you set prices on the Trade Board.

Ore and logs

Item	Merchant pays
Copper ore	3
Tin ore	3
Iron ore	7
Coal	11
Crystal	75
Starmetal ore	35
Sunstone	27
Obsidian	60
Pine logs	2
Oak logs	5
Willow logs	9
Maple logs	16
Ironbark logs	40
Palm logs	7
Emberwood logs	30

Bars

Item	Merchant pays
Bronze bar	9
Iron bar	18
Steel bar	45
Starmetal bar	90

Tools

Item	Merchant pays
Bronze pickaxe	25
Iron pickaxe	55
Steel pickaxe	160
Crystal pickaxe	450
Obsidian pickaxe	750
Nell's rod	600
Bronze axe	25
Iron axe	55
Steel axe	160
Crystal axe	450
Obsidian axe	750

Swords and armour

Item	Merchant pays
Bronze sword	22
Iron sword	45
Steel sword	150
Crystal sword	550
Starmetal sword	900
Obsidian sword	1,300
Bronze armour	40
Iron armour	80
Steel armour	260
Starmetal armour	1,500
Obsidian armour	2,100

Foraged and fish

Item	Merchant pays
Wild berries	1
Mushrooms	1
Raw sandfish	2
Raw silverfin	5
Raw reef snapper	12
Raw stormeel	24
Raw glassfish	55
Raw parrotfish	17
Raw firefin	30

Cooked food

Item	Merchant pays
Roasted berries	3
Mushroom skewer	5
Forager's stew	13
Roast sunroot	6
Grilled sandfish	4
Grilled silverfin	9
Grilled snapper	19
Smoked stormeel	37
Seared glassfish	85
Grilled parrotfish	27
Seared firefin	47

Seeds

Item	Merchant pays
Sunroot seeds	1
Emberbean seeds	4
Moonpetal seeds	10
Glimmerleaf seeds	22
Heartmelon seeds	20
Starbloom seeds	75
Pineapple tops	12

Crops

Item	Merchant pays
Sunroot	2
Emberbean	7
Moonpetal	20
Glimmerleaf	45
Heartmelon	30
Starbloom	160
Pineapple	15

Other

Item	Merchant pays
Pearl	75
Flower bed	15
Fence	8
Scarecrow	20
Garden lamp	40
Banner	45
Hedge	45
Picnic table	80
Creature topiary	150
Fountain	450
Crystal lantern	500
Meteor fragment	200
Raid trophy	150
Thornmaw's thorn	300
Mossjaw statue	10
Emberwing statue	10
Skyfin statue	10
Glowtail statue	10
Quartzmole statue	10
Tiki torch	30
Hammock	70
Sun lantern	200
Coralback statue	10
Ember brazier	300
Cinderhorn statue	10

Burnt food is worth nothing. Prices may change after playtests.