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Archeage unchained beginner's guide

It's not right to flat-out the combination of some MMO as pay-to-win, but the original Archeage actually deserves such a label. Heck, even developers and publishers, in a sense, admit it. To make up for what became Korean MMO, they launched Archeage Unchained, a well-known but much improved game. Having said all this, let's help archeage beginners start on the right foot. Why play Archeage Unchained? Archeage Unchained is not a major redesign of the original game. Rather, it is a brand new game. That is, everyone starts from scratch and that is fine. So why create a separate game client, rather than heavily rebuild an existing one? Simple: you can't solve a deep economic problem that is the result of unfair and downright terrible pay-to-win policies. If you don't feel like moving, especially if it's because you don't want to part with a character you've spent a lot of time and money on, you don't have to. The original Archeage still exists. So you don't have to. In fact, it will still be supported, and both games will receive the same updates in the future. However, if you want to have a fairer game, it's better to go to Unchained instead. Unfortunately, developers have already stated that they have no plans to give players the ability to transfer because it would mean pay-to-win characters switching to a game that is specifically designed to prevent this from happening. So, as we have already said, you do not have to move, but a better economy will make migration worth it, especially in the long run. What any archeage beginner should know in the second hand, if you are just a beginner archeage, then there is no better time than now to jump on unchained fashion. To prepare for months and months of unchained MMO goodness, here are some of the basics to consider. Like most medieval fantasy MMO games, you'll choose your race and class. With the first, in addition to their appearance, you also have a specific set of skills. They are as follows: Nuians - in the game of the human race, there are builders who worship the goddess of the after-market life. As a result, they receive a combat bonus when they return from death and quickly build buildings. Elves - faithful to the usual elf tradition, are close to nature. Living near Lake Gweonid, they swim faster and can hold their breath longer. Dwarves - short, stocky and durable, are known for mining and fighting. Firrans - nomadic feline beast, are agile climbers and can safely fall from dizzying heights. Harani - people on the eastern continent, collect materials faster and just as quickly can return to safe safety. Warborn - a breed that once hunted dragons, are well versed in combat. While it may be tempting for archeage beginners to choose a race according to what class most suitable, it should be borne in mind that the majority of skills are for usability, and the benefits you get by min-maxing is neglih. Therefore, if you are going to choose a class, it would be better to go with what you really want. In Archeage, however, work is a completely different beast than in other games. This is because Archeage uses a system where instead of choosing a work class, you choose two skill sets from the ten available: Archery, Auramancy (Support), BattleRage, Defense, Occultism, Shadowplay, Songcraft, Spells, Vitality, and Spells. The work you get depends on the combination you have done. Last but certainly not the least will be leveling and Labour points. The first one is a fairly standard tariff, which is just grinding for EXP. Work points, on the other hand, is what players spend to perform a wide range of activities, especially those related to trading. Will there be a surge of archeage beginners now that they've removed that pay-to-win disease? I hope, because this very legitimate change in the right direction has made the game deserve it! What do you think? Let us know your thoughts by leaving a comment below! Archeage is a complex multi-layered game for new and experienced players to explore. And unfortunately, he's doing a disastrous job explaining it to the players. Not for lack of effort, but more from how they do it. I mean, really, who reads quest dialogues these days. Now there is no way to include every detail of the game in a simple beginner's guide, but I'm going to have the most pressing information here. I would also welcome any input in the comments below, either because of inaccuracies or things that you think should also be in this guide. I also collect useful information on the tips and tricks page. Purchasing the game game is a pay-to-play game, which means that you pay once per game and there is no subscription. The game earns money by selling cosmetic items and other items. In my opinion, this version of Archeage cannot be considered a pay-to-win game. Let's hope it stays that way. Now, to buy the game, you need a Glyph account and download the Glyph client. Sign in to your account, go to the library and open the Archeage Unchained version. Make sure you look at Archeage Unchained and not regular Archeage. The account page is a bit wrong for me. As I go from regular Archeage to Archeage Unchained it logs me in, but if I press the login button again I am immediately logged back in. On this page you will find three options: Archem- , Gold and Silver Unchained Packs. I don't have a personal opinion on which package you should get, but you need to buy it to access the game. The use of Pack Now, this part is a bit confusing. After purchasing the package, you can log in to the game using the Glyphs client. But first you need to create a character on the before you can apply the package you purchased of this nature. You don't have to use