



crafting recipes
vol. 1





this notebook is property of
alkali
if found, please return

* Note to self:

*According to Ben and papa Albert, information
may change as advances in alchemy are achieved*

Refinement

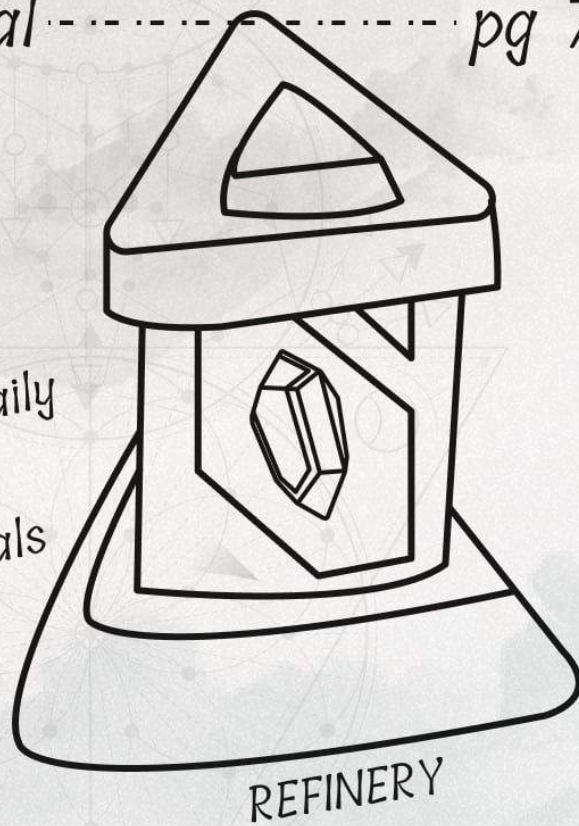
✧ refining genotype crystals

genotype crystal—the base unit of construction

- ✧ earth crystal pg 7
- ✧ fire crystal pg 7
- ✧ metal crystal pg 7
- ✧ water crystal pg 7
- ✧ wood crystal pg 7

why refine?

- 1) My habitat spawns **unrefined** crystals daily
- 2) crafting requires a lot of **refined** crystals



Cosmetic Crystals

cosmetic crystals—items used to change a Genopet's color aesthetics (including body parts)

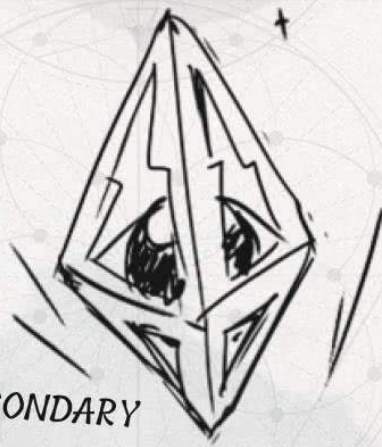
- ✧ primary chroma crystal pg 10
- ✧ secondary chroma crystal pg 10
- ✧ light crystal pg 10



PRIMARY



* needed to change the colors of my genopet



SECONDARY

Crafting Reagents

reagent-crafted compounds combined with other components to create augments and other effect-producing items

✧ antennae reagent	pg 13
✧ ear reagent	pg 14
✧ eye reagent	pg 15
✧ horn reagent	pg 16
✧ mane reagent	pg 17
✧ tail reagent	pg 18
✧ wing reagent	pg 19



