1. Two interfaces

There are 2 parts to your world interface: a web portal and a 3D Interface (referred to as “ingame”).

The web portal can be used to send lengthier messages to other players, manage your base, your upgrades, alliance, etc. You can delete existing structures from this portal as well as change the behavior settings of your units once you have them produced. It also has the links to the forum, your account stats, private messages. You can also check on the top 10 player rankings in Combat points.

The ingame interface will be introduced in this guide as well as all the core mechanics of The Last Frontier.

2. Understanding the interface

- The header bar:

  ![Header Bar Diagram]

  This area displays your account information as well as various resources available in your space station hangar.
  From left to right:
  - Your current average ping
  - Your nickname
  - Your level
  - Your current XP / XP needed to level up
  - Trophy icon: Your combat points
- Star icon: Your tokens
- Gear icon: Time before upgrade completion
- Square icon: Your used slots / available slots
- Circle icon: Credits stored in your space storage / total capacity
- Mountain icon: Exidium stored in your space storage / total capacity

- The tutorial box displays your current objective during the first steps of the game. Your objective will also be highlighted in the 3D world and marked on your minimap.
- Target Info will give you details about the unit you are aiming at.
- Chat/Info boxes are useful to know what is going on up there. You can open the chat by pressing the RETURN key, then type in your message.
  - You send private messages (PM) and alliance message. This will be covered in the Chat section.
  - You can switch between the chat and info with the TAB key.
- Vehicule Status displays your ship’s Hull points (HP), energy bar, and carried resources.
- The Minimap displays your surrounding with enemies as well as useful information on attack ranges, townhall areas, radiation zones... You can zoom in and out using the + and – keys. X and Y data give your exact coordinates on the map.

**Key Shortcuts:**

- Movement keys
- Hover
- Set hover height
- Trigger dash
- Trigger shield
- Explorer mode
- Garage menu
- Open map
- Fire mortar
- Profile menu
- Teleport menu
- Upgrades menu
- Toggle Auto drive

- Fire Primary
- Fire Secondary
- Sniper: press to activate

- LCtrl + 1-4 - Set Group 1-4

- F1: Long range
- F2: Short range
- F3: Stay Close
- F4: Passive mode
- F5: Stay here
- F6: Go to target
3. Managing your ship’s energy

Your ship is equipped with a central energy core, visible in your ship’s status, powering its various systems:

- **Main systems:**
  - Primary weapon
  - Boost engine
- **Subsystems:**
  - Secondary weapon
  - Special feature

Subsystems are demanding. Hence must cool-down before they can be used again. Try to familiarize yourself with the energy bar before going into the wild.

4. Resources

On Arapaho you will be able to collect many resources and materials. There are several ways to harvest, transport and store them.

In addition to your vehicle’s cargo capacity, *Exidium Corp* puts at your disposal a space storage that you can use at your convenience. Their cargo is visible in the header bar:

![Exidium Trainer](ExidiumTrainer.png)

These resources are accessible at any time. They will be used automatically for almost anything you do on the planet. In the early tutorial, you will be asked to place a storage building that will allow you to send the corresponding resource into your space storage. You can have only one storage building per resource.

Having your riches in space has a definite tactical advantage: You can’t lose them. Should your base get attacked and your storage building destroyed, you will only lose a fraction of your total resources. This allows you to rebuild rapidly.

**a. Common resources**

Credits are blue, the first resource you will probably encounter. *Exidium Corp* rewards you with credits in exchange for low quality Exidium found widely on *Arapaho*. Each creature has small quantities of Exidium that can be retrieved from their circulatory system. Don’t forget to pick up their remains when you go hunting! In exchange for these credits, we will provide you with equipment, materials and support. You may also harvest credits from the ground with the appropriate harvester.

Exidium: Represented in Red or Purple. This precious fine mineral can only be extracted with a satisfying level of pureness with harvesters or from enemy bases. In exchange for this material, we
will deliver hardware and software upgrades as well as more advanced equipment. Keep in mind that other players are also after this resource... Guard your properties well.

Materials: Defeated enemies will sometimes drop useful materials that can be salvaged to craft special parts. This will be detailed later on.

Tokens: Tokens are the currency traded by Exidium Corp. in exchange for various services. You can use tokens to speed up the deployment of buildings and drones, accelerate your upgrades, exchange them for resources, repair your buildings... You can buy tokens by visiting the store. There are many packs for everything you need!

In addition, Exidium Corp. grants tokens to elite explorers who manage to climb their way up in the leaderboard. You may also find them randomly in the world and every 4 hours close to loot fountains. You are also awarded with tokens as you vanquish an enemy’s base.

5. Building a sustainable base

You need a base to harvest Credits and Exidium, and your territory must be protected from monsters and attackers.

Before going into the wild we advise all explorers to build their first base inside a townhall territory. Your properties will be protected by the city's owner and its citizens. Of course, distant and unexploited soils will always be more profitable, but also more dangerous.

