

FAQ

Frequently asked questions about the crafting system.

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I pressed Craft but nothing happened.

The server requires you to have *all* required materials and enough money before the craft is accepted. Open the recipe in the crafting menu — any material shown in a different colour means you are short on it. Check your wallet covers the rarity-based money cost too.

My craft timer finished but I got nothing and my materials vanished.

If you stepped outside the 200-unit range when the timer fired, the server automatically refunds all materials and money. Check your wallet and inventory — they should have been returned with the chat message *"You moved too far from the crafting table!"*

Can I cancel a craft that is already in progress?

Yes. Cancelling at any point returns all materials and the full money cost immediately with no penalty.

Does Crafting Luck roll on every craft?

Yes. Every successful craft gets an independent random roll at your tier's percentage. The bonus item is an identical copy of the primary output.

Where does the item go if my inventory is full?

The item spawns physically on top of the Crafting Table. Pick it up before it despawns or is lost.

I have fish in both my FishingInventory and my regular inventory — which does the crafting system use?

Both. The server drains your FishingInventory first, then takes any remaining needed fish from your regular inventory. You do not need to merge them manually.

Where do generic materials like Junk, Plastic, and Microchips come from?

They drop from various server activities — raiding, killing NPCs, and other events. Gold Bars come specifically from the robbery system. Nitric Acid drops in the field. Fishing Rods can be purchased from the shop.

What does the Crypto Router do once placed?

It boosts the output of nearby crypto miners by 15%.

Does the Crafting Discount skill stack with itself across tiers?

Each higher tier replaces the previous one — you always use the discount of your current (highest) tier, not a combination.