EYE REAGENT



WING REAGENT



TAIL REAGENT



ANTENNAE REAGENT



MANE REAGENT



HORN REAGENT

* must craft these first
- key ingredients for
augments

Crafting Augments

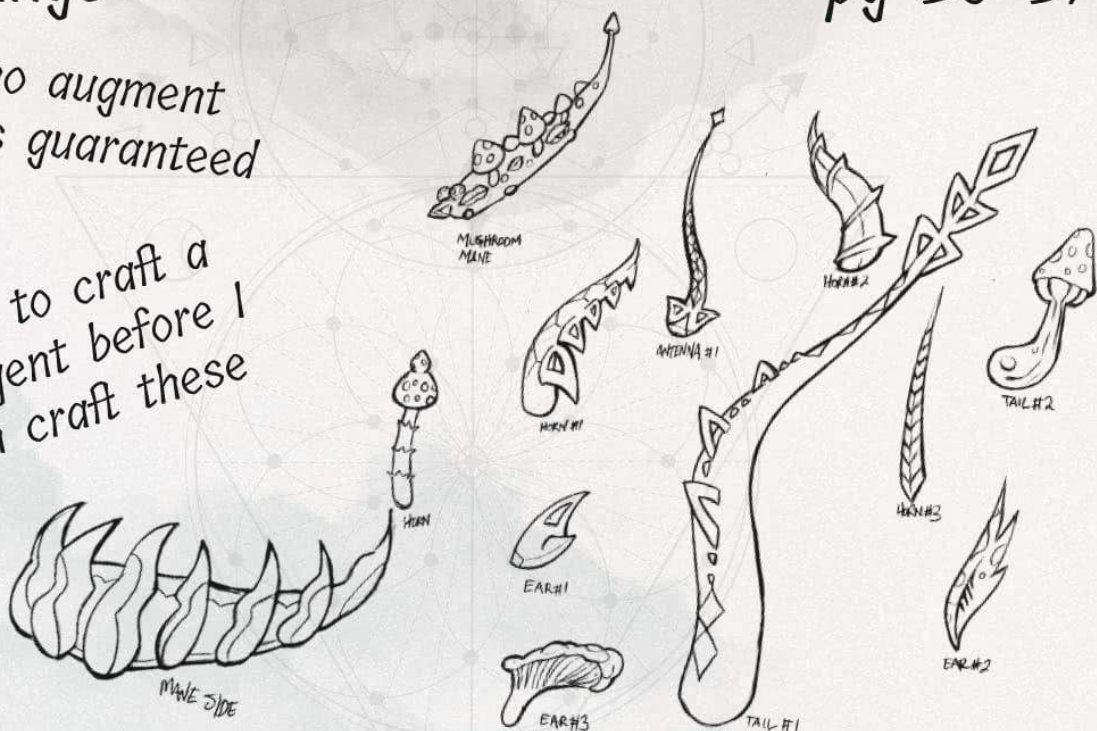
augment—swappable Genopet body parts, used to customize your pet (reagents are necessary)

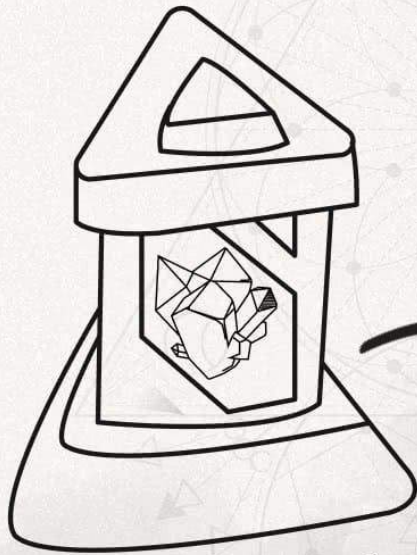
✧ antennae	pg 24-25
✧ ears	pg 26-27
✧ eyes	pg 28-29
✧ horns	pg 30-31
✧ manes	pg 32-33
✧ tails	pg 34-35
✧ wings	pg 36-37

* no augment is guaranteed

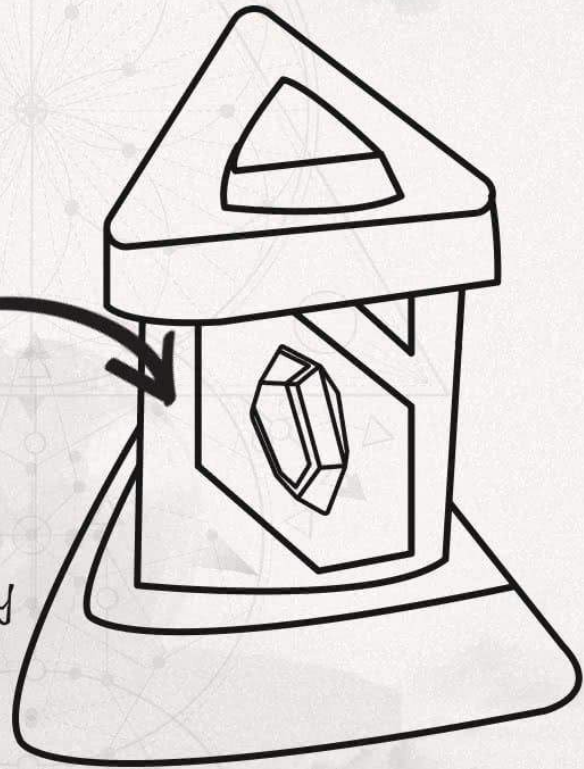
* need to craft a reagent before I can craft these

pg 4





My habitat spawns
unrefined crystals daily



I can refine those
crystals in my **refinery**

Refinement

refinement—the act of taking an unrefined genotype crystal spawned by a Habitat and turning it into a refined genotype crystal

* Genesis Habitats spawn unrefined crystals without a native elemental type. The element of the crystal must be selected by me during refinement

Refinement Overview

UNREFINED CRYSTALS

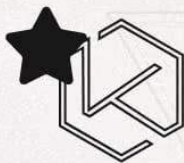
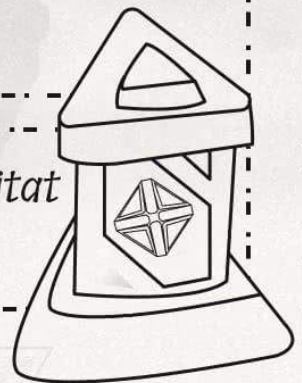
- * unrefined crystals are naturally spawned by Habitats
- * Habitat spawns unrefined crystals of its same elemental type, unless it is Genesis
- * unrefined crystals are unusable

