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Wurm unlimited guide

I'm going to try Wurm Online (no premium until I decide I like it), & wonder if there are any good, up-to-date guides for beginners? Popular Steam Guides Written guides, references and introductions Author: --Arcanias 04:12, 5 April 2012 (UTC) Starting out in Wurm! Starting at Wurm can be difficult at first, but as long as you are pointed in the right direction, you can thrive on land. Statistics in Wurm are Janobar, Hunger Bar and Endurance Bar; These statistics are your lifeblood. This section teaches you to keep an eye on each one and supplement them accordingly. Hunger Bar You have to eat in Wurm, just like we all do every day in real life. But in Wurm, when you eat, you get nutrition as well as completing the food meter. However, as a new player, you don't have to worry too much about eating. That's because if your hunger meter reaches 7%, fasting that uses a layer of fat to improve your hunger meter back to 80%. You can explore your body to get an idea of how many layers of fat you have (usually new players have 8 layers). For more information, see Famine. Thirst bar The blue thirst meter is one that should always be nicely kept nice. Thirst affects the renewal of sustainability, which is very important in Wurm. As previously said, durability affects the speed at which you perform tasks and other functions inside Wurm. Having a thirst meter above 80% also gives you the best renewal. Keeping your thirst meter filled is very simple, so once again you don't have to worry. There is plenty of water for everyone around Wurm and it is never a problem for a friendly neighbor to share them. Keep in mind that most of the Wurm community is very helpful and either shares their water or guides you to the location to find some. Endurance/Health Bar Finally, you have a Stamina bar that doubles as a health bar. This shows how tired your character is. When it's 0%, you walk slower and perform tasks more slowly. You need to stop performing tasks, climbing, moving, etc. to complete the endurance bar. Your thirst bar, as previously said, affects the speed that regenerated endurance. If you take damage, it will remove parts of your endurance based on how severe the wounds are, how many wounds you have and where they are located. This means that your maximum stay decreases until the priest has either healed you or used the healing cover (see in-depth explanation of the emergency room). Finding a place to start Finding a place to live in Wurm can be a bit of a difficult task. However, some servers have villages where new players can stay, such as inner city orphanage independence (Freedom). These villages allow you to learn the ropes of the game and also allow you to gain skill levels and personal experience of the game so that you can move on without being completely confused. you to find a nice place to settle, these simple simple settle your new settlement. Water water is a much-needed resource and should always be taken into account around the new settlement. Finding a water source in a cave, lake, river or stream would be great. It doesn't matter where it comes from, but you need water to fill your thirst meter. Closing mine mine is important. Most of the things you create are made of either stone or iron. Both materials can be extracted. A good distance would be somewhere nearby, which is not a perfect pain in the second cart back and forth. Another idea would be to set up a small camp inside the mine. Make sure you are allowed to do this if it is a public mine. Most public mines already have fores and bulk warehouses close to use. However, it is not very difficult to create your own. For more information, see Mining. Space You don't want to build according to someone's construction plans, so check the local or national conversation to see if anyone is building near you. The space is important, so make sure there is plenty of space between your neighbors. Be sure to ask your neighbors before construction begins, this will keep you on good terms with your neighbors, which can prove very useful to both. Wood As a new operator, wood will become very useful in your future endeavours. Whether you're part of a village or decide to leave alone, you always need wood. It's not hard to find a tree. Just look for the trees. However, before cutting down the trees, make sure they are very old. For more information, see Woodcutting. Help Seeking help is very important, whether it's in Wurmmedia, forums or in-game play. Know the resources you can use to get help. Be polite on CA HELP and forums and try checking wiki if you need help before asking players for an in-game game. If you need help from an in-game player, be sure to know where you are. If you need help finding a map of your server, check & here< or forums. These very simple instructions will help you find your place to settle down. Don't forget that you can always join the village if you feel uncomfortable creating your own settlement. You start first you want a house that keeps all your stuff inside and keeps you safe from any nasty crowd that wants to crush your flesh. 