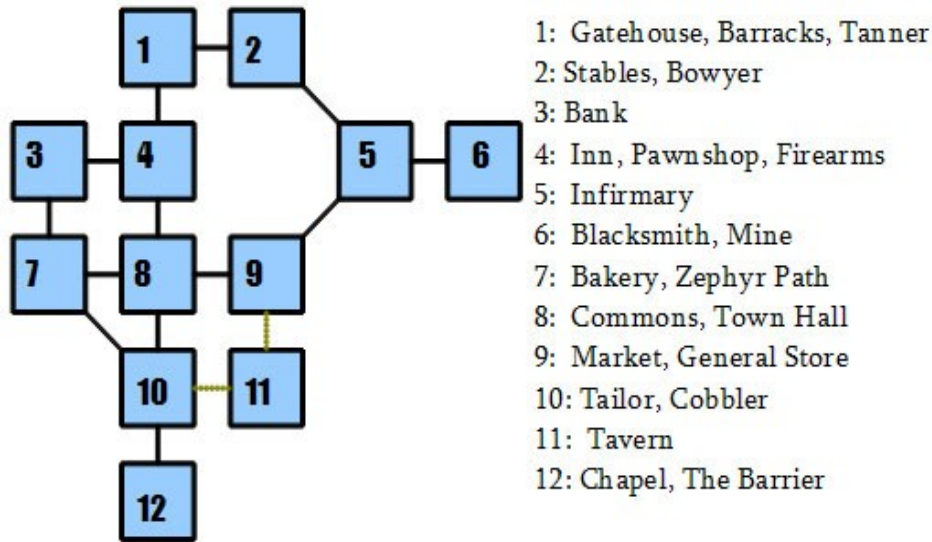


# Mining for Beginners



*Map of Shadgard*

(anything written in *bold italics* is a command you can use. Unless noted they can all be abbreviated)

## Preparing to Mine

What you'll need-

- a pickaxe
- a lantern
- fire stones (to light the lantern)
- oil for your lantern (for when it runs out)
- a handcart

For the handcart, lantern, firestones, and oil you'll go to the General Store (#9 on the map-*go store*). Type *order* and you'll be given a list of choices.

```
EG>
order
Relena smiles at you and says, "Welcome to the Shadgard General Store. We have just about anything you might need out here on the
Frontier." She shows you a catalog listing the items for sale:

1. a travel ration
2. a backpack (customizable)
3. a satchel (customizable)
4. a belt pouch (customizable)
5. a leather belt
6. a leather utility belt
7. some firestones
8. a beeswax candle
9. a wooden torch
10. a brass lantern
11. a flask of emberbright oil
12. a crude fishing pole
13. a leather whip
14. a quarterstaff
15. a handcart
16. a copper frying pan
17. a bedroll
18. a delta-headed hoe
19. a wooden watering bucket
20. a strawberry-seed packet
21. a copper-banded wooden barrel
22. a yellowed Northern Lost Lands map

To inquire further about an item for sale, type order [#].
To immediately purchase an item without confirming, type order now [#].
To purchase a quantity of an item all at once, hold a container in your hand and type order now [item#] [quantity#].
```

To purchase something type *order (the the number of the item you're interested in)* For example, I'll order oil so I'll type *order 11*

```
order 11
You ask Relena for the details on a flask of emberbright oil.

    A flask of emberbright oil, used to fill oil lamps and lanterns.

You see nothing particularly unusual about the flask of emberbright oil.
It is a small item.
You could fill an oil lamp or lantern with it.
It weighs 0.75 pounds.

Cost: 15 riln.
If you want to buy it now, type order confirm.
```

You will be given a description of the item as well as the cost. If you want to purchase the item type *order confirm* (you can't abbreviate it)

```
EG>
order confirm
You confirm your order with Relena and pay the 15 riln it costs.
You receive your flask of emberbright oil.
```

