# Player's manual

Welcome new Last Chaos players. If this is the first time you're playing this game, this is the perfect guide for you. This guide is meant not only to explain the functions and characteristics of the game, but to answer most of the possible questions that may follow, and to give you some tips and advices for your first steps in the game. I hope it proves useful to you.

Now before I start, let me just say that I'm not a professional guide writer and this is my first one, so I will try to make is as good as possible. Also I am not a veteran player, so there will be things in the guide that are unconfirmed or not very concrete, but I believe they are right and will be pointed out.

Also I would like to say that I have no relation to CubeTech, or any of the game administrators.

So now that you know all this, let's get started.

# Chapter 1: Basic information and interface

Ok, let's start with the basics: system requirements.

| | Minimum System Requirement | Recommended System Requirements |
|---|---|---|
| OS | OS Windows ® XP/2000/98 (NT, Me and 95 are not supported) | |
| CPU | CPU 800 MHz Intel Pentium ® III or equivalent | 1.5 MHz Intel Pentium ® III or equivalent |
| Memory | 128 MB RAM | 256 MB RAM |
| Hard Drive | 700 Mb free hard-drive space | |
| Graphic Card | Graphic Card GeForce2 MX/ Radeon 7500 or equivalent | GeForce4 TI/ Radeon 8500 or equivalent |
| CD-ROM | 4x CD-ROM Drive | 8x CD-ROM Drive |
| Sound | DirectX 9.0 Compatible Sound Card | |
| Network | Network 56 Kbps Internet Connection | Broadband Internet Connection |

Keep in mind that this is a massively multiplayer online game, and there will be a lot of players in-game, and that can cause lag in the game even if you have the recommended system requirements.

Now that we know if you can play the game, let's move on to something else: the game itself.

Now, what is the next thing you need to play the game? The game client of course. Now there are two clients available: the Malaysian client, and the USA client. Both offer the same features for new players, so there is no mayor difference for a new player. However, this guide is written for the

Malaysian client. You can still use it on the USA client though. Now I will leave it to you to choose which client you are going to use, and here are the links to download each of them.

Malaysian client: http://www.lastchaos.com.my/

USA client: http://lastchaos.aeriagames.com/

Don't forget to register an account for the game.

Keep in mind, if you create an account for the Malaysian client, you cannot transfer it to the USA client and vice-versa.

Now that you have the client and a registered account, you are ready to go in-game. After you login, the first thing you will have to do is create a character. You will be presented with a choice between the different character classes. Here is some useful information about the different classes:

Titan: the Titans are descendants from a race of humans that served the forces of Eres. They are larger in size due to the selective breeding and their role as shock troops after generations of war. After generations of hardships and service, the Titans struck out on their own towards the end on the war, weakened and depleted in numbers after the collapse of Eresian army and war effort.

Knight: the Knights are the protectors of the former Human Kingdoms, remaining steadfast in values that, some may argue have long passed their usefulness. But still, the humans of Iris look to them for protection and guidance as you can trust a Knight to remain on the battlefield, doing his

duty to the bitter end. The Knights are trained warriors, perfecting and valuing technique over brute force.

Healer: as opposed to the Mage, the Healer coaxes the Void to restore and heal. A party stalwart, healers are always in demand in armies doe to their affinity with magical healing. They get their own powers through their own heritage of their Elven blood and culture, which participated in the waron Apollon's side. But still, the Healer is not one made for the thick of battle, and relies on her team mates to get her out of mortal danger.

Mage: the Mage is the manipulator of things seen and unseen, controlling the Gifts of Iris to do her bidding. Her source of power is her mind, with which gathers the Void into raw energy, ready to be unleashed at enemies. The Mage, though powerful, spends much time in her training to master such skills, thus neglecting her psychical needs. It is said that all one needs to do to defeat a Mage is stand right next to her.

Rouge: Honor, principle, loyalty. These are not the words to describe a Rouge. Rouges value practicality above all things, to do whatever it takes by all means necessary to get the job done. Masters on deception and all sneaky, expect a Rouge when you don't. Not quite the brute fighting force that they despise, Rouges employ a more subtler means of getting things done.

Summoner: Mages channel the Void into destructive forces but Summoners summon beings from the Void.


For new players it's recommended to use for a test character the Knight, because of his high defense that allows him to sustain a lot of damage.

