## ICS Alpha Terminal

E Corp
Mining guide

Introduction

All societies require workers proud workers who help maintain the society from the ground up. At the very base of all such societies is industry,the manufacture of goods that make the life style of the people possible. All items produced require raw materials and aquireing these materials is the backbone to any industry. For us here on Nia it is miners and harvestors. These proud hard working bots go out and provide us with all we need to build and expand.

In this guide we will cover all the things you will need to know to become a great miner and harvestor. Included in this guide are the tricks of the trade and experience from many miners and harvestors. So use their knowledge and come to know it well little bot.

Use the following page guide for references should you ever need a refresher or quick reference.
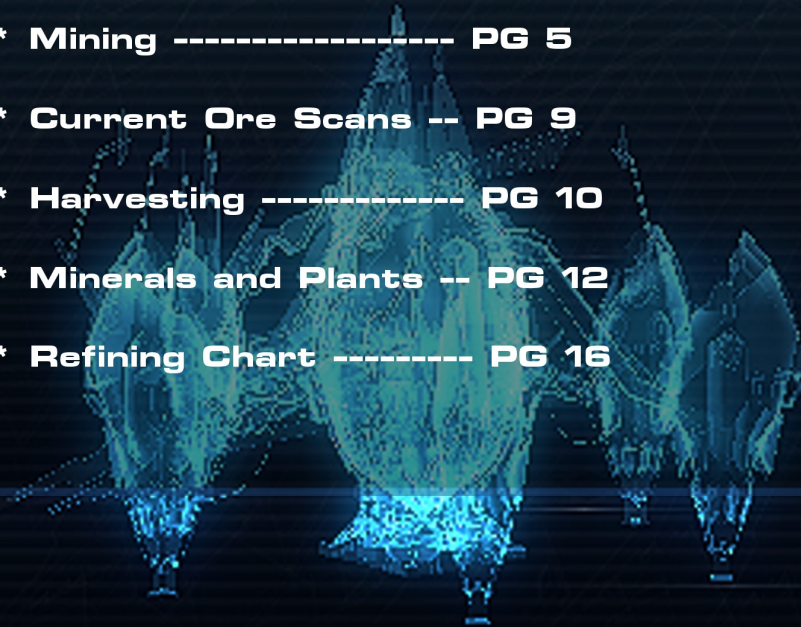
Extensions

As with any other profession skills are required to complete a given task ,we call these skills extensions. The primary extensions you will need will be covered here.

First and foremost efficiency is key to good mining or harvesting. Therefore the best skill any miner can get is 'Extensive mining' . It increases the amount of ore extracted per mining cycle. Also for harvesting 'Extensive agriculture' is the same skill except applied to harvesting.

The next skill you will want to invest in is 'Optimized industrial engineering',decreaseing the load on your cpu by harvestor and mining units by 3% per level. This will allow you to fit more units on your bot which means more ore per second of mining. Lastly to also help mount more modules you will want 'Reactor Expansion' increasing reactor performance by 3% per level. This will allow you to not only mount more units but keep them running continuously.

Once you have a few levels in the previous extensions you may wish to consider continuing with the next step up of these extensions.   'Basic Intensive mining' decreases the amount of time taken to run one cycle. This is followed by 'Expert Extensive mining' further decreaseing mining time. 'Intensive agriculture' decreases amount of time per cycle for harvesting by 2%.

These are followed by more specialized extensions for increasing the rate at which you gather specific ores and plants as well as the efectiveness of your geoscanner. These are fairly self explainitory and will not be covered here.

Extensions List Breakdown

Extensive Mining
each level increases ore produced per cycle by 1%

Extensive Agriculture
each level increases plants harvested per cycle by 2%

Optimized Industrial Engineering
each level reduces cpu usage of mining and harvester units by 3%

Reactor Expansion
increases reactor performace by 3% per level

Basic Intensive Mining
each level decreases cycle time for mining units by 1%

Expert Intensive Mining
each level decreases cycle time for mining units by 1%

Intensive Agriculture
each level decreases cycle time for harvestor units by 2%

Extensive Mining ————— Lvl 4 —— Optimized industrial engineering

Extensive Agriculture

Reactor Expansion

Basic Intensive Mining ————— Lvl 4 —— Advanced Intensive Mining ————— Lvl 5 —— Expert Intensive mining

