THE LAST FRONTIER
Advanced Guide
1. Radiations

The planet is continuously bombarded with dangerous radiations, displayed in yellow on your map/minimap. Going to these areas will damage your ship and your units without the proper equipment.

Townhalls and Shelters provide a protection over a 10km radius. However, should you want to explore further, you will need a radiation shield drone or building.

2. Using drones

Drones can be linked to your vehicle, units or beacons. They also have different settings for their general behavior:

- **Short range:** Default settings. Attack drones will engage any enemy about 1km (depends on their range) around their position. Non-offensive drones will avoid enemy contact and do their job within the same radius.
- **Long range:** Range for drone activation up to 2km.
- **Stay close:** Drones in this setting will gather around the designated position and will only work on units within their range (firing, repair, collection). Non-offensive drones will not avoid enemy contact and go through danger zones. Use this setting when travelling to keep your drones close to you.
- **Stay here:** Drones will stop and guard their position. They will not move, for any reason, but attack drones will fire if an enemy enters their range.
- **Passive:** Attack drones will not fire unless attacked.
- **Disable:** Drones will deactivate. They will not respond to incoming fire, or collect, or repair. They will still follow your vehicle if they are linked to it.

Drones are easily managed from the map ("M" key). Select drones with left click, you can also draw a frame by holding the button. Icons will appear at the right with the different behaviors and shortcut to link them to your vehicle.

Once drones are selected, you can send them to a location or an enemy by right clicking on it. Drones that are not linked to anything can go anywhere, depending on their setting. Be sure to have your drones linked to a building or beacon, or set them to Stay Here mode.

When your vehicle gets destroyed, drones that are linked to it will automatically set to Stay Here and guard their position.

Here are the keyboard shortcuts for drone management:
3. Combat Points

Destroying enemy drones or buildings will grant you Combat Points (or CP), depending on the unit and its level. They are shown with a Cup icon in the header bar. Combat Points will take you up in the daily and weekly leaderboard. If you are in the top 8, you can get Token rewards. Are you ready for the competition?

Take note that you will not gain CP by attacking lower levels players. A “lower” level is defined by the difference between your garage level and the opponent’s. CP are reduced as follows:

- 2 levels lower: 50% CP
- 3 levels lower: 0 CP
- 4 levels lower: -50% CP. Meaning half the CP the unit should give you is subtracted to your total CP.
- 5+ levels lower: -100% CP.

High level players attacking low levels will result in a significant CP penalty so be careful when flying around with your army in low levels territories.

CP decrease over time by 1/1000 of your total every 30 minutes, with a minimum decrease of 1.

Apart from the leaderboard, CP are essential to developing alliances, which we will cover now.

4. Alliance and War

By default, you are at war with other explorers. Your defenses and drones will be aggressive towards anything that isn’t yours.

Townhalls are safe havens where buildings are invincible and won’t attack strangers. Anyone can place buildings inside a Townhall region. The only way for explorers to attack bases within a Townhall is to declare war on this city via the "Diplomacy" menu. Be reminded however that declaring war on a town makes you an enemy of every base it shelters. War with Townhalls is limited to 10 minutes, and you cannot declare another war in the next hour.

You can form alliances with other explorers. Create an alliance in the account menu or be invited in another alliance… joining forces is always a good option on the planet! Your alliance will grow in experience and members as you strengthen ties with other explorers. Being in an alliance allows you to build bases close to each other. Repair drones will also regenerate allied units.

Alliance can level up with Combat Points and unlock more slots for members and more alliance features. Alliance CP works as follows: Alliance CP = Sum of Members’ CP + Base amount.
Every time an alliance member gains CP, one fourth of it is added to the base amount. This base amount cannot decrease.

Alliances level up when their CP reach a certain stage. Once this level is acquired, it will not downgrade, even if your alliance CP goes below the stage required for the level. This can happen when someone leaves the alliance or its members lose a lot of CP.
Starting level 2, you gain access to the Alliance building that gives you bonus slots. Only the alliance owner can build it. Any member can transfer credits to this building. The more credits are stored, the more slots you get!

5. High level resources

Apart from Credits and Exidium, you can also find two other resources in the wild.