1. Chop trees with an axe and make planks. For a 1x1 house you need about 80 planks and 4 large nails. 2. Use that over-the-top tree to make yourself some axings. Use them with a gavel head and handle and attach them as a gavel. 3. Next, you will need nails. Find iron ore in a nearby mine or public mine (ask CA HELP for a pointer in some directions) About 10 iron ore are doing well. 4. Locate the public oven (also ask for CA HELP) and light it with a lighter chip and flint and steel. Put the iron ore in it. 5. Wait for iron ore to turn into coke, and Forget to use the random log to feed the fire so that it does not burn out. 6. Activate the gavel, right-click the nodule (make sure it glows with heat) and make a small anaelia. 7. Once you have received a small anaem, use an nodule with about 4 large nails. 8. Now you have the necessary materials to make your house. 9. Now you should flatten the earth structure to the intended location. For more information, see Flattening. 10. Finally, activate the gavel, right-click on the box and click design the building. 11. Now add all materials to it by clicking continue construction. Secondly, the next task would be to get storage space in the house, such as bulk storage or BSB, as they are commonly known. You will need: 1x iron band 25x planks 4x nails You may also need a food supply. You will need: 1x iron band 25x planks 4x nails Feeding yourself foraging/botanicals Probably the simplest way to get food is simply by right-clicking on the grass sllaet and choosing nature & feed/botanical. Foraging Can give berries and some herbs, vegetables and nuts Botanical can give you herbs, vegetables and seeds Hunting To find an animal that is with your fighting skills, kill it, then slaughter it by carting is a good way to get meat (see Animals for your fighting skills). Fishing Fishing is the best source of meat when you don't want to risk fighting, fishing, you need a fishing rod To make a rod you need: 1x shaft 1x fabric 1x fishing hook Cooking Cooking, you need to make a campfire to cook the ingredients or you can use the oven. Breakfast is easy to prepare. Use a ceramic bowl, add a vegetable or herb and place in a heat source. There are plenty of other dishes for cooking, but this is the simplest. For more information about cooking, visit the wurmpedia cooking page. Your first days at Wurm Online Basic Knowledge What do I do? < Wurm Online Jump to navigation Jump to search Wurm is a Java app, so it works on any system as long as you have Java. If you're using a laptop, it's strongly recommended that you use the mouse instead of the touchpad. This is because Wurm has a lot of dots and clicks. Ingame Tutorial[edit] Covers everything you need to know, takes about 30 minutes to complete for the first time. I've been playing the game for years and I'm still learning things when I go through the tutorial. It's full of information, so just do your best and at least try to grease everything. It can physically help you take a few notes. Joining the Village[edit] A popular way to enjoy wurminen with the group. check forums or ask in kingdom chat. A solo sample is interested in surviving in the wilderness alone? Fantastic! Here are a few pearls of wisdom to help you get back on your feet. Build your skills - stay close to the city of origin for your first hours. Here you can grow digging clay or tar, mining rock and wood felling. Also build your mind and and Master the skill by teasing and cooking, building carts and cooking forged objects. You'll survive much longer on your own if you can first build the following skills to level 5: Body control Body control Digging Digging Logging Cooking Carnations Now you're ready to go on your journey! By now, you should have created the following: a gavel small bucket of 5-10 large and small nails door locks the small anaelia 5-10 healing covers with 2 clay jars and 2 clay bowls perhaps also a small cart, depending on how quickly you want to move. I suggest you stay close to the water, drinking and also the place to retreat from aggressive animals that can't swim. You're free to go through abandon houses that aren't kissed down is fair game! Look for mines with iron ore, this is vital in any homestead. Here's also a list of animals you can meet: Dogs, wild cats and deer (the easiest practice in these first) Mountain Lions, Black Wolves and Cave Bugs (harder, try one by one) Gobbles and Huge Spiders Unicorns and Crocodiles (Very Hard) If [When] You Die [It Happens!], you return to the village you belong to, or the starting point. All your start-up equipment is still in stock. However, all the equipment you have aquavinzined yourself is in your body. If you're not on a PVP server, only you can rob your body, so you don't have to rush to pick up your targets. Some of your skills go down randomly every time you die. Good time! You have fun! Creating a village[edit] This requires buying play money with real-life money. Technically, it can be done without real money, but this is very rare and would require a considerable amount of time, effort and haggling over the game. Ingame.