Ok, now that you have a character, you are ready to start playing. The tutorial is written using a character class Knight, but can easily be used with any other classes. So let's begin with the user interface in the game.

It's recommended for the new players to join less crowded servers for easier leveling. I personally recommend Katar-2.

Katar-3 and Katar-4 are player vs. player (also known as PvP) servers. You can join them, but you will risk getting killed with player in PK (player kill) mode.

This is the first screen you will see. So let me explain the situation. You are in the Personal Dungeon. All new players start here to go through this place. You see a big door in front of you. Don't go through it yet. First get familiar with the basics before you engage in battle. It takes a few minutes to get out of it, and when you do, you will be at least level 2. Now let me explain the basic interface.



On this picture, you see you character's status. On the very top, you can see the character level (in this case, level 1), and the character name (in this case, Test12). The buttons below are: News board - displays the news about upcoming events and such; Messenger – allows you to char with your friends from the game and see if they are online; System menu – show the game menu containing a small help fine, log-out option, the game settings, and the exit option; Inventory – opens your character's inventory where you store all items you picked up or received while playing; Status – this displays all details for your character, such as attributes, defense, attack, skills, social actions etc.

Below these buttons you see your HP (hit points) bar. This bar indicates how may hit points your character has. When you sustain damage, your hit points will decrease. If you run out of hit points, you die. About don't be scared by dyeing, you will be revived as soon as you click on the box that will appear after that.

 Your character's defense reduces the amount of damage you sustain while fighting and that reduces the hit points you lose.

Your hit points are regenerated as time passes.

When you die, you lose experience and skill points that you have earned in previous fights. You do not loose items (unless they weren't picked up).

Below your HP bar, you can see a blue one, the MP (mana points) bar. It indicates the amount of mana points you character has. Mana points are used for the active skills of your character. If the bar is depleted, you cannot use any active skills.

Mana points are automatically regenerated as time passes.

The lowest bar on the screen is your EXP (experience) bar. Experience is very important in RPG (role play game) games. In order for your character to level-up, you need to earn a certain amount of experience points. Now in Last Chaos, there are two types of experience points you will earn: the regular, which is displayed on the bar; and the skill experience, which is not displayed. The regular experience is the one you use to level-up, while the skill experience is used to obtain skill points.

The only way to earn experience is by fighting. When you fight monsters, you earn both types of experience.

The next part of the screen is your navigator. As you can see, it is a compass. It is very useful, as it indicates not only directions, but shows the surrounding players, party mates, guild mates, monsters and NPSs (non playable characters). As you can see on the highest part of the panel, there are two buttons. The first one is used to change the display settings for your compass. The second one will display the game map. This is really important for new players. As you are not familiar with the game locations, you will need to use the map to guide you around the game terrain. The numbers next to those two buttons are your coordinates. You can ignore it for now.

⚠ The map does not show monsters or players in the area.

This next picture shows two boxes. The upper box displays in game events such as experience you earned, items you picked up, announcements etc.

The lower box is the chat box. It is very similar to the Messenger option, but here you see messages typed by all players in the zone. The options below indicate the type of message you will write. There are several types of messages: Public – displayed in while; Party – displayed in blue; Guild – displayed in pink; Trade

– displayed in green; Shout – displayed in red; Whisper – displayed in orange;

The little symbol next to the "Trade" message tab shows you options for the messages you will receive. It also shows you what symbol you need to type in front of your message to quickly switch between message types.

 The "whisper" messages are only displayed for the person for whom they are dedicated. They can be send over great distance, while the others are available only for players in the area. To make a whisper message, you need to type a "!" followed by the name of the recipient. For example: "!dummy1234 hi" by typing this, if I'm online with my character "dummy1234" I will receive your whisper message.

See any buttons there? Good, those buttons indicate in game events, such as the "Treasure Chest" event. You are going to love seeing more of those, because events are very fun, and you can win very unique items while participating. I will explain one permanent event, the "Treasure Chest". It's a really good event for new players. This event is all about leveling. You are given a treasure chest, and you have to reach a certain level to open it (first treasure chest can be opened at level 8, and each nest one can be opened every 4 levels you gain). Each treasure chest you get contains a prize. When you try to open it, you will see a dialog saying what are the possible prizes. When you open it, the prize is placed in your character's inventory, and a new treasure chest is given to you. To find out more about events, read the information by clicking on the buttons.