REFINED CRYSTALS

- * crystals that have gone through the process of refinement
- * classified as an SFT
- * necessary to practice alchemy

REFINERY

- * located in the workshop of my habitat
- * refinery works **instantly**

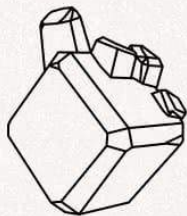


refining **costs 10 KI**

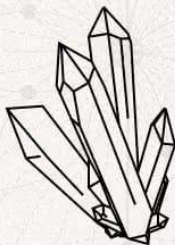
WHY REFINE CRYSTALS

- 1) needed to terraform Habitats
- 2) needed in crafting recipes like reagents and augments
- 3) can be sold or traded

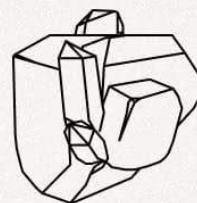
Unrefined Crystals



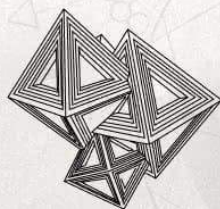
wood crystal



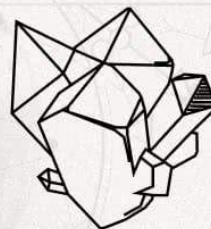
water crystal



earth crystal

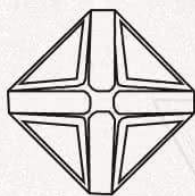


metal crystal



fire crystal

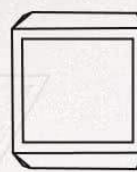
Refined Crystals



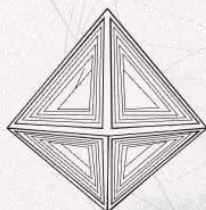
wood crystal



water crystal



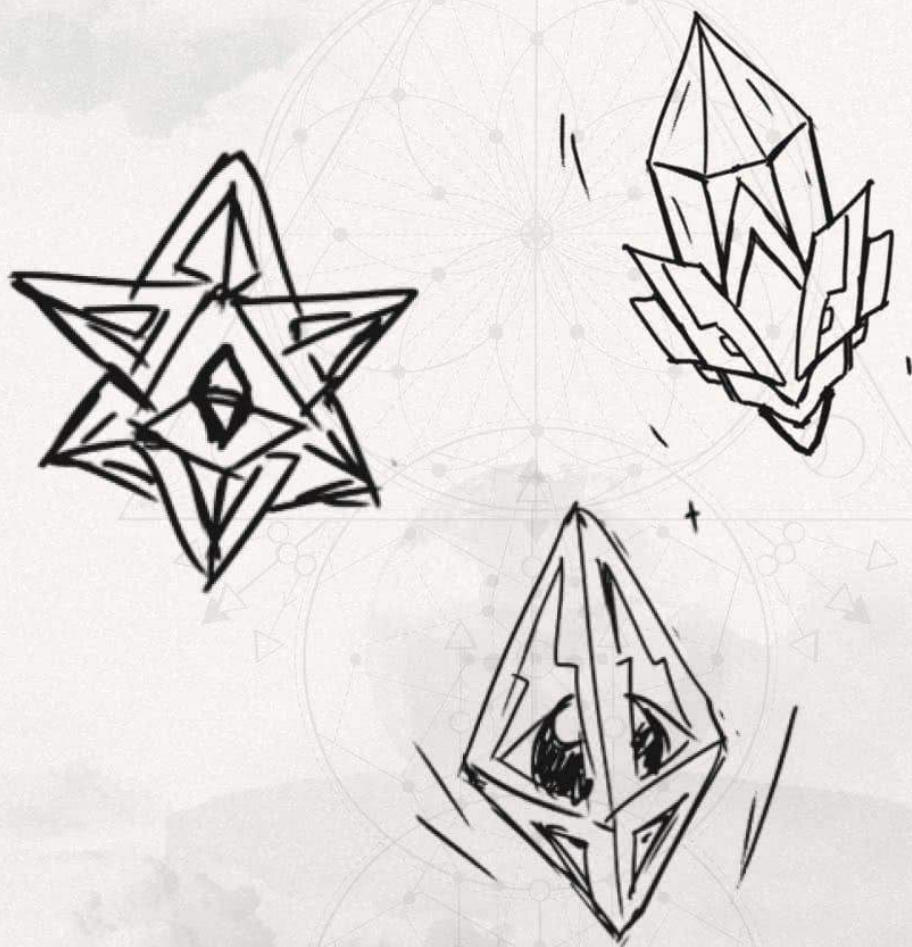
earth crystal



metal crystal



fire crystal



Cosmetic Crystals

cosmetic crystals—crystals that can be crafted in a laboratory to change my Genopet's coloring

