

EARTH2 JEWEL CRAFTING TOOL

JEWEL RECIPES

JEWEL TO CRAFT:
JEWEL RECIPE:

JEWEL UPGRADE GUIDE

T1 JEWEL QUALITY UPGRADING			T3 JEWEL QUALITY UPGRADING		
TIER 1 - STARTING WITH CRACKED: 24 SHARDS CAN CRAFT A BASE T1 JEWEL			TIER3 QUALITY UPGRADE - STARTING WITH CRACKED		
<p>BLUE, GREEN, GREY, OCHER, SANDY: START WITH CRACKED JEWEL</p> <p>3 SHARDS ESSENCE + 1.98% = CLOUDY</p> <p>9 SHARDS ESSENCE + 2.28% = COMMON</p> <p>19 SHARDS ESSENCE + 2.73% = CLEAR</p> <p>30 SHARDS ESSENCE + 3.04% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>BLACK & ANTHRACITE START WITH CRACKED JEWEL</p> <p>3 SHARDS ESSENCE + 1.98% = CLOUDY</p> <p>9 SHARDS ESSENCE + 2.28% = COMMON</p> <p>19 SHARDS ESSENCE + 2.73% = CLEAR</p> <p>32 SHARDS ESSENCE + 3.04% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>YELLOW - (GOLD D2) START WITH CRACKED JEWEL</p> <p>3 SHARDS ESSENCE + 1.98% = CLOUDY</p> <p>10 SHARDS ESSENCE + 2.28% = COMMON</p> <p>20 SHARDS ESSENCE + 2.73% = CLEAR</p> <p>32 SHARDS ESSENCE + 3.04% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>BLUE, GREEN, GREY, OCHER, SANDY: START WITH CRACKED JEWEL</p> <p>13 SHARDS ESSENCE + 5.93% = CLOUDY</p> <p>38 SHARDS ESSENCE + 6.84% = COMMON</p> <p>72 SHARDS ESSENCE + 8.2% = CLEAR</p> <p>120 SHARDS ESSENCE + 9.11% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>BLACK & ANTHRACITE START WITH CRACKED JEWEL</p> <p>13 SHARDS ESSENCE + 5.93% = CLOUDY</p> <p>38 SHARDS ESSENCE + 6.84% = COMMON</p> <p>76 SHARDS ESSENCE + 8.2% = CLEAR</p> <p>127 SHARDS ESSENCE + 9.11% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>YELLOW - (GOLD D2) START WITH CRACKED JEWEL</p> <p>13 SHARDS ESSENCE + 5.93% = CLOUDY</p> <p>38 SHARDS ESSENCE + 6.84% = COMMON</p> <p>101 SHARDS ESSENCE + 8.2% = CLEAR</p> <p>132 SHARDS ESSENCE + 9.11% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>
T2 JEWEL QUALITY UPGRADING			<p>ORANGE & PURPLE: START WITH CRACKED JEWEL</p> <p>14 SHARDS ESSENCE + 5.93% = CLOUDY</p> <p>43 SHARDS ESSENCE + 6.84% = COMMON</p> <p>86 SHARDS ESSENCE + 8.2% = CLEAR</p> <p>144 SHARDS ESSENCE + 9.11% = LUMINOUS</p> <p>ORANGE: PERCENTAGE REPRESENTS THE DIMINISHING BUILDING TIME FOR NEW BUILDINGS (ROUNDED UP IN SECONDS).</p> <p>PURPLE: PERCENTAGE REPRESENTS THE DIMINISHING RESEARCH TIME FOR NEW BLUEPRINTS (ROUNDED UP IN SECONDS).</p>		
TIER2 QUALITY UPGRADE - STARTING WITH CRACKED					
<p>BLUE, GREEN, GREY, OCHER, SANDY: START WITH CRACKED JEWEL</p> <p>8 SHARDS ESSENCE + 3.95% = CLOUDY</p> <p>19 SHARDS ESSENCE + 4.55% = COMMON</p> <p>36 SHARDS ESSENCE + 5.47% = CLEAR</p> <p>64 SHARDS ESSENCE + 6.08% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>BLACK & ANTHRACITE START WITH CRACKED JEWEL</p> <p>8 SHARDS ESSENCE + 3.95% = CLOUDY</p> <p>19 SHARDS ESSENCE + 4.55% = COMMON</p> <p>38 SHARDS ESSENCE + 5.47% = CLEAR</p> <p>64 SHARDS ESSENCE + 6.08% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>YELLOW - (GOLD D2) START WITH CRACKED JEWEL</p> <p>7 SHARDS ESSENCE + 3.95% = CLOUDY</p> <p>20 SHARDS ESSENCE + 4.55% = COMMON</p> <p>40 SHARDS ESSENCE + 5.47% = CLEAR</p> <p>72 SHARDS ESSENCE + 6.08% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION</p>	<p>T3 BOOST JEWELS: START WITH CRACKED JEWEL</p> <p>17 SHARDS + ESSENCE + 1.58% RESOURCE +3% EVAPORATED E-THER = CLOUDY</p> <p>51 SHARDS + ESSENCE + 1.82% RESOURCE +3% EVAPORATED E-THER = COMMON</p> <p>101 SHARDS + ESSENCE + 2.18% RESOURCE +3% EVAPORATED E-THER = CLEAR</p> <p>168 SHARDS + ESSENCE + 2.43% RESOURCE +3% EVAPORATED E-THER = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION - PLUS 3% INCREASED E-THER EVAPORATION</p>		
<p>ORANGE & PURPLE: START WITH CRACKED JEWEL</p> <p>7 SHARDS ESSENCE + 3.95% = CLOUDY</p> <p>21 SHARDS ESSENCE + 4.55% = COMMON</p> <p>38 SHARDS ESSENCE + 5.47% = CLEAR</p> <p>64 SHARDS ESSENCE + 6.08% = LUMINOUS</p> <p>ORANGE: DIMINISH BUILDING TIME FOR NEW BUILDINGS BY PERCENTAGE (ROUNDED UP IN SECONDS).</p> <p>PURPLE: DIMINISH RESEARCH TIME FOR NEW BLUEPRINTS BY PERCENTAGE (ROUNDED UP IN SECONDS).</p>	<p>SUNRISE, JAMAICA, SUNSET: START WITH CRACKED JEWEL</p> <p>8 SHARDS ESSENCE + 3.95% = CLOUDY</p> <p>25 SHARDS ESSENCE + 4.55% = COMMON</p> <p>50 SHARDS ESSENCE + 5.47% = CLEAR</p> <p>84 SHARDS ESSENCE + 6.08% = LUMINOUS</p> <p>PERCENTAGE IS ADDITIONAL RESOURCE PRODUCTION PLUS 2% INCREASED E-THER EVAPORATION</p>				

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