Quests also appear in this part of the screen, but use a different icon.

All event participation is free, and you automatically participate in it.

Last but not least, you actions bar. This is one of the most important parts of your interface. Here you can find your character skills, social actions etc. and place your own favorite ones. As you can see, this is the default actions that you get when you begin your first game session (the first one is changes depending on your character class). To place new actions/skills, just go to your skills/actions list (it's displayed in vertical tabs in when you press the status button) and drag and drop it from the list to the panel box where you want it to appear.

See that small number (1) right next to the first skill? That is the number of the current button setting. Advanced players often have up to 3 or more panel settings for different situations, such as player vs. monster (also known as PvM) fights, player vs. player (also known as PvP) fights, social actions etc. To create different setting, just click on one of the arrows above and below the number and drag and drop your new actions/skills.

 Ok, that's the basics of the user interface. Now let's move to something else: game controls.

# Chapter 2: Basic controls and actions

The user control is mostly based on the mouse. Though the keyboard can be used for quick access, most new players stick only with the mouse.

Now the first thing you want to do is learn how to control the camera. This done using the arrow keys on your keyboard or by holding down the right mouse button and moving it.

Next, you might not like to see your character as close as he is. In order to move your camera closer or away from your character, use the page-up and page-down buttons on your keyboard, or your mouse wheel.

I personally believe that the close camera doesn't give you good vision on your surroundings, and you can be easily surprised, so I prefer to set my camera as far away as possible, especially when in PvP server.

Ok, now you know how to control your camera. Now let's start with the character control. First, let's learn how to move your character. To do this, simply use your mouse cursor and left click on the ground where you want your character to go.

Attacking is done the same way as walking. Just move your cursor on the screen so that it's pointing over your target, and left click to attack. Attacking is continuous, so you need only one click to attack an enemy.

Your cursor will change, indicating the type of action that can be done to the character or monster you are clicking on.

Now here is a list of most shortcut keys:

Alt+T = Character status screen

Alt+E = Character inventory

Alt+Z = System menu

Alf+F = Messenger window

Alt+B = News board

Alt+S = Character skill list

Alt+A = Character actions list

Alt+C = Social actions list

Alt+G = Group actions list (guild and party actions)

Alt+W = Displays the world map

Alt+D = Opens your pet status window

F1 to F10 keys = Uses the action or potions in the corresponding slot un the action bar

That's the basic control and interface you will be using for now. Now you can go through the door and kill the monsters. After you successfully complete the Personal Dungeon part or the game, you will be ready to learn the really good stuff in the game.

# Chapter 3: Guardian system

Now I know most people don't consider this very important, but I do, so I decided to dedicate a small chapter for it. This is important for all new players. What is the guardian system? It's a system where higher level players help new players for reach level 20 within 10 days. How does this work? Easy, the new player has to open the guardian system button and renew the guardian list. After the list has been renewed, you will see a list of names. Beside each name there will be a small "?" symbol. If you place your cursor on the symbol, you will see the player's level, how many apprentices he currently has, how many succeeded in reaching level 20 in 10 days and how many failed. I suggest that all new players select a guardian, because you will be rewarded with a special powerful weapon after you complete your training. Now for the players that are not sure about this, you do not share anything with your guardian. He does not have access to your inventory and vice versa. What does a guardian profit from this then? All a guardian gains is reputation points. For a guardian, each successful training gives him 10 reputation points. You can apply for the guardian system only if you are below level 12. Once you reach level 12, you cannot appoint a guardian. In order to become a guardian yourself, you need to be at least level 20. I personally don't recommend choosing a level 20 guardian unless you know the person, because level 20 players are usually still not very familiar with the game.

Serious guardians such as myself, really help new players, but note: guardians should guide you, not give you gold or equipment, even though some do. A guardian can consider the weapon you will receive after a successful reach of level 20 a fair exchange for the 10 points, and leave you on your own to reach that level. That is not a violation to the guardian job.

Be advised, if don't plan to reach level 20 with your character, it's not recommended to appoint a guardian, because some of us guardians can get very angry with a player that joins, appoints a guardian, and leaving the game after one hour. That lowers the guardian's rating and occupies a slot that another player could use. Some of the guardians may actually start a PvP rampage on all your other characters for this.