There are 3 different crystals, each one for a different purpose: change primary coloring, change secondary coloring and change light line coloring

Cosmetic Crystals Overview

cosmetic crystals—crafted crystals that change the color of a Genopet

3 TYPES OF CRYSTALS

Adsynth Chroma Crystal

* changes the color of a Genopet's adsynth shell

Subsynth Chroma Crystal

* changes the color of a Genopet's subsynth shell

Lume Crystal

* changes the color of a Genopet's light lines

NO MAINTENANCE REQUIRED

primary color

light lines

secondary color

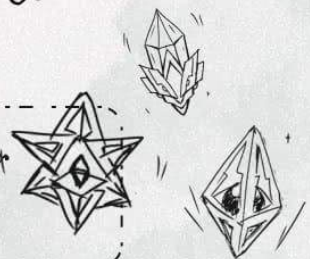
my pet's new colors will last until I use new Chroma Crystals to change them

WARNING

I can't undo using the Crystals if I like my original coloring more

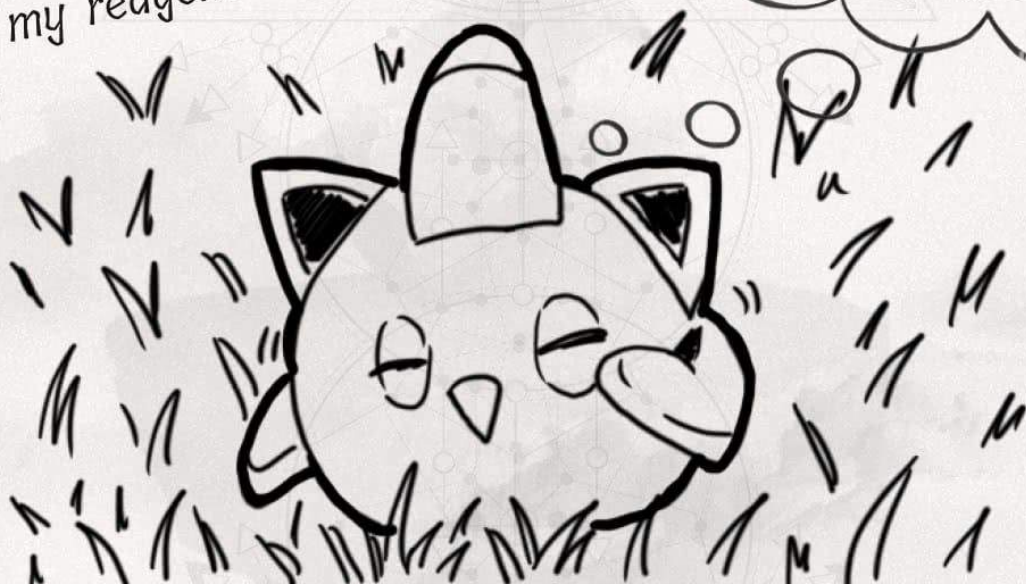
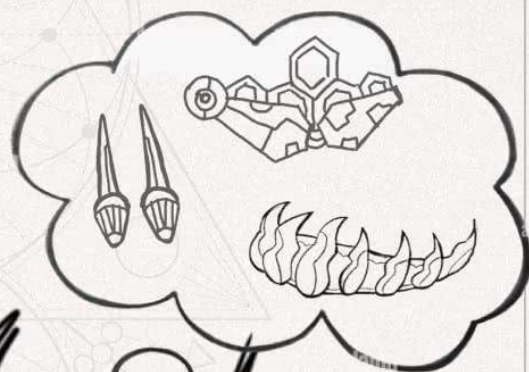
APPLICATION

* can use one Crystal at a time or all 3 to customize my Genopet





dreaming up all the cool
augments i'll craft with
my reagents



Reagents

reagent-crafted compounds combined with other components to create augments and other effect-producing items