Adamide: A mysterious material found in some guardians’ remains. Thought to be an alien engineered alloy, its origin and components are still unknown. However, its stunning properties can be used to build specific units, with special abilities.

Neutrinos: Neutrinos are cosmic particles visible in the sky of Arapaho. Often named “neutrino cloud”, these cosmic rays migrate continuously in the planet’s atmosphere. They can be collected via neutrino harvesters, but their energy is highly volatile. You will need a level 12 garage to start gathering this resource.

6. Taming Creatures

The Animal Tamer is a building allowing you to tame creatures and collect resources from them. In fact, most creatures on the planet regularly gather Credits or Exidium. When in a tamer, they will drop their loot when they're full.

As you increase the tamer's level you can tame more creatures. Here is the list:

Level 1: Shamouth - Mother Shamouth - Exidium Shamouth (rare)
Level 2: Flotor - Enraged Shamouth - Young Anky
Level 3: Mutant Shamouth - Big Flotor - Small Anky
Level 4: Mother Flotor - Anky
Level 5: Mother Anky

Some creatures, like guardians, cannot be tamed. Tamed creatures will not attack you, or your allies, but they will remain hostile in Townhalls. You can use the attractor drone to bring creatures to your tamer building.

Veteran tips

1. Veteran tips: Creatures

Ankys: Don’t be alarmed. These creatures will only attack unless provoked. This giant dinosaur towers any other creature we've currently seen. It appears to be peaceful and they often live in packs. The massive amounts of resources they hold within their skeletal bodies are very abundant. Provides great experience and reward for hunting... but only for the bold and brave.
Shamouths: These creatures are like Rhinos. Their thick and hardened shells make them difficult opponents when they are in high numbers. They are often very weak near the landing zones and the shelters, but when you travel out into the wilderness... you’d be wishing you stayed at home. Their range is extremely short, which designates them as melee combatants. Do not underestimate them. They often come around within eight to nine per group, so be careful out there!

Flotors: They do not often attack explorers when they are in their younger forms unless you get absolutely too close to them. Once they develop of age, these very fast and unpredictable creatures will charge on sight, even out of their combat-operation zone. They will literally charge you until you are dead. Meeting up with their bigger cousins or even the mothers of the creatures, will ensure that combat is inevitable. They gather by themselves, or within a maximum of five creatures per group.

Guardian Blades: These strange things can only be discovered in ONE certain place, and that is near the Southern Plains Shelter... their exact location cannot be pinpointed. They are very fragile, but seriously, they are extremely high in number and attack anything that moves. They don't play fair and they DON'T like newcomers to their territory. The blades will ultimately shred your craft into oblivion and kill anyone that still breathes inside it. Avoid at all costs or rid them of their existence. THERE ARE DOZENS OF THEM AT ONCE.

Old Guardians: Deadly and not entirely hostile, but their homelands are absolutely crawling with them. When you find one guardian, you will find hundreds of them around or at this position. These creatures appear to be very inbred to the world's habitat. They always appear to be guarding their nests very closely and their appearance looks very extraterrestrial that we have decided to call them "Old Guardians". Be warned, even their younger kinds of forms are still a problem. Do not get close unless you are looking for some trophies. They can ANNIHILATE small drone armies by themselves and even come after you just for the sake of it if you even take a little pot-shot at it. They often travel in groups of four, five or just one on their own in secluded areas.

2. Veteran tips: Drones

Plasma Drones - Fragile, unreliable, but a good meatshield or pressure-puller; these drones will serve your purpose in gathering some experience points by attacking the wildlife or defending you from minor to moderate threats. Great starting drone to use before you move on from this riff-raff.

Big Plasma Drones - Better than their original, and much bigger, these drones are more durable and reliable. They do more damage and are quicker. Don't screw with these in a group if you don't know what you're doing as you will easily be torn apart by their rapid-firing plasma pop-guns. The higher the level, the more dangerous they will be. Use them wisely! THEY COULD SAVE YOUR LIFE... or end it, if they shoot and anger an Anky.

Repair Drones - Useful at any level. Useful for drones and yourself. Useful for turrets and bases. You will not find another drone like this or even a building like this, except for your garage. The repair drones will heal you and anything friendly around it and keep you alive longer. These things are a MUST if you are just starting out or have mildly been playing the game after starting. Do not underestimate them.