Intensive Agriculture
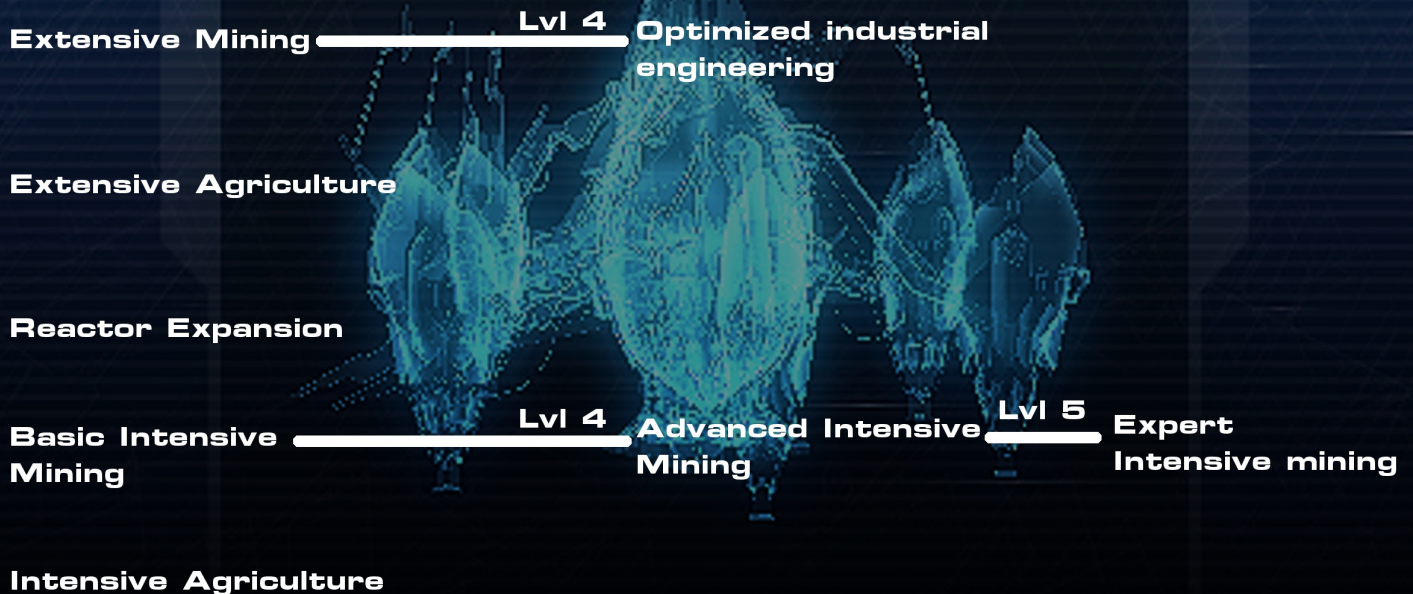
Mining

Now that you have the skills you will need lets move onto what items you will want. The most important thing a miner will need is a geoscanner. This device fits into a head slot for your bot and will alow you to scan the surounding area for ore deposits. It uses ammunition called charges. These charges are afiliated with specific ore types. Therefore the geoscanner can only detect the type of ore that the loaded charge specifies.

There are two types of charges for the geoscanner area based and tile based.

Area based scans scan for the percentage of ore in the surounding area.

Area based scan charges

While tile based scans actualy show the specific deposits and how much of the ore is there,they also cover a much smaller area.

Tile based scan charges

Now that you have equiped the geo scanner the next item you will need will be mining lasers. There are curently small and medium mining lasers. The small ones take 18 seconds to cycle while the mediums take only 12. However mediums use alot more acumulator when used than small. Select which ever ones your bot can handle best continuously.

Once you have equiped your bot with the nesicarly laser you will need to load it with mining charges. These ,as with the geoscanner charges, come specifiing the type of ore they are designed to mine. Be sure that you have the correct mining charge for the scans you will be geting. The easiest way to know what if you have the correct charges is to look at the picture of the ore on both the geoscanner charge and mining . If they match you are good to go.