# Chapter 4: Quests, levelup & monster drops

Ok, so you're out of the personal dungeon, and what do you do now? First of all, check you any quests on your screen. They are placed on the right part of the screen with blinking icons.

It's recommended to always read the quest info before accepting. That way you will know what to do and where to go for the reward.

Now accept the quests that you like and start completing them. Most of the quests you will encounter on level 3 are similar to "go to some NPC and give him some item" so won't be a trouble at all for you.

The first quests in the game can be applied to test various actions and skills in this guide fast and easy. They are also a great way to get easy gold, so I recommend you accept as much as you can.

How to find more quests? When walking around in the town, you will sometimes see a NPC with a "Q" with blue light above his head. That's the quest indicator. Go talk to him and you will get a new quest.

There are several quests in the game that can be repeated many times. New players are advised to complete them at least two or three times.

Have you seen an NPC with an "A" with a blue light above his head? That's the indicator that you completed a quest for this NPC and you can collect your reward.

Ok, not that you know about the quests, let's take a look on how to level-up safely.  Now the key to a good level-up, is knowing the enemies and the zones in the map. If you start running around, you will notice that there are plenty of enemies and plenty of types, but not all types are suitable for you. Why? They are higher level, and can be very deadly for a new player such as you. What do you need to know in order to fight enemies: first – if you're low level (in your case below level 5 or 6), you can't go hunting in the far parts of the map; and second – the creature level (this is indicated on the creature's name next to his HP when you attack it). Remember, you are still new to the game, so take your time and don't rush yourself to level-up fast.

The best way to see which creature you should fight is by looking at the color of his name. Blue named monsters are 6 or more levels below yours and are not worth wasting your time. Green named monsters are 3 to 5 levels below you. White named monsters are 2 levels below you, same level as you, or 2 levels above you, and are worth hunting. Yellow named monsters are 3 to 5 levels above you, and are a good target for hunting. Red named monsters are 6 or more levels above you and care very dangerous. Avoid them.

A good hunter knows what he's going for. You have to keep in mind that all creatures drop items corresponding to their level, so the higher level creatures you fight, the higher level items they will drop. Also there is an unconfirmed rumor that yellow named monsters have the highest drop rate. Also, there will be more than one type of creatures with white name that you can hunt, and they will all give different amount of experience. Experiment and see which is best for you.

Now that you know how and what to hunt, it's time to mention what you can profit from it except for experience. Monsters will drop items. The most common item you will find is the gold coins. Almost every single monster will drop a few of those. Other common drops you will encounter are:

Moon stones – they can be used on the moon statue to win a prize

Armor/weapons – another common drop. They will not always be for your character class

Potions – small healing and small mana potions, used to restore your lost HP or MP. There are other potion drops but not very common

Scrolls – they are used to transform in the monster that is specified in the scroll name. For example, drake scroll will transform you into a drake for a period of time. To use it, double click on it.

⚠ Be advised, while transformed, monsters will ignore you, but you cannot attack and PKers (player killers) can kill you.

Production material – treant fruit, jaguar claw, etc...these are items that are dropped by monsters and have no actual use. They are either used in quests, or in Treasure Hunt event. There are no other uses for them.

Drake egg/Pan flute – items used to obtain a pet drake/horse

Tool Aid – This is not as useful as most players think (see further in the guide). The item is used to boost your herb/energy/stone production speed. To use it, just drag and drop it on your production tool and use it the same way you did before.

⚠ Tool aids will destroy your production tool after using it.

Heaven stone – now this is something you are going to want. This stone is used to upgrade armor/weapons (see further in the guide) the same way as a smelting stone, but while a smelting stone has a 30% success rate, a heaven stone has a 50% success rate. It's value is currently very high, so don't rush into selling it.

Ok those are the most common drops. Now there is something called warrior blessing that has a 0.6% chance to occur with white named creatures.  What it does is make a hand appear after a monster's death and

give you some useful items. You will experience one of these at least two times before you reach level 20. With that we covered pretty much all the item drops.

Good advice: never run around asking people for gold. Although it's a logical thing to do, on your level, you don't need that much of it, and I'm sure you don't want to look stupid by doing it. All the gold you really need can be collected from quests. You can still ask your guardian for gold or items though. Still, it's your choice.