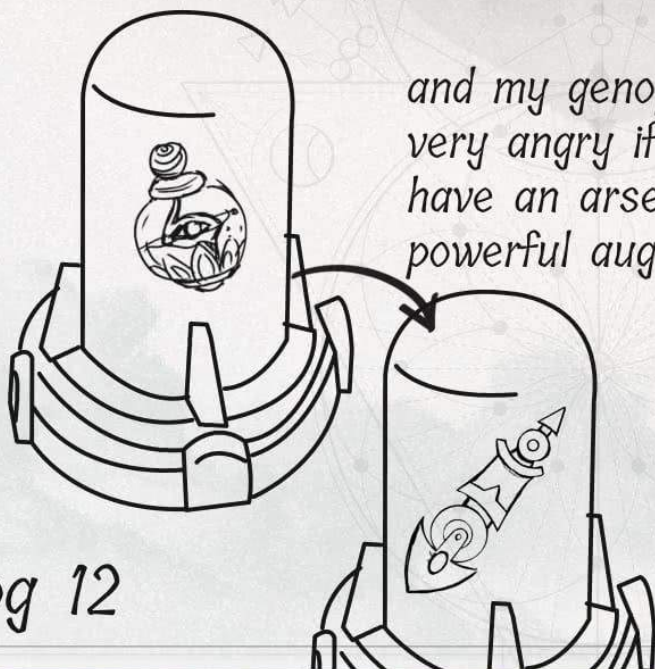
Reagents Overview

INFORMATION TO NOTE

- * a reagent is an advanced ingredient necessary for crafting augments
- * it is considered an advanced ingredient because it must also be crafted via a specific recipe
- * a reagent affects what kind of augment is crafted, but not what style

WHY CRAFT REAGENTS

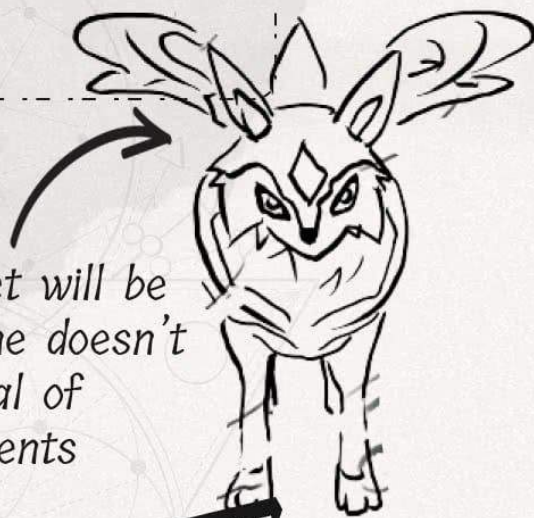
1) i can't craft augments without them



and my genopet will be very angry if he doesn't have an arsenal of powerful augments

IMPORTANT

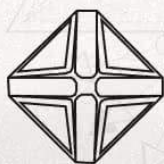
the reagent i craft will not affect the class or variant of the augment i craft with it



Antennae Reagent Recipe

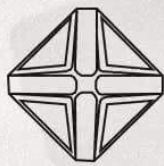
antennae reagent—an advanced ingredient needed to craft antennae augments