You are now equiped with the items you will need to mine! So lets get to it. The first thing you will want to do once deployed from the hanger is move away from it to a fairly safe area. Once you find a nice spot where you wont likely be harased by npcs you will want to do an area scan. Depending on what you want to search for you will want to load that scanner type into your geoscanner. To do that right click the geoscanners unit symbol on your hud then select Ammo/charge and select the type of charge you want. The ore name will be at the end of the charges name in parenthesies.
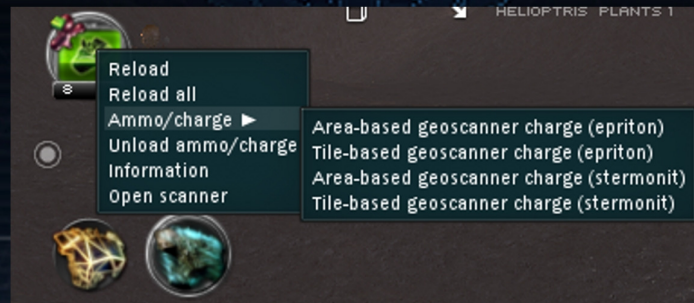
Ok your loaded so next step is to scan . Just left click the icon for your geoscanner and you will begin scaning. This will take a bit so relax and wait for it to finish before moving. Once complete you will want to select upload in the scanner window next to the scan you just made.
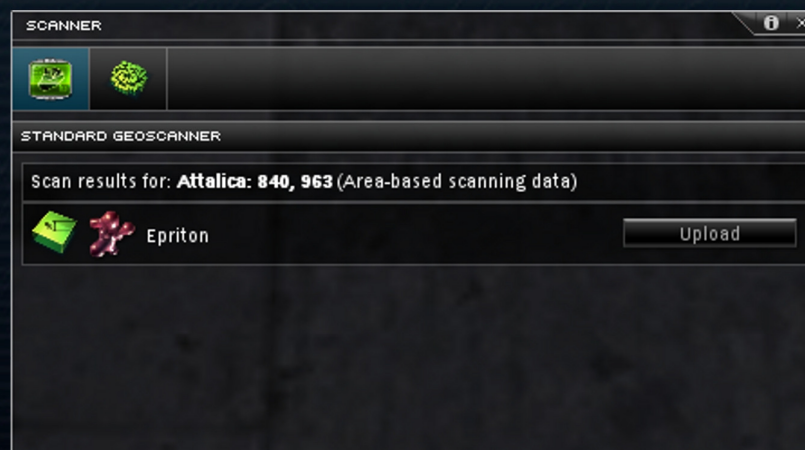
Now you will have your map pop up and it will have a box with a number percent in it. If this says O that means it is detecting no ore of that type in that boxed area. You will have to move along and scan another area. Once you have a scan with a percent in it you can then move onto the next step of doing tile scaning. Dont get disheartend it ill take some time before you find deposits but with perserverance you will find them. The farther away from terminals you get the more ore there is usualy, as others have not mined those areas as frequently. Later on you will be provided with the current known deposits we have already uncovered so do not worry.

After finding an area with some of the ore you want you will then conduct a tile based scan. Just like you did before go and load you geoscanner with a charge ,this time with a tile based scanner charge of the ore you want. Left click the scanner again and begin scanning .

As with before you will then want to upload that data . The map will once again pop up and show you the scan.

Congradulations you now have a scan of some deposits,you can give the scans to friends and allies to use these as well if you are in a mining squad.

In E corp we have a hanger with many scans under the oredrop > bookmarks. You may upload these scans from there by right clicking them and selecting upload. This file is updated frequently so feel free to check back to see what new scans were added.

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After uploading the scan you will want to go back to your scanner window and select the second tab there right of the geoscanner symbol. This tab will have the entire list of all uploaded tile based scans you have. Tick off the check box of the scan you just created and you will then get a 3d overlay on your screen of the deposits. The reder the marker is the more ore there is.

When mining in groups there will be two roles played out,miners and haulers. The miners will actualy aquire the ore while haulers will be taking it back to a terminal to be stored and refined. Mining in a group or squad will require one field container for the ore to be deposited into to free up space to mine more. Once deployed from your cargo anyone who is in your corp can use it.

Containers will disapear after 10 minutes of inactivity so the best way to avoid this is to have one miner always close enough to a container to acess its cargo. Simply acess it then leave that window of the container open and it will not disapear. Also containers are infinite so fill it as much as you please.

Only one hauler is usualy needed for any mining operation. The rest of the group can be miners. If you do not have anyone in the group who can use the hauling bot 'Sequer' simply ask in corp channels if there is someone who can haul for you. Otherwise once done you can have one person hold the container open while the rest of the group hauls it back to a terminal.

Current Ore scans

These are the most up to date scans of the ore deposits that we know of. This map will be periodicaly updated with new scans as they come in. Currently we have only thoroughly explored Attalica and you will likely be mining here most of your time.

Attalica

⊙ Galoly Outpost

⊙ ICS Attica Terminal

⊙ Berwalem Outpost

⊙ Radholme Outpost

Titan ore

Epriton

HDT

Imentium

Liquizit

Stermonit

Harvesting

Similar to mining but with some key differences harvesting requires many of the same extensions to do efeiciently as mining. The items you will need are called harvestor units. As with mining lasers these come in two sizes small and medium. Fit the ones best suited to your bot and that alow you to run them nonstop or close to it.