For the time being you can *stow* your lantern, firestones, and oil. The handcart works differently though...you have to pull it. You won't be able to order it if you don't have a free hand. To check what is in your hand(s) type *inventory*.

```
inventory
You are holding a burning brass lantern in your right hand.
You are wearing a thick leather cap (scuffed), a blood talisman, a thick leather gorget, a pole harness, a backpack, a cloak, a riverstone-patterned leather cuirass, some leather vambraces, a pair of leather gloves, a belt, some leather greaves, some blue wool socks and a pair of hoots.
```

Relena (the shop keeper) will tell you that the item is too large to be carried so you'll have to *pull* it

```
You ask Relena for the details on a handcart.

    This handcart can be used to haul large amounts of items or large objects that you couldn't normally carry on your person. The cart can be returned here to have the majority of the price refunded.
    (This item is too large to carry by hand, so you will have to pull it wherever you want to take it.)

The handcart consists of a large wooden box on two wheels and a long handle in front for pulling.
It is a huge item, mainly made of wood.
It is a container that can hold items of a size up to 'huge.'
It weighs 100.0 pounds.

Cost: 200 riln.
If you want to buy it now, type order confirm.
```

Type *pull hand* after you've purchased the handcart

```
EG>
pull hand
You prepare to start pulling a handcart.
(Use the stop verb to stop pulling.)
```

To leave the General Store type *out*

Now head to the Blacksmith which is NorthEast (ne) and East (e) from the General Store. This is also where you'll enter the mine. To enter the Blacksmiths type *go shop*

Here you'll also type *order*

```

order
Tor notices you and says, "See something you're interested in buying? Not everything in here's for sale, but here's a list of items you
can buy. The off-the-shelf items are made from copper. You'll have to custom-order something if you want it made from bronze." He hands
you a parchment listing the items for sale:

1. a dagger (customizable)
2. a rapier (customizable)
3. a shortsword (customizable)
4. a greatsword (customizable)
5. a handaxe (customizable)
6. a logging axe (customizable)
7. a hammer (customizable)
8. a sledgehammer (customizable)
9. a pickaxe (customizable)
10. a spear (customizable)
11. a ball-and-chain (customizable)
12. a lockblade trap
13. a diamond-edged steel chisel
14. a heavy iron blacksmith's hammer
15. some lumpy iron blacksmith lumps

To inquire further about an item for sale, type order [#].
To immediately purchase an item without confirming, type order now [#].
To purchase a quantity of an item all at once, hold a container in your hand and type order now [item#] [quantity#].

```

You want to order a pickaxe. The pickaxe can be customized. Type *order 9*

```

order 9
You ask Tor for the details on a pickaxe.

    Commonly used for mining and occasionally for digging, the head of the pickaxe consists of a spike on one side and a flat blade on
the other.

You see nothing particularly unusual about the pickaxe.
It is a large item, mainly made of copper.
It could be wielded in melee combat with either one or two hands, its effectiveness dependent on your Hafted Weapons skill.
It feels a bit awkward to wield, and you figure you could get up to 1 strike per attack with it.
It would be difficult to parry with.
It weighs 7.0 pounds.

Cost: 90 riln.
You can customize this item by typing order custom 9.
If you want to buy it now, type order confirm.

```

If you want to just get it like it is type *order confirm*. If you'd like to customize it type *order custom 9* and follow the prompts.

To leave type *out*

You are now outside the entrance to the mine.

```

[Shadgard, Brewery Row] (OutURk)
The eastern wall of the canyon rises abruptly here. Thick wooden beams support the entrance to a large mine, with several carts and
posts for draft animals just outside. Not far from the mine is a blacksmith shop with an open workyard and a large furnace built into one
wall.
The lighting here is noticeably bright. Several people are milling about the area. The area is very noisy.
It is cold.
The area is filled with a deep snow.
Obvious paths: west.

```

To enter the mine type *go mine*.

```

[Shadgard, Mine] (InURk)
Lanterns hang here and there providing light. A well-maintained cart track heads eastward into lantern-lit tunnels, while a second cart
track, old and covered in accumulated dirt in places, leads southeastward into darkness.
Several people are milling about the area. The area is extremely noisy.
You also notice a long tin-roofed lean-to.
Also here: the mining foreman.
Obvious exits: east, southeast, out.