CRAFTING RECIPE



wood crystal

+

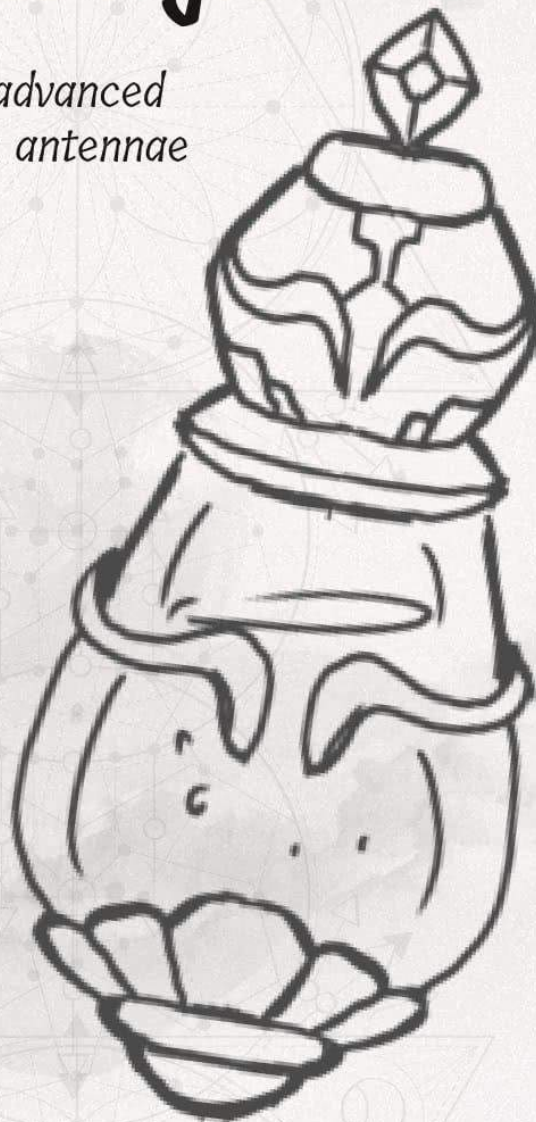


wood crystal

+



100 KI



IMPORTANT

time to craft:
5 minutes

no guarantee what antennae
I'll craft using this

pg 13

Ear Reagent Recipe

ear reagent—an advanced ingredient needed to ear tail augments

CRAFTING RECIPE



earth crystal

+



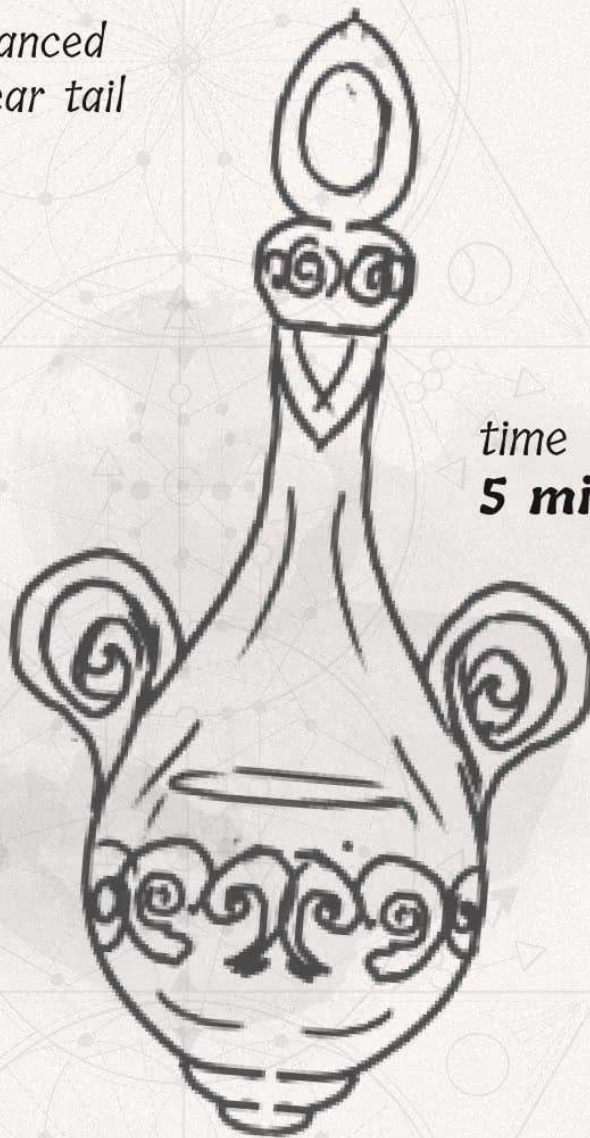
water crystal

+



100 KI

time to craft:
5 minutes

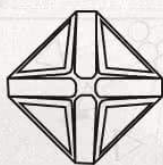


* crafting with an ear reagent
will not guarantee which ear
augment will be created

Eye Reagent Recipe

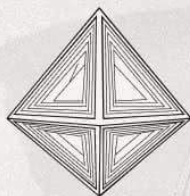
eye reagent—an advanced ingredient needed to craft eye augments

CRAFTING RECIPE



wood crystal

+



metal crystal

+



100 KI



NOTE

time to craft:
5 minutes

no guarantee what eye
I'll craft using this

Horn Reagent Recipe

horn reagent—an advanced ingredient needed to craft horn augments

CRAFTING RECIPE



fire crystal

+



fire crystal

+



100 KI



time to craft
5 minu

* I will **not be able to choose** which horn augment I'm crafting when I use this in a recipe

Mane Reagent Recipe

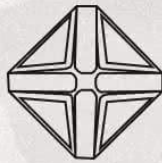
mane reagent—an advanced ingredient needed to craft mane augments

CRAFTING RECIPE



water crystal

+



wood crystal

+



100 KI

time to craft:
5 minutes

NOTE

this is needed to craft mane augments, but it won't guarantee which I craft

pg 17



Tail Reagent Recipe

tail reagent—an advanced ingredient needed to craft tail augments

CRAFTING RECIPE



water crystal

+



water crystal

+



100 KI



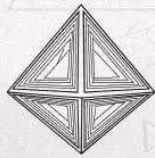
time to craft:
5 minutes

* when crafting with a tail reagent, the only guarantee is a tail augment will be created—**not which tail augment**

Wing Reagent Recipe

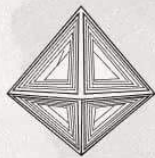
wing reagent—an advanced ingredient needed to craft wing augments