Again like mining lasers you will need charges for these however unlike mining charges these are not specific to the type of material you will be harvesting. They have a generic ammunition for all types of plants you will be gathering.

Now many tiems i am asked wether or not you cna even fit harvestors to a mining bot like and 'Argano' Or 'Termis' yes you can. They may not gain the benifit that a harvestor bot gains for harvesting but it can be done. Often times you can outweight those miner benefits by having good extensions for harvesting. This also works vice versa.Long story short, if you have decent extensions do not worry about what bot you are using so long as it fits a good amount of industrial mounts. No need to spend a ton of money on another bot right now.

You now have your items for harvesting lets get into the field. unlike with mining with harvesting you will not need any sort of scanner to find what you are looking for. Plants are not hidden beneath the ground like ore deposits. So Head away from the terminal and look for anything growing tall. To find specific plants you will need to consult the imageof the plants raw material in the market. Generaly the color of that will match the plant you are looking for.

For example here is a piece of helioptris. On the right of that is a picture of the plant out in the field. The color of the bulbs match the material when refined.

Once you have found a plant you wish to harvest you will want to check and see if the targeted plant has any thing growing on it to harvest.

As you can see on here once targeted you cna get some information on the plant that you wouldnt get on an ore deposit. The yellow number here shows how much of the plant is left that you can harvest. Once it is all harvested it will die and disapear. Plants can grow back however its beleived they grow back faster if you leave something left on them. So once the number reaches 10 dont harvest anymore if you can help it. This way you will have a prime spot to keep coming back to.

One thing to bear in mind when looking for a prime spot be as far away from enemies as possible! Unlike ore where ya can tank some damage and the ore and you will likely be fine once a buddy shows up to blow em away plants can be destroyed by firefights. So find a nice secluded spot and be sure to have guards if you can to keep NPCs away from the plants.

Much like in group mining you will want a hauler along with a container and some other harvestors. This will allow you to keep things running smoothly . Eficiency is key to any operation. As always be sure to have somone keep the container open and if ya need help dont be afraid to ask for it.
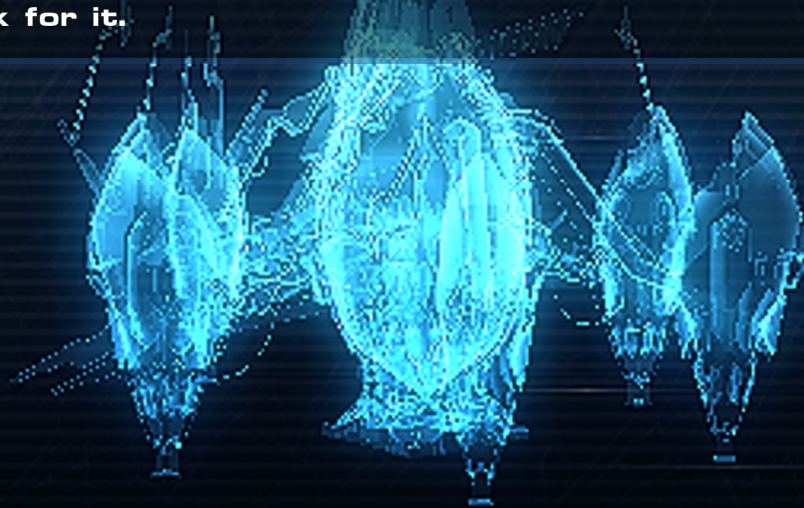
Minerals & Plants

Now that you know how to mine and harvest we will provide you a list of all known minerals and plants. This will give you an idea of what you will be looking for also when looking to refine materials

In this final chapter we will cover arguably the most important part of mining and harvesting. Refining,this is the process by which all raw materials are turned into the respective form the consumer and industrial markets know them as. Here lays all the known ores and the refined materials they can be turned into.

ORE

TITAN ORE

The most essential resource for industry. Though, titan ore is easily available Nianwide, pure titanium still needs to be extracted from the ore. Titan ore is an essential component of Titanium, Plasteosine and Alligior.

IMENTIUM
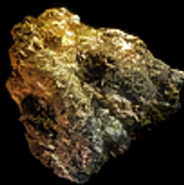
The lightest and also the firmest metal known, can be retrieved from imentium. The weight reducing effect of this material is used to create heavier robots. Imentium is an essential component of Chollonin, Statichnol and Polynitrocol.

STERMONIT

This crystal-structured raw material is needed in almost every kind of industry, from exploitation to modern warfare, due to its versatility. Stermonit is an essential component of Metachropin, Prilumium and Hydrobenol.

