

# FAQ

## **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.

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