it immediately, so you can wait a little and see which character you want to apply the package to. Introduction After logging in, you start working on the server selection screen where you need to select the server you want to play on. Make sure you choose here, so far there is no way to change servers. If you have friends playing the game you have to choose the same server they are playing on, otherwise I recommend choosing a server that is less busy. Ultimately, it's up to you and very little I can advise. Race selection available at Archeage Unchained. Create a character Once you've selected a server, you can now design your character's appearance and choose your character's starting class and race. There are ways to change the appearance of the character in the game with in-game currency, but ultimately, it will probably cost you credits (real money). There are also options for purchasing character costumes for credits. Archeage Races and their Nuian Special Abilities - 10% in combat for 10 minutes after death. Reduced time to build buildingsElf - Can hold your breath for 20 seconds longer underwater. 5% increased swimming speed. Dwarf - 30% increase in mining speed. It can take the form of a Juggernaut. Harani - Reduces cooldown and recall cast time by 30%. 10% increase for recording and collecting speed. Firran - 20% reduction to fall damage. 30% increase to increase speed. Warborn - 10% faster speed when moving a trading package. It can transform Warborn. Archeage Class System System archeage class is a bit unique. There are 6 skillsets that you can choose from at the beginning of the game. You have to choose one of these at the beginning and then choose two more skillsets from twelve other sets as you level up. You can choose your second skill level 7 and the third level at level 15. This means that you can create 220 different combinations of skillsets for your character, which basically means you have 220 classes in the game. In practice, however, this figure is much lower. Due to the structure of the game statistics, players usually finish with classic base classes: downright dps, dps distance, magic dps, tank and healer. You can have a hybrid class, but usually gimps character as you need separate stats on your gear to maximize your character's abilities. Six starter skill sets that are available. List of basic classes and which stats focus on melee dps: Strength, melee damage modifiersRanged dps: Agility, ranged damage modifiers Magic dps: Intelligence, Magic Damage Modifiers Healer: Spirit, healing modifiersTank: Endurance, damage reduction modifiers List of suggested classes Here is a small list of skill combinations that have proven to work well. For outright DPSDarkrunner - Battlerage, Shadowplay, AuramancyExecutioner - Shadowplay, OccultismDeathwish - Battlerage, Shadowplay, SwiftbladeFor Ranged DPSEbonsong - Archery, Shadowplay, SongcraftFor Magic DPSSpellsinger - Spells, Shadowplay, SongcraftFanatic - Spells, Shadowplay, MaleditionFor HealersConfessor - Vitalism, Songcraft, ShadowplayCleric - Vitalism, Songcraft, AuramancyEdgewalker - Vitalism, Occultism, Auramancy For TankAbolisher - Battlerage, Defense, Auramancy These are of course just suggestions. The great thing about Archeage is that you can change your skills later in the game. And it's not difficult, at least until you hit level 50 and get Hiram equipment (more on that later). I recommend that you at some point spend some time exploring skillsets. To change your skills just talk to *** or SKILL Manager NPC. Your new skill set will start at level 15 (in terms of available skills rather than character power) and will align as usual. Technically, you can get all the skillsets up to level 50 in this way and there is even a reward for achievements. The shift is that if you want to change, for example, from downright dps to magic DPS you will need to get a new set of devices to be effective. If you do this before you incorporate your equipment into a story quest for Hiram, you can reverse all the upgrades you've made and re-upgrade to new hardware, otherwise you'll need to grind new equipment. Which brings us to story quest tools. Story Quest Gear After you have designed the look of your character and you have chosen a skill set to start with, you can start playing. (Be sure to apply the purchased bundle to your character.) One of the first tasks you should see is the first task, which is called story quests. NPCs giving quest history have a green square above them. Doing these tasks is really important because they basically tell you a lot about the game and give you a lot of experience. Story missions are marked with a green exclamation mark and a question mark when completed. After completing several of these tasks, you will receive a reward for the quest, which is an armor chest or a weapon chest. You will get three chests like this and a choice between flute or lute. This equipment, which you get from level 1 to level 10, is the most important equipment you get until the end of the game. Why? Because this equipment can be upgraded with infusions and awakened coils, which will eventually give you a set of equipment. When you travel from level 1 to level 50, you will sometimes receive infusions and awakenings as rewards for completing a story quest. DON'T THROW THEM AWAY. You'll need them to upgrade your story gear and you'll only get enough for one set of tools. If you throw it away there is no way to get more. Learn more about improving your work equipment you can find it here. Questing from level 1 to level 30 For the first thirty levels, focus on performing Quest. You can skip other side quests if you're rushing to 30, but I recommend you do it at least a few of them. In fact, there are three side