LIQUID

HDT

Planet Nia also hide organic-based liquid, the HDT, which is quite similar, but more efficient than petroleum on Earth. Special components make it a versatile raw material for industrial purposes. HDT is an essential component of **Isopropentol, Phlobotil, Vitricyl, Polynucleit** and **Hydrobenol**.

EPRITON

Plate tectonics and ultra-high temperature often create natural alloys with special abilities. This rare and useful liquid is one of them. Epriton is an essential component of **Espitium, Alligior**.

LIQUIZIT

Basic commodity of high-tech equipment, the viscous metal, liquizit can be extracted right under from the bottom ground layer. Liquizit is an essential component of **Vitricyl, Espitium** and **Hydrobenol**.

ORGANIC

HELIOPTRIS

The most common domesticated plant on Nia. Helioptris is a result of genetic engineering, and is mainly used for manufacturing plastics and explosives. Helioptris is an essential component of **Plasteosine, Phlobotil** and **Polynitrocol**.

TRIANDLUS

Climbing plant, used for manufacturing basic bioelectric instruments and new energy sources. Triandlus is an essential component of **Polynucleit** and **Hydrobenol**.

COMMODITIES

ALLIGIOR

By combining titanium and epriton, the extremely strong and resistant alligior can be made. This alloy provides the massiveness, that larger robot categories require.

CHOLLONIN

This commodity can be extracted from imentium, which is contaminated with useless excretas. It is used similarly to titanium, to produce robotic chassis, but the crystal structure makes chollonin much more stable.

ESPITIUM

Espitium is the firmest solid superconductor known. Since it doesn't have any electrical resistance, it remains a first-rate material for robotic components.

HYDROBENOL

Hydrobenol is the only substance that can start the cold fusion. Extremely useful but highly unstable energy source at the same time.

ISOPROPENTOL

During the refinement of HDT, among many other materials, the highly flammable isopropentol can be made. Efficient energy source: its heat of combustion exceeds common benzine.

METACHROPIN

This faceted crystal with useful optical attributes is extracted from the raw stermonit ore. The purified metachropin is mainly used for optical instruments and high-powered lasers.
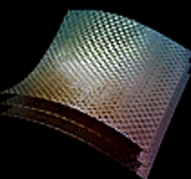
COMMODITIES (cont)

PHLOBOTIL

Phlobotil is used especially for military purposes. After a long, complicated refinement process, this safely containable explosive can be made from the combination of HDT and organic materials.

PLASTEOSINE

The starch in helioptris is able to blend with titanium on high temperature. The outcome is plasteosine, a strong plastic, component of many additional electronic devices.

POLYNITROCOL

Primarily used in military industry as an organic solvent, but is also useful for other sectors of heavy industry, because of its other chemical parameters.

POLYNUCLEIT
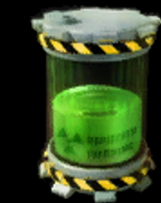
Liquid polynucleit is needed for the manufacturing of large robots. This efficient catalyst and energy source can be synthesized from HDT and a special plastic refined from triandlus.

PRILUMIUM

This rare, crystal structured material is used for manufacturing optical instruments and lasers. The creation of prilumium is slightly more complicated than metachropin, because stermonit ore contains less of this crystal.

STATICHNOL

You can gain this considerably useful commodity from the imentium rock. Statichnol is a fluid with high viscosity, but it gets more solid than titan under electromagnetic impact.

COMMODITIES (cont)

TITANIUM

Titanium can be extracted from titan ore. Pure titanium - ready for factorial work - is the most prevalent commodity in Nian machine industry.

VITRICYL

Vitricyl is a much lighter and stronger plastic than plasteosine. The material is made from the mixture of distilled HDT and the quite rare liquizit.

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COMMODITIES	RAW MATERIALS NESICARY TO CREATE THEM			
Alligior	Titan ore	Epriton		
Chollonin	Imentium			
Espitium	Liquizit	Epriton		
Hydrobenol	Triandulus	Liquizit	Stermonit	HDT
Isopropentol	HDT			
Metachropin	Stermonit			
Pholobotil	HDT	Helioptris		
Plasteosine	Titan ore	Helioptris		
Polynitrocol	Imentium	Helioptris		
Polynucleit	HDT	Triandulus		
Prilumium	Stermonit			
Statichnol	Imentium			
Titanium	Titan Ore			
Vitricyl	HDT	Liquizit		

Thank you to all who helped make this possible. From those who taught me how to mine and got me into the game to those who helped me figure out how to make sense of the extensions. Also thanks to all those who helped make scans .Especialy Piv thanks mate!