A warning for you new players. Kill stealing (also known as KS or KSing) is something players hate. And I mean really hate. You KS when someone kills a monster and you take the item the monster dropped instead of the person that killed it. Most players will open PK against you if you do that, so try not to.

# Chapter 5: Party system

Why hunt alone when you can go in a party? Now, parties are quite good when it comes to safe level-up. However, there are certain things you need to know before entering a party. One of the things you will hear from players is that when you are in a party, you gain more experience. That is true, but only if you hunt away from each other. By away, I mean enough so you wouldn't see your party members on your compass. You will get a 25% experience boot. Does not affect skill points though. There are three different types of parties on Last Chaos. Each of them has it's specific purpose. Here's a short description of them:

General party (indicated with a "=" symbol) – experience is determined by character level, skill points are divided equally, drop items are delivered to a random party member, gold divided equally.

Percentage party (indicated with a ">>" symbol) – experience is divided equally, skill points are divided equally, whoever picks up the item keeps it, the gold if for whoever picks it up.

Combat party (indicated with two swords) – experience is determine by damage dealt on the monster, skill points are divided equally, drop items are delivered to a random party member, gold divided equally  (Party members must be at most 10 levels apart).

Those are the types of parties. Now it's up to you to choose which is best for you. If you joined a party and you want to leave it, all you need to do is click on the button with an "X" symbol on it.

That's all there is to the party system. Now let's move on.


# Chapter 6: Skills

Skills are one of the most important things you will need to keep in mind. They can be special hits, magic spells, or boosters/buffers. In order for a player to earn a skill, they need skill points. In order to obtain skill points, you need to fight monster. If you want to know how many monsters you need to kill to obtain a skill point, you will need to monitor your skill experience. Every 10000 skill experience you earn, you will get 1 skill point.

Now new players get skill points a lot easier than high level players. That's why you should choose carefully how you're going to spend them. For a new player such as yourself, I would recommend spending them on

character class skills instead of job skills. There are three types of skills you can learn: active skills – the ones you need to activate in order to use (character skills only); passive skills – the ones that have a permanent effect on your character (mana not required); and job skills (such as mining, processing etc.). In order to learn a skill you will need to go to a NPC. For character skills go to the Titan/Knight/Healer/Mage/Rouge/Summoner **master**, for job skills talk to the other NPCs.

 Some characters rely more on passive skills than active skills and vice versa. Make sure you check the skill description before learning it.

 Keep in mind, skill points spend on a skill are lost. You cannot reset your skills and recover them. Choose your skills wisely.

This is the basic part of the game. With this information you can do almost everything in the game. The following chapters explain the advanced parts of the game. Make sure you mastered the basics before going to the advanced.

# Chapter 7: Item upgrading and mining

Now that you've learned the basics, it's time to start on the more advanced stuff. We'll start with mining. In Last Chaos, there are three types of resources you can mine: herbs, energy and stones. Each of those resources has its purpose. For example, stones can be processed into special production material or can be used to feed your pet. Every class of resource has three subclasses. Herbs are the following subclasses: Yellow herb, Herb trunk and Green herb and can be collected from herbs and magical herbs.

Stones have the following subclasses: Low quality stone, Normal quality stone and High quality stone and can be collected from ore mines and ore veins. Energy have the following subclasses: Element [E], Element [D] and Element [C] and can be collected from energy stones and energy rocks.

There are skills that can give you a little boost on your mining speed. Those skills are: Basic/Advanced mining, herbalism, and absorption.

Now after you gathered resources, you can do three things with them: first - sell them for some gold; second – feed them to your pet (herbs recover hit points, stones recover hunger, energy recover sympathy); or process them and use the material obtained for crafting (see further in the guide).

Now if you want to process your resource, you can do it in two ways: first way is by going to the Master of Processing materials and pay him to do it; and the second way is by learning the processing skills from the NPCs and buy a scroll to do it yourself.

Keep in mind, there is a decent chance to fail in processing. Most people say that the best way to process materials is by maxing out the processing skills and doing it yourself.

Remember the tool aid? Well, here is it's use: you get a production tool (knife, pick axe, energy collector etc.) and you drag and drop the tool aid on it (must have the tool equipped) and there you have it. The effects are really impressive. After a few seconds, your production tool will be destroyed, and you will get in your inventory a lot of resources instantly. This one of the fastest ways to get resources fast.

