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Climbers axe the forest

also be upgraded, and combined with a cloth then traced when needed to inflict fire damage. The axe made was the slowest of all axes, as well as one of the slowest weapons in the game in terms of speed. However, since the necessary items are very common, it can be useful for the crafting of these weapons very early in the game. It addresses more damage than the Axe Plane, has more knockdown power and further reach. It also has high levels of blocks, similar to modern Axis and Craft Club. Sometimes, the cannibal can be seen equipped with an axe made and uses them in combat. After killing such an armed cannibal, an axe can be collected. At the start of the game near the site of the plane crash, there was a suitcase containing the cloth. Get as much as possible, as it can be used to make strings for the axe itself. Craft [edit | edit source] 1 = 1 + 1 + 1 + 1 CraftedAxe Stick Rock Rope Upgrades[edit | edit source] 1 = 1 + 1 + SpeedUpgrade Feathers One of these 1 + DamageUpgrade+ Booze Sap One of theseweapons 1 = 1 + 1 FireUpgrade Fabric One of these FireUpgrade Arms Burning Moment Burns Swing Time Swing % off burn time Upgraded Sticking 240 4 Minutes 8 12.5% Axe Modern 110 1 Minute and 50 seconds 7 14.2% Craft Club 110 1 Minute and 50 minutes moment 9 11.1% Club 110 1 Minute and 50 seconds 9 11.1% Crafted Axe 90 1 Minute and 30 seconds 4 25.0% Rusty Axe 80 1 Minutes and 20 seconds 33.3% Axis Aircraft 50 50 seconds 4 25.0% Upgraded Rock * Gallery[edit source] as it appears in the craft part of the axe survival guide made during blocking. Axes made in player inventory. An axe made in the hands of players. Update History[edit | edit source] Changes Version v1.0 Axe restored texture and bloody variation Items that cannot be made because it is at maximum capacity in the current inventory appears on the recipe list with icons indicating it cannot be carried burning weapons no longer heated when entering the cave and climbing an enhanced arms settlement rope on the shelves and holders! Molotov's and holding burning weapons are no longer burned by rain Better looks of gun-held fire and add to the effect of a fabric solution wrapping arms now red v0.69 Gun speed calculations are now clamping down on negative values so that slow weapons like Axe made with increased damage does not end with the wrong animation speed value and can not cut the point v0.66 Keratan player's arm fixed through the camera sometimes during the axe attack v0.50 Paksi still sometimes appears to hit the enemy after the weapon has swung through the screen v0.47 Plus heavy attacks for to axe type weapon v0.39 fixed axe gets stuck occasionally when performing recurrent cut-ground attacks v0.36 Axes nonetheless does not get a bloody heavy axis v0.35 remains to have like wood if the current swung jump v0.33 Axe end position is now dynamically adjusted when hitting crocodiles/turtles and other objects v0.28 Speed is lowered and axe damage made v0.27 (Balance) Slight increase of all axe damage v0.25 (audio) Axe, club and rock weapons are now making an impact when hitting the airplane body (balance) slightly lowering the energy drain from ber Axe v0.18 Stealth killing can now be done with any axe/stone/wood type weapon v0.08 new axe craft now needs a rope to build (Rock,Stick, Rope) v0.01 Crafted Axe added to the game From the Forest Wiki Axes is a very important kind of tool/weapon to survive on the peninsula in the Jungle. Axis is used to cut trees for logs and smaller trees for wood. They are also used in battle to not only attack cannabis, but to block and defend themselves from attack as well. The players received their first axe, an axe of the plane, shortly after starting the game. Others can be obtained by players over time, through either craftsage or cave exploration. All axes can be combined with a cloth to light an axe on fire, serving as a more lethal weapon but also a source of light. Booze can be added to prolong the amount of time that an axe is burning. The modern axe is the most efficient axe to reduce trees, since it only takes nine hits. The axe of the plane will take 17 hits. Axis List [edit | edit source] Axe Axe Rusty Axe Modern Climbing Axe – Cannot reduce machete trees - Technically serve as an axe because it can reduce trees from the Sinkhole Forest Wiki (also referred to as holes, craters, or just large holes) are environmental features added in the v.16. It's not mentioned in patchnotes, so that sudden appearance surprises many players. Getting to the Bottom[edit | edit resources] There are various ways to get to the bottom of the sinkhole. To get to the bottom you can: Go through Cave 7, which will open a pair of sacrificial doors at the bottom of the