Upon landing, you should be invited to build in an Exidium Corp’s townhall that are reserved for new explorers. In these townhalls, garage levels are limited to 3 (“Welcome” label) and 7 in others. Townhalls that are owned by a player do not have this limitation.

Slots are needed for construction. Each unit occupies a certain number of slots. Your maximum slot capacity is determined by the level of your garage, which is the first building you need for your base.

To begin, open your menu toolbox and choose "Base Construction", then place a garage. Be aware that you cannot build a garage too close to other buildings. Colored areas on the ground will show other garages’ influence, where you are not allowed to build.

To start gathering Credits and Exidium, you will need:

- A credit harvester + A credit storage
- An Exidium harvester + An Exidium storage

Harvesters will collect resources and store them in their embedded compartment. Once full, they will go on idle mode. Their inner storage must be emptied before further use. You can withdraw resources manually to deposit them in your storage (Resource Transaction Menu). However we advise using drones for this task.

To automate your base, transport drones are at your disposal in the "Drone Construction" menu:

- A Credit transport drone
- An Exidium transport drone

When built inside your base, drones will automatically withdraw resources from harvesters and transfer them to the corresponding storage. This way you can continue exploring, gathering resources or conquering territories while your base operates on its own.

Note that drones also occupy slots.
To delete units, open the map with “M” and right click on the building or drones you want to erase. A menu will pop allowing you to delete the unit.

6. Defending your properties

Local creatures and your rivals will pose a threat to your base. You need to protect your building and stand your ground against attackers. *Exidium Corp* kindly advises beginners to build their first base inside a townhall’s area. Cities provide protection from other citizens and owners, who are top tier explorers.

Basic defense starts with the *small tower*. They have a long range even though limited firepower. You can build as much towers as your building slots allow. More towers and technologies will be unlocked as you progress.

7. Upgrading your equipment

Each building can be upgraded using resources.

To open the upgrade menu press “U”. An interface will appear with all units. Click on a unit icon to view its statistics and the enhancement applied by the upgrade as well as the cost in resources. Your building will gain hull points, grow in efficiency, obtain superior firepower...

*Upgrading your garage is a crucial part of your base development as new buildings, and their enhancements, are unlocked with the garage level.* If your base is in an *Exidium Corp’s* townhall, your garage level will be limited to 3 (“Welcome” label) and 7 in others.

Levels are general and permanent. Upgrading "small tower" will upgrade all unit of this type. "Small towers" already built will all gain a level.

If you have reached a certain level for a building, you will deploy this building starting from this level (and not start at level 1). If you reached level 3 for the small tower, every small tower you build will be level 3.

Several specs of your ship can be upgraded too, via "Level up Vehicle" menus:

- Primary weapon damage
- Primary weapon accuracy
- Secondary weapon damage
- Hull points (HP)
- Shield duration
- Storage capacity

Ship levels are not lost when getting destroyed.

8. Using drones

Using the "Drone Construction" menu, you can build several drones to assist you in various situations. As explained above, *transport drones* can automate your base's resource production. But you can also link drones to your ship; they will follow you anywhere. This can be used to transport resources from point A to point B.
Open the Map interface with the “M” key. You will get a top view of your surroundings. You can select units by left clicking, and see your selection at the top right.

To link drones to your vehicle, select them then click on the link icon at the right. You will see the drones’ link change and attach to your craft. With this setup, they will follow you around, depending on their setting, which we will cover later.

When destroying an enemy base, your ship's capacity might not be enough to carry your loot to your base. Transport drones can have significantly more storage capacity than your ship. By having drones with you, they can store the excess of resources and carry them to your base. Keep in mind though that transport drones are vulnerable and must be protected.

When built inside your base, drones will automatically be assigned to the base. Else they will link to the ship.

For defense and attack purpose, you may also build combat drones. They are mobile units that can either be linked to a base, and defend it, or linked to your ship and participate in your attacks. Note that drones also occupy building slots. You will need to adapt your strategy and prioritize your slots for attack or defense depending on the situation.

9. Map colors

Same as the minimap, the map interface has colors to give you information on your surroundings.

BLUE Zones: These areas are habitable and are located on your mini-map when you first start the game. You are safe to roam these areas.

YELLOW Zones: Radiation zones. Extremely dangerous without containing the proper equipment; such as Radshield Drones or a Radshield building, deployed from a garage. If you enter a yellow zone without any of this, your drones and yourself will take constant damage.

RED Zones: Enemy forces are in these zones. If you travel within the red circles, you will take under fire from turret defenses. Depending on how red something is, the increasing danger by enemy fire it will become.

GREEN Zones: Allied sectors show up as green instead of red. They do not attack you. You are free to come and go whenever you please.

GREY Zones: Neutral zones such as Townhalls, shelters or facilities.

PURPLE Zones: The mysterious cloud that travels hyperly-slow across this sector of the planet. Level 12 players are able to mine the particles in the cloud, collecting Neutrino.

ORANGE Zones: The combination of the cloud being in a radiation zone. Nothing changes except minimap color.