CRAFTING RECIPE



metal crystal

+



metal crystal

+



100 KI

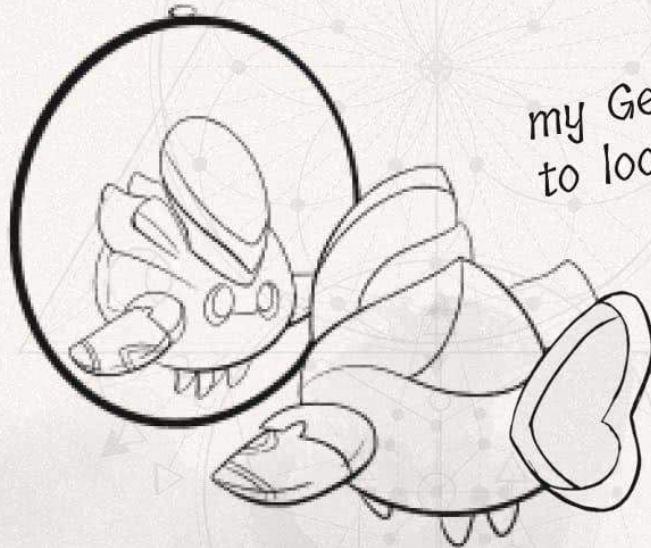
time to craft:
5 minutes

REMEMBER

there is no guarantee what
kind of wing I'll craft when
using this reagent in a recipe
pg 19







my Genopet is going
to look legendary!

Crafting Augments

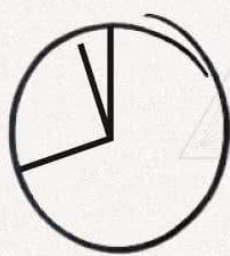
augments—swappable Genopet accessories and parts, used to customize your pet.

IMPORTANT

01000101 01111000 01110000 01100101 01110010 01101001
01100101 01101110 01100011 01100101 00100000 01101001
01110011 00100000 01110100 01101000 01100101
00100000 01110100 01100101 01100001 01100011
01101000 01100101 01110010 00100000 01101111 01100110
00100000 01100001 01101100 01101100 00100000
01110100 01101000 01101001 01101110 01100111 01110011

Augments Overview

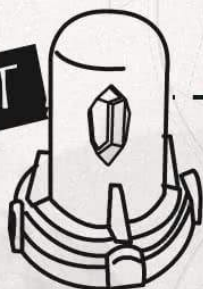
* when crafting an augment with a reagent, the resulting augment will have the following odds



70% common
25% uncommon
5% rare



IMPORTANT



crafting augments is a science of: **good fortune + mystery**



The type of reagent used determines the type of augment, but no way to guarantee what augment i'm crafting or its stats...



so i should craft as much as possible

WHY CRAFT AUGMENTS

- 1) make my Genopet look cool AF
- 2) cooler augments could make my pet more unique & valuable(?)
- 3) battle - augments affect stats

Augments & Battle

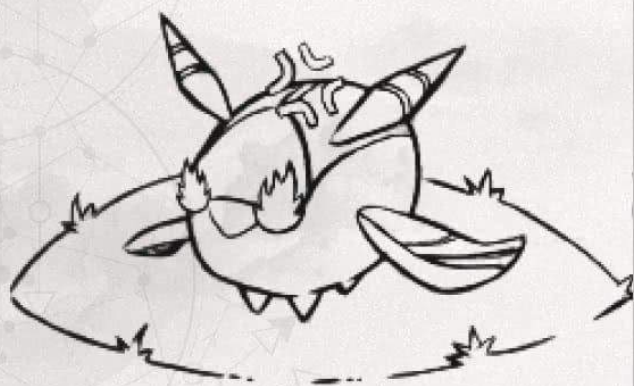
Prepare now to win the fight!

Not just a pretty thing...

Augments are crucial to Battle
They'll determine my moveset, and modify my battle stats.

	stats
HP	50
Attack	20
Defense	20
Speed	20

**PREPARE TO
BATTLE**



my augments will
affect battle value


more augments
= more strategies
to adapt vs
various opponents

Tail Augment Recipe


tail augments– Swipe your tail to knock them down.
Can replace a Genopet's current tail (attribute).

time to craft:
24 hrs


CRAFTING RECIPE


3 water crystals

+



tail reagent

=




Unclear

* no guarantee which tail will be created when crafting

+


2 GENE

POSSIBLE OPTIONS:

  
Anais Tetra Moebu

**tail augment will immediately match
whatever level + stage my Genopet is!?**

Tail Evolution

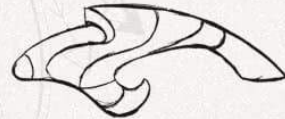
As my pet evolves, the tail augments will evolve too!

* marketplace augments will
always show as stage 01

stage 01

stage 06

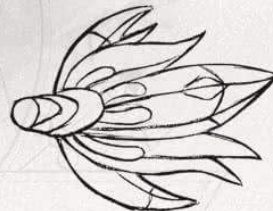
Anais



Tetra



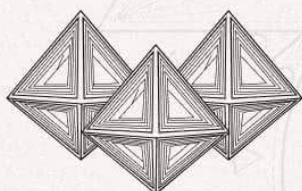
Moebu



Wing Augment Recipe

wing augments—flap them hard enough to make a slight breeze. Can replace a Genopet's current wing (attribute).