Big Repair Drones - Need I say more about repair drones? Big ones are just more godlike than their original, smaller counterparts. Best used whenever you get them properly upgraded.
Canon Drones - Destroy a group of enemies within seconds if you have a group of cannon drones. Their range is very far and their damage is phenomenal. Just be careful they don't anger too many enemies at once when you are hunting... it may attract a horde you may not be able to stop. Use these if you are encountering heavy amounts of grouped enemies.

Tesla Drones: The most durable craft available to any player in the game. These big bruisers can soak up a GODLIKE amount of damage and can even be upgraded that much that they would eventually overshadow the health of an ordinary Anky! The Tesla drone has very small range and low damage, but when upgraded, it becomes a close-combat menace. VERY USEFUL for storming enemy bases or soaking up damage and return-fire... but, be warned of its expensive and nature of taking up six of your command slots.

Rad Shield Drone: Needed to traverse the radiation zones, creating a big blue circle of influence. PROTECT IT AT ALL COSTS. If that dies, prepare for the ensuing chaos.

Adamide Plasma Drone: This drone is the incarnation of the words "Prepare to die". They are extremely fast, but their range is even worse than a tesla drone. The health and damage done is good, but do not relent by the range. If you are a close-combatant, this drone is literally your favorite toy. Back it up with repair drones or other long range drones to take pressure off!

Adamide Canon Drones: This baby is very rare to build. Adamide Canons Drones are the same as cannon drones, but with insane firepower. Feel sorry for the poor critters who can't defend themselves when shot by this thing. Use it on groups of enemies that will lighten your day.

Neutrino Drones: These things look absolutely useless at first. So expensive, so easily killable. However, go upgrade these things and you will fall in love in less than five minutes. These drones are NOT often good on their own and usually could be supported by other drones or players. Their low health make them picky targets... but once upgraded and augmented to absolute hell, they are your best friend, and your enemy's nightmare. DO NOT WASTE THEM... YOUR TEARS WILL CREATE NIAGRA FALLS IN THE LANDING ZONE WHEN YOU CAN'T REPLACE THEM!

Teleport Beacon Drones: If you are looking to build something very simple and doesn't take too much time and you want to return specifically to that area? This drone is for you... or you could spend your time wisely and build a garage and do it from there. Helps you teleport to different areas on arapho.

Bomber Drones: Entirely an air unit. Bombers are fantastic damage dealers that will make mince-meat out of everyone you hate... or love, accidentally. Drones can't behave, and it's a shame because the entirety of the planet's nature has been destroyed because of rampant drones carrying big bombs, like these. Send them into bases, watch the fireworks. Just destroy the anti-air and they will be fine. The enemy, well... do you know the words "smoking crater" by any chance?

Attractor Drone: Used to tame animals. Use this drone to lure animals towards a tamer. Make sure it is not destroyed in the process!
Maintenance Drones: So, what happens when you find someone you really don't want to come back without killing a building? Go ahead and use a group of these things on certain buildings and they WILL stop functioning, forcing players to travel godlike amounts of distances. They can also uncorrupt your own buildings under the same effect.

3. Veteran tips: Buildings

Garage: Think of it as your "Command Center". You need it to build buildings.

Harvesters: They generate income. Sorry, they don't create Adamide or Tokens. What a shame. However, once upgraded, they do harvest faster!!! Oh the joys!

Storage: They keep your resources. The higher the level, the more they can take. Essential for progressing your garage and other buildings, even your drones and EVEN your upgrades!

Townhall: These lovely little (big) things create a yellow circle of influence that allow other players to colonize your land, all together! They make a lovely, peaceful community until someone comes to raid your town and take everything you have. The player who has built the townhall gets tax income from players who have settled down, from no taxes all the way to the greedy Exidium Corps 30% tax-rate of bull crap. Find one that is roughly around 15% tax or under. Like mine for example, it is at 5%.

YOU ARE NEVER SAFE... BUILD DEFENSES IF YOU PLAN ON STAYING FOREVER IN A TOWNHALL. PEOPLE MAKE THE MISTAKE OF NOT DOING THIS AND DIE, LOSING MILLIONS OF RESOURCES WHICH TOOK WEEKS TO GENERATE OR LOOT!!!