```

The quickest way to build up skill mining is to have someone teach you. The Foreman in the mine entrance can teach you but he will charge you for this. If you'd like him to teach you type *ask foreman about mining*.

```

ask foreman about mining
The mining foreman says to you, "Mining training will allow you to more effectively and efficiently mine for precious metals and stones.
If you're sure you want to train in this, ask me about it again. You'll only be able to study up to three skills at a time, so choose
carefully. Remember, it'll cost you 97 riln to train in this skill."

```

He'll give you an overview of things and tell you if you really want to learn to ask him about mining again so type *ask foreman about mining* (you should be able to hit your up arrow key and have it put

that in again if it is the last command you typed).

To light your lantern have your lantern in one hand and your firestones in the other (to see what is in your hands type *inventory* and *stow* anything you don't need. Type *get lantern* and/or *get firestone* to get them)

```
You are holding a brass lantern in your right hand and some firestones in your left hand.  
You are wearing a thick leather cap (scuffed), a blood talisman, a thick leather gorget, a pole harness, a backpack, a cloak, a riverstone-  
patterned leather cuirass, some leather vambraces, a pair of leather gloves, a belt, some leather greaves, some blue wool socks and a pair  
of boots.
```

To light your lantern type *light lantern* now it may work the first time or you may have to try again. Once you have successfully lit your lantern *stow* your firestones (if it was their last use they'll disappear on their own)

If you don't have a lantern or your lantern goes out while you're in the mine (it will flicker a few times before this happens-when it does you want to fill you lantern with the oil you purchased) everything will look like this to you.

```
[Complete Darkness]  
It's too dark to see anything here!  
Obvious exits: unknown
```

Now *get pickaxe* so that you'll be ready to mine

### Starting to Mine

If you *look* at the are you'll see it says you can go east, southeast, and out. Only members of the Trade Coalition guild can mine down the east tunnel so you'll have to start by going *southeast (se)*

```
[Old Mine] (InDark)  
The path forks here as a spur strays from what's left of the main line. The tracks leading deeper into the mine grow more frequent, a  
glimpse of dull metal showing here and there through the scattered dirt. A small hollow in the western wall could have been carved to  
house a lantern.  
The area is poorly-lit. The area is slightly noisy.  
Obvious exits: northwest, east (dark), south (dark).
```

I recommend just mining in this first area until you get your skills up. To begin mining type *mine*

```
mine  
You begin mining, hoping to find some precious metals or stones. Heigh-ho!  
You manage to dislodge a chunk of copper-ore!  
Roundtime: 10 seconds.
```

If you get something you'll get a message like this

```
EC>  
(Type stop to stop auto-mining.)  
You continue mining the area with your bronze pickaxe.  
You manage to dislodge a chunk of copper-ore!  
The chunk of copper-ore falls into your handcart.  
Roundtime: 5 seconds.
```

If you don't it will look like this

```
(energy -5)  
EC>  
(Type stop to stop auto-mining.)  
You continue mining the area with your bronze pickaxe.  
Roundtime: 8 seconds.
```

You will continue mining until you say *stop*

Sometimes when you are mining a message like this might pop up

```
(energy -5)  
** The area rumbles ominously, bits of debris falling to the ground.
```

You need to **stop** and move to another area (if you can't remember which directions you can go type **look**). If you don't move fast enough, which can happen if you're stuck in round time, this can happen.

```
EG>
** Large chunks of debris fall from the ceiling as the area rumbles ominously!
You are struck by falling debris!
A shadowy black figure appears briefly between River and the blow, absorbing some of the damage!
(energy -5)
5 CRUSH damage -- to the left arm, barely deflected by some leather vambraces.
```

Anytime you move you have to **stop** mining and then start **mine** in the new area. If you type **stop** twice in a row you will not only stop mining but also stop pulling the handcart. The only time you need to do this is when a creature enters the room. To fight it you have to stop mining as well as stop pulling the handcart.

```
[Tunnel] (InCuRkOt)
The walls around you have been pitted and scraped, though the spacing of the cuts is far too regular to suggest a pickaxe or other mining tool. Here and there groups of crevices are deeper than others, but most are superficial. The tunnel expands noticeably to the south. The area is poorly-lit. The area is completely silent.
You also notice a handcart (being pulled by yourself).
Also here: a mournful shade (floating).
Obvious exits: north, south (dark).
EG>
A mournful shade emits an eerie, unwordly moan.
```

Once you have defeated the creature you'll have to **stow pickaxe** and then **pull handcart** and then **get pickaxe** before you can **mine** again.