sinkhole, allowing the player to walk straight away. Jump/slide down the badge on the wall. This is very dangerous, and the player will probably suffer serious injuries, possibly fatal as he proceeds; meds and other cured goods are necessary. This method is often used in speed runs. Build a set of stairs. This is a very time consuming option. As far as v0.70, the sinkhole has an invisible layer with some ferns growing on it. It cannot be connected with a timber sled, which will only hang in the on invisible obstacles; the only way to convey the necessary materials is to bring balak wood under the barrier layer. Use the climbing axe to help climb down. On the side of the sinkhole, some places have areas where you can attach your climbing axe. The area with the perihemah, halfway down sinks is one of these areas. As of v1.09 there is little area in the sinkhard hole where the climbing axe can be used, however. Build a zipline free across the sinkhole. Use it and leave when you're halfway across the sinkhole (about 6 seconds on the zipline). If you're the right time, you'll land in the center where the water is. Use the turtle shell as a sled and ride down the slopes. (Patched*: No longer a reliable option; still can ride a wall, although it's now quite difficult, and you'll take a lot of damage if you make it.) Use gliders, spinning to progressively lose altitude without walking to the wall. In multiplayer, fall damage can be cancelled by landing on a lowered ally. It is very difficult to opt out, but by landing in any revealed ally, you can undo fall damage and their resurrection, leaving you both alive at the bottom. Content[edit | edit source] fully exploring the sinkhole is required to complete the story. The location contains an entrance to HC Cave, leading to the Sahara Research Laboratory and the end of the game. Players need, among other things, key cards, climbing axes, and rebreathers to fully explore the sinkhole. There are large rock formations scattered across the bottom of the sinkhole, along with several small waterfalls in the north and southeast. A variety of creepy mutants and some common cannabis wander around the sinkhole floors close to each other, making it one of the most dangerous areas of the game. There are usually 4+ pale mutants, 1-2 weapons, and 2-3 (as of v1.09) of cows. This cannibal will speak no matter the game mode (Normal or Hard). Near the victim's door, there was also a helicopter that crashed; machete is available outside the cockpit. Some of the flatished cardboard boxes and wooden crates scattered around it contain circuit boards and other supplies. Battle[edit | edit source] Stones at the bottom of the sinkhole shape wall that directs players around the bottom. Fortunately, they can be on the other hand if a player can find a low spot to jump (like quite near the victim's door). Once on a rock, the cannabis below is a simple option. Just use a flare gun, a lit arrow, or molotovs. Note that if a player remains in a low spot in the rocks, cannabis and mutants can and will charge or jump over. Editable Notes | Edit source] There are notes on the existence of sinkhes available on the Peninsula. The document is collololarically called the Latin Paper and shows a sinkhole painting. The sinkhes bear some similarities to real-life censorship, linked to Virtual culture and Aztec. Deep, usually cave is a place of worship and is used for sacrifice and burial. Gallery - Exodus 1.0[edit | edit source] Sinkhole seen from the top of the cave exit waterfall and other entrances. Stone shelves One more rock shelf and out cavernous bottom of sinkhole seen from a distance of many cardboard cartons Empty endgame cave system box coming in. Bring a rebreather if you're going to dive here the entrance of the Sinkhole and the Sinkhole helicopter - a view of the exit of the Sinkhole cave system - use it to return to Peninsular View from below - daytime exposure from below - during sunset view from below - during the night gallery[edit source] View in the sinkhole from the top of the Tasik rim at the bottom of the sinkhole. The land of the existence of the hole benam. Looking from the bottom of the sinkhole. Update History[edit | edit source] Change version v0.16 Plus to the game v0.18 Man made rim stone has been added around the surface of the hole v0.22 Man make the rim of the stone around the hole has been issued v0.23/v0.24/v0.25/v0.26? The ground has been added to the sinkhole including two streams, a large rock and a dark hole v0.61 The enemy remains in the spawning sinkhole in the Safe and Creative mod. v0.63 Plus the helicopter crashed and macheteed to the bottom of the sinkhole sinkhole

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A wooden axe

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