Further in the game, when you gain a lot of gold, you can go to the private lands in Dratan and mine resources there. You will get 10 unites instead of 1 at a time (with ought a tool aid), but you will have to pay a small amount of gold for it (for example - 100 gold for 10 green herb leafs).

In the next table, you will see the resource classes and the resources obtained from processing:

| Resource name | Processed item | Resources required |
|---|---|---|
| Low quality stone | Copper<br>Iron<br>Silver | 1 low quality stone<br>3 low quality stones<br>6 low quality stones |
| Normal quality stone | Aluminum<br>Reinforced steel<br>Gold | 1 normal quality stone<br>3 normal quality stones<br>6 normal quality stones |
| High quality stone | Agate<br>Diamond<br>Black diamond | 1 high quality stone<br>3 high quality stones<br>6 high quality stones |
| Yellow herb leaf | Fiber<br>Herbal liquid [E] | 2 yellow herb leafs<br>4 yellow herb leafs |
| Herb trunk | Linen<br>Herbal liquid [D] | 2 herb trunks<br>4 herb trunks |
| Green herb leaf | Cotton fabric<br>Herbal liquid [C] | 2 green herb leafs<br>4 green herb leafs |
| Element [E] | Water crystal [E]<br>Wind crystal [E]<br>Earth crystal [E]<br>Fire crystal [E]<br>Light crystal [E]<br>Dark crystal [E] | All require 2 element [E] |
| Element [D] | Water crystal [D]<br>Wind crystal [D] | |

|  | Earth crystal [D] | All require 2 element [D] |
|  | Fire crystal [D] |  |
|  | Light crystal [D] |  |
|  | Dark crystal [D] |  |
| Element [C] | Water crystal [C] |  |
|  | Wind crystal [C] |  |
|  | Earth crystal [C] | All require 2 element [C] |
|  | Fire crystal [C] |  |
|  | Light crystal [C] |  |
|  | Dark crystal [C] |  |

Ok that's all there is to learn for mining resources. Now, let's move on to item upgrading.

This is something considered very important by the high level players. Why upgrade items? Because they will become more powerful and if you upgrade them enough, they will become stronger and more useful than higher level items. How to upgrade? Simple. All you need is one of the following items: blood seal gem – adds special properties to the item, such as "+22 HP" or "+1 strength" (can be bought from the Merchant); Smelting stones – can be used to upgrade your weapon/armor with a boost for defense/attack, that will be indicated with a "+" followed by yellow numbers, these have a 30% success rate (smelting stones are obtained by transmuting equipment with the help of the Transmuter. You will have to pay for the service.); Heaven stone – very rare item, does the same thing as the smelting stone, but has a 50% success rate (can only be found dropped by a monster); Extreme stone – the greatest of them all, does the same job as the smelting and heaven stone, but with 100% success rate, unfortunately it can be used only once per item.

You can upgrade your items at any level, but for new players, it's only recommended to use blood seal gems and only when they have extra gold left. You will not be requiring any extra powerful armor or weapon at least until you reach level 20.

There is a safe zone for upgrading. On the Malaysian client, the safe zone is +7, and all further upgrades can destroy the item. Use caution when upgrading. Only blood seal gems are 100% safe and cannot destroy your item.

# Chapter 8: Pets

Have you noticed that some players have drakes or horses with them? Well those are the pets in Last Chaos. If you want to obtain your own pet, you have to find or buy a Drake egg to obtain a dragon, or Pan flute to obtain a horse. After you find one of those, you will see a blinking quest button. You will have to go and speak with Lorraine and she will tell you to go to the archeologist in Dratan. To go there, you will need to visit the teleporter girl. After you talk to him, you will receive a cute pet. Now taking good care of your pet is important. How to do that? It's very simple. All you need to do is take it with you when you battle monsters so that the pet can earn experience, feed it stones (you don't want your pet to starve do you?) and heed it herbs when his HP is low.

Pets gain experience a lot slower than characters, so be patient. Also the pets only gain regular experience. They obtain skill points (also known as SP) only when they level-up.

⚠ Aggressive/auto-attacking monsters will usually attack your pet and not you, so make sure you keep it safe by killing them fast.