CRAFTING RECIPE



3 metal crystals

+



wing reagent

+



2 GENE

=



Unclear

time to craft:
24 hrs

* no guarantee which wing will be created when crafting

POSSIBLE OPTIONS:



Pipelia



Naruza



Cirrus

**doesn't matter what stage my Genopet is,
the wing will automatically evolve to match**

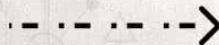
Wing Evolution

As my pet evolves, the wing augments will evolve too!

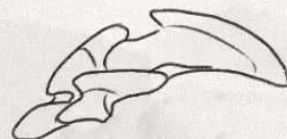
stage 01

stage 06

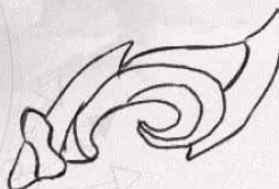
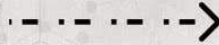
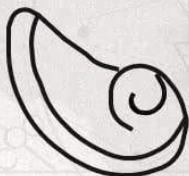
Pipelia

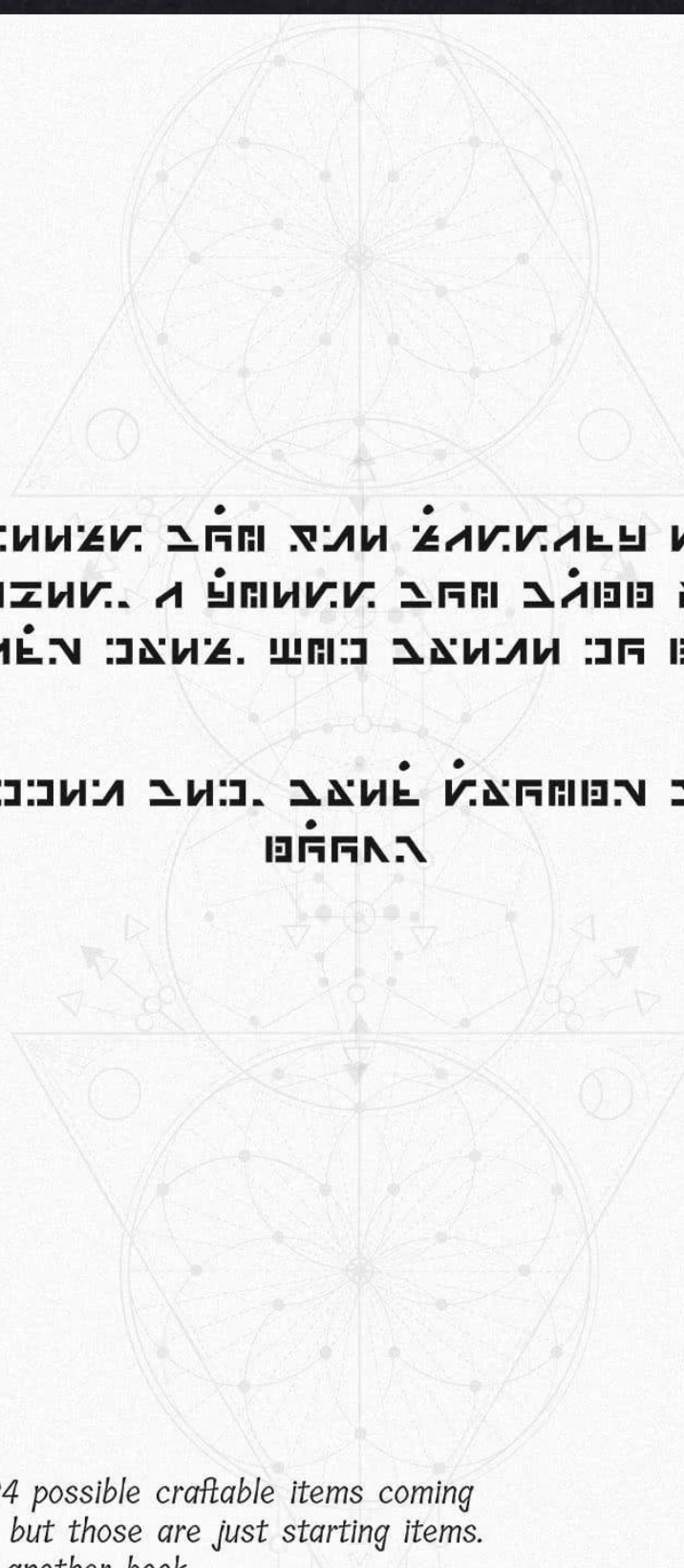


Naruza



Cirrus





הַמִּשְׁלֵחַ הַזֶּה יִשְׁלַח לְכָל הַיָּדֵיךְ וְיִשְׁלַח לְכָל הַיָּדֵיךְ
וְיִשְׁלַח לְכָל הַיָּדֵיךְ וְיִשְׁלַח לְכָל הַיָּדֵיךְ
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to self:

are over 224 possible craftable items coming
Genoverse, but those are just starting items.
ig to need another book...