Alliance: This is basically like a townhall, except, not a townhall. Alliance members all gather around this place and build a massive fortress. This towering spire can be seen for miles. It also generate Command Points that allow more buildings or drones to be built if enough credits are stored inside.

Rad Shield Building: Not the drone. This is the building. Gives a bigger radius and must be put in a yellow zone. It does not move.

Powerplants: Give an offensive or defensive bonus (depending on the Powerplant built) to buildings in their action radius.

Exidium Fertilizers: Please note that when you construct a base, you will drain the fertilization of the ground to mine Exidium. Without this fertilization, you will not gain resources any faster than what the counter on the bottom right says, no matter what level. On the other hand, exidium fertilizers help produce MORE exidium mining progress. This will help you gain it faster... just bear in mind; expensive, they do take a lot of time to build and building more than a few is very costly on Command Points.

Animal Tamer: Maybe instead of killing the world, you will do us a favor and build one of these things AWAY from your defenses. Animals will be attracted to this building, but first you must use attract
drones to lure animals to this in order for success to happen. Animals upon entering usually turn friendly, DEPENDING on the upgraded level of the structure. Animals tamed, will defend this location and will drop their resources, giving you extra guard.

Plasma Towers: These cheap and sniping son-of-a-gun turrets can rip through enemy attack waves within a certain level of their power. They are the basic defenses you start off with. Can shoot both ground and air.

Big Plasma Towers: Avoid these; completely and utterly USELESS. Stick to the first one. The big plasma tower does more damage, but for some reason, has FAR LESS RANGE even though it's TALLER.

Cannon Towers: Everyone uses them at some point. Everyone complains about how much they hate them... and you will be too. They fire High Explosive AOE damaging balls of gruesome red death that pummel your drone armies (or maybe you included) into oblivion at extreme ranges. A PRIORITY if you want to use it on high ground or behind the front line.

Missile Towers: The player's bane. Rest in peace anybody who tries to go up against a mob of these things. These may very well be the second best turrets in the game. Their damage may say the gruesome four numbers of doom, but seriously, THEY ALL DO TRIPLE OR EVEN QUADRUPLE THE DAMAGE IN MOST SHOTS. Use this if you want to live against solo raiders! Combine them with cannon turrets.

Anti-Air Towers: Not really reliable with range. Only good at taking out bomber drones and players who get far too close. Good damage is on par, however. Their variety of attacking other enemies is severely limited, however, but could prove useful as a "distraction". That's about it for this tower.

Tesla Cannon: You thought the Tesla drone was bad. Well this thing... it's not worse than a tesla drone. They are so nearly useless that you will be wishing you didn't need to build one in the first place. HOWEVER, anyone stupid enough to run into this is essentially one word: dead. Tens of thousands of damage per SECOND tell you that everything in life is irrelevant, and what ever you learned about Mr Tesla is essentially coming up to use electricity as a deadly weapon; that's god damn true. BUILD THESE in enclosed positions around hills so anyone silly enough to come close up and over a hill, will be "electrified"... and die a few seconds later. Cloak them within the rest of your defenses. Bear in mind, their range is absolutely appalling. So much for killing your enemy when they can sit there and shoot it from a mile away.

Neutrino Tower: This thing fires Neutrino lasers of death. The best tower in the game next to the Adamide cannon; imagine this. You have an adamide cannon or two along with a few Neutrino towers. The person silly enough to get caught by the Adamide, is stuck for a few seconds taking significant damage on untold levels. They are weak, however. Back them up with more different turrets! SAME RANGE as the Plasma Tower. They are also very expensive, choose wisely with placing these.
Adamide Cannon: Does hardly any damage, but laughs in the face of immobilized attackers as they get torn to shreds by the defenses. Just be careful with these things. They are rare and you'll be drinking the tears of your raiders in no time!

LOOT FOUNTAINS: These things. If you destroy them, you endanger the token species! If you do this, you will become an enemy to all of manki- I mean, Exidium Corps. They generate 10 tokens collectible every few hours. Destroying them gains you nothing and if you blow them up, then you are an evil person! OFF WITH YOU, SHOO.

LOOT BOXES: They carry certain special items. Destroy these and you will gain rewards!