In order to train your pet and spend the skill points gained, you should visit the Pet trainer. He will give you various options to choose from. Pet training will let you teach your pet commands/emotions, and skills.

ⓘ Your pet can only learn passive skills until it reaches level 31 and you train it as a mount. Mounted pets however cannot level-up and when you mount-train your pet, it will no longer gain skill points.

Oh, you saw the sacrifice pet option huh? I guess you're thinking that it's the most stupid thing to do. Well, it's not. People sacrifice their pets to obtain special pet parts that are used to craft special armor and weapons.

⚠ Be advised, sacrificing a pet has a very high fail chance. Sacrificing level 1 pet is useless. I personally sacrificed over 200 drakes and never obtained anything.  Think carefully before doing it.

Next option you will see is the revive pet. If your pet gets killed in battle, it will not disappear, but will just be in a state of recovery. You will have to wait a couple of hours before you can use your pet again, or you can pay the pet trainer to instantly revive it.

Last option is the reset skills. This option is very useful. If you use your skill points on one skill, but later on you think the other one is more important, you can easily get your points back and switch to that one. This service doesn't cost anything.

If you want to sell your pet, you have to reset hit skills.

That's all there is to the pet system. Remember, fight with your pet in your accessories slot or else it will not gain any experience.

High level players use the pet command "pick up item" when fighting large groups of monsters to save time.

# Chapter 9: Crafting

Crafting. Now that's something most people ignore. Yet, it can prove very useful. Why? Why craft when you can buy armor and weapons from the shop? And the answer is, because you can't find high level items in the shops. You have to find them from monster drops (if you are lucky), buy them from other players at a very high price, or craft them yourself. Now crafting is easier than most people think. All you need is the crafting skill, a weapon/armor manual, and resources. You can learn the weapon/armor crafting skills from NPCs on the map. However, learning those skills requires a lot of skill points. When you successfully learn a skill and you get a manual, all you need is to double click on the manual and see what production material you need to craft it. How to get the production material? Read back the mining and processing chapter. After you get all the material you need, just click on "confirm" and you will craft the item.

Manuals are obtained in monster drops of from other players. Manuals cannot be purchased from NPCs.

A manual can be used only once. After you use it, it will disappear.

⚠️ Crafting has a chance to fail. It's recommended to have at least one level above the requirements of the item you want to craft.

That's all there is to it. Easy huh? Now let's move on to other things.

# Chapter 10: Guilds

Guilds...can't say much about them really. Guilds are groups of people who share a common factor. For example, people from the same country, or people with the same character class, or who fight for the same cause. Basically, social groups. Now being in a guild may seem cool or something that gives you power, but it's really not. It's good to be in a guild, but there are bad sides to it.

⚠️ There are guild wars. If you enter a guild, make sure you get informed of such events, because players from the opposing guild will attack you withough questioning. Choose your guild carefully.

To join a guild, you need to find the guild leader, open your group actions panel (Alt+G), click on the guild leader, and click on the Apply guild. Later on, it depends on him to accept you in the guild.

If you want to leave the guild, just click on the Leave guild button. Make sure you inform the others that you're leaving.

You can also create your own guild when you reach level 10. All you need is to have 10000 gold coins, 10 skill points. Once you do, you can go to the Royal Guard Capitan, and click on the guild registration. Pick a name and click accept.

It's not recommended to create a guild at level 10. At that level, you can find a better use for that gold and skill points.

That's all there is to know about guilds.

That was the final thing you need to learn about Last Chaos. You now have all the information you need to experience all the excitement of the game. Good luck out there, and have fun.

The guide is brought to you by: dummy1234

Part of the information is based on other guides or help from other players from in game or the Last Chaos official forums. They all have my thanks.

Last Chaos is a game developed by CubeTech©

The guide is to be distributed for free to the general public. **You should not sell it**.

Reminder, this is the second beta version of the guide. There is still a lot of work needed to be put in the project. I will appreciate all help and support from fellow players and critics. If you feel that something is missing or wrong, feel free to inform me in order to fix/change it.

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Or send me a private message or a comment in the Last Chaos official forums http://engforum.lastchaos.com.my/index.php

Thanks you for reading.

Printing, modifying signing for this guide are disabled for security reasons.