quests that are really useful to do. These tasks will give you a mount, rowing boat, fishing, combat pet and glider. The location of these tasks depends on the starting race, which is a little cumbersome. But you will get notifications in the tooltip when you are close to the tasks that offer these items as rewards. So keep an eye out for these tips and when you start talking about mounts, gliders or boats then look around for npcs with regular tasks (yellow)). Most likely, he will have a task that gives one of these things. The work and what it does have no doubt noticed that the damn thing called work already. To perform tasks such as crafting, planting, building and improving equipment, work is required. This meant that it was essentially a balancing mechanism. It slows down the progress of players who can play 24/7 and, if used to the right, accelerates the progress of players who have very limited playing time. It does this by requiring you to use your work on almost everything regarding earning gold and progressing your equipment. How to get more work You will get 10 work points every 5 minutes, regardless of whether you are online or offline. If you don't charge for your work after logging in, you may need to apply the purchased package to your character (see above). There are also elements that can restore labor called labor loaders. You can also get more work by sleeping in bed. It ranges from 50 to 100 work points depending on the bed. If you equip pajamas before bedtime, you will receive an additional 50 points for each type of pajamas. Pajamas can be purchased for appointment points (a form of currency). Installments of work installments work can be purchased using coins of diligence (another form of currency) and earn on completing several daily tasks. Your work should not be a problem at the very beginning, but as you progress and start closing at the end of the game content begins to be troublesome. Work chargers can charge 1000 jobs per use. However, you have a reduced return on work if you use multiple per day. The first use of the day gives 1000 jobs, the second gives 975 jobs, the third 951 work, etc. You can see the labor loss next to the work counter in the lower left corner. Don't ask me how 10% becomes 25 jobs lost with chargers, it's some weird math archeage. Archeage Currency System As with most MMO games, in-game currency is a major factor for your development. In Archeage Unchained there are several types of currencies that are: Gold, Silver and Copper Gold is the most important currency in Archeage Unchained. The exchange rate between gold, silver and copper is 1 gold = 100 silver and 1 silver = 100 copper. There are not many things in the game that can't be definitively although these products are only available through other currencies. You also need a lot of gold to upgrade your Hiram gear later in the game. Each infusion and awakening of the trial costs a few gold with an increasing amount required as the equipment gains power. You get gold by plundering monsters, completing quests, selling things, doing trade runs, etc. In general, fishing and trading are considered good ways to get gold in the game. Coins Diligence Diligence is an important currency because it allows you to purchase Labor Rechargers, Tempering Charms, Otherworld Storage Chest, Expansion Scrolls, and more such items. So of all currencies, I would put this one in second place in terms of importance. You can earn diligence coins from completing the Archepass mission. Highlight points. Honor points are also a very important currency in the game. Thanks to them, you can buy lunagemy and lunastones, which are important for increasing your equipment. Deviance scrolls, which can be a lifesake if your items crystallize after attempting to awaken while upgrading Hiram's inventory, and the Honorfot Medal, which is required to upgrade your character to ancestral levels. To access the Honor Shop, simply open the C character screen and tap the small cart icon next to the line that shows your honor points. You receive honor points for killing enemy faction players during wars, from daily challenges such as crimson rift and several other missions and challenges. In total, you can get well over 10,000 honor points per day if you have time to do it all. Gilda Stars Gilda Stars is a special currency that you can use to buy items on Mirage Island. These include, but are not limited to: outfits, house designs, ship designs, vehicles and much more. You should sail to the Mirage Isle and look at what is offered there. To get to the Mirage Isle you need to walk through the gate with a bluish glow next to the ridiculous-looking blue NPC. Active breeding of Gilda Stars is usually heavy and requires a lot of work on the leg. Here's a guide that shows you how you can grow Gilda Stars. Appointment badges are awarded when you perform a collection action, such as mining, lumber, agriculture, or harvesting. Each action usually rewards you with one badge. Daily missions are also available to reward you with up to 500 call badges. These missions are at the moment the best way to stock up on calling badges. Most of them are located in the center of the region's community, but you need to own a house to access some of these missions. Vocation badges can be used to buy special seeds and seedlings, in addition to a few interesting items, such as a set of pajamas that increases the bonus for working while sleeping. To see what you can just open the C character screen and tap the small cart icon next to the a line that shows the number of the calling badge. Kyrios Badges. This currency is rewarded for completing instances and challenges in the arena. The arena shop has items like onyx steed, which is a very fast