When your handcart is full you'll see something like this

```
EG>
mine
You begin mining, hoping to find some precious metals or stones. Heigh-ho!
You manage to dislodge a chunk of copper-ore!
The chunk of copper-ore falls onto your full handcart, then tumbles to the ground.
Roundtime: 7 seconds.
```

I would suggest **stow pickaxe** and then **get (item)** (in this case it is copper) and carrying it out of the mine with you. You'll now want to make your way out of the mine (the heavier your cart is the longer your round time will be when moving from room to room). When you get to the room with the Foreman in it type **out** to get out.

If you have copper-ore in your handcart it is more valuable if you smelt it first. To do so you need to go to the workyard. Right after you've gone **out** of the mine you can **go workyard**

```
[Shadgard, Blacksmith Workyard] (OutUr)
A large furnace and bellows dominate one of the walls of this open-air workyard. A large, hammered copper plaque has been nailed to the wall. A doorway leads into the blacksmith shop.
The lighting here is noticeably bright. A few people are milling about the area. The area is somewhat noisy. The area is particularly warm.
You also notice a sign and a handcart (being pulled by yourself).
It is cold.
The area is filled with a deep snow.
Obvious paths: out.
```

The furnace in the workyard is where you smelt the copper-ore. You can have up to six chunks of copper-ore in the furnace at a time. To smelt you need to **get ore from handcart** and **put ore in furnace** up to six times in a row (if you carried some ore out in your hand you can just **put ore in furnace** for that chunk). To check and see how much you've placed in the furnace **look in furnace**

```
EG>
get ore from handcart
You remove a chunk of copper-ore from a handcart.
EG>
put ore in furnace
You put a chunk of copper-ore in a furnace that is in the room.
EG>
look in Furn
In the furnace you see a chunk of copper-ore (x6).
```

Once you have what you need in there (up to six chunks) you need to smelt them by typing *pull bellow*. It takes 10 seconds for this process.

```
EC> pull bellow
You pull a bellows, causing a bright flame to leap up beneath a furnace.
Roundtime: 10 seconds.

EC>
A furnace has cooled off.

look in furnace
In the furnace you see a copper-bar (x6).
```

You'll notice that there are now six bars of copper-ore. You can take each one out individually by typing *get bar from furnace* and *put bar in handcart* for each brick or you can *pull bellow* to smelt them again and make one big bar then you only have to *get bar from furnace* and *put bar in handcart* once.

```
EC> pull bell
You pull a bellows, causing a bright flame to leap up beneath a furnace.
Roundtime: 10 seconds.

EC>
A furnace has cooled off.

look in furnace
In the furnace you see a very heavy copper-bar.
```

Depending on how many chunks of copper-ore you have you may have to do the process more than once. Once you have finished smelting you can type *out* to leave the workyard.

You'll now want to head back to the Market (number 9 on the map) to sell your goods.

Once you are there type *appraise hand* and a buyer will tell you what your goods are worth. *sell handcart* will then sell the items

```
sell hand
You sell the commodities in your handcart to a buyer for 500 rln.
```

You can head back to the mine and mine some more or if you are done mining you can return your cart in the General Store (*go store*) by typing *return handcart* and you will receive 170 rln back or, if you have a house, you can store the handcart in your house.

```
return handcart
You return the handcart to Relena and receive a refund of 170 rln.
```

Copper-ore makes the least amount of money but as you improve your skills you can mine other things. To check your skills type *skill*

```
--- Profession Skills ---
Logging: ..... 44.1
Mining: ..... 192.16
```

Also as you improve you'll do better mining in other areas of the mine. Like stated at the beginning- your skills will go up quicker if you have someone teach you mining (a friend or the foreman)