



VALHALLA GAMING

Starter Guide



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Prologue

The Valhalla team would like to welcome you to this "new" project.

As you can already see on the guidecover, this is an
Eternal Live + Primal Fear project. Let's call it affectionately
Eternal Fear.

This guide will lead you through the beginnings and give you some useful
tips and tricks, so that you can find your way in the confusion of engrams,
saddles etc. to find your way.



The landing

While in the normal Ark game dodos, carbonemys & Co. belong to the peaceful sort, here they try to kill you pretty fast... if you see any at the start, run for your life.

Now everything should go a bit faster, get tools, collect materials, build the hut, set up the bed. So far so good. Now you should slowly expand your base and bring all the necessary things.

Dinos are the be-all and end-all in Eternal Fear. Without them you can't do anything, because you can't stand enough, you farm less than them even with tools and you run too slow anyway.

One of the first dinos you tame is usually a Toxic or Lightning Carbonemys, because they are easy to stun with the Poison Spear and the saddles are not too expensive. Both of these "elemental types" can stun enemies with their attacks.



Kibble... Meat... Berrys???

Due to the fact that Eternal Fear links two mods together, you also need different "favorite foods" for the dinos

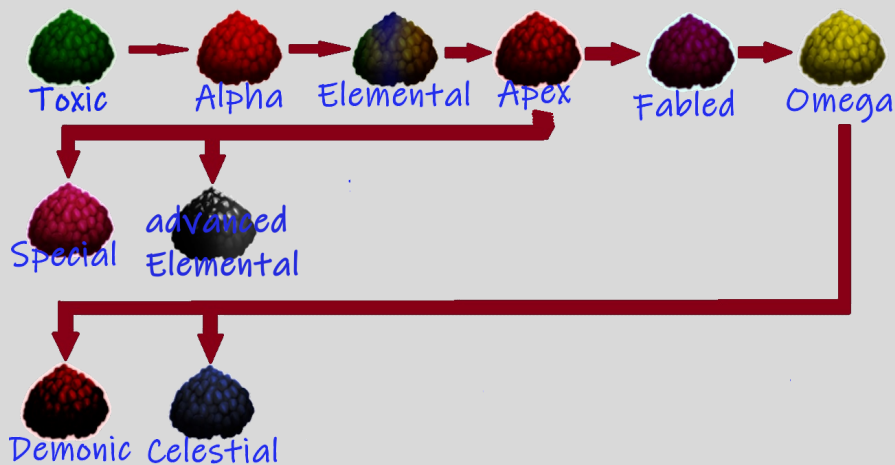
Eternal Live brings you the foods Eternalberrys and Meat.
Primal Fear in turn comes with its own Kibble system.

Eternal Food



Primal Fear

Here it is a bit more complicated. a "kibble sequence" must be strictly followed, as you always need the weaker kibble egg to make the larger kibble

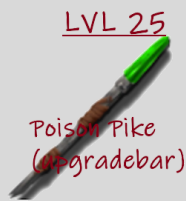


1x1 Stunning

You have a lot of useful tools for stunning in Eternal Fear. Apart from the actual stun darts, you have access to a few more things. I'd like to briefly show you a few of them, in the order in which you'll learn them.



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Alpha Saddle or Alpha Saddle?!?

As the title suggests, not all saddles are created equal. Because dinos spawn from two different modpacks, there is a corresponding overlap in some dinos, there is also overlap in the saddles.

As a rule of thumb you can remember, if you have to tame the dino with Alpha Meat, Prime Meat or Instatame Meat, it needs a saddle that uses Dino Hearts and/or Dino DNA. If the dino must be tamed with the appropriate Kibble, then the saddle will also need the appropriate leather for it.

Here is an example using the Alpha Raptor from both mods:



Tips & Tricks

Here you can find some useful tips for your Eternal Fear adventure. Of course, these are all personal opinions and not "you have to do it this way now".

- Find a safe shelter quickly
- Tame your dinos early for the kibble order
- Organize quickly "Farm Dinosaurs" e.g. the Eternal Stego, he gets out everything
- Always have enough HP injectors with you
- Element is not a problem, there are enough bosses running around on the map that drop them
- When you do bosses, do them with more than one (if people want to). Because the items you get, like souls, everyone gets who is close to the boss on the kill.
- You will die a lot, have a very high frustration level (especially in the beginning).
- Not all armor is the same! There are armors with different extra buffs
- Keep order in your base from the beginning... Later on you won't find anything again.
- Bosses can be called via Boss-Summoner! On Ragnarok and Fjordur there are Boss-Teleporters
- To start early with the "Kibbles" you need smokehouses and a greenhouse.
- Remember your Movement Speed! 150% can make the difference between life and death
- If the Eternal Buff (no fall damage) doesn't work, just die once, then the buff is active again (usually the error occurs when you log in fresh).



Epilogue

We would like to thank everyone who made this journey with you possible! Of course, we hope that the Eternal Fear project will be very popular and that it will take you away from your everyday life in the Ark.

Your Valhalla Team



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