steed. Rank tokens that give you titles that you can apply to passive bonuses for your stats. Stat migration talismans and more useful items. You can access the arena store by opening the instance interface and clicking the arena store tab in the lower left corner. Prestige Points First of all, you need to be in the guild to be able to collect prestigious points. Prestige points are then earned by completing special guild missions and hunting requests. You can use your prestigious points to buy items in the prestigious guild shop, available from the guild menu. Personally, I have the impression that the prestigious store does not really have anything special, with the possible exception of the coat can be purchased for 150 prestige points. Finally, credits are the only currency that can be purchased with real money. Credits allow you to purchase mostly cosmetic items, with several other items that affect your ability to play. These items can also be purchased with other types of credits. Mirage Isle During the trip you should also notice the gate with bluish light. It is the gateway to Mirage Island. On the island of Mirage you can buy various patterns of interesting items with the help of stars Gilda. There are items such as house designs, glider designs, boat designs, costumes, vehicles and more. It is definitely worth taking a walk around the island and see what they offer. Just watch out for what you're buying, as you can get some items from the Blue Salt Brotherhood quests. Game from level 30 and more. Once level 30 is reached, the game will start opening for you. Now you'll get access to Blue Salt Brotherhood quests and daily quests that give Guild stars hunting requests, and more. At this point, you have advanced beyond the ranks of beginners, but there are a few things that I want to mention. Archeage Unchained is a PvP game. If you want to advance significantly in the game, you must be willing to take a chance and be relaxed over being killed by an enemy faction. Besides, there are almost no flaws when an enemy player kills you, except for annoyance. As a level of 30 to go beyond level 30 in any meaningful way you will require you to take a chance in regions where the PvP faction is active. This means that for most of the day, members of the opposing faction can attack you on a whim. There are several safe areas, mainly around the guards. However, several times a day the region enters a period of peace. During the peace faction PvP is disabled and you can wander and do your during this time safely. Active PvP time is divided into anxieties, conflicts, and wars. During periods of unrest, the game balances low- and high-level players, creating a more level playing field. This is not the case in conflicts and wars. And during the war you are not safe anywhere. I recommend not always wait for peace time, because it will hinder the ability to progress. What I've done is use each region's peacetime to storm the Blue Salt Brotherhood Missions and Story Missions. It was with some experience of crafting and collecting that pushed me quickly to level 40, at which point I started doing regular missions with Halcyon, regardless of the fact that it is peacetime. And then alternately with pushing story quests and Blue Salt Brotherhood Quests during peace, regular assignments in lower regions leveled during unrest or conflict and labor spending on crafting, collecting and trading. This kind of worked for me until I hit level 50 and got access to Austeria, which is the end game area. Blue Salt Brotherhood NPC missions with the first BSB task in this quest chain are located in Solisa, Halcyon. These tasks are very important if you are going to do something other than PvP. With these tasks, you will get an 8x8 farm, an agricultural cart design, 10,000 points for alchemy skills, a 16x16 house, a farm wagon, a royal alchemy table and finally an armor suit that gives bonuses to the skill of the craft. Plus something else I'm sure I forgot. These tasks also give you a lot of experience, so you see that it's worth doing these tasks. Other things to do in Archeage Unchained There are many other activities in Archeage Unchained. They can range from being a simple farmer to a seasoned veteran. You can sail, trade, fish and more. Remember that this is a sandbox game, so there are fewer restrictions on what you can do. Start fishing for big fish get you fishing, bait, and go sport fishing on the rowing boat you have with the quest. Just find water with a fish school. Here is a fishing guide for Archeage. Become a farmer When you get your first 8x8 breeding scares, you can start using it to plant seeds and small seedlings. This may be a good way to increase your income a bit, but the hard part is finding land to put your farm fear into sparrows. Get Yourself a House You can also have your own home. It comes with some amazing benefits, but it's also hard to get your first home as the land is limited. But don't worry too much, you really don't need it, but it's great to have one. You can read here about how to get a house in Archeage. Hunt the Players of the Other Faction Archeage is a PvP game. Pirate and start killing everyone, but it's a little difficult. Become a trading tycoon. One way to hit Archeage is by trading. To trade, you must first create a trading package in one place, then transport it to a trading post and sell it there for gold. Here's archeage's trading guide. Yes, that's about it for this archeage beginner's guide. If you find it useful, share it with your friends and allies who are starting to play to give them a leg up. I also have quite a few other guides on Archeage Unchained. Anyway, good luck and remember to have fun. Fun.

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